

Disgaea: Afternoon of Darkness Etna Story Walkthrough

by titan_strife

Updated to v1.51 on Oct 22, 2008

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Disgaea: Afternoon of Darkness Walkthrough (Etna's Story)
System: Sony PlayStation Portable
Author: James Ashlock
E-Mail: titan9088@yahoo.com
Version 1.51
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Table of Contents

1. Introduction/Version History
2. Controls
3. Walkthrough
 - * Ep.1 - Episode 1: Super Dimensional Etna
 - * Map.1 - Stellar Graveyard
 - 1.1 - Valgipus IV
 - * Map.2 - Vyers Castle
 - 2.1 - Magnificent Gate
 - 2.2 - Blessed Court
 - 2.3 - Corridor of Love
 - 2.4 - Hall of Caresses
 - * Ep.2 - Episode 2: Space Detective Etna
 - * Map.3 - Dinero Palace
 - 3.1 - Gaudy Entrance
 - 3.2 - Golden Courtyard
 - 3.3 - Flashy Passage
 - 3.4 - Lavish Hall
 - * Ep.3 - Finale: Chronicles of Etnarnia
 - * Map.4 - Sea of Gehenna
 - 4.1 - Fervent Melody
 - 4.2 - Wasteland of Woe
 - 4.3 - River of Lava
 - 4.4 - Searing Tyranny
 - 4.5 - Inferno
 - * Ep.4 - Finale Cont.: Chronicles of Etnarnia
 - * Map.5 - Jotunheim
 - 5.1 - Absolute Zero
 - 5.2 - Endless White
 - 5.3 - Terrible Cold
 - 5.4 - Ice Queen
 - * Map.6 - Grand North
 - 6.1 - Ice Beast Gate
 - 6.2 - Frost Castle
 - 6.3 - Millennium Ice
4. Extas
 - * Cave of Ordeals
 - * Cave of Ordeal 1
 - * Cave of Ordeal 2
 - * Alternate Netherworld
 - * Alternate World
 - * Hall of Sin
 - * Hall of Penance

- * Malefic Seal
- * Warrior Maiden
- * Beauty Castle
 - * Forboding Seal
 - * Beauty of Evil
- * Baal Castle
 - * Patriarch's Seal

5. FAQs
6. Version History
7. Contact Info & Final Words

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1. Introduction

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Welcome to my walkthrough for Nippon Ichi's hit, Disgaea: Afternoon of Darkness, exclusive for the Sony PlayStation Portable (PSP). This walkthrough will cover the loveable little demon Etna and her side of the story, the story of what if Etna actually killed Laharl!

I appologize as you have all probably heard the following at least a million times from other people, but this is my first walkthrough. I appologize for any spoilers I may slip. My hopes are the more of these I do, the better I get at not spoiling the story for you. Thankfully it is similar to the original storyline, with a few small, yet suprising and hilarous changes.

Let's go over a few important things first.

1. There are two ways to go about starting Etna's story.

The first is to complete the original game. You must also enter Etna's secret chamber and read each new diary entry in every chapter of the game. If this is the way you go, when you load up Etna's story for the first time through your New Game Plus, all the enemies will have a SERIOUS boost to their level's through out the story. Even if you never passed the stronger enemies bill in the Dark Assembly in the original story line.

The second way to access Etna's story is to enter the following button combination at the title screen of the game. You must be sitting on the option "Start Game" before you enter the code.

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Triangle, Square, Circle, TriangleSquare, Circle, X

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You will hear Etna's voice say "Here we go!" to confirm that you inputed the code correctly. Starting Etna's mode in this fashion you will be starting Etna's mode from scratch. Fortunatly the enemies start out at level one as well.

2. Character Creation/Transmigration is the same as the main story. And Hell, or HL is what money is called in Disgaea.

3. The stores still have all the same inventory as the main story as had. Sorry, no special "Etna Story Only" items to collect here. The same goes for the Dark Assembly. There are no unique bills that were not in the main storyline.

4. If you played the original story, unfortunately you will not get the following characters from the main story.

- * Laharl

- * Maderas
- * Captain Gordon
- * Jennifer
- * Thursday
- * Kurtis

5. I will also be adding the dialogue of the game.

6. When you refer to the enemy stats I have placed along with the map they are located in, the stats of the enemies are as accurate as possible. The stats that I list are what the enemies had when I encountered them, you may not experience the same results I have. Also, the first set of enemies listed with a map are if you start Etna's Story brand new from scratch. The second set is what the enemies are if you play the main story one time through and play Etna's Story with the New Game Plus.

7. The solutions I give for how to complete a battle are my personal ways on how to complete the level. The same might not happen exactly for you. But I will state what I deem to be the order of how you could complete the map. Again, it's up to you whether or not you follow my solution, if you see a better or more simpler way of completing it, by all means, please use your method. You could also send a way that you might think works better. I might just add it in one of my updates. To contact me for anything, check the "Contact Info & Final Words" Section at the end of this guide.

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2. Controls

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Well, if you're playing on a New Game Plus and don't know the button combinations by now, then I have one question... How did you get through the game? For those of you are just starting to play this game for the first time, are too lazy to read the manual, and just want to forget about the original story and start with the crazy adventures of Etna, then here are the basic controls for the game.

Overlord's Castle/Main Map

X: Command Button. Speak with other Characters.

Square: N/A

Triangle: Open Menu

Circle: Command Cancellation

Start: N/A

Select: Turn on/off Geo Panel color displays in battle

L/R: N/A

D-Pad/Analog Stick: Movement

Battle

X: Command Select

Square + L Button: Zoom in/out

Square + R Button: Scroll between Allies still able to move

Triangle: Open Menu

Circle: Command Cancelation

Start: N/A

Select: Turn on/off Geo Pannel color displays

L/R: Rotate the camera

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3. Walkthrough
=====

Ep.1

Episode 1: Super Dimensional Etna

The Game starts out just like the main story of the game, the narrator speaks about King Kirchevskoy's passing, then it cuts to a dark screen where we hear the voice of Etna calling for the Prince...

Etna: Prince. Prince, wake up.

Gunshots and physical hits are heard. The screen opens up to a dark room lit by candles and a fire. We see Etna standing next to the casket/bed of Laharl with an wide variety of weapons behind her.

Etna: This brat just won't wake up. Well, if that's the case... there's only one thing left to do.

Etna pulls out a handgun and points it at Laharl.

Laharl: ...What fool dares awaken me, the great Laharl?

As Laharl sits up in the casket, Etna accidently fires the handgun.

Etna: Whoops...

Laharl: Arhhhhhh!

Laharl falls back into the casket.

Etna:Did I...kill him? Hmm...oh well. What can I say? Looks like I'll just have to take on the Prince's legacy myself...And the title of Overlord!

Player gains control of Etna.

Ok, from here it is just like the beginning of the main story, only no Laharl this time around. If you played through the main story first to get here and worked with Laharl the most, well I hate to be the bearer of bad news, but you wasted your time on him. Because he is gone. If you didn't use any other charaters the first time through but Laharl, well... my prayers are with you...

Anyway... You start off standing in Laharl's room. Go ahead and roam around the room if you wish. Use the Command Button on the weapons in the room for a few laughs. When you are done with this room, exit the room to the south. You are now standing in the throne room of the castle. Remember the secret chamber of Etna's I was talking about in the Introduction? Let's go ahead and start to unlock that. Go behind the throne and press the command button. You will receive a message that you found a switch. Choose yes to press it. Now head south-west out of the throne room. You may speak to the other vassals if you wish. The next room has three vassals, Longinus the spear, and the Music Shop Guy. Skip this room for now and exit to the west into the major room of the game. Walk a few steps forward and you will begin a short intro/tutorial about the weapon shop.

Once you gain control again, run over to the skull sitting on the counter between the weapon shop and the item shop and press the command button. You will find a second switch. Press it and return to the room with the Music shop guy. Go to the top corner on the bottom level of the room, next to the Prinny. Press the command button while facing the corner, this will take you to a small room. Inside the little room, Etna mentions a piece of paper on the table. The piece of paper isn't really important to you if you used the code mentioned in the introduction to get to this point. All the paper tells you is the code that allows you to access "Etna Mode" from the title screen.

Back to the game. After you finish with the little side room, it sends you back out into the room with the Music Shop Guy. From here, go back up the steps to the west and through to the main shop hall. From this point right now you can't do much, especially if you starting a new game, because just about everything here is closed for the moment. The only two things available at the beginning is the Weapons/Items Shop and the Item World.

Just for the sake of this walkthrough, and because I'm not covering the Item World, just skip this for now. Same with the weapons/Items Store. But I am not going to stop you from using them. Continuing on, head on over to the female cleric guarding the gateway portal. Speak with her and she will open up the Stellar Graveyard for you. Ready... Here we go!

Map.1.1 - The Stellar Graveyard

Valgipus IV

Prinny Squad: Master Etna! We buried the Prince for you, dood!

Etna: ...Would he normally die from that? The Overlord's son should be able to deflect a couple hundred rounds, no problem.

Prinny Squad: Master Etna, you don't look very happy, dood.

Etna: What are you talking about? I'm glad that brat's finally dead. In fact, I have never been happier.

Prinny Squad: I bet, dood. He'd boss us around, but he couldn't even figure out how to set the VCR. "The bed is stiff," and "My food is bland." His complaining sure was annoying, dood. It's his own fault for being betrayed by Master Etna, dood!

Etna: Yep, it's his fault for dying so easily. But this isn't good.

Prinny Squad: What's the problem, dood? Misson accomplished, right?

Etna: But that is the problem. Think about it. With the Prince gone, he's got no use for me. I just know he's going to betray me.

Prinny Squad: You're too cynical, dood. I think you're gonna get a huge reward.

Etna: Don't be stupid. That'll never happen.

Prinny Squad: Why not? you did your job, dood.

Etna: Because, if I was him, I'd betray him as me.

Prinny Squad: ...! You demons are evil, dood. But, the Prince is dead, dood. Won't he find out eventually?

Etna: I suppose..... Oh, I know! Hahaha. You there, you cute little Prinny. Come over here. Yeah!

Prinny Squad: I have a bad feeling about this, dood.

Etna: I said get over here!

Prinny Squad: Comming, dood! So, what's the plan, dood?

Etna: Well...only...This!

Prinny Squad: Master Etna! What are you doing!?

Fake Laharl:

Prinny Squad: Don't tell me that's...

Etna: There! Perfect! From now on you're Prince Laharl!

Fake Laharl: Dooooood! You just stuck an antenna on me, dood!

Etna: Don't worry about it. You look just like the Prince. No one will know.

Fake Laharl: Where do you get all of that confidence, dood!?

Etna: Hey, look over there.

Zombie: Rghhhhhhhh!

Fake Laharl: Ahhhhhh!

Etna: See? You fooled that monster. You really should trust me more. Oh yeah... All these guys wanna be the Overlord, so you might wanna watch yer back.

Fake Laharl: Are you serious!? Master Etna! Please help me, dood!

Etna: What are you talking about, Prince? Wouldn't you rather wipe out these losers with your magnificent powers?

Fake Laharl: You guys are my friends, right, dood!?

Prinny Squad: We believe in you, Prince, dood!

Fake Laharl: Dooooo...

New Game Enemies

```
*****
* ENEMY          | LEVEL | HP    | SP    | *
*-----|-----|-----|-----*
* Ghost         | 1     | 15    | 7     | *
*-----|-----|-----|-----*
* Ghost         | 1     | 14    | 7     | *
*-----|-----|-----|-----*
* Ghost         | 1     | 14    | 8     | *
*-----|-----|-----|-----*
* Zombie        | 2     | 32    | 7     | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 1     | 15    | 9     | *
* (Def +50)      |       |       |       | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 1     | 15    | 9     | *
* (Atk +50)      |       |       |       | *
*****
```

New Game Plus Enemies

```
*****
* ENEMY          | LEVEL | HP    | SP    | *
*-----|-----|-----|-----*
* Ghost         | 65    | 1,138 | 253   | *
*-----|-----|-----|-----*
* Ghost         | 65    | 1,115 | 248   | *
*-----|-----|-----|-----*
* Ghost         | 65    | 1,205 | 253   | *
*-----|-----|-----|-----*
* Zombie        | 70    | 1,856 | 166   | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 65    | 1,182 | 316   | *
* (Def +50)      |       |       |       | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 65    | 1,069 | 336   | *
* (Atk +50)      |       |       |       | *
*****
```

Etna: I wasn't expecting that, but at least everybody knows the Prince is still alive.

Prinny Squad: But, won't that make more demons try to kill us, dood?

Etna: Don't worry, our mighty Prince Laharl here will crush those fools.

Prinny Squad: But, what about Demon Lords? We can't beat them, dood!

Etna: Oooh! They'll make perfect examples to show off the Prince's power! In fact, I don't even wanna wait for those demons to show up.

Prinny Squad: That could be me next... I hope Prince Laharl is up to it, dood.

Etna: Well, let's just go back to the castle and celebrate the Prince's return!

Prinny Squad: Alright, dood!

Back at the Castle...

Etna: Ahh, my back.

Fake Laharl: I can't believe no one's noticed what's going on, dood.

Prinny Squad: Everybody always hated the Prince, so maybe they just don't care.

Etna: Are you joking!? You don't know how much I spent to keep their traps shut!

Fake Laharl: I didn't even notice you were bribing everybody, dood.

Etna: Oh and by the way, I paid everybody with your paycheck.

Fake Laharl: You're evil, dood!

Prinny Squad: Reporting in, Master Etna. A new demon named Vyers is rapidly gaining popularity, dood. Many demons are joining forces with him, dood.

Etna: Never heard of him. Leave him be. He's probably just a nobody.

Prinny Squad: He's after the throne! We gotta deal with him eventually, dood!

Etna: Argh. This Overlord business is such a pain in the ass.

Prinny Squad: If you don't take him out, he might eat all that pudding from the Sea of Gehenna that you've been hiding in the fridge, dood.

Etna: Whhhhhaaaatttt!!!!? If anyone touches my snacks, they're dead!! ...Wait, how did you know about my stash!?

Prinny Squad: I'm just saying what if, dood! I don't know anything about it!

Etna: ...Fine. So, where can we find this demon?

Prinny Squad: Just ask the Gate Keeper to take you to Vyer's Castle, dood.

Etna: Well Prince... It's time to strut your stuff. What are you waiting for? Let's go already!

Fake Laharl: Good god, dood...

After the cutsceen, you find your self back in the throne room of the castle. You recieve a message from one of the Prinnyies that the Dark Assembly is now open. For those stating the game over from the beginning, the Dark Assembly will help you out greatly. It is one of the most popular features of Disgaea. At the Dark Assembly you can create new characters to have as your underlings, you can pass bills that make enemies stronger, make more weapons and armor availible, and you can even unlock new maps and challenges altogether depending on your rank in the Dark Assembly. The higher the rank, the better off you are. But don't get ahead of your self in the rank promotion, you can only increase a person's demon rank one battle at a time, the problem with that is that who ever is going into the exam, goes in alone and must pass the promotion exam all alone. If you fail and lose the battle, it's game over! The exam teachers

show no mercy... well they are demons after all.

Back to the game. Once again, you now find yourself standing in the throne room of the castle. Go ahead and leave the throne room to the south and skip through the room with Etna's secret chamber back to the room with the shops. While your here, you may want to give the hospital a vist to heal your wounds from the first battle. You now have the option to go ahead and vist the Dark Assembly and start working on that a little bit. Despite how much I may suggest new players should go and at least make a cleric who can cast heal, they might not be able to just yet. The reason for this is that you probably just don't have enough mana yet to do anything. Everything in the Dark Assembly costs mana.

You gain mana by defeating monsters. The catch to that is that mana does not go to all involved in the battle. It doesn't even go to everyone included in an attack on a monster. The person who get's the kill, gets the mana. For example...

You use Etna and the three Prinnies to surround a moster to attack. Say you have the three Prinnies attack the monster to weaken it, and want Etna to get the mana. You then would send Etna in to make the final blow to the monster. With that, the mana is then awarded to Etna, and none to the Prinnies. I know it sucks with how that works, but you end up getting used to it.

One thing that you may want to do if you are starting a new game is head on over to the weapon shop and buy at least Etna a new weapon and a new piece of armor or two. You may also want to purchase a few Mint Gums from the Item store for healing. You never know when you might need it.

Map.2.1 - Vyers Castle

Magnificent Gate

New Game Enemies

```
*****
* ENEMY          | LEVEL | HP    | SP    | *
*-----|-----|-----|-----*
* Ghost          | 1     | 15    | 7     | *
*-----|-----|-----|-----*
* Ghost          | 1     | 14    | 7     | *
*-----|-----|-----|-----*
* Ghost          | 1     | 14    | 7     | *
*-----|-----|-----|-----*
* Ghost          | 1     | 14    | 7     | *
*-----|-----|-----|-----*
* Ghost          | 1     | 14    | 8     | *
*-----|-----|-----|-----*
* Archer         | 3     | 27    | 14    | *
*-----|-----|-----|-----*
* Hobbit         | 2     | 26    | 8     | *
*-----|-----|-----|-----*
* Hobbit         | 2     | 27    | 8     | *
*-----|-----|-----|-----*
* Cleric (Male)  | 2     | 17    | 25    | *
*-----|-----|-----|-----*
* Cleric (Male)  | 2     | 19    | 25    | *
```

```

*-----|-----|-----|-----*
* Geo Symbol (Yellow)      | 1      | 15     | 9      *
* (Ally Damage %20)      |        |        |        *
*-----|-----|-----|-----*
* Geo Symbol (Blue)       | 1      | 15     | 10     *
* (EXP +50)               |        |        |        *
*****

```

New Game Plus Enemies

```

*****
* ENEMY                    | LEVEL | HP      | SP      *
*-----|-----|-----|-----*
* Ghost                    | 65    | 1,138  | 264    *
*-----|-----|-----|-----*
* Ghost                    | 65    | 1,092  | 279    *
*-----|-----|-----|-----*
* Ghost                    | 65    | 1,159  | 264    *
*-----|-----|-----|-----*
* Ghost                    | 65    | 1,205  | 274    *
*-----|-----|-----|-----*
* Ghost                    | 65    | 1,138  | 269    *
*-----|-----|-----|-----*
* Archer                   | 75    | 1,161  | 271    *
*-----|-----|-----|-----*
* Hobbit                   | 70    | 1,417  | 200    *
*-----|-----|-----|-----*
* Hobbit                   | 70    | 1,501  | 204    *
*-----|-----|-----|-----*
* Cleric (Male)            | 70    | 1,041  | 440    *
*-----|-----|-----|-----*
* Cleric (Male)            | 70    | 958    | 431    *
*-----|-----|-----|-----*
* Geo Symbol (Yellow)     | 65    | 1,159  | 343    *
* (Ally Damage %20)      |        |        |        *
*-----|-----|-----|-----*
* Geo Symbol (Blue)       | 65    | 1,069  | 316    *
* (EXP +50)               |        |        |        *
*****

```

Okay, I know I didn't have a section about how to complete the first map, but it should have been pretty straight forward.

Anyway, for this map, you notice that the yellow Ally Damage %20 Geo Symbol is sitting on the red space. This makes your first turn to focus on targeting the Geo Symbol and destroying it. After breaking it, you will notice that not only did it turn all the red spaces to yellow, it also removed the Ally Damage %20 from the map! You may end your turn if you wish.

With your second turn, you need to focus on taking out everyone on the outside of the gate. A couple of ghosts should have actually came forward to get in closer for an attack. Your next few turns should be you clearing out the few ghosts and the couple of clerics (if the clerics came down to attack you).

After clearing out the enemies on your side of the wall, go ahead and heal one or two of your most damaged allies. Your next goal is to avoid possible casualties by only sending a member of your group one or two spaces forward at a time. The reason behind this is to draw one of the enemies away from their group towards your party so you can surround it and beat it into oblivion. Just to be sure, try to make the archer be the last one you draw out. If you happen to bait the archer instead of one of the hobbits, RUN!!!

Once she is in range of your group, surround her and defeat her. Anyway, as long as you take them out one at a time, and heal when needed, you should be able to finish the rest of this map with out much difficulty.

No dialogue this time around. As soon as the battle is over, you get your reward and are sent back to the map select screen. From here, go ahead and back out until you are back in the castle. I recomend you do this after every map so you can go use the hospital and maybe even replenish any items you may used in the battle, or even make a new character or two to help you out with the battle. Speaking of character creation, you may also have enough mana with someone now to go and make a new ally or two. If not, I suggest that you do the first map a couple of times through to gain enough mana and HL to make a couple of characters and equip them with at least one weapon and a piece of armor. I personally created a warrior to have another front line fighter, and a cleric so I don't have to spend as much time and effort on healing items. Anyway, after you have finished preparing for the next map, go ahead and go back to the gateway portal and onto...

Map.2.2 - Vyers Castle

Blessed Court

Etna: For a new demon, he sure is living in a nice place.... Prick.

Prinny Squad: Be careful, dood. We came through the main entrance and no one's appeared yet.

Etna: You're right. It almost seems like he's...

Prinny Squad: Not home?

Etna: So... You made me come all this way for nothing? That's it! I've gotta break something...

Prinny Squad: Dood! He should be here! I've done the research, dood! Right now, Vyers should be staring into his mirror, asking who's the most adonic of them all, dood!

Etna: Ugh... What a freak.

Prinny Squad: Yeah... He was voted "Most Likely to Earn a Degrading Name" in the Prinny Times, dood.

Etna: ...So, he's in his room?

Prinny Squad: I've done the research, dood.

Etna: Alright, you know what to do. Standard Prinny Looting Formation. Let's move it!

Prinny Squad: Roger that, dood!

New Game Enemies

* ENEMY | LEVEL | HP | SP *

* Ghost	2	23	11	*
* Ghost	2	21	12	*
* Ghost	2	22	12	*
* Ghost	2	22	11	*
* Ghost	2	23	11	*
* Ghost	2	22	12	*
* Ghost	2	23	12	*
* Ghost	2	23	11	*
* Hobbit	3	34	11	*
* Hobbit	3	38	12	*
* Blue Mage	4	23	33	*
* Red Mage	4	25	33	*
* Geo Symbol (Green) * (Enemy Boost + 50)	1	14	9	*
* Geo Symbol (Green) * (Enemy Boost + 50)	1	15	10	*
* Geo Symbol (Red) * (Attacks +1)	1	15	10	*
* Geo Symbol (Red) * (Recovery %20)	1	15	9	*

New Game Plus Enemies

* ENEMY	LEVEL	HP	SP	*
* Ghost	70	1,325	295	*
* Ghost	70	1,250	295	*
* Ghost	70	1,224	289	*
* Ghost	70	1,276	284	*
* Ghost	70	1,175	278	*
* Ghost	70	1,175	266	*
* Ghost	70	1,250	278	*
* Ghost	70	1,224	301	*
* Hobbit	75	1,579	237	*

* Hobbit	75	1,641	232	*
-----	-----	-----	-----	*-----*
* Blue Mage	80	855	516	*
-----	-----	-----	-----	*-----*
* Red Mage	80	908	537	*
-----	-----	-----	-----	*-----*
* Geo Symbol (Green)	65	1,092	323	*
* (Enemy Boost + 50)				*
-----	-----	-----	-----	*-----*
* Geo Symbol (Green)	65	1,182	336	*
* (Enemy Boost + 50)				*
-----	-----	-----	-----	*-----*
* Geo Symbol (Red)	65	1,069	310	*
* (Attacks +1)				*
-----	-----	-----	-----	*-----*
* Geo Symbol (Red)	65	1,115	330	*
* (Recovery %20)				*

On this map you can see that your base pannel is surrounded by 4 Ghosts. Two ahead of you blocking the path further inward of the map, and two behind you. You first move should be to run down to the green Geo Symbol, lift it, and then throw it onto the space right next to it, sucessfully blocking the path from any enemies being able to come down and attack you. If you haven't noticed, an enemy can't step on or pass over your base pannel, this is why they are blocked for now. Anyway with the path for enemies now blocked, run on down to the two ghosts behind you and take them out. Leave the red "Recovery %20" Geo Symbol alone for now.

After finishing them off, go ahead and make sure you have nobody standing on the yellow Geo Pannels. Go ahead and send one of your characters up to the base pannel that can destroy the green Geo Symbol that you threw next to the base pannel in one shot. When you destroy the Geo Symbol, make sure your character is standing on the base pannel so he doesn't take any damage from the pannels changing color.

After destroying the Geo Symbol, go ahead and head back down to where you killed the first two ghosts and wait. The last six ghosts will then proceed toward your position. Just wait and pick them off as they arrive. After finishing off all of the ghosts, go ahead and pick up the remaining red Geo Symbol and toss it onto the Geo Pannels. After doing that, put any of your characters that may be injured onto the geo pannels and recieve some free healing. You are not automatically healed just by stepping on the pannel, you must wait a turn and after the enemy has there turn (as long as you are back far enough, they'll just stand where they are) you recover 20% of your max HP back.

After fully healing, go ahead and send one of your characters forward a little bit to draw in one of the hobbits. If both follow, don't get too worried, you should be ok. Now if you get the mages along with the hobits, you might have a little bit more trouble because they can cast spells at you from a few spaces away. Again, just pull them in one at a time and heal when needed, you'll make it through this map just fine.

After the battle, go ahead and return to the castle once again to restore yourself at the hospital and do what ever else you wish to because we are heading on our way to...

Map.2.3 Vyers Castle

Corridor of Love

New Game Enemies

```
*****
* ENEMY                | LEVEL | HP    | SP    | *
*-----|-----|-----|-----*
* Ghost                | 2     | 22    | 12    | *
*-----|-----|-----|-----*
* Ghost                | 2     | 23    | 12    | *
*-----|-----|-----|-----*
* Ghost                | 2     | 21    | 12    | *
*-----|-----|-----|-----*
* Ghost                | 2     | 23    | 11    | *
*-----|-----|-----|-----*
* Boggart              | 4     | 40    | 19    | *
*-----|-----|-----|-----*
* Boggart              | 4     | 41    | 20    | *
*-----|-----|-----|-----*
* Boggart              | 4     | 43    | 20    | *
*-----|-----|-----|-----*
* Boggart              | 4     | 41    | 19    | *
*-----|-----|-----|-----*
* Archer               | 3     | 28    | 14    | *
*-----|-----|-----|-----*
* Archer               | 3     | 27    | 13    | *
*-----|-----|-----|-----*
* Ghost                | 2     | 22    | 11    | *
*-----|-----|-----|-----*
* Ghost                | 2     | 22    | 11    | *
*-----|-----|-----|-----*
* Ronin                | 5     | 56    | 19    | *
*-----|-----|-----|-----*
* Geo Symbol (Blue)   | 2     | 22    | 15    | *
* (Recovery %20)     |      |      |      | *
*-----|-----|-----|-----*
* Geo Symbol (Red)   | 2     | 22    | 14    | *
* (Damage %20)       |      |      |      | *
*****
```

New Game Plus Enemies

```
*****
* ENEMY                | LEVEL | HP    | SP    | *
*-----|-----|-----|-----*
* Ghost                | 70    | 1,276 | 272   | *
*-----|-----|-----|-----*
* Ghost                | 70    | 1,276 | 301   | *
*-----|-----|-----|-----*
* Ghost                | 70    | 1,325 | 295   | *
*-----|-----|-----|-----*
* Ghost                | 70    | 1,200 | 289   | *
*-----|-----|-----|-----*
* Boggart              | 80    | 1,617 | 324   | *
*-----|-----|-----|-----*
* Boggart              | 80    | 1,555 | 343   | *
*-----|-----|-----|-----*
* Boggart              | 80    | 1,587 | 336   | *
*-----|-----|-----|-----*
```

* Boggart	80	1,680	317	*
-----	-----	-----	-----	*-----*
* Archer	75	1,185	271	*
-----	-----	-----	-----	*-----*
* Archer	75	1,138	283	*
-----	-----	-----	-----	*-----*
* Ghost	70	1,276	301	*
-----	-----	-----	-----	*-----*
* Ghost	70	1,250	289	*
-----	-----	-----	-----	*-----*
* Ronin	85	1,621	313	*
-----	-----	-----	-----	*-----*
* Geo Symbol (Blue)	70	1,276	369	*
* (Recovery %20)				*
-----	-----	-----	-----	*-----*
* Geo Symbol (Red)	70	1,276	340	*
* (Damage %20)				*

This map might prove to give you a tad bit of trouble if your not prepared... Anyway, one thing that will help lighten the load and make this map a little easier is to first send a charater over to the blue Geo Symbol and toss it into the little pool next to it. This will make all of the red Geo Pannels inside of the pool to Recovery %20. From there, send your stonger characters into the pool and end your turn there. This will cause four of the ghosts to come down after you. Even if they hit you, it won't matter too much. Unless they destroy you in one shot, you should either be back at full health or at least real close at the end of your turn from the Recovery effect

When it's your turn again, you should focus on and destroy any of the ghosts that may have come into the pool to join you to keep them from being able to take advantage of the Recovery %20. After finishing off the few ghosts that came down to attack you, the Ronin might start advancing on your position. Don't panic, unless the Archers start heading your way as well. As long as you stay in the pool, the Ronin shouldn't be to bad of a threat. Heck, it might even help to lure the Ronin into the middle of the pool and surround her. Doing that would allow you to do enough damage to her per turn to make the Recovery status almost useless for her. After finishing off the Ronin, head up towards the Ghosts and Boggarts from the same direction as the Ronin came at you from. After finishing off the couple of Ghosts and Boggarts, head back to the recovery pool to heal up all the way.

After recovering, go ahead and slowly start heading toward the archers. Try to only drag one of the Archers back down to the pool area to take out. Instead of the Archers, you may pull one or both of the Boggerts that are up there with the Archers. If that happens, go ahead and drag the Boggart back to the pool and finish it. Whether you finish off the Boggarts or the Archers first, just do the same for who ever is left and you will be done with the Corridor of Love!

Now, if you haven't visited the hospital before this last battle began, you might want to go and use it now. While your back at the Overlord's castle, you may even want to raise your main characters up a few levels becaues your next battle is going to be you taking on the first boss of the game! After you think your ready, head on back to take on Vyers in...

Etna: Alright, this is the last room. Take everything that's valuable.

????: Haahahahahaha!

Prinny Squad: Master Etna? Did you hear that?

????: Haahahahahaha!

Etna: What? You're just hearing things.

????: Haahahaha, ack!*cough*

Prinny Squad: He's choking, dood...

????: How rude! You should never ignore a gentleman!

Etna: What is it now? Kinda busy here.

????: That is hardly a proper reaction after pilfering moi's treasure. But I give you credit for your bravery. Haaaaaahhhh!! My name is Vyers. I am the lord of this castle.

Etna: Finally. So you're Vyers?

Vyers: Ahhhh...

Etna: What is it now, you freak?

Vyers: I cannot help it. It seems when people call moi that name, I get this overwhelming sensation. Ah... It brings such tears to my eyes.

Etna: Looks like the rumors were right. You are a freak...

Vyers: My dear, I am an aristocrat blessed with beauty and power! They call moi the "Dark Adonis"! Now mademoiselle, you are no ordinary thief. Am moi right?

Etna: Yeah well, you're no ordinary spaz. I admit it. I came here to eliminate you.

Vyers: Ahhh, I see. But mademoiselle, you cannot defeat moi.

Etna: Yeah, that's what they all say. But too bad for you, I'm not your opponent today.

Vyers: Hmph. Then who wishes to face moi?

Etna: Beg for mercy! You face the son of King Krichevskoy, Prince Laharl!

Fake Laharl: Um,uh, nice to meet you. I'm Prince Laharl, dood...

Vyers: Hmph... Your attempts at humor don't go over well with nobles, such as moiself...

Etna: You think this is a joke!?

Fake Laharl: What's the problem? I'm Prince Laharl, dood.

Vyers: You sir, are a Prinny...

Etna: You idiot. Look closer. Don'tcha see the antenna!?

Vyers: Ah ha... Well, Laharl did have those...

Etna: See? That proves he's the Prince.

Vyers: ...You would have moi believe he is the Prince, simply because he has antennae?

Etna: What more can you possibly want?

Vyers: Laharl is Krichevskoy's son, is he not? Shouldn't he have something more? His father's noble and sparkling good looks for example!?

Etna: Yeah right. If he was anything like his father, I wouldn't have killed him.

Vyers: Huh?

Etna: Oh, uh... Anyways, this is the Prince! It doesn't matter what you say.

Vyers: Wait. Wha, Wha, What happened to...

Etna: Uh, just kill him! Go Prinn, uh...Prince!

Fake Laharl: Master Etna... This ain't gonna work, dood...

New Game Enemies

* ENEMY	LEVEL	HP	SP	*
* Boggart	3	31	16	*
* Boggart	3	31	16	*
* Boggart	3	32	16	*
* Boggart	3	31	15	*
* Boggart	3	33	16	*
* Boggart	3	33	15	*
* Warrior (Female)	5	47	17	*
* Warrior (Male)	5	45	16	*
* Cleric (Male)	4	33	28	*
* Cleric (Female)	4	32	28	*
* Vyers	7	234	40	*
* Geo Symbol (Red)	5	48	29	*
* (Def + 50)				*

```

*-----|-----|-----|-----*
* Geo Symbol (Red)      | 5      | 48     | 28     *
* (Def + 50)           |        |        |        *
*-----|-----|-----|-----*
* Geo Symbol (Red)      | 2      | 21     | 15     *
* (Atatcks +1)         |        |        |        *
*-----|-----|-----|-----*
* Geo Symbol (Red)      | 2      | 21     | 15     *
* (Atk + 50)           |        |        |        *
*****

```

New Game Plus Enemies

```

*****
* ENEMY                | LEVEL | HP      | SP      *
*-----|-----|-----|-----*
* Boggart              | 75    | 1,516   | 316     *
*-----|-----|-----|-----*
* Boggart              | 75    | 1,428   | 285     *
*-----|-----|-----|-----*
* Boggart              | 75    | 1,428   | 310     *
*-----|-----|-----|-----*
* Boggart              | 75    | 1,488   | 297     *
*-----|-----|-----|-----*
* Boggart              | 75    | 1,516   | 316     *
*-----|-----|-----|-----*
* Boggart              | 75    | 1,399   | 297     *
*-----|-----|-----|-----*
* Warrior (Female)     | 85    | 1,442   | 263     *
*-----|-----|-----|-----*
* Warrior (Male)       | 85    | 1,507   | 258     *
*-----|-----|-----|-----*
* Cleric (Male)        | 80    | 1,237   | 515     *
*-----|-----|-----|-----*
* Cleric (Female)      | 80    | 1,261   | 468     *
*-----|-----|-----|-----*
* Vyers                | 95    | 5,996   | 480     *
*-----|-----|-----|-----*
* Geo Symbol (Red)      | 85    | 1,675   | 421     *
* (Def + 50)           |        |        |        *
*-----|-----|-----|-----*
* Geo Symbol (Red)      | 85    | 1,675   | 438     *
* (Def + 50)           |        |        |        *
*-----|-----|-----|-----*
* Geo Symbol (Red)      | 70    | 1,200   | 333     *
* (Atatcks +1)         |        |        |        *
*-----|-----|-----|-----*
* Geo Symbol (Red)      | 70    | 1,200   | 362     *
* (Atk + 50)           |        |        |        *
*****

```

Just from viewing the chart from above, you can probably figure out that trying to take out Vyers first is the last thing you want to do. Because of his large amount of health, you would get surrounded by the warriors and clerics and more than likely defeated. Your first goal is to take out the six Boggarts right in front of your base pannel while refraining from pulling in anyone else. The best way to avoid having one person get surrounded by Boggarts is to send your two strongest close-range characters to close the opening with out going out into the same row as the Geo Symbols are sitting on. After placing your two close-range characters up front, place two long-range characters right behind the close-range characters if you have any long-range characters.

Spend a few turns taking out the Boggarts.

After dealing with the Boggarts. It's time to do our favorite strategy, drag in one enemy at a time and beat them into dust! Your first target should be one of the two warriors. After that, give the clerics a try, and after they've toast, all that you have left is The Dark Adonis, Vyers. For him, surround him with your close-range characters and your long-range characters on the outside. After having him surrounded, have all of your characters attack at once. Make sure you are using special attacks if any are available to maximize the damage done to Vyers. Keep this strategy up and you will have beaten the first boss in the game! Congratulations!

Etna: See? What did I tell ya? He is the Prince.

Vyers: I see... Beautiful mademoiselle, does your conscience not ache?

Etna: Nope. Not at all.

Prinny Squad: Yeah, dood! Nothing can hurt Master Etna's dark conscience!
Aghhhhhhh!

Etna: Why should I feel bad about defeating you, anyway?

Vyers: That is not what I meant. Do you have no regard for the wishes of your master? Have you no loyalties to anyone?

Etna: Hey, you're a demon, too. Betrayal is a part of what we do. Besides, I pledged my loyalty to King Krichevskoy, not the Prince.

Vyers: Do you believe King Krichevskoy would be proud of you, were he standing before you now?

Etna: Wh, what...? King Krichevskoy is dead...

Vyers:

Etna:Now I'm gonna decide how I'm gonna live my life. I'm sure King Krichevskoy would understand. Let's go, Prinnies.

Vyers: Looks like we've had a change of plans. What will he do now...?

Scene Fades

Etna: Yes. He just woke up, but his powers are still there. In fact, he just crushed the new, up-and-coming demon by brute force.

????: I see... But still, how did he survive after drinking that potion...? And he has gained so much power... This is not good...

Etna: Don't worry about it. Leave everything to me and the crown will be yours.

????: Are you certain?

Etna: Of course. Just remember...

????: I know. When I reign as the Overlord, I will give you what you want.

Etna:

????: Hahaha... Haaahahahaha!

-End of-
Episode 1: Super Dimensional Etna

=====

Ep. 2

Episode 2: Space Detective Etna

Prinny Squad (A): Master Etna's back, dood.

Prinny Squad (B): And she doesn't look happy. I think she met with that demon.

Prinny Squad (C): Not even Master Etna can disobey him, dood.

Prinny Squad (D): Anywho, I envy him for being able to command Master Etna,
dood.

Prinny Squad (B): Is he blackmailing her or what, dood?

Prinny Squad (C): What can someone possibly have to blackmail her with, dood?

Prinny Squad (B): Maybe... Master Etna's just a spy from an alternate
Netherworld, dood.

Prinny Squad (D): You got it all wrong. She is definitely a spy from the
future, dood.

Prinny Squad (A): No, no, no. She's a Space Detective, here to protect the
peace, dood.

????: Space Detective!? Did somebody here just mention a Space Detective!?

Prinny Squad (B): Who's that, dood?

Prinny Squad (A): I don't know, dood!

Flonne: Please forgive me. My name is Flonne and I came from Celestia. It's
a pleasure to meet you.

Prinny Squad (A): Huh?

Prinny Squad: Master Etna! We got a problem, dood!

Etna: *sigh* What is it this time!? Are the Prinnyes threatening to strike
again? Tell them they better get back to work if they wanna live to see
tomorrow.

Prinny Squad: It's not that, dood! An angel named Flonne has infiltrated our
castle!

Etna: What? An angel!? *sigh* Why do these things always happen to me?
...So? Where's this angel?

Prinny Squad: Well...

Flonne: Um, excuse me. Can you direct me to the Overlord's room?

Prinny Squad: Master Etna! It's her, dood! She's Flonne!

Etna: Hmm... you don't look too bright. So, what do you want?

Flonne: Et...na? That means! You must be the daring Space Detective!

Etna: ...Huh?

Flonne: My name is Flonne! I'm thrilled to be meeting a genuine hero of justice!

Etna: What? You have GOT to be kidding me!

Flonne: I know, I know! Nobody can know your secret identity. I won't tell anyone. I promise!

Etna: Uh, what's wrong with you?

Flonne: What about your transformation? And, you have a victory pose, right? What's your super move!?

Etna: Hey, hey. Get away from me!

Prinny Squad: Master Etna, you're an undercover Space Detective, dood?

Etna: Of course not!

Flonne: Please, Miss Etna! May I please be your assistant!?

Etna: Like I said! I'm not a Space Detective and you're not gonna assist me in anything. Now that that's outta the way, you may as well go back to Celestia.

Flonne: No! I've always dreamed about becoming a Space Detective! I'm not going anywhere until I become your assistant!

Etna: Now you're just giving me a headache... I don't have time to play around with you. Prinny Squad, let's go!

Flonne: Wait! Are you going out on patrol! Please take me with you!

Etna: Hey!

Flonne: What?

Etna: I thought you said you weren't gonna move? So I guess the old saying is true... All angels are liars.

Flonne: But, I didn't lie!

Etna: Then don't move from this spot. If you stay here, I might actually let you be my assistant.

Flonne: Really!?! Okay! I won't move, even if this castle crumbles around me!

Etna: That sounds great! Good luck.

Prinny Squad: Are you sure you wanna leave her there, dood?

Etna: She'll eventually just give up and go home.

Prinny Squad: I hope your right, dood.

You find your self standing, once again, in the throne room of the castle. You might as well get used to it because you will always end up in this room of the castle at the beginning of every episode. Go ahead and head on towards the room with the shops and things. If you want, you can talk to Flonne. It doesn't do anything but maybe give you a little laugh. Anyway, now that you have started a new episode, I suggest that you might want to pay a visit to the Dark Assembly. Maybe create a few new characters like maybe Warrior or Brawler. And maybe another magic caster or two. You may also want to pass a bill or two to unlock some new weapons and armor in the shops. Before you continue on to the new map, you may want to head back to Vyers Castle to level up some of your weaker characters a bit because it is always good to have all of your characters to be close to eachother in level because you never know when you might need to bring in one of them. Once you are confident with your skills and levels, it is time to head to...

Map.3.1 - Dinero Palace

Gaudy Entrance

Etna: Agh, what a pain in the butt.

Prinny Squad: You mean that angel, Flonne?

Etna: Yes, Flonne! What's wrong with her? She's totally whacked out.

Prinny Squad: Yeah, dood. I mean, Space Detective, dood. Angels creep me out sometimes.

Etna: I'd rather be attacked by the entire 12th Demonbourne Battalion than deal with her again.

Prinny Squad: So Master Etna, what are we gonna do now, dood?

Etna: There's only one thing to do. The Prince is gonna go out and kick some more butt.

Fake Laharl: Are we gonna continue this charade, dood?

Etna: Of course! We need to make it seem like the Prince is growing in strength. And by doing so, I can make that jerk live in fear.

Fake Laharl: Please think about the ones who have to die for your fun, dood...

Etna: *Thinking to herself* (I may be able to get them back if I can just outwit him...) Anyway, we're at this golden castle, so let's change our strategy a little. This time, lets take the castle as a whole!

Prinny Squad: That's not changing the strategy at all, dood.

New Game Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Zombie | 4 | 58 | 12 | *
*-----|-----|-----|-----*
* Zombie | 4 | 54 | 11 | *
*-----|-----|-----|-----*
* Zombie | 4 | 58 | 12 | *
*-----|-----|-----|-----*
* Zombie | 4 | 54 | 12 | *
*-----|-----|-----|-----*
* Zombie | 4 | 59 | 12 | *
*-----|-----|-----|-----*
* Imp | 5 | 47 | 31 | *
*-----|-----|-----|-----*
* Imp | 5 | 52 | 31 | *
*-----|-----|-----|-----*
* Ghoul | 5 | 70 | 15 | *
*-----|-----|-----|-----*
* Ghoul | 5 | 77 | 14 | *
*-----|-----|-----|-----*
* Pugilist | 6 | 71 | 21 | *
*-----|-----|-----|-----*
* Geo Symbol (Null) | 3 | 29 | 18 | *
* (Def + 50) | | | | *
*-----|-----|-----|-----*
* Geo Symbol (Yellow) | 3 | 29 | 20 | *
* (Recovery %20) | | | | *
*-----|-----|-----|-----*
* Geo Symbol (Blue) | 3 | 29 | 21 | *
* (No Entry) | | | | *
*****
```

New Game Plus Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Zombie | 80 | 1,957 | 194 | *
*-----|-----|-----|-----*
* Zombie | 80 | 1,957 | 198 | *
*-----|-----|-----|-----*
* Zombie | 80 | 2,207 | 202 | *
*-----|-----|-----|-----*
* Zombie | 80 | 2,207 | 206 | *
*-----|-----|-----|-----*
* Zombie | 80 | 2,124 | 210 | *
*-----|-----|-----|-----*
* Imp | 85 | 1,612 | 404 | *
*-----|-----|-----|-----*
* Imp | 85 | 1,707 | 412 | *
*-----|-----|-----|-----*
* Ghoul | 85 | 2,365 | 215 | *
*-----|-----|-----|-----*
* Ghoul | 85 | 2,365 | 219 | *
*-----|-----|-----|-----*
* Pugilist | 90 | 2,009 | 285 | *
*****
```

```

*-----|-----|-----|-----*
* Geo Symbol (Null)      | 75   | 1,368 | 380   *
* (Def + 50)            |      |      |       *
*-----|-----|-----|-----*
* Geo Symbol (Yellow)   | 75   | 1,420 | 420   *
* (Recovery %20)        |      |      |       *
*-----|-----|-----|-----*
* Geo Symbol (Blue)     | 75   | 1,312 | 402   *
* (No Entry)            |      |      |       *
*****

```

Ok, after taking a look over the field and the above graphs, you will notice the "No Entry" Geo Symbol is right in the center of the entrance. Let me explain the "No Entry" effect for new players. The effect "No Entry" prevents you from walking across or throwing your team across the Geo Pannels with that effect active. This makes it a little complicated to get to the opposite side of field to get the enemies that may be there. But that is also the plus side to it. "No Entry" also prevents any eneimes from crossing the line as well. This then allows you to take care of the eneimes that are on your side of the field and not have to worry about extra creatures comming to attack you.

With that out of the way, lets continue. Your obvious first target would be the zombies stuck on your side of the "No Entry" barrier. There is only five of them, so as long as you have been leveing up your characters, you should be fine. There is no real good strategy of trying to draw the zomibes from the group one at a time because they all start so close to your base pannel. The best chance that I came up with was to send my 5 strongest characters out to keep the zombies in place. It prevents them from being able to surround one of your characters on all sides. See this is why it's good to have a nice little number of characters that are fairly strong. Sure it takes a lot longer to keep everyone on par with each other, but it makes many battles down the road much eaiser.

Continuing on, go ahead and take out the 5 zombies now. After you have succeeded in taking out the zombies, our next target is getting past the "No Entry" barrier to finish off the rest of the eneimes. If you want, to help make finishing off this area a little easier, you can actually sucker those stupid flying Imps over the wall and take them out one at a time. To do this, select one of the Imps and take a look at their range of movement. After figuring out their max movement, send one of your characters into it's attack range and it will come over and hop up over the wall to you. You then can surround and beat it into dust. Repeat for the second Imp.

With the Imps out of the way, we can now focus on trying to get on past the "No Entry" barrier. There are two ways to go about this. One way is to just go ahead and destroy the blue Geo Symbol and take out the three enemies left. The other way is just a waste of time, but here it is. You can go and lift the "Null All" off of the red Geo Pannels and just toss it anywhere as long as it's not back onto a red Geo Pannel. Next, destroy the blue Geo Symbol. Then after that is complete, go ahead and toss the yellow Geo Symbol onto the now blue Geo Pannels to turn them into recovery spaces. Which ever way you choose to do, the best option is to surround the enemies and take them out. The old drag one at a time probably won't work here, because as soon as you destroy the "No Entry" barrier, they instantly move in to attack you. The best way to deal with this is to just withstand their attacks and surround them. They shouldn't be that big of a problem as long as you aren't going in solo with one character... Unless your character is actually strong enough to demolish the map itself.

After your done with this map and recieved your rewards, go ahead and head back

to the Overlord's Castle and heal and do all that again. Just get in the habit of doing this after every battle because it will help in the long run. After the trip to the hospital, Dark Assembly, shopping, and etc, go ahead and head on back to the warp gate and head to...

 Map.3.2 - Dinero Palace

Golden Courtyard

New Game Enemies

```
*****
* ENEMY                | LEVEL | HP    | SP    | *
*-----|-----|-----|-----*
* Imp                  | 5     | 49    | 29    | *
*-----|-----|-----|-----*
* Imp                  | 5     | 52    | 31    | *
*-----|-----|-----|-----*
* Imp                  | 5     | 51    | 28    | *
*-----|-----|-----|-----*
* Imp                  | 5     | 47    | 28    | *
*-----|-----|-----|-----*
* Zombie               | 4     | 57    | 12    | *
*-----|-----|-----|-----*
* Zombie               | 4     | 59    | 13    | *
*-----|-----|-----|-----*
* Zombie               | 4     | 57    | 11    | *
*-----|-----|-----|-----*
* Zombie               | 4     | 57    | 12    | *
*-----|-----|-----|-----*
* Zombie               | 4     | 53    | 12    | *
*-----|-----|-----|-----*
* Zombie               | 4     | 56    | 13    | *
*-----|-----|-----|-----*
* Zombie               | 4     | 59    | 12    | *
*-----|-----|-----|-----*
* Zombie               | 4     | 59    | 13    | *
*-----|-----|-----|-----*
* Cleric (Female)     | 6     | 52    | 51    | *
*-----|-----|-----|-----*
* Scout                | 7     | 64    | 29    | *
*-----|-----|-----|-----*
* Geo Symbol (Blue)   | 5     | 50    | 31    | *
* (Attacks +1)        |      |      |      | *
*-----|-----|-----|-----*
* Geo Symbol (Blue)   | 5     | 51    | 29    | *
* (Recovery %20)      |      |      |      | *
*-----|-----|-----|-----*
* Geo Symbol (Red)    | 5     | 47    | 30    | *
* (Ally Damage %20)  |      |      |      | *
*****
```

New Game Plus Enemies

```
*****
* ENEMY                | LEVEL | HP    | SP    | *
*-----|-----|-----|-----*
* Imp                  | 85    | 1,515 | 412   | *
*-----|-----|-----|-----*
```

* Imp	85	1,642	421	*
----------*-----*				
* Imp	85	1,707	455	*
----------*-----*				
* Imp	85	1,612	438	*
----------*-----*				
* Zombie	80	2,040	190	*
----------*-----*				
* Zombie	80	1,999	190	*
----------*-----*				
* Zombie	80	2,082	210	*
----------*-----*				
* Zombie	80	2,124	214	*
----------*-----*				
* Zombie	80	2,082	206	*
----------*-----*				
* Zombie	80	2,207	194	*
----------*-----*				
* Zombie	80	2,040	202	*
----------*-----*				
* Zombie	80	1,957	206	*
----------*-----*				
* Cleric (Female)	90	1,596	551	*
----------*-----*				
* Scout	95	1,588	329	*
----------*-----*				
* Geo Symbol (Blue)	85	1,675	430	*
* (Attacks +1)				*
----------*-----*				
* Geo Symbol (Blue)	85	1,612	447	*
* (Recovery %20)				*
----------*-----*				
* Geo Symbol (Red)	85	1,547	404	*
* (Ally Damage %20)				*

This map gives you a couple of choices to choose from. After taking a glance at how the map is layed out you will see the Geo Pannels that fill up a nice portion of the map are all blue and have the abilities Recover %20, Attacks +1, and Ally Damage %20. The two different choices that I mention that you have are as follows.

One way is to make the red Geo Symbol with Ally Damage %20 next to the base pannel your first target to destroy. However, destroying it will then cause the other two positive Geo Symbols to be destroyed, thus making the map just a regular one that has no added effects.

The other choice that you have is to lift the red Geo Symbol and toss it onto a blank square to where it won't affect you. That will the allow most of the field to be positive effects for you and your party.

I went with the second method. Sure, the recovery also heals the opponents, but you should be doing enough damage by now for it to not be that big of a help for them.

Ether way you choose the rest of the battle will be the same.

Your first priority will be to take out the annoying imps. It is quite possible to take out all four Imps in the very beginning if your clever enough. To do it, take your two strongest physical attackers and send them up next to two Imps at the top of the staircase and have them physicaly attack them. If you didn't clear the map of the Geo Pannels, the Attack +1 will come in quite

handy here. If you want a little insurance that the two Imps at the top die on the first turn, then you can also send up two characters that have a ranged attack to help out the other two who are physically attacking. Anyway, after those two Imps have perished, don't forget about the other two closer to your base pannel.

After the Imps are dead, your next target will obviously be the 8 Zombies up ahead. It works pretty well to start with the four Zombies on the opposite side of where the Cleric and Scout are standing. You can either do the classic method of sending one up and draw them back one at a time, or you can send a couple up that side to take them out. It works well to have at least two damage dealers and one healer to keep them alive, but if your strong enough, you might just not need the healer to follow. If you are unlucky, like I was, there is also a chance that all the zombies along with the cleric will rush upon your location. If this does happen, the best line of defense is to block an area about three to five spaces from the base pannel with your strongest warriors. Place your long range fighters right behind your close range fighters, and any healers right behind the long range characters. If you didn't destroy the geo pannels, the recovery will really help out here. The strategy here is more or less to just wait out the little ambush and take them out.

After the little onslaught of Zombies, your last objective is to take out the Scout, and if she didn't join in the Zombie ambush, the cleric. This is pretty straight forward, so go ahead and take him out however you see fit.

Prinny Squad: Master Etna! Look at that, dood!

Etna: Is this... King Krichevskoy's portrait!?

Prinny Squad: What's it doing here, dood?

Etna: Don't you remember anything? This painting was stolen from the castle. After King Krichevskoy passed away, the painting disappeared. I never knew it was here.

Prinny Squad: Are you sure, dood? Couldn't be a fake?

Etna: On the back there's a note that says, "It's mine". So it's gotta be real.

Prinny Squad: You were gonna steal it, dood!

Etna: What are you doing? Hurry up and carry the painting to my room.

Prinny Squad: Roger that, dood...

Etna: I thought a rich demon was living here, but it turns out it's just some crook. I was going to kill him quickly, but I've changed my mind. He's gonna hafta suffer. Come on... Let's hurry up and find the owner of this place!

Prinny Squad: Aye aye, dood!

Etna: King Krichevskoy... No matter what happens, my loyalty is always with you... If you were still around... I wonder what you'd say to me...

In another location...

Flonne: My legs are getting numb... No! I can't give up now! This must be one of Miss Etna's tests! A Space Detective has to be able to overcome this. But now that I think about it, assistants don't get to transform and fight, and... But transforming is the best part... Maybe if I ask Miss Etna, she'll let me transform... Yes, a transforming assistant! It's never been done... But I could be the first! I better hurry and decide on a pose! Hah! Transform! I will protect the peace of the Netherworld! Assistant Space Detective, Justice Flonne! LOVE & PEACE to your heart! This is great! I better practice some more before I forget...

????: Flonne... Angel Trainee Flonne...

Flonne: Lets see... I should turn my hands like this... And then I'll do...
gasp

????: Flonne!!

Flonne: Uh, yes!! Oh? Who is it?

God???: It is I, God. A being even holier than the Seraph.

Flonne: G, G, God!? Oh! Where are you!?

God???: I'm afraid I cannot reveal myself. But Flonne, listen to me very carefully.

Flonne: Is it really God? I think I've heard this voice before...

God???: I know it's hard to believe, but who else would know why you, an angel, are in the Netherworld? You have been sent on a mission by the Seraph to assassinate the Overlord.

Flonne: How do you know that!?

God???: Because I am God.

Flonne: Oh? That does make sense.

God???: Hmhmhmhm... Flonne, I will tell you a secret. The demon girl that you met earlier...

Flonne: You mean, Miss Etna?

God???: Yes, that demon girl, Etna is the detestable Overlord of the Netherworld!

Flonne: Huh? Whhhaaat!! That can't be true! Miss Etna is a demon, but she is also a Space Detective!

God???: What are you talking about...? Are you saying that I, God, am lying to you?

Flonne: N, no... But...

God???: Etna is the demon who is bringing this world into chaos. As God, I command you to eliminate this Etna!

Flonne: Okay...

God???: What are you doing!? Now go!

Flonne: Yes, sir!

Vulcanus: Hahaha... What an idiot. That demon girl can't possibly be the Overlord. If Flonne dies, all will be fine. And if by any chance Flonne does succeed, I can report to the Seraph that Flonne has disobeyed his orders. Which means the mission to eliminate the Overlord will fall to me! Once I succeed, I will be one step closer to becoming the next Seraph! Hahahahaha!!

New Game Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Zombie | 5 | 67 | 14 | *
*-----|-----|-----|-----*
* Zombie | 5 | 67 | 15 | *
*-----|-----|-----|-----*
* Zombie | 5 | 71 | 15 | *
*-----|-----|-----|-----*
* Zombie | 5 | 71 | 15 | *
*-----|-----|-----|-----*
* Zombie | 5 | 71 | 15 | *
*-----|-----|-----|-----*
* Zombie | 5 | 66 | 14 | *
*-----|-----|-----|-----*
* Zombie | 5 | 72 | 15 | *
*-----|-----|-----|-----*
* Zombie | 5 | 67 | 15 | *
*-----|-----|-----|-----*
* Zombie | 5 | 66 | 15 | *
*-----|-----|-----|-----*
* Zombie | 5 | 66 | 15 | *
*-----|-----|-----|-----*
* Zombie | 5 | 71 | 14 | *
*-----|-----|-----|-----*
* Zombie | 5 | 72 | 14 | *
*-----|-----|-----|-----*
* Zombie | 5 | 70 | 14 | *
*-----|-----|-----|-----*
* Zombie | 5 | 67 | 14 | *
*-----|-----|-----|-----*
* Zombie | 5 | 66 | 14 | *
*-----|-----|-----|-----*
* Ghoul | 6 | 89 | 18 | *
*-----|-----|-----|-----*
* Ghoul | 6 | 82 | 17 | *
*-----|-----|-----|-----*
* Thief | 8 | 55 | 23 | *
*-----|-----|-----|-----*
```

```

* Rouge                | 7      | 44      | 15      *
*-----|-----|-----|-----*
* Rouge                | 7      | 40      | 16      *
*****

```

New Game Plus Enemies

```

*****
* ENEMY                | LEVEL | HP      | SP      *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,257  | 202    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,257  | 219    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,120  | 227    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,165  | 215    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,257  | 223    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,392  | 210    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,347  | 215    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,210  | 223    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,347  | 202    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,257  | 223    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,392  | 210    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,392  | 202    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,165  | 202    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,120  | 210    *
*-----|-----|-----|-----*
* Zombie              | 85    | 2,347  | 219    *
*-----|-----|-----|-----*
* Ghoul               | 90    | 2,448  | 227    *
*-----|-----|-----|-----*
* Ghoul               | 90    | 2,654  | 222    *
*-----|-----|-----|-----*
* Thief               | 100   | 1,311  | 257    *
*-----|-----|-----|-----*
* Rouge               | 95    | 1,055  | 195    *
*-----|-----|-----|-----*
* Rouge               | 95    | 1,188  | 180    *
*****

```

Wow! That Vulcanus is one sick, twisted, individual isn't he? I think he might be going to hell after that stunt... Nevermind, I'm getting sidetracked. Anyway, you have your work cut out for you if you started the game brand new. As you can see, the area is swarming with Zombies. This can be trouble not just because of the sheer number of them, but because everyone of those little buggers have the ability "Zombie Puke". Sounds tasty, doesn't it? That ability can be trouble for you because it has a chance of poisoning the character that gets hit with it. Ok, here we go!

Start off by taking your four strongest warriors and setting them up behind the

Zombies to block off your base pannel. Go ahead and have each one attack the Zombie directly in front of them. Before you execute the attack, go ahead and throw out any other characters in any of the open places left behind your wall of warriors, making sure that at least one of them is a healer. Might I suggest filling in as many as the empty spaces with long range characters so you can assist your fighters in front with attacking the Zombies.

After you take out the first four Zombies, more than likely, the other Zombies will start to advance on your position. Go ahead and just wait it out. Let the Zombies come to you. There's no sense in sending anyone out to possibly get surrounded and killed. Once they arrive, attack them with anyone that can hit them, but REMAIN in position. Remember to heal the Poison status as soon as possible if you get hit with it. If any of your warriors happen to fall, fill that slot as soon as possible to avoid any Zombies from filling it and attacking any of your other warriors from two sides. Repeat this setup until there is no movement from the enemies.

If you get what I had, then there should still be Zombies on both sides of your current position. From here, move each of the members of your group one space forward and end your turn. This should make a few Zombies move in to attack you. After taking out any of the Zombies that came at you, move the two warriors in the middle of the wall one space forward. You can't move the other two just yet because there are two pillars in the way. End your turn here again. That should cause two more Zombies to come forward and attack.

From here, you can send as many characters as you think it will take to kill the one lone Ghoul to the side. After the Ghoul, all that should be left should be the two Rouges, the Thief, and one more Zombie and Ghoul. For this you could just rush on in there with your little army and just wipe them out. Just make sure to send the healer along to heal anyone that may need it.

After finishing off this map, go ahead and head back to the Castle. Heal, shop and do whatever else you'll need to prepare you for your next boss encounter at...

Map.3.4 - Dinero Palace

Lavish Hall

Hoggmeiser: One, two, three, four... *snicker* O money, how do I love thee?\$
Let me count the ways!\$ With you to fund my military campaign, I shall
become the next Overlord!\$ *snort*

Etna: Now I get it. This ugly castle belongs to Hoggmeiser.

Hoggmeiser: Who's there!?\$

Etna: Oh, just little ol' me.

Hoggmeiser: You're... Etna...?

Etna: We only met a few times. I'm surprised you remember me.

Hoggmeiser: What!? I'll never forget! Before the Overlord died, you went on a shopping spree using my credit card!\$ Because of you, I almost went bankrupt!\$

Etna: Really? That's funny... I don't remember.

Hoggmeiser: Don't you dare joke around with me!\$ I'll make you pay for what you've done!\$

Etna: That's nice. But you might wanna check this out first.

Hoggmeiser: You have more troops!?\$ *snort*

Fake Laharl: Haahahahaha! I am the next Overlord! Prince Laharl... dood!

Hoggmeiser: Rrr! That voice, those antennae... It's Prince Laharl!\$

Etna: Y, yeah. We have the Overlord's son on our side. (This guy's an idiot...) Now that you know, you better obey us.

Hoggmeiser: *snicker*

Etna: What's so funny? Has your fear driven you insane?

Hoggmeiser: Price Laharl? Why should I obey him?\$ Actually, I'm glad he's here. Once I defeat him, I'll be the next Overlord\$ I'll squish him like a bug!\$

Etna: Huh...? You sure sound confident. Defeating you will teach anyone who opposes the Prince a lesson. For the sake of the Prince... Have a spectacular death!

Flonne: (Miss Etna... Just when I finally found you, you're fighting for power and money... Is Miss Etna really the Overlord like God said? If that's true...)

New Game Enemies

* ENEMY	LEVEL	HP	SP	*
* Hoggmeiser	14	527	53	*
* Ghoul	8	121	22	*
* Ghoul	8	125	22	*
* Ghoul	8	119	23	*
* Ghoul	8	119	21	*
* Cleric (Female)	10	90	105	*
* Cleric (Male)	10	86	88	*
* Geo Symbol (Red)	10	101	57	*
* (Attacks +1)				*
* Geo Symbol (Red)	10	100	58	*
* (Enemy Boost x3)				*
* Geo Symbol (Null)	10	97	53	*
* (No Lifting)				*

New Game Plus Enemies

* ENEMY	LEVEL	HP	SP	*
* Hoggmeiser	130	9,099	463	*
* Ghoul	100	3,119	262	*
* Ghoul	100	3,119	267	*
* Ghoul	100	3,002	237	*
* Ghoul	100	2,883	257	*
* Cleric (Female)	110	1,903	736	*
* Cleric (Male)	110	1,867	677	*
* Geo Symbol (Red) * (Attacks +1)	110	2,150	532	*
* Geo Symbol (Red) * (Enemy Boost x3)	110	2,241	588	*
* Geo Symbol (Null) * (No Lifting)	110	2,378	543	*

Because of how much smaller this map is compared to the previous two, it will be a little harder to do the "pull one enemy from the group at a time" strategy. The strategy for the previous map will help a little bit here to avoid the enemy from surrounding you. Start off by sending your four strongest fighters out again, each one in front of one Ghoul. If you want, you may want put the weaker two of your four in the middle. It will help because that will put your two strongest on the sides, so they should be able to take a little more abuse incase the two clerics decide to jump down and start to attack you.

If your lucky like I was, then Hoggmeiser and the two Clerics stayed in their positions. From here, go ahead and send two warriors each after the clerics. Attack them until you kill them. All that should be left now is greedy ol' Hoggmesier. To finish him off, simply just rush in, surround him, and wipe him out.

Etna: You sure don't have a lot of power to back up your big mouth. Alright Prinny Squad, steal everything that looks valuable!

Hoggmesier: Y, You can't!\$ I won't be able to survive without my money!\$

Etna: This might no be the best time to tell you this, but I really don't care wheter you starve to death or not.

Flonne: (How horrible... Is she really a Space Detective? She can't be! Space Detectives help the weak and protect the innocent! And they have a strong belief in justice! But... ..Hey.)

Hoggmesier's Son: Wait, you bully!

Hoggmeiser: P, Porkmeister!?

Porkmeister: Don't take all of father's hard earned money!

Etna: Don't you talk to me like that. Wanna be beaten down like your father or something?

Porkmeister:

Etna: You talk back to me again and I'll kill ya!

Porkmeister:

Etna:

Porkmeister:

Etna: Hoggmeiser...

Hoggmeiser: Y, Yes!?

Etna: Your son's got guts, unlike you.

Hoggmesier: You think so, too?\$ I'm very proud of him.

Etna: I could use a kid like him.

Hoggmeiser: What?

Etna: Prinny Squad! Tie this kid up and take him away!

Prinny Squad: Aye aye, dood!

Porkmeister: Ahhh! Father!

Hoggmeiser: Porkmeister!

Etna: Gooootcha! Hahaha! I'm not that evil. I won't split you two apart.

Hoggmeiser: R, Really!? You're so kind...\$

Etna: Don't thank me yet. I'm gonna use BOTH of you as slaves for life.

Hoggmeiser: Ahhh! You horrible, horrible demon!\$

Etna: Hey, that's what you get for stealing the King's portrait.

Flonne: (There's no doubt, now... God told me the truth. Miss Etna claims to be a Space Detective, but she's really just an evil Overlord! And I was almost fooled into becoming her assistant. There's only one thing left to do! For God and the Seraph... I must fight Miss Etna! I'll teach her what a Space Detective should be!)

-End of-
Episode 2: Space Detective Etna

=====

Ep. 3

Finale: Chronicles of Etnarnia

Etna: Woo, I'm hungry. I want some spicy volcano soup.

Prinny Squad: Master Etna, that angel is gone, dood.

Etna: Who cares? That was kinda the point. Man, I want that soup. Hey,
Prinny, whip some up. You got 3 minutes.

Prinny Squad: But that's impossible, dood!

Etna: Fine, I'll give you one whole minute then.

Prinny Squad: It just got shorter, dood! Besides, we don't have the
ingredients. Volcanic Meat can only be found at the Sea of Gehenna, dood.

Etna: Hey, I know. Why don't you go to the Sea of Gehenna and steal the
ingredients?

Prinny Squad: That place is burning hot, and there's a lot of powerful
monsters, dood.

Etna: So?

Prinny Squad: Th, That's why I've been asking to have leftovers for breakfast,
dood.

Etna: I said, "I want some spicy volcano soup." That scorching magma flavor
has a divine aroma that stirs your hunger... And every time you bite into
the ground human soul, the flavor just bursts in your mouth... And the
collaboration between the exotic monster meat and the magma spices is,
simply put, the ultimate combo... That's what makes volcano soup the
best! And, I need some right now! That's it, I've decided! We'er
going to the Sea of Gehenna! Ahhh, volcano soup is calling for me!

Map.4.1 - Sea of Gehenna

Fervent Melody

Etna: Aw, it's so freakin' hot!

Prinny Squad: We should just give up and go back, dood.

Etna: Are you nuts? We can't go back now.

Prinny Squad: I won't risk my live for soup, dood.

Etna: You lame brain! Do you really think we came all this way just to get
soup?

Prinny Squad: Wouldn't be the first time, dood! So, what's your secret plan?

Etna: It wouldn't be a secret if I told ya. Just shut up and obey my orders.
I just might treat you guys to some soup if you do.

Prinny Squad: You're really cheap, dood...

Etna: Anyways, let's hurry up and find what we're looking for! (If I remember
right, it should be hidden somewhere around here...)

New Game Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Oakrot | 10 | 115 | 41 | *
*-----|-----|-----|-----*
* Oakrot | 10 | 115 | 41 | *
*-----|-----|-----|-----*
* Oakrot | 10 | 113 | 44 | *
*-----|-----|-----|-----*
* Oakrot | 10 | 125 | 41 | *
*-----|-----|-----|-----*
* Oakrot | 10 | 113 | 46 | *
*-----|-----|-----|-----*
* Oakrot | 10 | 118 | 42 | *
*-----|-----|-----|-----*
* Oakrot | 10 | 110 | 45 | *
*-----|-----|-----|-----*
* Oakrot | 10 | 123 | 41 | *
*-----|-----|-----|-----*
* Oakrot | 10 | 113 | 44 | *
*-----|-----|-----|-----*
* Oakrot | 10 | 113 | 41 | *
*-----|-----|-----|-----*
* Oakrot | 10 | 113 | 46 | *
*-----|-----|-----|-----*
* Oakrot | 10 | 113 | 44 | *
*-----|-----|-----|-----*
* Pumpkin | 12 | 134 | 48 | *
*-----|-----|-----|-----*
* Pumpkin | 12 | 140 | 54 | *
*-----|-----|-----|-----*
* Killer Armor | 13 | 160 | 46 | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 15 | 170 | 81 | *
* (Exp + 50) | | | | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 15 | 176 | 76 | *
* (Atk + 50) | | | | *
*****
```

New Game Plus Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Oakrot | 110 | 2,645 | 461 | *
*-----|-----|-----|-----*
* Oakrot | 110 | 2,436 | 417 | *
*-----|-----|-----|-----*
* Oakrot | 110 | 2,750 | 452 | *
*****
```

```

*-----|-----|-----|-----*
* Oakrot          | 110   | 2,488 | 444   *
*-----|-----|-----|-----*
* Oakrot          | 110   | 2,488 | 435   *
*-----|-----|-----|-----*
* Oakrot          | 110   | 2,593 | 444   *
*-----|-----|-----|-----*
* Oakrot          | 110   | 2,488 | 452   *
*-----|-----|-----|-----*
* Oakrot          | 110   | 2,436 | 452   *
*-----|-----|-----|-----*
* Oakrot          | 110   | 2,488 | 470   *
*-----|-----|-----|-----*
* Oakrot          | 110   | 2,645 | 426   *
*-----|-----|-----|-----*
* Oakrot          | 110   | 2,750 | 452   *
*-----|-----|-----|-----*
* Oakrot          | 110   | 2,593 | 461   *
*-----|-----|-----|-----*
* Pumpkin         | 120   | 2,701 | 493   *
*-----|-----|-----|-----*
* Pumpkin         | 120   | 2,647 | 513   *
*-----|-----|-----|-----*
* Killer Armor    | 125   | 3,419 | 414   *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 135   | 2,937 | 693   *
* (Exp + 50)      |       |       |       *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 135   | 3,120 | 666   *
* (Atk + 50)      |       |       |       *
*****

```

As you can notice, the enemies in this level are semi-semetrical along the middle of the map. The bridges in between the two sides all have Exp + 50 and Atk + 50. Unless you are dying to gain a little bit of experience, don't worry to much about the Geo Symbols or Geo Pannels. Just do the normal strategy of makinging a little wall of your strongest warriors and placing any long-range and healers behind them and just work your way through and up the map to clear it.

If you do want to go for the extra experience, continue reading. First off, send whoever your wanting to benifit from the slight experience boost onto the little land bridge connecting the two sides. After doing this, end your turn. This will cause a few of the Oakrots to come into your attack range.

```

*****
* NOTE                                                    *
* ----                                                    *
* Be sure if you want to gain the experience boost that you *
* allow the monsters onto the land bridge with you. "Exp +" *
* types of Geo Pannels only work when the monster that you *
* kill is standing on the "Exp +" Geo Pannel. So if you are *
* trying to gain experience boosts from Geo Pannels, don't *
* fill up all of the spaces with your characters, make sure to *
* leave a space for a monster to stand on.                *
*****

```

You should only have 6 of the Oakrots advance on your position unless you went too far up on the first bridge. If only the 6 came for you, this allows you to drag a couple more Oakrots from further up, back down to your current position.

Or, you could simply throw your people from the first bridge to the second one.
 After taking out all that will move towards you, go ahead and drag the few
 remaining monsters to your bridge and finish out the map.

 Map.4.2 - Sea of Gehenna

Wasteland of Woe

New Game Enemies

```

*****
* ENEMY                | LEVEL | HP    | SP    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 110   | 43    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 120   | 44    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 120   | 44    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 123   | 44    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 123   | 44    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 110   | 43    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 123   | 45    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 125   | 44    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 110   | 45    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 113   | 43    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 110   | 44    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 110   | 44    | *
*-----|-----|-----|-----*
* Oakrot                | 10    | 113   | 46    | *
*-----|-----|-----|-----*
* Killer Armor          | 13    | 167   | 47    | *
*-----|-----|-----|-----*
* Killer Armor          | 13    | 167   | 47    | *
*-----|-----|-----|-----*
* Killer Armor          | 13    | 174   | 48    | *
*-----|-----|-----|-----*
* Geo Symbol (Green)    | 15    | 170   | 80    | *
* (Exp + 50)            |      |      |      | *
*-----|-----|-----|-----*
* Geo Symbol (Red)     | 15    | 170   | 78    | *
* (Silence)            |      |      |      | *
*-----|-----|-----|-----*
* Geo Symbol (Red)     | 15    | 176   | 83    | *
* (Enemy Boost x3)     |      |      |      | *
*****
  
```

New Game Plus Enemies

```

*****
* ENEMY                | LEVEL | HP    | SP    | *
  
```

-----				*
* Oakrot	110	2,645	444	*
-----				*
* Oakrot	110	2,697	435	*
-----				*
* Oakrot	110	2,436	461	*
-----				*
* Oakrot	110	2,541	470	*
-----				*
* Oakrot	110	2,645	426	*
-----				*
* Oakrot	110	2,436	426	*
-----				*
* Oakrot	110	2,645	452	*
-----				*
* Oakrot	110	2,593	426	*
-----				*
* Oakrot	110	2,488	470	*
-----				*
* Oakrot	110	2,541	435	*
-----				*
* Oakrot	110	2,488	470	*
-----				*
* Oakrot	110	2,593	470	*
-----				*
* Oakrot	110	2,488	417	*
-----				*
* Killer Armor	125	3,088	458	*
-----				*
* Killer Armor	125	3,352	467	*
-----				*
* Killer Armor	125	3,288	414	*
-----				*
* Geo Symbol (Green)	135	3,120	720	*
* (Exp + 50)				*
-----				*
* Geo Symbol (Red)	135	3,243	666	*
* (Silence)				*
-----				*
* Geo Symbol (Red)	135	3,120	720	*
* (Enemy Boost x3)				*

This map can prove to be trouble for less experienced players all because of the fact that the entire base pannel is surrounded by Geo Pannels that all have "Enemy Boost x3" and "Silence". The reason this can be trouble is because it keeps you from being able to cast spells to heal hard hits you can sustain from enemy attacks being 3 times stronger than normal. The best bet to help avoid possible annihilation is to lift and toss a few people over the lava towards the two red Geo Symbols and destroy them. This will get rid of the two deadly Geo Effects.

From here, you can either toss the remaining green Geo Symbol and toss it onto the two empty Geo Pannels to help you gain an experience boost like in the Fervent Melody map, or you can just start to fight the monsters. Either way you choose, you'll end up doing the same thing... building the protective barrier of your strongest fighters and putting the healers and long-range attackers behind them and taking out the enemies. Go ahead and head back to the Overlord's Castle to heal up so you can head out to...

Map.4.3 - Sea of Gehenna

River of Lava

????: Wait!

Etna: Huh?

????: Miss Etna. You have committed many crimes in the name of being a Space Detective. You even tried to make a poor, innocent angel a disciple of evil!

Etna: What?

????: Don't even try to deny it. I know everything about your foul deeds!

Etna: You're that angel from the castle, right? Flonne, was it?

????: No! I am a hero of justice, fighting to defend the weak and the poor!

Justice Flonne: My name is Justice Flonne and I am here to teach the evil Space Detective Etna a lesson!

Etna: So you did move after all. You said angels don't lie, but I guess that was just another one.

Justice Flonne: Umm... Does it count if I didn't mean to lie? I really wanted to be your assistant...

Etna: So you are Flonne then?

Flonne: Huh? No, no! I am not Flonne! I am Space Detective Justice Flonne!

Etna: Look, I'm pretty busy right now. I don't have time to play with you. Prinny!

Prinny Squad: You called, Master Etna?

Etna: Here, I'll leave one of them with you, so you can go ahead and play "Space Detective" with him, k? Buh-bye.

Flonne: Oh, please wait!

Etna: What is it now? Do you want another one?

Flonne: That would be very delightful. Yes. Oh, no! To bring peace to the Netherworld, I must defeat you! And teach you what it means to be a true Space Detective!

New Game Enemies

* ENEMY	LEVEL	HP	SP	*
* Oakrot	14	187	58	*

* Oakrot	14	183	58	*
-----	-----	-----	-----	*
* Oakrot	14	176	57	*
-----	-----	-----	-----	*
* Oakrot	14	172	57	*
-----	-----	-----	-----	*
* Oakrot	14	180	57	*
-----	-----	-----	-----	*
* Oakrot	14	172	57	*
-----	-----	-----	-----	*
* Oakrot	14	172	58	*
-----	-----	-----	-----	*
* Oakrot	14	180	58	*
-----	-----	-----	-----	*
* Oakrot	14	176	60	*
-----	-----	-----	-----	*
* Dark Knight	18	282	67	*
-----	-----	-----	-----	*
* Dark Knight	18	265	66	*
-----	-----	-----	-----	*
* Flonne	16	324	118	*
-----	-----	-----	-----	*
* Geo Symbol (Green)	10	106	58	*
* (Exp + 50)				*
-----	-----	-----	-----	*
* Geo Symbol (Green)	10	110	55	*
* (Exp + 50)				*
-----	-----	-----	-----	*
* Geo Symbol (Green)	10	110	55	*
* (Exp + 50)				*

New Game Plus Enemies

* ENEMY	LEVEL	HP	SP	*
-----	-----	-----	-----	*
* Oakrot	130	3,150	503	*
-----	-----	-----	-----	*
* Oakrot	130	3,416	503	*
-----	-----	-----	-----	*
* Oakrot	130	3,348	534	*
-----	-----	-----	-----	*
* Oakrot	130	3,218	544	*
-----	-----	-----	-----	*
* Oakrot	130	3,085	492	*
-----	-----	-----	-----	*
* Oakrot	130	3,481	513	*
-----	-----	-----	-----	*
* Oakrot	130	3,150	555	*
-----	-----	-----	-----	*
* Oakrot	130	3,416	492	*
-----	-----	-----	-----	*
* Oakrot	130	3,150	534	*
-----	-----	-----	-----	*
* Dark Knight	150	4,246	549	*
-----	-----	-----	-----	*
* Dark Knight	150	4,788	549	*
-----	-----	-----	-----	*
* Flonne	140	5,697	975	*
-----	-----	-----	-----	*

```

* Geo Symbol (Green)      | 110   | 2,288 | 521   *
* (Exp + 50)              |       |       |       *
*-----|-----|-----|-----*
* Geo Symbol (Green)      | 110   | 2,241 | 588   *
* (Exp + 50)              |       |       |       *
*-----|-----|-----|-----*
* Geo Symbol (Green)      | 110   | 2,425 | 543   *
* (Exp + 50)              |       |       |       *
*****

```

To take on this level, head over to the side with just 4 Oakrots and Flonne. This will allow you to take them out and Flonne and then be able to concentrate on the stronger enemies, the two Dark Knights. That's about all there is to this level, just do the normal strategy of making a wall of warriors with the healers and the long-range fighters in the back and you should make it through the map just fine.

```
*****
```

Etna: What's wrong? I thought you were going to teach me a lesson?

Flonne: Didn't you realize that I lost on purpose!?

Etna: Huh? And why would you do that?

Flonne: In situations like this, heroes need to be in trouble. So they can overcome the odds and be victorious in the end!

Etna: Uh, are you okay? Didja hit your head or something?

Flonne: No, but since I might really lose, I must retreat for now. Good bye! Oh, and next time, I'll be powered up, so let's fight again.

Etna: Her stupidity's gonna power up, that's for sure...

```
*****
```

```
-----
Map.4.4 - Sea of Gehenna
-----
```

```
|Searing Tyranny|
-----
```

```
*****
```

Flonne: I was waiting for you, Miss Etna!

Etna: Here you are again...

Flonne: I'm going to win this time. Because I have powered up! Watch closely now, okay?

Etna: That's it? So your eyes are glowing...?

Flonne: Yes. Now, I can see in the dark.

Etna: Anyone who'd walk around at night, wearing that mask has gotta be some kinda crazy.

Flonne: You don't have to be jealous, just because you can't do this.

Etna: Oh no. She's completely delusional...

Flonne: Prepare yourself! It's time to teach you a lesson!

Scene Fades

????: There you are, Etna. Demons like you are so simple. I knew you would betray me.

Maderas: I'll show you what happens to those who rebel against my authority.

New Game Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Oakrot | 16 | 204 | 65 | *
*-----|-----|-----|-----*
* Oakrot | 16 | 195 | 72 | *
*-----|-----|-----|-----*
* Oakrot | 16 | 200 | 69 | *
*-----|-----|-----|-----*
* Oakrot | 16 | 221 | 65 | *
*-----|-----|-----|-----*
* Oakrot | 16 | 213 | 66 | *
*-----|-----|-----|-----*
* Oakrot | 16 | 195 | 70 | *
*-----|-----|-----|-----*
* Decoy | 16 | 217 | 65 | *
*-----|-----|-----|-----*
* Decoy | 16 | 213 | 65 | *
*-----|-----|-----|-----*
* Decoy | 16 | 213 | 68 | *
*-----|-----|-----|-----*
* Dark Knight | 18 | 288 | 69 | *
*-----|-----|-----|-----*
* Dark Knight | 18 | 261 | 67 | *
*-----|-----|-----|-----*
* Dark Knight | 18 | 288 | 70 | *
*-----|-----|-----|-----*
* Dark Knight | 18 | 282 | 62 | *
*-----|-----|-----|-----*
* Flonne | 18 | 392 | 133 | *
*****
```

New Game Plus Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Oakrot | 140 | 3,727 | 597 | *
*-----|-----|-----|-----*
* Oakrot | 140 | 3,800 | 597 | *
*-----|-----|-----|-----*
* Oakrot | 140 | 3,507 | 552 | *
*-----|-----|-----|-----*
* Oakrot | 140 | 3,727 | 541 | *
*-----|-----|-----|-----*
* Oakrot | 140 | 3,653 | 586 | *
*-----|-----|-----|-----*
* Oakrot | 140 | 3,434 | 586 | *
*-----|-----|-----|-----*
* Decoy | 140 | 3,434 | 530 | *
```

```

*-----|-----|-----|-----*
* Decoy          | 140   | 3,580 | 530   *
*-----|-----|-----|-----*
* Decoy          | 140   | 3,507 | 597   *
*-----|-----|-----|-----*
* Dark Knight    | 150   | 4,608 | 528   *
*-----|-----|-----|-----*
* Dark Knight    | 150   | 4,608 | 496   *
*-----|-----|-----|-----*
* Dark Knight    | 150   | 4,425 | 507   *
*-----|-----|-----|-----*
* Dark Knight    | 150   | 4,608 | 496   *
*-----|-----|-----|-----*
* Flonne         | 150   | 6,552 | 1,020 *
*****

```

To start on this map, send two warriors straight forward to block the path from the Oakrots to keep them from advancing. Then move two more of your fighters to the side to keep the Dark Knights from coming into your base pannel area. After setting those 4 characters up, avoid putting too many ranged fighters right behind your defender characters because the Oakrots have an attack called "Stomp-o-rama" It has a area attack about 3 spaces directly in front of them, so they could still hit you. If you do put your ranged fighters right behind your defender characters, make sure your healers are at least out of range of the Oakrots attacks. Go ahead and make your attacks and end your turn.

If you killed any of the Oakrots, then any remainder will fill in any missing spots from your attack. If you did what I did, then after your first turn, the Dark Knights might not have moved during their turn. Either way, take out anyone that came into your attack position and continue that and healing when needed until no more enemies advance. In the end, it should just be you and Flonne left. From here, its pretty simple. Move in and finish off the angel for a second time and end this map. Head on back to the Overlord's Castle for a vist to the hospital and save after the following cut-scene.

```

*****
Flonne: You are strong, Miss Etna... I didn't think you would do this well.
        You are indeed my rival!

```

Etna: Huh?

Flonne: Seems like I'll have to use my true powers to defeat you.

Etna: Don't you ever learn?

Flonne: Heroes of justice never give up until they're victorious!

Etna: Whatever you say.

Flonne: This should be enough for now. Next time we meet, I'll show you my true form! Take care!

Etna: How much longer do I have to deal with this...? I need to find it before Maderas finds out. Now, where did he hide it...?

Scene Fades

Flonne: *Sigh* I talked big, but I have no more power left... However, if I don't do something, both the Netherworld and Celestia will be in danger!

To prevent that from happening, I need to teach Miss Etna what it means to be a Space Detective! Hmmm... but, what can I do...?

God???: What are you doing, Flonne? Can't you defeat Etna?

Flonne: I'm sorry, God!

God???: I forgive you. She's not a pushover for an Angel Trainee. I'll give you a secret item to aid you in your quest.

Flonne: What is this?

God???: It's a magic tome. With it, no demon, not even Etna, can rival your power. Now Flonne, you must defeat Etna before she plunges the Netherworld into utter chaos.

Flonne: Yes, my lord!

Map.4.5 - Sea of Gehenna

Inferno

Etna: Hmm? Ah... I finally found it!

Flonne: Wait! Evil Space Detective Etna!

Etna: Argh, why do you keep bothering me? Get out of my way.

Flonne: No, this time I'm really going to show you the Space Detective sprit!

Etna: I told you before, I don't have time to play around with you. If you don't beat it, I'm really gonna get mad.

Flonne: You're acting strange... Are you prehaps after this strange glowing ball?

Etna: So... Gonna stand in my way?

Flonne: I can't let you have it! I know this gem contains the last remaining hope for peace!

Etna: ...Okay?

Flonne: You can't fool me. You want that ball so you can take over the Netherworld. I knew you were a bad person, but I never suspected you were this evil!

Etna: Who told you all those lies?

Flonne: God is tired of your vile wickedry!

Etna: First a Space Detective and now God? I'm losing my patience here.

Flonne: Huh...?

Etna: What's wrong now?

Flonne: I'm not feeling so good... But...why...?

Etna: Is it acid reflux?

Flonne: Owww, owww... I can't bear this any longer... Miss Etna, please help me... Ahhhhhh!

Etna: Uh, Flonne? You okay?

Dark Flonne: Miss Etna...

Etna: Hmmm... She's engulfed by a dark aura.

Dark Flonne: I'm sorry for talking about things as nasty as love and justice...

Etna: Uh, I actually hated the whole Space Detective thing more.

Dark Flonne: Don't you bad mouth Space Detectives! That's still my number one goal!

Etna: Oh, why couldn't that change?

Dark Flonne: Don't worry, Miss Etna. I won't talk to you about Space Detectives any more. Instead, please die for me!

New Game Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Dark Flonne | 25 | 1,198 | 175 | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 15 | 176 | 81 | *
* (Silence) | | | | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 15 | 159 | 80 | *
* (Ally Damage %20) | | | | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 15 | 166 | 75 | *
* (Ally Damage %20) | | | | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 15 | 176 | 81 | *
* (Enemy Boost + 50) | | | | *
*****
```

New Game Plus Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Dark Flonne | 185 | 16,598 | 1,184 | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 135 | 2,874 | 707 | *
* (Silence) | | | | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 135 | 2,997 | 707 | *
* (Ally Damage %20) | | | | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 135 | 3,180 | 666 | *
* (Ally Damage %20) | | | | *
*****
```

```

*-----|-----|-----|-----*
* Geo Symbol (Red)      | 135   | 3,060 | 680   *
* (Enemy Boost + 50)   |      |      |      *
*****

```

Well, you've got your work cut out for you in this fight against Flonne. Not only is she about 7 levels stonger than she was the first two times you fought her, the map also has some pretty nasty effects like two Ally Damage %20 "Silence", and "Enemy Boost + 50" Geo Symbols. The first target to head for should be to take out the two "Ally Damage %20's" to keep your party from taking any uncalled for damage, because you'll need all you can to take on Flonne and her strength boost.

Now, if you wish you may take out both of the other remaining Geo Symbols after destroying the two "Ally Damage %20" ones. I recommend not destroying the Silence one. Sure you may not be able to do any strong moves or abilities on her, but it will also keep her from using Mega Heal on herself and Omega Star on you!

All you have to do is keep up your offense and she should go down with out too many problems. After taking out the Evil Dark Flonne, give your self a pat on the back, you have just finished the Finale. You've done it, you beat the game....

...Or did you?

```

*****
Etna: Whew... That was tough. Don't blame me if you die. You're the one who
      started it.

```

Flonne: Prinny Juice!?

Etna: !!

Flonne: Oh? It was only a dream.

Etna: What the hell were you dreaming about...? Er, anyways, I can finally get my memories back... Hey! Where'd it go!?

????: Hmhmhmhmhm...

Etna: That voice... Maderas!?

Maderas: Etna, what are you doing?

Etna: Well, um...

Maderas: Hmhmhmhm... Looking for this, perhaps?

Etna: Argh, when did you...?

Flonne: Hey, That person... He looks like God...

Etna: I get it... You're the one who tricked Flonne into trying to kill me.

Maderas: What do you mean?

Etna: Don't even think about it.

Maderas: Hmph, fine. Your plan was to claim that Laharl was still alive so you could get your memory back while I fought him, was it not? Fool. I already know that you killed Laharl.

Etna: Psh...

Maderas: The Overlord and his son no longer exist.

Flonne: What? The Overlord is already dead?

Etna: Why are you so surprised?

Flonne: God told me that you were the Overlord...

Etna: Well, I was going to be the Overlord, but that's not the case anymore.

Maderas: You did a fine job, Etna. You've done everything I asked. Which means I have no reason to keep you around.

Etna: What!? Give me back my memory!

Maderas: Haahahaha... We are demons. Why should I show any sympathy for you? You shall regret trying to betray me!

Etna: Agh! I'm gonna kill you if you do anything to my memory! Huh, what am I feeling?

Scene Fades to a Flashback

Noble Demon A: Ha! You're not even a noble demon. What are you doing here?

Noble Demon B: Ha! What are you looking at? Step aside, commoner!

Young Etna: Arr ah... St, Stop it. I said stop it!

Scene Fades

Young Etna: You sure eat a lot for something so weak... I mean, you're eating my food, too.

Scorila: *whimper*

Young Etna: I don't have any more food. If you want more, you'll have to steal some on your own. I'm going now. Buh-bye.

Scorila: *whimper*

Scene Fades

Etna: Was that...? My memory...?

????: My my. Looks like you could use a hand.

Etna: Huh?

Maderas: Who is it!?

Etna: You...

Vyers: How disgusting. A noble demon should never harm a beautiful maiden.

Let moi, the Dark Adonis Vyers tak care of this.

-To Be Continued-

Finale: Chronicles of Etnarnia

=====

Ep.4

Finale Cont.: Chronicles of Etnarnia

Etna: Oooh! I'm so mad! That demon just came outta nowhere and stole my scene.

Flonne: It's okay, Miss Etna. At least your precious memories weren't destroyed.

Etna: That just makes everything worse! It makes me sick that I was saved by a demon like him.

Prinny Squad: Yeah, no doubt he stole the show, dood.

Etna: I don't know why he appeared, but he just got in my way... He even made that stupid promise...

Scene Fades

Maderas: Vyers? Never heard of you. But if you get in my way, you won't live to see tomorrow.

Vyers: Please calm down. You tried to destroy the lovely lady's memories, thinking they were worthless... But if you did that, she would never let you get away with it.

Etna: Yep. If you don't want to die, then don't piss me off.

Maderas: Hmph... What can she do? I'll just destroy her and not have to worry about it.

Vyers: I see that both of you are willing to settle this through battle. How about we return here another day to settle your duel?

Etna: Huh? Why should I agree to that? I just want my memories back.

Vyers: If you fight Maderas now, you won't walk away unscathed. You exerted plenty of your energy during your previous battle.

Etna: You're enjoying this, aren't you?

Vyers: This duel will be held in 3 days from now. We shall all meet at Grand North, several miles north of Maderas' castle. If Etna should win, Maderas must return her memories. But, if she should lose... Hmmm... How about, uh, Maderas will become the next Overlord?

Etna: Hey, hey...

Maderas: I will not agree. What guarantee do I have that I will become the Overlord by defeating her? There are plenty of others who are vying for that title.

Vyers: That is a good point. However, she did eliminate the Prince, the rightful heir to the throne. I am confident that you would qualify as the Overlord, should you defeat her. And, I will also give you this for defeating the young mademoiselle.

Maderas: The Demon Tome?

Etna: Hey! Why do you have that?

Vyers: I... I stumbled upon it earlier. Yeah. I think God has rewarded moi for being so handsome.

Flonne: Miss Etna, why is everyone so surprised?

Etna: That book is beyond priceless. The Demon Tome can only be held by the Overlord himself. It's proof of being from the royal family. If you have that book, you're basically the Overlord.

Flonne: Wow! I never knew it was that easy to become an Overlord.

Maderas: Hahaha... Fool. Why should I wait? I could just kill you all now!

Vyers: I understand how you feel, but I won't give this up that easily. If you attack, I won't hesitate to toss it into the lava.

Maderas: Have you gone mad!? It can make you the Overlord!

Vyers: You think that I am joking? Huh? Go ahead! Go ahead and attack me.

Maderas: Argh... Very well... I will adhere to your plan.

Scene Fades

Etna: By the way, why did that Vyers guy say he was going to give up the Demon Tome?

Flonne: I don't think he had a choice in that situation.

Etna: That's what I don't get. If he has the book, why doesn't he make himself the Overlord?

Flonne: It's because of love!

Etna: Huh?

Flonne: Sacrificing yourself for the well being of others... It's a wonderful act of love!

Etna: Demons don't care about love. I know he has something up his sleeve, but I'll play along, for now. I need to get rid of Maderas first. Prinny squad! Are you ready?

Prinny Squad: Any time, dood!

Flonne: Huh? But we still have a couple of days to go...

Etna: That's the whole point! It's a suprise attak!

Flonne: Oh my... Aren't you going to fight fair and square?

Etna: Of course not. Well, let's go kill this guy already!

Flonne: Wait! I'm going with you!

Angel Trainee Flonne has joined your party!

After the little cut-scene, you end up in your usual place, back in front of the throne in the Overlord's Castle. Go ahead and head on over to the shop area and purchase anything that you may need. Vist the Dark Assembly and make some more characters or work on passing some bills to unlock some extra maps for some harder challenges. You can scroll on down to the "Extras" section for some more, indepth looks at the extra maps you can unlock and the tough monsters you will encounter on those maps.

I say this, because this is the last chapter of the game. After you beat this one, you've finished the game, so go ahead and do whatever things you want to do now. Have fun and explore all the different things the world of Disgaea has to offer. Work on unlocking the strongest classes and monsters, or fight your way through hundreds of floors in the item world to obtain ultimate weapons. After you had your fun, go ahead and collect yourself and head on into...

Map.5.1 - Jotunheim

Absolute Zero

Dark Durian A: This is boring, dood.

Dark Durian B: Yeah, the duel isn't till tomorrow, dood.

Dark Durian C: Who cares? It's easy money, dood.

Dark Durian A: Yeah, dood. Getting money for doing nothing is great.

Dark Durian C: And Master Maderas pays us everyday, so there's nothing to complain about, dood.

Dark Durian A: Have you heard? Working for Etna's like being a slave, dood.

Dark Durian B: She demands 20 hour work days, dood! And she only pays when she feels like it.

Dark Durian A: She's ruthless, dood. Wh, Who does she think she is? I kinda wanna go out and defeat Etna myself, dood. I'd love to shut her up for good! Us Dark Durians are invincible, dood!

Etna: You guys sure talk big...

Dark Durian A: Huh? Dooooood!!

Etna: You're gonna beat me, huh? Don't make me laugh. Even if you were joking around, I'm still gonna kill you!

Dark Durian A: But, dood! The duel's not till tomorrow!

Etna: Who can wait that long?

Dark Durian B: This doesn't look good, dood...

Dark Durian A: Don't worry. We have a powerful ally, dood! Please help us, blessed lady, dood!

Antoire: Finally, some action. All this waiting was tiresome.

Etna: Who's this weirdo?

Dark Duraian A: Miss Antoire! Please defeat Etna, dood!

Antoire: I was supposed to face a renowned opponent. This is indeed a disappointment. Who is this meager... valley girl? Surely this is some sort of jest.

Etna: Meager?

Dark Durian A: You're about to find out how "not all that" you are, dood! Miss Antoire is a professional assassin from the noble demon class, dood! She always hits her target, no matter what! And she enjoys her victim's death cries, dood! Miss Antoire, please use your magnificent super move on Etna!

Antoire: Ahahaha! Don't die on me too quickly. I wish to enjoy this battle as long as I can.

Etna: I don't have time to waste on you. I better make this quick!

Antoire: Your confidence... I shall truly enjoy this. Are you ready? My attacks shall deliver a sweet death.

New Game Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Durian | 18 | 205 | 48 | *
*-----|-----|-----|-----*
* Durian | 18 | 205 | 45 | *
*-----|-----|-----|-----*
* Durian | 18 | 223 | 44 | *
*-----|-----|-----|-----*
* Durian | 18 | 223 | 48 | *
*-----|-----|-----|-----*
* Durian | 18 | 200 | 48 | *
*-----|-----|-----|-----*
* Durian | 18 | 205 | 49 | *
*-----|-----|-----|-----*
* Durian | 18 | 223 | 47 | *
*-----|-----|-----|-----*
* Durian | 18 | 228 | 47 | *
*-----|-----|-----|-----*
```

* Durian	18	205	48	*
-----	-----	-----	-----	*
* Durian	22	269	58	*
-----	-----	-----	-----	*
* Durian	22	268	57	*
-----	-----	-----	-----	*
* Agathion	22	311	134	*
-----	-----	-----	-----	*
* Agathion	22	337	134	*
-----	-----	-----	-----	*
* Agathion	22	317	131	*
-----	-----	-----	-----	*
* Agathion	22	298	118	*
-----	-----	-----	-----	*
* Antoire	27	995	189	*
-----	-----	-----	-----	*
* Geo Symbol (Yellow)	20	241	100	*
* (No Entry)				*

New Game Plus Enemies

* ENEMY	LEVEL	HP	SP	*
-----	-----	-----	-----	*
* Durian	150	3,638	369	*
-----	-----	-----	-----	*
* Durian	150	3,707	369	*
-----	-----	-----	-----	*
* Durian	150	3,707	354	*
-----	-----	-----	-----	*
* Durian	150	3,424	377	*
-----	-----	-----	-----	*
* Durian	150	3,638	377	*
-----	-----	-----	-----	*
* Durian	150	3,424	369	*
-----	-----	-----	-----	*
* Durian	150	3,351	385	*
-----	-----	-----	-----	*
* Durian	150	3,565	354	*
-----	-----	-----	-----	*
* Durian	150	3,493	377	*
-----	-----	-----	-----	*
* Durian	170	4,135	401	*
-----	-----	-----	-----	*
* Durian	170	4,036	444	*
-----	-----	-----	-----	*
* Agathion	170	4,964	978	*
-----	-----	-----	-----	*
* Agathion	170	4,576	940	*
-----	-----	-----	-----	*
* Agathion	170	5,159	884	*
-----	-----	-----	-----	*
* Agathion	170	4,673	884	*
-----	-----	-----	-----	*
* Antoire	195	12,247	1,243	*
-----	-----	-----	-----	*
* Geo Symbol (Yellow)	160	4,078	821	*
* (No Entry)				*

After having a few moments to look over the layout carefully you will find out that the "No Entry" pannels are not really in your way at all. To start out, send one of your characters up towards the Dark Durian closest to your base pannel. Remember, these Dark Durians are just Prinnies, and what is our favorite thing to do with Prinnies? For those of you who are catching on, just lift that first one and chuck him forward a few spaces to take out those two others right behind him. Now, for those of you who don't know about the amazing ability Prinnies have, let me let you in on a little secret. When you throw a Prinny, they go... BOOM! Yep, it's true!

When a Prinny explodes after being thrown they do damage up to 50% of their current HP to an area about two to three spaces around them. But, any other Prinnies that happen to be caught in your little Prinny bombing explode right alongside the Prinny you tossed! Now, with that in mind, I think you have a pretty good idea to take out the Dark Durians on this map.

After all the Dark Durians have been taken care of, your next target will be to go after any monsters that happen to advance on your position. For me, it was just Antoire. She came right out from behind her shield of Agathions. It the same happened for you, just take out Antoire and then head in and overwhelm the Agathions at the top of the map.

Antoire: I lost...? You... have much innner strength!

Etna: So, what happens now? Are we gonna keep this up?

Antoire: Miss Etna... No, Master Etna! I humbly apologize for my actions! As proof of my respect, may I help you to achieve your goal?

Etna: Geesh, that was a quick 180. Why should I trust you?

Antoire: Well, of course my offer does not come without a price. If you allow me to join you, you shall be granted one wish... By these Prinnies!

Dark Durian: Why, dood? Why!?

Etna: You got yourself a deal.

Dark Durian: They're striking a deal without us, dood!

Antoire: You better obey your new master. Uhhh, Master Etna... Ahaha!

Antoire had joined your party!

Etna: Listen up! For my wish... It's *whisper* *whisper*

Dark Durian: Whatever. Consider it done, dood...

Flonne: What did you ask them to do?

Etna: You'll find out later. Come on, let's go.

Flonne: I hope it's nothing bad...

 New Game Enemies

```

*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Sniper | 25 | 296 | 91 | *
*-----|-----|-----|-----*
* Sniper | 25 | 318 | 98 | *
*-----|-----|-----|-----*
* Sniper | 25 | 317 | 91 | *
*-----|-----|-----|-----*
* Agathion | 23 | 323 | 134 | *
*-----|-----|-----|-----*
* Agathion | 23 | 323 | 137 | *
*-----|-----|-----|-----*
* Agathion | 23 | 330 | 132 | *
*-----|-----|-----|-----*
* Agathion | 23 | 317 | 139 | *
*-----|-----|-----|-----*
* Agathion | 23 | 330 | 129 | *
*-----|-----|-----|-----*
* Agathion | 23 | 358 | 134 | *
*-----|-----|-----|-----*
* Agathion | 23 | 330 | 132 | *
*-----|-----|-----|-----*
* Ninja | 25 | 361 | 101 | *
*-----|-----|-----|-----*
* Ninja | 25 | 350 | 89 | *
*-----|-----|-----|-----*
* Geo Symbol (Blue) | 20 | 241 | 105 | *
* (Damage %20) | | | | *
*-----|-----|-----|-----*
* Geo Symbol (Blue) | 20 | 232 | 100 | *
* (Attacks +1) | | | | *
*****
  
```

New Game Plus Enemies

```

*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Sniper | 185 | 4,557 | 628 | *
*-----|-----|-----|-----*
* Sniper | 185 | 4,371 | 664 | *
*-----|-----|-----|-----*
* Sniper | 185 | 4,739 | 690 | *
*-----|-----|-----|-----*
* Agathion | 175 | 5,185 | 909 | *
*-----|-----|-----|-----*
* Agathion | 175 | 5,185 | 968 | *
*-----|-----|-----|-----*
* Agathion | 175 | 4,780 | 1,026 | *
*-----|-----|-----|-----*
* Agathion | 175 | 5,185 | 987 | *
*-----|-----|-----|-----*
* Agathion | 175 | 5,287 | 987 | *
*-----|-----|-----|-----*
* Agathion | 175 | 4,882 | 968 | *
*-----|-----|-----|-----*
* Agathion | 175 | 5,287 | 1,026 | *
  
```

```

*-----|-----|-----|-----*
* Ninja          | 185   | 4,700 | 697   *
*-----|-----|-----|-----*
* Ninja          | 185   | 4,784 | 693   *
*-----|-----|-----|-----*
* Geo Symbol (Blue) | 160   | 3,844 | 837   *
* (Damage %20)     |       |       |       *
*-----|-----|-----|-----*
* Geo Symbol (Blue) | 160   | 4,156 | 821   *
* (Attacks +1)     |       |       |       *
*****

```

This map is a little more basic than the previous map. The two Geo Symbols won't really be much of a threat to you. The Damage %20 Geo Symbol isn't even sitting on a Geo Panel, so it is utterly useless where it sits. The Attack +1 might give you a little bit of problems if you don't have okay defense. The only ones on the map that gain an advantage with it is the three Snipers on the side of the map.

To start this map off, send a few people out to start attacking the Agathions. If you are far enough away, the Snipers might actually start advancing on your position and leave their little Attack +1 area. The Ninja closest to the Snipers should start to advance with them. Just stay put until they are close enough to take out.

After the Snipers and Ninja are dealt with, just advance on towards the few enemies remaining and surround them and take them out and your finished with this map. After this one, you are on your way to...

```

-----
Map.5.3 - Jotunheim
-----

```

```

|Terrible Cold|
-----

```

```

*****
Flonne: Miss Etna, may I ask you a question?

```

Etna: What? You look pretty serious. That's not like you at all.

Flonne: Mr. Vyers mentioned that you killed the Overlord's son. Is that true?

Etna: Oh, that. Yeah, I killed him. Why do you care?

Flonne: So it wasn't a lie...

Etna: Why would he lie?

Flonne: Why!? Why did you have to kill him?

Etna: What's it to you?

Flonne: To tell you the truth, I was sent from Celestia to assassinate the Overlord. But I can't kill people without a good reason, even if the Seraph commands it. That's why I need to know. Why did you kill him?

Etna: Are you dense? Why are you telling me your secret mission?

Flonne: Miss Etna, please answer my question.

Etna:

Flonne:

Etna: He may have been the Overlord's son, but he was such a selfish little brat. So... I shot him with my gun. I guess they're pretty lethal. I'm glad he's dead.

Flonne: You killed him because you didn't like him?

Etna: Yep.

Flonne: But, what if he liked you?

Etna: Hah! Yeah right. That would never happen, even if heaven and hell collided. That kid hated love and friendship more than anything.

Flonne: How sad...

Etna: Angels are so weird. There's no point in feeling bad for someone who's already dead.

Flonne: No, I'm sad for you, Miss Etna.

Etna: What? Why?

Flonne: You don't have to pretend. I know you didn't mean to kill him, and now you're starting to regret it.

Etna:

Flonne: Why are you denying the truth? Even if you feel no remorse, you should openly express your feelings.

Etna:

Flonne: The Overlord must be sad, too.....

Etna: ...Who knows. There's no going back, no matter what we do...

Scene Fades

Vyers: I see... He sent the perfect candidate. She should be able to bridge the gap between Celestia and the Netherworld...

New Game Enemies

* ENEMY	LEVEL	HP	SP	*
* Boggart	20	273	84	*
* Boggart	20	246	87	*
* Boggart	20	273	78	*
* Boggart	20	279	89	*

* Boggart	20	252	82	*
* Boggart	20	263	85	*
* Boggart	20	273	78	*
* Boggart	20	263	78	*
* Boggart	20	246	87	*
* Boggart	20	279	82	*
* Golem	25	514	73	*
* Golem	25	533	76	*
* Golem	25	514	82	*
* Adept Ninja	28	419	102	*
* Adept Ninja	28	436	107	*
* Adept Ninja	28	397	97	*
* Geo Symbol (Blue) (Damage %20)	30	407	148	*
* Geo Symbol (Blue) (Silence)	30	460	151	*
* Geo Symbol (Blue) (Enemy Boost x3)	30	460	164	*

New Game Plus Enemies

* ENEMY	LEVEL	HP	SP	*
* Boggart	160	3,932	669	*
* Boggart	160	4,101	669	*
* Boggart	160	4,351	605	*
* Boggart	160	4,267	618	*
* Boggart	160	4,351	644	*
* Boggart	160	3,932	644	*
* Boggart	160	4,436	618	*
* Boggart	160	4,436	644	*
* Boggart	160	4,436	644	*
* Boggart	160	4,351	656	*
* Golem	185	7,633	569	*

```

*-----|-----|-----|-----*
* Golem          | 185   | 7,185 | 546   *
*-----|-----|-----|-----*
* Golem          | 185   | 7,035 | 569   *
*-----|-----|-----|-----*
* Adept Ninja    | 200   | 6,219 | 717   *
*-----|-----|-----|-----*
* Adept Ninja    | 200   | 5,986 | 703   *
*-----|-----|-----|-----*
* Adept Ninja    | 200   | 6,106 | 661   *
*-----|-----|-----|-----*
* Geo Symbol (Blue) | 210   | 5,696 | 1,033 *
* (Damage %20)    |       |       |       *
*-----|-----|-----|-----*
* Geo Symbol (Blue) | 210   | 5,576 | 1,097 *
* (Silence)       |       |       |       *
*-----|-----|-----|-----*
* Geo Symbol (Blue) | 210   | 5,696 | 1,118 *
* (Enemy Boost x3) |       |       |       *
*****

```

This map is a lot easier than it seems. You can do a few different things for this area...

1. You can put all of the Geo Symbols onto a red Geo Pannel and destory one of them. This will cause a chain and do a little bit of damage to all the monsters on the map minus the three Ninjas because they are not standing on any Geo Pannels. This will also destroy the other two remaining negetive Geo Symbol effects. From here, you could just rush on though the now weekend enemies and clear the map.

2. Send one person over to the Damage %20 Geo Symbol and toss it onto the Geo Pannel right next to it. Then after you have done that, send all of your stongest characters to go and block the path thus sealing off an escape for the monsters. From here, just defend with all of your characters until all of the monsters are killed off by the Damage %20 effect. You can also place any healers behind your characters and heal when needed to avoid any holes from being made in your defenses. The Ninjas should be dumb enough to fall for this trick as well because they will come in and slowly die after being on red spaces for 5 turns.

3. Ignore the Geo Symbols and fight your way through. *NOT A WISE CHOICE*

Which ever way you choose, the outcome is the same... the map is done and you are on your way to...

```

-----
Map.5.4 - Jotunheim
-----

```

```

|Ice Queen|
-----

```

New Game Enemies

```

*****
* ENEMY          | LEVEL | HP    | SP    *
*-----|-----|-----|-----*
* Boggart        | 20    | 257   | 89    *

```

* Boggart	21	275	91	*
* Boggart	22	311	97	*
* Boggart	23	330	94	*
* Boggart	24	324	102	*
* Boggart	20	279	89	*
* Boggart	21	275	82	*
* Boggart	22	286	90	*
* Boggart	23	318	96	*
* Boggart	24	358	106	*
* Boggart	25	357	101	*
* Boggart	20	268	87	*
* Boggart	21	275	84	*
* Boggart	22	299	95	*
* Boggart	23	318	97	*
* Boggart	24	358	106	*
* Boggart	25	378	106	*
* Boggart	20	246	87	*
* Boggart	22	286	86	*
* Boggart	24	324	104	*
* Shade	30	1,032	211	*

New Game Plus Enemies

* ENEMY	LEVEL	HP	SP	*
* Boggart	160	4,267	682	*
* Boggart	165	4,204	690	*
* Boggart	170	4,489	656	*
* Boggart	175	5,072	746	*
* Boggart	180	4,895	724	*
* Boggart	160	4,101	669	*
* Boggart	165	4,382	650	*

```

* Boggart          | 170  | 4,582 | 670  *
*-----|-----|-----|-----*
* Boggart          | 175  | 4,498 | 689  *
*-----|-----|-----|-----*
* Boggart          | 180  | 5,192 | 680  *
*-----|-----|-----|-----*
* Boggart          | 185  | 5,519 | 714  *
*-----|-----|-----|-----*
* Boggart          | 160  | 4,017 | 644  *
*-----|-----|-----|-----*
* Boggart          | 165  | 4,382 | 664  *
*-----|-----|-----|-----*
* Boggart          | 170  | 4,304 | 725  *
*-----|-----|-----|-----*
* Boggart          | 175  | 5,072 | 746  *
*-----|-----|-----|-----*
* Boggart          | 180  | 4,795 | 724  *
*-----|-----|-----|-----*
* Boggart          | 185  | 5,103 | 729  *
*-----|-----|-----|-----*
* Boggart          | 160  | 4,101 | 631  *
*-----|-----|-----|-----*
* Boggart          | 170  | 4,398 | 656  *
*-----|-----|-----|-----*
* Boggart          | 180  | 5,092 | 738  *
*-----|-----|-----|-----*
* Shade            | 210  | 14,430 | 1092 *
*****

```

This map will really work on your defensive capabilities. If you look, it is pretty simple to figure out the strategy here. Take your four strongest warriors and fill in each slot on each side of the base pannel. By now, you should have gained some area attacks with some of your characters. These will be a great help in this battle. Just have all four of your warriors use an area attack (if possible) on the Boggarts directly in front of each of them. You can fill in any other spaces with long range attackers to just help damage and pick off any of the Boggarts that may survive your area attacks.

Just keep up this defense and healing any of them when needed and you should do just fine. After this, it's time to finally take on Maderas in the next area and get Etna's memories back!

```

*****
Vulcanus: Master Lamington! Master Lamington, are you here!?
```

Seraph: Calm down, Vulcanus. You're beginning to scare the spirits.

Vulcanus: Who cares about the spirits!? I have recieved a report on Flonne's activities in the Netherworld!

Seraph:

Vulcanus: Flonne has failed to assassinate the Overlord and... She's become friendly with the demons! Assassinating an Overlord is a much too difficult assignment for an Angel Trainee! Let me carry out this mission!

Seraph: Vulcanus, tell me... When were you appointed God?

Vulcanus: Wha, Wha, Wha, What are you talking about!? I am here to serve my purpose as an Archangel.

Seraph: Did you think I wouldn't know?

Vulcanus: Argh... I cannot accept this state of affairs!

Seraph: Everything is proceeding as scheduled. I have every faith in Flonne to fulfill her duties. Her idealism shall hold firm.

Map.6.1 - Grand North

Ice Beast Gate

Flonne: We came so far.

Etna: Maderas should be around here, somewhere. That wuss... Where's he hiding? (As long as my memories are safe, I don't really care.) Hey... This feeling...

Scene Fades to a Flashback

Young Etna: ...Why? Why did you kill him?

Noble Demon A: That dog tried to get into the food storage! It's his own fault!

Noble Demon B: I had no choice! Come on, let's go!

Young Etna: Why did you...? You were so weak... Idiot...

Overlord: Ah, so here you are. How are you doing? Are you getting used to your new home? Is something wrong...?

Young Etna: It's nothing... It's just... some noble demon killed this dog. But, it's okay... It won't go hungry anymore... Kinda glad.....

Overlord: You should be true to your heart. You're sad, aren't you?

Young Etna: ... Huh?

Overlord: You don't have to pretend to be strong.

Scene Fades

Young Etna: You're kinda strange... You didn't have to dig a grave for it...

Overlord: ... Am I?

Young Etna: Yes. You're not like other demons. And inviting a commoner like me to stay at the Overlord's Castle is unheard of.

Overlord: Do you believe that nobles should reign over everyone else?

Young Etna:

Overlord: Does being a noble or a commoner, or even a demon or an angel really matter? Is our discrimination necessary? Should we not strive for world

where everyone is treated equally, despite their class or species?

Young Etna: You're really strange. But if you're gonna make the Netherworld a better place, I wanna help you do it.

Overlord: I promise to make the Netherworld a better place to live.

Scene Fades

Etna: Was that a part of my memory? Why? I haven't gotten my memories back from Maderas yet... Did some of my memories stay with me? It feels like I'm forgetting something important...

Flonne: Miss Etna!

Etna: Ahhh! Don't shout so close to me.

Flonne: We're surrounded by enemies! Be careful!

New Game Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Gargoyle | 25 | 473 | 79 | *
*-----|-----|-----|-----*
* Gargoyle | 25 | 473 | 73 | *
*-----|-----|-----|-----*
* Gargoyle | 25 | 419 | 82 | *
*-----|-----|-----|-----*
* Guardian | 28 | 608 | 92 | *
*-----|-----|-----|-----*
* Gargoyle | 25 | 419 | 78 | *
*-----|-----|-----|-----*
* Corpse | 23 | 438 | 70 | *
*-----|-----|-----|-----*
* Corpse | 23 | 466 | 76 | *
*-----|-----|-----|-----*
* Corpse | 23 | 466 | 74 | *
*-----|-----|-----|-----*
* Corpse | 23 | 448 | 72 | *
*-----|-----|-----|-----*
* Corpse | 23 | 476 | 73 | *
*-----|-----|-----|-----*
* Corpse | 23 | 438 | 70 | *
*-----|-----|-----|-----*
* Corpse | 23 | 476 | 69 | *
*-----|-----|-----|-----*
* Corpse | 23 | 466 | 76 | *
*-----|-----|-----|-----*
* Corpse | 23 | 429 | 67 | *
*****
```

New Game Plus Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Gargoyle | 185 | 6,769 | 535 | *
*-----|-----|-----|-----*
* Gargoyle | 185 | 6,118 | 591 | *
```

* Gargoyle	185	6,769	558	*	

* Guardian	200	7,455	615	*	

* Gargoyle	185	6,510	546	*	

* Corpse	175	6,742	528	*	

* Corpse	175	6,606	538	*	

* Corpse	175	6,742	538	*	

* Corpse	175	6,606	517	*	

* Corpse	175	6,742	496	*	

* Corpse	175	7,153	506	*	

* Corpse	175	7,293	496	*	

* Corpse	175	6,742	549	*	

* Corpse	175	7,017	496	*	

Since this map has nothing much out of the ordinary, meaning no Geo Symbols, it's pretty simple what you're going to do. Just keep your strong fighters upfront and in close-range, and your long-range fighters and healers following and you'll be done with this map and taking down Maderas before you can say King Krichevskoy five times fast!

 Map.6.2 - Grand North

Frost Castle

 Maderas: Hahahaha... Fools. Did you really think I would fight fair and square? All I have to do is find that Vyers guy, and steal the Demon Tome! After I become Overlord, I will destroy Etna. Hahahaha.

Etna: Sorry, but that's not going to happen.

Maderas: That voice!?

Etna: I finally found you.

Maderas: What? The duel is not until tomorrow!

Etna: Did ya really think I'd wait that long?

Maderas: Agh! You dirty little... demon!

Etna: Ohhh! I love it when you call me that! It really is the greatest compliment.

Flonne: Miss Etna, are you sure you want to anger him that much? He has your

memories, you know?

Maderas: It's too late! Etna! You will regret this!

Etna:

Flonne: Miss Etna!? He's going to destroy your memory!?

Etna: Go ahead. Why don't you do it already?

Flonne: What!?

Maderas: Hmhmhmhmh... You won't be so cocky after this. Your memory... !?
It, it's gone!?

Etna: What happened? I thought you were gonna make me regret something.

Maderas: N, N, No! Where did it go!?

Dark Durian: Master Etna! We got your memory back like you told us to, dood!

Etna: Good work, Dark Durians!

Maderas: You...! You betrayed me!

Dark Durians: Hey, we're demons, dood. Would you expect any less!?

Etna: Looks like the tide has turned!

Maderas: Rrrrrrrgh Daaaamn iiiiit!!

Etna: Soooo... Wouldja like your death sunny-side up, or will it be scrambled?

Maderas: You won't make it out of here alive! Witness my power!

New Game Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Maderas | 38 | 3,898 | 393 | *
*-----|-----|-----|-----*
* Nebiros | 35 | 838 | 128 | *
*-----|-----|-----|-----*
* Nebiros | 35 | 838 | 128 | *
*-----|-----|-----|-----*
* Corpse | 30 | 704 | 91 | *
*-----|-----|-----|-----*
* Corpse | 30 | 704 | 91 | *
*-----|-----|-----|-----*
* Corpse | 30 | 665 | 93 | *
*-----|-----|-----|-----*
* Corpse | 30 | 704 | 93 | *
*-----|-----|-----|-----*
* Corpse | 30 | 678 | 89 | *
*-----|-----|-----|-----*
* Corpse | 30 | 691 | 96 | *
*-----|-----|-----|-----*
* Corpse | 30 | 678 | 91 | *
*-----|-----|-----|-----*
```

* Corpse	30	678	93	*
*-----	-----	-----	-----	*
* Corpse	30	704	91	*
*-----	-----	-----	-----	*
* Corpse	30	665	91	*
*-----	-----	-----	-----	*
* Priest (Female)	28	351	197	*
*-----	-----	-----	-----	*
* Priest (Female)	28	367	180	*

New Game Plus Enemies

* ENEMY	LEVEL	HP	SP	*
*-----	-----	-----	-----	*
* Maderas	250	43,805	1,677	*
*-----	-----	-----	-----	*
* Nebiros	235	10,796	809	*
*-----	-----	-----	-----	*
* Nebiros	235	10,796	875	*
*-----	-----	-----	-----	*
* Corpse	210	8,550	607	*
*-----	-----	-----	-----	*
* Corpse	210	9,097	633	*
*-----	-----	-----	-----	*
* Corpse	210	8,733	620	*
*-----	-----	-----	-----	*
* Corpse	210	9,461	658	*
*-----	-----	-----	-----	*
* Corpse	210	8,550	633	*
*-----	-----	-----	-----	*
* Corpse	210	9,645	670	*
*-----	-----	-----	-----	*
* Corpse	210	9,281	595	*
*-----	-----	-----	-----	*
* Corpse	210	9,645	607	*
*-----	-----	-----	-----	*
* Corpse	210	9,097	607	*
*-----	-----	-----	-----	*
* Corpse	210	8,550	607	*
*-----	-----	-----	-----	*
* Priest (Female)	200	5,135	1,133	*
*-----	-----	-----	-----	*
* Priest (Female)	200	5,442	1,278	*

This is it! You now finally get a piece of the bastard who has made poor little Etna's life a living hell! Ok, to take on this little challenge, you need to do what we have been doing for a long time now. Keep the Zombies from surrounding you by sending your strongest warriors and putting one each in front of the Corpses. This will keep them from being able to come past the bottom of stair and surrounding your people. And, like always, place your long-range fighters and your healers behind your close-range fighter wall. Any holes you make in the enemy wall will be filled on the next turn by another Corpse. Repeat this until there is no more movement from the enemies. This should leave everything else but the Corpses.

Now take and move your entire party about two to three spaces forward and end your turn. This should cause Maderas to come forward to attack you. Go ahead and surround him at this point and beat the crap out of him. If you don't

take out Maderas in one turn, the Nebiros will come forward and attack you. Just focus on Maderas, he is the stongest one. With any extra characters, you can send them in to take on the Nebiros and work on them until they are either dead or your party attacking Maderas finishes them off and can join in on the attack.

This should leave you with the to Priests left. I think you know what to do now! After taking them out, get ready for the final boss! That's right! Maderas wasn't the final boss...

Maderas: Ahhhh! Please, forgive me!

Etna: Now... What should I do to you first?

Maderas: Please, spare my life! Please!!

????: Pathetic... I should never have relied on a demon to do an Archangel's work.

Maderas: What? Who are you!?

Screen Flashes

Arghhhhhh~!!

Vulcanus: Filthy demon. You are not worthy of hearing my name.

Flonne: Master Vulcanus!? Why are you here!?

Etna: Who's this loser?

Flonne: He is the Archangel, Vulcanus...! He is the Supreme Commander of the Celestial Hosts. But, why are you doing this...!?

Etna: An angel? He looks like a bad guy to me.

Vulcanus: Hah! What are you talking about? You demons are the source of all evil! I am punishing you demons for the sake of world peace! If only that old man would listen to me! That is why I must become the Seraph and destroy all demons!

Flonne: How can you say all demons are evil...? If our lord heard that, he would be deeply saddened...

Vulcanus: Flonne! How dare you talk back to me like that! It's all your fault... If only you had been eliminated, everything would have gone according to plan!! I even disguised myself as God to deceive you, but you still survived...

Flonne: You were God? You tricked me!? You lied to me more than any demon I've met...

Vulcanus: Hahahahahah! If I defeat you and Etna, and then take the Overlord's corpse back with me to Celestia, I am sure to become the Seraph! Flonne, for the peace of the world you must die here.

Etna: What a dork... "Don't compare me to demons"! Ha, I don't care if you are an Archangel. I've had enough of your mouth! You're no different than Maderas, tricking impressionable girls just to gain a title.

Vulcanus: Argh... Shut up, you demon!

Etna: I don't care what you are... I just wanted Maderas to suffer utter misery for dragging me into this mess. But you killed him, so now what am I supposed to do for fun? You're gonna pay big time for that, chump.

Vulcanus: You're blaming me for this?

Etna: Yep. How about you kneel down and beg me for your life? Oh, and apologize to Flonne, too.

Flonne: Miss Etna...

Vulcanus: Hahahahaha... Don't be silly. Do you, an ordinary demon girl, truly believe you can defeat me? Challenge me if you wish to die! I will show you the power of the next Seraph!

After this, you are sent back to the area select screen. I said it earlier, if there is anything else you want to explore, do it now because Millennium Ice is the last area. After you defeat it, you are done with the game. So, go ahead and check out the extra section and have some fun in the Cave of Ordeal, or maybe even go level up some weapons... I'll wait...

.....

....

...

..

.

Ok, welcome back! Ready? Let's go show that stupid angel what happens when he messes with Etna and Co.!

Map.6.3 - Grand North

Millennium Ice

New Game Enemies

* ENEMY	LEVEL	HP	SP	*
* Vulcanus	50	11,641	1,060	*
* Angel	40	709	279	*
* Angel	40	740	251	*

* Angel Cadet	38	736	268	*
-----	-----	-----	-----	*
* Angel Cadet	38	751	239	*
-----	-----	-----	-----	*
* Angel	32	538	170	*
-----	-----	-----	-----	*
* Angel	32	538	185	*
-----	-----	-----	-----	*
* Geo Symbol (Blue)	20	255	105	*
* (Recovery %20)				*
-----	-----	-----	-----	*
* Geo Symbol (Blue)	20	232	105	*
* (Atk + 50)				*
-----	-----	-----	-----	*
* Geo Symbol (Blue)	20	246	111	*
* (Def + 50)				*
-----	-----	-----	-----	*
* Geo Symbol (Blue)	20	232	107	*
* (Attacks +1)				*

New Game Plus Enemies

* ENEMY	LEVEL	HP	SP	*
-----	-----	-----	-----	*
* Vulcanus	310	121,930	6,593	*
-----	-----	-----	-----	*
* Angel	260	9,208	1,461	*
-----	-----	-----	-----	*
* Angel	260	8,832	1,547	*
-----	-----	-----	-----	*
* Angel Cadet	250	10,134	1,571	*
-----	-----	-----	-----	*
* Angel Cadet	250	8,964	1,631	*
-----	-----	-----	-----	*
* Angel	220	7,657	1,239	*
-----	-----	-----	-----	*
* Angel	220	8,115	1,239	*
-----	-----	-----	-----	*
* Geo Symbol (Blue)	160	4,165	772	*
* (Recovery %20)				*
-----	-----	-----	-----	*
* Geo Symbol (Blue)	160	4,078	805	*
* (Atk + 50)				*
-----	-----	-----	-----	*
* Geo Symbol (Blue)	160	4,000	837	*
* (Def + 50)				*
-----	-----	-----	-----	*
* Geo Symbol (Blue)	160	4,000	837	*
* (Attacks +1)				*

There are two ways that I see to go about doing this map in the beginning...

1. Start off by sending out one person per Geo Symbol and move them over to one of them. Do not use your four strongest. Use weaker characters to do the next step. Have each one of your characters pick up a Geo Symbol and proceed to toss it behind them onto the purple Geo Panel directly behind them. This will then add all those nice status effects for you. Here is why I said don't use your strongest characters to do this, you will now need to place your

three strongest characters right between the three empty spaces between the Geo Symbols.

or you can...

2. Ignore the Geo Symbols and place your strongest warriors up front and start to take on the angels. (Honestly, you don't have to do either if you don't wish to. You could take one lone uber character in and take out everyone on the map, like I usually do... I am just here to suggest tips.)

Either way you take, you NEED to try and make Vulcanus the last one you take on because of the whole reason that he has over a whopping 10,000 HP! He will take a few hits to take down. After all the Angels have been taken care of, it's time to take down Vulcanus.

To make it a little easier on you if you did the first way in the beginning, try and pull Vulcanus down to your little stat boost pannels. Even if you didn't do the first way in the beginning, you might want to go ahead and do what number one says to do before taking down Vulcanus.

Whatever you chose to do, go ahead and make Vulcanus feel your wrath!

CONGRADULATIONS!

You just beat Etna's Mode! To continue with the trend I have made here with the dialogue, I am now going to post what is said after defeating Vulcanus!

SPOILERS!SPOILERS!**SPOILERS!**

SPOILERS!SPOILERS!**

SPOILERS!

Etna: What is it!?

Flonne: This light! It's the power of the Seraph!

Vulcanus: Please! I only wanted to rid evil!

Vulcanus Disappears

Etna: Damn, he got away.

????: He did not escape. Instead he shall suffer the wrath of the Seraph.

Vyers: How do you do, mademoiselle?

Etna: Appearing after it's all over? I bet you were hiding somewhere, watching from a safe distance.

Vyers: Oh...so harsh. You are about to regain your memories. You can at least thank moi for that.

Etna: I didn't need 'em. They're not even worth 1 hell. But I guess they really will return.....

Flonne: How are you doing, Miss Etna? Do you remember anything?

Etna: Hmmm... I'm not sure, but I think I'll remember in time.

Flonne: ?? You don't look to happy?

Etna: I am. But...

Flonne: But?

Etna: There's more sorrow than happiness.

Vyers: That's because you haven't fulfilled your promise.

Etna: Promise...? What are you talking about?

Vyers: You have regained your memories. You should remember by now.

Flonne: Miss Etna?

Etna: Promise?

Scene fades to Flashback

Etna: Did you call for me, my Lord?

Overlord: It's about my son, Laharl.

Etna: Oh, that brat... Oops! So, what about the Prince?

Overlord: It's been a long time since I became the Overlord. I am old and I don't know when I'll be defeated by another demon.

Etna: You'll never be defeated...

Overlord: I am just saying if. If I die, the Netherworld will be plunged into chaos once again. Many demons will come after Laharl to become the next Overlord. Etna, this is not an order, but a promise between you and me.

Etna: Promise...?

Overlord: If I die, will you please protect Laharl? And make sure Laharl becomes a great Overlord...

Scene Fades

Etna: That's right... I did make a promise to the Overlord... I completely forgot... What was I doing...? I killed the Prince... H, Hey! What is this? No. It can't be!

Flonne: Miss Etna?

Etna: Get away! Don't look at me! I don't get it... Why am I crying?

Flonne: You're finally being true to yourself. You're regretting that you killed the Overlord's son, aren't you?

Etna:

Flonne: Miss Etna, if your sad, it's okay to cry. Would you like some assistance?

Etna:

Flonne: Miss Etna?

Etna: Sorry, but I'm not that weak. I won't say I'm not sad for killing the Prince. But I can't go back. This is the way I chose to live.

Flonne: There is still something you can do.

Etna: What is that?

Flonne: You can say a prayer for him... For his peace and eternal rest. What do you think?

Etna: It's not much, but I guess I can do that...

Flonne: Alright!

Vyers: Hmhmhmhm...

Etna: What's so funny...?

Vyers: Oh, I, uh, apologize for disturbing you at such an emotional moment, but... Beautiful mademoiselle, are you not forgetting something?

Etna: Huh?

Vyers: Is he not, after all, the son of the mighty King Krichevskoy?

Credits Roll and shows clips from throughout the adventure

Laharl: Oh man, I overslept. ...Huh? Where am I!?

Etna: There's no time to be tired... The Netherworld has gone to hell while you were sleeping...

Fin

-End of-
Finale: Chronicles of Etnarnia

=====
4. Extras
=====

Cave Of Ordeals

The Cave of ordeals is an extra dungeon with extra maps with tons of powerful monsters. It can be obtained by passing the bill to unlock it in the Dark Assembly. Only characters Demon Rank 6 and above can propose the bill to the Dark Assembly. Once you pass the proposal, you can then access and enter the Cave of Ordeals from the Dimensional Gate. Be warned, that you better come prepared because the enemies that you will encounter here are tougher than any normal enemy you would encounter throughout the storyline. If you can best all five of the challenges placed before you in the Cave of Ordeals, then you are rewarded with God's Hand, which is a very strong and valuable Fist weapon.

Cave of Ordeals

Ordeal 1

New Game Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Zakkum | 50 | 1,102 | 220 | *
*-----|-----|-----|-----*
* Zakkum | 50 | 1,102 | 224 | *
*-----|-----|-----|-----*
* Zakkum | 50 | 1,062 | 234 | *
*-----|-----|-----|-----*
* Zakkum | 50 | 999 | 234 | *
*-----|-----|-----|-----*
* Zakkum | 50 | 1,102 | 229 | *
*-----|-----|-----|-----*
* Zakkum | 50 | 1,040 | 238 | *
*-----|-----|-----|-----*
* Manticore | 60 | 3,870 | 217 | *
*-----|-----|-----|-----*
* Zakkum | 50 | 999 | 224 | *
*-----|-----|-----|-----*
* Zakkum | 50 | 999 | 238 | *
*****
```

New Game Plus Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Zakkum | 310 | 11,344 | 1,483 | *
*-----|-----|-----|-----*
* Zakkum | 310 | 11,580 | 1,455 | *
*-----|-----|-----|-----*
* Zakkum | 310 | 11,580 | 1,455 | *
*-----|-----|-----|-----*
* Zakkum | 310 | 11,344 | 1,371 | *
*-----|-----|-----|-----*
* Zakkum | 310 | 12,288 | 1,455 | *
*-----|-----|-----|-----*
* Zakkum | 310 | 12,288 | 1,483 | *
*-----|-----|-----|-----*
* Manticore | 360 | 45,048 | 1,238 | *
*-----|-----|-----|-----*
* Zakkum | 310 | 11,816 | 1,455 | *
*-----|-----|-----|-----*
* Zakkum | 310 | 11,344 | 1,399 | *
*****
```

Cave of Ordeals

|Ordeal 2|

New Game Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Succubus | 100 | 4,526 | 621 | *
*-----|-----|-----|-----*
* Cait Sith | 85 | 2,403 | 223 | *
*-----|-----|-----|-----*
* Cait Sith | 85 | 2,317 | 215 | *
*-----|-----|-----|-----*
* Cait Sith | 85 | 2,505 | 210 | *
*-----|-----|-----|-----*
* Cait Sith | 85 | 2,233 | 227 | *
*-----|-----|-----|-----*
* Nekomata | 75 | 2,028 | 178 | *
*-----|-----|-----|-----*
* Nekomata | 75 | 1,876 | 190 | *
*-----|-----|-----|-----*
* Nekomata | 75 | 1,989 | 182 | *
*-----|-----|-----|-----*
* Nekomata | 75 | 2,028 | 197 | *
*-----|-----|-----|-----*
* Nekomata | 75 | 1,915 | 182 | *
*-----|-----|-----|-----*
* Nekomata | 75 | 1951 | 186 | *
*****
```

New Game Plus Enemies

```
*****
* ENEMY | LEVEL | HP | SP | *
*-----|-----|-----|-----*
* Succubus | 560 | 38,776 | 3,422 | *
*-----|-----|-----|-----*
* Cait Sith | 485 | 22,271 | 1,190 | *
*-----|-----|-----|-----*
* Cait Sith | 485 | 20,100 | 1,239 | *
*-----|-----|-----|-----*
* Cait Sith | 485 | 20,592 | 1,190 | *
*-----|-----|-----|-----*
* Cait Sith | 485 | 22,314 | 1,263 | *
*-----|-----|-----|-----*
* Nekomata | 435 | 17,944 | 1,133 | *
*-----|-----|-----|-----*
* Nekomata | 435 | 18,312 | 1,090 | *
*-----|-----|-----|-----*
* Nekomata | 435 | 18,312 | 1,090 | *
*-----|-----|-----|-----*
* Nekomata | 435 | 17,944 | 1,090 | *
*-----|-----|-----|-----*
* Nekomata | 435 | 19,408 | 1,046 | *
*-----|-----|-----|-----*
* Nekomata | 435 | 19,044 | 1,024 | *
*****
```

New Game Enemies

```
*****
* ENEMY          | LEVEL | HP      | SP      | *
*-----|-----|-----|-----*
* Talos          | 160   | 6,935  | 511     | *
*-----|-----|-----|-----*
* Nataku         | 150   | 5,707  | 434     | *
*-----|-----|-----|-----*
* Nataku         | 150   | 5,821  | 425     | *
*-----|-----|-----|-----*
* Nataku         | 150   | 5,591  | 443     | *
*-----|-----|-----|-----*
* Nataku         | 150   | 5,934  | 471     | *
*-----|-----|-----|-----*
* Nataku         | 150   | 6,048  | 443     | *
*-----|-----|-----|-----*
* Nataku         | 150   | 5,707  | 425     | *
*-----|-----|-----|-----*
* Nataku         | 150   | 5,364  | 480     | *
*-----|-----|-----|-----*
* Nataku         | 150   | 5,707  | 453     | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 150   | 3,424  | 770     | *
* (Exp + 50)      |       |        |         | *
*****
```

New Game Plus Enemies

```
*****
* ENEMY          | LEVEL | HP      | SP      | *
*-----|-----|-----|-----*
* Talos          | 860   | 47,456 | 2,686   | *
*-----|-----|-----|-----*
* Nataku         | 810   | 38,928 | 2,287   | *
*-----|-----|-----|-----*
* Nataku         | 810   | 37,368 | 2,433   | *
*-----|-----|-----|-----*
* Nataku         | 810   | 38,928 | 2,335   | *
*-----|-----|-----|-----*
* Nataku         | 810   | 38,148 | 2,433   | *
*-----|-----|-----|-----*
* Nataku         | 810   | 40,484 | 2,530   | *
*-----|-----|-----|-----*
* Nataku         | 810   | 40,484 | 2,287   | *
*-----|-----|-----|-----*
* Nataku         | 810   | 38,148 | 2,578   | *
*-----|-----|-----|-----*
* Nataku         | 810   | 36,592 | 2,433   | *
*-----|-----|-----|-----*
* Geo Symbol (Red) | 810   | 23,356 | 3,811   | *
* (Exp + 50)      |       |        |         | *
*****
```

Ordeal 4

New Game Enemies

```
*****
* ENEMY          | LEVEL | HP      | SP      | *
*-----|-----|-----|-----*
* Death Boar    | 300   | 29,064 | 1,194   | *
*-----|-----|-----|-----*
* Dullahan      | 250   | 10,640 | 943     | *
*-----|-----|-----|-----*
* Dullahan      | 250   | 10,040 | 943     | *
*-----|-----|-----|-----*
* Alp           | 210   | 7,260  | 1,114   | *
*-----|-----|-----|-----*
* Alp           | 210   | 7,402  | 1,206   | *
*-----|-----|-----|-----*
* Alp           | 210   | 6,693  | 1,090   | *
*-----|-----|-----|-----*
* Alp           | 210   | 7,121  | 1,206   | *
*-----|-----|-----|-----*
* Alp           | 210   | 7,545  | 1,137   | *
*-----|-----|-----|-----*
* Alp           | 210   | 6,978  | 1,183   | *
*****
```

New Game Plus Enemies

```
*****
* ENEMY          | LEVEL | HP      | SP      | *
*-----|-----|-----|-----*
* Death Boar    | 1,560 | 159,880 | 5,989   | *
*-----|-----|-----|-----*
* Dullahan      | 1,310 | 52,440  | 5,034   | *
*-----|-----|-----|-----*
* Dullahan      | 1,310 | 54,536  | 5,244   | *
*-----|-----|-----|-----*
* Alp           | 1,110 | 39,996  | 6,232   | *
*-----|-----|-----|-----*
* Alp           | 1,110 | 37,596  | 5,866   | *
*-----|-----|-----|-----*
* Alp           | 1,110 | 39,196  | 6,477   | *
*-----|-----|-----|-----*
* Alp           | 1,110 | 39,996  | 6,354   | *
*-----|-----|-----|-----*
* Alp           | 1,110 | 39,996  | 6,354   | *
*-----|-----|-----|-----*
* Alp           | 1,110 | 37,596  | 5,988   | *
*****
```

Cave Of Ordeals

Ordeal 5

New Game Enemies

```
*****
```

* ENEMY	LEVEL	HP	SP	*
* Zombie King	1,000	107,936	3,433	*
* Nebrios	400	18,700	1,403	*
* Nebrios	400	17,996	1,487	*
* Tiamat	700	89,334	3,487	*
* Nebrios	400	17,644	1,347	*
* Nebrios	400	16,584	1,375	*
* Nightmare	350	12,636	1,674	*
* Nightmare	350	12,380	1,674	*
* Nightmare	350	13,140	1,611	*
* Nightmare	350	12,636	1,611	*
* Nightmare	350	12,636	1,611	*
* Nightmare	350	13,140	1,516	*

New Game Plus Enemies

* ENEMY	LEVEL	HP	SP	*
* Zombie King	5,060	513,804	18,776	*
* Nebrios	2,060	88,868	7,502	*
* Nebrios	2,060	87,056	6,924	*
* Tiamat	3,560	462,296	17,711	*
* Nebrios	2,060	90,864	7,646	*
* Nebrios	2,060	92,496	7,502	*
* Nightmare	1,810	61,284	8,194	*
* Nightmare	1,810	62,588	8,475	*
* Nightmare	1,810	69,104	8,149	*
* Nightmare	1,810	61,284	7,986	*
* Nightmare	1,810	65,196	8,312	*
* Nightmare	1,810	69,104	8,149	*

* NOTE *

* --- *

* In order to actually finish this level you MUST have at *


```

*-----|-----|-----|-----*
* Koropokkuru      | 130  | 3,941 | 476  *
*****

```

New Game Plus Enemies

```

*****
* ENEMY           | LEVEL | HP      | SP      *
*-----|-----|-----|-----*
* Koropokkuru    | 710   | 27,868 | 2,538  *
*-----|-----|-----|-----*
* Specter        | 610   | 20,356 | 2,584  *
*-----|-----|-----|-----*
* Specter        | 610   | 21,188 | 2,694  *
*-----|-----|-----|-----*
* Specter        | 610   | 19,940 | 2,914  *
*-----|-----|-----|-----*
* Specter        | 610   | 22,020 | 2,694  *
*-----|-----|-----|-----*
* Specter        | 610   | 20,772 | 2,914  *
*-----|-----|-----|-----*
* Specter        | 610   | 20,356 | 2,914  *
*-----|-----|-----|-----*
* Specter        | 610   | 10,356 | 2,804  *
*-----|-----|-----|-----*
* Specter        | 610   | 22,020 | 2,749  *
*-----|-----|-----|-----*
* Specter        | 610   | 22,020 | 2,859  *
*-----|-----|-----|-----*
* Specter        | 610   | 19,524 | 2,914  *
*-----|-----|-----|-----*
* Specter        | 610   | 21,188 | 2,749  *
*-----|-----|-----|-----*
* Koropokkuru    | 710   | 27,300 | 2,339  *
*-----|-----|-----|-----*
* Koropokkuru    | 710   | 26,732 | 2,339  *
*-----|-----|-----|-----*
* Koropokkuru    | 710   | 27,300 | 2,388  *
*-----|-----|-----|-----*
* Koropokkuru    | 710   | 30,144 | 2,538  *
*****

```

Alternate Netherworld

Hall of Sin

New Game Enemies

```

*****
* ENEMY           | LEVEL | HP      | SP      *
*-----|-----|-----|-----*
* Djinn           | 170   | 7,805  | 610    *
*-----|-----|-----|-----*
* Djinn           | 170   | 8,472  | 562    *
*-----|-----|-----|-----*
* Djinn           | 170   | 8,803  | 574    *
*-----|-----|-----|-----*
* Djinn           | 170   | 7,805  | 598    *

```

* Djinn	170	7,973	562	*	

* Djinn	170	7,973	610	*	

* Death	200	8,391	1,083	*	

* Death	200	7,745	1,149	*	

* Death	200	7,905	1,127	*	

New Game Plus Enemies

* ENEMY	LEVEL	HP	SP	*	

* Djinn	910	54,948	2,997	*	

* Djinn	910	53,892	3,316	*	

* Djinn	910	56,008	3,379	*	

* Djinn	910	49,664	3,379	*	

* Djinn	910	49,664	3,252	*	

* Djinn	910	53,892	3,252	*	

* Death	1,060	47,616	5,485	*	

* Death	1,060	46,684	5,952	*	

* Death	1,060	46,684	5,952	*	

Alternate Netherworld

Hall of Penance

New Game Enemies

* ENEMY	LEVEL	HP	SP	*	

* Scarecrow	300	11,664	1,354	*	

* Demonic Suit	350	15,132	1,674	*	

* Demonic Suit	350	14,516	1,484	*	

* Demonic Suit	350	16,060	1,579	*	

* Demonic Suit	350	16,368	1,611	*	

* Scarecrow	300	11,664	1,408	*	

* Scarecrow	300	10,748	1,435	*	

* Scarecrow	300	12,124	1,327	*
* Tao Tieh	400	31,084	1,840	*
* Scarecrow	300	11,664	1,354	*
* Scarecrow	300	11,892	1,381	*
* Scarecrow	300	11,436	1,381	*
* Scarecrow	300	12,124	1,408	*
* Scarecrow	300	11,208	1,273	*
* Scarecrow	300	10,748	1,408	*
* Scarecrow	300	12,124	1,300	*
* Scarecrow	300	11,436	1,381	*

New Game Plus Enemies

* ENEMY	LEVEL	HP	SP	*
* Scarecrow	1,560	56,944	6,743	*
* Demonic Suit	1,810	78,088	7,986	*
* Demonic Suit	1,810	74,900	8,312	*
* Demonic Suit	1,810	76,496	8,312	*
* Demonic Suit	1,810	84,464	8,149	*
* Scarecrow	1,560	62,876	7164	*
* Scarecrow	1,560	56,944	6,743	*
* Scarecrow	1,560	56,944	7,445	*
* Tao Tieh	2,060	147,236	8,903	*
* Scarecrow	1,560	61,688	7,164	*
* Scarecrow	1,560	56,944	6,743	*
* Scarecrow	1,560	60,504	7,445	*
* Scarecrow	1,560	56,944	6,603	*
* Scarecrow	1,560	62,876	6,884	*
* Scarecrow	1,560	60,504	6,603	*
* Scarecrow	1,560	61,688	6,884	*
* Scarecrow	1,560	55,756	6,603	*

Alternate Netherworld

Malefic Seal

New Game Enemies

```
*****  
* ENEMY | LEVEL | HP | SP | *  
*-----|-----|-----|-----*  
* Tiamat | 900 | 111,792 | 4,736 | *  
*-----|-----|-----|-----*  
* Ahzi Dahaka | 750 | 94,984 | 3,905 | *  
*-----|-----|-----|-----*  
* Ahzi Dahaka | 750 | 91,256 | 3,679 | *  
*****
```

New Game Plus Enemies

```
*****  
* ENEMY | LEVEL | HP | SP | *  
*-----|-----|-----|-----*  
* Tiamat | 4,560 | 567,519 | 23,261 | *  
*-----|-----|-----|-----*  
* Ahzi Dahaka | 3,810 | 463,112 | 18,292 | *  
*-----|-----|-----|-----*  
* Ahzi Dahaka | 3,810 | 501,364 | 20,029 | *  
*****
```

Alternate Netherworld

Warrior Maiden

Prinny Squad: Master Etna! Someone's coming towards us, dood.

Etna: ...A human? But what's with this evil aura...? Heh, I didn't think she really existed...

Prinny Squad: Huh? Master Etna, do you know that human?

Etna: I heard there was a human who became obsessed with the dark side and now wanders the Netherworld.

Prinny Squad: But this dark aura doesn't seem huamn, dood!

Etna: Since she's been wandering the Netherworld, her power's increased to Overlord status. I thought she was just a stupid rumor, but it looks like she's for real.

Prinny Squad: That's not good, dood! I'm outta here!

Etna: Huh? What's wrong with you? I can't run from a human. I'm a demon, ya know? Besides, I'm as powerful as an Overlord. I wanna see who's more fit


```

*****
* ENEMY          | LEVEL | HP      | SP      *
*-----|-----|-----|-----*
* Flamberg      | 1,500 | 200,048 | 7,955  *
*-----|-----|-----|-----*
* Chimera       | 1,200 | 88,201  | 5,296  *
*-----|-----|-----|-----*
* Chimera       | 1,200 | 84,464  | 5,080  *
*****

```

New Game Plus Enemies

```

*****
* ENEMY          | LEVEL | HP      | SP      *
*-----|-----|-----|-----*
* Flamberg      | 7,560 | 1,007,728 | 40,753 *
*-----|-----|-----|-----*
* Chimera       | 6,060 | 465,368  | 26,746 *
*-----|-----|-----|-----*
* Chimera       | 6,060 | 421,903  | 27,819 *
*****

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|
| Beauty Castle
|
|-----
| Beauty of Evil |
|
|-----

```

Prinny Squad: Master Etna! I sense demons around here, dood!

Etna: I know you're here! Quit hiding and show yourself already! This aura...
Could it be history's worst demon witch!?

Prinny Squad: You know her, dood?

Etna: With her dark power, she laid waste to all sorts of kingdoms. And I'm
talkin' salting the Netherworld kinda stuff.

Prinny Squad: Good god lord, dood!

Etna: Heroes who challenged her were all turned to stone and used as part of
her castle...

Prinny Squad: That's one mean lady, dood!

Etna: But she was dumped by all the men she ever dated, so she began to drink
heavily...

Prinny Squad: Wh, what!

Etna: She uses make-up to hide her age, but even that is reaching its limits.

Prinny Squad: She's the ultimate evil witch, dood! The wickedest of all!

Etna: Enough with the tabloid headlines. She's just a powerful witch. I don't
know why, but she looks angry. Watch out guys.

Prinny Squad: You're the one who's making her mad, dood!!

New Game Enemies

```

*****
* ENEMY                | LEVEL | HP      | SP      *
*-----|-----|-----|-----*
* Surt                  | 2,000 | 274,028 | 15,426 *
*-----|-----|-----|-----*
* Efreet                | 1,500 | 89,956  | 6,004  *
*-----|-----|-----|-----*
* Efreet                | 1,500 | 84,347  | 6,004  *
*-----|-----|-----|-----*
* Efreet                | 1,500 | 91,411  | 6,004  *
*****

```

New Game Plus Enemies

```

*****
* ENEMY                | LEVEL | HP      | SP      *
*-----|-----|-----|-----*
* Surt                  | 9,999 | 1,390,542 | 67,652 *
*-----|-----|-----|-----*
* Efreet                | 7,560 | 445,345  | 31,453 *
*-----|-----|-----|-----*
* Efreet                | 7,560 | 403,244  | 31,453 *
*-----|-----|-----|-----*
* Efreet                | 7,560 | 428,467  | 32,770 *
*****

```

Baal Castle

Lord of Terror

Etna: What is that!?

Prinny Squad: It's Tyrant Baal, dood! The monster that conquers Netherworlds!

Etna: In that case, I guess I gotta fight him.

Prinny Squad: Master Etna, leave it to me, dood!

Etna: He's got some guts for a Prinny.

Prinny Squad: Hehehehe... I've been waiting for this, dood! Tyrant Baal!
Please defeat the hated Etna!

Etna: Your joking, right?

Prinny Squad: We're dead serious, dood. It's time to get our revenge for the cheap pay and all the slave labor! Resistance is futile, dood! No one can defeat Tyrant Baal!

Etna: ...Fine. I'll just beat this clown and make myself the Tyrant Beauty Queen Overlord!

New Game Enemies

* ENEMY	LEVEL	HP	SP	*
* Tryant Baal	4,000	3,248,016	273,657	*
* Pvt. Prinny	1	15	5	*
* Pvt. Prinny	1	14	5	*
* Pvt. Prinny	1	15	4	*
* Pvt. Prinny	1	14	4	*
* Pvt. Prinny	1	15	5	*
* Pvt. Prinny	1	14	4	*
* Pvt. Prinny	1	15	5	*
* Pvt. Prinny	1	14	5	*
* Pvt. Prinny	1	15	4	*
* Pvt. Prinny	1	14	4	*
* Pvt. Prinny	1	15	4	*
* Pvt. Prinny	1	15	5	*
* Pvt. Prinny	1	15	5	*
* Pvt. Prinny	1	14	5	*
* Pvt. Prinny	1	15	4	*
* Geo Symbol (Blue)	500	14,428	2,605	*
* (Silence)				*
* Geo Symbol (Blue)	500	14,128	2,454	*
* (Clone)				*
* Geo Symbol (Blue)	500	15,328	2,605	*
* (No Lifting)				*
* Geo Symbol (Blue)	500	14,428	2,605	*
* (Enemy Boost x3)				*

New Game Plus Enemies

* ENEMY	LEVEL	HP	SP	*
* Tryant Baal	9,999	7,757,392	639,546	*
* Pvt. Prinny	65	1,182	171	*
* Pvt. Prinny	65	1,069	158	*
* Pvt. Prinny	65	1,115	165	*

```

*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,159  | 171    *
*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,069  | 158    *
*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,159  | 165    *
*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,205  | 171    *
*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,092  | 168    *
*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,205  | 165    *
*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,138  | 165    *
*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,092  | 171    *
*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,159  | 174    *
*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,182  | 161    *
*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,182  | 171    *
*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,159  | 168    *
*-----|-----|-----|-----*
* Pvt. Prinny      | 65    | 1,182  | 165    *
*-----|-----|-----|-----*
* Geo Symbol (Blue) | 2,560 | 81,436 | 13061  *
* (Silence)         |       |        |        *
*-----|-----|-----|-----*
* Geo Symbol (Blue) | 2,560 | 81,436 | 12,805 *
* (Clone)           |       |        |        *
*-----|-----|-----|-----*
* Geo Symbol (Blue) | 2,560 | 72,220 | 12,036 *
* (No Lifting)      |       |        |        *
*-----|-----|-----|-----*
* Geo Symbol (Blue) | 2,560 | 76,828 | 12,292 *
* (Enemy Boost x3)  |       |        |        *
*****

```

Prinny Squad: It's amazing! Master Etna defeated the Tyrant, dood!

Etna: I beat the Tyrant...

Prinny Squad: Did we just witness history, dood?

Etna: So that means... I am numero uno...

Prinny Squad: You defeated that monster! Is your power limitless, dood!?
Master Etna is stronger than an Overlord, dood!

Etna: Haha... Haahahahaha!! The title of Overlord means nothing to me! If
you guys don't want me to kill you, you better not betray me EVER AGAIN!

Prinny Squad: Of couse not, dood! We'll stick with you forever!

Etna: Remember! Beauty Queen Overlord Etna is gonna start a brand new legend!

Etna has earned the title "Beauty Tyrant"!

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5. FAQs
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The following are questions I have recieved. They have been edited to correct spelling and grammar errors.

Q: I finished the first story mode, and now doing Etna Mode. When I finish, will I get Laharl back, and the others too?

A: Through out the Etna Story, no you do not get them at all, with the exception of Hoggmeiser and Flonne. But they are not gone for good. If you beat Etna's story, you get the option to start the story over again from the main story line, or you can play Etna's mode again. If you choose the main storyline, you will get Laharl and all the other characters back at the same level they were on your first playthrough. If you choose Etna's story again, then no, you will not receive Laharl and the others at all. The created characters you made though on your first playthrough will follow you through either storyline you choose, and they will be whatever level they were when you beat the game.

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Q: Do you know where I can find a complete walkthrough for "DISGAEA AFTERNOON OF DARKNESS" for the PSP version. I've searched everywhere but can't find it. I already read your walkthrough, but I only found the walkthrough for the "ETNA VERSION".

A: "Disgaea: Afternoon of Darkness" (DAoD) is a port of the original Playstation 2 game "Disgaea: Hour of Darkness" (DHoD). So in other words, they are the exact same thing only that DAoD has a few extra additions to it that the original PS2 version didn't have. A couple of those are:

1. Music Shop - A place where you can purchase music you have heard throughout the game and use them as the background music for the Item World.
2. Save Shop - A character who gives you detailed information about different things on your save file like your weapon collection, a list and information of all the classes and monsters you have unlocked, and other information regarding things like playtime and number of monsters killed.
3. Extra Missions in the Cave of Ordeals.
4. Etna Mode - As I explained in the beginning of this walkthrough. And what this walkthrough is all about.

Again, the DAoD story is exactly like DHoD story, so any walkthrough for DHoD will work for DAoD. For help covering the extra tidbits of it, you can either check some messageboards. (I recommend some of the sites named below in my list of websites with permission to display this walkthrough.) Or if the demand becomes great enough, I could put them here and turn this guide into a Etna Story/DAoD Differences.

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The following is a list of Websites that have my permission to display this walkthrough:

- *GameFAQs
- *Neoseeker.com
- *Super Cheats
- *GamexRadar.com
- *CheatPlanet.com

Special Thanks

-The Video Game FAQ Sites Listed Above-

For allowing me the chance to do something worthwhile and write about the things I love to do most... Video Games!

-Nippon Ichi Software-

For creating and sticking with the Disgaea series.

-My Friends-

The people who introduced me to the series and who have supported me during the long hours of typing this out!

Thanks for checking out my FAQ. I hope it has helped you out!

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