

PRIMA'S OFFICIAL STRATEGY GUIDE

ファンタジースターオンライン
PHANTASY STAR ONLINE™ III
episode
C.A.R.D. Revolution



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ファンタジースターオンライン
PHANTASY STAR ONLINE™
C.A.R.D. Revolution episode **III**

Prima's Official Strategy Guide

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Introduction

The legacy of *Phantasy Star* continues, and this time, it takes the form of an all-new game from Sonic Team. You'll revisit Ragol and enter an online world to play with friends from across the globe, but this time, you won't be playing an RPG; you'll be playing a card battle game.



The Story Unfolds

Long ago, the people of Coral bid farewell to their dying home world to colonize a new planet: the shining jewel of Ragol.

The first explorers aboard the *Pioneer 1* arrived on Ragol and prepared it for the wave of refugees that would follow on the massive ship, *Pioneer 2*. But when *Pioneer 2* arrived, the refugees saw that disaster had befallen their new home: The colony that *Pioneer 1* had prepared had been obliterated. A great danger had prevented colonization.

Decades have passed since that terrible day, and the people aboard *Pioneer 2* still live in orbit around Ragol, unable to settle on the planet surface and waiting for the day when the Principal Government declares the planet fit for settlement.

What's the Same?

Ragol must still be tamed. Two powerful factions are still locked in a quiet internal battle to determine the fate of the planet for the teeming masses aboard *Pioneer 2*. You can choose to side with the Hero side or the Arkz side, either paving the way for colonization or stopping the unchecked demolition of the planet's natural beauty.



In addition to the same world and story, the various cards in the game are lifted from the weapons, techniques, and monsters of the previous games. You still use the Foie technique to take down a ferocious Hildebear, and still wield a Durandal Sword to cut down an enemy character. You can now control Story Characters that are based on beloved character classes from classic *Phantasy Star Online*, such as Hunters, Rangers, and Forces. And of course, it is still an online game where you can battle others from around the world.

What's New?

Unlike previous *Phantasy Star Online* games, *Phantasy Star Online: Episode III—C.A.R.D. Revolution* is not a traditional RPG. In fact, it's a collectible card game. You still create a main character and level him or her up, but all conflict is resolved through the excitement and action of a turn-based card battle system.

Card Fights

All battles between opponents in *Phantasy Star Online: Episode III—C.A.R.D. Revolution* are resolved through card duels. You face off on a game board against another player, each with a deck of cards from which to draw. Each round, you play cards that represent Creatures, Items, or special attacks, and through these cards, defeat the enemy.



No Exploration

You can wander around the confines of the Morgue, the launching station on *Pioneer 2*, for all expeditions to Ragol. But when it comes time to fight on Ragol, you take a teleporter to the planet surface. There is no exploration of the world.

Controlling Story Characters

Your main character is a commander. He or she does not fight in the game. The character you create represents you when you are chatting with other players in the online lobbies or wandering around the Morgue in offline story mode. When you fight, the commander disappears and you take control of a Story Character: one of the NPCs that meet and join you throughout the game. Instead of building decks for your commander to fight with, you build decks for these Story Characters, and they use them on your behalf in battle.



Gameplay

When you turn on *Phantasy Star Online: Episode III—C.A.R.D. Revolution* and get to the main menu, you have a variety of options: online game, offline game, tutorial, options, and official website.

Both online game and offline game are fun experiences. To play with other people online, go to online mode. After choosing an opponent and a teammate in the Visual Lobby, you can go to the Morgue to battle them in one of a dozen maps on Ragol.



Note

Not all maps are available until the player has unlocked them via story mode.

To play by yourself or with friends at your house, play offline mode. Here, there are two choices: story and free battle. Free battles are like online mode, except you already have your opponents and teammates with you. Story mode is the full single-player campaign. Although the name of the game is *Phantasy Star Online*, this offline story mode is a great game on its own. It has a rich story and many interesting characters to meet and confront, and is a great way to learn and master the game.

Before you can play in either mode, you must create a character for yourself.

Tip

Many elements of gameplay are the same, regardless of whether you play online or offline. For more information about online-specific gameplay, such as creating teams, joining tournaments, and so on, refer to the Online Play section. All the information, tips, and strategies in this guide are applicable for both offline and online games, but the Online Play section consolidates information that is specific to online play.

Creating a Character



When you start a game, you first must create a character for yourself. You can take this character to online or offline modes. This character represents you in the Morgue and, in online mode, the Visual Lobby. Other players will see you as this character. Your character does not fight, and doesn't even have any real attributes, such as strength or intelligence, as in other RPGs. Your character is only a graphical representation of you.

Class and Appearance

As in previous *Phantasy Star Online* games, your character belongs to one of three classes and one of three races. The classes are Hunter, Ranger, and Force, and the races are humanoid, human, and newman. You choose what character to make. The various combinations of class, race, and gender create 12 total possibilities.



After this choice, you can customize the look of your character, modifying such factors as hair, skin color, body type, and outfit. You also need to create a name for yourself. Choose a name you will be comfortable using online. Because your character doesn't engage in battle, your choice of class is a matter of personal preference. Your character's class and appearance have no bearing on gameplay.

Character Card Level

Your character has a Card Level (CLV) that reflects how well you have played in *Phantasy Star Online: Episode III—C.A.R.D. Revolution*. You start at first level and gain a new level every time you earn 100 Experience Points in battle. You have separate Card Levels for online and offline play. Character Card Level doesn't give you any benefits in battle, but it is important for two reasons. First, it is used to show other players at a glance how good you are at playing the game. Second, a higher Character Card Level means you will earn better cards when you win battles. The very best cards can only be won by high CLV players who perform nearly perfectly in battle.

The Morgue



The Morgue is the area of *Pioneer 2* that you will call home for the duration of the game. In online mode, you come here after choosing teams in the Visual Lobby. In offline mode, you start here. The Morgue is where you acquire your missions, create and arrange decks, trade cards, meet Story Characters in offline story mode, and embark on missions to Ragol. The Morgue is a small space, but it has several important locations.

Lab Chief's Desk

This is where you appear every time you load up a story mode game. Only in offline story mode will you find this room useful, as it is here that you come to get your missions. You talk to the Lab Chief (or the R-Base Captain, if you play the Dark, or Arkz, side) behind the desk, and he updates



you on the happenings on Ragol and sends you on your missions. After you have your missions, you can go to the Entry Counter room.

Entry Counter Room



This room has a computer counter at the far end and a transporter in the middle. After you get a new mission, you come here to access the Entry Counter.

From the Counter, you can see a map of the planet surface. You then select a location to duel on, set the card battle rules, and select a deck to use. After these selections are made, you are taken to the chosen map on Ragol to battle.



Note

Adjusting the battle rules lets you change such things as how much HP your Story Characters have, whether to shuffle your deck, and whether to loop your deck. However, in story mode, you cannot change these settings.

Command Center



This is where you can create and edit your decks and trade cards. To edit or create a deck, talk to the worker behind the counter. Two Card Trading Machines are in the back of this room. There are two so that in online mode, you and another player can trade cards with each other. This room is the only place you can

customize and construct decks. Return here after every battle to look at your new cards and integrate them into your existing decks. Update your decks as you win better cards in battle.

Other Areas

The main hub of the Morgue is where most of the NPCs stand. In online mode, there aren't people to talk to, but in offline story mode, you find the Story Characters here. New characters appear as you progress through the story mode game. Talk to all the characters in the Morgue after every mission. They might

have something new to say, or ask you to perform side missions for them. You can refer to the walkthrough sections to see when you need to talk to each NPC in order to acquire their side missions.



Choosing Sides in Story Mode



When you start a story game, you need to first choose a side. You can play for the Hero side or the Dark side. In the world of *Phantasy Star Online*, the Dark side is also known as the Arkz side.

Story Characters

No matter which side you choose to play, you begin the game knowing three Story Characters. These three Story Characters appear in the Morgue, usually standing in the hub, and willing to talk and give you advice. You unlock new characters in groups of three after you complete critical missions during each campaign. When they are unlocked, they also appear in the Morgue hub. Sometimes, not all characters are visible, as some come and go as you complete various missions. But after a character is unlocked, it is always available at the Command Center as one of your crew, to command on Ragol or to construct a deck around.

Characters are essential because they fight for you on Ragol. They are also vital to deck building because you cannot have a deck without first assigning it a deck leader.

Constructing Decks

When you create a deck, you first must choose a Story Character to lead the deck. Only characters you have unlocked so far appear as choices. There are 12 Story Characters per side, and when you have unlocked them all, you will have ultimate flexibility in constructing decks. You can use decks you build in story mode, online play, or offline free battles.



Note

Although you can build any deck you want, you won't be able to use some decks in story mode because of the side you chose to play. For instance, if you created an Arkz deck, you won't be able to use it when you are playing the Hero side story.

Note

Although they are called *Story Characters*, these characters are also used in free battles and online play as deck leaders. There isn't a separate group of characters for use in online mode. Because the decks you create can be used interchangeably between all game modes, the same 24 characters—12 for Hero and 12 for Arkz—will be used whether you play offline or online.

Deck Limitations

After you choose a Story Character, you can build the deck. You can have a total of 30 cards in your deck. When adding multiple copies of a card to your deck, the maximum number of copies you can have is three.



There is another limitation based on the side you choose. If you play as a Hero, your Story Characters cannot use Creature cards. Hero characters equip themselves with Item cards to attack their opponents. If you play as Arkz, you cannot use Item cards. Instead, you summon

Creatures to fight for you. The difference between Hero and Arkz decks is further explained in the Card Strategies section.

Aside from these limitations, you are free to use your imagination to craft as creative a deck as possible.

Limitations at a Glance

- You must assign the deck a Story Character.
- Each deck must have 30 cards.
- You cannot have more than three copies of a single card in your deck.
- Hero decks cannot have Creature cards.
- Arkz decks cannot have Item cards.

Changing Story Characters

After you finish a deck, you can assign it to a new Story Character if you wish. You will want to do this if you find a character later in the game who is better suited to the deck you constructed. For example, you might have a sword deck full of strong Sword Item cards and Sword Action cards built for Sil'fer, one of the starting Hero characters. However, after you unlock Orland, who has a tremendous sword bonus, instead of building a new deck for him, you could assign him Sil'fer's old sword deck, making Orland the new deck leader.

Card Battles

Whether you acquire a mission in story mode or just want to play a free battle online or offline, eventually you will engage in a card battle on Ragol.



You can play head-to-head against a foe or create two teams of two to play against each other. Thus, up to four players can play in a card battle.

The Board

When a card battle begins, you and your opponent face off on opposite sides of the board. Every game board is composed of a number of squares. The board is usually—but not always—a rectangular shape. Some boards are small, being little more than a 3x3 grid, while other boards can be up to three times larger.

Note

The words *board*, *map*, and *grid* are used interchangeably to refer to the location on which you play card battles in the game.

There are more than a dozen locations to battle on Ragol's surface. In story mode, sometimes the board changes size. For instance, Unguis Lapis is the location of your first mission. When you first battle on it, the map is small, but when you return to Unguis Lapis for a later mission, the map reveals itself to be much bigger.

Maneuvering Around the Board

You can move around the board, but each Story Character or Creature card has only limited movement per turn, and even then can move only at the designated phase during the duel.

Because the goal is to destroy the other player, you want to go for your enemy as quickly as possible. Sometimes, though, you want to temper your rush with caution—such as when the enemy is surrounded by huge Creatures and you are still waiting to draw a good weapon to attack with.

Terrain

While most of the maps are composed of plain squares you can walk across, some have terrain squares. These can include rocks, transporter panels, and other objects.

Rocks are impassable boulders around which you must walk. They create detours you must take into consideration when maneuvering. Often, you can use rocks to your advantage when fighting against Creature cards. You can stand your character next to a rock, knowing that no Creature or character can attack you from that square. You can also try to funnel enemy Creatures through a pass between rocks so you only have to fight them one at a time.



Transporter panels come in pairs. They are squares that teleport you back and forth between each other. Some large maps use transporter panels as a means for clearing the board. Controlling a board's transporter panels can be a huge advantage in a battle, especially if you are Arkz and use Creatures. You can send your Creatures onto the transporter panels on your opponent's side of the map. This will prevent the opponent from using them and render him or her unable to come close to your Story Character.

Event Cards



On some maps, certain squares trigger special global events. In many ways, these events are like Assist cards in that they affect all players in a battle. These Event cards can accomplish such sweeping changes as skipping the draw phase for you or all players and giving all players a bonus or penalty of dice rolls. The

locations of these squares are often randomized per map, but knowing what they do can help you use them to your advantage.

Winning and Losing

To win a battle, you must reduce the opposing Story Character to 0 HP or less. After you win a battle, you earn experience and cards. If you lose a game in online mode, you are dropped into the Morgue, just as a victory would. If you lose in story mode, the game ends and you need to restart from a previous saved game.

Battle Rankings

After every battle, you receive a grade, or battle ranking. These rankings are presented as letter grades. A battle ranking determines how many cards you receive after the battle is over.

Getting a high ranking is an art, rather than a science. Several factors go into determining your ultimate battle ranking: time of the

duel, turns taken, damage dealt, and damage taken. Doing well in any one category doesn't mean you'll automatically get bumped to a higher grade. For instance, even if you finish a duel in fewer than seven turns, you might still only get an E ranking, perhaps because you weren't efficient with your cards or you suffered too much damage before finally vanquishing your opponent.



The ranks available to you are S, A+, A, B+, B, C+, C, D+, D, and E. You get a rank only when you win. If you lose a match, you do not get a battle ranking.

Adding New Cards



Playing and winning a duel is the surest way to gain new cards in *Phantasy Star Online: Episode III—C.A.R.D. Revolution*. Although you start out with a small deck of 30 cards, you have ample opportunity to gain new cards as you play the game.

After every duel, you receive a pack of cards. Upon finishing a duel and leaving the experience screen, another screen appears, revealing four packs. Although they look the same, each pack offers a different set of cards. After you choose a pack, the cards inside are revealed and added to your library. The cards you get within each pack are randomized.

In addition, the number of cards within each pack is not set. It varies depending on how well you did in the duel. If you received a high battle ranking, your pack will have more cards. If you received a poor ranking, you'll get fewer cards when you open the pack.

Refer to the table here to see how many cards you gain for each earned battle ranking.

Battle Ranking	Cards Earned
S	9 cards
A	8 cards
B/B+	7 cards
C/C+	6 cards
D/D+	5 cards
E	4 cards
Lose match	2 cards

Note

Trading

The other way to earn new cards is by trading for them. You can trade online or offline, but must do so at the Morgue's Command Center.

Card Strategies

The heart of *Phantasy Star Online: Episode III—C.A.R.D. Revolution* is the card battle. Here, you determine how great a hunter you are. This section goes into detail on the battle phases, the cards, and how to create a strong deck. Beating your opponent is your ultimate goal in *Phantasy Star Online*, but you'll need equal parts deck construction and card tactics to achieve victory. This section will help you master the ingredients necessary to win every battle you play.

Card Battle Basics



The first step in mastering card battles is learning how they work. The goal of every card battle is to reduce the opposing Story Character's HP, or hit points, to zero. This is the only victory condition in the game. The rewards for winning and the consequences for losing are explained in the Gameplay section. To gain

victory, you need to play the best cards while managing the battle phases to the best of your ability.

Note

Throughout this book, the word *character* is used to refer to Story Characters, Items, and Creatures. Unlike Action or Assist cards, character cards have HP, so they exist on the battle map until destroyed. Story Characters, which are the figures that lead your deck, are but one type of character.

Playing Cards



You start a battle with a hand of five cards. During your turn, you can play these cards by spending ATK (Attack) points. Each card, whether it is a character or an Action card, has a cost, from one to eight points. You roll a die to determine your ATK points each round, so the number of points you have to play cards changes in each

turn. You often have more cards than you can play in a turn, so you have to manage your ATK points and play only the cards you need. Making attacks and moving your characters also cost ATK points, so they are a valuable resource you must spend wisely.

Battle Phases

In card battles, you and your opponent take turns playing. During each player's turn, there are five combat phases: Dice Phase, Set Phase, Move Phase, Action Phase, and Draw Phase. The current phase is shown at the top of the screen.

Starting a Battle



At the start of every battle, you and your opponent each roll a six-sided die. The player with the higher number goes first. The first turn is like any other, except for one major point: The player who goes first cannot attack. Otherwise, this first turn goes through the five phases as normal. In team games, the total of each side's

dice rolls is matched against the other's, and the team with the highest sum goes first. The players who go second have no restriction on whether they can attack.

Drawing Your First Hand

Although the Draw Phase happens at the end of the turn, at the battle's beginning, you draw your first hand. This happens so that you have cards to play during the other phases.

Even though the second player goes next, he or she also draws a first hand at the match's beginning, at the same time as the first player.



When you draw the first hand at the battle's start, you have a one-time option to take a mulligan. If you choose to do so, you can discard your hand and draw a new set of five cards. Do this if you have no useful cards to play. For instance, if you are a Hero character, and draw no Item cards, draw a new hand.



Dice Phase



The first phase of every turn is the Dice Phase. During this phase, you roll two six-sided dice, one for your ATK points and one for your DEF (Defense) points. The highest roll number is automatically moved to your ATK points slot, and the lowest is for your DEF points.

ATK Points

ATK points are the action points for a phase. Although the name might lead you to believe that these points only govern attacks, they're broader than that. Every action you take during your turn—playing a card, moving a character on the map, and attacking—has a cost of at least one ATK point. Let's say you roll a five during Dice Phase. In your hand you have a Creature with a cost of two. That means it costs two ATK points to set, so you pay two points and summon the Creature in your Set Phase. During the Move Phase, you spend one more ATK point to move the Creature next to an enemy Story Character. In the Action Phase, you spend another point to attack the Story Character. The Draw Phase comes, and your turn ends; you still have one ATK point.

ATK points are the most critical factor determining your success in battle. If you keep rolling low on the dice and come up with ATK points of one, two, or three, you'll never be able to set Items or Creatures, move into position, or attack.

DEF Points

You do not use DEF points during your turn. Instead, you use them to set defensive cards during the other player's turn. During the Action Phase, the defending player—the one who is being attacked—can play any defense cards in his or her hand, provided that the player has enough DEF points to play them. You cannot play any other types of cards during this defense phase. Also, DEF points cannot be used for anything except to pay for defense cards at this time.

DEF points aren't as critical as ATK points, but they come in handy if you stack your deck with defense cards. A good player makes sure to have enough defense cards in the deck to protect against harm and to thwart the opponent's best attacks.

Dice Bonuses

Underneath the display for your ATK and DEF points is a small icon noting your Dice Bonus. Your Dice Bonus starts at zero. As you defeat characters in battle, you earn Experience points (EXP). You can see these Experience points as a bar next to each Story Character's portrait in the Main Menu. You can access the Main Menu by pressing **START**.



When the Experience points bar fills, you get a +1 Dice Bonus. If the battle lasts long enough and you kill enough characters, you can fill the bar again and get another +1 Dice Bonus. You can then repeat the process and get ever-greater bonuses. Getting a Dice Bonus is advantageous for you, as it means you have more ATK points to spend on setting cards, moving, and attacking.

The Dice Bonus applies equally to your ATK and DEF rolls. If you roll a five and a three during your Dice Phase, a +1 Dice Bonus will bump up the rolls to six and four, with the six going to your ATK points and the four to your DEF points.

Certain Assist cards, such as Dice +1, also give you a Dice Bonus. However, they are rare, and the best way to give yourself a bonus is to destroy as many characters as you can to fill your Experience points bar.



No matter how many Dice Bonuses you have, you can almost never get more than eight ATK or DEF points. Even if your Dice Bonus would put you over eight, you get no more than that. For example, if you have a +4 Dice Bonus, you are guaranteed at least five ATK and DEF points, but if you roll a five or six, the result is still capped at

eight. The exception to this is when you combine a Dice +1 Assist card with your Dice Bonuses. In that case, the cap becomes nine.

Set Phase

After the Dice Phase, you move to the Set Phase. *Setting* a card means playing it. Every card has a point cost, displayed at the top of the card. The cost can be anywhere from one to eight. The most powerful cards have high cost. You cannot play the best cards without some sort of dice advantage that bumps your ATK points to seven or eight.

All cards you play during the Set Phase cost you ATK points. You also use ATK points to buy movement and attacks in later phases, so you do not want to use all your ATK points during the Set Phase if you still want to do more things later in your turn. This is especially true if you plan to use any Action cards later. Moving and attacking with a character costs only one point, but Action cards often cost more than that, so you need to save even more ATK points if you plan to use Attack or Technique cards during the Action Phase.



If you are playing as a Hero character, you use your Set Phase to equip yourself with Items. If you are playing as an Arkz character, you use it to summon Creatures.

During the first turn of this phase, get at least one character into play. Take a look ahead to your next two phases and see how many ATK points you will need in those phases. If you cannot move, you have more points to spend on setting characters, and if you are too far away to attack anything, you have even more points to spend during this phase. Being successful in *Phantasy Star Online: Episode III—C.A.R.D. Revolution* means being able to look ahead to the board and the phases of your current and upcoming turns.



When you have many different cards in your hand and only enough ATK points to set a few, look at your needs in battle. If your opponent is a Hero character who has lots of attacks, avoid your low-cost, low-HP Creatures in favor of your big ones. Even though it costs five ATK points to summon a Hildebear, as

opposed to four ATK points to summon two Rag Rappy cards, you should go for the Hildebear because it will survive and be useful in later rounds. Conversely, if your opponent has one single attack for immense damage, you should go with your multiple Rag Rappy cards because the opponent can kill only one of them at a time, and you will be able to summon more than the enemy can deal with. Always look at your opponent's capabilities and your needs before deciding on what to set for the turn.

Tip

If you go first in a battle, use your ATK points to bring out as many characters as you can. Because you cannot attack during this turn anyway, there is no point in saving ATK points for that action. Go for as many characters as possible, whether they are Items or Creatures, so that in the next turn, you can attack more often or with more potent attacks.

Set Limit

You can have only a total of eight points' worth of characters on the battle map at a time. Any characters in excess of that cannot be set onto the map. In fact, if you are at that limit already, your character cards will be grayed out in the Set Phase, indicating that you can set no more characters.



Be careful when managing this aspect of setting your characters. Keep enough space open to set Creatures or Items you know you will need and use in the next turn or two. Conversely, don't keep characters lying around in your hand when you are already at your limit. Dump the character cards at the Draw Phase so you can draw some Action and Assist cards.

Move Phase



The Move Phase occurs after you have set your character cards for the turn. At this point, you can move any Story Characters or Creatures that are on the battle map. Items do not move because they are equipped by Story Characters.

Each square of movement costs one ATK point, so if you have more Creatures on the board than you have ATK points, you will not be able to move all the Creatures. In addition, each Story Character and Creature has a movement (MV) entry that tells the maximum number of squares it can move in one turn. Some cards are thus quicker than others because they can clear more ground per turn.

It is possible to move diagonally in the game, but it costs two ATK points because you are really moving once vertically and once horizontally to get to the diagonal square. Also, you cannot move diagonally if characters block both the squares through which you need to move.



Although you can move diagonally, you can only attack diagonally with some characters. Keep these points in mind when trying to maneuver around the map.

Action Phase

After you have procured ATK points and set and moved your characters, it's time to attack. You do this during the Action, or Act, Phase.

You can only attack with characters that are already on the map, which means with Items equipped on Hero Story Characters and with Creatures. Attacking with a character costs one ATK point. A Hero Story Character can attack once for each equipped Item it has in play. If it has no Items in play, the Hero Story Character



can directly attack once. An Arkz Story Character also gets to attack once in the Action Phase.

During the Act Phase, you can also play Action cards on characters on the map. These cards improve a character's attack, often changing the AP and range of the affected character. Each Action card has a point cost, such as two, three, four, or more ATK points. When you pay for an Action card, you must assign it to an attacking character, whether that is a Story Character, an Item, or a Creature. If there is no eligible target for your Action card, it is grayed out in your hand, meaning you cannot play it.

If you pay to play an Action card, that cost replaces the cost you normally have to pay to attack with the affected character. For example, normally to attack with a sword, you pay one ATK point. But if you play a Slash Action card on the sword, you pay the card's two ATK points instead and do not need to pay an extra ATK point to attack with it. The two ATK points you paid for the card also cover the cost to attack.

Defense Pseudo-Phase



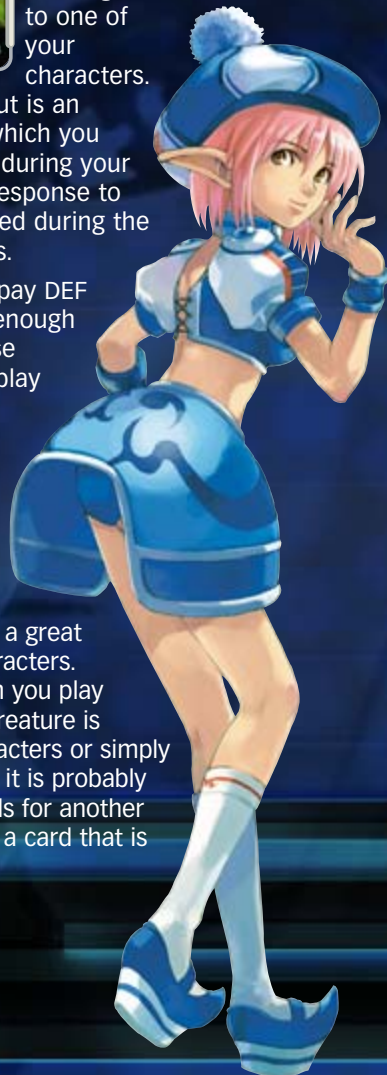
During your opponent's Action Phase, when the opponent attacks you, you have the option to play any Defense Action cards, or Defense cards, in your hand to block or prevent the ensuing attack to one of your characters.

This isn't a true battle phase but is an interrupting pseudo-phase in which you get to play Defense cards only during your opponent's turn—and only in response to an attack. If you are not attacked during the turn, you cannot play any cards.

To play a Defense card, you pay DEF points. If you don't have enough DEF points to cover the Defense card's cost, you are unable to play the card.

You may only play one Defense card on a character that is under attack, so unlike with other Action cards, you cannot string together a combo of Defense cards.

The Defense pseudo-phase is a great opportunity to protect your characters. However, be careful about when you play Defense cards. If your Item or Creature is being attacked by multiple characters or simply being overwhelmed by damage, it is probably wiser to save your Defense cards for another turn rather than waste them on a card that is going to die anyway.



Draw Phase

The Draw Phase concludes your turn. You have the option to discard any cards you want. You draw as many cards as you need to fill your hand up to five cards. You always end your turn with the maximum hand size.

Tip

There isn't much strategy during this phase. However, get rid of any cards you know you cannot play. Don't hold on to cards you won't, or can't, use. For instance, if you have no Tech OK cards in your hand or map, discard your Technique Action card because you can't play it. Or if all your cards are five-cost characters, get rid of at least half because you know you cannot play them all.

When you free space, you can draw more cards and are likely to get either a good Defense card to use during your opponent's turn or some good characters and Action cards for use during your next turn.

Don't hold on to bad hands. Use the Draw Phase as an opportunity to start over or get some badly needed Defense cards if necessary.

Note

You cannot be "deked" in this game; that is, you cannot lose the game by running out of cards to draw. When you draw the last card in your 30-card deck, all the cards in your discard pile are shuffled together to form a new deck from which you can draw.

Mastering the Cards

Cards are your main units of battle. You summon certain cards onto the map to use as foot soldiers, then play other cards to make them better in combat. All cards have several common attributes, explained later in this section.

Viewing Cards

To view your cards, press Start; select Card, then Cards List, then All Types, Item, Creature, Action, or Assist. The cards are arranged in alphabetical order.



The other way to see your cards is to go to the Command Center's front desk and edit an existing deck or create a new deck. As you are building your deck, you will be able to see the cards in your collection.

Of the two, the easiest means of viewing is via the Card Trading Machine.

Card Rarity

There are 477 cards in the game, and some are more common than others. When you win a battle and win new cards from one of the four victory packs, you get a random sample of cards. The most common ones show up most frequently, and therefore you'll often have lots of them in your collection.



As you increase in CLv, the cards in your winning pack become better and better because you'll draw rarer cards in the higher levels. The levels of rarity, starting from most common, are N4, N3, N2, N1, R4, R3, R2, R1, S, and SS. When you are low in CLv, most cards you win are drawn from the lowest of the N ranks. But

as you move up to higher levels, you graduate to winning R rank cards, and S and SS rank cards.

Tip

Being high in CLv means the card pool you can draw from for your victory pack is rarer, but you still need to earn the highest battle rankings, such as A+ or S, to find an S or SS card in your pack.

Card Fluctuation

When you accumulate a critical mass of the same card, the game rewards you by giving you a different card the next time you win that card again. As the same card is revealed in the victory pack, it transforms into a new card. The new one will be a similar card but of a higher rarity. Also, the new card is one you don't yet have in your collection. So, for instance, you might have a number of Handgun cards and obtain another Handgun card, which turns into a Twinkle Star card.

Card fluctuation makes sure that at some point you stop getting the same card over and over again and get something different, and better, for a change. However, it does not happen often.

Card Attributes



All cards, regardless of type, have common attributes. They have costs, telling you how many ATK or DEF points are needed to play them in battle. They also have descriptions that tell you what kind of cards they are and what abilities they have.

On the face of a card, there are fields for hit points (HP), attack power (AP), technique attack power (TP), and movement range (MV). A final attribute on the card is range. Some cards also have colored bars on the top or left and right sides. The significance of these colored bars is explained in the Card Types section.

While every card has a cost, not all cards have HP, AP, TP, MV, or range. Certain cards, such as Attack Action and Technique Cards, are temporary, and disappear from the field once played. These cards do not have HP or MV values because they don't need them. On the other hand, cards that remain on the battle map, such as Creatures, often have values for all four attributes (HP, AP, TP, and MV).

Note

All cards have costs. All character cards—Story Characters, Items, and Creatures—have HP, AP, TP, MV, and range. All Action cards have AP, TP, and range.

Cost

Although cost is straightforward, there is one limitation of which you need to be aware. You can never have more than eight points' worth of characters on the battle map at a time. If you have four monsters that each have a cost of two, you cannot set more Creatures onto the map. Even if you are just one point shy of this limit, you cannot squeeze a higher-cost Creature into the one point you have left in the limit. Any Creatures with a cost higher than one would be grayed out and ineligible for setting.

In order to free up room for more characters, one or more existing characters on the map must perish in battle. You cannot remove them yourself.

Hit Points (HP)

HP is how much damage a card can take before it dies. For instance, the HP value of Story Characters is a modifier to the normal character starting HP, which is 15, although this starting value can be adjusted in deck rules. Some Story Characters have no modifier (+0 HP) and so go into battle with 15 HP. Others might have anywhere from -1 to -5 HP, so they are weaker, but they have other abilities to offset their fragility. On the other end of the spectrum are characters that have bonuses, such as +4 HP, making them harder to kill. These characters are often weak in other areas, so they need the extra durability.



Attack Power (AP)

AP is the amount of damage a character inflicts when it attacks. The AP of Story Characters and Creatures is reflected as a flat value, and the AP of Items and Action cards is stated as a bonus because they modify a character's existing attack.

Hero Story Characters can improve their AP with Item cards, as well as Action cards, and Arkz characters have a fixed AP that can be changed only with Action cards. Because Arkz characters cannot use Item cards, they have less flexibility when it comes to directly attacking others without the aid of Creatures. Both Creatures and Items can have their AP improved by Action cards.

Technique Attack Power (TP)

TP is only used to determine damage when a character attacks, using a special Action card called a Technique Action card. These cards can almost be considered the "spells" of *Phantasy Star Online: Episode III—C.A.R.D. Revolution*.

Many Item cards give bonuses to AP and TP, and many Creatures have AP and TP values, but when equipped characters or Creatures attack, they use their total AP values to calculate damage, even if the TP is higher. For instance, assume that the Hero Story Character Ino'lis is equipped with a Wand that gives +1 AP and +3 TP. She has 1 AP and 1 TP, so her total when attacking with the Wand is 2 AP and 4 TP. However, Ino'lis will do two damage, not four. The TP comes into play only when Ino'lis "casts" a Tech Action card, such as Foie, which gives a +2 TP bonus and greater range to a single attack. If Ino'lis plays a Foie on the Wand just before attacking, because it is a Tech Attack card, the total attack will use the Wand's TP instead of AP, resulting in six damage altogether. The same would hold true if Foie were applied to an Arkz Creature.

Keep in mind that some Creatures and Items cannot have Tech Action cards played on them; the character must have the description "Tech OK" in order to be eligible to receive the benefits of a Tech card. The same holds true for Story Characters. Refer to the Characters section to see which Story Characters are ineligible to receive the benefit of Tech cards.

Movement (MV)

MV is the maximum number of squares a character can move in a turn. Each square costs one ATK point to move, but regardless of points spent, no character can move more than its MV value in one turn.

Range

Range indicates what squares a card can attack. It is displayed as a small 3x3 square grid in the top-left corner of the card. The center square is black, and it denotes the attacker's position. The white squares on the grid show the attack range of the card. Action cards and character cards have range. Assist cards do not.

You can improve a Story Character's range by using an equipped Item with a better range or by playing an Action card. You can increase the range of Items and Creatures by using Action cards as well.

Card Types

There are five different types of cards in *Phantasy Star Online: Episode III—C.A.R.D. Revolution*: Story Character, Item, Creature, Action, and Assist.

Story Character Cards



The most important type of card is the Story Character card. These cards are what you build your deck around. They are unique, and they aren't cards that you draw and play in a battle, per se. In that respect, they are a special type of card, unlike any other. The game refers to Story Characters as cards on several

infrequent occasions, but it is easiest to think of them as unique characters.

Each of the Story Characters has different abilities and attributes. There are 12 Story Characters per side, and in the course of the story mode, you unlock all of them on your side. After you do that, you can start using them to build decks, which you can take with you online.

Some Story Characters logically lend themselves to particular styles of decks. For instance, Endu has the Rampage ability, which lets him damage all equipped Items on an opponent with one attack, rather than having to attack them one at a time as usual, so he is ideal to use against an enemy Hero player, rather than an Arkz player. Meanwhile, Orland has a bonus with swords, so he should be attached to a deck with all Sword Item cards. Each Story Character's specific qualities are described in more detail in the Characters section.

Hero Versus Arkz

One of the first decisions you make when you enter a Story game or build a deck is your choice of side: Hero or Arkz. Hero and Arkz characters have similarities, but also marked differences.

Hero and Arkz characters have all the attributes of Creatures, so they have HP, AP, TP, MV, and range. Like Creatures, they can attack other characters directly. However, they have no cost.



Where the two sides differ is in the cards they can use and how they fight. Hero Story Characters equip themselves with Items to augment their strength and gain additional attacks, whereas Arkz Story Characters summon Creatures to attack for them.

Hero Story Characters cannot be directly attacked until all their equipped Items are destroyed, whereas Arkz Story Characters can always be attacked if an opposing Creature or Story Character is within range.

Moreover, Arkz Story Characters have a fixed attack of their own, whereas Hero characters, because of their cards, can manipulate and improve their attacks, giving them longer range, more power, or both.



Another big difference between Story Characters lies in their class. All 12 classes on each side belong to a class: Hunter, Ranger, or Force. Rangers emphasize ranged attacks, and Hunters emphasize melee attacks. Meanwhile, the characters in the Force class employ lots of special "technique" attacks to

deal damage to their enemies. The difference in classes is most pronounced on the Hero side, and it is most readily seen in the types of Items and Action cards each class is encouraged to use. Force characters, for instance, often have TP bonuses, whereas Hunters have special abilities that rely on Swords and AP. Even within the same class, no two Story Characters share exactly the same ability. Refer to the part on Story Characters in the Characters section to learn more about each Story Character's class-specific abilities.

Item Cards



Item cards must be set on Story Characters. This is referred to as *equipping* the Item on the character. Items have HP, and they often have AP and TP bonuses, which are added to the Story Character's base values in those attributes. Some

Items also have ranges that are different from those of equipped characters.

Each Item is a distinct entity. Items do not stack to create a single greater attack. Instead, a Story Character makes a separate attack for each Item he or she is equipped with, provided that the Item is designed for offense.

Three main groups of Items are considered weapons: Swords, Guns, and Canes. They are usable mainly by Hunters, Rangers, and Forces, respectively. Some Swords, Guns, and Canes are usable by all Hero classes, but most of the best such Items are reserved exclusively for their appropriate classes. So Rangers tend to use Guns, while Force characters tend to equip themselves with Canes.



Hero side in *Phantasy Star Online: Episode III—C.A.R.D. Revolution* still retain their traditional niches.

Some items, such as Mags and Guard Items, are meant for defensive or utility purposes. Mags improve their equipped characters' AP and TP. Guard Items have a special ability that requires all enemy characters to attack and destroy them before another Item can be attacked. They typically have high HP as well, so they are great defensive Items.

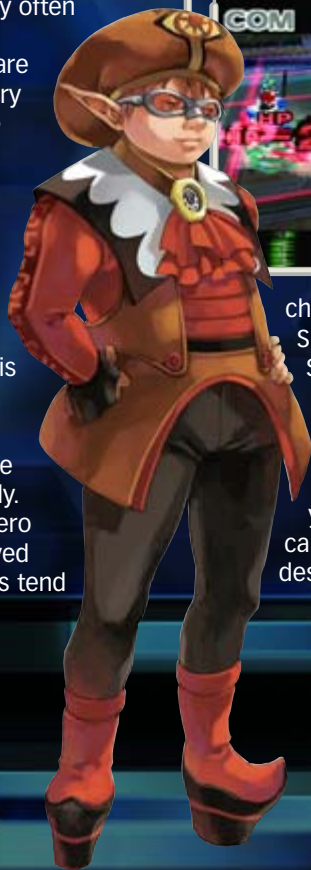
Items, like Story Characters and Creatures, are destroyed when reduced to 0 HP or less.

Items as Shields for Heroes



To deal full damage to a Hero character, you must destroy all equipped Items on that character first. Thus, a Hero equipped with four Shield cards of 3 HP each has a 12 HP buffer before you can attack the Hero directly. However, every equipped Item that you destroy also deals 1 HP damage to the owning

character. So if the Hero in this example has all four Shield cards destroyed, the Hero will lose 4 HP. Sometimes, in a prolonged battle, you might be able to kill an enemy Hero without ever dealing full damage to the Hero because you have destroyed more than a dozen of the Hero's Items. As a Hero character, be mindful of this liability. Although Item cards protect you and help preserve your HP in a battle, you also can't afford to keep losing Items because their destruction leeches away your HP.



Creature Cards

Creature cards are distinct entities whose deaths have no effect on their owning characters. They can be moved around the board just like Story Characters. Players using Creature cards can really own the board, controlling squares and blocking passage to their Story Characters, using their Creatures as living shields against attack.



Each Creature has a type, such as Native, A. Beast, Dark, and Machine. This type-casting is important because there are Action cards that affect only certain Creature types, and some Creatures themselves have abilities that rely on other Creature types. For instance, some Attack cards give a character an attack bonus against Native Creatures, and other Attack cards give Machine Creatures a bonus on attacks.



In addition, some Creatures are Guard Creatures, meaning that they absorb all damage dealt to a Story Character. Therefore, they must be killed before the Story Character can be hurt. These creatures are a must-have for Arkz players who are envious of Hero players who use their Items as shields.

Creatures can be the recipients of Action cards, so use the two in combination for deadly effect.

Setting Creatures



You must set creatures on your side of the board. However, the weaker the Creature in terms of cost, the farther away from your side of the board it can be set. For example, a five-point Hildebear can only be set in the first row of squares on your side of the board, whereas a one-point Poison Lily can be set as many as four rows up. Keep in mind that Creatures are not set relative to your current position, but in absolute relation to your side of the board. Moving up to an enemy player so you can summon the Hildebear next to the villain does not work.

Action Cards

You apply Action cards to Items or Creatures to make them more effective at attack or defense. They typically give a bonus to AP, TP, HP, or range. Action cards that deal damage are referred to as Attack cards, and multiple Attack cards can be stacked on an Item or a Creature to create overwhelming combinations.

Action cards are not always beneficial. There are some negative Action cards that you play on the enemy to decrease the enemy's attack or defense. Technique Attack cards, a subset of Action cards, employ and enhance a character's TP for a special attack. Defense cards, which you can use during your opponent's turn in order to block or reduce the enemy's attack, are also considered a subset of Action cards.



Note

When using an Attack or Technique card, look at the description to see whether it affects single or multiple targets. Some cards, like Zonde, have a great range (in this case, six squares) but can hit only one target. Other cards, such as Stab, might have only a two-square range, but they hit targets in both squares. It's a matter of reach versus area. The best Action cards are those that have a huge range and also affect multiple targets in that range.



Attack Cards

Attack cards are Action cards that can be played on any character on the battle map. They can boost the AP of a character with an AP boost, alter the range, or both. Some Attack cards can also bestow status ailments, such as paralysis, acid, or freezing, on the character's attack so that the struck enemy suffers negative, non-HP effects.

Creating Action Card Combos



Action cards are unique in that they can be combined to pump up a character's attack to truly epic proportions. In order to combine two Action cards, you must be able to match up the vertical colored bars on the left and right of both cards.

The order in which you play combo cards is important. The first card's right bar must match with the second card's left bar. So if you have a Slash Action card (+2 AP), which has a red right bar, you can follow it with a Long Arm Action card (3-square range), which has a red left bar. However, because Long Arm has no right bar, if you played Long Arm first, you wouldn't be able to combine a second card with it.

Some cards have both left and right bars, meaning that they can start, continue, or end a combo. A card with just a left red bar can only end a combo.

Be aware that the only limit to the number of cards you can chain into a combo is your ATK points. If you have the maximum of nine ATK points for your turn, due to various Dice Bonuses, you could theoretically chain up to nine points' worth of Attack cards, which would create an attack that obliterates anything on the receiving end.

Tip

The final attack uses the range of the last card in the combo chain. If you want to maximize the range of an attack, place your best-ranged Attack card at the end of the combo.

Some cards have multiple colors in their vertical bars. If a card has two or more colors on its right or left bar, it can be combined with a card of any of those colors. A card might have a single color for the left bar and multiple colors for the right bar; this means the card has more options for what can be tagged onto it but can follow only one specific color of card.

Note

Only Attack Action cards can be turned into combos. Technique Attack cards cannot be combined.

Take note of the colored vertical bars on all Action cards you find and experiment with them to create a dizzying array of combos. Attacking with combos not only creates stronger attacks but also rewards you when the battle ends because the number of combos used factors positively into your final battle ranking.

Defense Cards

Most Defense cards have HP bonuses, such as +1 HP or +4 HP, as their only attributes. When these Defense cards are played, they don't actually increase the HP of the defended character. Instead, they are subtracted from the incoming attack. If the amount of the HP bonus is equal to or greater than the amount of the attack, the attack is a miss.



You can't fend off all attacks with a Defense card. To see whether an incoming attack can be thwarted by one of your Defense cards, look at the horizontal colored bar at the top of both the attacking card and the defending card. If the two colors match, you can play the Defense card. If the colors do not match, you cannot use the Defense card against the attack.

If a card has multiple colors on its horizontal bar, it can defend against multiple colors of cards or be affected by multiple colors of Defense cards.

In general, an attack refers to the Item or Creature making the attack. However, if an Action card—whether it is an Attack card or a Technique card—is being played on the Item or Creature, the Action card's color takes precedence, not the original card's color.

Technique Cards



Technique Attack cards are special Action cards. Technique attacks are fueled by a character's TP. Normally, when attacks are resolved, the character's AP determines damage. But when you use a Technique Action card, or Tech card, the attack uses the character's TP value. Some characters

cannot use Tech cards. Even some Story Characters are unable to use them. Think about this before you add Tech cards to your deck.

Items that are Tech OK often have a TP bonus, such as +1 or +2 TP, and Creatures that are Tech OK have a TP score, such as 2 or 4. However, sometimes, a character with 0 TP is still Tech OK. This just means the character isn't a very good Tech candidate because its base TP damage will be zero.



Tech cards often have greater ranges than other cards and can hit multiple targets. But always look at the card description to verify this information. Force Hero Story Characters are the best characters for using Tech cards. They have higher TP than other characters and often have special abilities that

improve their use of Tech cards. Among the best Story Characters for using Tech cards are Ino'llis and Glustar.

Note

Three types of Tech cards bear special mention: Barta, Foie, and Zonde. They are cold, fire, and lightning attacks, respectively. There are three levels to each of these elemental attacks, with successive levels offering more powerful Tech attacks. For example, Gibarta is the second Barta attack, and whereas Barta hits the two squares in front of your character, Gibarta affects all targets in a cone in front of the character, doing more damage and hitting more enemies. These are the best Tech cards to get if you plan on building a Tech deck for a Force Story Character. The first levels of each card are common, but the second and third levels of Barta, Foie, and Zonde are rarer, so you need to earn high battle rankings to win them.

Assist Cards



An Assist card affects more than one character or player in the battle. Only one Assist card can be in effect on a Story Character at a time, and if you play a second Assist card, the most recent Assist card replaces the previous one. These cards can be played on your character and the enemy Story Character. Ideally, you

want a beneficial Assist card on you and a negative Assist card on your opponent.

Assist cards can influence battles in far-reaching ways that go beyond mere attack and HP boosts. Some Assist cards give all players a +1 bonus to their dice rolls or boost all Gun AP, and so on. Some Assist cards affect both you and the enemy. For instance, the Assist card Dice +1 gives you and your opponents a +1 Dice Bonus. Think twice before playing these types of Assist cards.

Building Decks

Knowing the cards in and out will help you become a better deck builder. While mastering the phases of battle and learning all the cards will help you in a duel, half the battle is already fought before you even set foot on Ragol. That's because the true determinant of victory or defeat is your deck composition.

Choosing a Theme

If you build a better deck than your opponent's, you'll probably win the battle. The first step in building a good deck is recognizing what sort of deck you want to build. Do you want to use Creatures or Items? Do you want to be able to attack opponents from long range, or would you rather wade into battle with swords swinging? Do you want to overwhelm your foe with lots of tiny Creatures or try winning with one or two huge brutes? These are questions you have to ask yourself first. After you decide on a theme or direction, look at the cards that

fit your theme and the Story Character that is best suited to lead such a deck.

Choosing a Story Character



The second step in building a good deck is to choose a Story Character. All the Story Characters have different abilities that make them ideal for certain types of decks. Go through your cards that fit your theme and choose which ones to include in your deck.

Tip

For more specific information on good themed decks and what cards to include in them, read the part on Story Characters in the Characters section. Because decks are organized around Story Characters, you'll find more of the deck-building strategy there.

Adding Cards to a Deck

Each deck can only have 30 cards, and you can have no more than 3 of the same card in your deck. So you have to make a lot of tough choices. Often, there are too many cards and not enough space. Be ruthless in organizing your deck. If you don't think you'll really use the card and are only putting it in there because it looks cool, dump it. Then, after you've created your deck, play with it a couple times alone to test it. Get rid of cards that didn't work, and add some you need. For example, you might find that you need more Guard Items, or you might find that you don't have enough low-cost Creatures so you can't play anything when you roll low in the Dice Phase.

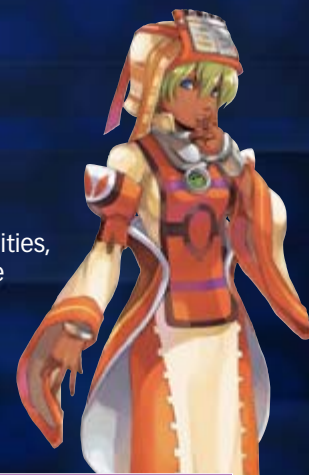
Also, as you play battles, take note of the cards you win and continually revisit the Command Center to replace old cards in your deck with better cards from your winnings.

Finally, take it online and play against better players. You'll know soon enough whether your deck is good enough or still needs work.



Story Characters

The loyal soldiers under your command are the Story Characters. These brave pioneers have fantastic abilities, but you need to know how to use them effectively. Each side, Hero and Arkz, has 12 Story Characters. The key differences between these characters are outlined in the Card Strategies section. This section covers each of the Story Characters in detail, explains their abilities, and recommends how to use them.



Hero Story Characters

Guard Items

All Hero Story Characters should have several Guard Items in their decks to protect them from damage. Guard Items are considered "protectors" in the game, which means as long as they are set, the enemy has to attack the Guard Item before attacking any other of the equipped Items.

Guard Items are shields that protect other items. If you have several fragile Items on you, such as two HP Mags or three HP weapons, then it is important to equip at least one Guard Item so your weaker HP Items don't get destroyed right away. The weakest Guard Item, Barrier, costs only 1 ATK point but also has only 3 HP. Other Guard Items have 6, 7, or even up to 15 or more HP, although they're more expensive as well. But even if the HP total of a Guard Item is not high, it can protect your other Items for at least one turn.

Make sure all your Hero Story Characters have at least a handful of Guard Items in their decks.



Hero Special Abilities

Most Hero Story Characters have special abilities, and many characters share the same abilities. In each entry you see the names of these special abilities listed. The following are the abilities you'll see:

Ability	Who Has It	What It Does
Anti-Abnormality	Teifu, Guykild, Saligun, Stella	Makes a Story Character immune to abnormal conditions, such as Acid, Drop, Freeze, Immobile, and Paralysis.
A/T Swap Perm.	Relmitos	Makes a Story Character swap her AP and TP after each attack.
Big Swing	Guykild	Makes attacking and Attack Action cards cost one more ATK point to execute.
Bonus TP Rise	Viviana	Gives a Story Character a TP bonus equal to 1.5 times her Dice Bonus.
Elude	Guykild	Makes a Story Character not lose HP when he loses an equipped Item.
Enemy Bonus	Teifu	Gives a Story Character a +1 AP bonus for every two enemy characters on the map.
EXP Bonus	Kranz	Causes a Story Character to earn +1 EXP if it destroys a character in one blow.
Fixed Ranged	Kranz, Stella	Causes the ranges of a Story Character's equipped weapons not to change when affected by Action cards.
Low-Cost Halfguard	Saligun	Causes a Story Character to suffer half damage from characters that cost three action points or less.
No Tech	Teifu, Guykild, Saligun, Stella	Makes a Story Character unable to use any Tech Action cards.
Sword Bonus	Orland	Gives the Story Characters +1 AP bonus per two Sword Items on the map.
Tech	Ino'lis	Makes Tech Action cards cost one fewer action point for the Story Character.

Sil'fer



Sil'fer is the first of three Hero Story Characters that begin the game under your command. She is a Hunter, meaning she specializes in hand-to-hand combat, especially using Sword Items. She has the highest AP of any Hunter character. This is balanced by her lack of any abilities and her slow movement rate. However, she has good HP and even has a modest TP, so you can use Tech attacks somewhat effectively.

Sil'fer's obvious strength is in Swords and attacking head-on. Use her to build a strong Sword-type deck. Place in it cards with high AP and lots of Attack Action cards with increased ranges, such as Slash, Cross Slay, and Stab. Make sure to add SW Attack, which greatly boosts Sword attacks. It is important to also stock the deck with Swords that have unusual or longer ranges, such as Partisan and Diska of Braveman.

Sil'fer is one of the best Hero Characters available, even after you unlock the other eight Hero Characters. You can't go wrong with her strong attacks and overall strengths. Use her if you need a combination of Tech power and physical power, such as when you need to face the boss, Leukon Knight.

Tip

One essential Attack Action card, not only for Sil'fer but for all Hunter Story Characters, is SW Attack. This Action card boosts Sword damage by 1.5 times. Add three to every Sword deck you create.



Race: Newmnan
Gender: Female
Class: Hunter
HP: +0
AP: 3
TP: 1
MV: 2
Special Abilities: None
Unlock Condition: N/A



Race: Human
Gender: Male
Class: Ranger
HP: -1
AP: 2
TP: 1
MV: 2

Special Abilities:
 Fixed Range, EXP Bonus
Unlock Condition: N/A



The playboy of the group is a cocky Ranger who is adept at what he does. Like Sil'fer, Kranz has modest ability with Tech attacks, so if you want to combine strong physical attacks with Tech ability, use him. However, Kranz is slightly weaker than Sil'fer. He makes up for it with his affinity for long-range Guns and his EXP Bonus.

Kranz is a middle-of-the-road Ranger, and he isn't as strong as Kylria. He is also slow, with an MV of two. However, a unique ability of Kranz's is EXP Bonus. When Kranz kills a character with one blow, he gets +1 EXP. That means he fills his Dice Bar faster and earns experience for you faster than other characters. This a great ability that makes Kranz especially attractive.

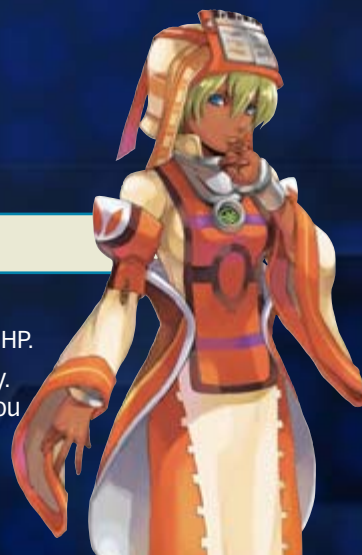
Kranz's best ability is Fixed Range, which lets him use any Attack Action card on his weapon Item and still keep the Item's normal range. This is great when he combines cards like Slash and Gun Attack with a Meteor Smash. Whereas those Action cards ordinarily affect only one target, Kranz can hit four characters with his Meteor Smash and still derive the benefits of those cards. When using Kranz, choose weapons with long-range and multiple-target ability, and then load up on Attack Action cards.

To pump up Kranz's AP, add some Mag Item cards to go along with your Action cards. Finally, as with all Story Characters, Guard Items and Defense cards are good additions, if you can spare the space.

Tip

Make sure to add three GN Attack Action cards to Kranz's deck. GN Attack multiplies the damage of a Gun by 1.5 times. However, multiple GN Attack cards will not stack on the same Gun. All Ranger class characters should have the maximum number of GN Attack cards in their decks.

Ino'lis



Ino'lis is the first Force Story Character at your disposal. At first glance, her stats don't seem very good. She has only 1 AP and 1 TP. But she is fast and doesn't suffer terribly in HP.

Her Tech ability is very nice: It means all Tech Action cards cost one fewer point to play. So Barta only costs one ATK point. That's a great bargain for a +2 TP attack. Make sure you load Ino'lis up with the strongest TP Cane-type Items available to make her Tech attacks even more potent. Eventually, when you get enough Tech cards, you can hurl them out rapid-fire, thanks to your Tech ability, provided you have multiple Canes equipped.

Even at low levels, you can get your hands on such Canes as Ice Staff Dagon (+3 TP) and even Caduceus (+4 TP). Then add as many Tech Attacks as you can to her deck, as well as Mag Items that increase TP, Guard Items, and Defense cards. Because Ino'lis has a modest AP, you can drop some Attack Action cards and Canes with AP bonus or Swords with good TP to give her some physical capabilities. Because you won't have a lot of Tech cards early in the game, you will have to do this. But, as you earn more Tech Attack cards, you can slowly wean Ino'lis off Attack Action and Sword cards.

Tip

Force characters predominantly use Canes, so add three CN Attack cards to your deck for instances when you make physical attacks. Also add CN Guard Defense cards, which negate damage against your Cane from one attack.

Race: Human
Gender: Female
Class: Force
HP: -1
AP: 1
TP: 1
MV: 3
Special Abilities: Tech
Unlock Condition: N/A



Kylria



Kylria is like the Ranger version of Sil'fer or Glustar—a strong archetype with no special abilities, just the best stats for the class. She has the highest AP and HP of any Ranger but is slow and has no TP. She can still use Tech Attack cards, but it's not advisable to do so.

Kylria should stick to Guns. Many Guns have ranges that are superior to the ranges given for Attack Action cards. So, unlike with Kranz or Stella, if you use Action cards with Kylria, you'll give up the better ranges of your weapons. So make sure you add Attack Action cards with good ranges, such as Cross Slay, Slash, and Stab. Add the maximum number of GN Attack Action cards, as well. The Long Arm and Snipe Action cards aren't really worth it for Kylria: They cost one or two ATK points and give no AP boost. Further, they only give you back the range you already have with certain Guns.

To maintain the good range of Kylria's Guns and boost her attack, use Mag Items, which give you a constant AP bonus without affecting range. You can't have too many, though, and they are often low in HP, so add a few Defense cards or Guard Items to your deck, as well.

Because of his Fixed Ranged and EXP Bonus ability, Kranz is sometimes a better choice, but if you want raw power, Kylria is a good choice.

Race: Human
Gender: Female
Class: Ranger
HP: +0
AP: 3
TP: 0
MV: 2
Special Abilities: None
Unlock Conditions:
 Complete Hero mission
 Sighting 1

Mag Items

Mags are special Items that hover near Story Characters and give them a constant bonus to AP, TP, or both. Some are low in cost and HP and offer only a modest boost, such as +1 AP or +1 TP. Vayu costs one point, has 2 HP, and gives +1 TP. Others are higher in cost and HP and can give greater bonuses. Savitri, for example, costs five points but has 10 HP and +4 AP. The bonuses from a Mag are conferred on all attacks, as long as the Mag Item is equipped.

You can have multiple Mags out, and their effects stack. Remember that you can only have a maximum of eight points' worth of Items out at a time, and your Mags count toward that limit. Mags are a great way to get an always-on boost without using Action cards. Add the appropriate types to your deck and combine them with Attack Action cards and Items to achieve truly powerful attacks.



Viviana



Viviana has weak stats, with only 1 AP and 1 TP. But her one special ability can be potent if you know how to use it. Bonus TP Rise changes Viviana's TP to 1.5 times her Dice Bonus, not including Dice Assist cards. In the beginning of the battle, this does nothing for her, and her TP is one. But once you get to two Dice Bonus, her TP kicks up to three. And if your Dice Bonus goes to three, her TP changes to four. The longer the match goes on, the more powerful Viviana becomes. To get the most out of this ability, do not rush for the opposing Story Character. Take your time to wipe out all the Creatures and Items on the field first. The more you kill, the faster your Experience Points Bar increases and the sooner you'll be looking at a TP bonus.

As a Force character, Viviana should use lots of Canes with high TP. Those that also provide good AP bonuses are the best ones to equip her with. Stack her deck with as many Tech Attack cards as possible. And add some TP-boosting Mag Items, such as Vayu.

Note

Remember that *Phantasy Star Online: Episode III—C.A.R.D. Revolution* rounds all fractions down, so a Dice Bonus of three results in 4 TP for Viviana.

Race: Newmian
Gender: Female
Class: Force
HP: -1
AP: 1
TP: 1
MV: 2
Special Abilities:
 Bonus TP Rise
Unlock Conditions:
 Complete Hero mission
 Sighting 1



Teifu



Teifu is a humanoid Hunter. That means he can't use Tech attacks, but also means he is immune to status conditions. However, as a Hunter, his attributes don't seem good at first glance. He has only 1 AP and 2 MV. However, his Enemy Bonus ability gives him a bonus of +1 AP for every two enemy characters out on the battle field. This comes in handy against enemy decks that emphasize lots of little Creatures, but not so great against decks that use single, huge beasts. Even then, Teifu needs at least four enemy characters on the field before he equals Sil'fer's power. In many cases, much like Orland, he isn't the ideal Story Character.

Teifu is great in team games, however, where you will be fighting two enemy players, because naturally you will face twice as many enemy Characters. That in turn gives Teifu the opportunity to really pump up his Enemy Bonus.

Because Teifu's AP is so low, add AP-boosting Mag Items and make sure to have plenty of Attack Action cards. Otherwise, use him like the other Hunters.

Race: Humanoid
Gender: Male
Class: Hunter
HP: -3
AP: 1
TP: 0
MV: 2
Special Abilities:
 Anti-Abnormality,
 Enemy Bonus, No Tech
Unlock Conditions:
 Complete Hero mission
 Sighting 1

Relmitos



Relmitos is a Force Story Character who seems well-suited for Tech attacks. But he can be excellent at physical attacks as well, albeit to the detriment of his Tech abilities.

Relmitos's A/T Swap Perm. ability means that his AP and TP swap places after every attack, whether physical or Tech based. Give thought on when to use normal attacks versus when to play a Tech card such as Foie. Also, within a given Action Phase, the AP and TP can flip-flop because the change occurs after each attack. So, when using Relmitos, lead off with a Tech attack, then attack with a weapon, then attack with Tech, then attack with a weapon, and so on. If you were to play two Tech attacks in succession, one would have a good 3 TP, and the other would have a piddling 0 TP base. You would have wasted the second Tech attack, when you should have simply attacked with a weapon instead. If you remember that Relmitos's AP and TP always swap, you will understand when to hold off on certain actions and when to press ahead.

Because of his ability, Relmitos can use a deck that favors strong AP and strong TP Canes and Swords. He can even use Guns. With his good MV and good HP, he can be quite formidable, but only if you remember that his A/T Swap can be a liability if you don't use it properly. If you don't like to keep changing your tactics each turn, or if you tire of remembering Relmitos's constant swapping, use a different character who is better suited to the style you want—physical or Tech attacks—rather than someone who straddles the fence with both.



Race: Human
Gender: Male
Class: Force
HP: +0
AP: 0
TP: 3
MV: 3
Special Abilities: A/T Swap Perm.
Unlock Conditions: Complete Hero mission Sighting 2



Orland



Orland is a Hunter who isn't like the other Hunters on this list. He has low HP and low MV, and even his AP seems small for someone who is supposed to be good at physical attacks. However, his ability somewhat makes up for his weaknesses.

Orland gains a +1 AP bonus for every two Sword Items on the battle map. That means Orland should only use Swords that have low cost because he can then equip more of them. Don't load Orland's deck with high-cost, high-AP Swords such as four-point Red Slicer or five-point Plantain Huge Fan. You can only have, at most, one or two of each, which translates into one or zero AP bonus. But if you have four Sabers (two points), you get a +2 AP bonus. However, that also means Orland will be equipped with low-HP Items and thus subject to losing his Items at the slightest attacks, losing valuable HP. So stack his deck with good Defense cards to save him from harm. Orland can't afford to tie up more than two points of his eight-point Item limit on a Guard or Mag Item because that would mean less space for Swords.

However, you can see that even when filled up with Swords, Orland only gets as good as Sil'fer's starting AP. So he isn't that great of a Story Character to use. He can't even use Tech Attacks as well as Sil'fer can, and he has lower HP. Orland's bonus does become useful, however, when he is teamed up with another Hunter—someone like Teifu, Sil'fer, or Saligun—in a team mission. Then his bonus can get to the +3 or +4 range, making him very formidable. But if you aren't playing team games, you are better off with a stronger Hunter.

Race: Human
Gender: Male
Class: Hunter
HP: -3
AP: 1
TP: 0
MV: 2
Special Abilities: Sword Bonus
Unlock Conditions: Complete Hero mission Sighting 2

Guykild



Guykild needs to be used with thought to his low HP and his Big Swing ability, which requires him to spend one extra ATK point to attack and use any Attack Action cards. If other Story Characters roll four on their ATK points dice, they need to have only one point left to attack with, but Guykild needs two. That often means Guykild can't summon Items in the three-to-four points range and still attack in the same round. And forget about attacking with multiple weapons. Whereas Kylria can attack with three Guns for just three ATK points, Guykild would need to spend six ATK points to do exactly the same thing. The same goes for using Attack Action cards. Thus, it is imperative that all of Guykild's weapons be able to hit multiple targets with one shot because one is usually all he gets.

The Big Swing ability also means Guykild should not rely on Attack Action cards. You shouldn't plan on using combos. Instead, add lots of Mag Item cards for power. That way, your base attacks will still be strong, without Attack Action cards. Add three of the weakest Mags and one or two of the more powerful ones. The ideal equipment for Guykild would be a Meteor Smash and a Savitra. Add a Dice +1 Assist card or two to give Guykild more ATK points per round—and thus greater freedom to set, move, *and* attack.

Guykild's Elude ability is excellent because he loses no HP when his Items are destroyed. Don't be afraid to equip him with low HP Guard Items and Guns. In fact, make sure you add lots of Guards because Guykild has such low HP. Guykild truly is a Story Character who is all about Items, not Action cards.



Race: Humanoid
Gender: Male
Class: Ranger
HP: -5
AP: 2
TP: 0
MV: 3
Special Abilities:
 Anti-Abnormality,
 Big Swing, Elude
Unlock Conditions:
 Complete Hero mission
 Sighting 2



Saligun



Saligun is an overall good Hunter, with good MV and AP. She also has decent HP. Saligun's power compares favorably to Orland's and Teifu's, and she has better speed.

Saligun's Low-Cost Halfguard ability halves all damage done to her by characters that cost three or fewer ATK points. This sounds good, but you never want to be in a situation where it comes into play. This ability only helps Saligun in direct attacks. It does not help her equipped Items at all, so, the ability is better in theory than it is in practice. Don't pick her because of it.

Saligun cannot use Tech cards but should make great use of Attack Action cards. Play her as you would play Sil'fer: straight up, with high AP Swords and plenty of high-AP, better-ranged Attack cards. Saligun's only real benefit is that she cannot be affected by negative conditions, such as freezing, paralysis, and acid.

Race: Humanoid
Gender: Female
Class: Hunter
HP: -1
AP: 2
TP: 0
MV: 3
Special Abilities:
 Anti-Abnormality, Low-Cost Halfguard, No Tech
Unlock Conditions:
 Complete Hero mission
 Development 1

Stella



Stella's strength is her speed; she can move four squares per turn, easily the best of any Hero Story Character. However, she is very weak in battle, with just 1 AP and 0 TP. As a humanoid, she is immune to status conditions such as paralysis and freezing. She also cannot use any Tech cards. Her other main ability is Fixed Range. As with Kranz, this means the range of whatever weapon Item she uses stays the same, regardless of any Action card you play on it. This is great if you have equipped Guns with far-reaching ranges that can hit multiple targets, but it means you can't use the range-altering component of cards such as Cross Slay. To take advantage of this strength, make sure to include Guns that have long ranges and hit multiple targets in Stella's deck.

Stella's maneuverability means she can move into position to get good shots on the enemy. Low dice rolls are the one impediment to this tactic. With Stella, add one or two Dice +1 Assist cards to your deck and attack lots of Creatures to pump up your Dice Bonus. Because Stella has weak AP, add Mags to her deck to increase her AP, and always add the higher AP Guns to her deck. She is too weak to use Guns with +0 or +1 AP. Try to get Guns with fixed AP, such as Power Maser, which has six AP. They do not give an AP bonus but instead have the same AP, no matter who wields them and no matter what Action cards you play on them. These Guns are ideal for Stella's deck.



Race: Humanoid
Gender: Female
Class: Ranger
HP: -1
AP: 1
TP: 0
MV: 4
Special Abilities:
 No Tech, Fixed Range,
 Anti-Abnormality
Unlock Condition:
 Complete Hero mission
 Development 1



Race: Newman
Gender: Male
Class: Force
HP: +0
AP: 1
TP: 3
MV: 3
Special Abilities: None
Unlock Conditions:
 Complete Hero mission
 Development 1

Glustar



Glustar is the easiest Force Story Character to play. He has no special abilities—just all-around good stats. His TP is better than that of all the other Force characters, and he has good movement range and HP. Like all Force class members, Glustar relies heavily on Cane Items and Tech attacks. Load his deck with Tech cards such as Foie, Barta, and Zonde. Give him Canes with high TP and AP because he otherwise has no good physical attack power. Certain Swords, such as Double Saber, which has +4 AP and +3 TP, are also good choices for Glustar.

Other items you should add to his deck are Guard Items, Mag Items that improve TP, and Defense cards. Other than that, employ lots of long-range and multiple-target Tech Attack cards and high-TP Items. You should be able to dish out immense damage from great range with Glustar.

Arkz Characters

The game refers to Dark side Story Characters as Arkz. These brave freedom fighters try their best to stop the Principal Government's exploitation of the planet Ragol and secretive oppression of the people of *Pioneer 2*. At least that's what they would have you believe.

Arkz Story Characters as a whole have better HP than Hero Story Characters. That's because they can't equip Items and thus don't have the luxury of using Items as shields against attacks. An Arkz Story Character caught in the range of an enemy's attack takes full damage from the attack. So as a rule, Arkz Story Characters have more HP than Hero Story Characters. They also have better stats in the other categories as well, such as AP, TP, and MV.

Arkz players should employ lots of Action cards—more so than Hero Story Characters—to beef up their attacks and defense. More tactics for using each specific Arkz Story Character can be found in each Arkz character's individual entry in this section.

Tip



Add Guard Creatures to the decks of Arkz Story Characters. Like the Guard Items used by Hero Story Characters, Guard Creatures absorb all attacks on their controlling player. So if you have a Pan Arms out, any attack on your Story Character will instead deal damage to the Pan Arms. The Pan

Arms Creature is easy to acquire, so add it to your deck as soon as you find one. Ideally, you should have more than one for added protection. Keep in mind, though, that Guard Creatures have the Unfilial property, which means they deal their controlling player two damage when they die. Don't use Guard Creatures with low HP, and don't use Guard Creatures if your HP is already very low.

Tip



A few Action cards heal Story Characters. Some, like Drain, let you heal yourself equal to the amount of damage you deal. Any time you find an HP-boosting Action or Assist card, immediately add it to your Arkz Story Characters need all the help

they can get, especially if they are Hunters that engage in melee combat, such as Rufina, Endu, Hyze, and Reiz.

Arkz Special Abilities

Most Arkz Story Characters have special abilities, and many characters share the same abilities. In each entry you see the names of these special abilities listed. The following are the abilities you'll see:

Ability	Who Has It	What It Does
Action Up	Rufina	Multiplies the AP bonus of Attack Action cards by two.
Aerial Assassin	Lura	Does 1.5 times damage to Aerial Creatures.
Anti-Abnormality	Hyze, Lura, Ohgun, Reiz	Makes a Story Character immune to abnormal conditions, such as acid, drop, freeze, immobile, and paralysis.
AP Assist	Hyze	Gives Creatures near the Story Character a +1 AP bonus.
EXP Bonus	K.C.	Causes a Story Character to earn +1 EXP if it destroys a character in one blow.
Fixed Range	K.C., Lura, Rio	Causes the ranges of a Story Character's equipped weapons not to change when affected by Action cards.
HP Assist	Creinu	Gives all of a Story Character's Creatures +1 HP (up to his or her max HP) per turn.
Impact Halfguard	Ohgun	Causes a Story Character to suffer half damage from attacks that deal six damage and up (rounding down).
No Tech	Hyze, Lura, Ohgun, Reiz	Makes a Story Character unable to use any Tech Action cards.
Pierce	Reiz	Makes a Story Character's physical attacks bypass equipped Items to affect a Story Character directly.
Rampage	Endu	Makes a Story Character's physical attacks hit all of an enemy Hero's Items.
Revenge	Rio	Gives a Story Character a +1 AP bonus for every three of its Creatures that die during the battle.
Snatch	Memoru	Causes a Story Character to steal from the opposing player EXP equal to half the damage dealt by its Tech attacks.
Tech	Peko	Makes Tech Action cards cost one fewer action point for the Story Character.

Break



Break is the leader of the group and also one of the most powerful Arkz characters. If you look at his attributes, you find he is strong across the board. He has excellent HP, AP, and movement. Moreover, he has the best Tech power of any Arkz character except Memoru. Even his attack power is among the best.

He is a Force character, so add as many Tech Attack cards to his deck as possible. With his natural Tech power and the added range of the Tech cards, you could do six damage to four targets with a GiBarta Tech, for example, or six damage to all targets around you with a Gifoie.

Because Break is a Force character, he has a very limited attack range: He can only hit the square in front of him. He is good at physical attacks because of his high AP. Add cards such as Stab, Slash, and Attack to his deck and make sure you have Long Arm and Snipe for combos. Don't let Break get surrounded and have to use Cross Slay. Also, don't let him wade in ahead of his Creatures to fight. However, if he is used as a supplement to his Creatures, he can be very powerful. Remember that his specialty is Tech attacks, not frontline combat.

Break has no special abilities, but his general abilities are good enough that he should always be a mainstay in your deck building. Stay away from melee battles and attack from long range, and you should do well with him.



Race: Human
Gender: Male
Class: Force
HP: +4
AP: 3
TP: 4
MV: 3
Special Abilities: None
Unlock Condition: N/A



Lura



Lura is a Ranger and her attack covers a wide area. She can hit all targets in that area at once. Plus, like a Shot Gun Item, she can attack the square in front of her, as well as the line of three squares behind that. She also has the Fixed Range ability, so she retains that area of attack even after you apply lots of Attack Action cards to her. Lura's Aerial Assassin ability lets her do 1.5 times damage to any Aerial Creatures. Keep this in mind if you are facing other Arkz characters who employ flying Creatures.

Because Lura can keep her range, you should add as many Attack Action cards as possible and try to achieve lots of strong combos. Some of the best Attack cards also alter range, but Lura can just use them for their AP bonus. Attack cards that have no AP bonus, such as Long Arms, are useless to her. Because Lura cannot use any Tech Action cards, your choice of what cards to give her is almost easier than if you were using another Story Character.

You should have several Guard Creatures in Lura's deck because she has low HP for an Arkz character. Also, because she can attack from two squares away, load her deck with high-HP monsters that can be in front of the enemy while you shoot from behind them. They will be like a wall, preventing you from getting hurt, and combine with your attacks to overwhelm the enemy.

Race: Humanoid
Gender: Female
Class: Ranger
HP: +2
AP: 2
TP: 0
MV: 4
Special Abilities: Aerial Assassin, Anti-Abnormality, Fixed Range, No Tech
Unlock Condition: N/A

Endu



Endu is a very strong Hunter, not because of his attack power but because of his Rampage ability and attack range. He can strike all three squares in front of him, hitting all targets in them. Moreover, any physical attack he makes damages all Items equipped on an opponent. This is deadly against Hero Story Characters.

Even though Endu's ability is good, only use him to attack if the enemy is a Hero Story Character with lots of Items, especially Guards and low-HP Mags and weapons. His Rampage ability destroys Items quickly, bypassing the Protector ability of the Guard Items. When attacking with Endu, have strong Creatures nearby to mop up after his initial attacks. Hildebears, Pouilly Slimes, Nano Dragons, and other tough beasts are great. When you move Endu close to fight, make sure you have lots of Defense cards, such as Wall, Guard, and Dodge, because he does not have good HP.

You can't win if Endu attacks alone. Support him with high-HP Creatures with good AP. That way, the enemies have to make a tough choice: If they take down Endu, they'll be destroyed by your strong Creatures, but if they go after the Creatures, Endu will quickly strip them of all their Items. By having ample Defense cards ready for use, you can make an enemy waste an attack.

Because you will be attacking along with your Creatures, make sure you add Attack Action cards to pump up Endu's damage. His damage is not great on its own, but with an Action card or two, Endu can strip a Hero in one turn. Just make sure he has lots of support from strong Creatures and Defense cards.

Race: Human
Gender: Male
Class: Force
HP: +0
AP: 2
TP: 0
MV: 3
Special Abilities: Rampage
Unlock Condition: N/A

Tip

Rampage

Several cards can give you the Rampage ability, which is helpful for other characters besides Endu, including Creatures in his deck. Use the Punch and Madness Attack Action cards to do damage to all of a Hero's Items.



Race: Human
Gender: Male
Class: Ranger
HP: +3
AP: 2
TP: 1
MV: 4
Special Abilities: Fixed Range, EXP Bonus
Unlock Condition: Complete either the Ruin Smugglers or Love Story 1 mission.

K.C.



K.C. is like an Arkz version of Kranz. He has Fixed Range and gains an EXP Bonus when he kills a character—either Items or Creatures—in one blow. Because of this ability, he gains experience, and thus Dice Bonuses, a little faster than other Story Characters.

K.C.'s attack range is that of a Rifle Gun, which means he can hit any one target up to three squares away. This keeps him out of harm's way. However, he can hit only one target at a time, so make every attack count. Apply combinations of Attack Action cards to K.C.'s attack and take down targets from three squares away.

Have plenty of Creatures to soak up damage and prevent enemies from approaching K.C. Have two lines of Creatures in front of him; he can still attack an enemy character from that distance. Note that K.C.'s AP is only two, so to drop an opponent in one blow and get an EXP Bonus, you need multiple Action cards to improve the attack.

Memoru



Memoru is a Force character, and she is thus exceptionally well suited to using Tech Attack cards. She has good HP, very good movement, and great Tech power. Her physical attack is very weak and only hits one target directly in front of her, but you shouldn't use her for direct physical attacks anyway. Memoru has great movement and can speed around the map, provided that you have enough ATK points. She is thus able to get out of trouble fast.

Memoru's ability is dependant on her using Tech attacks, but her ability doesn't actually help her use them. Rather, she absorbs EXP from the opponent whenever she deals damage with a Tech attack. She actually gains half the damage back as experience. So she is great at improving her Dice Bonus in battle, and in turn a wonderful help in advancing your Card Level. However, this is EXP stolen from the opposing player. If the enemy has no experience, this ability doesn't work. Only when the enemy already has experience does Memoru get it when making Tech attacks.

Still, her high TP makes Memoru ideally suited to throwing out Tech cards such as Foie, Barta, and Zonde. Naturally, your deck should also have high-HP, high-TP Creatures, not only to act as a durable frontline of defenders, but also so they can take advantage of the Tech cards you will have in the deck. Because Memoru should have Tech cards in her deck anyway, you might as well have Creatures that can also make good use of them.

Add in the maximum number of Tech Action cards, as well as good Defense cards and strong Creatures, and you will do fine with Memoru.



Race: Newman
Gender: Female
Class: Force
HP: +4
AP: 1
TP: 4
MV: 4
Special Abilities: Snatch
Unlock Condition:
 Complete either the
 Ruin Smugglers or Love
 Story 1 mission.



Rufina



Rufina is a strong Hunter in the Arkz family, with the best HP, good AP, and very fast movement. However, as with the other Hunters, don't get lulled into thinking she can simply win battles alone with her sword attack.

Rufina has a good attack range because she uses a Slicer, meaning she can hit multiple targets: the two squares in front of her, the two squares to the left and right of her, and the target two squares up. However, this means that she needs to maneuver constantly to keep hitting her foe if it moves up to within one square to attack. She has a good starting AP, so add lots of Attack Action cards to her deck. Use this strategy with her because of her Action Up special ability. Whenever you use an Attack Action card on Rufina, she doubles its AP bonus, resulting in incredible amounts of damage. A Slash card does +4 AP damage instead of +2, and a Cross Slay does +2 instead of +1. Be aware that this alters her attack range.

Because you will be using Rufina in melee attacks, make sure you have lots of Defense cards to protect her—and even some Guard Creatures, if possible. Also take advantage of her Creatures and attack with multiple monsters. Pick lots of low-cost monsters that can pester and hinder the opponent, especially monsters that can induce paralysis and freezing, such as Poison Lily. You'll do most of your damage through Rufina.

Race: Newman
Gender: Female
Class: Hunter
HP: +5
AP: 3
TP: 1
MV: 4
Special Abilities: Action Up
Unlock Condition:
 Complete either the Ruin
 Smugglers or Love Story 1
 mission.

Rio



Rio is a Ranger with a modest attack who has the Fixed Range ability. She is thus a good character for using Attack Action cards. Regardless of Action cards, Rio always hits the two squares directly in front of her, damaging two targets. Unfortunately, that also means she can't attack from great range as other characters can, which means Rio is often close enough to the enemies to be counterattacked. Rio needs good Defense cards, as well as potent Attack Action cards.

Her Revenge special ability can make Rio strong. It works as follows: For every three of her Creatures destroyed in battle, Rio gains a +1 AP bonus. To make use of this, Rio has to throw out lots of weak, low-cost Creatures, then have them die. However, if she lets the enemy kill them, they quickly get a Dice Bonus. So, kill them yourself. Use Madness to self-destruct a bunch of weak Creatures, such as Claws or Rag Rappies. Add as many one-cost Creatures as you can, then kill them with Madness. In a few rounds, you'll pump up Rio's AP to 4 or 5, then you'll do even more damage with Attack Action cards.

In practice, this is difficult because the other player is gunning for you while you try to kill your own Creatures. Although you want to have low-cost Creatures, pick ones that at least have good TP or AP, such as Rappy cards.



Race: Human
Gender: Female
Class: Ranger
HP: +3
AP: 2
TP: 1
MV: 3
Special Abilities:
 Fixed Range, Revenge
Unlock Condition:
 Complete the Unseen Enemy 1 mission.

Peko



Peko is a Force character, but he has a decent physical attack. Unfortunately, his range is bad, so he's actually designed for using Tech Attack Action cards because he has the same Tech ability as Ino'lis. Each Tech card Peko uses costs one ATK point less than it costs other Arkz Story Characters to play. Therefore, he gets more for the money...er, ATK point...yet he doesn't do very much damage. Still, by playing Tech cards for fewer ATK points, he can use more and thus blanket enemies with Tech attacks.

Make sure to stack Peko's deck with high-TP Creatures, such as Pouilly Slime, Love Rappy, Al Rappy, Evil Shark, Canane, and Dimenian. They have much better TP than Peko, so cast your Tech cards through them. To protect Peko, play these Creatures up front. Remember that with Peko, use Tech Attack cards only after you've already used Creatures with better TP values.

As far as physical attacks go, Peko can only hit the square in front of him. Don't get lured into a physical confrontation using Peko. Stay away from the enemy, attack through high-TP Creatures, and use plenty of Tech Action cards.

Race: Newman
Gender: Male
Class: Force
HP: +3
AP: 2
TP: 2
MV: 3
Special Abilities: Tech
Unlock Condition:
 Complete the Unseen Enemy 1 mission.

Hyze



Hyze is a very strong Hunter with great AP. He also has a very unusual range. His melee attack hits the square in front of him and the square to his left, so can hit two targets at once! However, always be mindful of the slightly off-kilter range.

Hyze can't use Tech cards, so employ plenty of Attack Action cards for him and his Creatures. His AP Assist ability boosts the AP of his nearby Creatures by +1. The Creatures must be within one square of him, but the bonus can be substantial if you use multiple Creatures. Instead of using a single high-cost Creature such as a Nano Dragon or a Hildebear, use lower-cost Creatures with already good HP and AP, such as a Guil Shark. You can get two Guil Sharks out and do 12 damage (base of 5 plus 1 per shark with AP Assist), whereas you could have only one Hildebear out for 7 damage (base of 6 plus 1). So with Hyze, have a deck with lots of mid-HP, midcost Creatures so Hyze can spread his AP Assist ability and do lots more damage.

Hyze needs to be next to his Creatures, so he is often in the line of fire. Thankfully, he has good HP, but he also needs protection. Defense cards are important to him. Guard Creatures aren't as useful to him because they often have poor AP and occupy space that could go to a more useful Creature. If you can find Guard Creatures with decent attack power, Hyze can make them better, but at that point, AP Assist isn't playing to the Creature's strength.

While you're near a battle, use Hyze because he has such high AP. Use range-enhancing Attack cards to back up your beefed-up Creatures and pump up Hyze's already considerable attack, and you'll do well with him.



Race: Humanoid
Gender: Male
Class: Hunter
HP: +4
AP: 4
TP: 0
MV: 3
Special Abilities:
 Anti-Abnormality, AP Assist, No Tech
Unlock Condition:
 Complete the Unseen Enemy 1 mission.



Reiz



Reiz is an unusual Story Character. Use her only if you are adept with Action cards. She has low HP for an Arkz, and poor AP. Moreover, she cannot use Tech cards. Even her attack range is poor—she can only hit the square directly in front of her—and she is a Hunter! The saving grace among her attributes is decent speed.

However, Reiz's extraordinary special ability, Pierce, compensates for all her weaknesses. Pierce attacks a Story Character directly, regardless of the Items he or she has equipped. Various Creatures have the Pierce ability. Characters with the Pierce ability completely bypass all Items, including Guards, to deal their damage directly to the Story Character underneath.

Have Reiz strike the enemy player as often as possible, but also from as far away as possible. Make sure she conducts every attack with the help of Action cards—such as Stab, Split Boost, and Assault—then top it off with a long-range Action card, such as Snipe. After just three or four of these, the enemy Hero Story Character will die.

This strategy puts Reiz in the thick of battle, where she can fall very easily. Have lots of Defense cards at the ready, and use Guard Creatures, preferably those with very high HP and the ability to attack as well. You could use Barble, for example, but also add other Native Creatures, even some Hildebears, for added support. In fact, strong and high-HP Creatures do well for Reiz, just as they do with most other Arkz characters. As with Endu, Reiz's ability is so strong that the enemy Hero might even ignore your Hildebear to concentrate on you, leaving the enemy open for your super Creature.

Race: Humanoid
Gender: Female
Class: Hunter
HP: +0
AP: 1
TP: 0
MV: 3
Special Abilities: Anti-Abnormality, No Tech, Pierce
Unlock Condition: Complete the First Strike mission.

Creinu



Creinu is the final Force class member among the Arkz Story Characters. She is the only Arkz with negative HP, and she has a very low 0 AP and 1 TP. Of all the Arkz characters, she is the one that absolutely must stay as far away from combat as possible.

Although she is Force, Creinu isn't actually any more inclined to use Tech Attack cards than regular Attack Action cards. The key to winning with her is using Creatures that aren't too weak and aren't too strong. Her special ability, HP Assist, heals every Creature of hers on the map by +1 HP per turn. The distance to her is irrelevant. She could be on one side of the map, and her Creatures could be on the other side, and they would still get the +1 HP. Use that to your advantage. Set fast Creatures and have them rush off to the enemy.

Keep in mind that it doesn't help to summon a single high-HP Creature. Nor does it do you well to have lots of low-HP Creatures. In the former example, your HP Assist is redundant for a monster so durable already, and in the latter example, weak Creatures die too fast to benefit from your ability. You need to have multiple Creatures that have enough HP to last at least a round or two.

Ditch the Hildebears and Claws. Go for Sharks (Evil and Guil), Wolves, Boomas, and Cananes instead. These Creatures all have decent HP values—around four to six—and don't cost too much—around two to three ATK points each. They also have two to four AP or TP. The key is to use three or four Creatures that can do a decent amount of damage and stay alive longer due to Creinu's HP Assist. Then, stack Attack and Tech cards on their attacks to deliver high-damage blows. Basically, Creinu should overwhelm the enemy with Creatures.

Add some Defense cards to your deck in case Creinu is attacked because she has such low HP.



Race: Human
Gender: Female
Class: Force
HP: -1
AP: 0
TP: 1
MV: 3
Special Abilities:
 HP Assist
Unlock Condition:
 Complete the First Strike mission.

Ohgun



Ohgun can be quite powerful in the right circumstances. He is good against other Arkz characters because his attack affects a huge 3x2 rectangle area, meaning he can catch lots of Creatures with his attack. However, the range bears special mention. Ohgun cannot hit the row directly in front of him. His attack is a rectangle, one row up from him. However, Ohgun's range is not fixed, so any time you use Attack Action cards, you can alter his range. Keep that in mind. Plus, the attack does not do very much damage.

Ohgun is purely support, and his Creatures are the real strength of his deck. Add lots of strong, high-AP Creatures to Ohgun's deck, then surround the opponent. Have Ohgun whittle away at the enemy from very far range, attacking normally. If the enemy attacks him, his Impact Halfguard lets him suffer only half damage from attacks that do six or more damage. That means other players will only attack Ohgun with low-AP attacks. That in turn means he can survive longer and continue to pester the enemy with his attack. Ohgun's attack is good against other Arkz players or against enemy teams of two players.

However, don't take Ohgun's Impact Halfguard to mean that you shouldn't be diligent with Defense cards. At least you know the attacks against you will be low AP, so cards such as Wall and Guard will be excellent protectors.

Race: Humanoid
Gender: Male
Class: Ranger
HP: +1
AP: 2
TP: 0
MV: 2
Special Abilities:
 Anti-Abnormality, Impact Halfguard, No Tech
Unlock Condition:
 Complete the First Strike mission.

Hero Story

The story mode of *Phantasy Star Online: Episode III—C.A.R.D. Revolution* continues the struggle between Hero and Arkz for the soul of the planet Ragol. The war is coming to a head, which means the Principal Government needs its Heroes to be stronger and more vigilant than ever. You begin the Hero story at the Morgue, the central base for your division of Hunters. Your superior officer is the Lab Chief, and he gives you your government missions.

Three Story Characters are there with you from the beginning of the game, serving under your command: Sil'fer, Kranz, and Ino'lis. Information on these characters and all the ones you unlock in this story mode are detailed in the Characters section.

Mission Notes

Government Missions

All your government missions come from the Lab Chief. The main story of the Hero side progresses largely through these missions. Often, you get more than one government mission from the Lab Chief at a time. But you might not be able to complete all of them. When you take on one of the missions, the story moves ahead, and the other missions you had yet to follow are replaced by new ones. These new missions are called "mission killers" and are detailed as such in their mission write-ups. If you have any side missions in the Entry Counter, they disappear when you take on and complete a mission killer. Remember, not all government missions are mission killers.



Side Missions

In addition to the government missions you get from the Lab Chief, you can get side missions from the man standing to the left of the Entry Counter room. Talk to him each time a new set of government missions appears to get a new side mission. Side missions appear only at set times during the story mode, so if you fail to talk to the man before the government missions are reset, the side missions disappear. Each individual government mission entry in this section indicates whether any side missions are opened once the mission is completed. If any are, you need to talk to the man before you reset the Entry Counter if you wish to receive the side mission.



Side missions are offered in tracks, and in order to get later side missions, you have to have taken on the side mission before it. For example, the Phantom Shop line of side missions includes Phantom Shop 1, Phantom Shop 2, Phantom Shop 3, and so on. In order to get Phantom Shop 2, you have to first finish Phantom Shop 1. If you did not undertake Phantom Shop 1 and then took on a government mission that wiped Phantom Shop 1 off the Entry Counter, you would never get the later Phantom Shop missions.

Story Character Missions

Each of the Hero Story Characters gives you a Story Character mission. You need to talk to the Hero Story Characters at certain moments, just as you would talk to the man for side missions. These missions disappear if you don't talk to the respective Story Character at the right moment. After you finish a Story Character mission, you can return to the character, who gives you a bonus card as a reward.



Side and Story Character Missions

This section is organized chronologically by mission type. Because the main story is told through the government missions, those missions are detailed together as the government mission walkthrough. The side missions and story character missions are explained in greater detail at the end of the section. However, these side and story character missions are noted in the government mission walkthrough when they become available so you know when you must take them. That way, you'll know when a side mission becomes available, and you can refer to the Side Mission or the Story Character Mission portion of this section for details.

Government Mission Walkthrough

Mission 1: Fossil Find I

Location: Unguis Lapis

Description: The fossil of a giant creature was recently discovered in a newly developed area of Ragol. An investigation team was quickly dispatched, but we've received word that they've run into trouble. You must hurry to their aid.

Enemy (Deck): Lura (Hi Lilies)

Status: Mission killer

Team Battle: No

Tactics

Fossil Find is your first mission, and as such, it is extremely easy. For one, you can't roll lower than a three during your Dice Phase. Also, the map is small, just a 3x3 grid.

You fight Lura, who uses a deck with Poison Lily and a few other low-HP cards. Poison Lily Creatures are immobile, so you can maneuver around them easily. Any of your three Story Characters will do well in this battle, although you can easily win with the Default Hero deck, which has Sil'fer as deck leader.



Use weapons with good ranges, such as Partisan, so you can hit more than one enemy at a time. If you want a good battle ranking, cut down lots of enemy Creatures before you finish off Lura. If she is close by and foolishly rushes at you, attack her directly and kill her.

Mission Aftermath

After Fossil Find, you are taken to the Lab Chief, who gives you a new mission: Haywire Pallet.

Mission 2: Haywire Pallet

Location: Nebula Montana

Description: This mission concerns the High-Speed Transit Net, the crown jewel of Ragol's development. We've received word that the Arkz have caused a prototype pallet vehicle to malfunction. We'd like you to stop it before it causes any accidents.

Enemy (Deck): Endu (Rampage)

Status: Mission killer

Team Battle: No

Tactics

This mission proves more difficult than the previous one. Endu has a special ability called Rampage that lets him do damage

to all your equipped Items when he attacks you. Whereas other characters can only attack your Items one at a time, Endu can destroy them all with only a few attacks. He only does about two damage per hit, but that's to all your items. Guard Items such as Shield and Barrier do not affect him as they do other characters, so they won't provide you the protection you are used to. For this mission, ditch your Guard Items and use high-HP weapons instead.



Note

This map is a small 3x4 grid. Closing with the enemy is easy here.

Luckily, Endu has to get close to you in order to attack you. He does not confer his Rampage ability to his Creatures. That means you can attack him. Use a Sword-type deck, either the Default deck or a custom-made Hunter deck.

Endu also summons quite a few Creatures to attack you, and you could find yourself surrounded. Use cards that let you hit multiple targets, either weapons such as Partisan or Attack Action cards such as Cross Slay or Slash.

Note

During this mission, you cannot roll anything less than a three during your Dice Phase.

Mission Aftermath

After completing this mission, you automatically go to the Lab Chief again, and he gives you two new missions: Fossil Find 2 and Sighting 1. Sighting 1 is a mission killer, so if you take it first, Fossil Find 2 disappears, and a new set of missions appears. Fossil Find 2 is not a mission killer, and if you take it on, Sighting 1 will still be available when you return.

Mission 3: Fossil Find 2

Location: Unguis Lapis

Description: We'd like to send another research team out to the giant fossil. I'd like you to guard this team against further interference from the Arkz.

Enemy (Deck): Break (Blue Eyes)

Status: Not a mission killer

Team Battle: No

Tactics

Send Sil'fer on this important mission. The opponent is Break, who summons lots of Native Creatures to fight you. If you are lucky enough to have NA Guard and NA Attack cards in your deck, use them to protect yourself from Break's Creatures and do more damage against them.



Of greatest concern are Break's Hildebears. They have 10 HP and 6 AP. They also do 1.5 damage to Guard Items. They are monstrous Creatures that you must kill right away. If you don't, they'll destroy all your Items in a few turns, then take you down with two or three hits. Guard Items can still be of some use because a

Hildebear has to destroy them first before he can hit your other Items. These Guards are good for only one turn if you face Hildebears. You are in big trouble if Break gets to summon two of them. Use plenty of Action cards to pump up your attack when facing Hildebears, and try to kill them in one or two rounds. If you let them live longer than that, you'll probably die.

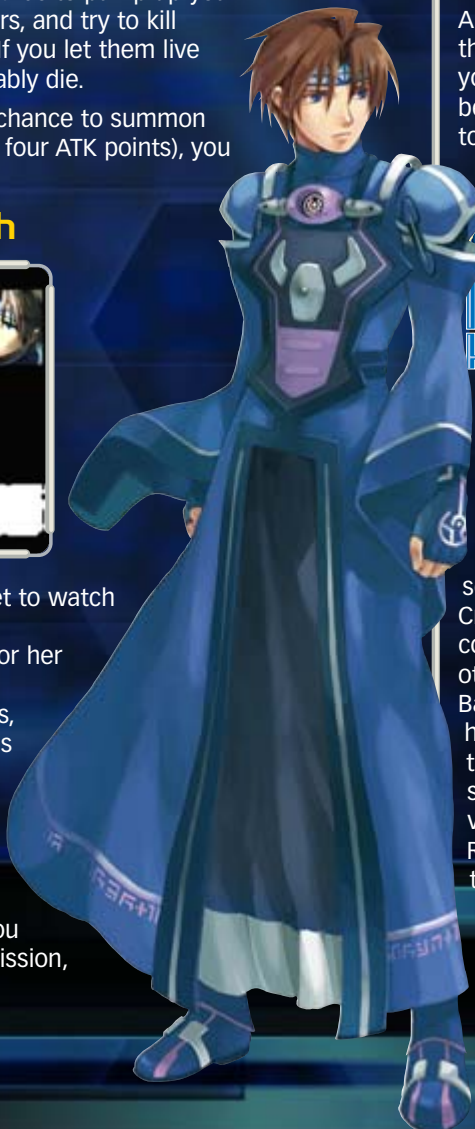
If Break does not get the chance to summon Hildebears (which each cost four ATK points), you should do fine.

Mission Aftermath



After you beat Break, you get to watch a cutscene between him and Sil'fer. Sil'fer is looking for her lost sister, and Break knows where she is. But he escapes, leaving many questions in his wake, including what the true intentions of the government are and where Sil'fer's big sister might be.

The cutscene ends, and you return to the Morgue. You can now take on the next mission, Sighting 1.



Note

There is no cutscene if you do not use Sil'fer for this mission.

Mission 4: Sighting I

Location: Via Tubus

Description: We've received reports of a shady figure sighted in Via Tubus. It's probably nothing, but we'd still like you to head to the scene to investigate.

Enemy (Deck): Lura (Rapid Hits)

Status: Mission killer

Team Battle: No

Tactics

Lura is trickier this time around, but nothing you can't handle. Although you might have played on Via Tubus before, this time the map is particularly long, making it a long distance between you and Lura. Make sure you close the gap as soon as possible because Lura may summon monsters to block your path toward her.

Note

You cannot roll less than a three during your Dice Phase in this mission.

Lura's monsters are all weak, but they are low-cost, meaning she can summon many in a few rounds. She jams the squares between you and her with monsters, so move quickly. Most of her Creatures have low HP to coincide with their low AP, but others in her deck, notably Barbarous Wolf, have much higher HP (8 HP in this case). Ignore Barbarous Wolf and go for the weaker Creatures first, such as Poison Lily and AI Rappy, since they have much less HP and all three have the same AP value of one. Also, Poison Lily can paralyze your Items, and AI Rappy has a high TP, so both are actually deadlier than the tougher Wolf.





Make sure your deck has weapons that can hit multiple targets, as well as Attack and Tech Action cards. These cards help you make short work of Rufina and her Creatures.

Mission Aftermath

After completing this mission, you are transported back to the Morgue and taken to the Lab Chief. A new mission, Homework Help, is now available. Also, three new Story Characters—Kylria, Viviana, and Teifu—now appear in the central hub of the Morgue; you can now construct decks using them.

Extra Missions

- Talk to the man by the Entry Counter after you finish Sighting 1 for your first side mission, Phantom Shop 1.
- Talk to Viviana to get her Story Character mission: Chance Meeting.
- These missions become available after you finish Sighting 1, but disappear if you complete the next mission, Homework Help.

Mission 5: Homework Help

Location: Tener Sinus

Description: In order for my son to get the top score on his homework assignment in his class, I need you to go down to the surface and retrieve some coral from Tener Sinus. I've heard rumors of Arkz activity in the area, so be careful that the coral doesn't get broken.

Enemy (Deck): Rufina (Clipped Wing)

Status: Mission killer

Team Battle: No

Caution

Homework Help is a mission killer, so if you want to take on your first side and story character missions, don't embark on this mission yet.

Tactics

The Lab Chief is a self-serving lout, so it's not surprising that he summons you for an errand for his son. He wants you to spend government money and your time helping his son with his homework.

You face Rufina, an Arkz Story Character. Rufina uses



Creatures with long-range attacks, such as Death Gunner. They can hit you from far range, so you need a Story Character who can move quickly to reach Rufina or one who also specializes in long-range attacks.

Note

During this mission you can only roll two, three, or four during your Dice Phase. Also, all characters have a base of 10 HP instead of the default 15.

Luckily for you, Rufina has a melee attack and likes to run up to fight you. Her Slicer has an unusual range, so she doesn't always position herself directly in front of you. Keep maneuvering to attack her or use weapons with far-reaching ranges, such as Partisan or Slicer.

Homework Help Versus Phantom Shop

Although Homework Help seems like an official government mission from the Lab Chief, it actually opens up a side mission track. At this stage of the game, you can complete either the Homework Help or Phantom Shop 1 side missions. Both are mission killers. You must choose whether to do one or the other. If you complete Homework Help, you'll get the other Homework Help missions from the Chief. If you do Phantom Shop 1, you'll unlock the Phantom Shop line.



Although Homework Help appears as a government mission from the Lab Chief, all subsequent Homework Help missions are side missions given to you by the man by the Entry Counter room. Both the other Homework Help missions and the Phantom Shop missions are detailed at the end of this section.

Mission Aftermath

The Chief now gives you three missions: Sighting 2, Repair Work 1, and Monument Watch.

Mission 6: Repair Work I

Location: Tower of Caelum

Description: Restoration work on the aging Tower of Caelum has begun. We must consider the possibility of Arkz interference in this project, so we'd like you to head to the site and ensure that work proceeds smoothly.

Enemy (Deck): Endu (Ultimate #1)

Status: Not a mission killer

Team Battle: No

Tactics

In this mission you meet Endu again. The map is new, but it's more or less a midsized square grid. Endu may summon an annoying Guard Creature, a Pan Arms, who absorbs all attacks on Endu. Any attack directed at Endu is automatically inflicted on the Pan Arms instead. Thankfully, a Pan Arms has only 6 HP. However, it also has Weak Hit Block, which means any attack of three damage or less automatically misses a Pan Arms. Don't bother coming at it with anything other than full force.



Keep in mind that Defense cards subtract their HP bonus from damage, so a Guard card would reduce a 7 HP attack to 3 HP and thus qualify the attack for a Pan Arms' Weak Hit Block. In this example, the Pan Arms would suffer no damage, even though you came at it with a 7 HP attack.

Be sure to use Guard Items and Defense cards of your own when Endu thwarts you. Sooner or later, you'll destroy his Pan Arms and then be able to take Endu down. Don't worry about the Pan Arms' attack—it has only 1 AP—and don't chase it down. Just go after Endu.

Equip a few Dodge cards to minimize the damage that Endu can inflict on you and use Attack Action cards that raise your AP. Be persistent, use Action cards to get high AP attacks, and you'll win.



Note

Even if you use multiple attack weapons that target both the Pan Arms and Endu at the same time, the attack will only hit the Pan Arms. A Pan Arms is a Guard Creature. If a Guard Creature is destroyed, the controlling Story Character loses 2 HP.

Mission Aftermath

Completing this mission does not wipe out the other missions. You simply return to the Morgue and can embark on the other two missions, Sighting 2 or Monument Watch. Since Sighting 2 is a mission killer, start with Monument Watch.

Mission 7: Monument Watch

Location: Lupus Silva

Description: Apparently, some suspicious figures have been spotted near the Central Dome Monument. It'd be terrible if something were to happen to the monument, so we'd like you to stand guard.

Enemy (Deck): Peko (Hungry), Creinu (Gentle Rain)

Status: Not a mission killer

Team Battle: Yes

Note

In this mission you team up with Kranz, who uses the Soul of Lead deck. If you take Ino'lis or Kylria along on this mission, you will get a cutscene.

Tactics

This battle occurs on a long, rectangular map. When you start the battle, you are automatically at a disadvantage. You start on one end of the map, and your teammate Kranz starts on the other end, along with your two enemies, Peko and Creinu. This is your first team battle. Be smart, and it won't be your last.



Combination Events

If you fight this battle as Ino'lis, you may get a +4 AP bonus, preceded by a small, animated picture in which Kranz proclaims his support for you. Or if you are being attacked, Kranz may deflect the attack, meaning that you suffer no damage. Sonic Team calls these instances Combination Events.

Combination Events can happen often, albeit at random times, if you enter a team battle with a Story Character who has a good relationship with the other teammate. Orland and Relmitos is one example of a team that is likely to have a Combination Event during a team battle. Teifu and Viviana is another example. In all later team battles, try to pair up good partners.

To discover these relationships, talk to the Story Characters in the Morgue between missions to see who they get along well with. Odds are, they will also fight well together.



Mission 8: Sighting 2

Location: Tener Sinus

Description: We've received reports that a suspicious figure has been spotted in Tener Sinus. Considering the events in Via Tubus, we'd like you to proceed to the scene and look into this ASAP.

Enemy (Deck): Rufina (Mine Set)

Status: Mission killer

Team Battle: No

Tactics

Once again, you face Rufina, and in the same area. This time, the mission map has two rock formations in the center.

Rush in, moving to the right side of the rocks. Hopefully Rufina will not have enough time to use her monsters to block your path. If she manages to block your path using the rock formation and her Creatures, be patient. Keep destroying the Creatures that block your path and either wait for her to get a bad Dice Roll



so she can't summon a Creature, or for her to simply set the Creature in a different area. When you get an opening, rush past the rocks to her side of the map.

If you're lucky, Rufina rushes in to fight alongside her Creatures, making it easy for you to attack her using multiple-target and long-range weapons. Partisans are a plus here because Rufina sometimes uses Creatures with high HP, such as Barbarous Wolf, and Partisan is a High Slayer weapon—it does 1.5 times damage to Creatures with 8 HP or more.

Mission Aftermath

After completing this mission, you are taken to the captain to receive a new mission: Called Out. It replaces any old missions you had on the Entry Counter.

In addition, three new Story Characters—Relmitos, Orland, and Guykild—are open to you now. These three new characters appear in the Morgue hub.

Extra Missions

- Talk to the man beside the Entry Counter room to get the side missions Challenge and Magic Hands 1.
- Magic Hands 1 is available only if you finished the Phantom Shop 1 side mission.
- Both side missions appear only after you finish Sighting 2, and they disappear if you complete the mission Called Out.

Make sure you move over to the other end of the map immediately so Kranz doesn't have to face Peko and Creinu alone. If you dawdle, he could be overwhelmed by their attacks and die. The mission ends if either of you perish, so you need to support Kranz as soon as possible.

The enemy's decks are comprised of Native and Dark Creatures, so add to your deck weapons with the Native Slayer and Dark Slayer property. Both do 1.5 times damage to their respective nemeses. The NA Attack and DK Attack Action cards also make their affected weapon do 1.5 times damage against Native and Dark Creatures, respectively.

Kranz usually takes the brunt of the attacks from any monsters that are summoned, and those same Creatures are summoned to block you from reaching the enemy Story Characters. Pack some Defense cards into your deck so you can use them to protect Kranz.

Also use Action cards that give your attack long range, such as Long Arm and Snipe. Or use a Story Character such as Kranz, who has the Fixed Range ability, and assign him some long-range weapons, such as Rifle. If you are blocked from moving across the map, you at least want the capability to hit the enemy from long range.



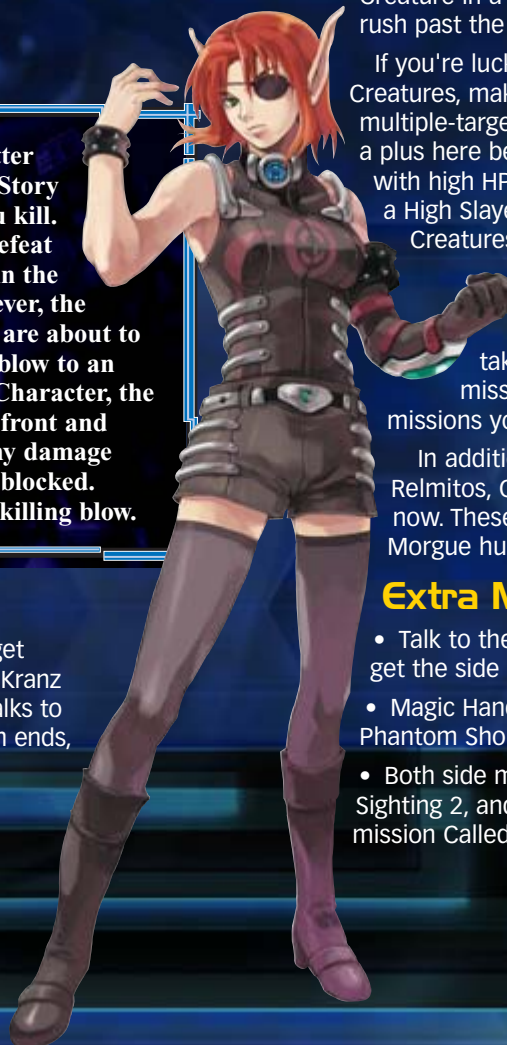
Note



It doesn't matter which enemy Story Character you kill. You need to defeat only one to win the mission. However, the first time you are about to deal a killing blow to an enemy Story Character, the other enemy Story Character will jump in front and avert the attack. Neither of them suffers any damage from this attack. Your second attack is not blocked. Remember this when you go for your first killing blow.

Mission Aftermath

If you fight this battle with Ino'lis or Kranz, you get different cutscenes. In one cutscene, Ino'lis and Kranz share a tender moment, and in another, Kylria talks to Kranz about his missing father. After this mission ends, you can take either Sighting 2 or Repair Work 1.



Mission 9: Called Out

Location: Lupus Silva

Description: I've heard that there's a woman named Sil'fer among the Hunters. I'd very much like to meet her. Please come to see me, and come alone.

Enemy (Deck): Break (Revert)

Status: Mission killer

Team Battle: No

Note

You can only take Sil'fer along on this mission.

Tactics

It seems Sil'fer has a secret admirer. The Lab Chief receives a summons for her, and you are ordered to see this mission through.

When you arrive, you find that Break has called out Sil'fer. Once again, you battle on Lupus Silva, but this time the map is big. Moreover, Break summons plenty of Creatures to block your path. To make matters worse, Sil'fer has a maximum movement of two, so she can't move very far per turn.



Equip your deck with Action Attack cards such as Cross Slay, because you will get surrounded often by enemies, and with Long Arm, for times when Break is too far away to attack.

Break is likely to summon a Hildebear, Meridian, or Pan Arms against you, so also have some High Slayer weapons and additional Attack Action cards in your deck. Most of the Creatures Break has can use Tech attacks, so some of your Defense cards, such as Guard, don't work on them. However, Dodge does work. He also uses Tech cards on his own, and with his 4 TP, he can do high damage with these attacks. Try to add three Soul Barrier cards to your deck; Soul Barrier is a Guard Item with the Tech Guard property, meaning it takes only half damage from Tech attacks.



Note

During this battle, your deck will not loop, so after you draw all 30 cards in your deck, you are out of cards.

Partisans combined with the Swing Action Attack card can take out Break's Meridians and Pan Arms in one hit if he doesn't interfere by using any Defense Action cards. A head-on attack against Break is not a good idea in the beginning of this battle. Equip a few weapons while destroying any Creatures that he summons to build your Dice Bar. Be patient and stay close to Break; attack him directly only after he gets a low dice roll and is not able to summon any powerful monsters. While you are attacking him, you should have the upper hand because he will be using most of his action points to summon monsters to attack you.



Mission Aftermath

After finishing this mission, you see another cutscene between Sil'fer and Break, then you are transported back to the Morgue. Once there, you are sent to talk to the Lab Chief and offered three new missions: Called Again, Tower Check, and Development 1.

Mission 10: Called Again

Location: Molae Venti

Description: I apologize for the rush, but could you come as quickly as possible? I am in serious trouble.

Enemy (Deck): Lura (Canadines!)

Status: Not a mission killer

Team Battle: No

Tactics

On this mission, Lura fights you with a deck consisting mainly of Machine-type Creatures, specifically Canadines and their ilk. She also has lots of Attack and Defense cards designed for Machines, such as MC Guard. She is much tougher here than she has been in the past, so don't underestimate her.



Your first priority is to get rid of any Canadines that Lura has summoned. Because they have a low cost, Lura can set up to four Canadines on the map at a time. Equip your deck with Partisans and Swords and use those to hit at least two Canadines at a time so your attacks won't be wasted when Lura uses the MC Guard Defense card, which nullifies an attack on one Machine-type Creature. Try to position your character close to Lura so you have a chance to attack her and the Canadines at the same time.



Specifically watch out for Lura's Madness Action card, which deals two damage to all characters, Items, and Creatures within one square of the targeted Creature. It harms Lura's own targeted unit but can also Rampage through all your Items, meaning it deals two damage to every Item you have equipped, regardless of

whether you have Guard Items on. Lura also plays the SH Attack card on her Creatures and herself. This has a +2 AP but also does 1.5 times damage to any Guards or Mags you have.

One Creature card to beware of is Canune. This is a 10 HP Creature with 5 TP. If Lura plays a Tech Attack card through Canune, it could do serious damage to you. All Lura's Creatures in this deck are Canadines and are therefore Machine types. Use MA Attack Action cards or Machine Slayer Items to more easily defeat her.



Mission Aftermath

After the mission, you are free to take on the other two missions available to you: Tower Check and Development 1.

Mission II: Tower Check

Location: Tower of Caelum

Description: I just had too much last night and I forgot all about the tower security check! I'll gather a security team, but in the meantime, I need you to go check out the tower right away!

Enemy (Deck): Ohgun (Make Peace), Reiz (Creature = 0)

Status: Not a mission killer

Team Battle: Yes

Note

On this team mission, you are joined by Kylria, who uses the Simul-Fire deck.

Tactics

Tip

Take Kranz along on this mission. If you do, you'll get a cutscene.

You face two new Arkz Story Characters in this mission. Watch out for Reiz in this battle. Her Pierce ability allows her to bypass any Items or weapons that you have equipped and directly deal damage to your Story Character. Ohgun usually summons a Pan Arms or two, but don't bother with him; Reiz's deck has no Creatures in it, so you should attack her ASAP. Most likely, your teammate Kylria will help you attack Reiz as well, making the mission easier.

Ohgun has several Action and Assist cards up his sleeve. He uses Rich, an Assist card that increases every player's hand size to six, and Dice +1, which gives everyone a +1 Dice Bonus during the Dice Phase and on rolls during the Act Phase. Both help you as much as they help Ohgun. Reiz has the more potent Attack Action cards, such as Attack and SH Attack.



It is important to attack Reiz as soon as possible. Because she has no Creatures, she is easier to get to than Ohgun. No matter who you go for, before you deal the first killing blow to a Story Character, the other enemy jumps in to save his or her companion. This means your first killing blow of the battle is averted. But the next attack will strike home.



When one of the enemy Story Characters goes down, the mission ends in success.

Mission Aftermath

When you finish this mission, you are treated to a cutscene. Kranz and Kylria have a heart-to-heart about Kranz's missing father, and Kylria reveals that she knew Kranz's father, Blitz, as her master. Together, Kranz and Kylria vow to look for him.



After the cutscene, you return to the Morgue and are free to accept Called Again or Development 1.

Mission 12: Development I

Location: Unguis Lapis

Description: Research has begun on the feasibility of developing Unguis Lapis into a habitable area. But the truth is, we're short on staff, and progress has been slow. We'd like you to simply go there.

Enemy (Deck): Hyze (Algol's Light)

Status: Mission killer

Team Battle: No

Tactics

On this mission you face a powerful new Arkz Story Character, Hyze. He summons high-cost Creatures such as Hildebears and Pan Arms. You have fought both before. A Hildebear is a strong behemoth that bears immediate attention, and a Pan Arms is a Guard Creature that diverts all attacks on Hyze.

These monsters are tough to get past, especially because Hyze also has Attack and Defense cards designed specifically for them, such as NA Guard and AB Guard. NA Guard provides complete protection from one attack for a Native Creature, and AB Guard provides complete protection for A. Beasts, such as Pan Arms.



Try to position yourself to attack both the Pan Arms and Hildebear at the same time, with multiple-target weapons. Be careful of your attacks on the Pan Arms, though. If you use low-AP Items, the Pan Arms' Weak Hit Block will ignore them. Use your weaker attacks on Hyze's other Creatures instead, saving your high-damage attacks for Pan Arms. Hyze has plenty of Defense cards to dampen your attacks. Rush for Hyze at all times because the longer the battle goes on, the more likely Hyze is to summon Hildebears.

Tip

The Pan Arms' Weak Hit Block lets it ignore attacks of three damage or less. Weak Hit Block can be applied after the effects of Defense cards. So if you attack a Pan Arms with a 7 AP sword strike, but Hyze plays a Guard Defense card for a +4 HP defense, your attack is reduced to doing 3 AP damage. At that point, Pan Arms' Weak Hit Block kicks in and Pan Arms ignores your sword attack entirely. Try to create combos that net you +8 AP attacks so you can still hit Pan Arms even if Hyze plays a Defense card.

Hyze uses the Dice +1 Assist card, which helps you as well but also makes it easier for him to play Hildebears and still attack. When that card comes into play, beware: A high dice roll benefits Hyze more than it benefits you.



Tip



The best cards to load up on before you tackle Hyze are NA Guard Defense cards. These cards completely protect you from attacks by Native Creatures, such as Hildebears. Play an NA Guard Defense card like any other Defense card, and you get a precious reprieve from the Hildebear's attack for one turn.

Mission Aftermath

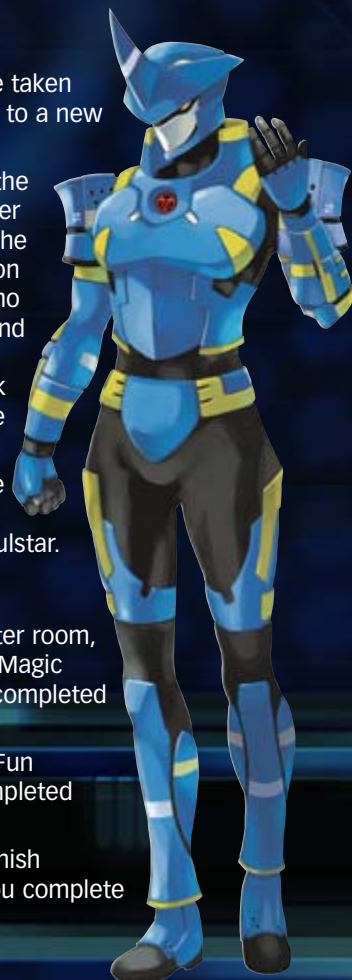
After completing this mission, you are taken directly to the Chief and given access to a new mission: Clean-Up Job.

If you completed Homework Help, the Lab Chief wants you to help on another assignment for his son, but this time, he gives it to you through the side mission man. It appears that the Lab Chief is no longer comfortable mixing business and personal matters, so all later side missions on the Homework Help track will come from this man, not from the Lab Chief.

The final three Story Characters are unlocked when you complete Development 1: Saligun, Stella, and Gulstar.

Extra Missions

- Talk to the man by the Entry Counter room, and he gives you the side mission Magic Hands 2. It is available only if you completed Magic Hands 1.
- The same man also gives you the Fun Homework side mission if you completed Homework Help.
- These missions appear after you finish Development 1 and disappear if you complete Clean-Up Job.



Mission 13: Clean-Up Job

Location: Mortis Fons

Description: Recently, there's been a series of accidents at Mortis Fons, famous for its active geyser. Moss growth in the area has dramatically increased, causing many visitors to slip and hurt themselves. We'd like you to give the place a good cleaning.

Enemy (Deck): Peko (Gelatin), Creinu (Dead Knot)

Status: Mission killer

Team Battle: Yes

Note

In this team mission, you have Guykild as a teammate. He uses the deck BZTBZTBZT.

Tactics

This mission can be a real pain. Your teammate Guykild has -5 HP, so with the default base of 15, he has only 10 HP. If you are unlucky, Guykild may rush forward without equipping any weapons or Items. Both Peko and Creinu focus their Creature attacks on Guykild. You have to support Guykild with Defense cards and attack any monsters surrounding him. The only good thing about Guykild is that he does not lose any HP when his equipped Items are destroyed.



monsters plus extra Slime copies. Also, Creinu constantly summons more Creatures to block your path.

Peko's deck is composed mainly of Slime Creatures. They may not seem like much, but if you allow them to stay on the field too long, they make copies of themselves. Moreover, these copies cost Creinu and Peko no ATK Action points; they're free. So the enemies will be summoning their normal

Tip

Try to coordinate your attacks with those of your teammate. Pay attention to what weapons Guykild has and what he is aiming for. Either double up with him to kill his target if it is very strong or move on to the next target if you know Guykild will kill it in one hit.

Guykild's contribution is hit and miss. If you play the mission often enough, you'll notice that sometimes Guykild is useless in battle and other times he holds his own fairly well. However, he sometimes blocks your movement path, making it harder to engage the monsters attacking him.



Caution

Creinu has a special ability called HP Assist, which heals the HP of all her wounded Creatures by one. Before you attack one of Creinu's Creatures, make sure it's going to be a kill. Otherwise, over the course of a few rounds, her Creatures will be back to maximum HP.

To win this mission, you need to pack your deck with plenty of Items, Attacks, and Techs that can hit multiple targets in a wide spread. Guns such as Shot and Meteor Smash, which can clear out four squares per shot, are good. For this reason, use Kranz for his Fixed Range ability, and then give him loads of GN Attack and other Attack Action cards so you can destroy lots of Jellies at once. Nearly all the Creatures summoned in this battle have 5 HP or more, so weak attacks won't do. Other good cards to bring in if you don't use Kranz are Slash, Stab, Zonde, and Cross-Stab.



Note

The first time you are about to deal the killing blow to one of the Story Characters, the other jumps in front of the attack and averts the blow.

The mission ends when either Creinu or Peko dies. It doesn't matter which one, but you should concentrate on one, rather than attack both in equal amounts. You have a better chance of winning if you focus on one enemy Story Character.

Mission Aftermath

If you have Ino'lis on this mission, you see a cutscene where the Arkz try to recruit her.

After you complete this mission, whether you see the cutscene or not, you come back to the Morgue, where the Lab Chief gives you a new mission: Development 2.

Side Missions

- Talk to Relmitos to get his Story Character mission: A Brief Rest.
- If you are on the Homework Help path, the Truth Seeker 1 side mission appears if you talk to the side mission man.
- Both of these missions disappear if you take the mission Development 2.

Mission 14: Development 2

Location: Tower of Caelum

Description: Have you heard? The resumption of development on Ragol has been getting lots of attention lately. Lupus Silva was selected as a prospective development area. But as usual, we don't have enough staff for the job. We simply want you to investigate.

Enemy (Deck): Break (Darkness)

Status: Mission killer

Team Battle: No

Note

This mission does not let you loop your deck, so after you draw all 30 cards, that's it.

Tactics

You return to the Tower of Caelum for this mission and find Break waiting for you. The map is small, so you don't have to worry about Break being too far away to attack.

Any Force Story Character with good Tech attacks, such as Zonde or Foie, can affect Break without much problem. The same goes for Rangers with far-reaching Guns.

Break's deck this time consists of Dark Creature cards. Make sure your deck is ready by including Dark Slayer Items, DK Attack cards, and DK Guard Defense cards. Break will use DK Guard to make his Dark Creatures immune to one attack per play, but you can also use DK Guard to make your units ignore a single attack from a Dark Creature.



With ample Attack Action cards, Dark Slaying Items and Action cards, as well as strong weapons, you should be able to defeat Break with little effort.

Mission Aftermath

After you complete this mission, a new mission, Taken Away, becomes available to you.

If you have also completed the Story Character mission A Brief Rest for Relmitos, go talk to her now, and you get your bonus card.

Extra Missions

- Talk to the man by the Entry Counter room to get the mission Delicious Dish. It is available only if you completed the Magic Hands 2 side mission.
- Talk to Stella to get her Story Character mission, Great Rescue.
- These side missions appear after Development 2 is finished and disappear if you complete Taken Away.

Mission 15: Taken Away

Location: Mortis Fons

Description: Someone has been kidnapping humanoids in great numbers. We'd like you to find the perpetrators and discover their true motives.

Enemy (Deck): Lura (Aim & Shoot)

Status: Mission killer

Team Battle: No

Tactics

The map for this mission isn't a normal square or rectangular shape. It has a zigzag shape, but there is ample room to move to Lura's starting position because the map is usually five squares wide and Lura is only six squares away.

This time, Lura summons Machine-type and Native Creatures with high HP. Major Slayer Items (1.5 times damage to 8 HP or higher Creatures) are good for this mission, as are lots of Attack and Tech Action cards.



In the beginning of battle, try to ignore any Creatures Lura summons and move toward Lura right away. Be sure you have ample Action cards to create combos in excess of six damage. Lura has several Defense cards, such as Wall and Guard. She also uses minor Attack Action cards, such as Attack. You could use some Defense Action cards of your own if you have the deck space.



You should have no trouble with Lura here if you use Story Characters that have high attack power, such as Sil'fer or Kylria.

Mission Aftermath

After you complete this mission, a new mission, Repair Work 2, becomes available to you.

If you have completed Stella's Great Rescue mission, go talk to her now, and she gives you a bonus card as a reward.

Extra Missions

- Talk to the man by the Entry Counter room to get the side mission Phantom Shop 2. It appears only if you completed Phantom Shop 1.
- Talk to Orland to get his Story Character mission, Test of Power.
- These side missions appear after you complete Taken Away and disappear after you complete Repair Work 2.

Mission 16: Repair Work 2

Location: Lupus Silva

Description: We found out that parts of the Central Dome have collapsed. Because it symbolizes our history and progress on Ragol, we need to repair it right away. The Ark will probably interfere with the repair work, so we'd like you to secure the safety of this operation.

Enemy (Deck): Rio (Small Fry)

Status: Mission killer

Team Battle: No

Tactics

This map is very long, and you need to spend lots of ATK points just moving up the board to get to Rio. A Story Character with three or four movement, such as Stella, would do very well here.



Rio summons lots of Lily Creatures. They are weak in HP but can cause paralysis, which can make your Item useless for several rounds. In addition, Rio summons mostly A. Beast Creatures and has AB Attack to boost their damage.

Watch out especially for Ob Lily. It has the Minor Death ability, which instantly kills any Item you have that has 3 HP or less. That means Ob Lily can remove your low-HP Mags and weapons instantly. Rio also summons Meridians. They have an attack power of only one, but they also have a paralysis attack. In fact, with Rio's Bind and Bind Kill Attack Action cards, Rio can turn pretty much any attack into a paralyzing one.



Be careful. Use Guard Items to absorb hits and use Defense cards to avoid them.

Mission Aftermath

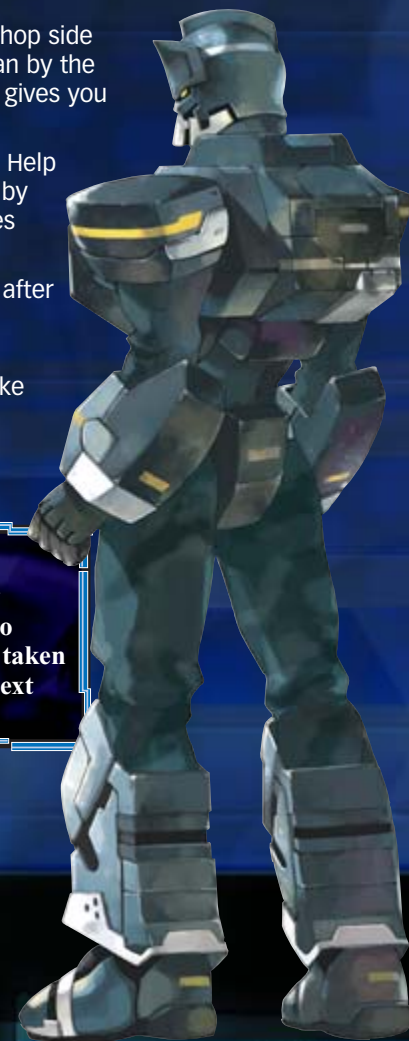
After you complete this mission, you get an unusual lull in activity. The Lab Chief says the government has no missions for him, so that means you have free time. Go talk to all your team members at this time.

Extra Missions

- Talk to Guykild. Although you can't understand him, he gives you his No Reason mission.
- If you are on the Phantom Shop side mission track, talk to the man by the Entry Counter room, and he gives you Phantom Shop 3.
- If you are on the Homework Help side mission track, the man by the Entry Counter room gives you Truth Seeker 2 instead.
- These missions appear only after you finish Repair Work 2.
- Phantom Shop 3 and Truth Seeker 2 disappear if you take on No Reason.

Note

When you complete Guykild's No Reason Story Character mission, the Hero story resumes, and you are taken to the Lab Chief for your next assignment.



Mission 17: Guardian I

Location: Ravum Aedes Sacra

Description: According to reports from the Developmental Division, an object thought to be a weapon from an ancient civilization has been found. Because of the danger of a potential explosion, we're sending out a team to investigate. We'd like you to escort them.

Enemy (Deck): Leukon Knight (Broken Seal)

Status: Mission killer

Team Battle: No

Tactics



This map is huge—8x8 squares—larger than any battle map you've played on yet. You also face a new Arkz character, Leukon Knight. He is a dominating and fearsome-looking opponent. He is also very tough, with 40 HP!

Note

Leukon Knight is an awesome warrior. He has 40 HP, 7 AP, 2 TP, and 9 MV. His attack hits all targets in the three squares in front of him. Like a humanoid, he has the Anti-Abnormality ability. He also has an A/T Swap ability like Relmitos's, but he swaps his AP and TP at the beginning of each turn, not after each attack. Leukon Knight also has the Periodic Field ability, which makes him immune to one type of attack each turn. His immunity changes each turn, and you can tell what it is by his color. When his body color is white, he is immune to physical attacks. When his body is black, he is immune to Tech attacks. Finally, he is an aerial Creature, giving him even greater mobility.

Not only can Leukon Knight take lots of damage, but he can also dish it out. He is able to attack during turns when his AP is seven, and he can also deal lots of damage to your Items. He also has lots of Action cards to play against you. He has Sudden Death, which instantly destroys the Item he attacks, and Revolt,



which swaps the attributes of your Items randomly, perhaps swapping MV and AP and swapping HP and TP. Be careful of these attacks. Others that can cause you great harm are Gifoiv and Punch. Punch, like the Rampage ability, lets an attack deal equal damage to all your Items.

Leukon Knight's defense mechanism can throw you off. Before you go into battle with him, redo your deck so you have the ability to fight him with Tech and physical attacks. If you come into battle with just one of these two styles of fighting, you are at an extreme disadvantage because every other turn, you can't attack Leukon Knight.

Bring along Guard Items and Defense cards to defend yourself from Leukon Knight's attacks. Leukon Knight does not use a Creature deck. He doesn't summon any Creatures, instead relying on his default attack. Therefore, you don't get a Dice Bonus in this battle, and Leukon Knight makes only one attack per turn. Use this to your advantage. Dump EXP-based cards. Keep Defense cards handy.



Mission Aftermath

After completing this mission, you get three new ones: Guardian 2, Development 3, and Fish Rescue.

Mission 18: Fish Rescue

Location: Tener Sinus

Description: We've received word that the rumored giant fish of Tener Sinus has beached itself on the coast. We want you to go there and protect it before those despicable Arkz catch it first.

Enemy (Deck): Memoru (Die 3 Times), Creinu (Beauty)

Status: Not a mission killer

Team Battle: Yes

Tactics

This battle map is a straightforward 6x6 square grid. Waiting for you on the other side are Memoru and Creinu. Bring along Viviana, not only because she has a score to settle with Memoru but also because she works effectively with Teifu, who also accompanies you as a teammate on this mission. If you are lucky, he might assist you at some point, giving you a bonus +4 AP for one attack during the match.



Watch out for the Action card Madness. It has the Rampage ability, which means it deals two damage to every character within one square of the attacking Creature. That means all your equipped Items get hit. If you have a Divinity Barrier, a Dagger, and two Mags, they all suffer two damage, despite the presence of the Barrier, and then your Daggers and Mags are destroyed because of their low HP. Madness also deals two damage to the attacking unit, which is enough to kill the Hidooms and Canadines that Memoru uses it on. This often benefits the enemy more than you because all your Items get hurt, while the enemy loses only one Creature.

Other Creatures that the enemy pair throws out at you are Canadines, Cananes, Hidooms, Migiums, and Del-Ds. None of them are powerful, but are annoying in groups, especially when Memoru or Creinu is using Madness on them.



In this mission, before you deal the killing blow to an enemy Story Character, the other Arkz character jumps in front to save the enemy character. You have to attack a second time to finish off that enemy.

Mission Aftermath

Although Viviana is well-suited to Teifu because of their increased likelihood of a Combination Event, if you play this mission with Ino'lis instead, you get a new cutscene. The Arkz continue to use Ino'lis's love for Kranz against her, and they succeed in convincing her that Kranz doesn't love her. Could this be the impetus she needs to leave the Heroes for the Arkz?

Whether you see the cutscene or not, when you return to the Morgue, you can embark on the remaining missions at the Entry Counter: Development 3 and Guardian 2.

Mission 19: Development 3

Location: Unguis Lapis

Description: Unguis Lapis has now just been slated for residential development. As you can see, we just don't have the staff to handle everything alone. We're sorry to call you again, but we'd like you to secure the area and confirm whether we can safely transport our materials there.

Enemy (Deck): K.C. (Soul Wheel), Rio (Death Stop)

Status: Not a mission killer

Team Battle: Yes

Tactics

On this team mission, Glustar is your teammate. The best character to use on this mission is thus Stella.

Both enemy Story Characters, K.C. and Rio, use decks heavy on Native-type Creatures. And they employ several NA Guard Defense cards, which completely negate all damage from an attack against a Native Creature—which can get very annoying. Add a few NA Attack Action cards to your deck to do extra damage to them.

Among K.C. and Rio's Creatures are Pan Arms and Hildebears. When you see a Hildebear come out, attack it immediately. Its 6 AP and Guards Demolisher ability make it a particularly deadly monster. Pan Arms, of course, must be next on your target list because you cannot affect the controlling player until the Pan Arms is dead.



This mission is tricky because Glustar often rushes up, and the two enemy players surround him with Creatures. You need to get in there with weapons that hit multiple targets, such as Meteor Smash. Otherwise, in just a few turns, Glustar falls and you lose the mission.



Defense cards are also good for protecting Glustar from damage. Playing them before the enemy hits him can buy you a few rounds to get into position to take out their Creatures. You want to be in a position to take down multiple targets at once, using multiple-target, wide-area Guns or Attack Action cards. If you can

do this and move up to K.C. or Rio, the tide should turn in your favor. Soon, you'll drop one of them and win the mission. However, because of Glustar's aggressiveness and the enemy's single-minded pursuit of him, this mission can be difficult.

Mission Aftermath

When you finish the mission, you return to the Morgue. The missions Guardian 2 and Fish Rescue are still available, so take on one of them.

Mission 20: Guardian 2

Location: Ravum Aedes Sacra

Description: After a thorough investigation of the ancient white temple, we've found that it is truly a marvel of advanced technology. However, we do not yet understand its relationship to that area. So we're going to send in another research team, and we'd like you to escort them.

Enemy (Deck): Reiz (Charge=ON)

Status: Mission killer

Team Battle: No

Tactics

Reiz is waiting for you in this mission, and this time she has Creatures at her disposal. She summons Dark Gunners and Pofuilly Slime. If you see Dark Gunners come into play, don't kill them. They deal two damage per turn to their controller, which means Reiz. If you wait long enough, they kill her for you.



This mission has unusual parameters. The dice roll is always set at three, so don't bother with high-cost Items. You can't use them until you get a Dice Bonus. Add a Dice +1 to your deck before you enter battle. Also, your cards are not shuffled in this battle, so Action cards don't show up until after a number of turns

have passed. By default, your Items appear first and then Action cards. But you can go into the Deck Edit area in the Command Center and actually reorder your deck (which you can do in all other no-shuffle situations, as well). Look in your deck, find the best combination of cards, and order your deck so you get the cards you need right away.

The dice roll limit also means Reiz doesn't have a lot of ATK points per turn, so you don't see lots of strong Creatures from her. She has good cards in her deck, including Pan Arms and Tempest. The latter card does eight damage to any characters (excluding Story Characters) with 8 HP or more. Against high-HP cards, it is deadly, but it thankfully has no effect on cards with 7 HP or less.

Try to attack Reiz from range, or have Defense cards handy so that you can negate her Pierce attacks. She bypasses Items on you and damages you, so you need Defense cards instead of Items for protection. However, Reiz has poor AP and falls easily to a full two or three turns of Attack Action cards or Tech cards.



Mission Aftermath

After completing this mission, you are taken to the Lab Chief, who gives you the Guardian 3 mission. You can also get a side mission called Tough Partner from Teifu.

Extra Missions

- Talk to Teifu now to get his Story Character mission, Tough Partner.
- Talk to the side mission man to get the Truth Seeker 3 side mission. It is available only if you are on the Homework Help side mission track and have completed Truth Seeker 2 already.
- Both Tough Partner and Truth Seeker 3 appear after you finish Guardian 2 and disappear when you finish the Guardian 3 mission.

Mission 21: Guardian 3

Location: Ravum Aedes Sacra

Description: The white temple ruins still hold many secrets. Our last investigation has led to a rather startling find. We want to go back and confirm our results. So we'd like to ask for your protection once again.

Enemy (Deck): Creinu (Trust Lost)

Status: Mission killer

Team Battle: No

Tactics

In this mission, your minimum roll is six. That means you are guaranteed at least six ATK and DEF points each turn. Also, you start the battle with your deck shuffled in a weird way: All your cards of the same type show up bunched together.

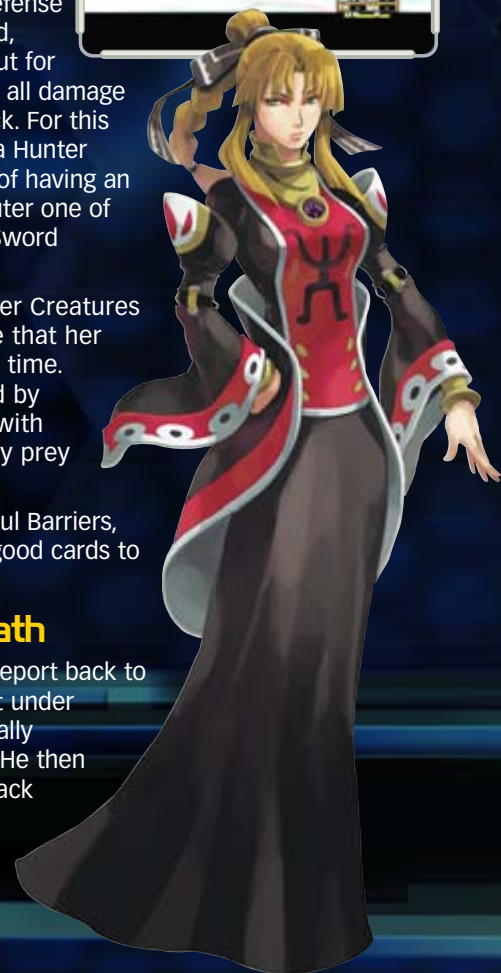
This map is huge—8x8 squares—the same size as the previous Ravum Aedes Sacra battle grids. Creinu uses a very strong deck this time, with Hildebear, Del-D, Pan Arms, and other high-HP Creatures. Moreover, she has several Action cards and good Defense cards. In addition to Guard, Dodge, and Wall, watch out for SW Guard, which negates all damage from a single Sword attack. For this mission, it is best to use a Hunter and not suffer the agony of having an SW Guard completely neuter one of your masterfully crafted Sword combos.

Creinu can also heal her Creatures with HP Assist, so realize that her monsters regain HP over time. However, she is not good by herself. So after dealing with her Creatures, she is easy prey for you.

Attack Action cards, Soul Barriers, and Divinity Barriers are good cards to have in this mission.

Mission Aftermath

After this mission, you teleport back to the Morgue, only to find it under attack. The Chief hysterically summons you to his Lab. He then gives you the Morgue Attack mission.



Mission 22: Morgue Attack

Location: Morgue

Description: Intruders have infiltrated the *Pioneer 2* Central Information Room and are now making their way to the Morgue. We'd like you to handle this matter immediately.

Enemy (Deck): Lura (For Break), Rufina (Dear Break); Second Battle—Memoru (Stinky Pigs), Creinu (Full Might); Third Battle—Break (Pierce)

Status: Mission killer

Team Battle: Yes

Tactics

This mission is quite unusual. For one, you are fighting in the Morgue itself to repel the Arkz invaders, who have boldly decided to break into *Pioneer 2* and destroy the C.A.R.D. lab.

Another more important point is that this mission is composed of three battles that follow similar parameters. The battle rules are set and cannot be changed. The duration of each battle is 30 minutes, and each Phase has a 20-second time limit. Moreover, unlike other team battles, the battle isn't over until both players on a team are dead.

The Morgue map is large, and the power core is in the map's center. You must move around the core to get to the other side of the Morgue, where the enemy Story Characters are. A Story Character with high movement, such as Stella, Relmitos, or Saligun, does well here because of the size of the board.



First Battle

In the first battle, you fight alongside Glustar, against Lura and Rufina. The enemies summon various Creatures to block your way, but most of them are low-HP ones. However, Lura and Rufina can play Madness Action cards that harm all your Items. They also have good Defense cards and some strong Attack Action cards.



If they have enough ATK points, they also summon several Garanz Machine-type Creature cards. These Creatures can damage all Items and characters around them with a single attack, much like the Madness Action card.

However, you should have little trouble with this first battle. Glustar is helpful, playing Protection and Wall cards to protect you, and casting several Gibarta Tech Attacks to take down enemy characters.

Second Battle

In the second battle, you fight Memoru and Creinu. Memoru uses her Stinky Pigs deck and Creinu uses Full Might. They have Pan Arms, Del-D, Migium, and Hidoom Creatures. Many of these Creatures are A. Beasts, but you don't necessarily want to create a deck specifically for them when the battles feature non-A. Beast Creatures. Memoru and Creinu also have access to Gifoie, a powerful Tech attack that they cast through Del-D.



Guykild is now your partner instead of Glustar. The biggest impediment is the big power core in the middle of the Morgue that you walk around. The Creatures in this battle also use various Action and Assist cards. One Assist card they might play is Resist, which gives the controlling player +10 HP protection. Another is Dice Fever, which gives you a five every time you roll the dice during the Dice Phase. This is good news for Guykild because it guarantees him a good number of ATK points to work with. Having a Dice +1 Assist card gives you more points, as well.

Final Battle

In the third battle, you make a last stand in the Morgue. This time, you fight Break alone. You have no teammate, and neither does Break. Among the Creatures he summons are Sinow Zoa, Tollaw, and Pan Arms. Sinow Zoa has 12 HP, 2 AP, and 9 MV. It also has Double Strike, Rampage, and Warp, meaning it can move to anywhere on the map. Sinow Zoa is durable, and with its Double Strike and Rampage abilities, it's effective at wearing you down. Tollaw has 10 HP, 4 AP, and Pierce. Between Pierce and Rampage, Break can either wipe out your Items or attack you. Either way, these two Creatures are deadly, and any Items you have that freeze, paralyze, or do lots of damage are vital to your success.



Break has other Action cards and Creatures with the Pierce ability, letting him attack your Story Character's HP rather than going through Items first. You need Defense cards to avoid a quick death, as most of Break's Creatures can do lots of damage if unchecked.



Break surrounds you with Creatures, so you should have Action cards in your deck that extend your range so you can hit Creatures from all sides. Cross Slay and Round Slay are good, and any Action cards that let you attack two squares deep, such as Stab and Barta, are also excellent. All you really need to do in the end to win is get to Break and take him down. Maneuver through his Creatures and take him down.

Mission Aftermath

After you beat Break, there is a cutscene. Break has finally planted the explosives in the C.A.R.D. Lab, but Kranz valiantly sacrifices himself to try to contain the blast. Unfortunately, the explosion still tears apart the Lab, and Kranz is now in critical condition in the infirmary. With their work done, the Arkz flee, leaving you to ponder the tragedy and destruction of the day.



After you complete Morgue Attack, the Lab Chief is depressed and lashes out at you. But even with the C.A.R.D. Lab destroyed, the Chief still has new missions for you: Sighting 3 and Development 4.

Extra Missions

- Talk to Kylria after the Morgue Attack mission to get her Story Character mission, Info on Blitz.
- This mission disappears if you complete the mission Sighting 3.

Mission 23: Development 4

Location: Nebula Montana

Description: A project has begun on the construction of a villa at Nebula Montana on Gal-Da-Val Island for a high-ranking government official. We must investigate the area first, but we lack the staff. Therefore, we'd like you to do it for us. We ask that you keep this assignment a secret.

Enemy (Deck): Creinu (Returning)

Status: Not a mission killer

Team Battle: No

Note

Your deck does not loop in this mission, so when you've drawn your 30 cards, that's it. You get no more cards to play.

Tactics

You return to Nebula Montana, but this time you come to a different part of the island than you visited during Haywire Pallet. The map is larger, and the space between you and Creinu is over six squares in length. So use a character with good movement, such as Stella, who can traverse the distance quickly, or someone strong enough, such as Sil'fer, to weather the trip across the map with success.

Creinu has the Action card Berserk, an insidious card that can be very dangerous for you. It gives the attacking Creature +4 AP, and it also blasts through your Guard Items to harm you directly. The attacking Creature suffers the same damage that it deals because of the card, but Creinu uses expendable Rappy cards so she can deliver the attack without much loss. Creinu also has Madness, so she has a theme of sacrificing her Creatures to deal even more damage to you.



Note

Some Creatures in Creinu's deck can return to her hand on their own. But she also has Escape, which lets a Creature return to her hand rather than be destroyed. Considering that your deck does not loop, this is a powerful ability that lets her recycle Creatures while you run dry of cards to play.



Creinu's deck has several Machine-type Creatures, including Canune, to go along with her various Rappy Creatures. Canune has 10 HP, but, more importantly, has 5 TP, meaning Creinu can use it to make powerful Tech attacks. Worse still, it has the Dash ability, which means that when it dies, it returns to Creinu's

hand rather than going to the discard pile. That means Creinu can play it again next turn. It is an Aerial Creature, though, so if you have Aerial Assassin or Machine Slayer weapons, they would be great for this mission.

Mission Aftermath

After you finish Development 4, you return to the Morgue. The missions on the Entry Counter have not been replaced, so you can now tackle the Sighting 3 mission.

Mission 24: Sighting 3

Location: Nebula Montana

Description: We've received reports of suspicious figures in Nebula Montana. They may be planting devices as they did before, so we'd like you to head there quickly and investigate.

Enemy (Deck): Peko (All Two)

Status: Mission killer

Team Battle: No

Tactics

This map is thin and long. You want to run across quickly because with the map only three squares wide, Peko can block your path fairly easily within a round or two.



Peko has one great Assist card, called Exchange, which swaps his ATK and DEF points. Peko uses his ATK points to set his Creatures and then plays Exchange during his Act Phase so he gets a new set of ATK points to make attacks with. Peko also has Tech Attack cards and Defense cards such as Guard and Wall. He has AI

Rappy Creatures, who have high TP, and thus can do damage with Peko's Tech cards. Soul Barrier, which cuts all Tech damage in half, would be good to add to your deck.

Many of Peko's Creatures are of the Native type, so any Native Slayer weapons or NA Attack cards would be good here.

Mission Aftermath

After completing Sighting 3, you get a new mission from the Chief: Odor Encounter.

Extra Missions

- Talk to the side mission man to get the side mission Truth Seeker 4. It is available only if you took the Homework Help side mission track and completed Truth Seeker 3.
- Talk to Saligun now to get her Story Character mission, Emotions Clash.
- Both Truth Seeker 4 and Emotions Clash disappear if you complete the mission Odor Encounter.

Mission 25: Odor Encounter

Location: Dolor Odor

Description: This place, which we just discovered, is just like the inside of a living organism. We'd like to find out what is going on there, but it seems quite frightening. So, we're sending you instead. Good luck!

Enemy (Deck): Ohgun (Bloodless)

Status: Mission killer

Team Battle: No

Note

You must complete this mission within 15 minutes, and each phase can last no longer than 30 seconds.

Tactics

You are literally entering the belly of the beast when you undertake this mission. Naturally, there is an Arkz Story Character—this time Ohgun—waiting for you in the giant Creature's innards when you appear.

The map is split into two separate islands with two sets of transporter panels connecting the ends of each side of the island. When you start this mission, equip all you can and head to the transporter to get to the other island, where Ohgun is. If Ohgun is able to use his Creatures to block the transporter panels, you could have a rough time completing this mission in under 15 minutes.



Ohgun's deck is full of Guard Creatures to protect him: Pan Arms, Dubchich, Barble, Baranz, and others. A Dubchich has 5 HP but also has the Full Heal ability. As long as it has at least 1 HP at the end of its turn, it regains all 5 HP immediately. However, like Ohgun's Pan Arms, it is Unfilial, and it deals three damage to Ohgun when it dies.



The Guard Creature you need to look out for is Baranz. It is a powerful Guard Creature that does not have the Unfilial ability, meaning it does no damage to the owner when it is destroyed.

Tip

Ohgun has plenty of Defense cards—Guard, Dodge, Wall, and Reduction—but only Dodge works against Tech attacks. Use Tech attacks so that Ohgun has fewer options for protecting himself.

To take care of the Guard Creatures that Ohgun has, pack your deck with low-cost Items that have moderate to high attack power. Add a few Mags to boost the Items' attack power, along with Attack and Defense Action cards to give you the extra attack and protection you need when you get in trouble.

Mission Aftermath

After completing this mission, you talk to the Chief, who gives you two new missions: Poachers and Bomb Threat.

Mission 26: Poachers

Location: Nebula Montana

Description: We've learned that poachers are preying on the birds that live in Nebula Montana. We'd like you to go out and catch these poachers for us.

Enemy (Deck): Ohgun (Steel Wall), Hyze (Always)

Status: Not a mission killer

Team Battle: Yes

Tactics

It's back to the island of Nebula Montana. This time, you face the two male Arkz humanoids, Ohgun and Hyze. Both of them stay in the back while they send monsters to block your path.



Monsters to look out for are Barble, Hildeblue, Dubchich, and Nano Dragon. A Dubchich has the Full Heal ability, which allows it to recover all its HP if it survives your Act Phase. It is also a Guard Creature that deals its owner three damage when it dies. A Barble has an ability that adds +1 to its attack power for every Native

Creature on the field. It is also a Guard Creature that deals its owner three damage when it dies. By taking out the Barbles and Dubchiches that are summoned, you reduce the HP of the enemy Story Characters.

Note

Most of Ohgun and Hyze's Creatures are A. Beasts and Native types. Ohgun and Hyze have AB Guard and NA Guard, which are Defense cards that negate one attack for an A. Beast or a Native. Pack in some AB Attack and NA Attack cards to defeat the Creatures used by these two.

The Hildeblue and Nano Dragon are the two Creatures to really look out for. A Hildeblue has 12 HP, 3 AP, 3 TP, and 3 MV. It has the Bonus AP Rise ability, which increases its attack power by twice its Dice Bonus. It also has a freeze ability that can be an annoyance. Nano Dragon has 18 HP and 4 AP.



Aside from your usual decks and cards to play, take along Kranz and bring some Bullet Storm cards so you and Kylria get +2 AP for all Gun attacks.

Mission Aftermath

If you used Kranz, after completing this mission, you encounter a cutscene between Kranz and Kylria, where they learn more about Blitz and the Great Shadow.

Defeating this mission does not wipe out Bomb Threat from the Entry Counter. Now you can move on to that mission.

Mission 27: Bomb Threat

Location: Molae Venti

Description: We've received word that the Arkz want to blow up Molae Venti. Hurry to the scene to secure the explosives and put a stop to their plans.

Enemy (Deck): Memoru (Spit Out)

Status: Mission killer

Team Battle: No

Note

This mission has a 15-minute time limit, with a phase time limit of 15 seconds. Also, the minimum roll during your Dice Phase is three.

Tactics

The Arkz plan to destroy the Principal Government is bolder. You've been dispatched to stop yet another Arkz attack. This time, you face Memoru.

Some of the Creatures that Memoru summons are immensely powerful. She can summon Grass Assassin, for example, which has 14 HP and the Snatch and Ally Boost abilities. She also has Vulmer, which is a Guards Demolisher. Sinow Blue is another Creature she has; it has Double Strike, Inherit, and Sword Bonus.



Memoru's deck is fashioned to raise her Dice Bonus fast. She uses Assist cards to raise her EXP. The Assist card Bequeath gives the user EXP equal to half the amount of a Creature's Max HP if it is destroyed.

Memoru uses cards such as Ransom and Decline to protect her Creatures. These cards make your attacks damage her Experience Points Bar instead of her Creatures' HP. So when she uses these cards, your attacks don't harm her Creatures until her Experience Points Bar goes back down to zero. And thanks to her Bequeath card, Memoru ends up having a large pool of 15 to 20 EXP to draw on to buffer her Creatures.

Mission Aftermath

After you complete this mission, you are summoned back to the Chief. He gives you the Dream Present mission.

Extra Missions

- Talk to the side mission man to get Ragol's Photo side mission. It is available only if you finished Delicious Dish.

- Talk to the side mission man to get the Final Homework side mission. This mission is there only if you completed all the other Homework Help side track missions.
- The Photo and Final Homework missions appear after you finish Bomb Threat and disappear when you take Dream Present.

Mission 28: Dream Present

Location: Unguis Lapis

Description: Our research team in Unguis Lapis just sent an emergency dispatch. They've run into an Arkz member and are currently engaged in battle. Proceed to the scene at once and protect them.

Enemy (Deck): Reiz (Diagnosis)

Status: Mission killer

Team Battle: No

Tactics

For this mission, you can only send Glustar. Although it is an official government mission, it operates like a Story Character mission for Glustar.

You fight Reiz in this mission. Beware of her Pierce attack. Reiz rushes up to you immediately. She reserves her ATK points for Action cards instead of Creatures. Some of these Attack cards are extremely strong, including Heavy Attack, which gives her a +5 AP bonus. Guard Items aren't good against Reiz because she bypasses them. When you set one Item, get used to it. Reiz doesn't destroy it, so you can't equip a new one. For that reason, try to equip at least two weapons so you can attack twice or use two Tech cards per turn. If you equip a Guard Item right away, you're stuck, as those two or three points toward your eight-point Item limit are wasted on a Guard that doesn't do you any good.

The map is small, so Reiz gets to you. Have Attack cards and weapons ready. If you have one strong weapon or two good ones followed up with excellent Action cards, you'll defeat Reiz.

Mission Aftermath

When you complete this mission, you return to the Chief. He gives you a new mission: Sighting 4.

Talk to Glustar, and he gives you the bonus card Harisen Battle Fan for deploying him on Dream Present.



Mission 29: Sighting 4

Location: Molae Venti

Description: The Arkz are attacking Molae Venti, and photon leakages have occurred as a result of the battle. Suppress the Arkz and contain the leakage.

Enemy (Deck): Break (Last Battle), Lura (Love Power)

Status: Mission killer

Team Battle: No

Note

You must complete this mission by defeating both enemy Story Characters in 15 minutes or less.

Tactics

This map is long and thin, a 4x6 rectangle. Lura and Break are on the opposite side of the map from you when the battle starts. This is a difficult mission. These two Arkz Story Characters use their best decks to date.

At the outset of battle, Lura and Break play several Assist cards. Among their best ones are Immortality, Dice +1, and Brave Wind. Immortality lasts four rounds, and during this time, no characters—on either side—can be destroyed, even if they are reduced to 0 HP. So if your Items are attacked and go to 0 HP, they stick around anyway. If you see Immortality played, ditch your Guard Items. Your other Items are safe anyway for four turns. Load up on weapons instead.

Dice +1 adds +1 to all dice rolls. The enemies play multiple copies of Dice +1, which stack and eventually give the battle +2 or +3 dice rolls. You can play lots of cards, move, and still attack. But so can Lura and Break. Because of the multiple Dice +1 cards, stock up on cards with effects that rely on high die rolls, such as Freeze, Bind, and Split Boost.



Lura and Break use powerful Creatures that have the Pierce ability. Crimson Assassin, Bulclaw, and Tollaw are their favorite monsters, and at least one, if not two, of them attack you from the outset of the battle. Crimson Assassin is tough, with 14 HP, 3 AP, 5 TP; plus, it has Pierce, Freeze, and Caneguard. Bulclaw has 8 HP, 2 AP, 4 TP, and Pierce. Tollaw also has Pierce, as well as 10 HP and 4 AP. The Pierce ability means that the Creature can attack your Story Character directly, even if you have Items equipped. These Creatures move fast, too, so they can surround you. Then you're looking at four attacks that directly damage your Story Character. In two turns, they kill you.

To protect yourself, load your deck with heavy offense so you can kill at least one of the high-HP Creatures each round. If you can't, you're overwhelmed. Add in Attack Action cards that hit multiple targets, such as Cross Slay or Round Slay. If you use a Force class, add in Tech cards such as Gifoie or Gibarta. Multiple-hit Action cards are essential, as are high-TP and AP bonus Items.

Finally, have six or more Defense cards, including DK Guard, NA Guard, and AB Guard. These protect you from Bulclaws, Tollaws, and Crimson Assassins, respectively.

Mission Aftermath

With the mission won, you return to the Chief. He gives you your final mission: Great Hope. It is time to destroy the Arkz once and for all.

Talk to Saligun, and she gives you the bonus card Chain Sword if you completed her Story Character mission, Emotions Clash.

Mission 30: Great Ambition

Location: ???

Description: Thanks to your efforts, we've discovered the location of the Great Shadow. My career is depending on this! I've already sent out several of my staff, but I seem to have lost contact with them. I'd like you to go out and investigate the Great Shadow.

Enemy (Deck): Pollux (Dead Count)

Status: Mission killer

Team Battle: No

Note

In this battle, you must complete each phase in 20 seconds or forfeit action during that phase. In addition, your default HP is 20.

Tactics



This is your last mission, and this time, you must destroy the Great Shadow. Guarding it is the female Creature Pollux, a germ-infested woman with a massive sword for an arm.

The map is small and flat. You don't have to worry about maneuvering, but you do have to worry about Pollux's immense strength. She has great HP, insidiously strong special abilities, and powerful cards.

Note

Pollux has 55 HP. She also has 1 AP, 0 TP, and 2 MV. At first glance, it seems she can take lots of damage. But actually, she has Ultimate AP Boost, which increases her AP by one every turn. She also has Timed Pierce, which lets her attack your Story Character directly. Finally, she has Weak Hit Block, to ignore all attacks of three damage or less.



Every turn, before her Dice Phase, Pollux gets a +1 AP bonus. So every round, her AP increases. If you survive to the ninth round, Pollux is dealing 10 damage per hit. The longer you tangle, the more powerful she becomes.

Before every battle Pollux usually leads off with the Assist cards Inflation or Empty Hand. Inflation makes all your Attack Action cards cost one more ATK point to play, and Empty Hand basically discards your entire current hand.

Pollux also has great Attack Action cards, including Heavy Attack (+5 AP), Crack (reduces your MV to 1), and Devil's Whim (random effect). As if her AP boost weren't enough, she also has Timed Pierce, which kicks in after eight turns. It means that after eight turns, Pollux can always attack your HP directly, regardless of any Items you have equipped. With her rising AP and Pierce ability, she can kill you in a few turns.

You need to go on the offensive against Pollux; sitting back and trying to avoid attacks just prolongs the battle and makes her stronger. Take the battle to her. As soon as the battle starts, load up on weapons, then go up to her. Equip two or three weapons so you can attack more often as well. Then pump up these attacks with lots of Action cards.



In fact, you pretty much have to pump up all your attacks because Pollux has the Weak Hit Block ability (she ignores all attacks of three damage or less) and plenty of Defense cards, such as Guard and Wall. So if you want to damage her, you need to do at least six damage, and preferably eight. That way you can still hurt her, even when she plays Defense cards.



While you are attacking, avoid Pollux's attacks by using Defense cards. Good ones are TP Barrier and Reduction. TP Barrier swaps her AP and TP, meaning she can do much less damage per attack. Reduction halves her damage, which is much better than using a Guard (+4 HP) when she is dealing 11, 12, or more damage.

Pollux is challenging. Don't be surprised if you need to battle her several times before you notch your first victory.

Mission Aftermath

When you deal the killing blow to Pollux, she crumples to the ground and then explodes in a greasy black cloud. At last, the Great Shadow is defeated, and perhaps peace can finally come to Ragol.

Story Character Missions

In the Hero story, 8 out of the 12 Hero Story Characters give you side missions to complete on their behalf. These Story Character missions become available only for a limited time after you complete a specific mission, and then only if you talk to the Story Character first. Remember, if you don't talk to the character when the opportunity presents itself and you move on to later missions, you miss your chance to take the Story Character's mission.

After you finish a Story Character mission, you can return to the character for a reward.

The Story Character missions are organized chronologically in this section, according to when you can acquire them.

Chance Meeting

For: Viviana only

Location: Tower of Caelum

Description: An anomaly has been discovered in the transport system at the Tower of Caelum. We don't think it's a real malfunction, but we'd like you to investigate anyway.

Enemy (Deck): Memoru (Gimme EX!)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Talk to Viviana after you finish the Sighting 1 mission.

Tactics

You venture to the Tower of Caelum for Viviana's mission and face off against Memoru.

Memoru mostly summons Canadine-type Machine Creatures, as well as a few Native Creatures, such as the Vulmer. You'll find that within a few rounds, you could be surrounded. If you have Cross Slay Action Attack card, bring it with you.

Pack your deck with Cane-type weapons, and don't forget powerful Rods, such as the Ice Staff Dagon. They compliment

your Tech Attack cards nicely. Also bring a Slicer and one or two Handguns, along with a Cross Slay Attack Action card, if you haven't gotten many Tech Attack cards yet.

Memoru is likely to summon Machine-type Creatures to surround you. Make sure you have a few Defense cards to help keep those Creatures from damaging your weapons. When you get your hands on some Tech Attack cards, use them mainly on Memoru or any high-cost Creatures she summons.

Aerial Assassin weapons are ideal for facing the Creatures in this mission.

Mission Aftermath

You return to the Morgue after completing this mission. The Homework Help and Phantom Shop 1 missions should still be available and ready for you to undertake.

Return to Viviana after you complete Phantom Shop 1 or Homework Help, and she rewards you with a bonus card, Alive Aqhu.

A Brief Rest

For: Relmitos only

Location: Lupus Silva

Description: We'd like you to conduct some basic research at Lupus Silva. We are in need of air samples from the area in order to get a better idea of the role Ragol's forests play in atmospheric purification.

Enemy (Deck): Memoru (My Servant), Peko (Snacks?)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Talk to Relmitos after you complete the Clean-Up Job mission.

Tactics



The map tells you this is a difficult fight. The long snake-like shape makes it hard to maneuver, especially because there are boulders occupying some squares. You need to walk around them. To skip across the map, you can step onto the two sets of transporter panels on the map. But Memoru and Peko block your

way by summoning Creatures onto these panels to block your path past the boulders.

Note

The first transporter panel in front of you teleports you to the next transporter panel immediately ahead of you. These panels let you hop quickly across a few panels but don't take you immediately to the opposite side of the board.

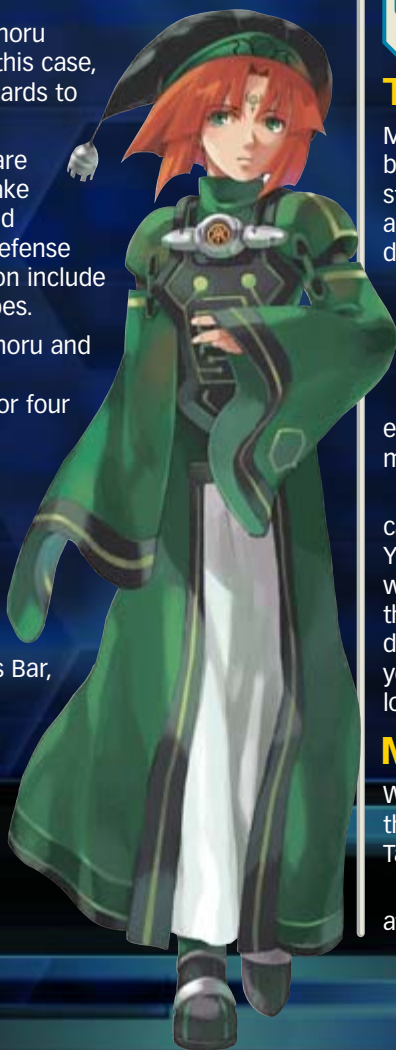
If you are lucky enough to get first attack, move onto the transporter panel nearest you to get past the first rock formation. Be sure to pack your deck with Ice Staff Dagon, Gibarta, Foie, Slicer cards, and Barta. Relmitos's special ability allows him to switch his AP and TP every time he attacks. To take advantage of this, make sure to alternate between physical and Tech attacks. When you get to the other end of the map, you are blocked by the enemy Creatures, who prevent you from getting too close to Peko and Memoru. Position yourself behind the last rock formation and transporter panel. You should be three panel squares away from Peko. Use your Slicer cards, plus Barta and Gibarta, to clear a path so you can cast Foie on either Peko or Memoru. If they ever move forward by just one square, make sure you take advantage of it with your longer-range weapons and Tech attacks. This part of the battle is a waiting game to see who slips up first.

Sometimes, if you are lucky, Memoru actually comes out to fight you. In this case, unload with your Attack and Tech cards to take her down.

Some Creatures to be aware of are Pan Arms, Guard Creatures that make Memoru and Peko harder to kill, and Gillchich, on which you can't use Defense cards. Other Creatures they summon include Vulmers and Canadine Machine types.

To support these Creatures, Memoru and Peko have the Assist cards Mine Brightness (+2 AP to all Machines for four turns), Cave Wind (+2 AP to all A. Beasts for four turns), and Ransom. Ransom is annoying because it allows Peko and Memoru's Experience Points Bar to take damage instead of their Creatures' HP taking a hit. While Ransom is in effect, as long as your enemies have EXP in their Experience Points Bar, your attacks don't do HP damage. Only when their Experience Points Bar is down to zero do you start doing damage again.

You win the mission when you kill either Peko or Memoru. But when you are about to deal the killing blow to one of them, the



other jumps in front of the attack and negates it. This only happens the first time. The second time you strike, you kill the Arkz Story Character and win the mission.

Mission Aftermath

When you finish the mission, you return to the Morgue. No missions have been replaced, so you can continue with the other missions available to you: Truth Seeker and Development 2.

If you talk to Relmitos after you complete the Development 2 mission, he gives you a bonus card, Broom, as a reward.

Great Rescue

For: Stella only

Location: Lupus Silva

Description: We've heard rumors of Arkz activity in Lupus Silva, and now it seems this Glustar of yours has come into contact with them. He sent us an emergency message, saying he's been wounded in combat and needs help—if you want to.

Enemy (Deck): Memoru (Beg Me)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Talk to Stella after you complete the Development 2 mission.

Tactics

Memoru is a pushover in this battle. She doesn't have many strong Creatures, and she isn't aggressive with them. She does have several Dice +1

Assist cards, but these come in just as handy for you as for her. One unpredictable card she plays is Del-D, a Creature whose AP fluctuates each turn. Sometimes, she might have 5 AP, and other turns she might have 0 HP.

Stella's Fixed Range ability allows her to use any Attack Action card while keeping the original range of the weapon being used. You want to have a Shot-type Gun always equipped on Stella. This weapon can hit four squares' worth of targets. When you combine this with any Action Attack card, she is able to dish out strong damage against multiple targets. Stella only has 1 AP, so make sure you add several Mags to her deck. With the use of these Items and lots of Action Attack cards, you should easily rescue Glustar.



Mission Aftermath

When you finish this mission, you are free to continue pursuing the remaining missions on the Entry Counter: Delicious Dish and Taken Away.

Your reward for this mission is the Territory card. Talk to Stella after you complete the Taken Away mission, and she gives it to you.

Test of Power

For: Orland only

Location: Mortis Fons

Description: Viviana tells me that there's an especially strong fighter in Mortis Fons. I'd like you to take him on.

Enemy (Deck): K.C. (Like Wind), Endu (Firey)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Talk to Orland after you finish the Taken Away mission.

Tactics

In this battle, K.C. and Endu are likely to summon some high-cost Creatures. The one to look out for is the Dark Creature Morfos, summoned by K.C. It has the Major Halfguard ability, which halves all attacks by characters with 8 HP or more, Weak Hit Block, which blocks all attacks of three or less damage, and Haste, which lets it move without using any action points.



Your teammate in this mission is Viviana, who uses her Tech attacks to help attack the enemy. Your Story Character Orland gets a bonus for every Sword-type weapon on the field, so pack your deck full of Swords. Low-cost Slicers (Diska of Braveman), Swords, and Partisans work well here, combined with Action Attack cards such as Swing. Endu is likely to run up with the Creatures that are summoned, while K.C. attacks from behind.

Let Viviana take on the Morfos with her Tech attacks while you focus your attack on the closest enemy Story Character, likely Endu.

Caution

Be careful when confronting Endu. He has the Rampage ability, which lets him damage all your equipped Items with one attack. Guard Items don't do their job against him. Make sure you equip Items with high HP and forgo Guards for weapons.

Mission Aftermath

When this mission is complete, you return to the Morgue. You are then free to pursue the remaining missions, Repair Work 2 and Phantom Shop 2.

Talk to Orland after you finish the Repair Work 2 mission. He thanks you for deploying him on this side mission and gives you the Madness card as a gift.

No Reason

For: Guykild only

Location: Via Tubus

Description: I do not need a reason to fight. Hurry up and dispatch me!

Enemy (Deck): Peko (Breakfast)

Status: Mission killer

Team Battle: No

Unlock Condition: Talk to Guykild after you finish the mission Repair Work 2.

Tactics

This time, the battle map is very long—eight squares, in fact. You need to spend a few ATK points moving up, although thankfully Guykild is among the swiftest of Story Characters, with 3 MV.

Be careful when Peko plays Tech Field, which bumps all his Tech attacks up by 2 TP. A few Soul Barriers would be good in this situation. Unfortunately, Tech Field does Guykild no good.

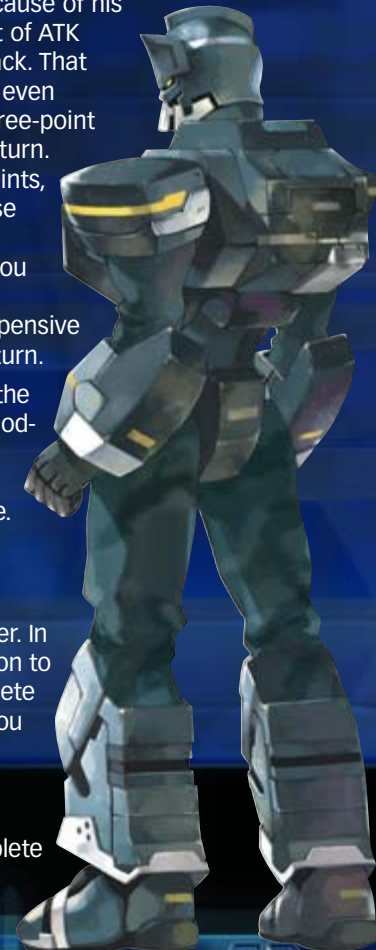
It is difficult to play Guykild. Because of his Big Swing ability, you need to a lot of ATK points left over if you want to attack. That means you usually can't summon even modestly priced Items, such as three-point Guns, and still attack in the same turn. A normal attack costs two AKT points, and any Attack Action card you use costs one additional point. So it is more imperative than usual that you use weapons that can hit multiple targets because it's simply too expensive for you to use multiple Guns in a turn.

Peko doesn't summon much in the way of strong Creatures. Just methodically move up the map, and when you get to Peko, unload with your Guns until he drops. It's that simple.

Mission Aftermath

Unlike the other Story Character missions, Guykild's is a mission killer. In fact, you must complete this mission to advance the story. After you complete this mission, the Chief summons you to his Lab and gives you the next government mission: Guardian 1.

To get your reward card from Guykild, talk to him after you complete the Guardian 2 mission. He then hands over an MC Guard card.



Tough Partner

For: Teifu only

Location: Lupus Silva

Description: I lost contact with Lady Viviana, so I had Ms. Stella assist me in searching for her. But now it seems that Ms. Stella is caught up in battle with the Arkz. We must hurry to her rescue and then find Lady Viviana!

Enemy (Deck): Reiz (Hit=Direct), Hyze (Kick It!)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Talk to Teifu right after you finish the Guardian 2 mission.

Tactics

On this side mission, you fight alongside Stella. Thanks to the two enemy Story Characters, there are more enemy Creatures on the map and thus a higher enemy bonus for Teifu than there would be in a one-on-one match.

This map is split in two, with a wall of rocks splitting the middle of the map from top to bottom. Only one square allows passage to the other side. However, each side has a transporter panel at the back—there's one at the far left and one at the far right. Hopping onto one panel teleports you to the other side.

Reiz is very aggressive, and she comes out to attack you. If you reduce her to below 50% HP, she might retreat, but you can easily meet her on her side. Move onto the transporter panel on your side of the map, and you teleport to the other side. If you have a sturdy Guard Item, a strong weapon, and good Attack or Tech cards, you should have no problem with this mission.

Mission Aftermath

Upon completing this mission, you are whisked back to the Morgue. The missions on the Entry Counter should still be there. You are free to pursue Truth Seeker 3 and Guardian 2.

Talk to Teifu after you complete Sighting 3 or Development 4, and he gives you a reward card: Heavy Blow Action.



Info on Blitz

For: Kylria only

Location: Tower of Caelum

Description: Orland managed to obtain new info about Blitz, but soon after, he was attacked by two Arkz. I'm going to his rescue.

Enemy (Deck): Endu (Focused), Rio (Move & Die)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Talk to Kylria after you finish the Morgue Attack mission.

Tactics

Your teammate for this mission is Orland. The map has one new feature that sets it apart from other Tower of Caelum maps: Two force fields block two middle squares on the grid. Other than that, this map is normal.

Rio often runs up to attack you, so you have no trouble getting close enough to attack her. Endu has Pan Arms in his decks to use as Guard Creatures. Another Creature in the enemies' arsenal is Govulmer, a fairly tough Creature that has the AP Silence ability. If the Govulmer strikes you, AP Silence reduces your AP to zero for a few turns.



Note

This mission has two trap cards you might step on: **Gold Rush** and **Charity**. **Gold Rush** gives you 1.5 times EXP for four turns when you destroy characters. **Charity** gives you +1 EXP anytime you roll a five or higher on your ATK and DEF die.

Killing Rio or Endu ends the battle. They do not jump in front of each other, so you don't need to worry about one of them diverting the killing blow for the other. Simply concentrate your attacks on one of them until you kill a Story Character. Orland isn't likely to be of help here.

Mission Aftermath

When you finish the mission, you return to the Morgue. The other missions on the Entry Counter are still there, so you can return to the story and take on the Sighting 3 mission.

Talk to Kylria after Sighting 3, and she gives you Bullet Storm as a reward card.

Emotions Clash

For: Saligun only

Location: Ravum Aedes Sacra

Description: We've heard reports of suspicious Arkz activity in the white temple ruins, so we sent Viviana ahead to investigate. However, it appears that another member of the Arkz was hiding out there, and now Viviana is outnumbered two-to-one. We need you to go as reinforcement.

Enemy (Deck): Peko (1-2 Punch), Memoru (Servant Bow)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Talk to Saligun after you finish the Sighting 3 mission.

Note

Your deck does not loop in this mission, meaning you have no more cards to play after you draw your initial 30.

Tactics

Because your deck doesn't loop, be sure you don't carelessly throw away cards. The map area for this mission is huge. Try to stay close to Viviana. Memoru and Peko try to separate the two of you and then overwhelm either Viviana or you with both of their Creatures. If you find yourself far away from Viviana, get back to her position ASAP. Monsters to watch out for are Sinow Zoa and Canune.



If a Sinow Zoa is summoned onto the playing field, take it out as fast as you can. If you don't get rid of it quickly, it can destroy all your equipped Items with its Rampage ability, which damages all equipped Items. It also has the Warp Ability, which allows it to teleport almost anywhere so it can repeatedly block your path. The Canune is a high-HP machine with 5 TP. It deals deadly Tech attack damage, and it returns to the owner's hand after it is destroyed.

Both Memoru and Peko have in their decks many AI Rappies that return to the owner's hand after they are destroyed. This gets annoying, as Memoru and Peko use them to block your path and beat away at your Items. Slicers and Swords would do well here, along with many Attack Action cards, such as Cross Slay.

Mission Aftermath

When you finish Saligun's mission, you appear back in the Morgue. Continue with the other missions at the Entry Counter: Truth Seeker 4 and Odor Encounter.

Return to Saligun after the Sighting 4 mission and talk to her. She gives you a bonus card, Chain Sword, as a reward for deploying her here.

Side Missions

The side missions are presented in chronological order in this section. However, side missions that are all part of the same track, such as the Homework Help track or the Phantom Shop track, are grouped together.

You get all these missions by talking to the man who stands on the outside and to the left of the Entry Counter room. After meeting the unlock condition for a given side mission, you must immediately talk to this man to acquire the mission.

Phantom Shop I

Location: Via Tubus

Description: I'm looking for a certain food. Somewhere, a famous old shop sells this yummy treat. I read on the Net that the shop's staff goes to Via Tubus every week at this time to gather food ingredients. I simply *must* have it. Please find the staff and buy this food for me.

Enemy (Deck): Break (Native Wolf), Lura (Supporter)

Status: Mission killer

Team Battle: Yes

Unlock Condition: Complete Sighting 1.

Tactics

This is the first battle where you team up with a fellow Hero Story Character against two Arkz Story Characters. Your ally for this battle is Ino'lis, who uses the How Cute! deck.

This mission can be difficult. If the enemies start the battle, they summon three or four beasts as a virtual wall between you and them. Use multiple-target weapons and Tech attacks to help support Ino'lis when enemies surround her during the beginning of the battle.



When you clear a path for Ino'lis, she moves forward. The enemy Story Characters should also move toward you within the first few turns. As the Arkz Story Characters inch closer, move up and go on an all-out offensive against Break. Let Ino'lis deal with the enemy monsters.

When you take down either Lura or Break, the mission ends. Only one Story Character needs to die in order for the mission to end. That goes for your side, too, so watch Ino'lis's health carefully.

Mission Aftermath

Phantom Shop 1 is one of only two side missions that actually advance the campaign on the Hero side. At the time you have Phantom Shop 1, you can also take on the Homework Help mission. You have to choose which of the two you want to complete. Finishing Phantom Shop 1 closes off Homework Help and all the subsequent Homework Help side missions. But you will have all the Phantom Shop and Magic Hands side missions open to you if you take this one.

When you finish Phantom Shop 1, you return to the Chief, who assigns you three new missions: Sighting 2, Repair Work 1, and Monument Watch. They are detailed in the Government Mission Walkthrough section.

Phantom Shop 2

Location: Tower of Caelum

Description: I'm searching for a certain food...ah, but I suppose I said that last time. According to secret info on Net 5, the shop is now using the Tower of Caelum to make deliveries. This time the information is good. Oooh, I want to eat it!

Enemy (Deck): Ohgun (Love&Peace)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Phantom Shop 2 and Taken Away.

Tactics

Once again you are sent to chase a phantom food shop, and once again you run into an Arkz Story Character along the way. Your opponent now is Ohgun.

Note

Ohgun has a special ability called **Impact Halfguard**, which halves all attacks that cause six damage or more. So an attack that normally deals nine damage deals only four to Ohgun. It's better to attack him with three or four low-cost weapons than with one or two high-cost weapons.

Ohgun carries a bazooka-like weapon that has a huge range—a 2x3 rectangle. However, Ohgun cannot attack the squares directly in front of him. So step up close and attack rather than fight from long range. That way, Ohgun has to waste his ATK points to move into position to attack you.



Most of Ohgun's Creatures are the Native type, so use cards such as NA Attack against them. If your Story Character's starting AP is three, reserve your powerful Attack Action cards for Ohgun's Creatures and use normal attacks on Ohgun.

Ohgun can also summon Pan Arms, which makes him especially difficult to kill. Another Creature that might pose a problem is the Pouilly Slime, which can copy itself to create more Creatures without Ohgun having to spend ATK points. Govulmers can be a problem, too. With their AP Silence ability, they can reduce the AP of your weapons by two for two rounds. If Ohgun summons Love Rappy, kill it quickly. This tiny Creature has 5 AP and only 1 HP, but he has EXP guard. That means whenever you attack him, any damage you deal is simply subtracted from his Experience Points Bar. Only when the bar is at zero can you harm Love Rappy. Obviously, you want to kill Love Rappy while Ohgun still has little or no experience.

Mission Aftermath

After completing this mission, you can return to the Morgue and tackle the Repair Work 2 and Test of Power missions.

Phantom Shop 3

Location: Unguis Lapis

Description: I'm searching for a certain food...but don't worry! This time, I'm sure I've got it. Please hurry to Unguis Lapis and get it for me. Oh, I can't wait. I can't wait!...uh, that is, I want to give it to my mother as soon as possible....

Enemy (Deck): Break (Full Beast), Rufina (Power Bomb)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Complete Phantom Shop 2 and Repair Work 2.

Tactics

The map in this mission has two boulders evenly spaced in the middle of the map, essentially turning that area into three narrow passageways. Break and Rufina's Creatures can easily block this area, making it difficult for you to maneuver into position to attack. You spend most of this battle in this middle area of the map. Having Kranz as your teammate is a benefit here because he specializes in long-range weapons.

Both Break and Rufina's decks are comprised mostly of A. Beast-type Creatures. They both play Govulmer, Evil Shark, Pan Arms, Meritas, Pouilly Slime, and Pouilly Slime Creatures. All these Creatures have very good AP. A Govulmer has AP Silence, which knocks the AP of your weapons down by two. An Evil



Shark is strong all around, with 3 TP and 3 AP. A Meritas bears considerable watching because it gets an AP bonus when more A. Beasts are out. Finally, Pouilly Slime is deadly to you. It has 9 HP, so it is hard to kill, and it has 4 TP, meaning Tech attacks played through it do lots of damage to you.

Break and Rufina also have excellent Attack and Assist cards, including Cave Wind and AB Attack. Cave Wind gives all A. Beasts +2 AP for four turns, and AB Attack multiplies their damage by 1.5. The enemies have several of these Attack cards, in addition to more mundane ones, such as Slash. In addition, both have the usual complement of Defense cards, such as Protection and Wall.

When tackling this mission, make sure to have AB Attack so you can destroy the enemies' Creatures quickly. Good Defense cards and Attack cards are necessary, as always. And support your deck with weapons that are also A. Beast Slayers, meaning they do 1.5 times damage to A. Beasts.

Mission Aftermath

After completing this mission, if you used Kylria to complete it, you see a cutscene between Kranz and Kylria where they find a clue left behind by Kranz's father, Blitz.

When you complete this mission, you return to the Morgue. The remaining mission on the Entry Counter is Guykild's mission No Reason. You are now free to take that quest.

Phantom Shop 4

Location: Tener Sinus

Description: I'm searching for a certain food, a cake. When my mother was young, she was a member of the Hunters. On one of her missions in a cave on Ragol, she came across a cake more delicious than anything she'd ever tasted before. I want her to be able to eat one again so she can get well! Please help me.

Enemy (Deck): K.C. (Molt)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Phantom Shop 3 and Odor Encounter.

Tactics

Waiting for you in this ambush is the Arkz Story Character K.C. K.C.'s deck is comprised of Native and A. Beast Creatures. He likes to summon Govulmers, Guil Sharks, and Boomas.

The Govulmers lower the AP of your weapons, and the Guil Sharks do the heavy damage with their 5 AP. When bolstered by Attack Action cards, these Creatures can do great damage to you.

K.C.'s deck has many Defense cards to nullify or lessen the severity of your attacks. Many of your attacks are greatly diminished or even totally denied.

Among the good Action cards that K.C. uses are Heavy Blow, which adds the AP Silence ability to a Creature's physical attacks; Weakness, a Defense card that sets the base AP of all opponents that attack the user to zero; Solid, a Defense card that adds Weak Hit Block ability to the user; and Companion, a Defense card that inflicts on the attacking Item or character an

equal amount of damage as it inflicts on the opponent. Companion can be a nuisance for your strongest weapons that deal damage well over their max HP. You might do 15 damage to an opposing Creature with your weapon, only to have your weapon suffer 15 damage and get destroyed as a result.



Because of the abundance of all these Defense cards, you have to be cautious when attacking K.C.'s Creatures. Use multiple low-cost weapons to make him use up all those Defense cards or pack your deck with a few high-damage-dealing weapons and add an abundance of Attack Action cards to stack onto those weapons. If you go that latter route, most of the time you can destroy K.C.'s Creatures, despite his use of Defense cards.

Mission Aftermath

After finishing this mission, you can return to the Morgue and move on to the remaining missions, which are Poachers and Bomb Threat.

Fun Homework

Location: Molae Venti

Description: In order for my son to get the top score on his homework assignment in his class, I need you to go down to Ragol to take photos of the Photon Rectification Station. I've heard some rumors of Arkz activity in the area, but I want you to get some good shots, regardless.

Enemy (Deck): Ohgun (Friendly)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Homework Help and Development 1.



Tactics

This first Homework Help mission is an official one given to you by the Chief. All subsequent Homework Help missions are from the side mission man, but in them you still help the Chief's son with his homework.

Note

During this mission, there are several changes in rules. The default HP is 10 for Story Characters. Also, you can only roll a two, three, or four during the Dice Phase.

On this mission, you fight Ohgun. This might be only the first or second time you have faced him. Ohgun is a very strong Arkz Story Character, mostly because of his great attack range and Impact Halfguard ability. Impact Halfguard just means that Ohgun suffers half damage from all attacks that deal six damage or more. When attacking him, either use low-AP weapons or forgo using Attack Action cards. Reserve your strongest attacks for Ohgun's Creatures instead.

Ohgun's range is huge. He can hit you from three squares away because he attacks a rectangle that is 2x3 squares wide. But he can't attack the square directly in front of him, so attack him up close, forcing him to waste ATK points on moving if he wants to hit you.



Use multiple low-cost weapons on this mission, not only so you can do full damage to Ohgun, but also so you can take out more Creatures each turn. Ohgun has a few Madness cards, which can harm all your Items. He uses these cards on damaged Creatures, so make sure you finish a Creature off rather than let it survive through the turn. Mags aren't very useful in this battle because they just raise the chance of activating Ohgun's Impact Halfguard ability, which halves the damage dealt to Ohgun if the attack deals six or more damage.

Mission Aftermath

Completing Fun Homework opens up the Truth Seeker line of side missions.

After you return to the Morgue from the mission, you can take on the remaining mission at the Entry Counter: Clean-Up Job.

Truth Seeker I

Location: Molae Venti

Description: The Molae Venti Photon Rectification Station has the highest photon concentration on Ragol. I'd like you to investigate it; in particular, I want you to get as much information as possible about its construction.

Enemy (Deck): Rio (Withering)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Fun Homework and Clean-Up Job.

Tactics

This map is frustrating. It is only four square panels wide, but the obstacles in the middle of the map create a narrow path one panel wide on each side. Rio can easily block your path with just one or two Creatures, and you might find yourself stuck sometimes.

Watch out for Rio's Gouvlmer Creatures. Their AP Silence ability reduces the AP of any weapon it attacks by two for two turns. Rio may use two or more monsters at the same time to block your path, so be sure to carry multiple-target weapons such as Mechguns or use Action cards such as Stab, which can hit two targets, when you are stuck in the narrow paths.



Note

During this mission, all Story Characters start with the default 20 HP, adjusted by the Story Characters' specific HP modifiers.

Mission Aftermath

After you complete this mission, you can return to the Entry Counter to embark on Development 2 or A Brief Rest.

Truth Seeker 2

Location: Tener Sinus

Description: There have been signs indicating that the development of the natural paradise of Tener Sinus is beginning. I'd like you to find out what the real story is.

Enemy (Deck): Rio (Counter)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Truth Seeker 1 and Repair Work 2.

Tactics

In this mission, you face Rio. She uses a lot of low-cost Creatures such as Rag Rappies, Al Rappies, Canadines, and Canabins. These Creatures may seem insignificant, but Rio uses Attack Action cards that sacrifice them to do damage to you.

The Attack Action card Madness has the Rampage ability and hits all your Story Character's equipped Items for two points of damage. This punches through Guard Items and can easily destroy Mags and seriously damage weak Items. A few Madness cards played in quick succession can strip you of all Items, so be careful.



The Attack Action card, Rampage, adds +4 AP to Rio's Creatures' attacks, but also has the Equal Damager ability. That means it loses HP equal to its damage dealt, so it's like a kamikaze attack to get rid of your more powerful weapons.

There is another reason that Rio sacrifices all her Creatures. She has the Revenge ability, which adds +1 to her AP for every three of her Creatures that are destroyed. So by sacrificing her Creatures, she not only inflicts damage on you with her Action cards, but she gets an AP bonus. By killing her Creatures herself, she denies you EXP to fuel your Dice Bar.

To take out any Creatures Rio summons before she can sacrifice them, add multiple-hit weapons to your deck, along with multiple-hit Action cards, such as Cross Slay. Don't wait too long to attack her because the more Creatures you kill, the higher Rio's AP bonus gets.

Mission Aftermath

When you finish Truth Seeker 2, you can take on Gukild's No Reason mission.

Truth Seeker 3

Location: Tower of Caelum

Description: The Tower of Caelum is one of Ragol's most important landmarks. I'd like you to collect information on every single person who goes in and out of the tower.

Enemy (Deck): Break (MechAttack), Lura (Two As One)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Complete Truth Seeker 2 and Guardian 2.

Note

In this mission, the only number you can roll is three, your deck remains unshuffled, and you and your teammate share the same HP.

Tactics

This mission can be a bit tricky. First, you and your teammate share the same HP, so if he gets hurt, so do you. Second, the only number that you can roll in this battle is a three, limiting your weapon choices to mostly weapons with moderate to low HP and making it easier for the enemy to destroy your Items and reduce your HP.



Because you only get to roll a three, you are mostly limited to either equipping a weapon, moving, or attacking. Your teammate for this battle is Relmitos. He is likely to run off after an enemy Story Character when he has one or two Items equipped. Make sure you don't fall far behind him. When you two are separated, the enemies

can more easily gang up on you or your teammate because of your limited dice roll. Because your action points are limited to three, it's best to carry an abundant supply of ranged weapons, multiple-target weapons, and multiple-target Action cards.

Both Break and Lura have decks composed of Machine-type Creature cards, so be sure to pack some MC Guard cards into your deck. Break is likely to summon a Dubchich or two. Dubchichs are Guard Creatures with moderate HP. They are Unfilial, so when one dies, it inflicts three damage to its user. Be sure to take them out for an easy three damage to Break and Lura.

Mission Aftermath

After completing this mission, you can take on Guardian 3 and Tough Partner.

Truth Seeker 4

Location: Nebula Montana

Description: This is my final assignment for you. I want you to bury something for me, out where the sea, the sky, and the setting sun mesh together. I want you to bury a person who gave his life for the development of Ragol.

Enemy (Deck): Break (Equal Red)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Truth Seeker 3 and Sighting 3.

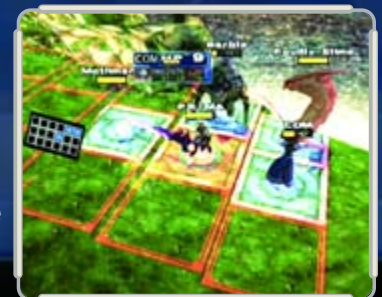
Note

Story Characters have a base of 20 HP in this mission instead of the usual 15.

Tactics

This mission takes place on the land bridge on Nebula Montana, so the map is narrow and long. Break's Equal Red deck is full of Native and A. Beast-type Creatures. Break summons Barbles, Guard Creatures that gain +1 AP for every two Native Creatures on the field. But they are also Unfilial, so each causes him three damage when it is destroyed. Target Barbles when they appear for a massive attack. Get rid of them quickly and hurt Break in the process.

Break also summons Mothmants and Monests. When he calls on a Monest, it adds +1 AP to any Mothmant on the field. Barbles aren't too much of a threat, with only a starting AP of one, but make sure you keep down the number of Native Creatures that are summoned onto the field to keep a Barble from getting stronger and doing any significant damage when it is summoned onto the field.



One of the most powerful A. Beast Creatures you need to look out for in Break's deck is the Pouilly Slime. When Break summons one onto the field, make sure you take it out soon, or it might use its Copy ability to summon a second one without using any of Break's ATK points.

Make sure you also have at least two weapons in hand because Break sometimes uses the Companion Defense card. It inflicts an equal amount of damage back to the attacking weapon. Often, that is enough to destroy the weapon itself if you use Attack cards. To ensure that you still have a weapon, and thus a shield against Creature attacks, make sure you have another weapon equipped.

Mission Aftermath

The Truth Seeker line of missions ends with this one. When you return to the Morgue, you can take on the Odor Encounter mission and Saligun's Story Character mission, Emotions Clash.

Final Homework

Location: Tower of Caelum

Description: In order for my son to get the top score on his homework assignment in this class, I need you to go to Ragol, use the Tower of Caelum to collect data on Ragol's gravity, and then write about it in a report. Make sure the report is easy enough for a child to read.

Enemy (Deck): Rio (Love Dies), K.C. (Last Words)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Complete Fun Homework and Bomb Threat.

Note

You can only roll a two, three, or four during your Dice Phase. Story Characters have their base HP set to 10 instead of 15.

Tactics

This is a team battle. It's also the very last homework errand you have to do for the Lab Chief and his witless son. Your partner here is Stella, who uses her Collection deck.



Both K.C. and Rio stay at the back of the map and send Creatures to block your way. They make a wall of Creatures, and both Rio and K.C. attack from behind. K.C. has an attack range of three square panels, so make sure you're not in his line of fire when you fight his Creatures. You don't see any powerful Creatures in this

mission due to the fact that your dice rolls are limited to two, three, and four. If your deck is packed with high-cost, heavy-hitting weapons, you're in for some trouble. You might have a hard time getting enough action points to equip any of the weapons, and when you do, most likely you won't have any action points left to attack right away. So dump the high-cost weapons for this battle.

With K.C. and Rio's Creatures costing so little, you could find yourself easily overwhelmed. Several attacks from low-cost Creatures can be dangerous here because K.C. and Rio frequently use Action cards to boost their Creatures' attacks, so make sure you pack a few low-cost Defense Action cards such as Dodge.

To make this mission easier, make sure you dispatch a Story Character with a high base AP because with the low dice rolls you get, you can't use too many Action cards to boost AP. Also make sure to pack a lot of multiple-target low-cost weapons such as Sword or Shot.

Mission Aftermath

The Homework Help line of side missions comes to a conclusion with this mission.

When you return to the Morgue, you can take the remaining mission at the Entry Counter: Dream Present.

Magic Hands I

Location: Molae Venti

Description: I read on Net 5 that somewhere out here on Ragol there's a gentleman of great skill. Yes, I've been looking for him—an engineer of legend who is said to be able to fix anythin'. I'd like you to use your know-how to find him, and take me to him.

Enemy (Deck): Memoru (Dice Obey), Rio (Slow Death)

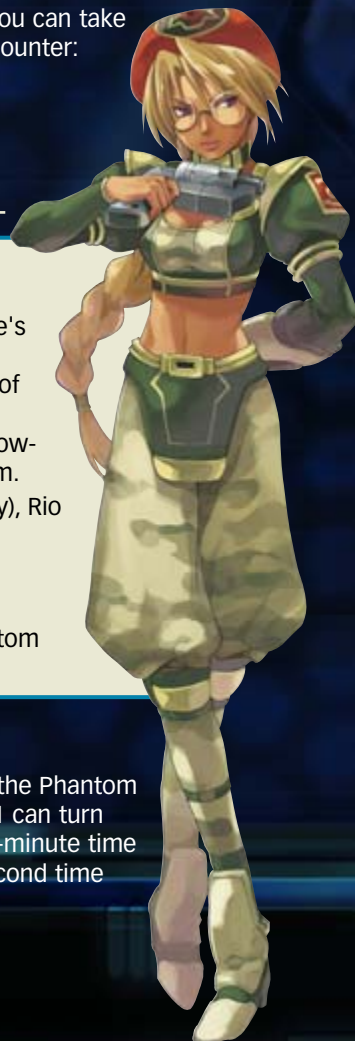
Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Complete Phantom Shop 1 and Sighting 2.

Tactics

This side mission branches off from the Phantom Shop line of missions. Magic Hands 1 can turn into a real pain to play. There is a 15-minute time limit to this fight, along with a 20-second time limit for every phase.



This mission is a team battle, and your ally is Teifu. Your enemies have an effective but frustrating team-play style. Memoru uses Dice +1 Assist cards to pump up all dice rolls, and Rio sets Creatures that deal negative status effects in addition to damage. The bonus from Dice +1 also gets added to the dice rolls for Status effects, so Rio's Creatures are even more likely than normal to be able to affect your Story Character and Items with conditions such as paralysis, acid, and freeze.

Let Teifu take the brunt of the Status attacks. You have to take out only one enemy to win the battle. Because Teifu is a humanoid, he has the Anti-Abnormality ability, meaning no Status effects work on him. Teifu is aggressive; he goes in for the kill and attacks any enemy Story Character in range. Make sure to help him by playing Defense cards when he gets surrounded.



Both Memoru and Rio summon Creatures to block your path, so it is difficult for you to advance to help Teifu. When Teifu attacks a Story Character, both of them focus their monster attacks on him. Make sure to use long-range weapons or long-range Attack cards. Because Memoru and Rio are likely to gang up on Teifu, one of them is often wide open to attack, and that's when you unload with your weapons and Attack cards.

Mission Aftermath

When you complete Magic Hands, you return to the Morgue, where the missions Called Out and Challenge are still available.

Magic Hands 2

Location: Lupus Silva

Description: I've got some tidbits about that engineer I was talking about earlier. I'd like you to go lookin' for him again, if you don't mind.

Enemy (Deck): Endu (Flash)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Magic Hands 1 and Development 1.

Tactics

Note

There is a 15-minute time limit to complete this battle and a 20-second time limit for every phase.

In this mission, your opponent, Endu, likes to call out a Pan Arms and some Dark Gunners. Don't bother with the Dark Gunners. Every turn they are on the field, they deal two damage to Endu.

Go for any Pan Arms that Endu summons while his Dark Gunners slowly kill him, but watch out for the time limit.

Make sure that when you attack a Pan Arms, you are using a high-AP weapon or using AP-boosting Action cards. If Endu uses Defense cards and your attack is lowered to three damage or less, the Pan Arms's Weak Hit Block ability comes into play, and your attack does no damage.

The map area for this mission is long and narrow, so if Endu doesn't summon a Dark Gunner, guaranteeing his slow death, you have to go to the other side of the map as soon as possible. A few long-range Action cards, such as Long Arm and Snipe, help speed the process of defeating Endu without getting you close to him and his damaging Rampage ability.



Pack in quite a few Defense cards for when Endu charges you. His Rampage ability hurts all your Items, but Defense cards help soften the blow.

Mission Aftermath

There are no more Magic Hands missions after this one. However, you can still continue with the Phantom Shop line of side missions.

After this mission, you return to the Morgue and can complete the Clean-Up Job mission.

Challenge

Location: Via Tubus

Description: I was reading the post "Seeking the Strongest" on the Net 5. I'm very interested in the challenge, but first I want to know a bit about the challenger. I want you to try fighting him for me.

Enemy (Deck): K.C. (Hawk Speed)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Sighting 2

Tactics

This mission can get really annoying. The enemy, K.C., usually only summons weak Creatures, but their summon radius is really high, so K.C. can summon them all the way to your side of the map in the beginning of the battle. His tactic is to summon Creatures to always block your path toward him and move just out of range of most of your weapons. But because he's a Ranger with a long attack range, he can still hit you. He plays this hit-and-run tactic for most of the battle. Get to his side of the map as soon as possible.

There are four transporter panels on this map. Two are on your side of the map, and two are on K.C.'s side. Ignore any monsters that K.C. summons at the beginning of the battle and make for one of the transporter panels so you can jump to the other side.

Tip

Take the transporter panel to the left of you as it dumps you closer to K.C.'s starting position than the lower-right panel does.



When you're on the other side of the map, K.C. begins to summon monsters to block your path toward him. Use Tech Attack cards and multiple-target weapons to clear your path. Also use cards such as the Long Arm Action card to attack him even when he is far away.

Note

The middle of the map has certain squares missing, so you can't walk across them. That makes moving across the map without the transporters difficult. Consider the transporter panels as the only viable way to get across. K.C. can summon Creatures right onto the transporter panels nearest you, thus blocking you from using them. Because you can't move after you attack, you simply have to keep attacking his monsters as he summons them and wait for an opening—such as when he gets a low-ATK dice roll and can't summon monsters—and jump on.

K.C. has lots of Defense cards in his deck, including Guard, Wall, and Dodge. These cards, and the layout of the map, make it difficult for you to kill him.

Mission Aftermath

After completing Challenge, you can move on to Called Out and Magic Hands 1.

Delicious Dish

Location: Tener Sinus

Description: Wando (who gave you a previous side mission) told me all about you and what you did for him. Do you think you can help me out, too? My hobby is eating the most delicious foods in existence. I've heard that there's an unbelievably tasty green fish called makkao that lives in Tener. I want you to catch one for me.

Enemy (Deck): Peko (Leftovers), Creinu (Sacrifice)

Status: Not a mission killer

Unlock: Complete Magic Hands 2 and Development 2.

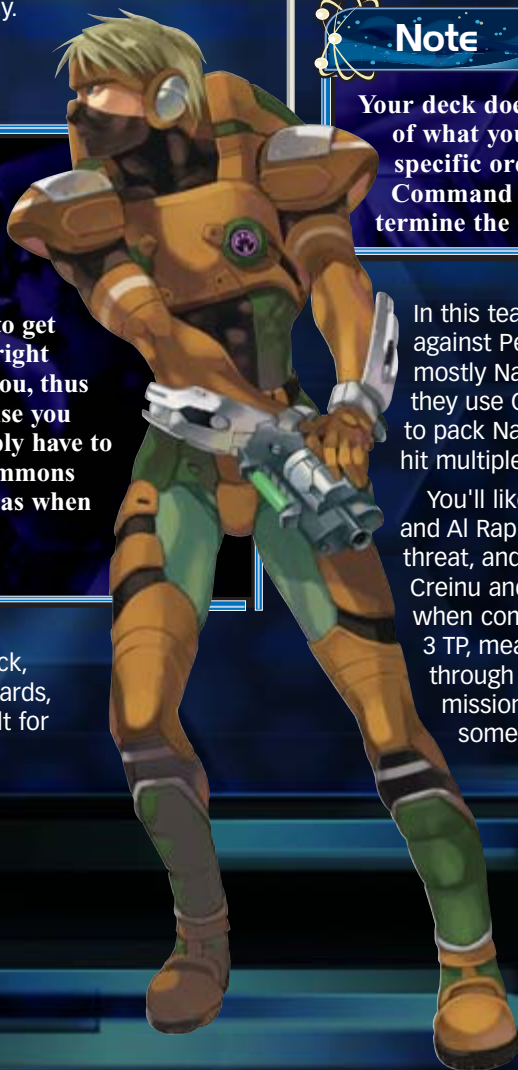
Tactics

Note

Your deck does not loop in this mission, so be careful of what you discard. You can arrange your deck in a specific order in the Deck Building menu at the Command Center beforehand so you can pre-determine the draw of your cards.

In this team battle, you are joined by Ino'lis in your fight against Peko and Creinu. Peko and Creinu summon mostly Native and Machine Creatures in this battle, and they use Creatures that return to their hand. Make sure to pack Native Slayer and Machine Slayer weapons that hit multiple targets if you can.

You'll likely see the enemies summon a few Rag Rappy and Al Rappy cards. They may not seem like much of a threat, and they are used mainly to block your path to Creinu and Peko, but they can do some serious damage when combined with Action cards. Al Rappy cards have 3 TP, meaning Tech attacks are strong when cast through them. In fact, most of the Creatures in this mission have high TP, so be prepared to experience some strong Tech attacks.





Watch out when Creinu and Peko play the Berserk and Madness Action cards. These cards might destroy the attacking Creature, but they can also destroy many of your Items in one blow.

Watch out for Canune (10 HP and 5 TP) and Love Rappy. Love Rappy has 1 HP and 5 AP, but it also has the EXP Decoy ability, which uses any EXP that the user has to absorb damage. Until you take away all of Creinu and Peko's EXP, you can't hurt Love Rappy at all. It also has Impact Halfguard, which halves all attacks that inflict six or more damage on it, and the Ability Trap ability, which prevents you from using any of your special abilities. When a Love Rappy is summoned onto the field, kill it right away.

Mission Aftermath

After completing this mission, if you completed it using Kranz, you see a cutscene where Kranz confronts Creinu and Peko about his father, Blitz.

When you return to the Morgue, you can take the Great Rescue and Taken Away missions.

Ragol's Photo

Location: Dolor Odor

Description: I heard from Endia (who gave you a previous side mission) that you've got a very skilled team. Could I ask a big favor? You know that gross place they found that's kind of like a living creature? I want to take a picture of it. But I'm kind of scared. So I'd like to have some bodyguards.

Enemy (Deck): Endu (Flower Riot)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Compete Delicious Dish and Bomb Threat.

Tactics

This is the final side mission. In it, you fight Endu once again.

Endu's deck is composed mainly of Native Creatures, such as Barbarous Wolf and Booma Creatures. One Native Creature that he uses, the Gobooma, is a nuisance. It might seem like a regular Booma, but it has the Rampage ability and can hit all your equipped Items. Make sure you're carrying a few Defense Action cards for this.

Endu also has a few copies of the Machine-type Guard Creature, Dhubic. Its Unfilial ability deals three damage to Endu when it dies. So when Endu summons one of these, take it out for an easy three damage to Endu.



Endu also has Attack Action cards that greatly benefit him and any Goboomas he summons. One such card, Heavy Attack, adds +5 AP to any physical attack. Normally this Action card affects only a single target, but because Endu and his Goboomas have the Rampage ability, the Heavy Attack Action card deals +5 damage to all your equipped Items.

Make sure your deck has weapons with the Native Slayer ability to go along with your Attack Action cards.

Mission Aftermath

When you finish Ragol's Photo, you arrive back at the Morgue. You can now take the remaining mission at the Entry Counter: Dream Present.



Arkz Story

The Arkz story bears striking similarities to the Hero story. After all, both sides say they are fighting for the people of *Pioneer 2*. Yet the Arkz know that they are the true champions of Ragol. They prove that daily with their perilous missions to thwart the Hunters and keep the planet safe and unspoiled.

When you choose the Arkz story, you are taken to the Arkz secret hide-out: R-Base. It is similar to the Morgue. It is shaped the same, even down to the location of NPCs in the hall.

When the story begins, you are in front of Chief Red, your superior officer in the Arkz organization. He is the one who will be giving you the core missions that further the Arkz cause. Initially, you should talk to the Vice-Chief next to him. After your conversation with him, talk to Chief Red, who gives you your first mission.

Three Arkz Story Characters are with you from the beginning of the game, serving under your command: Break, Lura, and Endu. Information on these characters and the ones you unlock in this story mode are detailed in the Characters section.



Mission Notes

Side Missions

In addition to Chief Red's official Arkz missions, you can get side missions by talking to the woman to the left of the Entry Counter room. She's standing in the same spot as the side mission man from the Hero story.

Talk to the side mission woman after you complete an Arkz mission and progress the story. She has new side missions for you.

As explained in the Hero story section, certain missions are "mission killers," meaning that if you take them and complete them, they move the story along and erase any unfinished missions on the Entry Counter. New missions are given to you after you complete a mission killer, and hence the older missions are no longer available to you. For that reason, you should tackle side missions first if you want to play them, rather than play your core Arkz missions, then move on to side missions. If you play the core Arkz missions first and stumble onto a mission killer, you eliminate the side mission for yourself. So if you want to finish a side mission, take it on when you get it.

The side missions are often organized on tracks, and you see later side missions only if you have successfully completed the previous missions on that track. In rare instances, a side mission stands on its own. Usually, though, it is one in a series of side missions you can take.



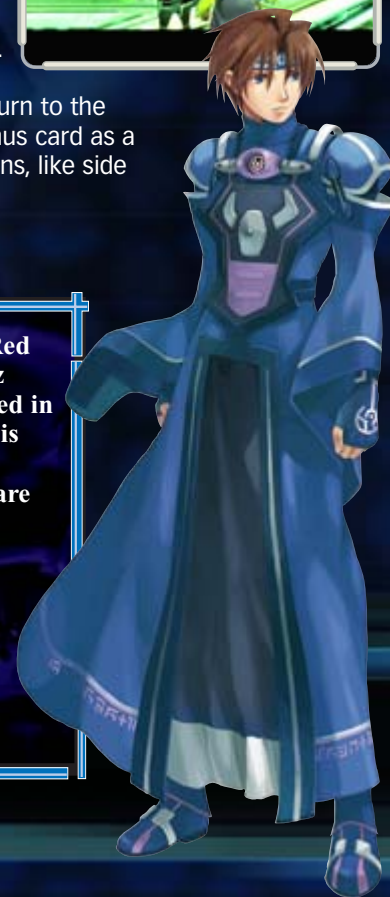
Story Character Missions

Many of the Arkz Story Characters give you Story Character missions. You need to talk to them after certain moments, just as you do for side missions. Like side missions, Arkz Story Character missions disappear if you don't talk to the respective Story Character at the right moment. After you finish a Story Character mission, you can return to the character, who gives you a bonus card as a reward. Story Character missions, like side missions, are optional.



Note

The Arkz missions Chief Red gives you are the core Arkz missions. They are presented in chronological fashion in this section. Side missions and Story Character missions are detailed at the end of this section. However, in each mission entry, if there is a side mission that opens after the core mission is completed, it is noted so you know when a side mission is available.



Arkz Mission Walkthrough

Mission 1: First Battle

Location: Mortis Fons

Description: Ever since Mortis Fons had an earthquake, its bountiful springs have been spewing large volumes of boiling water. The government's Development Division, with its rampant overdevelopment, is most likely the culprit. Go there and put a stop to the Development Division.

Enemy (Deck): Sil'fer (Default SW)

Status: Mission killer

Team Battle: No

Tactics

Your first battle is easy. Surround Sil'fer with your Creatures. Don't leave yourself open to a direct attack, though. The map is small, and Sil'fer can run up to you if you leave yourself open. Use your Creatures to block Sil'fer's path to you. Hildebears are useful to take down any Guard Items Sil'fer equips.



Note

Low-cost Creatures have the advantage of being able to be placed almost anywhere on the field, making them good choices for blocking the path of enemy Story Characters.

Mission Aftermath

After you finish First Battle, you are taken immediately to see Chief Red, who gives you a new mission: Recon Duty 1.

Mission 2: Recon Duty I

Location: Via Tubus

Description: I need you to check out the status of the High-Speed Transit Net that the government is developing and acquire detailed information on its capabilities. Also, I need you to bring back a copy of its system-bootup data.

Enemy (Deck): Kranz (Gun Judge)

Status: Mission killer

Team Battle: No

Note

In this battle, you cannot roll lower than a three during the Dice Phase.

Tactics

In your second mission, you confront Kranz, a Hero Ranger. He uses Guns that have moderate HP and that your Hildebears can easily destroy. Use Defense Action cards to keep your Story Character alive. At this stage of the game, you don't have Guard Creatures, so Defense cards are your surest way of avoiding damage.



Use Attack Action cards such as Slash and Long Arm so your monsters can attack from more than one position. Kranz has an advantage in range because of his Fixed Range ability; you need to counter that with Action cards to improve your Creatures' ranges. Using these cards will help you make short work of Kranz.



The map area for this level is big, giving Kranz the advantage because he specializes in long-range attacks. Lure him to the middle of the field by placing a Creature one square in front of your Story Character. Don't worry if Kranz is able to destroy your Creature on his first move. The closer he is to your side of the map, the easier it is to surround him with your Creatures. Use Hildebears to destroy any of the Guard Items that Kranz equips.

Mission Aftermath

After completing this mission, you are taken to Chief Red. After seeing how reliable you have been during your first two missions, he explains that the mission of the Arkz is to halt Ragol's development by the government and to find the "Core Material" of the C.A.R.D. Technology. He gives you a new mission: Ruin Smugglers.

Extra Missions

- Talk to the woman by the Entry Counter after you finish Recon Duty 1 to receive your first side mission: Love Quest 1.
- The Love Quest 1 mission disappears if you finish the mission Ruin Smugglers.

Note

After receiving your first side mission, the side mission woman realizes you have picked up an urgent mission from Chief Red. She informs you that both Love Quest and Ruin Smugglers are urgent, so you have to choose between the two. Which mission you choose to take affects what side missions you receive later in the game.

Mission 3: Ruin Smugglers

Location: Unguis Lapis

Description: Unguis Lapis, site of the recent fossil discovery, is being ransacked. For the sake of preserving the ruins, we want you to capture those responsible.

Enemy (Deck): Sil'fer (F Slash)

Status: Mission killer

Team Battle: No

Note

You cannot roll less than a three during your Dice Phase on this mission.

Tactics

At Unguis Lapis you confront Sil'fer. She uses several Swords to fight you. Because she is a Hunter, she rushes to attack you at close range. Set as many Creatures as you can at the outset of the battle. Let Sil'fer come to you and have your Creatures ready to attack. Make sure there is at least one Creature in front of you so Sil'fer has to maneuver around to attack you.



Beware of any slashing weapons with extended ranges, such as Partisan or Sword; they can attack three squares at once. Destroy these Items first because they give Sil'fer flexibility to attack you from more squares.



Although your Creatures should have good stats at this time, help them along by adding to your deck Attack Action cards to use against Sil'fer. They do well here and can help you win more easily. This mission is simple.

Note

If you complete this mission with Break, you are treated to a cutscene after the mission. You find out that there is a bounty on Break's head and Sil'fer is here to collect it. Break escapes, but not before mocking Sil'fer and her faulty memory.

Mission Aftermath

After you finish Ruin Smugglers, you are taken to the Chief. If you had the side mission Love Quest 1, it is now gone from the Entry Counter. Chief Red now asks you to help him in a personal matter. He gives you the mission Lost Rappy.

The Chief also informs you that three new Story Characters—Rufina, K.C., and Memorū—are available to you.

Extra Missions

- Talk to Memorū to receive her Story Character mission, Nostalgic Spot.
- If you do not take this mission before you finish Lost Rappy, it disappears.

Mission 4: Lost Rappy

Location: Lupus Silva

Description: I was taking a walk with my pet Rappy, Kate, when she ran off and disappeared into the forest. Kate is my best friend. Please find her for me!

Enemy (Deck): Kylria (Auto Sweep)

Status: Mission killer

Team Battle: No

Note

In this battle, you can roll only two, three, or four during the Dice Phase. In addition, all Story Characters default to 10 starting HP instead of 15.

Tactics

Chief Red has a pet Rappy, and she's run off. He has sent you to find her. But along the way, you stumble into a Hero ambush.

The enemy this time is Kylria, a tough Ranger. She has high AP, so her attacks can kill lesser Creatures. However, she does not have Fixed Range, so her ranges depend on the weapons she uses.

As in Ruin Smugglers, summon a Creature to be your guard. Place it in the square next to you to lure Kylria to your side of the map. She might not get close to you if she draws

a good weapon, such as Rifle, which has a range of three squares. If this is the case, rush her with your Creatures.





Be aware of Kylria's Guard Items. She uses Shield, which has 6 HP and can withstand a good measure of punishment before breaking and letting you hurt her weapons. Set a Hildebear to attack her. It has the Guard Demolisher ability, which does 1.5 times damage to Guard Items such as Shield.

When being attacked, use Defense cards on your Hildebear to keep it alive longer. With the strong Hildebear and ample other Creatures, this mission will not be difficult.

Mission Aftermath

After finishing this mission, you are taken to see Chief Red, who gives you a new mission: Unseen Enemy 1.

If you have previously finished Memoru's mission Nostalgic Spot, talk to her now, and she gives you a bonus card.

Extra Missions

- Talk to the side mission woman near the Entry Counter, and you receive the side mission Ino'lis Rocks.
- This mission disappears if you finish Unseen Enemy 1.

Mission 5: Unseen Enemy I

Location: Mortis Fons

Description: We're in trouble. We botched a hacking attempt and wound up getting caught. We need you to proceed immediately to Mortis Fons and destroy the enemy computer.

Enemy (Deck): Viviana (Growing TP), Teifu (Too Weak)

Status: Mission killer

Team Battle: Yes

Tactics

This mission is your first team battle. Your teammate is Endu, who is good against Hero Story Characters. However, he is designed to rush up to Heroes and fight, leaving him vulnerable to attack. Bring along some Defense cards, such as Guard and Dodge, that you can use on him during the Defense pseudo-phase to protect him when he goes toe-to-toe with the Hero Story Characters.

Teifu and Viviana are your opponents, and they make a formidable pair. These two are close companions in the story line, so there is a good chance that they'll have a Combination Event, with one giving the other a +4 AP bonus or with one deflecting an attack on the other. It doesn't happen often, but don't be alarmed if it does.

Teifu has an ability that adds +1 to his AP for every two enemy Creatures on the field, so use high-cost Creatures. By going with one big Creature instead of several smaller ones, you prevent Teifu



from using this ability. Both Teifu and Viviana use Barriers and Shields to protect themselves. These Guard Items ordinarily make it harder to kill Hero Story Characters, but Endu has no problem against these Items. Set a Hildebear to help get rid of them.

Tip

Watch out for Divinity Barrier. This Guard Item has the ability Major Halfguard, which halves the attacks of characters with 8 HP or more. A Hildebear must thus take two hits to destroy Divinity Barrier.

During this battle, Viviana isn't a problem. The one to watch out for is Teifu—and not because of his ability. If he equips a Lightning Partisan, destroy it. For every Creature the Lightning Partisan destroys, Teifu has +1 added to his AP.



Mission Aftermath

After completing this mission, you are taken to Chief Red, who gives you two missions: Perfect Ones and Research 1.

Completing Unseen Enemy 1 also unlocks three new Arkz characters for your use: Hyze, Rio, and Peko.

Extra Missions

- Talk to the side mission woman to receive the side mission Across Time 1.
- This side mission disappears if you finish the mission Research 1.

Mission 6: Perfect Ones

Location: Tener Sinus

Description: I need information about the humanoids who belong to the Hunter class. Follow these instructions, engage in combat with them, and send me the resulting data.

Enemy (Deck): Guykild (BZZRZZR)

Status: Not a mission killer

Team Battle: No

Note

Your deck does not loop, so you can only draw each card once.

Tactics

The map in this mission is clear of obstacles, so Guykild has a clear shot at you. Setting up some Creatures for defense is your first order of business.

Guykild uses a powerful deck filled with Shot-range Guns. These Guns all share a similar "T"-shaped range, hitting the first square in front, and the three squares horizontally after that. His most powerful weapon is the Baranz Launcher, which has 8 HP and +4 AP! He thus does a minimum of five damage per hit, enough to take down most one- and two-point Creatures. Your Creatures must survive more than a turn, so pack in Creatures with strong HP. Guykild chases after you, so make sure you use a Story Character with good MV. You should also use Guard Creatures to protect yourself from damage.



Note

Guykild does not lose HP when you destroy his Items. Use Pierce attacks, and attacks that eliminate his Items quickly. Any cards with the Rampage and Pierce abilities are ideal against him.

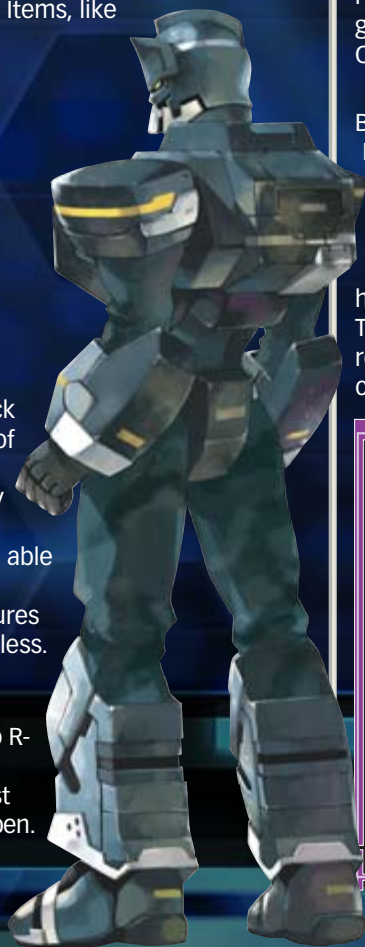
Guykild has Defense cards, such as Dodge, so make sure you have Attack cards to boost your attacks to overcome those defenses. He also has plenty of Guard Items, like Divinity Barrier and Shield.



At least two Creatures should attack Guykild. A fight with Guykild is a war of attrition, so to whittle away his Items, have a second or third Creature ready to attack as soon as his last Item is eliminated. Otherwise, you will not be able to take advantage of the opportunity afforded you when one of your Creatures strips Guykild and leaves him defenseless.

Mission Aftermath

After beating this mission, you return to R-Base. The mission available to you is Research 1. If you are on the Love Quest side track, Across Time 1 will also be open.



Mission 7: Research I

Location: Tower of Caelum

Description: We've determined that the C.A.R.D rematerialization process is partially influenced by climate. As part of our research, we would like to acquire accurate data on Ragol's climate. Would you go out and collect environmental data from each location for us?

Enemy (Deck): Sil'fer (Double Hit)

Status: Mission killer

Team Battle: No

Note

If you talk to Endu at R-Base prior to taking this mission, he begs you to take him. Do so to get a treat.

Tactics

You confront Sil'fer, this time at the Tower of Caelum. This map is small, about a 5x5 square grid. That means Sil'fer can reach you in two turns. Don't get caught without any Creatures set to stop her.



In this mission, Sil'fer uses Barriers and Shields along with Dagger Items, hence the name of her deck, Double Hit. One weapon to look out for is Akiko's Wok Set. This weapon looks like a ladle and wok, but it operates like a Dagger. It also has 6 HP, which is good for a Double Hit weapon. When your enemy has Guard Items in place, it is difficult to get rid of the Wok Set. To protect yourself, use Defense cards, such as Guard. This reduces the damage you suffer, or can negate it. A Dagger attack counts as two attacks, so your Defense card blocks both hits.



Daggers are interesting Items. Their Double Hit ability means they attack you twice. So if Sil'fer has a Dagger that has +1 AP and attacks you, you suffer two hits for four damage each. The total is eight damage, but unlike a +5 AP weapon (which would also deal eight damage), a Guard Defense card can block a Dagger because the +4 HP bonus from Guard would reduce the Dagger attack to 0 AP, resulting in no damage. Just as the attack is applied twice, so too is the Defense card you use against it.

Sil'fer's use of Guard Items makes your Creatures ineffective. But with Endu's Rampage ability, you can attack through them to simultaneously hurt Sil'fer's other Items. If you use Endu in this capacity, have Defense cards ready to protect him.

Mission Aftermath

After completing this mission, there is a cutscene between Sil'fer and Endu only if you take Endu along.

When you get back to R-Base, you are taken to Chief Red, who gives you your next mission: First Strike.

Extra Missions

- Talk to the side mission woman to receive the side mission Love Quest 2.
- Talk to Rio to receive her Story Character mission, Evaluation.
- Both of these missions disappear if you finish the mission First Strike.

Mission 8: First Strike

Location: Unguis Lapis

Description: The Hunters have grown complacent as of late. We must not pass up this chance! I want a preemptive strike against them.

Enemy (Deck): Kylria (Acid Storm)

Status: Mission killer

Team Battle: No

Tactics

Back to Unguis Lapis and another showdown with Kylria. Your deck is not shuffled in this battle. That means you get your Creatures first, then Attack Action cards, then Defense cards, and so on. You don't get a mix of cards as you normally do. This means your Creatures had better be good because you need to win with them. Don't count on Attack or Tech cards to win because they won't come into your hand until several turns into the game. And when you get your cards, they come bunched up, so your Pan Arms cards come at once or your Guard Defense cards appear together.

Because your deck is not shuffled, you could be in for a tough battle. Kylria's deck this time is much tougher than the last time you fought her. She has lots of multiple-target weapons, such as Meteor Smash. But many of her weapons also do acid damage. If she rolls a six on a six-sided die when she attacks with Meteor Smash, the damaged target loses 1 HP per turn. Pretty soon, acid finishes off whatever Kylria's direct weapon damage couldn't.

Kylria also has Shields and Barriers. Use Hildebears to take out these Guard Items. Because her multiple-target weapons have



long range, Kylria has an easy time attacking your Story Character if she gets too close. You must decide to either keep your Story Character away from the fight or use your Story Character to attack her and end the battle faster. If you go the latter route, Defense cards are essential.

Mission Aftermath

After you finish the mission, you talk to Chief Red and get three new missions: Intruder!, Recon Duty 2, and Research 2. Chief Red says Intruder! is urgent. However, you don't need to take care of it right away.

Completing First Strike unlocks the final three Arkz Story Characters: Reiz, Ohgun, and Creinu.

Mission 9: Recon Duty 2

Location: Via Tubus

Description: We've run into some trouble analyzing certain parts of the data on the Via Tubus pallet system. We need additional data samples. Proceed there as quickly as possible.

Enemy (Deck): Relmitos (Tenacity)

Status: Not a mission killer

Team Battle: No

Note

You must finish this mission within 15 minutes, and each phase can last no longer than 20 seconds.

Tactics

This mission takes you back to Via Tubus. Waiting for you here is the Hero Story Character Relmitos.

Relmitos is an unusual Hero because of his A/T Swap Perm. ability. Any time he attacks, he swaps his AP and TP. He begins with 3 TP and 0 AP, but after his first attack, that becomes 3 AP and 0 TP. On the next attack, those numbers go back to 3 TP and 0 AP, and so on.

Take note of this when Relmitos attacks you more than once and time your Defense cards for use only during his best attacks. Relmitos is a Force character, so he resorts to Cane-type weapons and Tech attacks. Yet because of his A/T Swap Perm. ability, he can dish out considerable damage with physical attacks.





Some of the Canes Relmitos uses have both good AP and TP, so you still suffer significant damage when he isn't using Tech attacks. Take out any of the more powerful low-cost Canes so Relmitos can't attack you multiple times.

Mission Aftermath

If you took Endu along for this mission, you get a cutscene between Endu and Relmitos that reveals more about Relmitos's past.

This mission is not a mission killer, so when you finish it, you return to R-Base and can take on Intruder! and Research 2.

Mission 10: Research 2

Location: Unguis Lapis

Description: We'd like you to continue collecting environmental data for each area of Ragol. Now we need you to go to Unguis Lapis.

Enemy (Deck): Glustar (Play Safe), Stella (Patched-up)

Status: Not a mission killer

Team Battle: Yes

Tactics

You fight another team battle, but this time your ally is Peko. He has good Creatures and Tech attacks, and he stays back. But the two enemies you are facing—Glustar and Stella—are also well-coordinated attackers.

Because Peko gets along well with Creinu and Memoru, use one of those two for this battle so you can take advantage of Combination Events. At random times, your two Story Characters may help out each other. If one is attacking, the other gives him or her a +4 AP, and if one is defending, the other jumps in front and diverts the attack. But beware: Stella and Glustar are also friends, and they often have Combination Events.

Both Stella and Glustar use Items that have moderate to high HP and fairly high AP and TP. If they get too close to your Story Character or Peko, they can make short work of either of you.

Pack your deck with your Tech cards and any Tech OK monsters. Both Stella and Glustar move around a lot to get into position to attack any Story Character they can. Stella equips



many Barriers and Shields. Madness and Punch Action cards are good for bypassing those Guard Items.

Stella or Glustar will play a Territory Assist card. This allows only one copy of a card to be in play at a time, so if you have two Evil Sharks, only one can be on the map. Even if you have enough ATK points to play the other one, you can't. If this card comes into play, throw away any duplicate Creatures you have during the Draw Phase. Focus on one of the enemy Heroes, but keep them both from advancing toward your side of the map. If you don't keep watch on the movements of both and hold them off with Creatures, you could find yourself under heavy attack.



Mission Aftermath

Unlike with many other Arkz missions, when you finish this one, you do not wipe out the other missions in the Entry Counter. When you return from Research 2, you are free to pursue the Intruder! mission.

Mission 11: Intruder!

Location: Molae Venti

Description: Someone has stolen C.A.R.D. data from our C.A.R.D. Research Facility. The intruder fled in the direction of Molae Venti. I need you to capture him as soon as possible.

Enemy (Deck): Saligun (WeakAttack)

Status: Mission killer

Team Battle: No

Note

In this battle, you can roll only two, three, or four during the Dice Phase. Also, each Story Character starts with a default base of 10 HP instead of 15 HP.

Tactics

This is your first encounter with Saligun, and in this case, she is one of the most frustrating opponents you have faced yet.

Because you can't roll higher than a four during the Dice Phase, you can't summon powerful Creatures, let alone attack at the same time. So most of your Creatures are in the cost range of one to three. But Saligun's Low-Cost Halfguard ability halves the attack damage of all Creatures that cost three or fewer action points. This means that the Creatures you can summon for most of this battle do no damage to Saligun when she has nothing equipped.



Saligun also has a few Ravana Mags, whose Weak Hit Block ability blocks all attacks that do three or less damage. Watch out for Saligun's Chief Red Saber. It has the same Low-Cost Halfguard ability as Saligun and also has the Drop ability, which makes the opponent lose 3 EXP for every turn in the drop status.

Because of the HP rule of this battle, Saligun has only 9 HP. Keep her away from your Story Character, using your weak Creatures to block her path. She is a Hunter who cannot use Tech attacks, so she has to get close to you to attack. But keep her away and keep whittling at her equipped Items until she dies from having lost so many of them.



Mission Aftermath

After completing this mission, you are taken to Chief Red. He gives you a more detailed explanation of the Arkz plans, then gives you a new mission: The One I Miss.

Extra Missions

- Talk to the side mission woman to receive the side mission Love Quest 3.
- Talk to Peko to receive his Story Character mission, Cake of Dreams.
- Both of these side missions disappear if you finish the mission The One I Miss.

Mission 12: The One I Miss

Location: Lupus Silva

Description: This mission is of a personal nature. I'm afraid I can't tell you why for this one, but I need you to send Break to Lupus Silva as soon as possible.

Enemy (Deck): Sil'fer (Twin Dance)

Status: Mission killer

Team Battle: No

Note

Your deck does not loop during this mission. This means that when you draw all 30 cards, that's it. The discarded cards aren't reshuffled and put back into play. After 30 cards, you don't have any left.

Tactics

Sil'fer is a tenacious opponent. She is opposing you, but this time with a better deck than she had during Research 1.

Sil'fer's deck has Daggers and lots of Mags. The Mags make her dangerous. Even if she has no weapons equipped, she can still do massive damage with two to three Mags equipped. An unarmed Sil'fer with three Mags still does six damage with a measly punch.

Get rid of Sil'fer's Daggers first, then her Mags. If you have a Hildebear, use that for one-hit kills on her Mags. Don't wait for her to come to you, or you give her time to equip all her Mags and weapons.



Summon Creatures as near to Sil'fer as possible and attack her. Her Defense Action cards can be a pain and make it harder for you to destroy her Mags. Some Mags have abilities—for example, A. Beast Halfguard halves all attacks from A. Beast Creatures—so manage your Creatures and attack the right Mags.

Do not carelessly throw your cards away, or you could end up with an empty hand, while your opponent has tons of cards left to play. You don't get those cards back as in other card battles.

Another tactic here is to set Creatures that have the Flee ability. When they die, they come back to your hand, and you can summon them in the next round. This is a common tactic in battles that rule out the deck loop option. By doing this, you can lengthen the life of your card deck, while constant attacks are wearing down your opponent's deck.

Mission Aftermath

After completing this mission, you see a cutscene between Break and Sil'fer only if you play Break. When the cutscene ends, you return to R-Base and visit with Chief Red, who gives you your next mission: Backup.

If you have completed Rio's Story Character mission, Evaluation, talk to her now, and she gives you a bonus card: Pal Shark.

Extra Missions

- Talk to Creinu to receive her Story Character mission, Jewel Fountain.
- The Jewel Fountain mission disappears if you finish the mission Backup.

Mission 13: Backup

Location: Lupus Silva

Description: Peko headed for Lupus Silva to investigate, but was lured into a trap with food. Hurry over there and rescue him!

Enemy (Deck): Viviana (As Planned), Teifu (Young One)

Status: Mission killer

Team Battle: Yes

Note

In this battle, the maximum number you can roll is four. The base HP for Story Characters is set at 20. Use the Assist card Dice +1 to get around the low limit on die rolls. Thankfully, Dice +1 cards do not help Viviana's Bonus TP Rise ability.

Tactics

On this mission, your teammate is Peko. He is a modest help, but sometimes he gets in the way as much as he assists you in taking down enemy characters.

This is another team battle against Viviana and Teifu, but this time they are even more coordinated than they have been in past battles. Now Teifu has in his deck Items that give him EXP Bonuses, so it is easier for your opponents to raise their Dice Bonus, which helps Viviana with her Bonus TP Rise ability. She gets a TP bonus equal to 1.5 times their Dice Bonus, so if their Dice Bonus is 2, Viviana gets +3 TP. You want to stop them from boosting their Experience Points Bar.

Teifu also has a weapon, the Victor Axe, that uses the Bonus AP Rise ability. It is bad news for you. It's hard to keep both Teifu and Viviana from equipping multiple Items, so you have to be selective about what you attack, especially because both of these opponents set various Barriers and Shields throughout the battle.

For Viviana, first destroy any high-TP Canes and worry about her Mags later. For Teifu, get rid of all his Sword-type weapons, such as Imperial Pick, and weapons that can hit multiple targets; then destroy his single-target weapons. Many of Teifu's high-HP weapons are particularly hard



to destroy, though. His Victor Axe has 11 HP and the ability Bonus TP Rise. If you have any Madness cards, this battle would be a good place to use them. Madness harms all Items on the Hero Story Character in one blow. And it can hit all squares surrounding it.

As before with Viviana and Teifu, strong individual Creatures coupled with Attack Action cards and timely Defense cards win the day for you.

Mission Aftermath

When you complete the mission, you return to R-Base to see the Chief, who gives you the mission Dark Shadow.

If you have completed Creinu's Story Character mission, Jewel Fountain, talk to her now, and she gives you a bonus card: Companion.

Extra Missions

- Talk to Hyze to receive the Story Character mission Song Request.
- Song Request disappears from the Entry Counter if you finish Dark Shadow.

Mission 14: Dark Shadow

Location: Tower of Caelum

Description: I've gotten reports about a suspicious figure at the Tower of Caelum. I need you to head there immediately to see what's going on.

Enemy (Deck): Saligun (Halfguard)

Status: Mission killer

Team Battle: No

Tactics

You return to the Tower of Caelum, and this time, your enemy is Saligun.

Saligun's deck is full of Items that hinder your attacks. She equips Mags, Shields, and Barriers. Many of them have Halfguards, meaning they take only half damage from a specified source. For instance, she has Divinity Barrier, a Guard Item with the Major Halfguard ability. Creatures with 8 HP or more do only half damage to it. She also uses the Mag Item Ravana, which has Weak Hit Block. Any attack of three damage or less on Saligun's Ravana automatically misses.

To deal with Saligun's various Halfguard Items, use a well-balanced deck of midrange Creatures that cost between two to three ATK points and have flexible abilities. Evil Sharks are the perfect Creatures to use here. With their 3 AP and 3 TP, they



can use either physical or Tech attacks, and they have a decent movement of three.

Saligun moves around to get closer to your Story Character, so make sure to use your Creatures to block her path. Look out for her Kaldabog weapon. It has an ability called Action Disruptor, which nullifies all Attack Action cards used to attack it. Another weapon to watch out for is Chief Red Saber; it has 3 AP and the Low-Cost Halfguard ability, which halves all damage received by characters that cost three or fewer action points.



Mission Aftermath

After completing this mission, you are taken to Chief Red, who assigns you a new mission: Defense Net.

If you completed Peko's Story Character mission, Cake of Dreams, talk to him now, and he gives you a bonus card: Cave Wind.

Extra Missions

- Talk to the side mission woman to receive the side mission Miracle Water.
- Talk to Reiz to receive his Story Character mission, Flashbacks.
- Both of these side missions disappear if you complete the mission Defense Net.

Mission 15: Defense Net

Location: Lupus Silva

Description: Break through the Hunters' defenses at Lupus Silva.

Enemy (Deck): Stella (Twin Guns!)

Status: Mission killer

Team Battle: No

Note

The base HP of Story Characters in this battle is set at 20.

Tactics

This mission marks the second time you face Stella. She is rather weak in terms of AP strength, but she is quick and can cross the board quickly to attack you.

Stella's deck is full of Mechgun-ranged weapons with different Status effects and abilities. The map area is long. Lure Stella to the middle of the map area to surround her. She casts Bullet Storm, an Assist card that raises the AP of all Gun-type cards by two. This compensates for her weak AP and lets her do more damage against your Creatures.



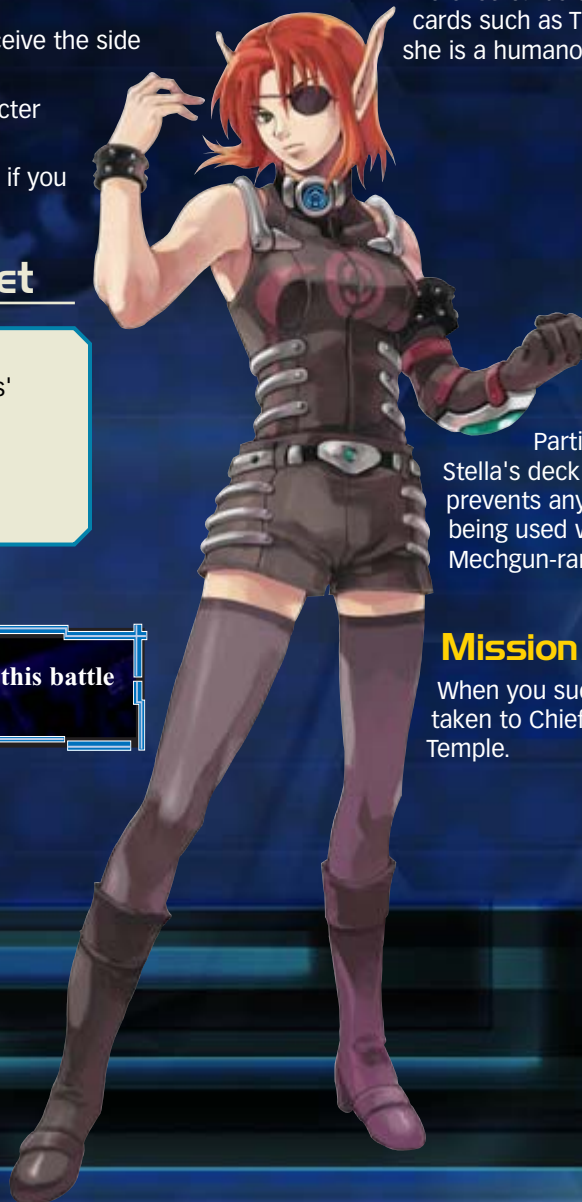
Stella constantly uses GN Guard Defense cards, which block all attacks made to Gun-type Items. Evil Sharks and Guil Sharks do well in this battle. With their moderately high AP and TP, they are able to use any Attack or Tech card in your deck. They are also low-cost Creatures, so you can easily replace them to keep fighting Stella. Make sure your deck is full of Attack, Tech, and Defense cards to help out your Shark Creatures. Defense cards such as TP Defense do well against Stella because she is a humanoid and therefore has 0 TP.



Particularly powerful Guns to watch out for in Stella's deck are Yasiminkov 2000H, a Gun that prevents any enemy Defense or Action card from being used when it attacks, and HS25 Justice, a Mechgun-ranged weapon with the Freeze ability.

Mission Aftermath

When you successfully complete this mission, you are taken to Chief Red to receive your next mission: Misty Temple.



Mission 16: Misty Temple

Location: Ravum Aedes Sacra

Description: Our hackers succeeded in cracking the security on some top-secret information inside *Pioneer 2*. They couldn't read all the encrypted data, but the government seems to be developing an ultimate weapon on Ragol somewhere. Find out about this weapon.

Enemy (Deck): Leukon Knight (Broken Seal)

Status: Mission killer

Team Battle: No

Note

In this battle, your deck is not shuffled.

Tactics



The Leukon Knight has 40 HP, 7 AP, 2 TP, and 9 MV. It looks scary, but if you play it safe, you'll be fine. The good thing is that the Knight does not

summon any Creatures or equip any weapons, so you only fight him, and any damage dealt goes to him. The Knight can move almost anywhere, given enough ATK points. He is an opportunist and positions himself to attack the largest number of targets. That means if you stay far away from your own Creatures, Leukon Knight is likely to ignore you to attack them, leaving you safe.

If you find yourself in a disadvantageous position, move away. The Knight has the Anti-Abnormality ability, which makes him immune to all Status effects, and the A/T Swap Turn ability, which swaps his AP and TP at the beginning of every turn. He also has one other very important ability: Periodic Field. This ability makes the Leukon Knight immune to either physical or Tech attacks each turn. The Leukon Knight alternates his immunity each turn. You can tell

during the turn which attack the Knight is invulnerable toward by his body color. When the Knight is white, he is immune to physical attacks. When he is black, he is immune to Tech attacks.

The Leukon Knight's deck consists mainly of Action cards, including Attack, Status Effect, and Defense cards. Cards to look out for are Round Slay, an Attack Action card that hits every square around the Leukon Knight, and Gifoei, a Tech Attack card that targets every square around the user.

Action cards that are specific to the Leukon Knight are Restrict Wave, an Action card that restricts the movement of all characters to a one-square radius of the Leukon Knight by one for three turns; Knight Act 4, an Action card that halves the HP of every character card within



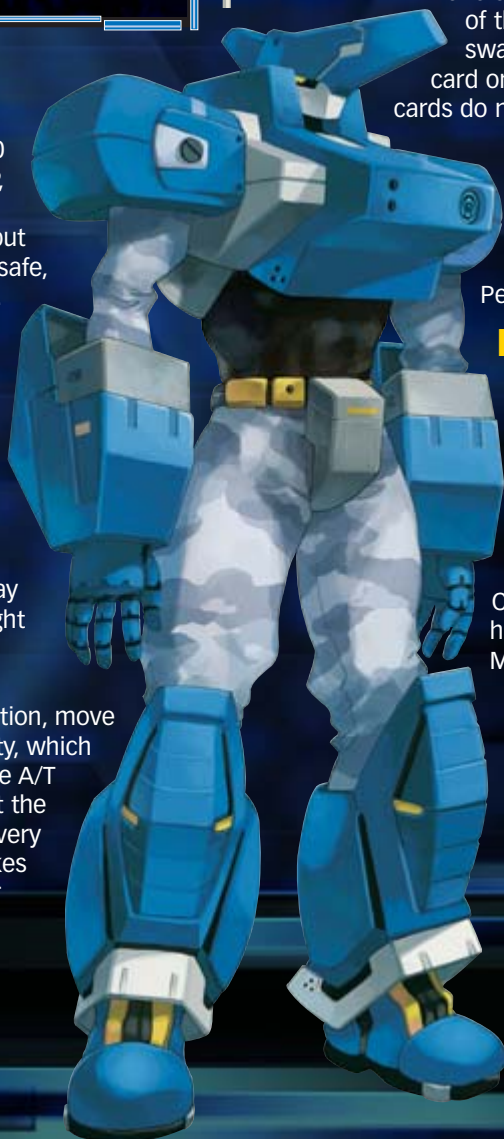
one square of the Leukon Knight; and Revolt, a card that swaps the AP, TP, and HP of every character card on the field. These Leukon Knight-specific cards do not affect Story Characters.

Before tackling this mission, make sure your deck has a mix of strong-AP and strong-TP Creatures, as well as equal numbers of Attack and Tech cards to get around the Leukon Knight's Periodic Field.

Mission Aftermath

After completing this mission, you are taken to Chief Red, who informs you that the enemy you fought was not created by the government. Chief Red then gives you your next assignment: Unseen Enemy 2.

If you completed Hyze's Story Character mission, Song Request, talk to him now, and he gives you a bonus card: Mighty Knuckle.



Mission 17: Unseen Enemy 2

Location: Molae Venti

Description: Someone's attempting to hack into our systems. The transmissions have been coming from Molae Venti. I need you to destroy the enemy's computer there, just like last time.

Enemy (Deck): Ino'lis (Diet)

Status: Mission killer

Team Battle: No

Note

In this mission, the only number you can roll during your Dice Phase is three, and your deck is unshuffled.

Tactics

Ino'lis is tough in this mission. Because her deck is full of Tech cards such as Barta and Zonde, she can blast you from range and do five to seven damage per attack; she has many Cane-type Items with +2 and +3 TP.

Ino'lis attacks you, so summon Creatures between you and her to block her access to you. Surround her so she can't move.

Keep your Creatures alive as long as possible. Dodge, Guard, and Inversion are great Defense cards. Also add Defense cards specific to the Creature type in your deck; for example, add NA Guard if you build a deck of Native-type Creatures.

Use Creatures with costs of two or three action points. Add ones with the Combo or Leader abilities, meaning they get AP bonuses if other similar Creatures are on the field at the same time. Savage Wolves plus Barbarous Wolves are one such good combo. Barbarous Wolves are also good as decoys. They have 8 HP, so they can withstand two or three attacks before dying. You can also use Gigobooma, with its 7 HP. Don't add monsters with 1 to 3 HP because Ino'lis can kill them in one blow.

Have three Madness cards in your deck and use them to attack all of Ino'lis's Items at once. Due to her many Defense cards and Barriers, using Madness is the best way to damage her Items.

Tip

Lack of action points is a big liability in this mission. Make sure you have a Dice +1 Assist card and place it in the beginning of the deck so you draw it right away. Also, add three Bequeath Defense cards to your deck so you get EXP when your Creatures die.

Concentrate attacks on a single Item at a time rather than spread out your Creature attacks. Ino'lis often has multiple Defense cards, but the game doesn't allow you to play more than one Defense card on an Item per turn. So if two Creatures attack an Item on Ino'lis, a Defense card can only hinder the first attack. So queue up two attacks on Ino'lis's Item. Have the weaker attack go first, and have the stronger go second so you have a better chance of destroying her Canes. Keep this up, and eventually Ino'lis loses so many Items that she falls.

Stay out of harm's way, use lots of Defense cards, and double up attacks on each Item.

Mission Aftermath

After you complete this mission, you are taken to see Chief Red, who assigns you a new mission: Confirmation.

Extra Missions

- If you have previously completed Lazy Chance 2, talk to the side mission woman to get the side mission Last Chance 3.
- Talk to K.C. to get the Story Character mission Looking Inward.

Mission 18: Confirmation

Location: Lupus Silva

Description: I need you to head out immediately and launch an attack on Pioneer 2's transport system.

Enemy (Deck): Viviana (Madness 6)

Status: Mission killer

Team Battle: No

Note

In this battle, your deck remains unshuffled, and the only number you can roll is six.

Tactics



Make sure before you start the battle to organize the order of your deck. The map area for this mission is narrow, so you can block Viviana's path and prevent her from being a real threat to you.

Pack into your deck monsters that can do both physical and Tech damage, such as Evil Shark and Pouilly Slime cards. You can summon an Evil Shark almost to the other side of the map, so it is good for keeping Viviana busy at the beginning of the mission. You cannot summon a Pouilly Slime as far as an Evil Shark, but because it doesn't cost any action points to move, it can reach Viviana fairly quickly to back up your Evil Shark. One Evil Shark and a Pouilly Slime should be able to keep her busy for a while.

Tech attacks are useful here if you aren't close enough to do a physical attack with your Shark or Slime. With those two you should be able to take out most of the Canes that Viviana is able to summon, one at a time. Watch out for her Ice Staff Dagon: It has the ability to freeze your Creatures for three turns.



A few Inversion Defense cards would be nice here. Even though they only have a 50 percent chance of working, you always get 6 defense points, so use them when Viviana uses Tech attacks that target more than a single Creature. Watch out for a few other Canes. When Viviana equips Fire Sceptor, use

physical attacks to attack it because its Tech Halfguard ability weakens your Tech attacks against it. Storm Wand: Indra may seem like a weak Cane, with only 2 HP and 0 TP, but it rolls a die to determine its TP every time it attacks, so it has the potential to add +6 to any Tech attack.

Mission Aftermath

After completing this mission, you are taken to see Chief Red, who briefs you on your next mission: Morgue Raid.

Mission 19: Morgue Raid

Location: Morgue

Description: Head to *Pioneer 2* and infiltrate the Central Information Room. The goal of this operation is to acquire the bio-data information of a certain person. Because this mission is extremely urgent, I'm sending out the whole force.

Enemy (Deck): First Battle: Orland (Despair), Glustar (Good Bet); Second Battle: Sil'fer (Double Edge), Relmitos (Faultless); Third Battle: Kranz (Enthusiasm)

Status: Mission killer

Team Battle: Yes

Note

Each battle in this mission can last no longer than 30 minutes, and each phase can last only 20 seconds. You must defeat all the enemy Story Characters in the three battles to win.

Tactics

Chief Red has sent you infiltrate the Morgue, but getting through its defenses and into the C.A.R.D. Lab won't be easy. Three waves of Hero Story Characters are waiting for you, ready to defend their home with zeal. You'll have to fight three battles in this one mission. If you lose any of these battles, you'll need to start over, so go undefeated in these three matches to win this mission.

First Battle

Your teammate for this battle is Endu. Throughout the whole battle, he summons all kinds of Guard Creatures so he can directly attack the enemy Story Characters. Back him up and help his Guard Creatures, or you could end up with a dead teammate because too many of his Guard Creatures die.

Focus on one enemy Story Character, but don't leave the other to do as he pleases. Your teammate Endu may have trouble attacking Glustar and Orland because they use the Penetrate Guard Defense card, which blocks Rampage attacks. So don't leave Endu to fight them alone.



Orland has many low-cost Swords to raise his Sword Bonus ability. One Sword to watch out for that both Orland and Glustar use is the Soul Eater. It is a Slash-ranged weapon that has an Instant Death ability, which means it kills anything it attacks with a roll of six or higher. Combined with their Dice +1 cards to raise dice rolls, your enemies can take out even your strongest high-cost Creatures with one blow. Both Glustar and Orland constantly maneuver to get to either you or Endu, so it's best to use Attack and Tech Action cards that have wide areas of attack, such as Stab, Slash, Foie, and Zonde.

Second Battle

Your teammate for this battle is Reiz. Her deck is mainly comprised of Defense cards and Attack cards for her to directly attack the enemy, using her Pierce ability. She also has a few Guard Creatures to support her. Reiz runs toward the closest enemy Story Character she sees and leaves you far behind. Sil'fer and Relmitos gang up on Reiz and make short work of her if you two get separated. Use Defense cards to protect Reiz's Pan Arms and Barbles, because she loses HP when they die.

Sil'fer equips some potent Items, such as Divinity Barrier (7 HP, and it halves damage from 8+ HP Creatures), Double Saber (3 HP and +4 AP), and Durandal Sword (6 HP and +3 AP against Story Characters).



Relmitos is just as dangerous as Sil'fer. He has a base TP of three, but his AP and TP swap every time he attacks, so use Defense cards wisely when he attacks you. Destroy his Canes quickly, or you may suffer a devastating Tech attack from him. One Cane you need to look out for is the Demonic Fork. It has 10 HP, 3 AP, and 4 TP, and Relmitos can use it to do both severe physical and Tech damage to you.

Both Relmitos and Sil'fer use lots of Guard Items and Defense cards. Some Defense cards, such as Protection and Guard, can block 4 or 5 HP in damage, so you need to be doing more than that per attack. Double attacks on their Items. Attack with your weakest Creature first and have your stronger Creature attack second. That way the enemies use their Defense cards on your weak attack and not your strong one.



Guard Demolisher Creatures that have lots of HP are good here because they can stand up to a few attacks before falling. Consider adding Pofully Slimes to your deck; they have high AP and TP, so they make strong base attacks. Also take advantage of far-range Tech cards such as Zonde and Foie, which can move around

without spending ATK points, allowing you to move them and still attack, even when you roll low in the Dice Phase.

Third Battle

Kranz is powerful in this battle. His Inferno Bazooka halves the HP of any Creature. This is especially deadly against high-HP Creatures. He also uses Divinity Barriers, which halve the damage from all characters that have 8 HP or more. Kranz carries a Kaladbog Sword that destroys any Action cards—even Tech cards—used against it during attack. The most devastating weapon he has is the Baranz Launcher. With a multitarget "T" range and a +4 AP, it takes down multiple Creatures in one or two shots. When you see Kranz equip this weapon, get rid of it immediately. Another Item of concern is Kapu Kapu, a Mag with 12 HP and +3 AP.



Whatever you do, stay away from Kranz. If he gets close, run away. You must fight through your Creatures and use them to block Kranz from getting to you.

To help your Creatures stay alive longer, attack Kranz from all four sides. Don't bunch your Creatures up together facing him because his Baranz

Launcher and other Guns can hit all your Creatures at once. Place your monsters so that Kranz can hit only one at a time.

Add Companion Defense cards to your deck. Play them when you are attacked so that you deal the same damage back to the attacking weapon. Other good cards to have are SH Attack, for destroying Kranz's Guard Items, and Bulk, a Dark Creature with a Suicide attack. Bulk does no damage, but it has a 30 percent chance to destroy whatever it hits outright, regardless of the target Item's HP.

Mission Aftermath

After you win the three battles, there is a cutscene. In this scene, Break has planted the bomb to destroy the C.A.R.D. Lab, but Kranz bravely sacrifices himself in an attempt to stop the bomb. Kranz's effort is for naught, and the bomb succeeds in destroying the Lab...but not before Break steals cloning technology from the Hunters in an attempt to clone Sophia.

When you return to R-Base and speak to Chief Red, he gives you the missions Research 3 and Puzzle Solving.

Extra Missions

- Talk to Ohgun now, and you get his Story Character mission, Save the Rappy.
- If you finish the Puzzle Solving mission, the Save the Rappy mission disappears.

Mission 20: Research 3

Location: Nebula Montana

Description: We need you to gather environmental data from Ragol as part of our C.A.R.D. research. This time, we want you to head to Nebula Montana.

Enemy (Deck): Teifu (Crushed)

Status: Not a mission killer

Team Battle: No

Tactics

The map on this mission is long and thin. Teifu isn't easily lured to your side of the map. Inch up one or two squares, then he rushes at your Story Character.



Teifu uses multiple versions of two Swords, Dragon Slayer and Double Saber. Dragon Slayer is a Native and Dark Slayer type, so if you have either type of Creature, it dies quickly. Double Saber is simply powerful all around (+4 AP), but has low HP. Teifu also uses Guard Items, such as Shield (6 HP).

Teifu at his disposal has Defense cards, such as Dodge and Guard. He can do some serious damage with his Dragon Slayer, especially with his Action cards. One he uses is Berserk (+4 AP).





Go in with Memoru and some strong Creatures. Move along the side of the map and then summon two Creatures to attack in two directions against Teifu. Stand behind one of the Creatures, and while they attack, pepper Teifu with Tech cards such as Foie, Zonde, and Barta. Use strong Creatures, such as Hildebear and Pofully

Slime, so you can weather the attacks and dish out damage. By pinning Teifu against the side, you only need two monsters to block him from moving against you.

Keep up the attack with Tech cards and Attack Action cards, and you should be fine.

Mission Aftermath

When you finish this mission, you return to R-Base. Ohgun's Save the Rappy mission is still available, as is the Puzzle Solving mission.

Mission 21: Puzzle Solving

Location: Ravum Aedes Sacra

Description: I need more data on the enemy you fought when you were at the white temple in the mist, so you need to go again. You'll face the same kind of force as before. I've heard rumors that the government is investigating the area as well. You will run into Hunters, so take all the necessary precautions.

Enemy (Deck): Orland (Feared Hand), Relmitos (Devotion)

Status: Mission killer

Team Battle: Yes

Tactics

This mission is a team battle at the temple. You are joined by Rio against Orland and Relmitos. The map is huge, but in the middle of the area are several squares occupied by laser fences; you must walk around them like any other type of obstacle.

The best way to go to the other side of the map is to follow Rio's lead and walk along the side she uses. It's not a good idea to split up. Rio summons various Rappy Creatures and sticks around to use Defense cards on you, but that's about all the help she can usually muster.

Both Relmitos and Orland use Sword-type Items, so stacking a few SW Guard Defense cards in your deck is a good idea. Orland also equips lots of low-cost, low-HP Swords because he gets a +1



AP per two Swords equipped. He can have up to six at a time if you leave him alone. Destroy them as he sets them so you deprive him of this bonus.

Relmitos and Orland defend each other with the Protection Defense card. Keep in mind that it also blocks Tech attacks. The enemies also have other Defense cards, such as Punch Guard, Guard, Dodge, and Wall.

While you and Rio concentrate on one of the Hero Story Characters, the other tries to run around to the other side of the map and flank you. Don't be caught unaware. Keep moving so that you are close enough to your Creatures to recall them within a turn or two to protect you. Creatures that have high MV, especially those with the Warp or Free Maneuver abilities, are ideal for this situation.

Among the weapons that both your enemies use is the Harisen Battle Fan, which forces your Creatures to return to your hand with a successful hit, regardless of the Creatures' HP.

Relmitos has strong Tech cards, such as Gibarta, so stay away from him. If he comes to fight you, use the laser fences and your Creatures to block his path. Then attack from afar with a Tech attack (if you are Memoru or Break) or with a long-range Attack Action card (if you are a Hunter or Force Story Character).



Mission Aftermath

If you complete this mission with Endu, you are treated to a cutscene. If not, you are simply taken back to R-Base.

Whether you see the cutscene or not, when you return you are taken to Chief Red. He has a new mission for you: Flow of Power. If you completed Looking Inward earlier, you can now talk to K.C., and he rewards you with the Pan Arms card for deploying him on that mission.

Extra Missions

- Talk to the side mission woman, and she gives you the Love Letter side mission.
- If you are on the Lazy Bum side mission track and you finished Lazy Bum 3, you also get Lazy Bum 4 from the side mission woman.
- Both of these missions disappear if you take Flow of Power first.



Mission 22: Flow of Power

Location: Nebula Montana

Description: I want you to go to Nebula Montana and report back on the photon flow.

Enemy (Deck): Saligun (Combo), Stella (Combo Nyah)

Status: Mission killer

Team Battle: Yes

Tactics

In this team battle, your ally is Lura. The map is flat, without obstacles, and very big.

Your two enemies are both humanoids, so don't rely on status conditions, such as freeze and paralysis, to win the battle. Saligun and Stella have Anti-Abnormality and are completely immune to those debilitating conditions. Both of them are Rangers, so they use Guns with long ranges.

On this map are several Terrain cards. One of them, Empty Hand, makes you dump all your Action cards. Another is Heavy Fog, which limits the attack range of every character to the square straight ahead. This actually hinders Saligun and Stella more than it does you, because they rely on long-range weapons. Yet another Terrain card is Reverse Card, which flips all cards face-down so you don't know what you are playing.



Stella equips herself with low-HP Guns. Saligun, on the other hand, has some strong weapons, including a few Swords.

Lura summons low-HP Creatures and occasionally contributes her long-range Gun attack, but she also often uses Protection Defense cards to help out your Creatures. Be

careful, though, because she sometimes runs up to the enemy, placing herself in danger. Have Defense cards in your deck so you can protect her if necessary. Ideally, you should have strong Creatures and move them ahead of Lura to attack Saligun or Stella with lots of Attack Action cards.

Mission Aftermath

When you complete Flow of Power, you are summoned again to Chief Red. In a bid to get one step closer to the Great Shadow, he gives you the mission Unknown Lands.

Extra Missions

- Talk to Rufina now, and she gives you her Story Character mission, The Real Me.

- Talk to the side mission woman, and she gives you Across Time 3 (if you are on the Love Quest) and Across Time tracks.
- Both missions disappear if you take Unknown Lands first.

Mission 23: Unknown Lands

Location: Dolor Odor

Description: I've discovered that this location is a shortcut to reaching the Great Shadow. We need to hurry and create a path through the area. There's a good possibility of interference from the Hunters, so we need your protection.

Enemy (Deck): Saligun (Link)

Status: Mission killer

Team Battle: No

Tactics

This map is unusual. It's two islands separated by water. The only way to the other side is via the two transporter panels on either side of each island. Saligun aggressively pursues you after a few turns.

In the beginning of the battle, Saligun plays several Assist cards, including Dice +1 and Rich, to help bolster her deck. She has some good Attack Action cards, including Slash and Heavy Slash.

Initially, Saligun might not even summon Items as she plays her Assist cards. But pretty soon, she equips a DB's Saber and DB's Shield. These are awesome Items that are even better when linked. DB's Saber has +1 AP, and when linked with DB's Shield, it is +4 AP. DB's Shield is already a strong 17 HP Guard Item, but with DB's Saber, it also heals 1 HP per turn. Even if you destroy one of these Items, you might still have trouble: Saligun has multiple copies of them.

If they are out together, it is hard to destroy DB's Saber and DB's Shield with regular Creatures. Be sure to have Companion Defense cards so that when she attacks with DB's Saber and pumps it up with Attack Action cards, you can deal a like amount of damage back at her DB's Saber to destroy it.

Saligun has Defense cards such as Punch Guard and Penetrate Guard, but if you attack her with Tech attacks, she can't muster adequate defenses. Saligun pursues you to your side of the island, so there is no need to run after her. Set yourself up right in front of the transporter panel she is getting on. Trap her there and keep attacking her with a strong monster up front (a Hildebear, a Chaos Sorcerer, or stronger), and have another Creature with a two-square range behind to also attack. You can attack her yourself as well, with Attack Action cards or Tech cards such as Gibarta or Zonde.



Mission Aftermath

When you return, you are told that a large-scale operation is about to be launched. You return to Chief Red, who gives you the Toward Truth 1 and Research 4 missions.

Talk to Reiz now to get the bonus card Round Slay for deploying him on the Unknown Lands mission. Talk to Ohgun to pick up the bonus card Spirit Boost for deploying him on the Save the Rappy mission.

Extra Missions

- Talk to the side mission woman, and she gives you the side mission Enigmatic Mist. It is available only if you already finished the Miracle Water side mission.
- This mission disappears if you complete Toward Truth 1 first.

Mission 24: Research 4

Location: Dolor Odor

Description: We have no data whatsoever regarding this recently discovered area. We're not even sure that the cards work properly here. We want you to get environmental data on this location and send it to the research team. Please be careful.

Enemy (Deck): Kranz (Custom Burn), Orland (Final Chapt.)

Status: Not a mission killer

Team Battle: Yes

Tactics

You are fighting inside Dolor Odor. Orland and Kranz start out on the other island. They spend one or two turns setting up Items and then head for the transporter panels, which are on either side of each island.

Orland and Kranz have powerful Items by this point in the game. Kranz uses the Custom Ray V00, which has only +1 AP on its own but when linked with its companion Guard Item, Custom Shield, has +4 AP.

Meanwhile, Orland uses DB's Shield and DB's Saber. When these Items are equipped together, the 17 HP DB's Shield heals 1 HP each turn, and DB's Saber becomes a +4 AP weapon.

Like all other Hero Story Characters, Kranz and Orland are adept at using Defense cards to protect each other. They have Protection, Wall, Guard, and others. Remember to focus attacks on one Item at a time instead of spreading out your attacks. Among the other cards they use is Rich, an Assist card that increases each player's hand size to six.



Orland and Kranz head for one transporter panel each, making things easier for you. Block each transporter panel on your side of the map by arranging Creatures around them. Your ally, Hyze, does the same. Concentrate attacks on one of the enemy Story Characters, while your Creatures block the other one

from moving past the transporter panel to attack you. Use long-range Attack cards and Tech cards so that you can attack with the Creatures who are bunched up behind the front-line ones.

Mission Aftermath

When you return to R-Base, the Toward Truth 1 mission is waiting for you. If you are on the Love Quest track, the side mission Enigmatic Mist is also there.

Mission 25: Toward Truth I

Location: Tower of Caelum

Description: I'm planning to destroy a part of the Tower of Caelum. In order to do this, I need you to eliminate the security in the area.

Enemy (Deck): Glustar (Lucky Dice), Stella (Surprise!)

Status: Mission killer

Team Battle: Yes

Note

In this mission, you can only roll between two and four in your Dice Phase. Story Characters' base HP is set to 10 instead of the default 15.

Tactics

The Tower of Caelum is a small map. You need to set up your Creatures quickly. That means you should have a good number of modestly priced Creatures rather than a few high-cost ones. If you have the latter, you run the risk of not having enough ATK points because the high roll is four in this battle.



In this team battle, you are allied with Rio. Your two opponents, Glustar and Stella, are friends, and they are likely to have at least one Combination Event during this battle, which

means they'll either give one another a +4 AP bonus or block an attack entirely.

Glustar has the Divinity Barrier Guard Item, which is especially effective against Creatures with 8 HP or more. This is yet another reason to go small in this battle.

You can count on Glustar and Stella using Attack cards, such as Bind, and plenty of Tech cards.



If you are lucky, Glustar and Stella won't have Items to equip early and you can swarm them and kill them in a few turns. Remember that the small map size is also to your advantage, if you make sure your Creatures are between you and the Hero Story Characters.

Mission Aftermath

When you return to R-Base, Chief Red has a new mission for you: Toward Truth 2. If you didn't complete the other missions at the Entry Counter—Research 1 and Enigmatic Mist—they are gone now.

At this time, you should talk to Rufina if you took her Story Character mission, The Real Me, so you can get your bonus card, Punch.

Mission 26: Toward Truth 2

Location: Molae Venti

Description: I want you to go out and destroy the Rectification Station in Molae Venti.

Enemy (Deck): Kranz (Last Attack), Sil'fer (Last Deck)

Status: Mission killer

Team Battle: No

Note

Unlike other team battles, this battle isn't over until both enemy Story Characters are dead.

Tactics

In this mission, you must fight alone against two Hero Story Characters. The map is medium-sized, but because it is clear of obstacles, both Kranz and Sil'fer can rush up to you in two turns.

These two Story Characters are hard to beat. They have high AP, so many of their attacks do a minimum of four damage. Don't go in with low-HP Creatures because Sil'fer and Kranz can kill them in one shot. You need Creatures who can withstand at least one blow so they can fight and buy you time if you need to flee. Because Kranz and Sil'fer have high AP and low TP, the TP Defense card works well against their attacks.

Kranz and Sil'fer surround you, so have three Creatures out as blockers. One definitely won't cut it. Concentrate attacks on one of them, and be aggressive and quick in attacking.



Both Kranz and Sil'fer use strong Items. Sil'fer equips mostly Double Strike weapons, such as Dagger and Cross Scar.

These hit you twice, so when Sil'fer hits you with a Cross Scar with a total of 4 AP, it actually does eight damage total. Defense cards are vital for protecting you from these weapons. Guard works best. Sil'fer also has Ravana, a Mag that has Weak Hit Block. To kill it, you need to double up on it so your second attack can get through because Sil'fer or Kranz invariably uses a Defense card.

Tip

If you can avoid it, don't destroy Sil'fer's Cross Scar or Blade Dance. These each do 1 HP damage to her each turn when they are equipped. She might equip a couple of them, in which case she loses 2 HP per turn.

Kranz equips himself with the Justy-23ST Gun, but he pumps it up with GN Attack and other Action cards. He could do six or so damage per shot. He also has a Guard Item called Shifta Merge that pumps up his AP.



This battle is difficult, but if you avoid the enemies, use plenty of Defense cards, let your Creatures block for you, and focus your Creatures' attacks, you will prevail.

Mission Aftermath

With Toward Truth 2 completed, the final mission is at hand. Chief Red sends you to put an end at last to the Great Shadow. Your last mission is Final Battle.

Mission 27: Final Battle

Location: ???

Description: We've finally located the Great Shadow. Now if we can successfully take this thing called the "Germ," we'll surely be able to topple the oppressive Principal Government. Then, Ragol and Pioneer 2 will find true peace at last!

Enemy (Deck): Castor (Ice Heart), Amplum Umbra (Big Shadow)

Status: Mission killer

Team Battle: No

Note

You can choose any character to beat the final mission, but if you choose Lura, Break, or Endu, you will get a cutscene specific to that Story Character that wraps up his or her story line.

Note

There is no time limit to the battle, but each phase has a 20 second limit. Your Story Character starts with a base of 20 HP.

Tactics

The final mission is a two-part battle that pits you first against a powerful being known as Castor. She is some sort of humanoid, so she has the Anti-Abnormality ability. Conditions like freeze and acid won't work on her. She is incredibly powerful, but even if you manage to defeat her, you must then battle the manifestation of the Great Shadow itself to win the game.

First Battle

Boss: Castor

Castor is a powerful humanoid. She has 45 HP, 6 AP, 6 TP, and 2 MV. Moreover, she has the Anti-Abnormality, Carnage Uninclined, Haste, and Steady Damage Mod. Carnage Uninclined means she deals 1 HP damage to you whenever she kills a Creature of yours. Haste means she does not spend any action points to move. Her only weak spot is Steady Damage Mod, which forces her to lose 1 HP every turn as long as she has 10 HP or more.



She has a slew of powerful Attack cards, including Wave Motion, Devil Whim C, Death Ray, Acceleration2, and Cross Slay. Devil Whim C and Wave Motion are particularly deadly because she can hit you from across the other side of the map with them and hit all your Creatures in between in a three square wide swath. You can't avoid this range. Moreover, Wave Motion gives her an AP



bonus of 1.5 times a die roll, while Devil Whim C gives her a random bonus each time.

Since she can hit you from clear across the other side of the map, she won't come to you. You'll have to go to her.

Because of her immense power and her Carnage Uninclined ability, you want to field Creatures that are as strong as possible. Go with Creatures like Chaos Sorcerer, Dark Belra, Indi Belra, Sinow Zele, and stronger Creatures. Add in anything with 10+ HP and at least half that many AP and TP, if not more, since Castor also uses Defense cards such as Dodge, Guard, and Wall.

The AP Silence ability is key to defeating Castor. Use Creatures that have this ability (but only if they also meet the criteria for high HP and AP) or Action cards that grant it, such as Weakness and Heavy Blow.

Tip



You must have Guard Creatures in your deck. High HP ones without the Unfilial ability, such as Baranz, are ideal, but if you don't have any, then Pan Arms will do. Without Guard Creatures you only have three or four turns at best to live; you'll lose without them. You need to have at least one Guard Creature early to soak up damage for you while you move up to Castor. The Guard Creature probably can't survive more than two hits, but at the least, it will save you from 12 or more points of damage. When you are next to Castor, go on the offensive and try to take her down in a few turns with strong attacks.

You will not survive a prolonged battle, so kill Castor quickly. You will have to weather one or two hits before you can reach her on the other side of the map, so summon a Guard Creature right away. It doesn't have to survive the battle; it just has to live long enough to get you across to Castor. Then, start attacking her with high AP Attack Action cards. When your Guard Creature dies, summon one of your heavy hitting Creatures, such as Indi Belra. It is ideal because of its great range and AP.

Defense cards are essential to beating this mission, since you are always in Castor's line of fire. Half Defense, Reduction, Reversal, Weakness, and Companion are all well-suited to this battle.



Because you will need to use high-cost Defense cards, and your DEF points are always your lowest die roll, add in Dice +1 cards to guarantee higher rolls. You won't be getting a Dice Bonus since Castor equips no Items and summons no Creatures.

Use a Story Character with a high AP. Rufina is ideal since she has the Action x2 ability. Add in Attack cards like Heavy Attack and Heavy Blow so you do a lot of damage and also weaken her AP. If you have a Guard Creature to soak up some damage, keep Defense cards at the ready, and a second Creature to support you in your attacks. After a few turns of attacking Rufina, you should win.

Second Battle

After you defeat Castor, you finally see the true monstrosity behind the Great Shadow, a towering mass of tentacles called Amplum Umbla. This being takes up the entire middle of the large map in this battle, and it does not move.



You begin the battle directly in front of Amplum Umbla, so summon your high-cost Creatures and have them attack with a turn or two.

You will have the same deck as you used against Castor, and it should be good enough to defeat Umbla.

Boss: Amplum Umbla

This being is a great monster. It has 60 HP, 4 AP, and 4 TP. However, it has 0 MV and cannot move.

It has the Anti-Abnormality ability, as well as Rampage. It also has Unlimited Summoning, which lets it summon up to four Creatures of any size without having to be within the eight Action point total cost limitation. And it has HP Regain, which restores it to half its max HP whenever it dips below 5 HP.

However, Amplum Umbla does not use strong Attack cards often, and instead relies on its Creatures to attack. Ignore them and concentrate on Amplum Umbla instead, being careful to stay out of reach of his Creatures.



This battle is actually easier than the previous one. Umbla summons strong Creatures, such as Crimson Assassin and Hildeblue. Beware: Umbla's Unlimited Summoning allows him to have up to four strong Creatures without meeting the eight-point limit. That means you could be facing four Hildebears at once.

Maneuver around Umbla, staying just out of reach of its summoned Creatures. Then keep unloading on it with your strong Creatures and Attack Action cards. If you use Rufina, you'll do well. Don't bother with defense or Guard Creatures. Just go all-out on offense, and you should be victorious.

Mission Aftermath

With the Great Shadow defeated, a tremendous evil has been lifted from Ragol. The Principal Government is robbed of its source of power, and now negotiation and true peace can at last come to Ragol and *Pioneer 2*.

Story Character Missions

You acquire Story Character missions by talking to the appropriate Story Characters during the game. The Story Characters reveal their missions only at specific times in the game. If you miss a Story Character mission opportunity, you won't get to ask for it again. Refer to the Unlock Condition entry for each Story Character mission to find out when the Story Characters reveal their missions.

The nine Story Character missions are listed here in chronological order.

Nostalgic Spot

For: Memoru

Location: Tower of Caelum

Description: I wanna go to the Tower of Caelum for a bit. My sixth sense is whispering, "Gotta go there!" So I'm going! Bye! No complaints!

Enemy (Deck): Viviana (Icy Joyjoy)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Talk to Memoru after you complete Love Quest 1 or Ruin Smugglers.

Tactics

The first Story Character mission pits former friends Viviana and Memoru against each other. Viviana uses a deck stacked with Tech cards. These can do quite a bit of damage to you and your Creatures from long range. Fight fire with fire: Employ your own Tech cards.

Note

Memoru's Snatch ability does not apply to her Creatures when they use Tech attacks. Only Memoru's Tech attacks get her EXP.

Memoru's ability, SNATCH, allows her to steal an opponent's EXP every time she uses a Tech attack. Along with packing in as many Tech cards as possible into your deck, make sure you equip your deck with Tech OK Creatures and CN Guard Defense cards if you have been lucky enough to find any this early in the game. CN Guard negates attacks by Memoru's Cane-type weapons.



You should be able to use Tech attacks almost anywhere through your Creatures. Make sure they have high TP. At this stage in the game, you should have a few AI Rappy cards, which have 3 TP. If you have anything better, add it into your deck.

Set your first Creature one square in front of you, and as Memoru advances to attack, set additional Creatures next to her to surround her. With your Tech OK Creatures, you should be able to hurt her with Tech cards without wasting ATK points to move your Creatures into striking distance.

Mission Aftermath

After completing Nostalgic Spot, you return to R-Base, where you can take on the Lost Rappy mission and the Last Chance 1 side mission (if you are on the Ruin Smugglers and Last Chance tracks).

When you complete the Lost Rappy mission, return to Memoru, and she gives you the bonus card Canadine.

Evaluation

For: Rio

Location: Lupus Silva

Description: We've been informed of some suspicious activity by the C.A.R.D. Laboratory Hunters around Lupus Silva. Supposedly, they're performing "atmospheric research," but the idea of anyone still doing that at this point is laughable. They may be planning to disrupt the environment on Lupus Silva, so we need you to head there now and interrupt their "research."

Enemy (Deck): Ino'lis (Cutie)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Talk to Reiz after you complete the Research 1 mission.

Tactics

You must use Rio as your Story Character in order to take this mission. Don't build your deck around her Revenge ability for this battle. Pack your deck with some high-HP Creatures. Ino'lis is difficult. Her special ability allows her to use Tech Attack cards for one action point less than usual. If you let Ino'lis equip three or four Cane-type Items at once, you could be in for some big trouble. Make sure to immediately destroy any Canes that she equips to limit the number of times she can use Tech attacks.

Ino'lis has a hard time killing high-HP Creatures in one shot, which also slows her Dice Bar. The last thing you want to do is give Ino'lis more ATK points to use.

The map area is to your enemy's advantage. Lure her to your side of the map so you can effectively surround her. Make sure you have a Creature behind her so it is harder for her to retreat. If you have any CN Guard Defense cards, put them in your deck. Each one costs four action points to use but can completely protect you or your Creature when Ino'lis tries a high-powered Tech attack.



Mission Aftermath

When you return to R-Base, the First Strike mission is still available. If you are on the Love Quest side mission track, Love Quest 2 is also still open.

Talk to Rio after you complete the mission The One I Miss, and she gives you a bonus card: Pal Shark.

Cake of Dreams

For: Peko

Location: Lupus Silva

Description: I've gotta have those legendary cakes. You know, the ones made by the three Naula sisters. I want them now! I'm sure this mission will turn into a struggle, a fight, and then a battle, so you'd better send me!

Enemy (Deck): Orland (Death Trail)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Talk to Peko after you complete the Intruders! mission.

Tactics

This map area is narrow and to your advantage. The most immediate way to traverse the long map is via the transporter panels on this map. If you have first attack, you should be able to place one of your Creatures on the transporter panel nearest to Orland to prevent him from moving toward you. Ideally, you want to keep him on the far end of the map. Be careful when you surround him, as he has a few Madness Action cards in his deck that can badly damage your Creatures.

Orland's special ability gives him +1 attack power for every two Swords he has equipped. Make sure to keep the number



of Swords he has equipped low. Concentrate attacks on one Sword at a time rather than attacking each Sword separately. Because you can only play one Defense card on an Item per turn, by doubling up attacks on one Item, you guarantee that Orland can't defend against all your attacks.

Orland moves around, so Creatures with wide-range attacks are useful if you get a low dice roll and can't waste your action points moving your Creatures around him.

Mission Aftermath

After completing this mission, you return to R-Base and take on The One I Miss from the Entry Counter. If you are on the Love Quest track, Love Quest 3 is also available.

Talk to Peko after you finish the mission Dark Shadow, and he gives you the Cave Wind bonus card.

Jewel Fountain

For: Creinu

Location: Mortis Fons

Description: My network of secret informants tells me there's a gem in the depths of Mortis Fons that radiates lots of energy. I've decided to go see for myself; I trust there won't be any objections.

Enemy (Deck): Glustar (Mag Solo)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Talk to Creinu after you complete the mission The One I Miss.

Tactics

Just as its name suggests, Glustar's deck is full of Mags, and Tech Attack and Defense cards. Even without any Mags equipped, Glustar can perform high-damaging Tech attacks with his base TP of three.

Summon Creatures near Glustar and attack him right away. First take out any Mags that give him TP bonuses to keep down the Tech attack damage he deals. Mags have low HP so they shouldn't be difficult to destroy. Beware of Glustar's Defense cards, though, because they could negate any not-so-strong attacks you try. Concentrating twice in one turn at each Mag should do the trick.



Because you are likely to move your Creatures up to fight Glustar on his side of the map, it is hard to surround him. Make sure your deck is full of moderately high-HP and powerful Creatures that can do both physical and Tech damage. Creatures with high HP can survive at least one attack and thereby live long

enough to benefit from Creinu's HP Assist ability. A good combination of Creatures that can reach Glustar fast is a Canane, which has 4 TP, and an Evil Shark, which has 3 AP and 3 TP. Combine these with Attack and Tech Action cards to take out one or two Mags every round.

Mission Aftermath

When you complete this mission, you can take on the remaining missions at R-Base: Reinforcements and Last Chance 2 (if you are on the Ruin Smugglers and Last Chance side tracks).

Talk to Creinu after you complete the Backup mission to get the bonus card Companion.

Song Request

For: Hyze

Location: Via Tubus

Description: On behalf of Beck Hyze's dedicated fans, I request that the legend himself come out and sing for us to cheer everyone up. If the location is acceptable, can you come with us to check out the site?

Enemy (Deck): Guykild (BZZANG!)

Status: Not a mission killer

Team Battle: No

Unlock Conditions: Talk to Hyze after you complete the Reinforcements mission.

Note

In this mission, your deck is not shuffled.

Tactics

Humanoids clash when you take on this Story Character mission.

Guykild's Elude ability allows him to equip Items and not suffer an HP loss when they are destroyed. So you can't defeat him just by destroying his Items, as you can with other Hero Story Characters. With Guykild, you need to remove all his Items and then attack directly.

Don't give him the time to equip Items. You must be aggressive and attack constantly. Set Creatures as close to him as possible and attack relentlessly. You need superiority of numbers, so low-cost cards that also have good HP and AP are helpful here. That way, in a given turn, as soon as you take down an Item, you have another Creature already on the field to attack through the new opening. Because this battle is with an unshuffled deck, determine the order in which your cards appear by sorting the deck in the Deck Building menu.



Make sure to have a Hildebear handy early to destroy the Guard Items that Guykild plays. Divinity Barrier is probably his best Guard (it has the Major Halfguard ability), and it actually takes two hits from a Hildebear before it is destroyed.

Because Guykild is a Humanoid, he has no TP. You just need to worry about physical attacks. The weapon to look out for is the Anti-Android Rifle. With 10 HP and 5 AP, it's hard to destroy and can take out most of your Creatures. It also has the Machine Halfguard and Machine Slayer abilities, which make any Machine-type Creatures in your deck worthless. Naturally, use only non-Machine-type Creatures for this battle.

Mission Aftermath

You return to R-Base after completing this mission. Dark Shadow is available to you, and if you are on the Love Quest track, so is the Lazy Bum 2 side mission.

Talk to Hyze after Misty Temple, and he gives you Mighty Knuckle as a bonus card.

Flashbacks

For: Reiz

Location: Lupus Silva

Description: Once again, the C.A.R.D. Research Hunters are engaging in suspicious behavior in Lupus Silva. We've no idea what they're still doing there at this point; they must be taking "air samples" again. Just go ahead and get rid of them.

Enemy (Deck): Glustar (Silence)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Talk to Reiz after you complete Dark Shadow.

Note

You must complete this mission within 15 minutes, and each phase can last no longer than 20 seconds.

Tactics

Although Glustar is a potent Force class Story Character, he shouldn't be difficult to fight in this battle. He may not even equip any Items for the first few rounds. In that case, it's safe for you to move Reiz in to attack Glustar. Tailor your deck to help Reiz.

With Reiz's Pierce ability, you'll take care of Glustar in no time. However, in order to take advantage of this ability, Reiz has to be close to Glustar—and in the line of fire of his strong Tech attacks. To minimize the damage she suffers, pack a few Guard Creatures in your deck so when Glustar attacks Reiz, she won't suffer damage. For protection, add three Dodge Defense cards.



Although Reiz's Pierce ability allows her to attack Glustar directly, with only 1 AP, Reiz would have to attack for 15 turns to kill him. Therefore, boost her AP as high as possible each time you attack. Pack Attack Action cards, such as Heavy Attack, Split Boost, Stab, and Slash. Cards that give her +2 or more AP are good.

Glustar may summon high-cost Items such as Plantain Huge Fan and Hildebear's Cane. Keep using Reiz to attack Glustar, but have some high-powered Creatures take out his Items while you concentrate on Glustar.

Mission Aftermath

After finishing this mission, you return to R-Base. The Defense Net mission is still open at the Entry Counter, and if you are on the Love Quest side mission track, Miracle Water is also available.

Talk to Reiz after you finish the Unknown Lands mission to receive a bonus card, Round Slay, from her.

Looking Inward

For: K.C.

Location: Nebula Montana

Description: A Hunter wants to meet with us at Nebula Montana to offer some information. We personally cannot fulfill his request; therefore, we need you to go meet that Hunter.

Enemy (Deck): Glustar (Serious)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Talk to K.C. after you complete Unseen Enemy 2.

Tactics

The map layout for this mission is unusual. The map is a large area separated into two parts by a slanted line of rocks. To the right is a pair of transporter panels that lets you travel between the two parts, and the only other way across is via a narrow path at the far left side of the map.

Glustar tries to make a run for the transporter panels on the right, so send some Creatures to defend that area. If he does make it to the other side via the transporters, your Creatures will be stuck on the other side and won't be able to help you. Pack your deck with Creatures that can move freely between Obstacles. Aerial Creatures would do well here, as would Pouilly and Pouilly Slimes. Pouilly Slimes can move without using any of your action points. Glustar has a base TP of three, so even without a Cane, his Tech attacks can do quite a bit of damage. Be sure to carry a few Companion Defense cards so that when Glustar submits you to devastating Tech attacks with his high-HP Canes, you can take the Canes out at the same time.



Mission Aftermath

When you return to R-Base, you can take on the mission confirmation from the Entry Counter. If you are on the Ruin Smugglers and Last Chance side mission tracks, Last Chance 3 is also there.

After you finish the Puzzle Solving mission, talk to K.C., and he gives you a bonus card: Pan Arms.

Save the Rappy

For: Ohgun

Location: Tener Sinus

Description: I read about an injured Rappy in Tener Sinus on the information site Net 5. That Rappy really needs my help. Please let me go!

Enemy (Deck): Guykild (BZAHBZAH)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Talk to Ohgun after you complete Morgue Raid.

Note

In this mission, your deck does not loop. So you get only 30 cards to win this mission.

Tactics

Guykild begins by equipping himself with Victor Axe Items, which have 12 HP and +2 AP. It is tough to take them down quickly. Guykild also has some great Guard Items, such as Shield of Delsaber (12 HP) and God Shield Genbu (13 HP). Delsaber has the Inherit ability, so when it is destroyed, Guykild gets 6 EXP. God Shield Genbu has the Action Disrupter ability, meaning it destroys any Attack Action card used against it.

The worst thing about fighting Guykild is his Elude ability, which means he loses no HP when his Items are destroyed. The only way to defeat him is to destroy all his Items first and then attack. That means you need a superiority of numbers so that when Guykild's Items are stripped, you still have one or two Creatures left standing that can attack him when he is



defenseless. Aside from ganging up, using the Companion Defense card is a great way to damage Guykild's weapons.



Guykild has all the Defense cards: Dodge, Guard, Half Defense, Reduction, and Wall. Double up on Items when attacking so you are guaranteed a hit even if Guykild uses a Defense card. He has Punch Guard, so cards such as Madness aren't quite as effective as usual against Guykild.

It costs Guykild one extra ATK point to make attacks and use Action cards, so you know you won't be attacked often. Guykild is thus less able than other Hero Story Characters to defend himself against swarms of Creatures. Don't let him get to you; run away when Guykild gets close. Surround him and keep pounding him.

Have modest-cost Creatures with good HP. They should have 5 HP or more to withstand at least one blow from a Victory Axe. If you can, put in Creatures that have the Flee or Dash ability so they return to your hand when killed. That way, you get around the no-looping-deck rule.

Mission Aftermath

After rescuing the Rappy, you return home. The missions Research 3 and Puzzle Solving are still on the Entry Counter for you.

Talk to Ohgun after you finish this mission, and he gives you Spirit Boost as a bonus card.

The Real Me

For: Rufina

Location: Molae Venti

Description: This mission regards the government's photon collection project. We've heard rumors that someone has been illicitly redirecting the photon, so we need you to go find out the truth. There may be Hunters on guard, so be sure to prepare for possible combat.

Enemy (Deck): Sil'fer (Red Weapon)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Talk to Rufina after you complete Flow of Power.

Note

This mission has a time limit of 15 minutes, as well as a phase time limit of 15 seconds. In addition, the minimum roll you can make during your Dice Phase is three.

Tactics

This map is fairly large, but Sil'fer crosses the distance immediately. She uses a variety of red-colored weapons, but most are Swords or Guns. She has multiple Red Daggers, Red Partisans, Red Slicers, and Red Handguns. Stay out of range of her weapons and use your own long-range Attack Action cards to give Rufina the ability to attack from far away.

Sil'fer is pretty tenacious in following you, and she runs around your Creatures to get to you. Place your Creatures between you and her to act as a buffer. You don't want her getting close.

Sil'fer has several weapons with slashing range (the three horizontal squares directly in front of her), so don't set your monsters in a line. Try to surround her as much as possible. Just note that she has the Chaotic Stab attack, which lets her hit the square in front and the square to the left of her. However, she doesn't have many of these.

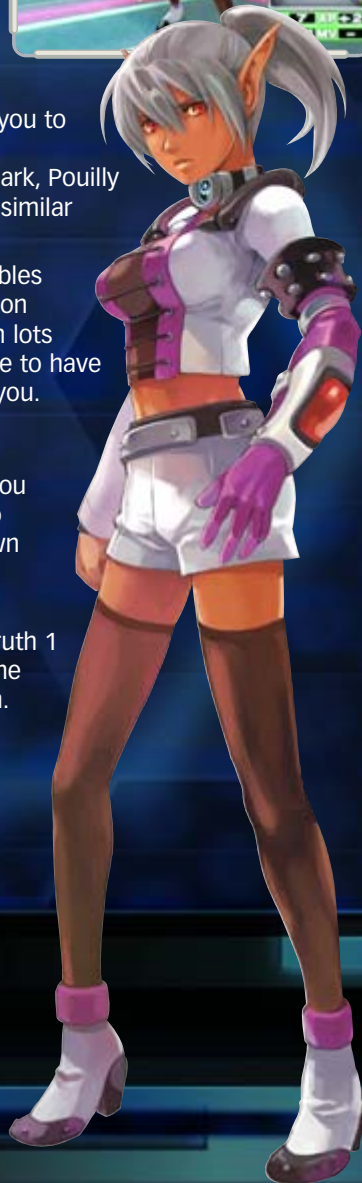
Good Creatures to take with you to fight Sil'fer are high-HP, high-AP monsters. These include Guil Shark, Pouilly Slime, Hildebear, Hildeblue, and similar Creatures.

Keep in mind that Rufina doubles the AP bonus of any Attack Action cards you use on her, so pack in lots and use them often. Just be sure to have Creatures up front to block for you.

Mission Aftermath

After completing this mission, you return to R-Base and are free to undertake the missions Unknown Lands and, if you took the Love Quest track, Across Time 3.

After you finish the Toward Truth 1 mission, return to Rufina, and she gives you the bonus card Punch.



Side Missions

You acquire the side missions in the Arkz story by talking to the side mission woman who stands outside the Entry Counter room, to the left. Side missions become available only after you complete specific missions. Also, later side missions open up to you only if you completed the previous side missions in the track.

Remember that side missions disappear if you reset the Entry Counter by taking on an official Arkz mission that is a mission killer.

The side missions here are listed in as close to chronological order as possible. However, missions that belong to the same track, such as all the Love Quest missions, are listed together.

Love Quest I

Location: Tener Sinus

Description: Ever since the day I saw that sad face, standing there in Tener Sinus, I haven't been able to sleep at night. I simply *must* find that person again. Please help me!

Enemy (Deck): Ino'lis (Love Revo.)

Status: Mission killer

Team Battle: No

Unlock Condition: Complete Recon Duty 1.

Note

The minimum roll you can get during Dice Phase in this mission is three.

Tactics

This first side mission is a fairly easy one.

As you've done in most other battles thus far, summon a Creature in front of your Story Character and lure Ino'lis closer to you so you can easily summon Creatures to surround her.

Be careful not to move your Story Character to sit directly facing her and within two squares. She has the Tech Attack card Barta, which can hit up to two squares away. It also attacks both squares simultaneously, so if you are sitting behind a Creature, thinking it offers protection, you're in trouble because Barta hurts both you and the Creature you place in front of you. Most of the Canes Ino'lis equips are weak, and the only one of note is Ice Staff Dagon, which has 6 HP and +3 TP.





Ino'lis doesn't put up much of a fight. Most of your Creatures can destroy her Items in two hits, so double up attacks on her Canes. For an even easier time, use Lura. She has a superior attack range, hitting the square in front of her and the row of three squares beyond that. Her attack range thus forms a

shape similar to a short "T". By standing two squares back and off to the side of her, you can hit Ino'lis yet still be out of range of all her attacks (except Zonde). Also, because Lura's attack has a fixed range, using Attack Action cards to boost her AP doesn't affect the range of her attacks.

Mission Aftermath

Completing Love Quest 1 opens up the Love Quest side mission track to you. The Love Quest track also leads into the Across Time and Miracle Water side mission tracks.

At this stage in the game, you can take either Love Quest 1 or Ruin Smugglers, but not both. Whichever mission you decided to take opens up an entire line-up of side missions to you but also closes off the other track of missions.

Unlike other side missions, Love Quest 1 is a mission killer, wiping out the existing missions in the Entry Counter and revealing new missions. After finishing Love Quest 1, you come back to R-Base. Chief Red gives you a new mission: Lost Rappy.

Extra Missions

- Talk to Memoru to get her Story Character mission, Nostalgic Spot.
- The Nostalgic Spot side mission disappears if you complete Lost Rappy.

Love Quest 2

Location: Tener Sinus

Description: The one I saw in Tener Sinus, standing with a sad face, shouting at the setting sun...he was so cool, so attractive...I absolutely *must* find him again! Could you please find him for me?

Enemy (Deck): Teifu (Scar-free)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Love Quest 1 and Research 1.

Tactics

Teifu is a powerful Hero Story Character. He gets an AP bonus for every two Creatures you set on the field. So rather than attack with lots of low-cost Creatures, you should try to win this battle with one high-cost, high-HP monster.



Teifu has lots of strong Sword-type Items that hit multiple squares. One such weapon, Lighting Partisan, is particularly powerful. Using Defense cards is a good way to mitigate Teifu's strength. Teifu makes frequent use of Guard Items, such as Shields and Barriers. To destroy them easily, add Hildebears to your deck. Not only are they strong and durable, but they do 1.5 times damage to Guards.

If you summon two Hildebears onto the map, you should have no trouble defeating Teifu.

Mission Aftermath

You return to R-Base after completing this mission. The main mission First Strike and Rio's Story Character mission, Evaluation, are still at the Entry Counter for you to complete.

Love Quest 3

Location: Tener Sinus

Description: There he was, in Tener Sinus, with a sad look on his face, training with push-ups and squats. He sprinted off at full-speed. I simply *must* see him again! Please help!

Enemy (Deck): Kranz (Soul Bullet), Kylria (Guns Set)

Status: Not a mission killer

Team Battle: Yes

Unlock Conditions: Complete Love Quest 2 and Intruders!

Tactics



With two Rangers as your opponents, this battle is tough. Both enemies are able to wreak havoc on all your Creatures with their Shot-type weapons. Kylria's high attack power makes even the weakest Shot-type weapons hurt. Kranz's Mechguns make short work of any Creatures that are wounded and have

low HP; their Minor Slayer ability deals 1.5 times damage to anything with 3 HP or less. Don't let the enemies build up their weapons. Summon monsters to attack them right away. Summon a Hildebear to take care of the Shields and Mags they equip. Kranz and Kylria both have very powerful Defense Action cards such as Protection, which blocks five damage, and GN Guard, which totally blocks any attack if the enemies have a Gun equipped.

Mission Aftermath

There are no more Love Quest missions after this one. However, the track continues through to the Miracle Water mission track, which requires Love Quest 3 to unlock. It also continues through to the Beyond the Moment missions, which you unlock when you complete Love Quest 2.

After finishing Love Quest 3, you return to R-Base to take on the remaining missions: The One I Miss and Peko's Story Character mission, Cake of Dreams.

Ino'lis Rocks

Location: Unguis Lapis

Description: Hi there. I speak on behalf of the members of the unofficial Ino'lis Fan Club. We would like to respectfully request that you convey to Miss Ino'lis our utmost passion and admiration for her existence.

Enemy (Deck): Ino'lis (Leafy)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Lost Rappy.

Tactics



Ino'lis is easy to beat in this mission. Her deck consists mostly of Canes that have low HP and AP. Don't be fooled, though—those Canes have high TP, so watch out for any Tech attacks. Be aware that Ino'lis also has the Mag Vayu, which gives +1 TP. She can be doing over three damage per Tech attack, and with her

ability, she can cast two for the price of one, which could translate into six damage per turn.

Note

Ino'lis uses Tech cards for one ATK point less than normal, so if she has two Canes, she can make Tech attacks for just two ATK points. Clearly, you want to reduce the number of Canes she has at any given time.

Ino'lis rushes up to attack you, so simply summon your Creatures next to you to prepare for her. When she gets close, surround her by moving your Creatures and summoning new ones around her. Ino'lis poses little problems in this mission.

Mission Aftermath

Upon returning to R-Base after you complete this mission, you can take the remaining missions at the Entry Counter: Unseen Enemy 1 and the side mission Lazy Bum 1.



Across Time I

Location: Via Tubus

Description: I've learned that my younger brother, who I thought was dead, was actually put into cold sleep and is still alive. He was recently transported to Via Tubus, according to an anonymous source. I'd like you to secure the capsule that contains my brother and bring it to me.

Enemy (Deck): Orland (Green Steel), Relmitos (Sword-tale)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Complete Love Quest 1 and Unseen Enemy 1.

Tactics

The map in this mission is long, and the middle is hard to navigate. Laser fences cut off squares, so the path through the middle is winding and narrow. The best way across is via the transporter panels on the left and right sides of the map. Establish control of these right away.



Summon one Creature onto one of the transporter panels on your side, and then surround the other panel with your Story Character and Creatures. Let one of the Heroes walk onto a transporter panel and teleport to your side of the map. You have him surrounded, and you can unload all your attacks on him.

Because you are blocking the other panel, his companion has to go the long way through the middle to help out. That should buy you plenty of time to finish off the surrounded Hero. You can have up to three characters surrounding a panel, and with added-range Attack cards, you can have more than three characters attack that panel at a time.

Relmitos and Orland make a tough pair. Orland gets more powerful the more Sword-type Items there are on the field. Relmitos is a little more versatile than Orland because he also uses Tech cards to supplement his attack. Watch out for Barta dealing seven damage or more when Relmitos equips a Cane. His TP and AP swap after every attack, so be prepared for both strong Tech and physical attacks.

Endu is a good Story Character to use here because Orland often equips lots of weak-HP Items to get a higher Sword Bonus. With Endu's Rampage ability and an Attack card or two, you can destroy all Orland's Items easily. Have Guard Creatures such as Pan Arms and Barbles, as well as



Defense cards, to make sure Endu doesn't die when you move him up to attack.

Mission Aftermath

After you complete Across Time 1, you can take on the Research 1 and The Perfect Ones missions.

Across Time 2

Location: Lupus Silva

Description: I'd like to begin my brother's treatment, but the data I have is insufficient. Could I ask you to acquire additional data for me?

Enemy (Deck): Saligun (High-cost), Stella (Reboot Nyah)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Complete Across Time 1 and Misty Temple

Tactics

This mission is a team battle pitting you and Reiz against Saligun and Stella. Be aware that there is no deck looping here so you only get to use each of your cards once.

Both Saligun and Stella equip themselves with strong Sword-type weapons, including Victor Axe (11 HP and +2 AP) and Chain Sword (13 HP and +4 AP). They also protect themselves with Guard Items such as Divinity Barrier.

Reiz rushes up to them to use her Pierce ability. She summons Pan Arms and other Guard Creatures to protect herself from damage, but because Stella and Saligun use such powerful weapons, these Guard Creatures don't last long. Help her by using your own Defense Cards to shore up her protectors. Try to end the battle as quickly as possible before she gets killed.



Look to see who Reiz is targeting and attack them as well. Reiz's attacks can be erratic, often doing one point of damage, but sometimes up to six. Because of this and the enemy's frequent use of Defense Cards, you can't rely on Reiz to kill her target for you. You'll end up doing the lion's share of damage. So add in Attack Action cards to bolster your attacks and those of your Creatures.

Saligun has several Dice +1 Assist Cards in her deck and she will use them, so pack high-cost Creatures and Action cards into your deck. There will be plenty of ATK points to use.

Note

In the course of the battle, Saligun and Stella may have a Combination Event, especially when you are about to deal the killing blow to one of them. The other will jump in and divert your attack.

Mission Aftermath

When you complete this mission, you return to R-Base. The mission Unseen Enemy 2 will be waiting for you.

Across Time 3

Location: Nebula Montana

Description: I'd like you to acquire the Kukui Herb for me so I can cure my brother's illness.

Enemy (Deck): Guykild (GZZ...GAAH!), Kylria (Gun Blast)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Complete Across Time 2 and Flow of Power

Tactics

This mission is another team battle, with Reiz as your ally. You are fighting over the land bridge in Nebula Montana, so the map is narrow and short.

Both Kylria and Guykild are Rangers with access to many long-range Guns. They equip themselves with weapons like Rifle, Visk-235W, and Handgun. With the map so small, they'll be able to attack you quickly within a turn or two. It's vital that you have Creatures get out onto the field immediately.

It is easy to block the map since it is only three squares wide, but with so many players, it is hard to get all your Creatures in position to attack. Use Attack Cards and Creatures with long ranges so you can bring more attacks down on the enemy.



Neither Kylria nor Guykild have strong weapons, so they whittle away at your health with frequent, low-AP attacks rather than punishing you with singular and powerful blows. Be careful: It is easy for Kylria and Guykild to overwhelm you with three, four, or five attacks in one turn. Cheap Defense Cards will serve you well in this mission, as will Pan Arms, a Guard Creature with Weak Hit Block (ignores attacks that deal three damage or less).

The Rampage ability is also useful here since the enemy uses low-HP weapons. Use Endu as your Story Character, or add in cards like Madness and Punch to your deck.



Mission Aftermath

Completing this mission ends the Across Time side mission track. When you return to R-Base you can take the Unknown Lands mission.

Miracle Water

Location: Mortis Fons

Description: I've heard that the heated water from Mortis Fons can help promote plant growth. I'd really appreciate it if you could bring me some of this water. Thanks in advance.

Enemy (Deck): Kranz (More EX!)

Status: Not a mission killer

Team Battle: No

Unlock Conditions: Complete Love Quest 3 and Dark Shadows.

Tactics

This battle with Kranz is tough. The map has obstacles that make the passable terrain an "S" shape. Kranz will hit you with his long-range weapons from the other side of the obstacles, so be careful to steer clear of his weapon range.

The main weapons that Kranz uses in this battle are Kaldabog, Meteor Smash, and Justy-23ST. Meteor Smash has a "T"-shaped range, like Lura's. It also has the acid condition, so it can do damage over time to you and your Creatures. The Justy-23ST is a Rifle-type Gun with +2 AP, but it is weak against Machine-type monsters. The Kaldabog is a strong Saber-type Sword with 6 HP and +2 AP. Its special ability, Action Disruptor, nullifies all Attack Action cards that are used against it.



Genbu, dealing nine damage to any Guard Item. It's usually good to have one Hildebear on the field to deal heavy damage

Kranz also uses many Shields for protection. One Shield, called God's Shield Genbu, is very powerful. It has 12 HP and also has the Action Disruptor ability. Unless you have a Creature with the Guard Demolisher ability, you have a hard time destroying it. Hildebears do especially well against God's Shield

to any Items with the Action Disruptor ability and one or two low-cost Creatures, such as Sharks, to pick off anything that the Hildebear doesn't kill in one hit. Use Defense Action cards to protect your Hildebear.



Note

Because you have room for only one or two weak Creatures if you have a Hildebear on the field, use good Action cards to pump up their usefulness. Companion is a great Defense card because it deals back to the offending weapon the damage your Creature suffers when attacked. It's a good card to use when your low-cost Creature is going to die and cannot be saved.

Mission Aftermath

The remaining missions after you complete Miracle Water are Defense Net and Reiz's Story Character mission, Flashbacks. They are still available when you return to R-Base upon completing this mission.

Enigmatic Mist

Location: Ravum Aedes Sacra

Description: I'd like to study the climate in the area around the white temple that's almost always covered in mist. I want you to place a climate-monitoring device there. Thanks for your help.

Enemy (Deck): Relmitos (Formless)

Status: Not a mission killer

Team Battle: No

Unlock Conditions: Complete Miracle Water and Unknown Lands.

Tactics

The map this time is large and featureless. Relmitos doesn't rush after you right away. You need to meet him halfway. When your Creatures start crossing halfway across the map, Relmitos starts moving up toward you.

On this map are several terrain trap cards. One of them is Battle Royale. This card is great because it means attacks without Action cards cost no action points. Homesick is another one; it makes all Items go back to the player's hand when they're killed rather than be destroyed.

Relmitos uses the Magical Piece Cane. It has 10 HP and +3 AP. But it also has Tech Halfguard, taking half damage from Tech attacks, and it has Random TP. Before each Tech attack, Relmitos rolls a six-sided die, and the number is Magical Piece's TP, from one to six. Other Canes he uses are mundane, such as Fire Scepter and Agni, which has low HP but good TP.



Relmitos has the A/T Swap Perm. ability, which means each time he attacks, his AP and TP swap. He therefore alternates attacks between pure physical damage and Tech attacks. Note when the swap occurs and withhold your Defense cards when you know Relmitos is attacking with 0 AP. Among the Tech cards he uses are Gibarta and Foie, and he can do up to eight damage per hit when he uses them. Be cautious and don't get too close to him. If you do, have ample Defense cards and perhaps even Guard Creatures.

Relmitos also has lots of Defense cards, such as Dodge and Guard. When facing them, focus all attention on one piece at a time rather than spread-out attacks.

Mission Aftermath

When you complete this mission, you return to R-Base and can take on Research 4 and Toward Truth 1.

Last Chance 1

Location: Via Tubus

Description: I received a report on the man that we've been searching quite a long time for. He is currently in transit from Via Tubus. I want you to locate him before the government's Security Division does.

Enemy (Deck): Kranz (Shocked?), Ino'lis (Love Date)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Complete Ruin Smugglers.

Tactics

This side mission is part of the Last Chance and Lazy Bum side tracks, which are opened up when you complete Ruin Smugglers in the early part of the game. The Ruin Smugglers, Last Chance, and Lazy Bum side missions are not open to you if you chose to complete Love Quest 1.

When you finish Ruin Smugglers, talk to the side mission woman, and she gives you this mission, Last Chance 1. Make sure you attempt this mission as Lura so you get to see a cutscene.



In this mission, you fight alongside Break. Don't let him get far ahead of you. Kranz and Ino'lis may try to separate the two of you and then focus on one of you. Between Kranz's physical attacks and Ino'lis's frequent Tech attacks, you will be hard-pressed to pull out a victory if you let them gang up on one of you without coordinating your efforts. Kill one of them as fast as possible, using Defense cards to keep Break alive and fighting whomever he fights.



Both Kranz and Ino'lis like to use Booma's Claws, which have 7 HP and 2 AP. Watch out for their Native Slayer ability, which inflicts 1.5 times damage to all Native Creatures. At this point in the game, you may not have many other Creatures besides Native. If you can build a non-Native deck, that's great. If not, be careful. Try to take out any Booma's Claws that the enemies equip as quickly as you can. Kranz occasionally equips Guard Items, so keep a Hildebear handy. Have plenty of Attack and Defense Action cards to boost your attack and prolong the lives of your Creatures.

Mission Aftermath

If you completed this mission as Lura, you see a cutscene between Break, Lura, Kranz, and Ino'lis.

When you return to R-Base, the Lost Rappy mission and Memoru's Story Character mission, Nostalgic Spot, are still available to you.

Last Chance 2

Location: Lupus Silva

Description: I just got new information regarding the whereabouts of that repair technician. He has a house hidden near the Central Dome Monument. I need you to find him, but keep it discreet.

Enemy (Deck): Relmitos (Melodic)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Last Chance 1 and The One I Miss.

Tactics

The map for this mission is another long and thin one. You are nine squares away from Relmitos when the match begins.

Relmitos is a powerful Hero Story Character that you might have faced before. He uses Canes almost exclusively and often equips himself with three or four low-HP Canes. Some of these Canes, such as Broom, get an AP or TP bonus when other copies of the same card are also equipped. Others, such as the Branch of Paku Paku, simply get a TP bonus for every Cane-type Item on the field.



Relmitos makes his way to you with determination. Even if he has to walk around Creatures, he does it, ignoring them in his haste to reach you. That's because he has many Tech cards to play against you, including Barta, Zonde, and Foie. His TP fluctuates, but he can hit you for as much as eight damage

per shot. So stay away and try to block his path with Creatures. Have in your deck Defense cards that are good against Tech cards, such as Dodge and Wall.

As you decide what attacks to defend against, keep in mind that Relmitos's AP and TP swap after every attack.

If you keep far from Relmitos and rush him with your own Creatures, you should prevail. Because his Items have low HP, you destroy them easily. Relmitos uses the Dodge Defense card, so try to mount attacks that deal more than three damage.

Mission Aftermath

Choose Lura for this mission. If you do, you get a cutscene showing an unusual encounter with Relmitos that ends in a deeper mystery.

When you return to R-Base, you can take the remaining two missions: Backup and Creinu's Jewel Fountain.

Last Chance 3

Location: Tower of Caelum

Description: Emergency orders! We've learned that the repair technician has been detained by the Security Division. We don't know where they intend to take him, so we need you to go to the Tower of Caelum and rescue him at once.

Enemy (Deck): Relmitos (North Star), Orland (Hungry Soul)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Complete Last Chance 2 and Unseen Enemy 2.

Tactics

This mission has some unusual parameters. The highest roll you can get during the Dice Phase is four. Every Story Character also has a base of 20 HP, and both teams share their HP, so each side

actually shares a pool of 40 base HP. Your teammate is Break, and he summons several Native Creatures to help you.

Orland and Relmitos make frequent use of Attack Action cards, including Slash and other AP-boosting cards. In addition, Relmitos plays Tech cards. So in a single turn, you can take strong physical damage and Tech damage.



Because of the small map size, Orland and Relmitos rush quickly to you and start attacking. They hit multiple targets, which means they hit both of your Story Characters with one shot.

Have Defense cards ready and play strong Creatures with high HP and good AP or TP. Most of the enemies' Items have modest HP, from four to six. Watch out for Orland's Soul Eater, which has a range of three horizontal squares and gives +5 AP.

Protect Break and yourself from damage. This battle could end quickly if you don't have blocking Creatures or some other means of mitigating the damage you'll receive.

Mission Aftermath

If you played Lura in this mission, you get to watch a cutscene. Relmitos confronts Break, who was his former student and one-time Government Hunter. After watching a conversation between master and student, you are transported back to R-Base.

K.C.'s Story Character mission, Looking Inward, and the Confirmation mission are now available to you.

Lazy Bum I

Location: Tener Sinus

Description: My wife's been naggin' me nonstop about getting a job. As if I'm gonna waste my time slavin' away for chump change! Yeah, so anyway, I need ya to help me out a wee bit.

Enemy (Deck): Kylria (Raw Bullet)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Ruin Smugglers and Lost Rappy.

Tactics

This mission's map is a square with two boulders in the center. Kylria has to run around the rocks to get to you, which gives you time to set your Creatures and block whichever path she comes through.

Have a high-HP Creature up front to block her and have one or two Creatures with high TP to throw Tech attacks at her from behind your blocking Creature or from the side.



If you play K.C. in this mission, you could camp three squares back and still fire at Kylria, adding Attack Action cards to give your attack greater strength. Memoru or a similar Story Character who is great with Tech cards can fulfill the same role.

Kylria usually equips herself with the Yasminkov 2000H or the Inferno Bazooka. Of the two, the Bazooka is deadlier against high-HP Creatures. With one hit, it halves the HP of the target. Kylria also equips Barriers and Mag Items, such as Mag, Soniti, and Madhu. These add greatly to her strength, letting her do six or more damage with her Guns.



Note

When the Inferno Bazooka halves HP, it rounds up to determine damage. So a 5 HP Creature suffers three damage from this weapon.

If you control the board, block Kylria's access to you, and concentrate attacks on her, you should prevail

Mission Aftermath

When you complete this mission, you are taken back to R-Base, where you can undertake the Ino'lis Rocks and Unseen Enemy 1 missions.

Lazy Bum 2

Location: Molae Venti

Description: Bro, I got another favor to ask ya. My old lady's mad at me again. Could I get ya to pretend that you've sent me out to Molae Venti?

Enemy (Deck): Sil'fer (Skill EX), Kranz (Got EX)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Complete Lazy Bum 1 and Backup.

Tactics

In this mission, Sil'fer and Kranz are aggressive, rushing up to you one round after equipping heavy weapons. Kranz has weapons such as Meteor Smash that hit a wide area and can leave acid conditions on you. Sil'fer uses the high-AP Double Saber, as well as Imperial Pick and Kaladbolg. You have Break with you as an

ally. The Creatures he summons are low-HP ones such as Claw, Mothmant, and Rag Rappy. They are pretty ineffective except when he uses Berserk. Then they do some good damage, but they also die after one hit, so you can't count on Break to help create blockers to prevent Kranz and Sil'fer from reaching you.

You should employ large Creatures with high HP and stack your deck with plenty of Defense cards. Go in with either Reiz or Endu. With Reiz, you need to have Guard Creatures, such as Pan Arms or Barbles, many Defense cards, and many Attack cards. Then just wade in, using the Guard Creatures and Defense cards to protect yourself, and start slashing at one enemy Story Character with as many Attack cards as you can. Using this tactic, you win within four or five of your turns.



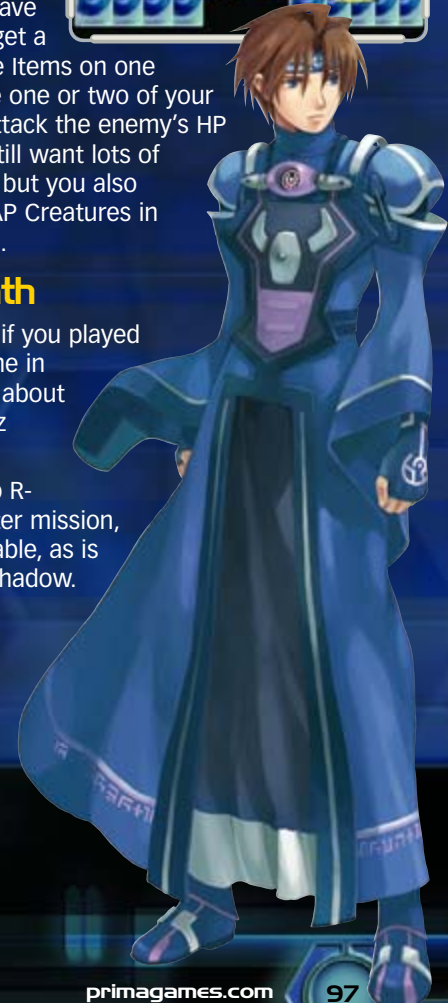
If you want to watch a cutscene after completing this mission, play the mission as Endu. In that case, adopt a similar strategy to the one you'd use with Reiz. But whereas Reiz primarily relies on Creatures as Guards, as Endu, you need to use them to supplement your attack. Have Endu use Attack cards to get a high AP and destroy all the Items on one Story Character; then have one or two of your Creatures follow up and attack the enemy's HP directly. In this case, you still want lots of Defense and Attack cards, but you also want some high-HP, high-AP Creatures in your deck to support Endu.



Mission Aftermath

At the end of the mission, if you played Endu, you watch a cutscene in which Endu talks to Break about a possible mole in the Arkz organization.

Afterward, you return to R-Base. Hyze's Story Character mission, Song Request, is still available, as is the regular mission Dark Shadow.



Lazy Bum 3

Location: Tener Sinus

Description: I'm fed up with my husband's lies, so I'd like to get away from him for a while. Would it be possible for you to escort me?

Enemy (Deck): Viviana (You Little!), Teifu (Too Heavy)

Status: Not a mission killer

Team Battle: Yes

Unlock Condition: Complete Lazy Bum 2 and Misty Temple.

Tactics

In this mission, you battle Viviana and Teifu. These two have strong Items and are likely to have at least one Combination Event, so be careful. Your ally this time is Creinu. She summons low-HP A. Beast-type Creatures and Cananes. She isn't much help, aside from providing another target for the enemies to attack.



Teifu equips wide-range weapons such as the Partisan, and also has others, such as the Suppressed Gun and Asuka, that can hit two squares away: to the square

in front of the character, or the square to the left of the character. Asuka also has the Major Slayer ability and acid condition, so it does 1.5 times damage to 8+ HP Creatures and deals 1 HP acid damage per turn to the Creature if Teifu rolls a six on a six-sided die. Teifu also boosts his attacks with Action cards such as Heavy Blow, Chaotic Attack, and Slash. Defense cards are helpful here.

Viviana uses various Canes, with the best being Sigh of God. When using Tech cards such as Barta, she can do seven damage or more, if her Dice Bonus grows.

Try your best to stall the Hero side from gaining a Dice Bonus. Use Defense cards and press the attack. Reiz and Endu are good choices here, but if you use Reiz, have plenty of Guard Creatures backed up by Defense cards. Pan Arms is a good choice for Guard Creature because if you can keep playing Guard or Dodge cards, you can probably reduce your damage to three or less and let the Pan Arms's Weak Hit Block ability shrug off the remainder of the damage.

Make sure to use plenty of Attack cards and have a Pierce attack (with Reiz or Attack cards) or a Rampage attack (with Endu or Attack cards).



When you are about to kill Teifu or Viviana, the other is likely to jump in to divert the blow, so be sure to follow up your killer attack with a finisher.

Mission Aftermath

When you finish this mission, you return to R-Base. The only available mission is Unseen Enemy 2.

Lazy Bum 4

Location: Nebula Montana

Description: I dunno what I'm gonna do! My wife's gone! Please, ya gotta go find her!

Enemy (Deck): Sil'fer (Attack Blow)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Lazy Bum 3 and Puzzle Solving.

Note

For this mission, the base HP for Story Characters is set at 20.

Tactics

The map for this mission is a large rectangle. Sil'fer is waiting for you here, and she has some high-powered Items that pose problems for you.

Sil'fer equips herself with the Monkey King Rod, a 12 HP Sword-type Item that has AP Growth, meaning it gains +1 AP anytime it kills a Creature. She could summon two, and then you'd have to break through 24 HP of Items before you could damage Sil'fer.



The best Story Character here is Reiz. Pump her up with Attack Action cards and have her rush Sil'fer. Because Reiz has the Pierce ability, she bypasses Sil'fer's Items. But because Sil'fer does a lot of damage, you must have Guard Creatures to protect Reiz. Add to your deck some Pan Arms

Creatures and use Defense cards to keep them alive longer. Keep in mind, though, that because you don't attack Sil'fer's weapons, they could grow in AP. End the battle quickly by having good Attack cards, such as Heavy Attack and Split Boost.

Another Story Character who would be good in this mission is Endu, for his Rampage ability. Or you might use someone such as Break or Memoru, who can attack from long range with Tech cards while summoning high-HP Creatures, such as Belras, to act as blockers and do heavy damage to Sil'fer's weapons.



Mission Aftermath

After you complete Lazy Bum 4, the Lazy Bum mission track is concluded.

When you return to R-Base, you can take the Love Letter side mission and the Flow of Power mission.

Love Letter

Location: Molae Venti

Description: If you're interested in me, you'll come see me, won't you?

Enemy (Deck): Viviana (Secret-Pow)

Status: Not a mission killer

Team Battle: No

Unlock Condition: Complete Puzzle Solving.

Note

In this battle your deck does not loop, so you do not get to reuse your cards. Once played, they are gone for the match.

Tactics

A person named Carleen has apparently sent you a love letter. As you investigate, you find the Hero Story Character Viviana waiting for you.

The map on Molae Venti is large, but it is blocked in the middle by laser fences. To get to the other side, you must walk around the middle, along the sides. It is easy to block Viviana's path to you with only one or two Creatures.

Remember that your deck does not loop, so add Creatures that can survive several hits or Creatures that return to your deck when they're killed.

Viviana summons mostly Canes to fight you. They have low HP but high TP. Try as hard as you can to prevent her from getting a Dice Bonus. She gets +3 TP for every two Dice Bonuses, so her Tech attacks become too strong to withstand if you keep throwing weak monsters at her. Strong Creatures backed up by Defense cards are ideal in this battle. Just make sure they can also protect against Tech attacks. Some, such as Gibarta, can be incredibly strong when paired with Viviana's Canes and TP bonus.



Focus attacks on one Item at a time because Viviana has many Defense cards to thwart your first attacks.

Keep Viviana blocked between the side of the map and the laser fence. Try to summon Creatures to attack from above and below her. That way, she can't move and she gets hit from both sides.

If possible, have another Creature with a two-square range (or even your own Story Character) attack from behind one of your Creatures so you have up to three or four attacks occur on her per turn.



Mission Aftermath

It turns out that Carleen sent the message to the wrong person. Oh well. When you return to R-Base, undertake the other missions still on the Entry Counter: Flow of Power and, if you are on the Lazy Bum side mission track, Lazy Bum 4.



Cards

This section lists all the cards in *Phantasy Star Online: Episode III—C.A.R.D. Revolution*, and it does so exactly as the game does: By presenting first Items, then Creatures, then Action cards, and finally Assist cards. Sprinkled throughout the game are also S, SS, and E-rank cards. These cards are super-rare, and in fact, they're so special that we didn't want to spoil the surprise by including them in the roundup below. But don't worry. We have a checklist of S, SS, and E cards at the back of the section so you know what to look for.

Each card entry in this section presents the card's vital attributes and its abilities. For detailed descriptions of all abilities, refer to the Ability Guide information toward the end of this section.

Items

Items are the cards used by Hero Story Characters. There are five types: Swords, Guns, Canes, Guards, and Mags. They are presented in exactly that order in the game and in the following list.

Sword Items




Note

The parameters (attributes/abilities) on the cards listed here are based on off-line usage, and may change when the user plays online.

Akiko's Wok

Rarity: N1
 Cost: 1
 HP: 2
 AP: +0
 TP: +0
 MV: —
 Type: Sword
 Targets: Single
 Abilities: Enemy A/H Swap Perm.



Durandal

Rarity: N4
 Cost: 3
 HP: 6
 AP: +1
 TP: +2
 MV: —
 Type: Sword
 Targets: Single
 Abilities: Tech OK, SC Slayer (2)



Red Saber

Rarity: N2
 Cost: 4
 HP: 8
 AP: +3
 TP: +0
 MV: —
 Type: Sword
 Targets: Single
 Abilities: Low-cost Halfguard, Drop (6)



Saber

Rarity: N4
 Cost: 2
 HP: 4
 AP: +2
 TP: +1
 MV: —
 Type: Sword
 Targets: Single
 Abilities: Tech OK



Kaladbolg

Rarity: N1
 Cost: 3
 HP: 6
 AP: +2
 TP: +0
 MV: —
 Type: Sword
 Targets: Single
 Abilities: Tech OK, Attack AC unable, EXP Bonus (2), Action Disrupter



Elysion

Rarity: R1
 Cost: 4
 HP: 8
 AP: +4
 TP: +2
 MV: —
 Type: Sword
 Targets: Single
 Abilities: Tech OK, Not for Humanoids, Weak Spot (2), TP Growth (1)



DB's Saber

Rarity: N2
 Cost: 2
 HP: 4
 AP: +1
 TP: +0
 MV: —
 Type: Sword
 Targets: Single
 Abilities: Tech OK, Link: AP Boost (DB's Shield)



Delsaber's Buster

Rarity: N4
 Cost: 4
 HP: 4
 AP: +0
 TP: +1
 MV: —
 Type: Sword
 Targets: Single
 Abilities: Tech OK, Link: AP Speedup



Ancient Saber

Rarity: N3
 Cost: 5
 HP: 7
 AP: +7
 TP: +4
 MV: —
 Type: Sword
 Targets: Single
 Abilities: Tech OK, Rangers cannot equip, Snatch (1/2), Artifice, Weak Spot (5)



Sword

Rarity: N4

Cost: 2

HP: 3

AP: +2

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunter only



Zanba

Rarity: R4

Cost: 4

HP: 14

AP: +4

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Male Hunters only, Attack AC unable, Big Swing, Heavy Item, Minor Death



Sealed J-Sword

Rarity: R4

Cost: 5

HP: 9

AP: +4

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Ability Trap



Flowen's Sword

Rarity: N4

Cost: 2

HP: 2

AP: +1

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Link: Snatch



Red Sword

Rarity: N3

Cost: 4

HP: 6

AP: +2

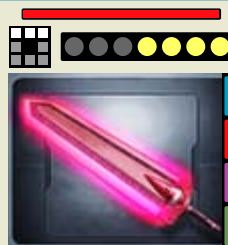
TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Sword Halfguard, Gun Halfguard, Cane Halfguard



Tsumikiri J-Sword

Rarity: R1

Cost: 6

HP: 14

AP: +5

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Enemy Bonus, Heal



Last Survivor

Rarity: R4

Cost: 3

HP: 4

AP: +1

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Full Heal



Victor Axe

Rarity: N3

Cost: 4

HP: 11

AP: +2

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Bonus AP Rise (1.5), TP Loss



Dagger

Rarity: N4

Cost: 2

HP: 1

AP: +0

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Hunters only, Attack AC unable, Double Strike



Dragon Slayer

Rarity: N2

Cost: 3

HP: 5

AP: +2

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Native Slayer, Dark Slayer



Chain Sword

Rarity: N1

Cost: 5

HP: 13

AP: +4

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Heavy Item, Major Slayer, Ability Trap



Blade Dance

Rarity: N1

Cost: 2

HP: 5

AP: +1

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Hunters only, Attack AC unable, Double Strike, Insanity



Cross Scar

Rarity: N1

Cost: 3

HP: 6

AP: +1

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Hunters only, Attack AC unable, A. Beast Halfguard, Double Strike, Steady Damage



Red Dagger

Rarity: R4

Cost: 4

HP: 7

AP: +0

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Hunters only, Attack AC unable, Double Strike, Filial



Partisan

Rarity: N4

Cost: 2

HP: 4

AP: +1

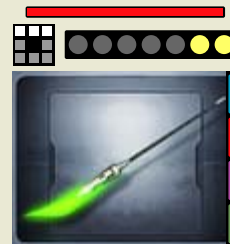
TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Force characters cannot equip, high-cost Slayer



Berill's Hands

Rarity: R1

Cost: 3

HP: 4

AP: +0

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Attack AC unable, Double Strike, DEF Cost 1 Disable



P-Arm's Blade

Rarity: N3

Cost: 5

HP: 11

AP: +1

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Attack AC unable, A. Beast Slayer, Double Strike



Brionac

Rarity: N1

Cost: 2

HP: 1

AP: +0

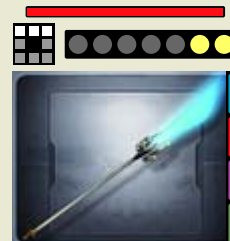
TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Revenge (0.5)



Akiko's Wok Set

Rarity: N4

Cost: 3

HP: 6

AP: +0

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Attack AC unable, Double Strike



Lavis Blades

Rarity: R1

Cost: 6

HP: 16

AP: +3

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Hunters only, Attack AC unable, Weak Spot (2), Double Strike



Vjaya

Rarity: R4

Cost: 3

HP: 7

AP: +3

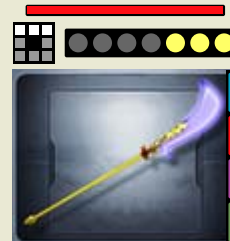
TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Waste, Gun Demolisher



Twin Chakram

Rarity: N1

Cost: 4

HP: 7

AP: +1

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Attack AC unable, Double Strike, Action Disrupter



Chameleon Scythe

Rarity: R3

Cost: 1

HP: 3

AP: +2

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Steady Damage



Red Partisan

Rarity: N1

Cost: 4

HP: 7

AP: +2

TP: +1

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Tech OK, Card Back



Imperial Pick

Rarity: N2

Cost: 4

HP: 7

AP: +2

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, EXP Bonus (2), A, Beast Halfguard



Berdysh

Rarity: R2

Cost: 5

HP: 8

AP: +5

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters or humanoids only, Waste, Weak Hit Block



Diska of Braveman

Rarity: N4

Cost: 3

HP: 7

AP: +3

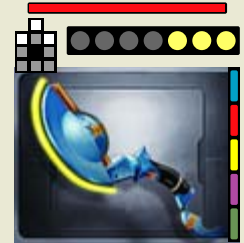
TP: +2

MV: —

Type: Sword

Targets: Multiple

Abilities: Tech OK, Exhaust



Soul Eater

Rarity: R4

Cost: 4

HP: 7

AP: +5

TP: +2

MV: —

Type: Sword

Targets: Multiple

Abilities: Tech OK, Steady Damage, Instant Death



Slicer

Rarity: N4

Cost: 2

HP: 4

AP: +0

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Dark Slayer



Rappy's Fan

Rarity: N2

Cost: 3

HP: 4

AP: +1

TP: +4

MV: —

Type: Sword

Targets: Multiple

Abilities: Full Heal



Madam's Umbrella

Rarity: N1

Cost: 4

HP: 5

AP: +0

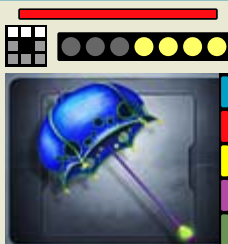
TP: +2

MV: —

Type: Sword

Targets: Multiple

Abilities: Females only, Tech OK, Tech, Heal



Slicer of Assassin

Rarity: N1

Cost: 2

HP: 1

AP: +0

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Minor Death



Flight Fan

Rarity: N1

Cost: 4

HP: 7

AP: +2

TP: +1

MV: —

Type: Sword

Targets: Multiple

Abilities: Tech OK, Snatch (1/3)



Plantain Huge Fan

Rarity: N3

Cost: 5

HP: 10

AP: +3

TP: +4

MV: —

Type: Sword

Targets: Multiple

Abilities: Not for Humanoids, Rangers cannot equip, Tech OK, TP Silence



Diska of Liberator

Rarity: N4

Cost: 3

HP: 6

AP: +1

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Acid (6)



Red Slicer

Rarity: N3

Cost: 4

HP: 8

AP: +2

TP: +3

MV: —

Type: Sword

Targets: Multiple

Abilities: Tech OK, Machine Halfguard, Native Influence



Flight Cutter

Rarity: N2

Cost: 4

HP: 7

AP: +3

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Forces cannot equip, Aerial Assassin, Acid (6)



Monkey King Bar

Rarity: R3

Cost: 4

HP: 12

AP: +1

TP: +1

MV: —

Type: Sword

Targets: Single

Abilities: Forces cannot equip, Tech OK, AP Growth (1)



Photon Claw

Rarity: N2

Cost: 2

HP: 1

AP: +0

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Attack AC unable, Hand Disrupter, Heavy Pierce



Lightning Partisan

Rarity: N3

Cost: 3

HP: 6

AP: +2

TP: +1

MV: —

Type: Sword

Targets: Single

Abilities: Hunters only, Tech OK, AP Growth (1)



Black King Bar

Rarity: N1

Cost: 5

HP: 13

AP: +4

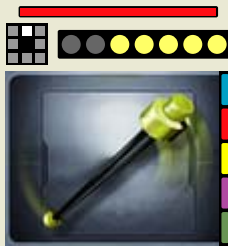
TP: +1

MV: —

Type: Sword

Targets: Single

Abilities: Hunters only, Tech OK, Guards Demolisher, Machine Influence



Silence Claw

Rarity: R1

Cost: 3

HP: 4

AP: +1

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Hunters only, Major Death, Big Swing, Steady Damage



Double Saber

Rarity: N2

Cost: 3

HP: 3

AP: +4

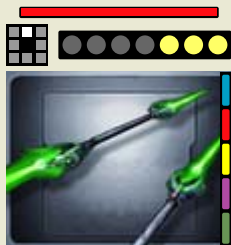
TP: +3

MV: —

Type: Sword

Targets: Single

Abilities: Tech OK, Artifice, Weak Spot (3)



Meteor Cudgel

Rarity: N1

Cost: 5

HP: 9

AP: +0

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Hunters only, Revenge (1.5), Freeze (6)



Booma's Claw

Rarity: N3

Cost: 3

HP: 7

AP: +2

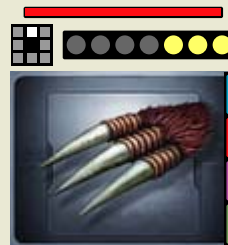
TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Native Slayer, Paralyzed Death



Stag Cutlery

Rarity: R2

Cost: 3

HP: 3

AP: +0

TP: +2

MV: —

Type: Sword

Targets: Single

Abilities: Forces cannot equip, females cannot equip, Tech OK, Major Rampage, Frozen Death



Double Cannon

Rarity: R1

Cost: 6

HP: 15

AP: +4

TP: +6

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Attack AC unable, Ripple, Pierce



Morning Glory

Rarity: R4

Cost: 5

HP: 10

AP: +0

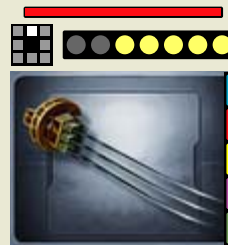
TP: +4

MV: —

Type: Sword

Targets: Single

Abilities: Tech OK, Enemy Bonus, SC Slayer (2)



Rika's Claw

Rarity: N1

Cost: 6

HP: 18

AP: +6

TP: +2

MV: —

Type: Sword

Targets: Single

Abilities: Force characters cannot equip, TP Growth (1), A/T Swap Perm.



Sange

Rarity: R4

Cost: 4

HP: 8

AP: +2

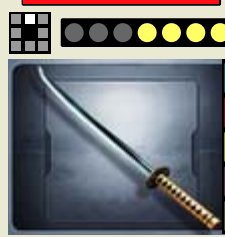
TP: +3

MV: —

Type: Sword

Targets: Single

Abilities: Hunters only, Tech OK, Battle Recovery, Low-cost Slayer



Yamato

Rarity: N1

Cost: 4

HP: 8

AP: +2

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Minor Slayer, Freeze (6)



Harisen Battle Fan

Rarity: R4

Cost: 1

HP: 1

AP: +0

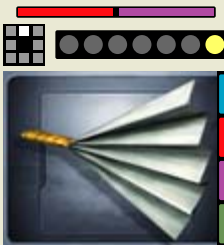
TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Return Home



Yasha

Rarity: N4

Cost: 4

HP: 9

AP: +2

TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Hunters only, SC Slayer (2), Drop (6)



Asuka

Rarity: N2

Cost: 4

HP: 8

AP: +2

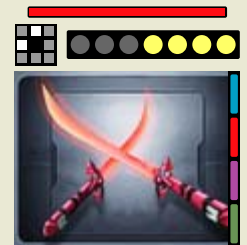
TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Major Slayer, Acid (6)



Toy Hammer

Rarity: R2

Cost: 2

HP: 1

AP: +0

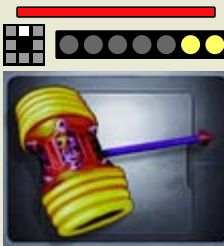
TP: +0

MV: —

Type: Sword

Targets: Single

Abilities: Attack AC unable, Random AP (-2)



T-Assassin's Sabers

Rarity: N2

Cost: 3

HP: 5

AP: +1

TP: +1

MV: —

Type: Sword

Targets: Multiple

Abilities: Rangers cannot equip, Tech OK, A. Beast Slayer, Paralysis (6)



Sange Yasha

Rarity: R3

Cost: 5

HP: 10

AP: +4

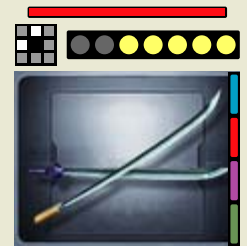
TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Drain



Agito

Rarity: R2

Cost: 3

HP: 6

AP: +0

TP: +3

MV: —

Type: Sword

Targets: Single

Abilities: Tech OK, Enemy Bonus



Musashi

Rarity: N4

Cost: 3

HP: 7

AP: +2

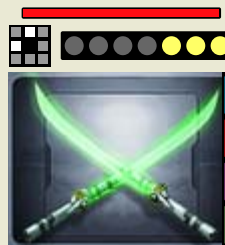
TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunters only, Minor Slayer



Gun Items

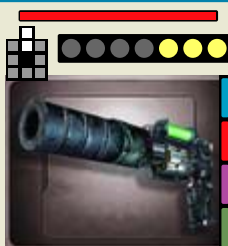
Handgun

Rarity: N4
Cost: 1
HP: 3
AP: +0
TP: +0
MV: —
Type: Gun
Targets: Single
Abilities: —



Suppressed Gun

Rarity: N4
Cost: 3
HP: 7
AP: +2
TP: +0
MV: —
Type: Gun
Targets: Single
Abilities: Major Slayer



Handgun: Milla

Rarity: R2
Cost: 4
HP: 7
AP: +2
TP: +0
MV: —
Type: Gun
Targets: Single
Abilities: Female Rangers only, Drain, Combo 2 (Handgun: Guld)



Custom Ray VOO

Rarity: N2
Cost: 2
HP: 3
AP: +1
TP: +0
MV: —
Type: Gun
Targets: Single
Abilities: Link: AP Boost (Custom Barrier)



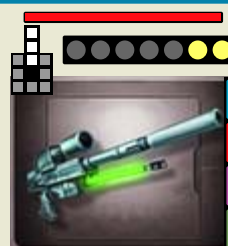
Red Handgun

Rarity: N2
Cost: 3
HP: 7
AP: +2
TP: +1
MV: —
Type: Gun
Targets: Single
Abilities: Tech OK, Acid (6)



Rifle

Rarity: N4
Cost: 2
HP: 4
AP: +1
TP: +0
MV: —
Type: Gun
Targets: Single
Abilities: Rangers only, Aerial Assassin



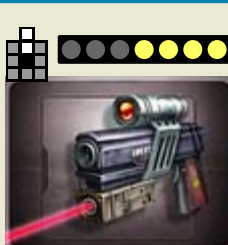
Varista

Rarity: R4
Cost: 2
HP: 2
AP: +1
TP: +0
MV: —
Type: Gun
Targets: Single
Abilities: HP Change



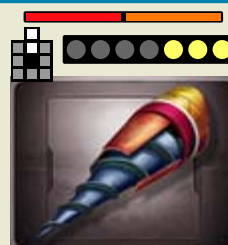
Yasminkov 2000H

Rarity: N4
Cost: 4
HP: 5
AP: +1
TP: +0
MV: —
Type: Gun
Targets: Single
Abilities: Rangers only, Attack AC unable, Limited Action



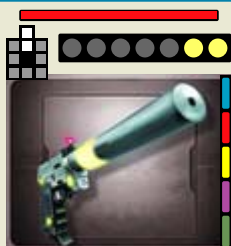
Drill Launcher

Rarity: R3
Cost: 3
HP: 2
AP: +0
TP: +0
MV: —
Type: Gun
Targets: Single
Abilities: Humanoids only, Attack AC unable, Major Pierce



Bravace

Rarity: N3
Cost: 2
HP: 4
AP: +2
TP: +2
MV: —
Type: Gun
Targets: Single
Abilities: Tech OK, Weak Spot (2)



Handgun: Guld

Rarity: N1
Cost: 4
HP: 9
AP: +2
TP: +1
MV: —
Type: Gun
Targets: Single
Abilities: Male Rangers only, Tech OK, Tech Halfguard, Combo 2 (Handgun: Milla)



Visk-235W

Rarity: N4
Cost: 2
HP: 4
AP: +1
TP: +0
MV: —
Type: Gun
Targets: Single
Abilities: Rangers only, Tech OK, Paralysis (6)



Wals-MK2

Rarity: N2

Cost: 3

HP: 3

AP: +3

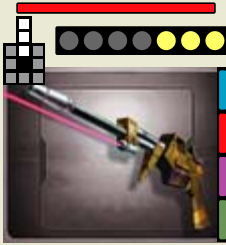
TP: +0

MV: —

Type: Gun

Targets: Single

Abilities: Rangers only, HP Change, Sword Demolisher



Snow Queen

Rarity: N1

Cost: 5

HP: 10

AP: +0

TP: +4

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers only, Tech OK, Frozen Target (35%), Freeze (3)



Samba Maracas

Rarity: R4

Cost: 1

HP: 1

AP: +0

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Ally Bonus (1/2), Feeble



Justy-235T

Rarity: N1

Cost: 3

HP: 7

AP: +2

TP: +0

MV: —

Type: Gun

Targets: Single

Abilities: Rangers only, Inherit, Machine Influence



Yasminkov 7000V

Rarity: N1

Cost: 5

HP: 7

AP: +5

TP: +2

MV: —

Type: Gun

Targets: Single

Abilities: Rangers only, Tech OK, A. Beast Slayer, Rebirth



Mechgun

Rarity: N4

Cost: 2

HP: 3

AP: +2

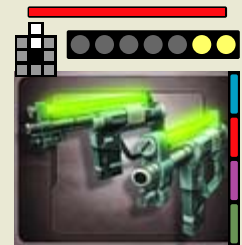
TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Minor Slayer



Holy Ray

Rarity: R2

Cost: 4

HP: 5

AP: +0

TP: +0

MV: —

Type: Gun

Targets: Single

Abilities: Not for Humanoids, Attack AC unable, Pierce, Enemy Bonus, Paralysis (6)



Anti-Android Rifle

Rarity: N2

Cost: 5

HP: 10

AP: +5

TP: +0

MV: —

Type: Gun

Targets: Single

Abilities: Rangers only, Machine Slayer, Machine Halfguard



MAGO Vise

Rarity: R4

Cost: 2

HP: 3

AP: +1

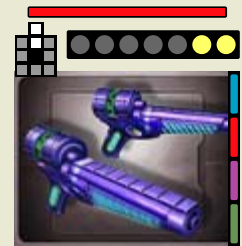
TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: TP Loss, Explosion



Yasminkov 3000R

Rarity: N2

Cost: 5

HP: 12

AP: +5

TP: +0

MV: —

Type: Gun

Targets: Single

Abilities: Rangers only, Aerial Assassin



C-Bringer's Rifle

Rarity: R1

Cost: 6

HP: 13

AP: +1

TP: +4

MV: —

Type: Gun

Targets: Single

Abilities: Hunters cannot equip, Tech OK,

Bonus AP Rise (2), Action Disruptor



LKI4 Combat

Rarity: N4

Cost: 3

HP: 6

AP: +2

TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Guards Demolisher, Paralysis (6)



HS25 Justice

Rarity: N3

Cost: 3

HP: 7

AP: +1

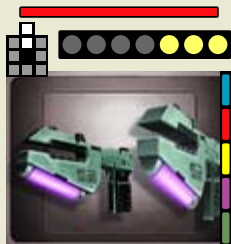
TP: +1

MV: —

Type: Gun

Targets: Multiple

Abilities: Tech OK, Freeze (5)



Yasminkov 9000M

Rarity: N3

Cost: 5

HP: 6

AP: +3

TP: +1

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers only, Sword Halfguard, Gun Halfguard, Cane Halfguard



Final Impact

Rarity: N2

Cost: 3

HP: 5

AP: +1

TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers only, Snatch (1/3)



Rocket Punch

Rarity: N2

Cost: 4

HP: 7

AP: +3

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Force characters cannot equip, Hand Disrupter, High-cost Slayer



Shot

Rarity: N4

Cost: 2

HP: 4

AP: +0

TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers only



Inferno Bazooka

Rarity: N2

Cost: 3

HP: 8

AP: +0

TP: +0

MV: —

Type: Gun

Targets: Single

Abilities: Attack AC unable, HP Halver, Limited Action



Twin Psychogun

Rarity: N3

Cost: 4

HP: 7

AP: +1

TP: +5

MV: —

Type: Gun

Targets: Multiple

Abilities: Force characters cannot equip, Not for Humanoids, Dark Slayer, TP Power (1/2)



Crush Bullet

Rarity: N3

Cost: 2

HP: 1

AP: +0

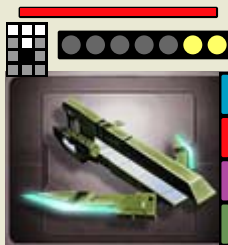
TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers only, Gun AP Count



Maser Beam

Rarity: R4

Cost: 3

HP: 6

AP: =4

TP: +0

MV: —

Type: Gun

Targets: Single

Abilities: Rangers only, Attack AC unable, Fixed Damage, Impact Halfguard



Red Mechgun

Rarity: R3

Cost: 4

HP: 7

AP: +0

TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Major Rampage, Frozen Death



Meteor Smash

Rarity: N3

Cost: 3

HP: 5

AP: +1

TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers only, Acid (5)



Power Maser

Rarity: N3

Cost: 4

HP: 9

AP: =6

TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers only, Attack AC unable, Fixed Damage



Flame Visit

Rarity: R3

Cost: 4

HP: 8

AP: +3

TP: +2

MV: —

Type: Gun

Targets: Single

Abilities: Rangers only, Tech OK, Enemy A/H Swap Perm.



Panzer Faust

Rarity: R4

Cost: 5

HP: 14

AP: +2

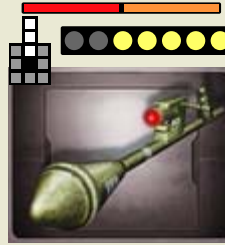
TP: +0

MV: —

Type: Gun

Targets: Single

Abilities: Rangers or humanoids only, Attack AC unable, Rampage, Big Swing



Guilty Light

Rarity: N3

Cost: 3

HP: 5

AP: +0

TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers only, Snatch (1/3), Freeze (6)



Burning Visit

Rarity: R2

Cost: 5

HP: 9

AP: +3

TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers only, Machine Slayer, High-cost Halfguard



Iron Faust

Rarity: R4

Cost: 6

HP: 19

AP: +6

TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers or humanoids only, Attack AC unable, Hand Disrupter, Gun Halfguard, Heavy Item



NUG2000-Bazooka

Rarity: R4

Cost: 5

HP: 12

AP: +2

TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers only, Attack AC unable, Card Back



Baranz Launcher

Rarity: N2

Cost: 5

HP: 8

AP: +4

TP: +1

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers only, Tech OK, Death Companion, Return



Spread Needle

Rarity: R1

Cost: 6

HP: 14

AP: +5

TP: +4

MV: —

Type: Gun

Targets: Multiple

Abilities: Rangers only, Tech OK, Aerial Assassin, Heavy Item



Cane Items

Cane

Rarity: N4

Cost: 1

HP: 3

AP: +0

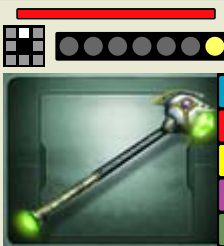
TP: +1

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK



Club of Zumiuran

Rarity: N3

Cost: 2

HP: 4

AP: +1

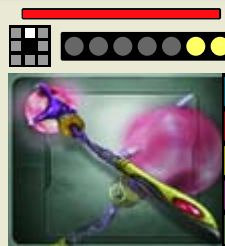
TP: +3

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, A. Beast Slayer



Club of Laconium

Rarity: R3

Cost: 2

HP: 4

AP: +0

TP: +2

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Ability Trap



Mace of Adaman

Rarity: N1

Cost: 2

HP: 4

AP: +0

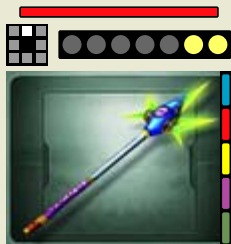
TP: +0

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Cane TP Count (1)



Branch of Paku Paku

Rarity: N2

Cost: 1

HP: 1

AP: +0

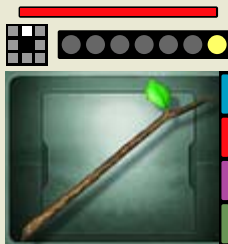
TP: +0

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Cane TP Count (1/2)



Battle Verge

Rarity: R2

Cost: 2

HP: 1

AP: +0

TP: +0

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Attack AC unable, HP Halver, Rampage, Limited Action



Sting Tip

Rarity: N3

Cost: 3

HP: 5

AP: +2

TP: +2

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Card Back



Rod

Rarity: N4

Cost: 2

HP: 4

AP: +1

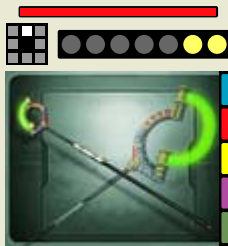
TP: +1

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, TP Power (1/3)



Plantain Leaf

Rarity: N4

Cost: 2

HP: 1

AP: +0

TP: +3

MV: —

Type: Cane

Targets: Single

Abilities: Not for Humanoids, AP Silence, TP Power (1/3)



Windmill

Rarity: R4

Cost: 4

HP: 9

AP: +0

TP: +4

MV: —

Type: Cane

Targets: Single

Abilities: Not for Humanoids, Tech OK, Enemy A/H Swap Perm.



Broom

Rarity: N3

Cost: 2

HP: 5

AP: +1

TP: +2

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Group (Broom)



Fatsia

Rarity: N4

Cost: 3

HP: 4

AP: +1

TP: +2

MV: —

Type: Cane

Targets: Single

Abilities: Not for Humanoids, Tech OK, TP Power (1/3), Immobile



Summit Moon

Rarity: R3

Cost: 4

HP: 8

AP: +1

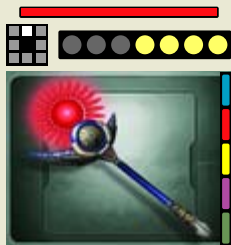
TP: +3

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, TP Assist



Rabbit Wand

Rarity: N4

Cost: 2

HP: 3

AP: +0

TP: +2

MV: —

Type: Cane

Targets: Single

Abilities: Female Force characters only, Tech OK, A/T Swap Perm., TP Power (1/3)



Alive Aqhu

Rarity: N3

Cost: 3

HP: 5

AP: +1

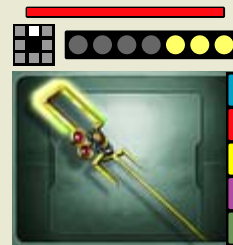
TP: +1

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Battle Recovery, TP Power (1/3)



Brave Hammer

Rarity: R2

Cost: 3

HP: 3

AP: +0

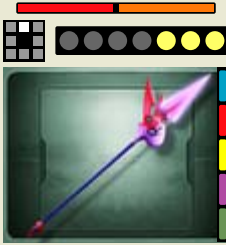
TP: +2

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, EXP Decoy, TP Power (1/3), Major Rampage



C-Sorcerer's Cane

Rarity: R2

Cost: 6

HP: 11

AP: +3

TP: +6

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, TP Power, Tech Halfguard, Battle Recovery



Storm Wand: Indra

Rarity: R4

Cost: 3

HP: 2

AP: +0

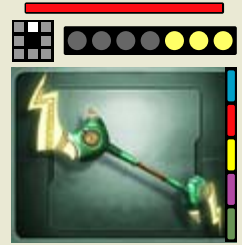
TP: +0

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Random TP (0), Cane Half-guard, Machine Halfguard



Hildebear's Cane

Rarity: N3

Cost: 3

HP: 5

AP: +0

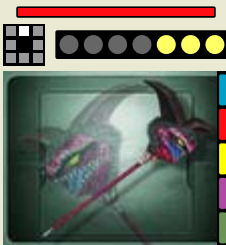
TP: +3

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Tech, TP Loss, TP Power (1/3)



Wand

Rarity: N4

Cost: 2

HP: 4

AP: +1

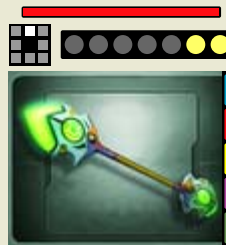
TP: +3

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Native Slayer



Plantain Fan

Rarity: R3

Cost: 4

HP: 5

AP: +0

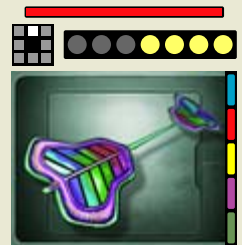
TP: +2

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Bonus TP Rise (1), EXP Decoy, Weak Spot (2)



Demonic Fork

Rarity: N4

Cost: 4

HP: 10

AP: +2

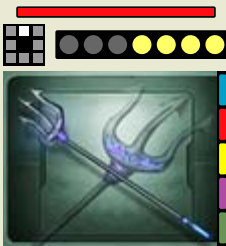
TP: +3

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Dark Halfguard



Fire Specter: Agni

Rarity: N2

Cost: 2

HP: 3

AP: +0

TP: +3

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Tech Halfguard



The Sigh of a God

Rarity: N3

Cost: 4

HP: 7

AP: +2

TP: +4

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Minor Halfguard



Caduceus

Rarity: N2

Cost: 5

HP: 9

AP: +3

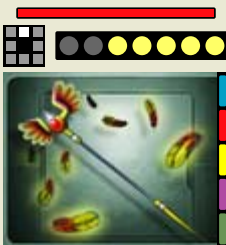
TP: +4

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, TP Power (1/3), Dark Slayer



Ice Staff Dagon

Rarity: N4

Cost: 3

HP: 6

AP: +1

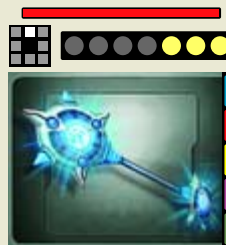
TP: +3

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Freeze (5)



Twinkle Star

Rarity: N4

Cost: 4

HP: 9

AP: +1

TP: +4

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, A/T Swap Perm.



Magical Piece

Rarity: R3

Cost: 5

HP: 10

AP: +3

TP: +?

MV: —

Type: Cane

Targets: Single

Abilities: Force characters only, Tech OK, Tech Halfguard, Random TP (0)



Mahu

Rarity: N4

Cost: 3

HP: 4

AP: +1

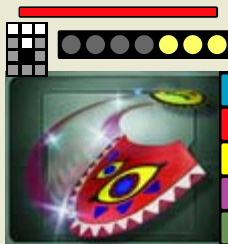
TP: +2

MV: —

Type: Cane

Targets: Multiple

Abilities: Force characters only, Tech OK, TP Growth (1)



Gal Wind

Rarity: N2

Cost: 5

HP: 10

AP: +3

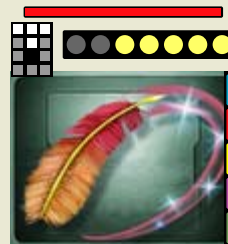
TP: +5

MV: —

Type: Cane

Targets: Multiple

Abilities: Force characters only, Tech OK, TP Power (1/3), Exhaust



Guard Items

Barrier

Rarity: N4

Cost: 1

HP: 3

AP: —

TP: —

MV: —

Type: Guard

Targets: —

Abilities: Protector



Divinity Barrier

Rarity: N3

Cost: 3

HP: 7

AP: —

TP: —

MV: —

Type: Guard

Targets: —

Abilities: Protector, Major Halfguard



Shield of Delsaber

Rarity: R3

Cost: 4

HP: 12

AP: —

TP: —

MV: —

Type: Guard

Targets: —

Abilities: Force characters cannot equip, Protector, Link: Inherit



Soul Barrier

Rarity: N4

Cost: 2

HP: 5

AP: —

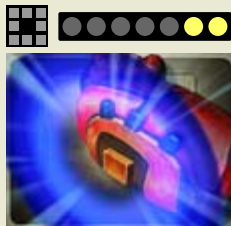
TP: —

MV: —

Type: Guard

Targets: —

Abilities: Protector, Tech Halfguard



Shifta Merga

Rarity: R3

Cost: 3

HP: 8

AP: +1

TP: —

MV: —

Type: Guard

Targets: —

Abilities: Protector, Ability Rise



Kasami Bracer

Rarity: N2

Cost: 4

HP: 13

AP: +1

TP: —

MV: —

Type: Guard

Targets: —

Abilities: Hunters only, Protector, Ability Boost



Shield

Rarity: N4

Cost: 2

HP: 6

AP: —

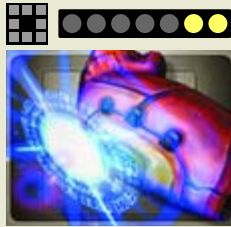
TP: —

MV: —

Type: Guard

Targets: —

Abilities: Force characters cannot equip, Protector



God's Shield Genbu

Rarity: N1

Cost: 4

HP: 13

AP: —

TP: —

MV: —

Type: Guard

Targets: —

Abilities: Protector, Action Disrupter



Custom Barrier V.00

Rarity: R3

Cost: 5

HP: 13

AP: —

TP: —

MV: —

Type: Guard

Targets: —

Abilities: Protector, Link: EXP Decoy, Low-cost Halfguard



DB's Shield

Rarity: N1

Cost: 5

HP: 17

AP: —

TP: —

MV: —

Type: Guard

Targets: —

Abilities: Protector, Link: Heal, Forces cannot equip



Flowen's Shield

Rarity: R1

Cost: 5

HP: 7

AP: —

TP: —

MV: —

Type: Guard

Targets: —

Abilities: Force characters cannot equip, Protector, Link: Return, Full Heal



Standstill Shield

Rarity: R2

Cost: 5

HP: 23

AP: —

TP: —

MV: —

Type: Guard

Targets: —

Abilities: Force characters cannot equip, Protector, Heavy Item, Reaction Slowdown



Mag Items

Mag

Rarity: N4

Cost: 1

HP: 2

AP: +1

TP: —

MV: —

Type: Mag

Targets: —

Abilities: Mag



Bhirava

Rarity: N2

Cost: 2

HP: 3

AP: —

TP: +1

MV: —

Type: Mag

Targets: —

Abilities: Native Halfguard, Mag



Pitri

Rarity: R3

Cost: 3

HP: 6

AP: +1

TP: —

MV: —

Type: Mag

Targets: —

Abilities: Return, Mag



Vayu

Rarity: N4

Cost: 1

HP: 2

AP: —

TP: +1

MV: —

Type: Mag

Targets: —

Abilities: Mag



Ravana

Rarity: N2

Cost: 2

HP: 1

AP: +1

TP: —

MV: —

Type: Mag

Targets: —

Abilities: TP Loss, Weak Hit Block, Mag



Churel

Rarity: R3

Cost: 3

HP: 5

AP: +1

TP: +1

MV: —

Type: Mag

Targets: —

Abilities: Machine Halfguard, Mag



Madhu

Rarity: N3

Cost: 2

HP: 3

AP: +1

TP: —

MV: —

Type: Mag

Targets: —

Abilities: Dark Halfguard, Mag



Soniti

Rarity: N4

Cost: 3

HP: 4

AP: +1

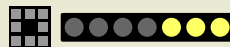
TP: +1

MV: —

Type: Mag

Targets: —

Abilities: A. Beast Halfguard, Mag



Preta

Rarity: R4

Cost: 3

HP: 6

AP: —

TP: +2

MV: —

Type: Mag

Targets: —

Abilities: Tech Halfguard, Mag



Sato

Rarity: R4

Cost: 3

HP: 2

AP: +1

TP: —

MV: —

Type: Mag

Targets: —

Abilities: HP Change, Mag



Kapu Kapu

Rarity: R1

Cost: 5

HP: 12

AP: +3

TP: +3

MV: —

Type: Mag

Targets: —

Abilities: Death Companion, Mag



Rukmin

Rarity: R2

Cost: 5

HP: 9

AP: +2

TP: +3

MV: —

Type: Mag

Targets: —

Abilities: Interest (3), Mag



Rati

Rarity: R1

Cost: 4

HP: 5

AP: —

TP: +2

MV: —

Type: Mag

Targets: —

Abilities: Aerial Status, Mag



Savitri

Rarity: N2

Cost: 5

HP: 10

AP: +4

TP: +1

MV: —

Type: Mag

Targets: —

Abilities: Action Disrupter, Mag



Bhima

Rarity: R4

Cost: 5

HP: 8

AP: +2

TP: +3

MV: —

Type: Mag

Targets: —

Abilities: EXP Decoy, Mag



Creatures

Creature cards are used exclusively by Arkz Story Characters. The four types of Creatures are presented in the following order in the game and in this section: Native, A. Beast, Machine, and Dark.

Native Creatures

Booma

Rarity: N4

Cost: 2

HP: 5

AP: 3

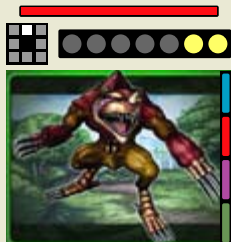
TP: 0

MV: 3

Type: Native

Targets: Single

Abilities: —



Gobooma

Rarity: R2

Cost: 3

HP: 6

AP: 2

TP: 3

MV: 3

Type: Native

Targets: Single

Abilities: Tech OK, Major Rampage



Gigobooma

Rarity: N3

Cost: 3

HP: 7

AP: 3

TP: 1

MV: 3

Type: Native

Targets: Single

Abilities: Tech OK, Group, Immobile



Savage Wolf

Rarity: N4

Cost: 2

HP: 6

AP: 2

TP: 0

MV: 3

Type: Native

Targets: Single

Abilities: Minor Slayer



AI Rappy

Rarity: N4

Cost: 2

HP: 3

AP: 1

TP: 3

MV: 3

Type: Native

Targets: Single

Abilities: Tech OK, Dash



Bartle

Rarity: N2

Cost: 2

HP: 4

AP: 3

TP: 0

MV: 2

Type: Native

Targets: Single

Abilities: Major Slayer



Barbarous Wolf

Rarity: N4

Cost: 3

HP: 8

AP: 1

TP: 0

MV: 2

Type: Native

Targets: Single

Abilities: Leader (Savage Wolves), Stall



Love Rappy

Rarity: R2

Cost: 4

HP: 1

AP: 5

TP: 1

MV: 3

Type: Native

Targets: Single

Abilities: Tech OK, EXP Decoy, Impact

Abilities: Halfguard, Ability Trap



Barble

Rarity: R3

Cost: 3

HP: 7

AP: 0

TP: 0

MV: 2

Type: Native

Targets: Single

Abilities: Guard Creature, Native AP Count,

Unfilial (3)



Gulgus

Rarity: R2

Cost: 3

HP: 5

AP: ?

TP: ?

MV: 3

Type: Native

Targets: Single

Abilities: Copy (1/2)



St. Rappy

Rarity: R4

Cost: 5

HP: 13

AP: 7

TP: 0

MV: 6

Type: Native

Targets: Single

Abilities: Inherit, Death Companion



Tollaw

Rarity: R3

Cost: 4

HP: 10

AP: 4

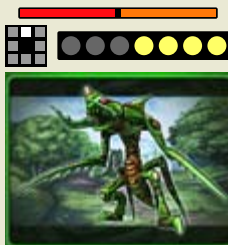
TP: 0

MV: 4

Type: Native

Targets: Single

Abilities: Attack AC unable, Heavy Pierce, Anti-Abnormality



Rag Rappy

Rarity: N4

Cost: 1

HP: 3

AP: 1

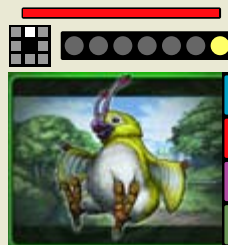
TP: 0

MV: 4

Type: Native

Targets: Single

Abilities: Flee



Mothmant

Rarity: N4

Cost: 1

HP: 3

AP: 1

TP: 0

MV: 3

Type: Native

Targets: Single

Abilities: Aerial



Monest

Rarity: R3

Cost: 2

HP: 8

AP: 0

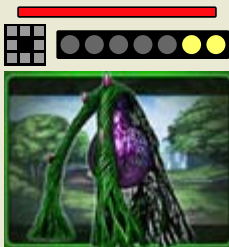
TP: 0

MV: 0

Type: Native

Targets: —

Abilities: Attack AC unable, Leader (Mothmant), Earth Bind



Gi Gue

Rarity: R1

Cost: 6

HP: 6

AP: 1

TP: 1

MV: 3

Type: Native

Targets: Multiple

Abilities: Tech OK, Equal Damager, Aerial, Guard Creature



Hildebear

Rarity: N4

Cost: 4

HP: 10

AP: 6

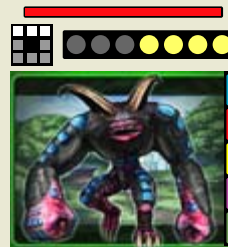
TP: 2

MV: 2

Type: Native

Targets: Multiple

Abilities: Tech OK, Guards Demolisher



Mothvert

Rarity: N4

Cost: 1

HP: 2

AP: 0

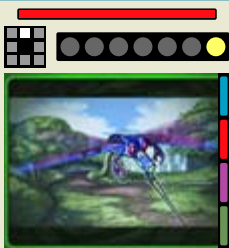
TP: 0

MV: 2

Type: Native

Targets: Single

Abilities: Aerial, Group



UI Gibbon

Rarity: R2

Cost: 4

HP: 10

AP: 2

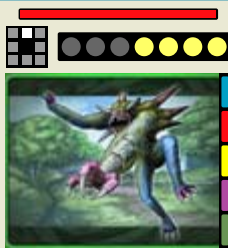
TP: 5

MV: 3

Type: Native

Targets: Single

Abilities: Tech OK, Ally Bonus (1/2)



Hildeblue

Rarity: R3

Cost: 5

HP: 12

AP: 3

TP: 3

MV: 3

Type: Native

Targets: Multiple

Abilities: Tech OK, Bonus AP Rise (2), Freeze (6)



Mothvist

Rarity: N3

Cost: 3

HP: 11

AP: 0

TP: 0

MV: 0

Type: Native

Targets: —

Abilities: Attack AC unable, Summon (Morthvert), AP Assist, Haste



Zol Gibbon

Rarity: N2

Cost: 5

HP: 14

AP: 0

TP: 6

MV: 4

Type: Native

Targets: Single

Abilities: Tech OK, Native AP Count, Minor Death, Freeze (6)



Gibbles

Rarity: R2

Cost: 7

HP: 20

AP: 10

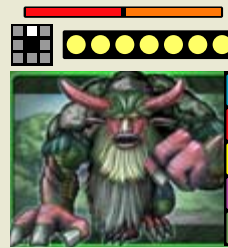
TP: 5

MV: 5

Type: Native

Targets: Single

Abilities: Tech OK, Heavy Rampage, Exhaust, Carnage Inclined



A. Beast Creatures

Evil Shark

Rarity: N4

Cost: 2

HP: 3

AP: 3

TP: 3

MV: 3

Type: A. Beast

Targets: Single

Abilities: Tech OK



Pal Shark

Rarity: N2

Cost: 2

HP: 5

AP: 1

TP: 0

MV: 2

Type: A. Beast

Targets: Single

Abilities: Revenge (1/2), Aerial Assassin



Guil Shark

Rarity: N1

Cost: 3

HP: 6

AP: 5

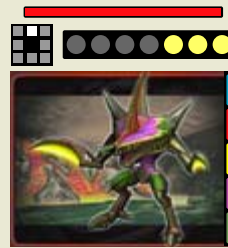
TP: 2

MV: 3

Type: A. Beast

Targets: Single

Abilities: Tech OK, Group, Weak Spot (2)



Vulmer

Rarity: N4

Cost: 3

HP: 7

AP: 4

TP: 0

MV: 2

Type: A. Beast

Targets: Single

Abilities: Guards Demolisher, EXP Bonus (2)



Hidoom

Rarity: R4

Cost: 1

HP: 2

AP: 0

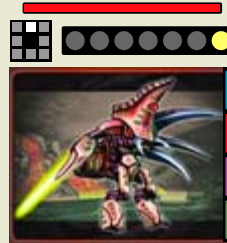
TP: 0

MV: 2

Type: A. Beast

Targets: Single

Abilities: Combo (1:Migium)



Pouilly Slime

Rarity: N1

Cost: 4

HP: 9

AP: 4

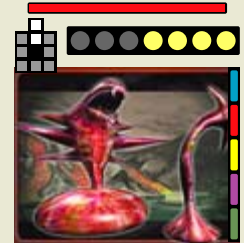
TP: 4

MV: 2

Type: A. Beast

Targets: Single

Abilities: Tech OK, Free Maneuver, Breed, Haste



Govulmer

Rarity: N2

Cost: 3

HP: 5

AP: 2

TP: 0

MV: 2

Type: A. Beast

Targets: Single

Abilities: AP Silence 0, Stall



Migium

Rarity: N3

Cost: 1

HP: 2

AP: 0

TP: 0

MV: 2

Type: A. Beast

Targets: Single

Abilities: Tech OK, Combo (1:Hidoom)



Grass Assassin

Rarity: R3

Cost: 5

HP: 14

AP: 1

TP: 0

MV: 3

Type: A. Beast

Targets: Single

Abilities: Tech OK, Snatch (1/2), Aerial Assassin, Ally Bonus (1)



Poison Lily

Rarity: N4

Cost: 1

HP: 2

AP: 1

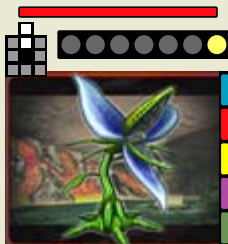
TP: 1

MV: 0

Type: A. Beast

Targets: Single

Abilities: Tech OK, Paralysis (6)



Pan Arms

Rarity: N2

Cost: 4

HP: 6

AP: 1

TP: 0

MV: 1

Type: A. Beast

Targets: Single

Abilities: Weak Hit Block, Guard Creature, Unfilial (2)



Crimson Assassin

Rarity: R1

Cost: 6

HP: 16

AP: 3

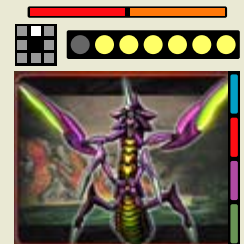
TP: 5

MV: 3

Type: A. Beast

Targets: Single

Abilities: Pierce, Cane Halfguard, Freeze (6)



Ob Lily

Rarity: N1

Cost: 2

HP: 3

AP: 0

TP: 2

MV: 0

Type: A. Beast

Targets: Single

Abilities: Tech OK, Minor Death



Pofully Slime

Rarity: N2

Cost: 2

HP: 5

AP: ?

TP: ?

MV: 2

Type: A. Beast

Targets: Single

Abilities: Tech OK, Free Maneuver, Breed, Copy (1)



Nano Dragon

Rarity: R4

Cost: 5

HP: 18

AP: 4

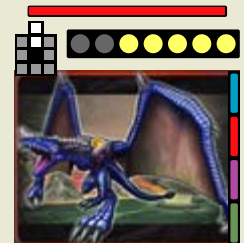
TP: 0

MV: 3

Type: A. Beast

Targets: Single

Abilities: AP Growth (1), Aerial





Merillia

Rarity: N4

Cost: 2

HP: 4

AP: 2

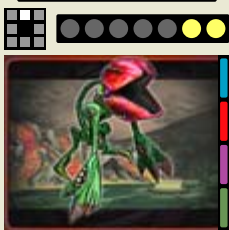
TP: 0

MV: 2

Type: A. Beast

Targets: Single

Abilities: HP Change, Paralysis (6)



Meriltas

Rarity: N3

Cost: 3

HP: 7

AP: 0

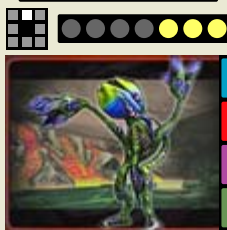
TP: 4

MV: 3

Type: A. Beast

Targets: Single

Abilities: A. Beast AP Count, Acid (5)



Machine Creatures

Dubchic

Rarity: N2

Cost: 2

HP: 3

AP: 0

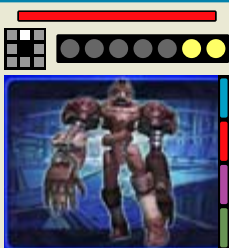
TP: 0

MV: 1

Type: Machine

Targets: Single

Abilities: Full Heal, Machine AP Count (1/2)



Canadine

Rarity: N3

Cost: 1

HP: 1

AP: 1

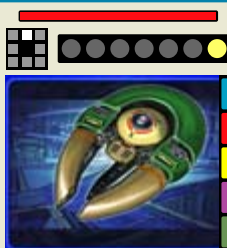
TP: 0

MV: 2

Type: Machine

Targets: Single

Abilities: Tech OK, EXP Bonus (2), Aerial



Canune

Rarity: N3

Cost: 4

HP: 10

AP: 0

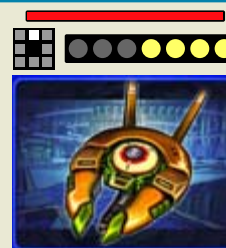
TP: 5

MV: 3

Type: Machine

Targets: Single

Abilities: Dash, Machine AP Count (1), Aerial



Gillich

Rarity: N2

Cost: 3

HP: 7

AP: 3

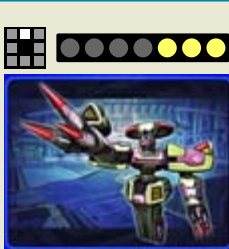
TP: 0

MV: 2

Type: Machine

Targets: Single

Abilities: Attack AC unable, Limited Action, High-cost Slayer



Canane

Rarity: N2

Cost: 3

HP: 6

AP: 2

TP: 4

MV: 2

Type: Machine

Targets: Single

Abilities: Tech OK, Aerial Assassin, Leader (Canadines), Aerial



Recon

Rarity: N4

Cost: 1

HP: 1

AP: 1

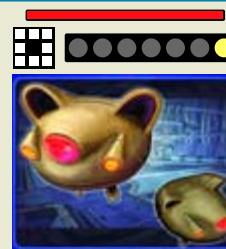
TP: 0

MV: 2

Type: Machine

Targets: Multiple

Abilities: Attack AC unable, Aerial



Dubchich

Rarity: R1

Cost: 3

HP: 5

AP: 1

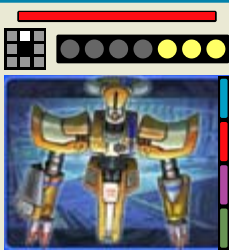
TP: 0

MV: 3

Type: Machine

Targets: Single

Abilities: Full Heal, Guard Creature, Unfilial (3)



Canabin

Rarity: N3

Cost: 2

HP: 4

AP: 1

TP: 0

MV: 2

Type: Machine

Targets: Single

Abilities: Death Companion, Aerial



Recobox

Rarity: N3

Cost: 3

HP: 11

AP: 0

TP: 0

MV: 0

Type: Machine

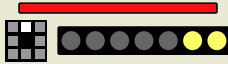
Targets: —

Abilities: Attack AC unable, Summon (Recon), Leader (Recon), Earth Bind



Sinow Beat

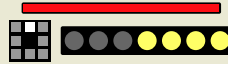
Rarity: N1
 Cost: 2
 HP: 2
 AP: 1
 TP: 0
 MV: 2



Type: Machine
 Targets: Single
 Abilities: Attack AC unable, Double Strike, Clone

Sinow Berill

Rarity: R3
 Cost: 4
 HP: 8
 AP: 3
 TP: 5
 MV: 9



Type: Machine
 Targets: Single
 Abilities: Tech OK, Guard Creature, Unfilial (1), Warp

Sinow Zele

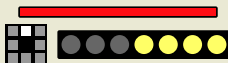
Rarity: R2
 Cost: 6
 HP: 15
 AP: 2
 TP: 4
 MV: 9



Type: Machine
 Targets: Single
 Abilities: Tech OK, Action x2, Warp, Haste

Sinow Blue

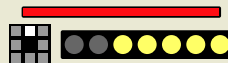
Rarity: R4
 Cost: 4
 HP: 8
 AP: 3
 TP: 0
 MV: 4



Type: Machine
 Targets: Single
 Abilities: Attack AC unable, Double Strike, Inherit, Sword Halfguard

Sinow Spigell

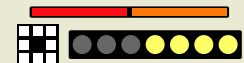
Rarity: R4
 Cost: 5
 HP: 11
 AP: 5
 TP: 3
 MV: 9



Type: Machine
 Targets: Single
 Abilities: Tech OK, AP Silence 0, HP Assist, Warp

Garanz

Rarity: R3
 Cost: 4
 HP: 8
 AP: 0
 TP: 0
 MV: 2



Type: Machine
 Targets: Multiple
 Abilities: Attack AC unable, Focus, Ripple, Pierce

Sinow Red

Rarity: N2
 Cost: 5
 HP: 11
 AP: 7
 TP: 3
 MV: 5



Type: Machine
 Targets: Single
 Abilities: Tech OK, Sword Demolisher, AP Assist, Battle Recovery

Sinow Zoa

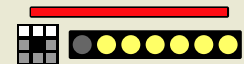
Rarity: R3
 Cost: 5
 HP: 12
 AP: 2
 TP: 0
 MV: 9



Type: Machine
 Targets: Single
 Abilities: Attack AC unable, Rampage, Warp, Double Strike

Baranz

Rarity: R4
 Cost: 6
 HP: 11
 AP: 0
 TP: 0
 MV: 3

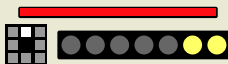


Type: Machine
 Targets: Multiple
 Abilities: Guard Creature, Guard Demolisher, Focus

Dark Creatures

Dimenian

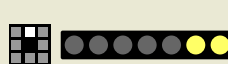
Rarity: N3
 Cost: 2
 HP: 4
 AP: 2
 TP: 2
 MV: 3



Type: Dark
 Targets: Single
 Abilities: Tech OK, Group

La Dimenian

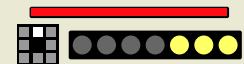
Rarity: N3
 Cost: 2
 HP: 4
 AP: 0
 TP: 0
 MV: 4



Type: Dark
 Targets: Single
 Abilities: Attack AC unable, HP Halver, Limited Action

So Dimenian

Rarity: N1
 Cost: 3
 HP: 7
 AP: 1
 TP: 3
 MV: 3



Type: Dark
 Targets: Single
 Abilities: Tech OK, Gun Demolisher, Enemy Bonus

Arlan

Rarity: N3

Cost: 3

HP: 7

AP: 1

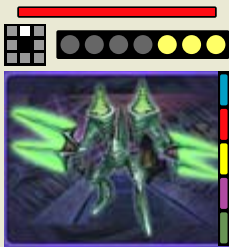
TP: 5

MV: 3

Type: Dark

Targets: Single

Abilities: Tech OK, A/T Swap Perm., Paralysis (6)



Bulk

Rarity: R4

Cost: 1

HP: 2

AP: 0

TP: 0

MV: 2

Type: Dark

Targets: Single

Abilities: Tech OK, Suicide (30%), Unfilial (1)



Dark Belra

Rarity: R2

Cost: 5

HP: 17

AP: 10

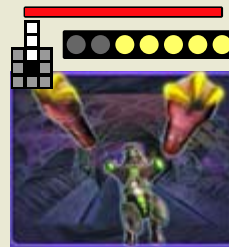
TP: 0

MV: 2

Type: Dark

Targets: Multiple

Abilities: Attack AC unable, Heavy Steps, Guards Demolisher, Big Swing



Merlan

Rarity: N3

Cost: 4

HP: 8

AP: 4

TP: 2

MV: 3

Type: Dark

Targets: Single

Abilities: Tech OK, High-cost Slayer, SC Slayer (2), Hand Disrupter



Bulclaw

Rarity: R1

Cost: 3

HP: 8

AP: 2

TP: 4

MV: 1

Type: Dark

Targets: Single

Abilities: Attack AC unable, Major Pierce



Indi Belra

Rarity: R4

Cost: 6

HP: 20

AP: 10

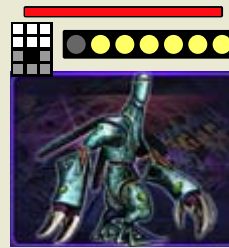
TP: 0

MV: 2

Type: Dark

Targets: Multiple

Abilities: Attack AC unable, Heavy Steps, Snatch, Aerial Assassin



Del-D

Rarity: N1

Cost: 4

HP: 6

AP: 0

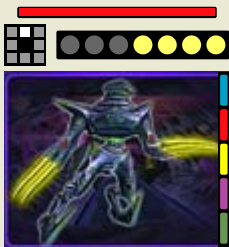
TP: 0

MV: 3

Type: Dark

Targets: Single

Abilities: Tech OK, Random AP (-1), Random TP (0)



Dark Gunner

Rarity: N2

Cost: 2

HP: 2

AP: 0

TP: 0

MV: 2

Type: Dark

Targets: Single

Abilities: ATK Dice Boost, Steady Damage (2)



Chaos Sorcerer

Rarity: R1

Cost: 5

HP: 13

AP: 2

TP: 6

MV: 9

Type: Dark

Targets: Single

Abilities: Tech OK, TP Growth (1), Tech, Warp



Claw

Rarity: N4

Cost: 1

HP: 1

AP: 2

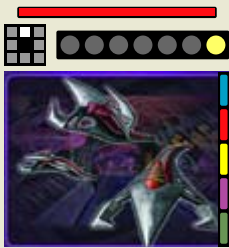
TP: 0

MV: 2

Type: Dark

Targets: Single

Abilities: Tech OK, Aerial Assassin, Aerial, Weak Spot (2)



Death Gunner

Rarity: N1

Cost: 3

HP: 5

AP: 2

TP: 0

MV: 3

Type: Dark

Targets: Single

Abilities: Leader (Dark Gunner), Stall



Gran Sorcerer

Rarity: R2

Cost: 6

HP: 15

AP: 2

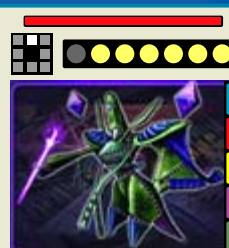
TP: 8

MV: 9

Type: Dark

Targets: Single

Abilities: Tech OK, Full TP Assist, Tech, Warp



Deldepth

Rarity: N1

Cost: 4

HP: 6

AP: 1

TP: 6

MV: 3

Type: Dark

Targets: Multiple

Abilities: Tech OK, Ability Trap, Freeze (3), Frozen Death



Morfos

Rarity: N3

Cost: 5

HP: 5

AP: 2

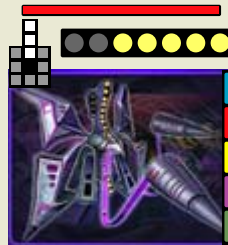
TP: 3

MV: 1

Type: Dark

Targets: Single

Abilities: Tech OK, Major Halfguard, Weak Hit Block, Haste



II Gil

Rarity: N2

Cost: 5

HP: 11

AP: 9

TP: 5

MV: 4

Type: Dark

Targets: Multiple

Abilities: Tech OK, Artifice, Weak Spot (3), Immobile (6)



Action Cards

Action cards, which all Story Characters can use, can fulfill a variety of fantastic functions. There are several types of Action cards: Attack, Technique Attack, Special Attack, and Defense.

Note the colors of the vertical bars along the left and right sides of Action cards and the colors of the horizontal bars on their tops. You can see them in the image that accompanies each card entry in this section.

The vertical bar shows you what other cards can be combined with the action card for an attack combo; only cards that share a color can be combined during an attack.

The horizontal bar at the top of a card tells you what cards can defend against an opposing Attack card. Defense cards can defend against an incoming Attack card only if the two cards share colors on their top horizontal bars. For example, each Tech Attack card has a yellow horizontal bar up top, so only those Defense cards that also have a yellow stripe up top can resist them.

Attack Action Cards

Attack

Rarity: N4

Cost: 1

HP: —

AP: +1

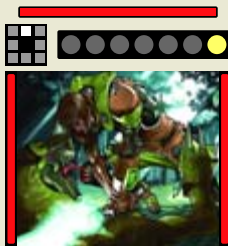
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: —



Slash

Rarity: N4

Cost: 2

HP: —

AP: +2

TP: —

MV: —

Type: Attack

Targets: Multiple

Abilities: —



Long Arm

Rarity: N4

Cost: 1

HP: —

AP: +0

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: —



Heavy Attack

Rarity: R3

Cost: 3

HP: —

AP: +5

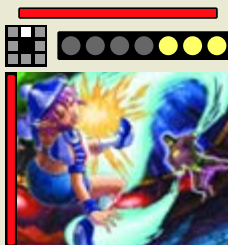
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: —



Heavy Slash

Rarity: R2

Cost: 3

HP: —

AP: +4

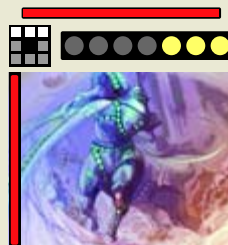
TP: —

MV: —

Type: Attack

Targets: Multiple

Abilities: —



Snipe

Rarity: N3

Cost: 2

HP: —

AP: +0

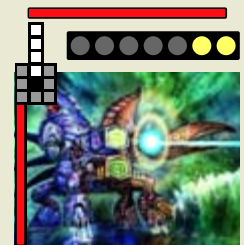
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: —



Round Slay

Rarity: N1

Cost: 3

HP: —

AP: +2

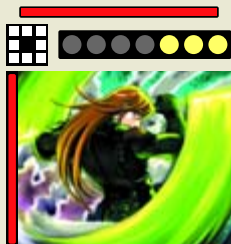
TP: —

MV: —

Type: Attack

Targets: Multiple

Abilities: —



Assault

Rarity: N4

Cost: 2

HP: —

AP: +?

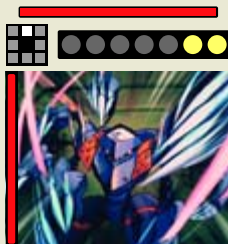
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Assault



Mighty Knuckle

Rarity: N1

Cost: —

HP: —

AP: +?

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Full Force, Weak Spot (3)



Chaotic Attack

Rarity: N4

Cost: 2

HP: —

AP: +2

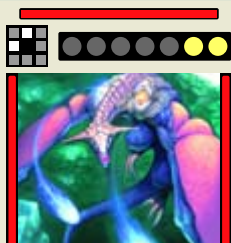
TP: —

MV: —

Type: Attack

Targets: Multiple

Abilities: —



Damaged Blow

Rarity: R1

Cost: 4

HP: —

AP: +?

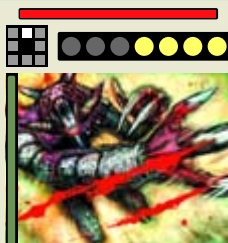
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: SC cannot use, Focus



Attack 6

Rarity: N2

Cost: 2

HP: —

AP: =6

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Fixed Damage



Stab

Rarity: N2

Cost: 2

HP: —

AP: +2

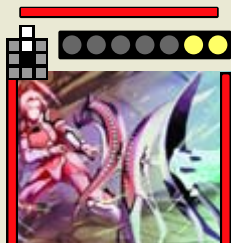
TP: —

MV: —

Type: Attack

Targets: Multiple

Abilities: —



Split Boost

Rarity: N2

Cost: 2

HP: —

AP: +?

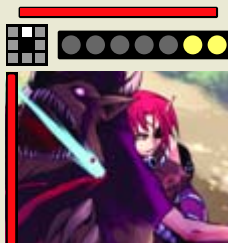
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Random AP (0)



Kamikaze Attack

Rarity: N2

Cost: 3

HP: —

AP: +?

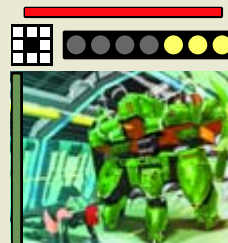
TP: —

MV: —

Type: Attack

Targets: Multiple

Abilities: SC cannot use, HP Power



Cross Slay

Rarity: N4

Cost: 2

HP: —

AP: +1

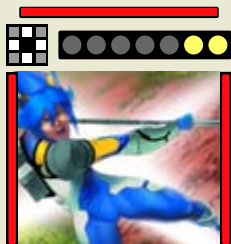
TP: —

MV: —

Type: Attack

Targets: Multiple

Abilities: —



Ghost Blast

Rarity: N1

Cost: 2

HP: —

AP: +?

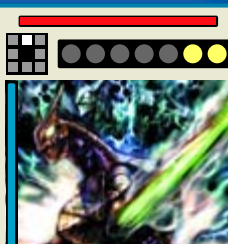
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Ghost Attack



Berserk

Rarity: N1

Cost: 2

HP: —

AP: +4

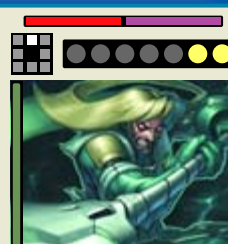
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: SC cannot use, Berserk, Weak Spot (3)



Madness

Rarity: N3

Cost: 2

HP: —

AP: =2

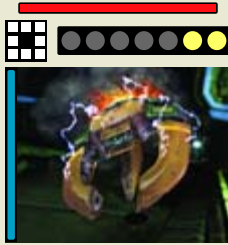
TP: —

MV: —

Type: Attack

Targets: Multiple

Abilities: Ripple, Rampage



FL Attack

Rarity: N3

Cost: 2

HP: —

AP: +1

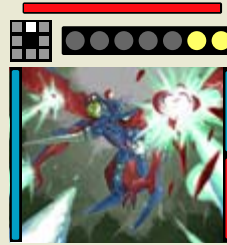
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Aerial Assassin, Aerial Attack



DK Attack

Rarity: N3

Cost: 2

HP: —

AP: +0

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Dark Slayer, Dark Attack



Half Attack

Rarity: N3

Cost: 1

HP: —

AP: =?

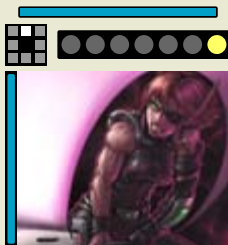
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: SC Block, HP Halver



NA Attack

Rarity: N4

Cost: 2

HP: —

AP: +0

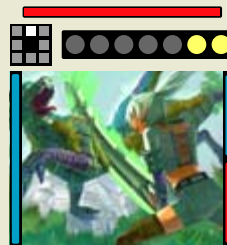
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Native Slayer, Native Attack



SW Attack

Rarity: N4

Cost: 2

HP: —

AP: +0

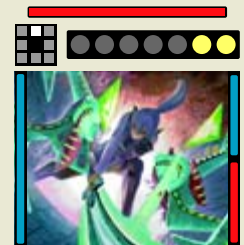
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Sword Demolisher, Sword Attack



Unit Blow

Rarity: N3

Cost: 2

HP: —

AP: +?

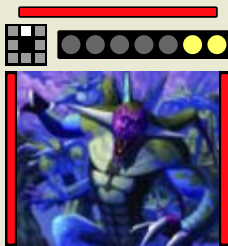
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Focused Assault



AB Attack

Rarity: N2

Cost: 2

HP: —

AP: +0

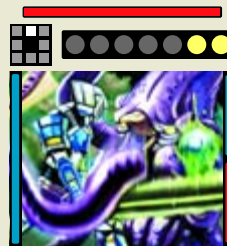
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: A. Beast Slayer, A. Beast Attack



GN Attack

Rarity: N3

Cost: 2

HP: —

AP: +0

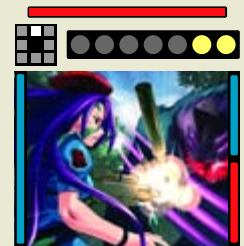
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Gun Demolisher, Gun Attack



Combo

Rarity: R3

Cost: 2

HP: —

AP: +?

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Focused Assault 2



MC Attack

Rarity: N3

Cost: 2

HP: —

AP: +0

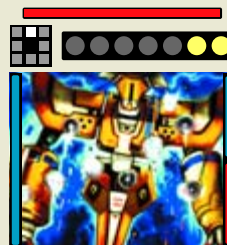
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Machine Slayer, Machine Attack



CN Attack

Rarity: N2

Cost: 2

HP: —

AP: +0

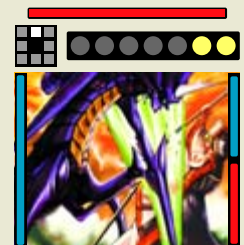
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Cane Demolisher, Cane Attack



SH Attack

Rarity: N3

Cost: 2

HP: —

AP: +2

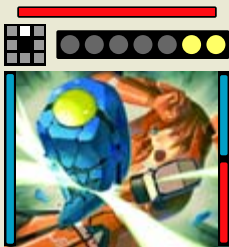
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Guards Demolisher



Bind

Rarity: N4

Cost: 2

HP: —

AP: +0

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Paralysis (3)



Hand Break

Rarity: R2

Cost: 3

HP: —

AP: +0

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Hand Disrupter, Carnage

Uninclined



Punch

Rarity: R1

Cost: 3

HP: —

AP: +0

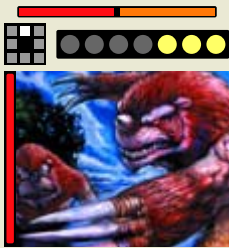
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Major Rampage



Acid

Rarity: N3

Cost: 1

HP: —

AP: +0

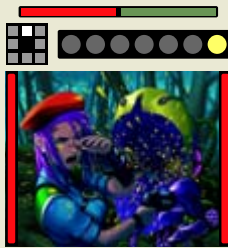
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: SC Block, Acid (3)



Drop

Rarity: R4

Cost: 2

HP: —

AP: +0

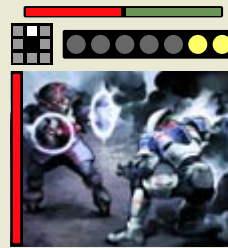
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: SC Block, Drop (3)



Right Heavy Punch

Rarity: R1

Cost: 5

HP: —

AP: +1

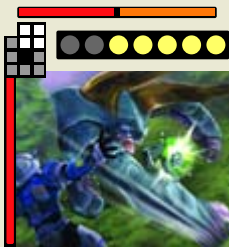
TP: —

MV: —

Type: Attack

Targets: Multiple

Abilities: Rampage



Heavy Blow

Rarity: N2

Cost: 2

HP: —

AP: +1

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: AP Silence



Shock Blow

Rarity: N3

Cost: 2

HP: —

AP: +1

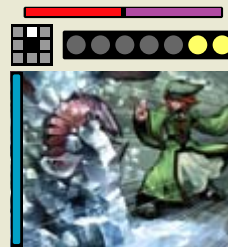
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: SC Block, Frozen Death



Thread

Rarity: N1

Cost: 3

HP: —

AP: =0

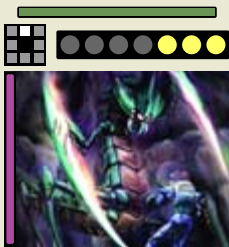
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Zero Damage, Immobile/Hold



Knock Out

Rarity: N1

Cost: 3

HP: —

AP: +0

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Hold



Bind Kill

Rarity: N4

Cost: 2

HP: —

AP: +1

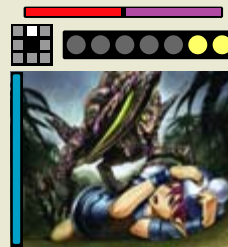
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: SC Block, Paralyzed Death



Duel Strike

Rarity: R1

Cost: 3

HP: —

AP: =0

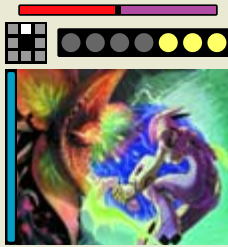
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: SC Block, Zero Damage, Mutual Death



Lock on 1

Rarity: N1

Cost: 2

HP: —

AP: +0

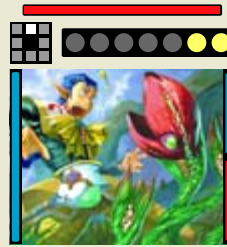
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: DEF Cost 1 Disable



TP Attack

Rarity: N4

Cost: 1

HP: —

AP: +0

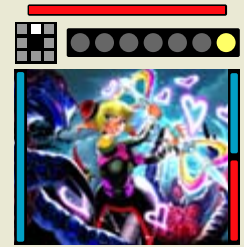
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: A/T Swap



Charge

Rarity: R4

Cost: 3

HP: —

AP: +0

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Connect Only, No chain connecting, Action x2



Lock on 2

Rarity: R2

Cost: 2

HP: —

AP: +0

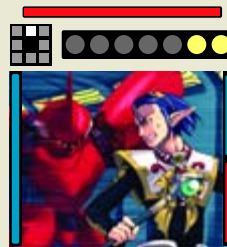
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: DEF Cost 2 Disable



HP Attack

Rarity: N1

Cost: 2

HP: —

AP: +0

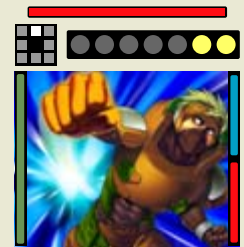
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: SC cannot use, A/H Swap



Critical

Rarity: R4

Cost: 3

HP: —

AP: +?

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Double or Nothing



Lock on 3

Rarity: N3

Cost: 2

HP: —

AP: +0

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: DEF Cost 3 Disable



Change Attack

Rarity: N3

Cost: 3

HP: —

AP: =0

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Zero Damage, SC Block, Enemy A/H Swap Perm.



Concentration

Rarity: N1

Cost: 2

HP: —

AP: —

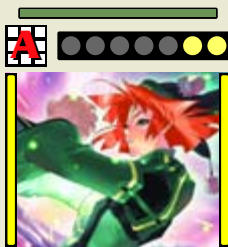
TP: +0

MV: —

Type: Attack

Targets: Single

Abilities: Connect Only, No chain connecting, Tech x2



First Attack

Rarity: N4

Cost: 3

HP: —

AP: +2

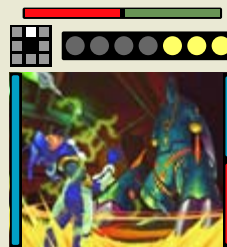
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Ability Trap



Drain

Rarity: R4

Cost: 5

HP: —

AP: +0

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Drain



Rage

Rarity: R4

Cost: 2

HP: —

AP: +0

TP: —

MV: —

Type: Attack

Targets: Single

Abilities: SC cannot use, AP Growth (1)



Technique

Rarity: N2

Cost: 1

HP: —

AP: —

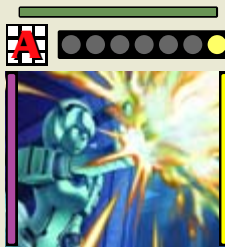
TP: +1

MV: —

Type: Attack

Targets: Single

Abilities: Connect only, No chain connecting, Tech Enable



Snatch

Rarity: N2

Cost: 3

HP: —

AP: +0

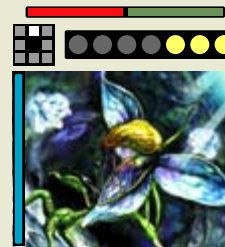
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Snatch



Acceleration

Rarity: N1

Cost: 4

HP: —

AP: =1

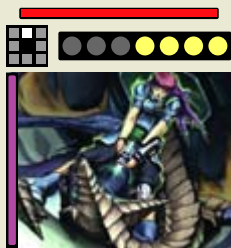
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: SC cannot use, Fixed Damage, Carnage Speedup



Double Attack

Rarity: R2

Cost: 5

HP: —

AP: +0

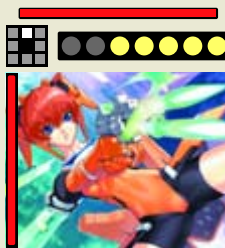
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Double Strike



Technique Action Cards

Foie

Rarity: N4

Cost: 2

HP: —

AP: —

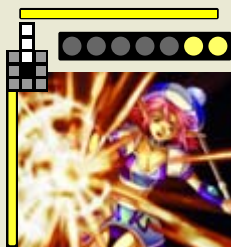
TP: +2

MV: —

Type: Tech

Targets: Single

Abilities: —



Rafoie

Rarity: R3

Cost: 4

HP: —

AP: —

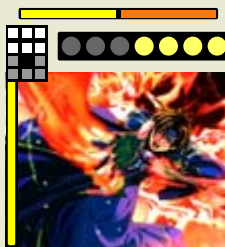
TP: +3

MV: —

Type: Tech

Targets: Multiple

Abilities: Major Pierce, Weak Spot (4)



Gifoie

Rarity: N1

Cost: 3

HP: —

AP: —

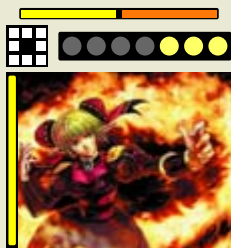
TP: +2

MV: —

Type: Tech

Targets: Multiple

Abilities: Heavy Pierce, Weak Spot (4)



Barta

Rarity: N4

Cost: 2

HP: —

AP: —

TP: +2

MV: —

Type: Tech

Targets: Multiple

Abilities: —



Gibarta

Rarity: R1

Cost: 3

HP: —

AP: —

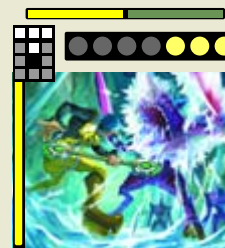
TP: +2

MV: —

Type: Tech

Targets: Multiple

Abilities: Freeze (4)



Rabarta

Rarity: N1

Cost: 4

HP: —

AP: —

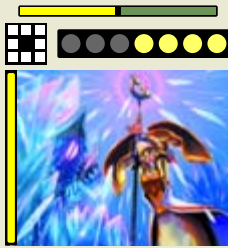
TP: +3

MV: —

Type: Tech

Targets: Multiple

Abilities: Freeze (3)



Razonde

Rarity: R4

Cost: 4

HP: —

AP: —

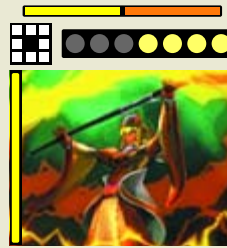
TP: +1

MV: —

Type: Tech

Targets: Multiple

Abilities: Major Rampage



Megid

Rarity: R1

Cost: 5

HP: —

AP: —

TP: —

MV: —

Type: Tech

Targets: Multiple

Abilities: SC Block, SC only, Instant Death, Heavy Rampage



Zonde

Rarity: N4

Cost: 2

HP: —

AP: —

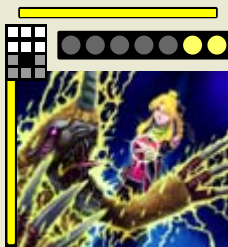
TP: +2

MV: —

Type: Tech

Targets: Single

Abilities: —



Resta

Rarity: R3

Cost: 3

HP: —

AP: —

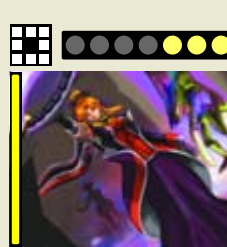
TP: +0

MV: —

Type: Tech

Targets: Multiple

Abilities: SC only, Ally Recovery



Shifta

Rarity: R1

Cost: 2

HP: —

AP: +1

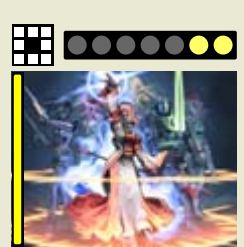
TP: —

MV: —

Type: Tech

Targets: Multiple

Abilities: SC only, AP Rise



Gizonde

Rarity: R3

Cost: 4

HP: —

AP: —

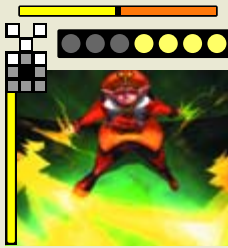
TP: +2

MV: —

Type: Tech

Targets: Multiple

Abilities: Heavy Rampage



Anti

Rarity: R2

Cost: 1

HP: —

AP: —

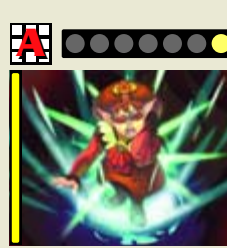
TP: —

MV: —

Type: Tech

Targets: Multiple

Abilities: Remedy



Special Attack Action Cards

Earthquake

Rarity: R3

Cost: 4

HP: —

AP: =3

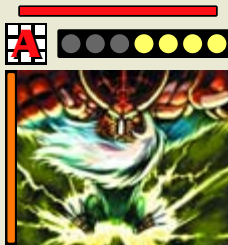
TP: —

MV: —

Type: Special Attack

Targets: All

Abilities: SC only, Quake



Explosion

Rarity: R2

Cost: 5

HP: —

AP: =?

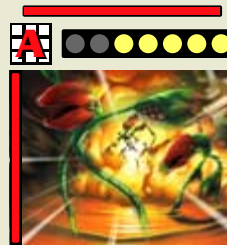
TP: —

MV: —

Type: Special Attack

Targets: All

Abilities: SC Block, Focused Assault





Virus

Rarity: N2

Cost: 3

HP: —

AP: =4

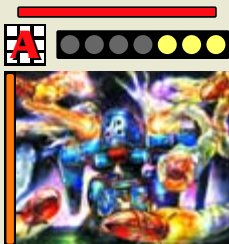
TP: —

MV: —

Type: Special Attack

Targets: All

Abilities: SC only, SC Block, Low-cost Damager



Punishment

Rarity: R2

Cost: 3

HP: —

AP: =7

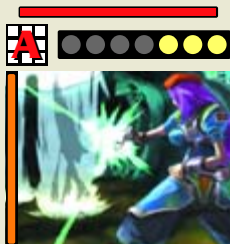
TP: —

MV: —

Type: Special Attack

Targets: All

Abilities: SC only, SC Block, High-cost Damager



Defense Action Cards

Dodge

Rarity: N4

Cost: 1

HP: +2

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Abilities: —



Patience

Rarity: R4

Cost: 3

HP: +6

AP: —

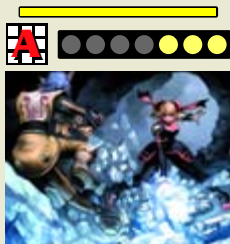
TP: —

MV: —

Type: Defense

Targets: —

Abilities: —



Defender

Rarity: N1

Cost: 1

HP: +3

AP: —

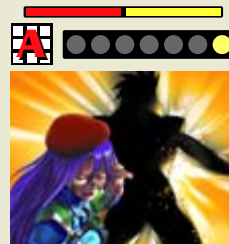
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Can't use on self, Decoy



Guard

Rarity: N4

Cost: 2

HP: +4

AP: —

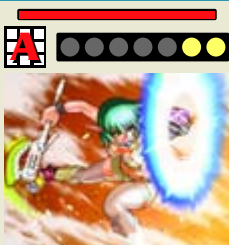
TP: —

MV: —

Type: Defense

Targets: —

Abilities: —



Resist

Rarity: R3

Cost: 4

HP: +10

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK



Reduction

Rarity: N4

Cost: 2

HP: +?

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Contact Halfguard



Wall

Rarity: N4

Cost: 2

HP: +3

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK



Protection

Rarity: N4

Cost: 2

HP: +5

AP: —

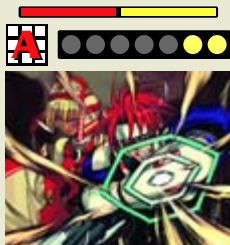
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Can't use on self



Survival

Rarity: N3

Cost: 2

HP: +0

AP: —

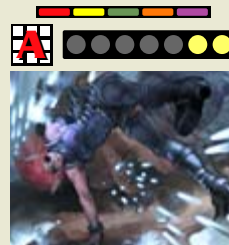
TP: —

MV: —

Type: Defense

Targets: —

Abilities: SC cannot use, Survival



Solid

Rarity: R3

Cost: 1

HP: +0

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Weak Hit Block



Aegis Guard

Rarity: N2

Cost: 2

HP: +99

AP: —

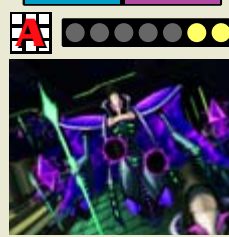
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Special Attack Block



Counter

Rarity: R2

Cost: 4

HP: +0

AP: —

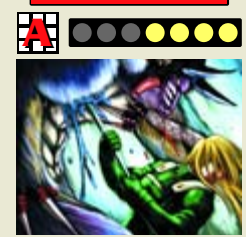
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Counter



Avert

Rarity: R1

Cost: 2

HP: +?

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Abilities: SC Block, Low-cost Guard



Duel Guard

Rarity: R2

Cost: 2

HP: +0

AP: —

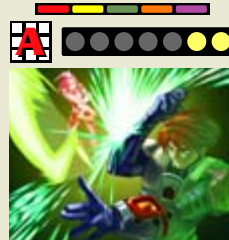
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Same AP Block



SP Counter

Rarity: R4

Cost: 3

HP: +0

AP: —

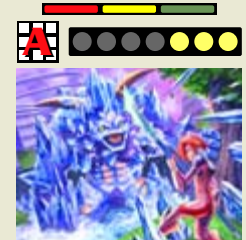
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Special Reflect



Half Defense

Rarity: R4

Cost: 2

HP: +?

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Abilities: SC cannot use, HP/2 Defense



Seal

Rarity: R3

Cost: 1

HP: +1

AP: —

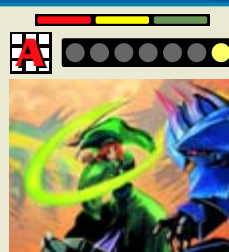
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Ability Trap



Together

Rarity: R3

Cost: 2

HP: +0

AP: —

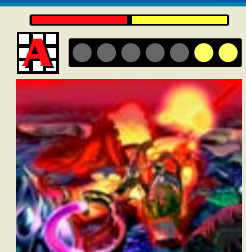
TP: —

MV: —

Type: Defense

Targets: —

Abilities: SC Block, SC cannot use, Death Companion



Cancel

Rarity: N2

Cost: 2

HP: +99

AP: —

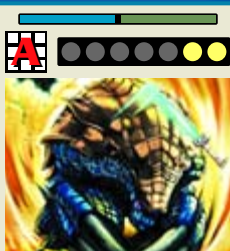
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Special Attack Block



Companion

Rarity: N1

Cost: 3

HP: +0

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Abilities: Equal Damager



NA Guard

Rarity: N3

Cost: 3

HP: +0

AP: —

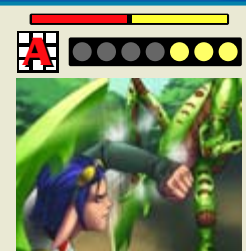
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Native Shield



AB Guard

Rarity: N2

Cost: 3

HP: +0

AP: —

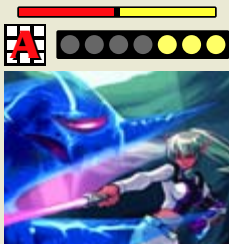
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, A. Beast Shield



GN Guard

Rarity: N3

Cost: 4

HP: +0

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Gun Shield



Punch Guard

Rarity: R3

Cost: 2

HP: +2

AP: —

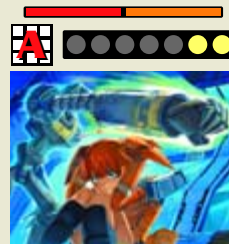
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Rampage AP Loss



MC Guard

Rarity: N2

Cost: 3

HP: +0

AP: —

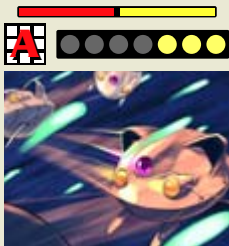
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Machine Shield



CN Guard

Rarity: N2

Cost: 4

HP: +0

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Cane Shield



TP Defense

Rarity: N3

Cost: 2

HP: +0

AP: —

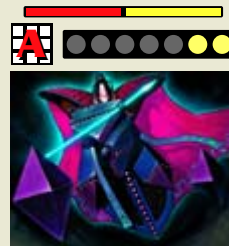
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Enemy A/T Swap



DK Guard

Rarity: N3

Cost: 3

HP: +0

AP: —

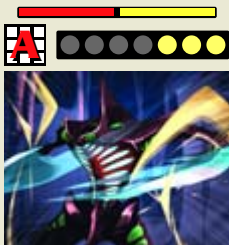
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Dark Shield



Penetrate Return

Rarity: R1

Cost: 4

HP: +0

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Pierce Reflect



Grow Guard

Rarity: R4

Cost: 2

HP: +0

AP: —

TP: —

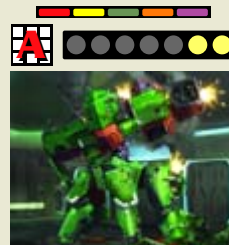
MV: —

Type: Defense

Targets: —

Abilities: Survivor

AP Boost



SW Guard

Rarity: N3

Cost: 4

HP: +0

AP: —

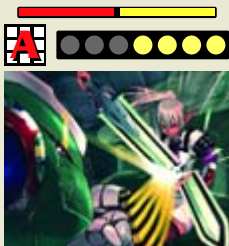
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Sword Shield



Penetrate Guard

Rarity: R3

Cost: 3

HP: +2

AP: —

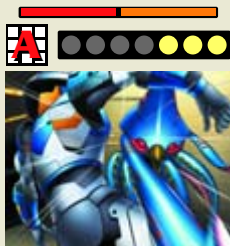
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Pierce Block



Weakness

Rarity: R2

Cost: 3

HP: +0

AP: —

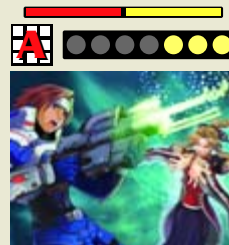
TP: —

MV: —

Type: Defense

Targets: —

Abilities: AP Silence



Inversion

Rarity: R3

Cost: 3

HP: +0

AP: —

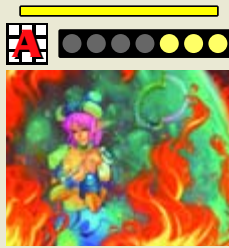
TP: —

MV: —

Type: Defense

Targets: —

Abilities: SC cannot use, Damage Absorb



Gather

Rarity: N3

Cost: 2

HP: +0

AP: —

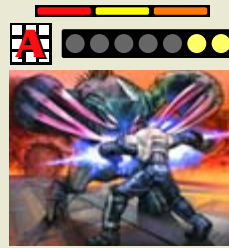
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Survival Decoys, AP Silence



Decline

Rarity: N1

Cost: 3

HP: +0

AP: —

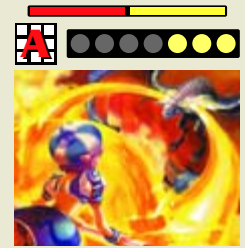
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, EXP Decoy



Treatment

Rarity: R2

Cost: 2

HP: +2

AP: —

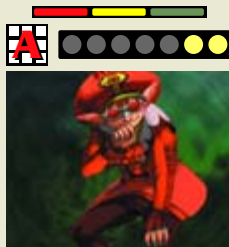
TP: —

MV: —

Type: Defense

Targets: —

Abilities: Use on ally OK, Anti-Abnormality



Escape

Rarity: N4

Cost: 3

HP: +0

AP: —

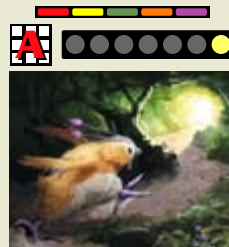
TP: —

MV: —

Type: Defense

Targets: —

Abilities: SC cannot use, Dash



Bequeath

Rarity: R4

Cost: 2

HP: +0

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Abilities: SC cannot use, Inherit



Assist Cards

Assist cards are special cards with global and long-lasting effects. Whereas an Action card lasts for only one turn, an Assist card can last two, three, or even more turns. Also, you can only play Assist cards on Story Characters, and only one Assist card can be in effect on a Story Character at a time. So in two-player battles, two Assist cards can co-exist (one per player) and in four-player battles, four can be in use at a time.

Assist cards have no HP, AP, TP, or MV, but they each have a duration (number of turns for which they last); the Assist card entries in this section reflect these facts.

Dice Half

Rarity: N2

Cost: 5

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: Dice 1/2



Dice Fever

Rarity: R4

Cost: 2

Type: Assist

Targets: Everyone

Duration: 8 turns

Abilities: Dice 5



Land Price

Rarity: R4

Cost: 4

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: Value Rise



Dice +1

Rarity: N4

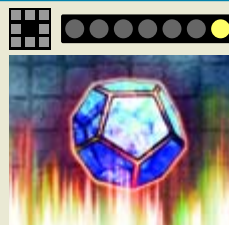
Cost: 1

Type: Assist

Targets: Everyone

Duration: Infinite turns

Abilities: Dice +1



Exchange

Rarity: R3

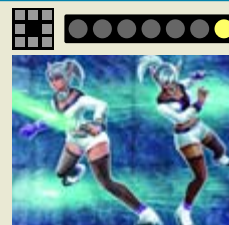
Cost: 1

Type: Assist

Targets: Self

Duration: 1 turn

Abilities: Action Point Swap



Inflation

Rarity: R3

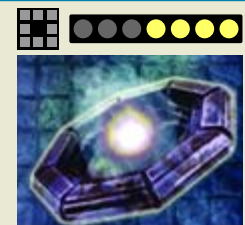
Cost: 4

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: Action Cost Increase



Battle Royale

Rarity: R2

Cost: 4

Type: Assist

Targets: Everyone

Duration: 2 turns

Abilities: Battle
Royale



Trash I

Rarity: N1

Cost: 1

Type: Assist

Targets: Team

Duration: 1 turn

Abilities: Trash 1



Flatland

Rarity: R4

Cost: 4

Type: Assist

Targets: Self

Duration: Infinite
turns

Abilities: Free
Summoning



Card Return

Rarity: N3

Cost: 1

Type: Assist

Targets: Self

Duration: 1 turn

Abilities: Fetch
Discarded



Empty Hand

Rarity: R1

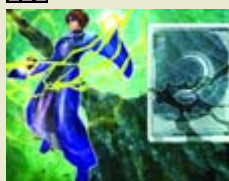
Cost: 2

Type: Assist

Targets: Self

Duration: 1 turn

Abilities: AC Trash



Powerless Rain

Rarity: R2

Cost: 3

Type: Assist

Targets: Self

Duration: 4 turns

Abilities: AP Loss



Homesick

Rarity: N3

Cost: 2

Type: Assist

Targets: Team

Duration: 4 turns

Abilities: Return



Assist Trash

Rarity: N3

Cost: 1

Type: Assist

Targets: Self

Duration: 1 turn

Abilities: AS Trash



Brave Wind

Rarity: R4

Cost: 3

Type: Assist

Targets: Self

Duration: 4 turns

Abilities: AP Boost



Shuffle Group

Rarity: N1

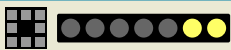
Cost: 2

Type: Assist

Targets: Team

Duration: 1 turn

Abilities: Shuffle



Assist Vanish

Rarity: N4

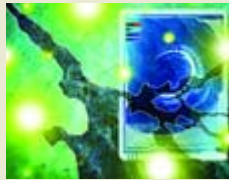
Cost: 1

Type: Assist

Targets: Everyone

Duration: 1 turn

Abilities: AS Vanish



Tech Field

Rarity: N1

Cost: 3

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: TP Boost



Shuffle All

Rarity: N4

Cost: 2

Type: Assist

Targets: Everyone

Duration: 1 turn

Abilities: Shuffle



Territory

Rarity: N2

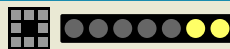
Cost: 2

Type: Assist

Targets: Everyone

Duration: Infinite
turns

Abilities: Same Card
Banned



Forest Rain

Rarity: N3

Cost: 2

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: Native AP
Boost



Cave Wind

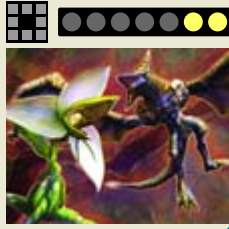
Rarity: N2

Cost: 2

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: A. Beast
AP Boost

Cane Palace

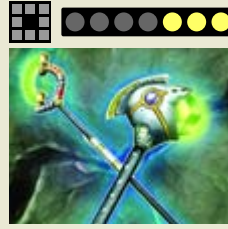
Rarity: N2

Cost: 3

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: Cane TP
Boost

March of the Meek

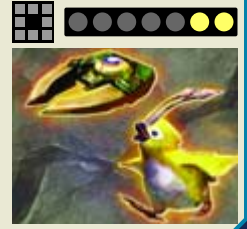
Rarity: N1

Cost: 2

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: Low-cost
AP Boost

Mine Brightness

Rarity: N2

Cost: 2

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: Machine
AP Boost

Influence

Rarity: R4

Cost: 5

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: FC Bonus



Support

Rarity: R1

Cost: 4

Type: Assist

Targets: Team

Duration: 6 turns

Abilities: Ally SC
AP Boost

Ruin Darkness

Rarity: N3

Cost: 2

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: Dark AP
Boost

Fix

Rarity: N1

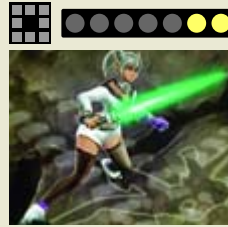
Cost: 2

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: Fixed AP



Resistance

Rarity: R3

Cost: 5

Type: Assist

Targets: Team

Duration: 5 turns

Abilities: Assist Block



Saber Dance

Rarity: N3

Cost: 3

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: Sword AP
Boost

Muscular

Rarity: R4

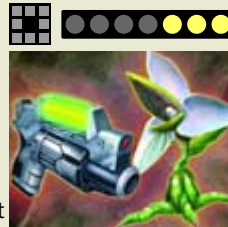
Cost: 3

Type: Assist

Targets: Everyone

Duration: 1 turn

Abilities: FC AP Boost



Independent

Rarity: R1

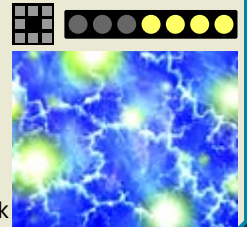
Cost: 4

Type: Assist

Targets: Self

Duration: 5 turns

Abilities: Assist Block



Bullet Storm

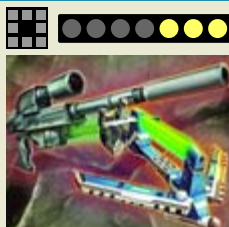
Rarity: N2

Cost: 3

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: Gun AP
Boost

Giant Garden

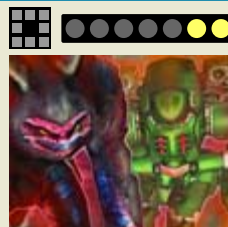
Rarity: N2

Cost: 2

Type: Assist

Targets: Everyone

Duration: 4 turns

Abilities: High-cost
AP Boost

Assistless

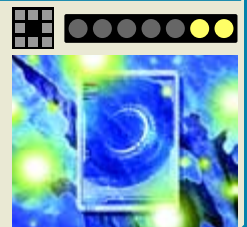
Rarity: R2

Cost: 2

Type: Assist

Targets: Everyone

Duration: 5 turns

Abilities: Assist
Banned

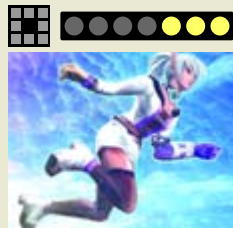
Assist Return

Rarity: R2
Cost: 1
Type: Assist
Targets: Self
Duration: 1 turn
Abilities: AS Return



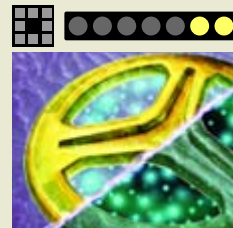
Fly

Rarity: R1
Cost: 3
Type: Assist
Targets: Team
Duration: 4 turns
Abilities: Aerial Team



Quick Time

Rarity: R2
Cost: 2
Type: Assist
Targets: Everyone
Duration: 1 turn
Abilities: Effect Reducer



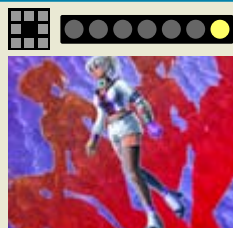
Squeeze

Rarity: N3
Cost: 1
Type: Assist
Targets: Self
Duration: 1 turn
Abilities: Random Assist



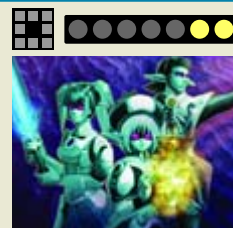
Stamina

Rarity: R2
Cost: 1
Type: Assist
Targets: Everyone
Duration: 8 turns
Abilities: MV = 9



Immortality

Rarity: R2
Cost: 2
Type: Assist
Targets: Everyone
Duration: 4 turns
Abilities: Immortal



Skip Set

Rarity: N3
Cost: 2
Type: Assist
Targets: Everyone
Duration: 2 turns
Abilities: Skip Set



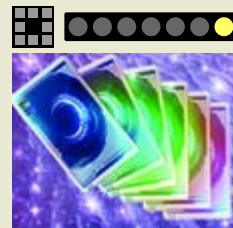
Simple

Rarity: R3
Cost: 3
Type: Assist
Targets: Everyone
Duration: 4 turns
Abilities: Fixed Range



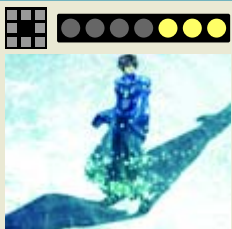
Rich

Rarity: N3
Cost: 1
Type: Assist
Targets: Everyone
Duration: Infinite turns
Abilities: Big Hand



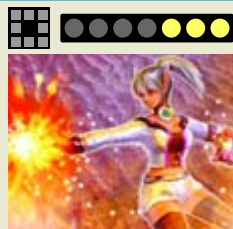
Skip Move

Rarity: N3
Cost: 3
Type: Assist
Targets: Everyone
Duration: 2 turns
Abilities: Skip Move



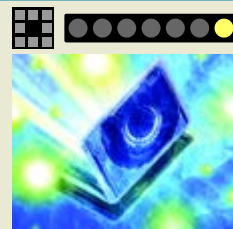
Permission

Rarity: N1
Cost: 3
Type: Assist
Targets: Everyone
Duration: 4 turns
Abilities: Tech Enable



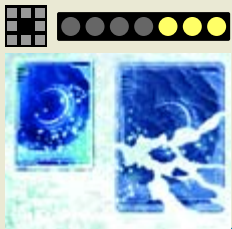
Assist Reverse

Rarity: N4
Cost: 1
Type: Assist
Targets: Everyone
Duration: Infinite turns
Abilities: Assist Reverse



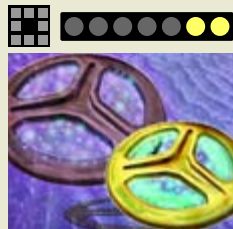
Skip Draw

Rarity: N4
Cost: 3
Type: Assist
Targets: Everyone
Duration: 2 turns
Abilities: Skip Draw



Slow Time

Rarity: R3
Cost: 2
Type: Assist
Targets: Everyone
Duration: 1 turn
Abilities: Effect Time x2



Charity

Rarity: N1
Cost: 2
Type: Assist
Targets: Self
Duration: 6 turns
Abilities: Dice Bonus



Requiem

Rarity: R3

Cost: 2

Type: Assist

Targets: Self

Duration: 1 turn

Abilities: Requiem



Ransom

Rarity: N1

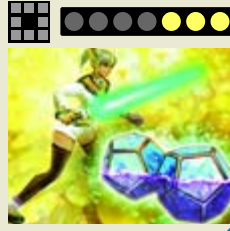
Cost: 3

Type: Assist

Targets: Self

Duration: 4 turns

Abilities: EXP Decoy



Card Ability Descriptions

Here you'll find the descriptions for all the abilities mentioned in the preceding Card List.

Ability	Description	Ability	Description
A. Beast AP Boost	All A. Beast Creatures gain 2 AP while this card is on the field.	Aerial Team	Creatures and Story Characters on your team all become Aerial and can skip over other characters. Skipping over costs an action point more than a normal move. Can't land on already occupied blocks.
A. Beast AP Count	During battle, the AP of this card temporarily changes to one plus half the number of all A. Beast Creatures on the field, including itself.	Ally Bonus	During a physical attack, damage you inflict temporarily increases by the stated fraction of the number of your own team's Field Characters (Items or Creatures) on the field.
A. Beast Attack	A. Beast Creatures that attack with this card inflict 1.5x damage.	Ally Recovery	All ally Story Characters within one block of this card recover 2 HP. But, the Resta user does not recover any HP.
A. Beast Halfguard	During defense, receive half damage from attacks by A. Beast Creatures.	Ally SC AP Boost	All ally Story Characters within one block from this card gain 3 AP while this card is on the field.
A. Beast Shield	Blocks all attacks by and on A. Beast Creatures. This effect is valid even if the user of this card is an A. Beast Creature.	Anti-Abnormality	Prevents Abnormal Conditions: Acid, Drop, Freeze, Immobile, Paralysis, etc.
A. Beast Slayer	Inflicts 1.5x damage when attacking A. Beast Creatures.	AP Assist	Before each attack Act Phase, all ally characters (except Items) within one block of this card temporarily gain 1 AP, excluding this card itself.
Ability Boost	The equipper of this card directly gains the listed AP.	AP Boost	Physical attacks by the Story Character with this card inflict two extra damage.
Ability Rise	The equipper of this card directly gains the listed AP.	AP Growth	This card gains the listed amount of AP each time it destroys any opponent(s) with a single attack. It gains only that amount even if multiple opponents are destroyed.
Ability Trap	During battle, temporarily prevent an opponent character from using any special ability. Action cards can be used normally. This effect ends when the battle ends. Abilities like Guard Creature, Rampage, Pierce, etc. that apply before the battle begins are unaffected.	AP Loss	Physical attacks by the Story Character with this card inflict two less damage. Negative results are (???).
Acid	Roll the listed number or higher after a successful physical attack to put acid on the opponent for six turns. No effect on Story Characters. Characters lose 1 HP while in acid condition.	AP Rise	All ally characters that are within one block of this card gain 1 AP for 3 turns each (including this card's user). But, no effect on Creatures equipped by Hunters-side characters.
Action Disruptor	During defense, this card destroys all Action cards that the attacker sets. However, abilities that apply before the start of the battle, such as Rampage, can't be Ability Trapped. When receiving a Tech Attack, damage is based on AP.	AP Silence	After an attack, AP of the opponent decreases by three for two turns. The status returns to normal after two turns.
AC Trash	Moves all Attack Action cards from the hand to the Discard Pile after the Set Phase ends. No effect on Defense Action cards.	AP Silence 0	After an attack, AP of the opponent decreases to zero for two turns. The status returns to normal after two turns.
A/H Swap	Temporarily swap your character's AP and HP when attacking. The new status returns to normal after the Act Phase.	AP Silence (Gather)	During defense, your attacker loses 2 AP.
A/T Swap	Temporarily swap your character's AP and TP when attacking. The new status returns to normal after the Act Phase.	AP Silence (Weakness)	During defense, AP of the opponent (or total AP of the Story Character and Creatures if the opponent is a Hunters-side character) is set to zero. Action card AP increases are not affected.
A/T Swap Perm	Swaps its own AP and TP when attacking. The new status remains even after the attack.	Artifice	During an attack or defense, if you do not use any Action cards, then this card will lose 1 HP at the end of the phase.
Action Point Increase	Using any card costs one more action point, but cost for basic actions that do not use cards, such as normal attack or move, remains the same.	AS Return	Players with Assist cards receive the effect of their cards when this card is set. No effect if the player has no Assist cards on hand.
Action Point Swap	Swaps the player's ATK points and DEF points when this card is set. Only you yourself can set this Assist card.	Assault	Gain AP equal to five minus the number of cards in the deck. No gain if result is negative.
Action x2	During a physical attack, the AP of an Attack Action card doubles if it is connected with this card. But, any AP gain from Special Effects are not doubled.	Assist Banned	All players of both parties may not use any new Assist cards while this card is on the field.
Aerial	During a move, skip over any (ally or opponent) character. Skipping over costs an action point more than a normal move. Can't land on occupied blocks.	Assist Block	Your team becomes immune to all effects from Assist cards on the field while this card is on the field. Like other Assist cards, it disappears when a second Assist card is set. This effect occurs before any other Assist card, regardless of when it was set.
Aerial Assassin	Inflicts 1.5x damage when attacking Aerial Creatures.	Assist Reverse	Flips over all other Assist cards on the field while this card is on the field. However, the Assist effects themselves remain unaffected.
Aerial Attack	Creatures with Aerial Status that attack with this card inflict 1.5x damage.		
Aerial Status	The Story Character equipping this Creature becomes Aerial and can skip over other characters. Skipping over costs an action point more than a normal move. (Can't land on already occupied blocks.)		

Ability	Description
AS Trash	Moves all Assist cards from the hand to the Discard Pile after the Set Phase ends.
AS Vanish	Moves all Assist cards on the field to the Discard Pile after the Set Phase ends.
ATK Dice Boost	Adds one to your own ATK dice roll while this card is on the field. But, the effects of Assist cards may overrule. No effect if using multiples of this card.
Attack AC unable	This card cannot use any Attack Action cards.
Battle Recovery	This card recovers 1 HP if the battle ends after your attack.
Battle Royale	Attacking without an Action card costs zero action points while this card is on the field.
Berserk	During an attack, the user of this card receives the same amount of damage that is inflicted to the opponent. If the opponent uses Guard Items to reduce damage, the user will still receive full damage.
Big Hand	Increases the number of cards that a hand can hold from five to six for all players while this card is on the field. Up to six cards can be drawn during the Draw Phase.
Big Swing	During an attack or Action card attack with this card, all ATK point costs increase by one.
Bonus AP Rise	Damage from your physical attacks increase by the listed number times the value of your own team's Dice Bonus.
Bonus TP Rise	Damage from your Technique attacks increase by the listed number times the value of your own team's Dice Bonus.
Breed	Summoning another of the same Creature costs zero action points while this card is on the field.
Cane Attack	Cane-type Creatures that attack with this card inflict 1.5x damage.
Cane Halfguard	During defense receive half damage from physical attacks by Cane-type Items.
Cane Shield	Blocks all attacks by and on Cane-type Items. This effect is valid even if the user of this card is a Cane-type Item.
Cane TP Boost	All Cane-type Items gain 2 AP while this card is on the field.
Cane TP Count	During battle, this card temporarily gains TP equal to the listed number times the number of Cane-type Items on the field, including itself.
Card Back	During a physical attack, the opponent character returns to the opponent's hand if the character costs two or less action points. If the opponent has six or more cards on hand, it moves to the Discard Pile. No effect on Story Characters.
Carnage Inclined	During an attack, the Story Character who summoned this card recovers 1 HP if this card destroys an opponent.
Carnage Speedup	When this card destroys an opponent, the equipper gains 1 MV.
Carnage Uninclined	During an attack, an opponent Story Character loses 1 HP if this card destroys any Field Character (Items or Creatures) that the opponent set. Opponent only loses 1 HP even if multiple FC are destroyed with a single attack. Hunters-side characters lose a total of 2 HP if this card destroys an Item.
Clone	Summoning another of the same Creature costs zero action points while this card is on the field.
Combo	During an attack, this card gains AP equal to the listed number multiplied by the number of listed characters on the field. For instance, Handgun: Guld reads "Combo (2:Handgun:Milla)," which means this card gains 2 AP for each Handgun: Milla on the Field.
Connect only	This card cannot be used to attack if no other Action card connects it.
Contact Halfguard	Receive half damage from physical attacks.
Copy	During attack or defense, the Creature's AP and TP changes temporarily to the listed fraction of the opponent's AP and TP.
Counter	During defense, reflect a physical or Tech attack back to the opponent with a 70 percent chance.

Ability	Description
Damage Absorb	The amount of damage that your defending character receives from an opponent's Tech attack has a 50 percent chance of becoming an HP recovery instead.
Dark AP Boost	All Dark Creatures gain 2 AP while this card is on the field.
Dark Attack	Dark Creatures that attack with this card inflict 1.5x damage.
Dark Halfguard	During defense, receive half damage from physical attacks by Dark Creatures.
Dark Shield	Blocks all attacks by and on Dark Creatures. This effect is valid even if the user of this card is a Dark Creature.
Dark Slayer	Inflicts 1.5x damage when attacking Dark Creatures.
Dash	When this card is destroyed, it returns to the hand instead of the Discard Pile. If six or more cards are already on hand, it moves to the Discard Pile.
Dash (Escape)	The character with this card returns to the hand if it completely defends an opponent's attack. If six or more cards are already on hand, it moves to the Discard Pile.
Death Companion	If this Creature has 1 or 2 HP after a battle, it will be destroyed together with the opponent's card. No effect against Story Characters.
Decoy	Damage on allies will be given to you instead. Pierces any equipped Item on Story Characters.
DEF Cost 1 Disable	During an attack, this card disables the opponent from using any Defense Action card that costs one action point.
DEF Cost 2 Disable	During an attack, this card disables the opponent from using any Defense Action card that costs two action points.
DEF Cost 3 Disable	During an attack, this card disables the opponent from using any Defense Action card that costs three action points.
Dice 1/2	Halves and rounds off the dice roll of all players while this card is on the field. Affects each dice if multiple dice are rolled.
Dice +1	Adds one to the dice roll of all players, while this card is on the field. Therefore, rolling seven or higher is possible, but the upper limit of action points is nine.
Dice 5	Fixes the dice roll of all players to five while this card is on the field. If two dice are rolled, both dice will roll a five.
Dice Bonus	Gain 1 EXP each time any player rolls 5 or higher with the ATK or DEF dice.
Double or Nothing	The dice roll before an attack determines the damage amount. Four or higher: Inflict double damage. Three or lower: Inflict zero damage.
Double Strike	Attacks the opponent twice with the same attack.
Drain	During a physical attack, this card recovers HP equal to a third of the damage inflicted.
Drain (Drain)	During a physical attack, the character (or Item, if used by an Item) using this card recovers HP equal to a third of the damage inflicted to the opponent.
Drop	Roll the listed number or higher after a successful physical attack to drop the opponent for three turns. When battle ends, those with Drop Condition lose 3 EXP.
Earth Bind	During Move Phase, MV of all characters of both parties within one block of this card will be set to one while this card is on the field, excluding this card itself. When receiving multiple MV change effects, the effect with the highest MV value applies.
Effect Reducer	Reduces and rounds off the remaining number of turns that Assist card affects. Abnormal Conditions stay on a character when this card is set.
Effect Time x2	Doubles the effect time (remaining turns) of Abnormal Conditions on Assist cards and characters on the field when this card is set.
Enemy A/H Swap Perm.	Swaps the opponent's AP and HP after a successful physical attack. The new status remains even after the battle ends. No effect against Story Characters.
Enemy A/T Swap	Temporarily swaps the opponent's AP and TP when defending. This new status returns to normal after the Act Phase.

Ability	Description
Enemy Bonus	During physical attack, this card temporarily gains AP equal to half the number of Field Characters (Items and Creatures) on the opponent's team on the field.
Equal Damager	Inflicts an equal amount of damage that you receive back to the attacker.
Exhaust	This card loses 1 HP each time it attacks.
EXP Bonus	Receive the listed bonus EXP if this character destroys any opponent(s) with a single attack. Receive that amount even if multiple opponents are destroyed.
EXP Decoy	During defense, instead of receiving damage on yourself, lose an equal number of EXP. But if you have zero EXP, damage will be received.
Explosion	Inflicts one damage to all characters that are within one block of this card if this card is destroyed. Damages all equipped Creatures on Hunters-side characters.
FC AP Boost	All Field Characters (Items and Creatures) on the field gain 1 AP when this card is set.
FC Bonus	During an attack, damage you inflict increases by half the number of your own Field Characters (Items or Creatures) that are on the field.
Feeble	AP of the Story Character equipping this card becomes zero. Does not affect Mag or Action card increases.
Fetch Discarded	Returns your most recently discarded or destroyed card to your hand when this card is set. No effect if six or more cards are already on hand.
Filial	During defense, if your own Field Character is destroyed while using this card, the Story Character who summoned it recovers 1 HP. The Story Character will lose HP instead if HP is recovered when any equipped Creature is destroyed.
Filial (Piety)	During defense, if your own Field Character is destroyed while using this card, the Story Character who summoned it recovers 1 HP. The Story Character will lose HP if HP is recovered when any equipped Creature is destroyed.
Fixed AP	Sets the AP of all Field Characters (Items and Creatures) to 2 while this card is on the field.
Fixed Damage	A physical attack inflicts the weapon's AP value regardless of Attack cards used or the AP of the equippier.
Fixed Damage (Action Cards)	An attack inflicts the card's given AP value regardless of Attack Action cards used or the AP of this card's user.
Fixed Range	The attack range of the user (or Creature, if an Item is equipped) remains the same regardless of Action cards used.
Flee	When this card is destroyed, it moves to the bottom of the deck instead of the Discard Pile.
Focus	This card gains AP equal to the damage it receives (Max HP - current HP) when attacking.
Focus (Damaged Blow)	During an attack, the damage inflicted to the opponent increases by the amount of damage (Max HP - current HP) that your attacking character receives.
Focused Assault (Combo)	Increases damage amount by the number of this same card set (by a single character) within a phase. Example: one card = one damage; four cards = four damage.
Focused Assault (Explosion)	Inflicts damage to all characters on the field by the number of this same card set within a phase, times two. Example: one card = two damage; two cards = four damage.
Focused Assault (Unit Blow)	Increases damage you inflict by three times the number of this same card set within a phase (counting this card).
Free Maneuver	Skip over any (enemy or ally) character. Can't land on already occupied blocks.
Free Summoning	Summoning Creatures costs zero action points while this card is on the field.
Freeze	Roll the listed number or higher after a successful physical attack to freeze the opponent for three turns. Characters cannot move or attack while in freeze condition.
Frozen Death	A physical attack destroys an opponent who has the freeze condition. No effect against Story Characters.
Frozen Target	Before each turn, this Item has the listed percentage chance of receiving the freeze condition.
Full Force	Use the remaining number of action points to boost AP by that number plus one. If no action points remain, you cannot attack.

Ability	Description
Full Heal	Before each turn, this card recovers to Max HP as long as it at least has 1 HP.
Full TP Assist	Before each Act Phase, all ally Field Characters (Items and Creatures) on the field temporarily gain 2 TP, including this card itself.
Ghost Attack	Gain AP equal to half the number of your own Field Characters (Items and Creatures) that have been destroyed up to now. Ally Field Characters do not count.
Group	During an attack, this card temporarily gains AP equal to the number of same cards, excluding itself. For example, Broom gets +1 AP for each Broom on the field, not including itself.
Guard Creature	Damage received by your own Boss Story Character will be given to this Creature instead. In other words, the Story Character does not take any damage.
Guards Demolisher	Inflicts 1.5x damage when attacking Guard Creatures, Guard Items, or Mags.
Gun AP Boost	All Gun-type Items gain 2 AP while this card is on the field.
Gun AP Count	During battle, this card temporarily gains AP equal to half of the number of Gun-type Items on the field, including itself.
Gun Attack	Gun-type Items that attack with this card inflict 1.5x damage.
Gun Demolisher	Inflicts 1.5x damage when attacking Gun-type Items.
Gun Halfguard	During defense, receive half damage from physical attacks by Gun-type Items.
Gun Shield	Blocks all attacks by and on Gun-type Items. This effect is valid even if the user of this card is a Gun-type Item.
Hand Disrupter	During a physical attack on a Story Character, one card from the hand of the opponent moves to the Discard Pile. No effect if the opponent has zero cards on hand.
Haste	When this character moves, there is no ATK point cost.
Heal	Before each turn, this card recovers 1 HP, but will not exceed Max HP.
Heavy Item	The Story Character who equips this card uses two action points to move one block.
Heavy Pierce	Damage from a physical attack against an opponent who is a Hunter, and a Story Character who has three or more Items equipped will be inflicted directly against the Story Character.
Heavy Rampage	An attack against a Hunters-side Story Character will also inflict an equal amount of damage to equipped Items, if three or more Items are equipped.
Heavy Stress	Moving one block costs two action points.
High-cost AP Boost	All Field Characters (Items and Creatures) that cost four or more action points gain 2 AP while this card is on the field.
High-cost Damager	Inflicts seven damage to all characters on the field that cost four or more action points. No effect against characters that cost three or less action points or Story Characters.
High-cost Halfguard	Receive half damage from attacks by characters that cost four or more action points.
High-cost Slayer	Inflicts 1.5x damage when attacking characters that cost 4 or more action points. No effect on Story Characters.
HP/2 Defense	During defense, damage received from an opponent's attack decreases by the amount equal to half of the HP of this card's user.
HP Assist	Before each turn, all ally Field Characters (Items and Creatures) within one block of this card recover 1 HP, excluding this card itself.
HP Change	Before each turn, HP of this card changes to the number of Items equipped by your character, including this card.
HP Halver	A successful physical attack decreases the opponent's HP by half, regardless of AP of the character equipping this card. No effect against Story Characters.
HP Power	The character attacking with this card gains AP equal to half of the character's HP. After the attack, the HP becomes zero.
Immobilize	Roll six or higher after a successful physical attack to immobilize the opponent for three turns. No effect on Story Characters. Able to attack but unable to move.
Immobilize (Knock Out)	After a successful attack, this card immobilizes the opponent for three turns. Immobilized opponents are unable to move or perform actions.

Ability	Description
Immobile/Hold	The dice roll after an attack determines the opponent's condition. Two or three: Immobile for three turns; four: Hold three turns. Immobile characters are able to attack, but unable to move. Held characters are unable to move or perform actions.
Immortal	Field Characters (Items and Creatures) will not be destroyed even if their HP reaches zero.
Impact Halfguard	During defense, receive half damage from attacks that inflict six damage or more.
Inherit	When this card is destroyed, gain EXP equal to the Max HP of this card.
Inherit (Bequeath)	When the character using this card is destroyed, gain EXP equal to half of the Max HP of the destroyed character.
Insanity	During battle, the character equipping this Item loses 1 HP for each opponent it destroys.
Instant Death	Roll six or higher after a successful physical attack to instantly destroy the opponent. No effect on Story Characters.
Instant Death (Megid)	Roll three or higher after a successful attack to instantly destroy the opponent. No effect against Story Characters.
Interest	Before each turn, gain the listed number of EXP as long as this card is alive.
Leader	During an attack, all listed Creatures gain AP equal to the number of copies of itself on the field. For example, Barbarous Wolf reads "Leader: Savage Wolves," which means all Savage Wolves gain AP equal to the number of Barbarous Wolves on the field.
Limited Action	During an attack, this card prevents you from using Attack Action cards and prevents the opponent from using Defense Action cards.
Link: AP Boost	During battle, this Item gains 3 AP if equipped together with the listed Item.
Link: AP Speedup	This card gains 1 AP for every attack on any opponent, if equipped with Delsaber's Shield.
Link: EXP Decoy	During defense, instead of receiving damage on yourself, lose an equal number of EXP, if this Item is equipped with Custom Ray.
Link: Heal	Before each turn, this Item recovers 1 HP, if equipped with DB's Saber.
Link: Inherit	When this card is destroyed, gain EXP equal to the Max HP of this card, if equipped with Delsaber's Buster.
Link: Return	This card returns to the hand instead of the Discard Pile after being destroyed, if equipped together with Flowen's Sword. If six or more cards are already on hand, it moves to the Discard Pile.
Link: Snatch	Absorbs EXP from the opponent, if equipped together with Flowen's Shield. The amount absorbed is half of the damage that your physical attack inflicted.
Low-cost AP Boost	All Field Characters (Items and Creatures) that cost 3 or less action points gain 2 AP while this card is on the field.
Low-cost Damager	Inflicts four damage to characters on the field that cost three or less action points. No effect against characters that cost four or more action points or Story Characters.
Low-cost Guard	Receive five less damage when attacked by characters that cost three or less action points. No effect if the character is a Story Character or costs four or more action points.
Low-cost Halfguard	Receive half damage from attacks by characters that cost three or less action points.
Low-cost Slayer	Inflicts 1.5x damage when attacking characters that cost three or less action points. No effect on Story Characters.
Machine AP Boost	All Machine Creatures gain 2 AP while this card is on the field.
Machine AP Count	During battle, the AP of this card temporarily changes to one plus the listed fraction of the number of all Machine Creatures on the field, including itself.
Machine Attack	Machine Creatures that attack with this card inflict 1.5x damage.

Ability	Description
Machine Halfguard	During defense, receive half damage from attacks by Machine Creatures.
Machine Influence	This Item temporarily loses 2 AP if the opponent attacker is a Machine Creature.
Machine Shield	Blocks all attacks by and on Machine Creatures. This effect is valid even if the user of this card is a Machine Creature.
Machine Slayer	Inflicts 1.5x damage when attacking Machine Creatures.
Mag	Equipping this Item increases a Story Character's AP and TP.
Major Damager	Inflicts eight damage to all characters of both parties who have eight or more HP. No effect against characters with seven or less HP.
Major Death	Destroys the opponent if the opponent still has eight or more HP after your successful physical attack. No effect on Story Characters.
Major Pierce	An attack pierces any Guard Creature or equipped Item, directly inflicting damage to an opponent Story Character, if the SC has over half of Max HP.
Major Rampage	An attack against a Hunters-side Story Character will also inflict an equal amount of damage to equipped Items, if the SC has over half of Max HP.
Major Slayer	Inflicts 1.5x damage when attacking characters with eight or more HP. No effect on Story Characters.
Minor Death	Destroys the opponent if the opponent has three or less HP after your successful physical attack. No effect on Story Characters.
Minor Halfguard	During battle, receive half damage from attacks by characters with 3 HP or less.
Minor Slayer	Inflicts 1.5x damage when attacking characters with 3 or less HP. No effect on Story Characters.
Mutual Death	Destroys the character having the same AP as the user of this card. Increases AP by Action cards are not counted.
MV = 9	The MV of all active characters (Creatures and Story Characters) on your own team will be set to nine. Action points are deducted normally.
Native AP Boost	All Native Creatures gain 2 AP while this card is on the field.
Native AP Count	During battle, AP of this card temporarily changes to one plus half the number of all Native Creatures on the field, including itself.
Native Attack	Native Creatures that attack with this card inflict 1.5x damage.
Native Halfguard	During defense, receive half damage from attacks by Native Creatures.
Native Influence	This Item temporarily loses 2 AP if the opponent attacker is a Native Creature.
Native Shield	Blocks all attacks by and on Native Creatures. This effect is valid even if the user of this card is a Native Creature.
Native Slayer	Inflicts 1.5x damage when attacking Native Creatures.
No chain connecting	You cannot connect two "Connect only" cards together.
Paralysis	Roll the listed number or higher after a successful physical attack to paralyze the opponent for three turns. Able to move, but unable to attack while in paralysis condition.
Paralysis (Bind)	Roll the listed number or higher after a successful physical attack to paralyze the opponent for four turns. Able to move, but unable to attack while in paralysis condition.
Paralyzed Death	A physical attack destroys an opponent who has the paralysis condition. No effect against Story Characters.
Pierce	A physical attack pierces any Guard Creature or equipped Item, directly inflicting damage to opponent Story Characters.
Pierce Block	Blocks any Pierce attack from the opponent.
Pierce Reflect	Reflect the damage from a Pierce attack back at the opponent.
Protector	Equipping this card limits the opponent to only selecting Guard Items when attacking. Opponent may select among Guard Items to attack.

Ability	Description
Quake	Inflicts three damage to all characters of both parties on the field except Aerial Creatures.
Rampage	A physical attack inflicts an equal amount of damage to all Items equipped by the opponent, if any are equipped.
Rampage AP Loss	The opponent loses 3 AP if the opponent does a rampage attack. Otherwise receive two less damage if the opponent does a normal attack.
Random AP	During a physical attack, gain AP equal to the dice roll plus the listed modifier.
Random TP	This card gains TP equal to the dice roll at the time of a Tech attack plus the listed modifier. Randomly selects an Assist card from your hand without costing any action point, while this card is on the field. No effect if no Assist cards are on hand.
Reaction Slowdown	During defense, damage you receive increases by one if the opponent attacker does not use any Attack Action card.
Rebirth	When this card is destroyed, it moves to the bottom of the deck instead of the Discard Pile.
Remedy	Cures Abnormal Conditions for all allies, including yourself.
Requiem	Gain EXP equal to two times the number of characters that were destroyed when this card is set. When this card is in effect, the number of dead characters becomes zero.
Return	When this card is destroyed, it returns to the hand instead of the Discard Pile. If six or more cards are already on hand, it moves to the Discard Pile.
Return Home	Roll four or lower after an attack to return this card to your hand. Roll five or higher to return an opponent Field Character to the opponent's hand. If six or more cards are already on hand, it moves to the Discard Pile. No effect on Story Characters.
Return (Homesick)	Items or Creatures that are destroyed return to the hand instead of the Discard Pile, while this card is on the field. No effect if six or more cards are already on hand.
Revenge	During an attack, this card temporarily gains AP equal to the listed number times the number of ally Field Characters destroyed (Items or Creatures) since the time this card was first set. For example, Meteor Cudgel says Revenge (1.5), which means it gains 1.5 AP per ally Field Character destroyed.
Ripple	During a physical attack, inflict equal damage to all (ally or opponent) characters within one block of this card. Pierces any equipped Item on Hunters-side characters.
Same AP Block	Completely blocks any attack from an opponent who has the same AP as you. Not counting increases by Action cards.
Same Card Banned	All players may not set any new card if there is already one of the same card on the field.
SC Block	No effect against Story Characters.
SC only	Only Story Characters can use this card.
SC Slayer	Inflicts the listed amount of damage more when attacking Story Characters.
Shuffle	The cards of all players return to the main deck after the Set Phase of this turn for shuffling. After the Deck shuffles, draw five cards.
Skip Draw	The Draw Phase of both parties will be skipped when this card is set. Players will not be able to draw new cards.
Skip Move	The Move Phase of both parties will be skipped while this card is on the field.
Skip Set	The Set Phase of both parties will be skipped while this card is on the field. The effect begins two turns after the Set Phase of setting this card.
Snatch	Absorbs EXP from the opponent. The amount absorbed is the listed fraction of the damage that your physical attack inflicted. Absorbs no EXP if the opponent has 0 EXP.
Special Attack Block	Completely blocks all types of attacks from the opponent. Also blocks all connected Action card attacks.
Special Reflect	After you receive damage, the attacker has a 50 percent chance of receiving Paralysis, Freeze, or both for four turns.
Stall	During Move Phase, MV of all characters of both parties within one block left or right of this card will be set to two, excluding this card itself. When receiving multiple MV change effects, the effect with the highest MV value applies.

Ability	Description
Steady Damage	Before each turn, the Story Character who equips this card loses 1 HP or the listed damage, whichever is greater.
Suicide	During an attack, this card self-destructs, destroying the opponent with the given percentage chance. No effect on Story Characters.
Summon	Summoning the listed Creature costs zero action points while this card is on the field.
Survival	If the character with this card has 4 or more HP at the time of the defense, this card completely blocks the opponent's attack. But HP will be set to one afterwards.
Survival Decoys	When characters of both parties simultaneously attack, the character with this card receives their damage for them instead. But if all attacked characters die, the remaining attacks will be targeted to a random character.
Survivor AP Boost	The character with this card gains 1 AP after battle.
Sword AP Boost	All Sword-type Items gain 2 AP while this card is on the field.
Sword Attack	Sword-type Items that attack with this card inflict 1.5x damage.
Sword Demolisher	Inflicts 1.5x damage when attacking Sword-type Items.
Sword Halfguard	During defense, receive half damage from physical attacks by Sword-type Items.
Sword Shield	Blocks all attacks by and on Sword-type Items. This effect is valid even if the user of this card is a Sword-type Item.
Tech	Using Tech cards costs one less action point.
Tech Enable	Connecting this card enables "No Tech" characters to use Tech.
Tech Enable (Permission)	Enables all Items and Creatures that are on the field to use Tech. All Items that do not show a Tech increase will be treated as TP +0.
Tech Halfguard	During defense, receive half damage from Tech attacks.
Tech x2	During a Tech attack, the TP of a Tech card doubles if it is connected with this card.
TP Assist	Before each Attack Act Phase, the equipper of this card and all ally characters (Story Characters and Creatures) within one block of this card temporarily gain 1 TP.
TP Boost	A Tech attack by all characters with this card inflicts two more damage than usual while this card is on the field.
TP Growth	This card gains the listed TP each time it destroys any opponent with a single attack. Gains only that amount, even if multiple opponents are destroyed.
TP Loss	TP of the Story Character equipping this Item is set to zero. No effect on Mag and Action card increases.
TP Power	Increases physical attack damage that you inflict by the listed fraction of the sum of the TP of this card and the TP of the Story Character equipping this card.
TP Silence	After an attack, TP of the opponent decreases by three for two turns. The status returns to normal after two turns.
Trash 1	Randomly selects one card from each player and moves it to the Discard Pile after the Set Phase ends.
Unfilial	When this card is destroyed, the Story Character who summoned it loses the listed HP.
Use on ally OK	You can also set this card when any ally is attacked.
Value Rise	The action point cost for setting any card will cost 1.5x while this card is on the field. No other points are affected.
Warp	During a move, skip over any (ally or opponent) character up to nine blocks, as long as you have action points. Can't land on already occupied blocks.
Waste	After attacking with this Item, the equipper loses 2 EXP. No effect on those with 0 EXP.
Weak Hit Block	During defense, this card blocks all attacks of three or less damage.
Weak Spot	During a physical attack on an opponent Story Character, this card temporarily loses the listed AP.
Zero Damage	Inflicts no damage, regardless of AP or any Action card used or of the attacker.

Special Rare Cards

The rarest of all cards are the E, S, and SS varieties. Some you might find in offline mode if you are lucky, but most you acquire only by battling high-level players online or by playing in special events online, such as tournaments.

Unlike the previous card section, these cards are organized by rarity—E, S, and SS—then alphabetically. Most special rare cards have abilities that are explained in the Card Ability Descriptions table. Some cards have abilities that no normal cards have. In these cases, look at the special table at the end of this section for definitions.

Good luck finding these special cards. Each is a rare treasure that will take a lot of time and luck to find.

E Cards

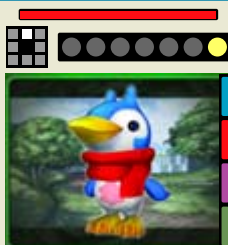
Akiko's Frying Pan

Number: —
 Rarity: E
 Cost: 2
 HP: 1
 AP: +?
 TP: +?
 MV: —
 Type: Sword
 Targets: Single
 Abilities: Tech OK, Copy (1/2)



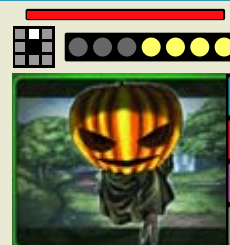
Clippen

Number: —
 Rarity: E
 Cost: 1
 HP: 1
 AP: 0
 TP: 0
 MV: 2
 Type: Native
 Targets: Single
 Ability: AP Assist



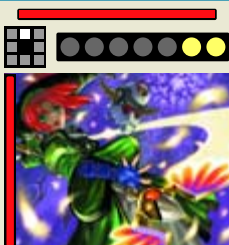
Hallo Rappy

Number: —
 Rarity: E
 Cost: 4
 HP: 6
 AP: 4
 TP: 5
 MV: 3
 Type: Native
 Targets: Single
 Ability: Contact Halfguard



Beat

Number: —
 Rarity: E
 Cost: 2
 HP: —
 AP: +5
 TP: —
 MV: —
 Type: Attack
 Targets: Single
 Ability: EXP Loss



Del Rappy

Number: —
 Rarity: E
 Cost: 7
 HP: 30
 AP: 0
 TP: 3
 MV: 4
 Type: Dark
 Targets: Single
 Abilities: Tech OK, Ally Bonus, Rampage



Parry

Number: —
 Rarity: E
 Cost: 4
 HP: +?
 AP: —
 TP: —
 MV: —
 Type: Defense
 Targets: —
 Ability: Parry



Chao

Number: —
 Rarity: E
 Cost: 6
 HP: 10
 AP: +3
 TP: +6
 MV: —
 Type: Mag
 Targets: —
 Abilities: Filial, Mag



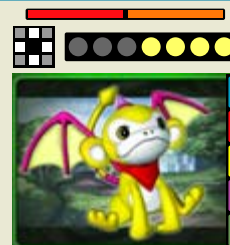
Dice Fever +

Number: —
 Rarity: E
 Cost: 2
 HP: —
 AP: —
 TP: —
 MV: —
 Type: Assist
 Targets: Everyone
 Abilities: Lasts infinite turns, Dice 6



Recky

Number: —
 Rarity: E
 Cost: 4
 HP: 6
 AP: 3
 TP: 3
 MV: 2
 Type: Native
 Targets: Multiple
 Abilities: Tech OK, Heavy Rampage



Red Ring

Number: —
 Rarity: E
 Cost: 7
 HP: 22
 AP: —
 TP: —
 MV: —
 Type: Guard
 Targets: —
 Abilities: Protector, Impact Halfguard, Counter



Sonic Knuckle

Number: —
 Rarity: E
 Cost: 2
 HP: 5
 AP: +0
 TP: +0
 MV: —
 Type: Sword
 Targets: Single
 Ability: Return Home



Toy Rappy

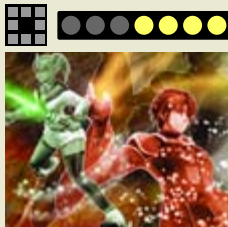
Number: —
 Rarity: E
 Cost: 4
 HP: 6
 AP: 0
 TP: 0
 MV: 2
 Type: Machine
 Targets: Single
 Abilities: Death Companion, Haste, Stall



S Cards

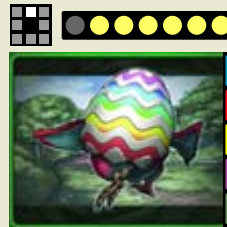
AP Absorption

Number: 445
 Rarity: S
 Cost: 4
 HP: —
 AP: —
 TP: —
 MV: —
 Type: Assist
 Targets: All
 Abilities: Lasts two turns, Physical Attack Block, Reverse Tech



Egg Rappy

Number: 210
 Rarity: S
 Cost: 6
 HP: 11
 AP: 5
 TP: 5
 MV: 4
 Type: Native
 Targets: Single
 Abilities: Tech OK, Filial, DEF Cost 2 Disable, ATK Dice Boost



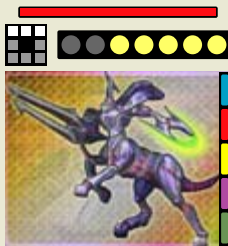
Frozen Shooter

Number: 92
 Rarity: S
 Cost: 4
 HP: 10
 AP: =0
 TP: +3
 MV: —
 Type: Gun
 Targets: Single
 Abilities: Ranger only, Attack AC unable, Zero damage, Frozen Target (30 percent), Freeze (4)



Chaos Bringer

Number: 282
 Rarity: S
 Cost: 5
 HP: 13
 AP: 2
 TP: 0
 MV: 4
 Type: Dark
 Targets: Multiple
 Abilities: Tech OK, Impact Halfguard, Revenge (2), Stall



El Rappy

Number: 207
 Rarity: S
 Cost: 3
 HP: 2
 AP: 0
 TP: 0
 MV: 1
 Type: Native
 Targets: Single
 Abilities: Attack AC unable, Flee, Random AP (-1)



Gold Rush

Number: 475
 Rarity: S
 Cost: 3
 HP: —
 AP: —
 TP: —
 MV: —
 Type: Assist
 Targets: Everyone
 Abilities: Lasts four turns, Gold Rush



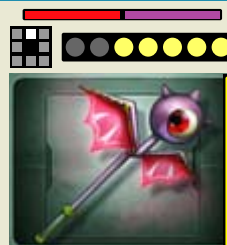
Dark Bridge

Number: 151
 Rarity: S
 Cost: 7
 HP: 19
 AP: +3
 TP: +6
 MV: —
 Type: Cane
 Targets: Single
 Abilities: Force only, Tech OK, TP Power (1/3), Mental Focus, Tech



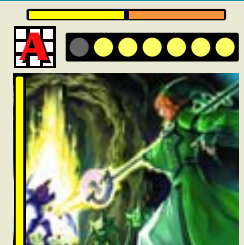
Evil Curst

Number: 135
 Rarity: S
 Cost: 5
 HP: 11
 AP: +0
 TP: +5
 MV: —
 Type: Cane
 Targets: Single
 Abilities: Force only, Tech OK, Major Death, Steady Damage



Grants

Number: 363
 Rarity: S
 Cost: 6
 HP: —
 AP: —
 TP: +2
 MV: —
 Type: Tech
 Targets: Single
 Abilities: SC only, Pierce



Heavy Fog

Number: 463

Rarity: S

Cost: 2

HP: —

AP: —

TP: —

MV: —

Type: Assist

Targets: Everyone

Abilities: Lasts eight turns, Frontal Range



Legacy

Number: 423

Rarity: S

Cost: 2

HP: —

AP: —

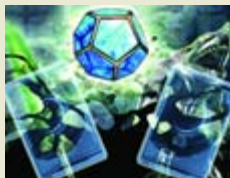
TP: —

MV: —

Type: Assist

Targets: Self

Abilities: Applies once, Legacy



Overswing

Number: 322

Rarity: S

Cost: 4

HP: —

AP: +2

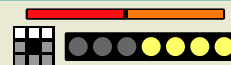
TP: —

MV: —

Type: Attack

Targets: Multiple

Abilities: Rampage, Rigid



Hildeblue's Cane

Number: 147

Rarity: S

Cost: 4

HP: 7

AP: +1

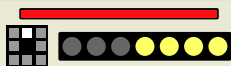
TP: +4

MV: —

Type: Cane

Targets: Single

Abilities: Force only, Tech OK, TP Power (1/3), Native Slayer, Freeze (5)



Madam's Parasol

Number: 40

Rarity: S

Cost: 5

HP: 5

AP: +2

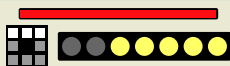
TP: +3

MV: —

Type: Sword

Targets: Multiple

Abilities: Female only, Tech OK, Equipper Heal, Cane Demolisher



Penetrate

Number: 323

Rarity: S

Cost: 4

HP: —

AP: +0

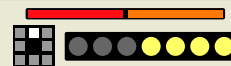
TP: —

MV: —

Type: Attack

Targets: Single

Abilities: Pierce



Hildelt

Number: 220

Rarity: S

Cost: 5

HP: 13

AP: 4

TP: 3

MV: 3

Type: Native

Targets: Multiple

Abilities: Tech OK, Rampage, Weak Spot (2)



Merikle

Number: 243

Rarity: S

Cost: 7

HP: 21

AP: 3

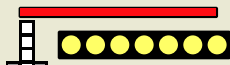
TP: 5

MV: 2

Type: A. Beast

Targets: Multiple

Abilities: Tech OK, Guard Creature, Paralyzed Death, Unfilial (4)



Prophets of Motav

Number: 161

Rarity: S

Cost: 6

HP: 17

AP: +5

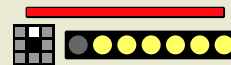
TP: +3

MV: —

Type: Cane

Targets: Single

Abilities: Force only, Tech OK, TP Growth (1), Ability Trap



Hitogata Kosiki

Number: 164

Rarity: S

Cost: 6

HP: 12

AP: +0

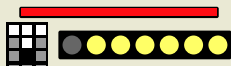
TP: +2

MV: —

Type: Cane

Targets: Multiple

Abilities: Force only, Tech OK, Random TP (0)



Mil Lily

Number: 231

Rarity: S

Cost: 3

HP: 4

AP: 1

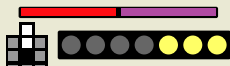
TP: 2

MV: 0

Type: A. Beast

Targets: Single

Abilities: Tech OK, Major Death, Big Swing



Psycho Wand

Number: 152

Rarity: S

Cost: 7

HP: 19

AP: +2

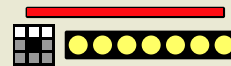
TP: +8

MV: —

Type: Cane

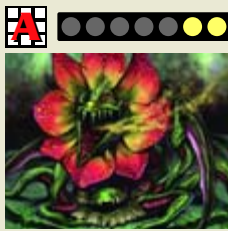
Targets: Multiple

Abilities: Force only, Tech OK, TP Power (1/3), Tech, Exhaust



Revenge

Number: 393
 Rarity: S
 Cost: 2
 HP: +0
 AP: —
 TP: —
 MV: —
 Type: Defense
 Targets: —
 Abilities: SC Block, SC cannot use, Grudge



Rush

Number: 350
 Rarity: S
 Cost: 6
 HP: —
 AP: +0
 TP: —
 MV: —
 Type: Attack
 Targets: Single
 Ability: Multiple Strike



Tornado

Number: 367
 Rarity: S
 Cost: 4
 HP: —
 AP: =0
 TP: —
 MV: —
 Type: Special Attack
 Targets: All
 Abilities: SC only, SC Block, Zero damage, Minor Death



Reversal

Number: 408
 Rarity: S
 Cost: 4
 HP: +0
 AP: —
 TP: —
 MV: —
 Type: Defense
 Targets: —
 Abilities: SC cannot use, Damage Absorb



Snail Pace

Number: 462
 Rarity: S
 Cost: 2
 HP: —
 AP: —
 TP: —
 MV: —
 Type: Assist
 Targets: Everyone
 Abilities: Lasts four turns, MV = 1



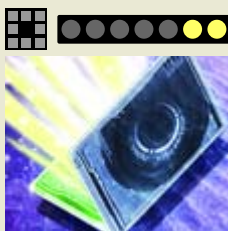
Yamigarasu

Number: 70
 Rarity: S
 Cost: 5
 HP: 13
 AP: +7
 TP: +3
 MV: —
 Type: Sword
 Targets: Single
 Abilities: Forces cannot equip, Tech OK, Minor Death, Steady Damage



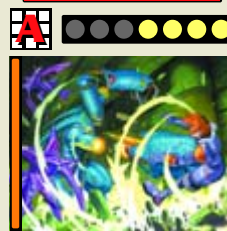
Reverse Card

Number: 472
 Rarity: S
 Cost: 2
 HP: —
 AP: —
 TP: —
 MV: —
 Type: Assist
 Targets: Everyone
 Abilities: Lasts four turns, Hand Flip



Tempest

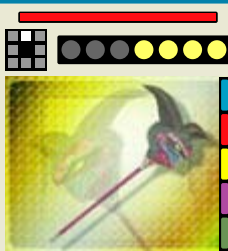
Number: 368
 Rarity: S
 Cost: 4
 HP: —
 AP: =8
 TP: —
 MV: —
 Type: Special Attack
 Targets: All
 Abilities: SC only, SC Block, Major Damager



SS Cards

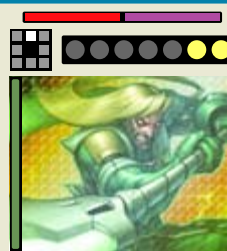
Bears Cane +

Number: 146
 Rarity: SS
 Cost: 4
 HP: 4
 AP: +1
 TP: +1
 MV: —
 Type: Cane
 Targets: Single
 Abilities: Force only, Tech OK, Time Bomb (8th), Timed EXP Sacrifice



Berserk +

Number: 306
 Rarity: SS
 Cost: 2
 HP: —
 AP: =?
 TP: —
 MV: —
 Type: Attack
 Targets: Single
 Abilities: SC block, SC can't use, Berserk*



C-Bringer's Rifle +

Number: 99
 Rarity: SS
 Cost: 6
 HP: 9
 AP: +2
 TP: +2
 MV: —
 Type: Gun
 Targets: Single
 Abilities: Hunters cannot equip, Tech OK, Carnage Uninclined



Chao +

Number: 194

Rarity: SS

Cost: 2

HP: 5

AP: —

TP: —

MV: —

Type: Mag

Targets: —

Abilities: Equipper EXP Boost, Mag



Dark Flow

Number: 21

Rarity: SS

Cost: 7

HP: 22

AP: +8

TP: +0

MV: —

Type: Sword

Targets: Multiple

Abilities: Hunter only, Attack AC unable, Big Swing, Death Companion, Enemy Bonus



Gather +

Number: 412

Rarity: SS

Cost: 3

HP: +?

AP: —

TP: —

MV: —

Type: Defense

Targets: —

Ability: Ally Guard



Chaos Bringer +

Number: 283

Rarity: SS

Cost: 5

HP: 12

AP: 5

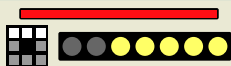
TP: 2

MV: 0

Type: Dark

Targets: Multiple

Abilities: Tech OK, Haste, Carnage Speedup, Heavy Rampage



Dark Meteor

Number: 124

Rarity: SS

Cost: 7

HP: 20

AP: +0

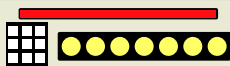
TP: +4

MV: —

Type: Gun

Targets: Multiple

Abilities: Ranger only, Tech OK, Gun AP Count, Random AP (+0)



Gibbles +

Number: 222

Rarity: SS

Cost: 6

HP: 15

AP: 5

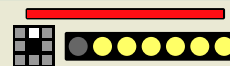
TP: 2

MV: 4

Type: Native

Targets: Single

Abilities: Tech OK, Carnage Inclined, Curse*



Charity +

Number: 474

Rarity: SS

Cost: 4

HP: —

AP: —

TP: —

MV: —

Type: Assist

Targets: Self

Abilities: Lasts four turns, Dice Minus



Delbiter

Number: 287

Rarity: SS

Cost: 7

HP: 25

AP: 13

TP: 5

MV: 6

Type: Dark

Targets: Single

Abilities: Tech OK, Major Rampage, Big Swing



God Whim

Number: 453

Rarity: SS

Cost: 2

HP: —

AP: —

TP: —

MV: —

Type: Assist

Targets: Everyone

Abilities: Applies once, Assist Change



Counter +

Number: 391

Rarity: SS

Cost: 3

HP: +0

AP: —

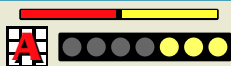
TP: —

MV: —

Type: Defense

Targets: —

Ability: Counter



Epsilon

Number: 265

Rarity: SS

Cost: 7

HP: 20

AP: 7

TP: 7

MV: 2

Type: Machine

Targets: Multiple

Abilities: Stall, EXP Bonus (3), Interest (9)



Guld Milla

Number: 109

Rarity: SS

Cost: 6

HP: 10

AP: +0

TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Ranger only, Attack AC unable, Triple Strike



Hallo Rappy +

Number: 223

Rarity: SS

Cost: 2

HP: 2

AP: 0

TP: 0

MV: 2

Type: Native

Targets: Single

Ability: SC Recovery



Lavis Cannon

Number: 10

Rarity: SS

Cost: 7

HP: 19

AP: +5

TP: +5

MV: —

Type: Sword

Targets: Single

Abilities: Hunter only, Tech OK, Battle Recovery, AP Growth (1), SC Slayer (2)



Nano Dragon +

Number: 240

Rarity: SS

Cost: 4

HP: 10

AP: 0

TP: 2

MV: 4

Type: A. Beast

Targets: Single

Abilities: Tech OK, Pierce, AP Silence



Heart of Pounn

Number: 64

Rarity: SS

Cost: 6

HP: 15

AP: +5

TP: +4

MV: —

Type: Sword

Targets: Single

Abilities: Hunewearl only, Tech OK, Ability Rise*



Madam's Umbrella +

Number: 39

Rarity: SS

Cost: 4

HP: 5

AP: +1

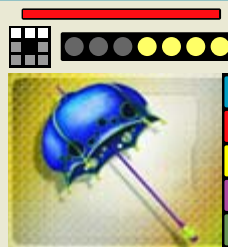
TP: +2

MV: —

Type: Sword

Targets: Multiple

Abilities: Female only, Tech OK, Stall



Omochoo

Number: 193

Rarity: SS

Cost: 7

HP: 15

AP: +7

TP: +5

MV: —

Type: Mag

Targets: —

Abilities: Inherit, Mag



Heaven Punisher

Number: 86

Rarity: SS

Cost: 7

HP: 20

AP: +5

TP: +5

MV: —

Type: Gun

Targets: Multiple

Abilities: Ranger only, Tech OK, Revenge (2), Big Swing



Mericus

Number: 244

Rarity: SS

Cost: 7

HP: 19

AP: 7

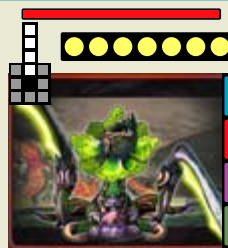
TP: 0

MV: 2

Type: A. Beast

Targets: Multiple

Abilities: SC Recovery, Enemy Bonus, SC Slayer (2)



Indi Belra +

Number: 279

Rarity: SS

Cost: 3

HP: 5

AP: 0

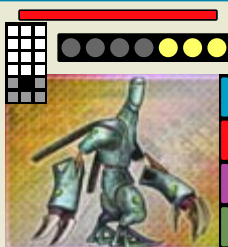
TP: 0

MV: 2

Type: Dark

Targets: Multiple

Ability: Fixed Range



Meteor Smash +

Number: 113

Rarity: SS

Cost: 3

HP: 5

AP: +0

TP: +0

MV: —

Type: Gun

Targets: Multiple

Abilities: Ranger only, Freeze (4), Paralysis (5), Acid (6)



Piety

Number: 386

Rarity: SS

Cost: 3

HP: +0

AP: —

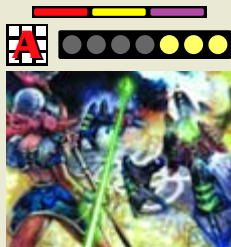
TP: —

MV: —

Type: Defense

Targets: —

Abilities: SC Block, Filial



Rika's Claw +

Number: 63

Rarity: SS

Cost: 6

HP: 16

AP: +2

TP: +6

MV: —

Type: Sword

Targets: Single

Abilities: Forces cannot equip, Action x2



S-Still Shield +

Number: 177

Rarity: SS

Cost: 4

HP: 3

AP: —

TP: —

MV: —

Type: Guard

Targets: —

Abilities: Protector, Equipper Haste



Rag Rappy +

Number: 205

Rarity: SS

Cost: 2

HP: 4

AP: 1

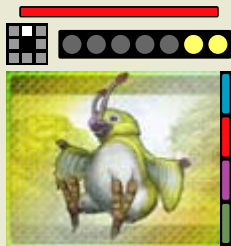
TP: 5

MV: 2

Type: Native

Targets: Single

Ability: Inherit



Sinow Beat +

Number: 256

Rarity: SS

Cost: 3

HP: 7

AP: 0

TP: 0

MV: 3

Type: Machine

Targets: Single

Abilities: Attack AC unable, Double Strike, Group (Sinow Beats and Sinow Beats+)



Thread +

Number: 325

Rarity: SS

Cost: 2

HP: —

AP: =0

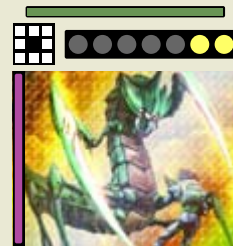
TP: —

MV: —

Type: Attack

Targets: Multiple

Abilities: Zero damage, Earth Bind



Recon +

Number: 253

Rarity: SS

Cost: 3

HP: 3

AP: 2

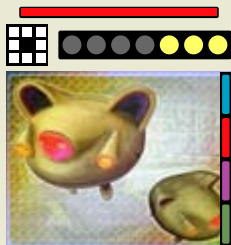
TP: 0

MV: 2

Type: Machine

Targets: Multiple

Ability: Time Bomb (6th)



Sonic Knuckle +

Number: 76

Rarity: SS

Cost: 4

HP: 6

AP: +0

TP: +6

MV: —

Type: Sword

Targets: Single

Ability: Defense Disable



Windmill +

Number: 133

Rarity: SS

Cost: 3

HP: 5

AP: +1

TP: +3

MV: —

Type: Cane

Targets: Single

Abilities: Not for humanoids, Tech OK, Light Item



Rich +

Number: 470

Rarity: SS

Cost: 2

HP: —

AP: —

TP: —

MV: —

Type: Assist

Targets: Everyone

Abilities: Lasts infinite turns, Draw Less



Eight Unlockable Special Rare Cards

Of the over five dozen special rare cards listed, several of them are easily acquirable. You can unlock the following eight cards if you have a Save File from another Sega game on your GameCube memory card. To acquire these cards, go to the Card Trading Machine and select Search Event Files while your memory card is plugged into your GameCube. If you have the correct Save File from the appropriate game on your card, you will unlock the respective special rare card.

Game Save File	Unlocked Cards
PSO I and II (V 1.0, V1.1, V 1.2)	Nano Dragon+
<i>Billy Hatcher & the Giant Egg</i>	Clippen
<i>Sonic Adventure 2 Battle</i>	Rage
<i>Sonic Adventure DX</i>	Sange
<i>Sonic Heroes</i>	Beat, Hallo Rappy, Sonic Knuckle
<i>Sonic Mega Collection</i>	Madam's Umbrella

Special Rare Card Abilities

Ability	Description	Ability	Description
Ability Rise*	The equipper of this card directly gains 1 AP and 1 TP.	Frontal Range	Limits the attack range of all Action Cards and all characters to one block directly in front.
Ally Bonus (Del Rappy)	During a physical attack, damage you inflict temporarily increases by the number of your own team's Field Characters (Items or Creatures) on the field +2.	Gold Rush	Multiplies everyone's EXP by 1.5 while this card is on the field.
Ally Guard	Damage from the opponent's physical attack decreases by the number of your Field Characters (Items or Creatures) on the field.	Grudge	Destroys the opponent with a 50 percent chance if your character is destroyed while using this card.
Assist Change	Randomly changes each Assist Card that is on the field to a different Assist Card when this card is set.	Gun AP Count (Dark Meteor)	During battle, this card temporarily gains AP equal to 1.5 times the number of Gun-type Items on the field, including itself.
Berserk*	During an attack, inflict damage equal to the HP of this card's user divided by two. The user will be destroyed immediately after attacking.	Hand Flip	Flips over the cards of all players while this card is on the field. All newly drawn cards will also be flipped over.
Counter (Counter+)	During defense, reflect physical or Tech attack back to opponent with a 50 percent chance.	Legacy	Causes all your Field Characters (Items and Creatures) on the field to go to the Discard Pile. In return, gain ATK points equal to half the sum of the discarded characters' action point costs. Only you can set this card.
Counter Red Ring	During defense, reflect damage from the opponent's physical attack back with a 50 percent chance.	Light Item	Increases MV of the Story Character who equips this card by one.
Curse*	When this card is destroyed, MV of its Boss Story Character will be set to one.	Mental Focus	This card gains TP equal to the amount of damage (Max HP - current HP) this card receives when attacking.
Damage Absorb (Reversal)	The amount of damage that your defending character receives from an opponent's physical attack has a 50 percent chance of becoming an HP recovery instead.	Minor Death (Tornado)	An attack destroys all characters of both parties having 3 (or less) HP.
Defense Disable	When attacking with only this card, the opponent becomes unable to use any Defense Action card. If you use any Attack Action card together with this card, the opponent can defend.	Multiple Strike	Attack the opponent multiple times with the same attack. The number of times is half the dice roll before the attack.
Dice 6	Fixes the dice roll of all players to six while this card is on the field. If two dice are rolled, both dice will roll a six.	Parry	Reflect damage to a random Field Character chosen from characters within one block of this card (excluding this card's user or the attacker). No effect if there is no target character.
Dice Minus	Lose one EXP each time any player rolls five or higher with the ATK or DEF Dice.	Physical Attack Block	All characters on the field will block any physical attack.
Draw Less	All players can only draw up to four new cards. Does not affect the max hand size.	Reverse Tech	Blocks the opponent's Tech attack, but damage from any attack afterward increases by two.
Equipper EXP Boost	Before each turn, the Story Character equipping this card gains one EXP.	Rigid	After a successful physical attack, this card's user becomes Immobile for three turns.
Equipper Haste	When the character equipping this card moves, there is no ATK point cost.	SC Recovery	Before each turn, the Story Character who set this card recovers 1 HP while this card is on the field.
Equipper Heal	Before each turn, the Story Character who equips this Item recovers 1 HP.	Time Bomb	On the listed turn after placing this card, it self-destructs, giving all opponent Field Characters (Items or Creatures) three damage. No effect if this card is destroyed early.
EXP Loss	The attacker loses EXP equal to the dice roll at the time of attack.	Timed EXP Sacrifice	On the eighth turn after placing this card, it self-destructs, increasing your EXP by nine. No effect if this card is destroyed early.
		Triple Strike	Attacks the opponent thrice with the same attack.

Good Cards

You should read the card list in this section thoroughly to learn the cards well. The following sections name some excellent cards for different situations, including Guard Creatures, Piercing and Rampaging Creatures and Items, good Defense cards, and so on.

These lists are by no means exhaustive, but if you are about to battle a player and need a certain card right away—for instance, if you need a good counter for your ally's Tech deck—then you can refer to these lists for a quick fix.

You are the final judge of whether these cards fit your play style and deck theme. These are simply suggestions.

<p>Offense</p> <p>Good Combos</p> <p>Multiple Dice +1 and Critical</p> <p>Multiple Dice +1 and Megid</p> <p>Multiple Dice +1 and Split Boost</p> <p>Fly and Earthquake</p> <p>Good Attack Cards</p> <p>Attack</p> <p>Attack 6</p> <p>Berserk</p> <p>Heavy Attack</p> <p>Madness</p> <p>Punch</p> <p>Rampage</p> <p>Split Boost</p> <p>Multitarget Attack Cards</p> <p>Cross Slay</p> <p>Heavy Slash</p> <p>Punishment</p> <p>Quake</p> <p>Round Slay</p> <p>Slash</p> <p>Stab</p> <p>Tempest</p> <p>Virus</p> <p>Multitarget Tech Cards</p> <p>Barta</p> <p>Gibarta</p> <p>Gifoie</p> <p>Gizonde</p> <p>Megid</p> <p>Rabarta</p> <p>Rafoie</p> <p>Razonde</p> <p>Range-Altering Attack Cards</p> <p>Long Arm</p> <p>Snipe</p>	<p>Piercing Action Cards</p> <p>Gifoie</p> <p>Grants</p> <p>Rafoie</p> <p>Piercing Creatures</p> <p>Bulclaw</p> <p>Crimson Assassin</p> <p>Garanz</p> <p>Tollaw</p> <p>Piercing Weapons</p> <p>Double Cannon</p> <p>Drill Launcher</p> <p>Holy Ray</p> <p>Photon Claw</p> <p>Rampaging Action Cards</p> <p>Gizonde</p> <p>Madness</p> <p>Megid</p> <p>Punch</p> <p>Razonde</p> <p>Right Heavy Punch</p> <p>Rampaging Creatures</p> <p>Gobomma</p> <p>Gibbles</p> <p>Hidelt</p> <p>Sinow Zoa</p> <p>Rampaging Weapons</p> <p>Battle Verge</p> <p>Brave Hammer</p> <p>Panzer Faust</p> <p>Red Mechgun</p> <p>Stag Cutlery</p> <p>Good Tech Creatures</p> <p>Arlan</p> <p>Canane</p> <p>Canune</p> <p>Chaos Sorcerer</p> <p>Deldepth</p> <p>Gibbles</p> <p>Gran Sorcerer</p>	<p>Pouilly Slime</p> <p>Sinow Berill</p> <p>UI Gibbon</p> <p>Zol Gibbon</p> <p>Defense</p> <p>Guard Creatures</p> <p>Baranz</p> <p>Barble</p> <p>Dubchich</p> <p>Gi Gue</p> <p>Pan Arms</p> <p>Sinow Berill</p> <p>Damage-Dealing Defense Cards</p> <p>Companion Counter</p> <p>Penetrate Return</p> <p>SP Counter</p> <p>Physical Defense Cards</p> <p>Cancel</p> <p>Dodge</p> <p>Guard</p> <p>Half Defense</p> <p>Reduction</p> <p>Resist</p> <p>TP Defense</p> <p>Weak Hit Block</p> <p>Weakness</p> <p>Tech Defense Cards</p> <p>Dodge</p> <p>Half Defense</p> <p>Inversion</p> <p>Patience</p> <p>Resist</p> <p>TP Defense</p> <p>Counters</p> <p>Good Against Canes</p> <p>CN Attack</p> <p>CN Guard</p> <p>Crimson Assassin</p>	<p>Red Sword</p> <p>Yasminvok 9000M</p> <p>Good Against Guards</p> <p>Baranz</p> <p>Black King Bar</p> <p>Dark Belra</p> <p>Hildebear</p> <p>LK14 Combat</p> <p>SH Attack</p> <p>Vulmer</p> <p>Good Against Guns</p> <p>GN Attack</p> <p>GN Guard</p> <p>Iron Faust</p> <p>Red Sword</p> <p>So Dimenian</p> <p>Vjaya</p> <p>Yasminvok 9000M</p> <p>Good Against Swords</p> <p>Red Sword</p> <p>Sinow Blue</p> <p>Sinow Red</p> <p>SW Attack</p> <p>SW Guard</p> <p>Wals-MK2</p> <p>Yasminvok 9000M</p> <p>Good Against A. Beast Creatures</p> <p>AB Attack</p> <p>AB Guard</p> <p>Cross Scar</p> <p>Imperial Pick</p> <p>P-Arm's Blade</p> <p>Soniti</p> <p>T-Assassin's Sabers</p> <p>Yasminkov 7000V</p> <p>Good Against Dark Creatures</p> <p>Caduceus</p> <p>Demonic Fork</p> <p>DK Attack</p> <p>DK Guard</p>	<p>Dragon Slayer</p> <p>Madhu</p> <p>Slicer</p> <p>Twin Psychogun</p> <p>Good Against Machine Creatures</p> <p>Anti-Android Rifle</p> <p>Burning Visit</p> <p>Churel</p> <p>MC Attack</p> <p>MC Guard</p> <p>Good Against Native Creatures</p> <p>Bhirava</p> <p>Booma's Claw</p> <p>Dragon Slayer</p> <p>NA Attack</p> <p>NA Guard</p> <p>Wand</p> <p>Good Against High-HP, High-Cost Creatures</p> <p>Asuka</p> <p>Bartle</p> <p>Chain Sword</p> <p>Companion</p> <p>Divinity Barrier</p> <p>Evil Curst</p> <p>La Dimenian</p> <p>Merlan</p> <p>Morfos</p> <p>Silence Claw</p> <p>Suppressed Gun</p> <p>Tempest</p> <p>Weakness</p> <p>Good for HP Recovery</p> <p>Drain</p> <p>Inversion</p> <p>Piety</p> <p>Red Dagger</p> <p>Resta</p> <p>Reversal</p>
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Online Play

This is an online game, and while you'll probably play it often by yourself, you can, and should, go online to battle human opponents as well.

You need to get a Hunter's license and pay a monthly fee, but once you're on the *Phantasy Star Online: Episode III—C.A.R.D. Revolution* networks, you'll be able to engage in C.A.R.D. battles against other players as tricky and intelligent as you are. There is a reward in doing that: The best cards are available only after you beat high-level human opponents. If you have a Hunter's license for PSO I & II for the GameCube, if you use the same SNAK, you can use it for PSO III and vice versa (although not Xbox Hunter's license).

Getting Online



When you log on to the network to play, you are taken to the Ship Select screen. From here, you can download new missions to play offline or go onto a ship to chat or play against other humans.

Downloading Quests

Whether you are in offline free battle mode or online mode, when you go to the Entry Counter, you see the option Quests. Missions that you download from the Ship Select screen show up here. These are often battles against unique characters, featuring interesting new cards. When you complete many of these quests, you also get special rare cards as rewards. As the designers of this game continue to develop new missions, they'll be offered here as downloads.



Ship Select

You are given two server choices at the Ship Select screen. One server has the notation *B*, and the other one does not. *B* stands for Battle Server, and the other server is the Peace Server.

Tip

If your ISP is prone to disconnections, do not choose a Battle Server, because a disconnect will also count as a loss, and you will lose EXP.

If you join the Battle Server, you earn a lot more EXP when you win a battle, but you also lose EXP if you are defeated in battle. In contrast, the Peace Server gives you a smaller EXP award for winning and no EXP penalty for losing. In essence, the Battle Server is a high-risk, high-reward server, where the stakes are higher. The Peace Server is the server to join if you want less stressful battles and don't want to worry about losing experience.

Lobby

After you select a Ship, you must select a block. The servers, or Ships, in PSO III are divided into Blocks. These are simply partitions of the server. Blocks are then subdivided into Lobbies where players can meet to chat or challenge each other to duels. After you select a block, you are taken to the Lobby, where you can meet other players. In the middle of the Lobby is an information desk.

If you want to play a quick game with anyone online, you can move to one of the tables on the raised platforms flanking the information desk. When you sit down at a 2-player or 4-player table, a window appears, telling other players in the Lobby that you want a game. As soon as someone sits down and the two of you agree to play, you are both instantly transported to the Morgue.



Tournaments and Meseta

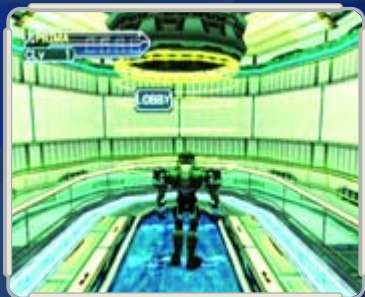
In addition to offering competition against more players and the chance to earn better cards, a tournament also offers a meseta reward to the ultimate winner.



Meseta are the currency and can be used to play music at the juke box in the online Lobby.

Online Morgue

In most respects, the online Morgue is like the offline one. It has a Command Center for deck editing and card trading, and it has an Entry Counter room, from which you embark on missions. You go to the Entry Counter room to engage in free battles or undertake quests with teammates you met in the Lobby.



A room that is available in online mode that is not used in offline mode is the second transporter room, which is adjacent to the Command Center. When you want to return to the Lobby, go to the second transporter room to be transported to the Lobby.

Events and Event Cards

As the audience for this game grows, there will be events in online play. At the moment, these take place in the form of tournaments and quests. Sometimes certain events offer the chance to win Event cards as rewards. You can only acquire these cards, with the special E ranking, online.

Online Strategies

For the most part, the strategies you employ online are the same ones you use in offline play. So check out the first several sections on gameplay and strategy, and read up on the tactics for the offline story mode. Many human players use the same types of decks that the computer uses, so by learning about offline mode, you'll learn a lot about how to play against human players. The main difference between online and offline battles is that in online battles you have intelligent human opponents to consider.

Building Specialized Decks

As you play the game more, whether in online or offline mode, you'll realize that with such a low limit on deck size, a general deck isn't as effective as a specialized one. Decide on a theme, and don't muddy it by adding other cards that, while strong, don't add to your particular deck strategy.

As an example of a specialized deck, build a deck around Reiz's Pierce ability. In order for such a deck to be viable, support Reiz with Guard Creatures because she goes for the thick of battle and is subject to frequent attacks. And because she gets attacked so much, she goes through Guard Creatures very quickly. So in order to keep Guard Creatures alive longer, you need Defense Action cards as well. Big Creatures, such as five- or six-point Belras (17+ HP Creatures with 10 AP), are great monsters in their own right, but they don't really add to Reiz's deck. In fact, they detract from it because they take up space that should go to Guard Creatures instead.

You need to look at what is essential to making your deck survive, but more importantly, you need to find what will make it

a winner. For example, to win with Reiz, you need to play to her strengths. She can penetrate Items and attack Hero Story Characters directly, so give her a lot of Attack Action cards. That way, when she hits, she delivers a huge blow. Add cards such as Heavy Attack (three cost, +5 AP) and Split Boost (two cost, +1→6 AP). Anything else, such as Tech cards and special Attack cards (for example, Acid and Bind), simply dilute the purity of this strategy, which is to hit hard and fast.



When creating a deck, think about what you want the deck to do but also think about how the deck might be countered by the opponent; then build in your defenses.

Learn the Cards

This guide can't possibly give you every combination of cards and every good deck combo out there. The best way for you to create a deck is to learn the cards themselves. Read the Cards section to learn which cards are best against Native Creatures, Swords, high-cost characters, low-cost characters, and so on. Invariably, other players will build decks with such themes. You will fight Native Creature decks, Dark Creature decks, Tech card decks with Canes, Sword decks, high-HP Creature decks, and low-cost Creature decks. And there is absolutely a card to counter each of these kinds of decks.

You can find information on the best cards for all situations—for Tech defense, against Hero Story Characters, against strong Creatures, etc.—in the Cards section.

Multiple Decks

When you play online, make sure you already have several preconstructed decks for different situations. That way, when you go into free battle against a human opponent, you can pick an appropriate deck for the opponent. Have an all-around good deck plus specialized decks—Tech decks, Attack card decks, themed decks, and so on.

Above all else, challenge and play opponents who are better than you. You'll learn the most by playing them, whether you win or lose. Most of the time, the really good players are willing to give you advice and pointers. This is, after all, a community, and it can be a resource, as well as a game, for you.

