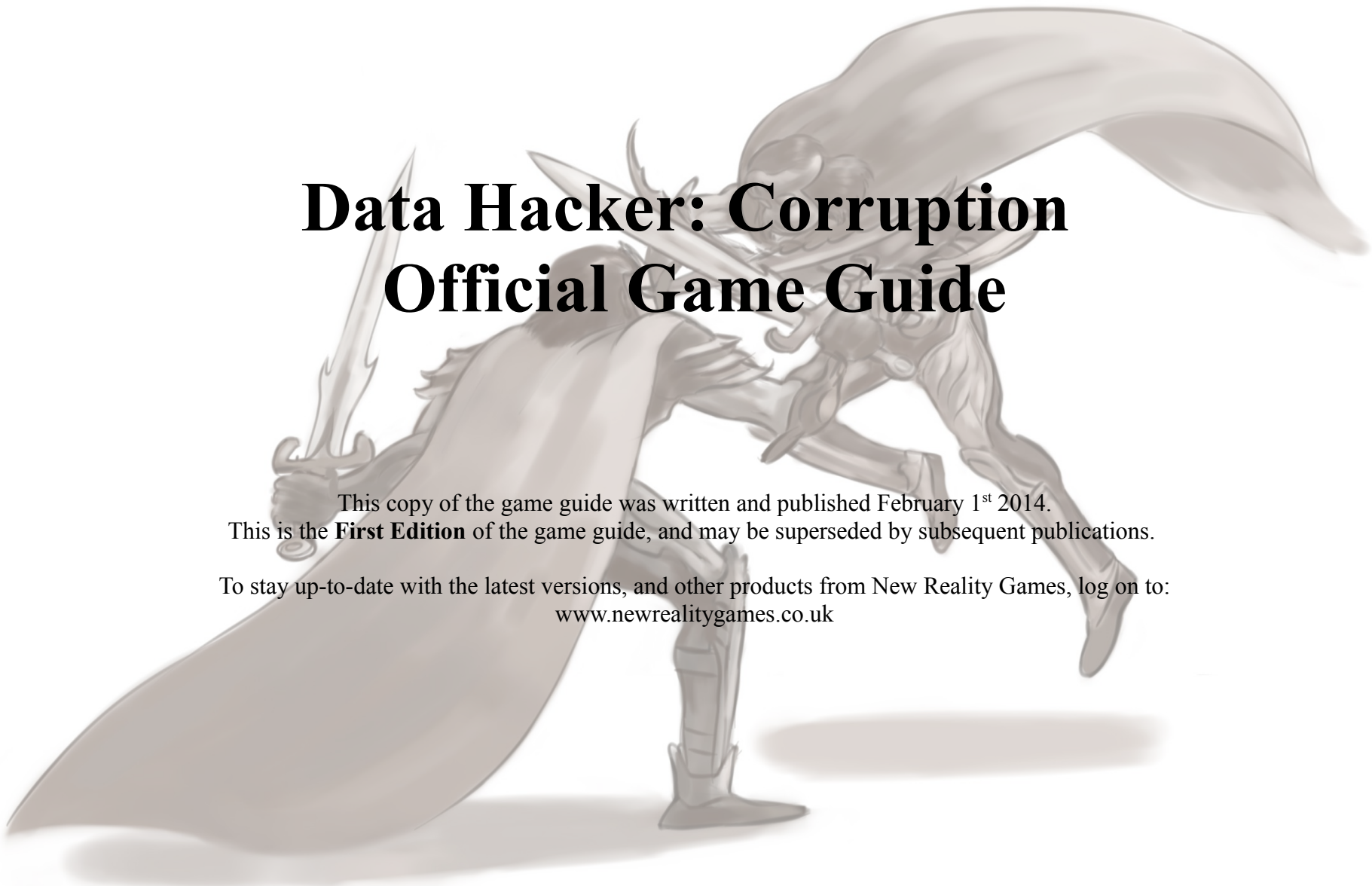


#data//hacker.CORRUPTION
Official Game Guide 'First Edition'





Data Hacker: Corruption Official Game Guide

This copy of the game guide was written and published February 1st 2014.
This is the **First Edition** of the game guide, and may be superseded by subsequent publications.

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Introduction

First of all, thank you for backing or purchasing this game! Only with the continued support of fans will this project continue to progress to new levels.

Data Hacker: Corruption is the second in a series of games that focusses on a digital force of power known as the Datastream. This energy, when tapped allows for limitless potential: from summoning fireballs and binding pets, to creating or altering entire worlds. This force also serves as the binding force of the ways between worlds and the worlds themselves, and without it, those worlds would simply fade into nothingness.

There is only one known World that doesn't rely on this power, and that is the 'Real' World, or the 'Physical Realm' in which we reside. However, the popular online game known as 'Online World' formed the bridge that would connect us to this other universe of possibilities.

Originally, the Data Hacker series started as a hobby project on the RPG Maker engine, with Initiation being the first. After seeing the potential interest of such a title on Kickstarter (the crowd-funding website), I thought I would present it to potential backers, which would then allow me to not only begin building a fan base, but also provide the company with the means to support itself and improve upon the products. And so, I delved into the world of commercial video games.

Suffice to say, Initiation received a fair amount of constructive criticisms that have allowed Corruption to grow into something of a much higher standard. We live and learn, they say, and this series is a testament to that.

Both Initiation and Corruption feature a time-tested turn-based battle system, and a team of your own chosen and home-grown recruits to aid you in battle. There are tons of possible recruits, both hacked 'shells' and other people (both players and digital people), more detail on which can be found in the relevant section of this guide.

For the best experience, it is definitely recommended that you play through Initiation, and import your save file into Corruption. Doing so will allow you to continue with your chosen team and decision data.

Corruption features two distinctly different paths, each with their own unique aspects and story elements. Your path can be chosen when starting a new game, or automatically decided based on your previous choices in Initiation.

To import your Initiation save file, find said save file in Initiation's installation folder and copy it into Corruption's installation folder. When firing up the game, select 'load game' rather than new game and Corruption will proceed to prepare your file for continuation.

Corruption's Characters

First of all, we need to break down people into separate categories. Real People, such as you and I, reside in the physical realm, a place that was not in any way connected to the Datastream before Online World's launch. SilicAI are created from real people, a tiny portion of Muthu's soulfire, and elements of the DigiPlane in which they are placed.

Corruption features two entirely different storylines, each with their own areas and completely different plot. As such, each character's role can differ depending on which side of the game you might be playing.



Jay

Our main character, Jay was a humble hacker in the real world with a petty attitude and penchant for chaos. After being falsely accused of a crime he did not commit and banished from Online World, he seeks to cause mayhem by re-entering the game and causing trouble for the game's administrators. However, what he doesn't know is that events are going to embroil him in a great, and terrible quest.



Jaque

Jay's first hacker associate within Online World. Jaque has strong reason for wanting to dig into the truth of the disappearances of Players of Online World. After everything he sacrificed, the one woman he loved spurns him and he attempts to end his own life.



Jaisone

Former SilicAI (digital people) banished for 'questioning the morality', as he puts it, of the actions of his leader. He holds a high rank in the Justica Guild; a group of Online World players whose central purpose is the genocide of all SilicAI.

**Muthu**

Empress of the DigiPlane and leader of the SilicAI people, Muthu has the ability to 'integrate' real people from the physical realm, recycle them and create her own race of 'perfect' people. Things have not exactly gone according to plan, and her beloved World is looking less like a Utopia and more like a slum, with more political problems arising on a daily basis.

**The Scarlet Prince**

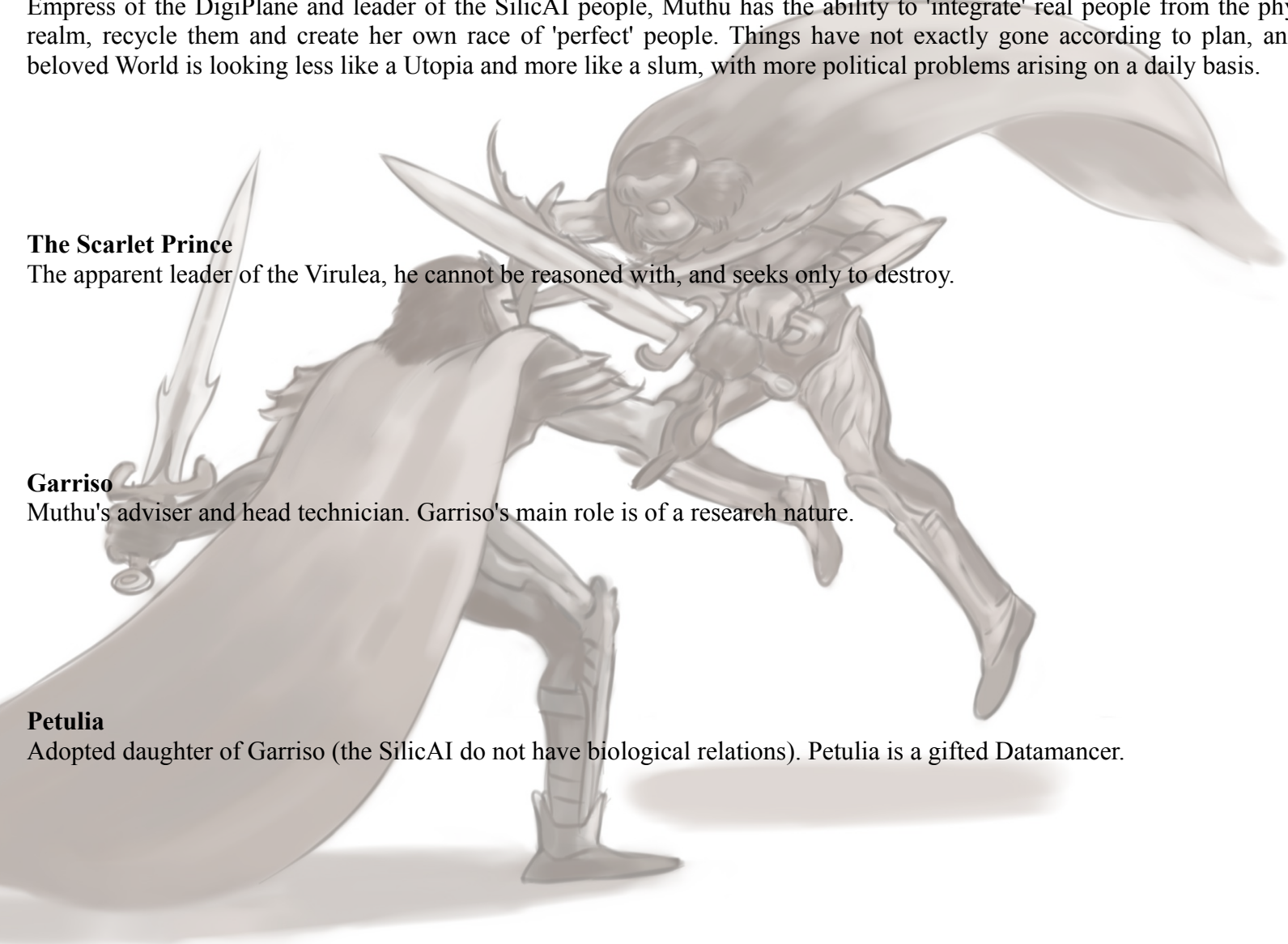
The apparent leader of the Virulea, he cannot be reasoned with, and seeks only to destroy.

**Garriso**

Muthu's adviser and head technician. Garriso's main role is of a research nature.

**Petulia**

Adopted daughter of Garriso (the SilicAI do not have biological relations). Petulia is a gifted Datamancer.



Masamae – A former in-game administrator and something of an ally (at least he and Jay are working to similar aims). Masamae disappeared during the events of Initiation, but he might not have died...

Chelise – Top-ranking in-game administrator to Online World. She works tirelessly to protect the players of the game. Her real name is Bethany, and she is the adopted real-world sister of Masamae.

Jenny - Jaque's former lover, and fellow Online World friend. After she disappeared while logged into the game, Jaque set forth to uncover the truth and ultimately ended up in making a deal in return for her resurrection. After learning of the origin of her new life, Jenny spurned Jaque, prompting him to take his own life.

Players of Online World - There are a wide variety of people playing Online World, in order to escape from the drudgery of their reality. Interacting with any of these players allows you to chat, trade, challenge (to a game of Trioarch), party and even hack them. Hacking a player breaks their avatar's defences, and initiates a battle, during which a second hack can be initiated in order to acquire special items and even new recruits.

The SilicAI - Recycled and allegedly improved version of 'integrated' real people. The SilicAI are loyal and obedient, and live in giant structures located in a virtual realm known as the DigiPlane. Generally, they can be recognised for their silver hair and reserved demeanour.

EPT Corp. - The company in the real World that administers Online World (or did, before it was integrated). Their true motives are unclear.

The Hydra Virus - *“The most sophisticated virus ever created.”* The Hydra was a package of code that could exist in many places at once to wreak havoc on ultimately shut down Online World, after EPT lost control. Its location is currently unknown.

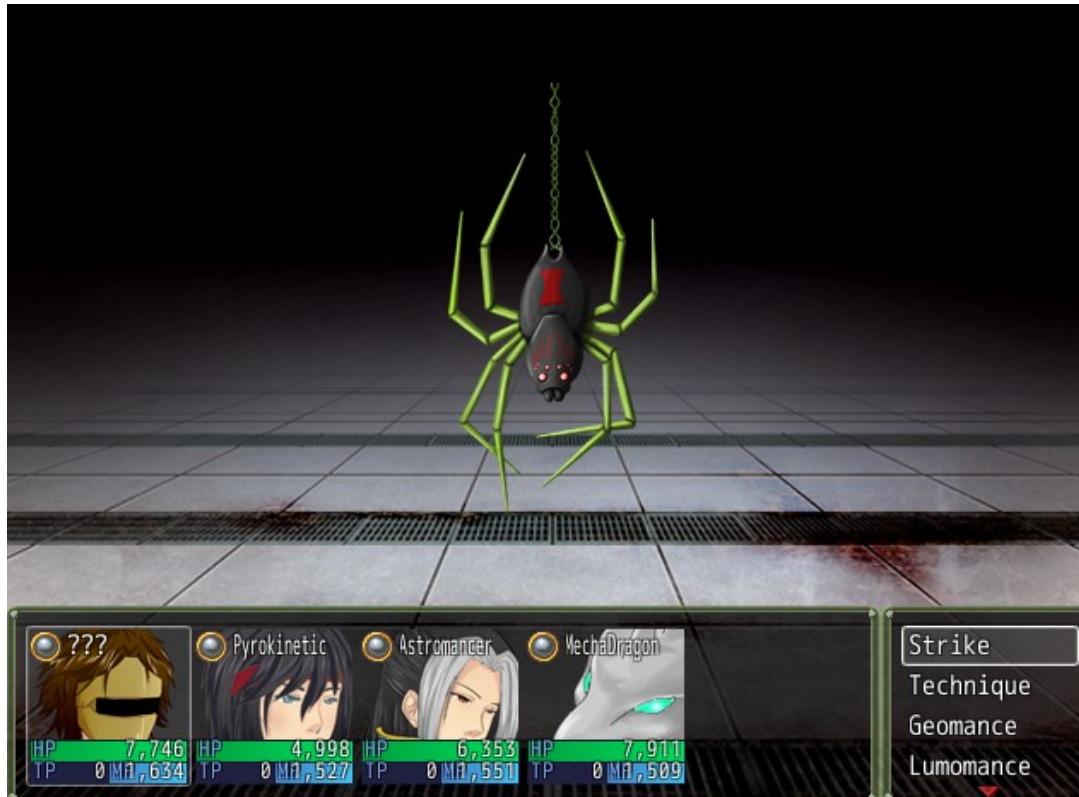
The Virulea - Incarnations of near pure hate, the Virulea simply exist to destroy. It is thought that 'corruption' in Online World is caused by the Virulea trying to pass from the DigiPlane into Online World, perhaps with the intention of then crossing into the physical realm.

The Maelstrom/StromIV - A 'being of the Datastream,' the Maelstrom was key to the creation of the DigiPlane. Now separated, it is both alive and dead, it exists and is void. StromIV is the severed consciousness of the original Maelstrom, though his power is tiny compared to that of his original form.

Vesuvius – Another entity which pre-dates the DigiPlane. Vesuvius was one of the stewards of the DigiPlane, until he mysteriously vanished sometime after Muthu cast off the shackles of her once static form.

Battle System Basics

Battles form an integral part of Corruption. Without conflict, there can be no resolution, and all worlds are positively teeming with willing enemies. Upon entering a battle, you will be presented with something akin to the following screen:



Hitting left at this point will open the main battle menu, which contains options like 'escape' and 'party', which allows you to change your party setup for the most effective way to deal with the enemy that you are facing.

Character-specific battle menus are as such (and can be accessed by pressing 'right' when on the main battle menu):

- *Strike* - Basic attack with equipped weapon
- *Technique* - Special skills
- *Majique, or Mancing Skills* – Such as Lumomance, Datamance, Summon spells, etc
- *Defend* – Brace for the next attack, also charged 'Tactical Points' for special attacks
- *Inventory* – Allows access to items such as medicine
- *Equipment* - Allows you to change equipment with no move time penalty

There are so many solutions and tactics open to you, with over 70 different recruits, each with unique skills and passive abilities. Each monster you come across will require you to explore different avenues of combat in order to survive and progress the game.

Other Important Game Systems

Hacking Monsters and Players – During battle, and sometimes when chatting to entities, you will have the option to 'hack' them. This can wield a number of results, the best of which is new recruits for your team or Data Chip items which have multiple uses.

Game Resolution – Resolution can ONLY be changed when starting a new game.

Nicknames – To rename one of your recruits, open the 'status' section of the menu, and selecting 'rename' from a character's profile.

TP Modes – How your recruits gain TP during battle is entirely up to you. To view and change a character's TP mode, open the main menu and select 'skills,' then a recruit.

Learning Skills – Skills can either be learned from the 'skills' section of the main menu, or by using Tomes from the inventory.

Fishing – In order to fish, one must own a fishing rod. These can be purchased from the village in the Jurassica dungeon. To fish, approach 'sparkly' tiles located over water, and hit the 'action' button. If your character displays a '!' it means that a fish is hooked. Hit the action key to reel it in! Most of the time, non-aggressive fish are caught, but on occasion, you'll reel in an Angrfesch, which will demand a battle.

Mining – Much like fishing, mining requires an item and precision button pressing. Sparkly tiles located within caves and mines can be dug out, and can sometimes cave in, resulting in HP damage. In order to avoid this damage, hit the action key when your character displays a '!' bubble.

Farming – There are three herbs in Corruption which can be planted in HC-3. If you're playing the 'Virtual' questline, you do not have access to this feature. To plant a herb, simply approach a sparkling dirt tile, and select the herb that you wish to plant. After 15 minutes of playing time, the plant will sprout into multiple versions of the original herb.

Racing – There are two types of racing in Corruption. In the 'Real' questline, Jay can enter the Dodobaird racing, which requires you to jump obstacles in order to reach the finishing line before your opponent. In the 'Virtual' questline, you will be in control of an incredibly fast vehicle which will explode upon crashing into walls, so precision and timing are key to winning. In both instances, CREDIT prizes can be won.

Arenas – Again, available in both questlines, the Arena gives you a chance to train up against enemies that would not normally be found in the field or in any of the game's dungeons. Health packs can be found throughout each stage, since your inventory cannot be accessed outside of battle. At the end of each level, an increasingly valuable prize will be given.

Crafting

Crafting in Corruption is done through a menu-based system, in which up to five items are placed in a 'pot' to be joined. There are over 1,000 craftable items, weapons and Armour in this game, though many are 'augmented' or improved version of base items. For example, you might want to craft a sword, but also have an augment item available. By crafting the sword with that one extra item you end up with a different version of the original intended craft.

To open the craft window, one must find a craft bench. You will be presented with the following window, in which you have an input (left), inventory (right and top), and an output box (bottom).

Placing the correct items in the input box will then allow the output box to either display the name of the item being crafted, if this is a repeat craft, or a series of '?' which indicate a new craft.

Hitting Q/W on the keyboard, which is the default key, will switch between input/output, allowing you to create the desired item.

The item will then be placed directly into the inventory for later use. There is no confirmation message, allowing you to quickly craft lots of items one after the other.



All crafts that can be performed in Corruption are listed below. For reference to 'optional augments' please move on to the next section of the guide.

Item	Material 1	Material 2	Material 3	Material 4	Material 5
Data Chip FragMajique	Data Chip Gyru	Data Chip Iris	Data Chip Mael		
Data Chip FragForce	Data Chip Ryll	Data Chip Tiaa	Data Chip Xser		
Data Chip Ultim	Data Chip FragMajique	Data Chip FragForce			
Black Portal Gem	Data Chip Ultim	Black Hole			
Delicatase Extract	Delicatase	Renderer			
Harpon Extract	Harpon	Renderer			
Peik Extract	Peik	Renderer			
Fruit Cocktail	Red Fruit	Purple Fruit	Picnic Basket		
Fruit and Nut Cocktail	Red Fruit	Purple Fruit	Picnic Basket	Fallen Nuts	
Shroom Soup	Glow Shroom	Shroom	Shroom	Picnic Basket	
Vegetable Soup	Kurret	Tatoba	Ninger Root	Picnic Basket	
Supa Soup	Shroom Soup	Vegetable Soup			
X Tonic	Herb Veris	Herb Veris	Empty Vial		
X+ Tonic	Herb Veris	Herb Veris	Herb Kurnn	Empty Vial	
X- Tonic	Herb Veris	Herb Veris	Herb Rhux	Empty Vial	
X Tonic Pack	X Tonic	X Tonic	X Tonic		
X+ Tonic Pack	X+ Tonic	X+ Tonic	X+ Tonic		
X- Tonic Pack	X- Tonic	X- Tonic	X- Tonic		
Xx Tonic	Rhux Herb	Delicatase Extract	Harpon Extract	Crystal Phial	
Xo Tonic	Xx Tonic	Harpon Extract	Peik Extract		
Xx Tonic Pack	Xx Tonic	Xx Tonic	Xx Tonic		

Xo Tonic Pack	Xo Tonic	Xo Tonic	Xo Tonic		
Explosives	Pinch of Sawdust	Boompowder	Wooden Box		
Rainbow Herb	Herb Veris	Herb Kurn	Herb Rhux		
Transistor Battery	Kah Transistor Cell	Yui Transistor Cell	Sol Transistor Cell	Eri Transistor Cell	Dol Transistor Cell
DiXanStaff	Ghostwood MediStave	Binding Goo	Energy Unit	Gyru Data Chip	Optional 'special item'
DanXanStaff	Ghostwood Staff	Binding Goo	Energy Unit	Gyru Data Chip	Optional 'special item'
DiXanSword	Enchantma Shortsword	Binding Goo	Energy Unit	Ryll Data Chip	Optional 'special item'
DanXanSword	Enchantma Greatsword	Binding Goo	Energy Unit	Ryll Data Chip	Optional 'special item'
XanKatana	Honed Katana	Binding Goo	Energy Unit	Ryll Data Chip	Optional 'special item'
XanDagger	Enchantma Dagger	Binding Goo	Energy Unit	Ryll Data Chip	Optional 'special item'
XanRifleblade	Master Rifleblade	Binding Goo	Energy Unit	Ryll Data Chip	Optional 'special item'
XanHandgun	Master Handgun	Binding Goo	Energy Unit	Ryll Data Chip	Optional 'special item'
XanLongarm	Enchantma Lance	Binding Goo	Energy Unit	Ryll Data Chip	Optional 'special item'
DiXyrStaff	DiXanStaff	Binding Goo	Reactor	Iris Data Chip	Optional 'special item'
DanXyrStaff	DanXanStaff	Binding Goo	Reactor	Iris Data Chip	Optional 'special item'
DiXyrSword	DiXanSword	Binding Goo	Reactor	Tiaa Data Chip	Optional 'special item'
DanXyrSword	DanXanSword	Binding Goo	Reactor	Tiaa Data Chip	Optional 'special item'
XyrKatana	XanKatana	Binding Goo	Reactor	Tiaa Data Chip	Optional 'special item'
XyrDagger	XanDagger	Binding Goo	Reactor	Tiaa Data Chip	Optional 'special item'
XyrRifleblade	XanRifleblade	Binding Goo	Reactor	Tiaa Data Chip	Optional 'special item'
XyrHandgun	XanHandgun	Binding Goo	Reactor	Tiaa Data Chip	Optional 'special item'
XyrLongarm	XanLongarm	Binding Goo	Reactor	Tiaa Data Chip	Optional 'special item'

The Essence	Perpetual Twilight	Heart of a God	Data Chip: Ultim		
Perpetual Twilight (recipe 1)	NeverEnd Mk.II	Endless Dark	Heart of Pure		
Perpetual Twilight (recipe 2)	NeverEnd Mk.II	Eternal Light	Heart of Hate		
Captain's Cutlass	DiXyrSword	Treasure Map			
Faballan Greatsword	Ancient Sword Fragment	Ancient Sword Fragment	Ancient Sword Fragment	Ancient Sword Fragment	
XanTunic	Entwine Tunic	Energy Unit	Binding Goo	Optional 'special item'	
XanCirclet	Firestone Circlet	Conduit	Binding Goo	Optional 'special item'	
XanMail	Meethril Chainmail	Energy Unit	Binding Goo	Optional 'special item'	
XanPlate	Enchantma Plate	Energy Unit	Binding Goo	Optional 'special item'	
XanChainhelm	Chainhelm	Energy Unit	Binding Goo	Optional 'special item'	
XanBarbut	Enchantma Barbut	Energy Unit	Binding Goo	Optional 'special item'	
XyrTunic	XanTunic	Reactor	Binding Goo	Optional 'special item'	
XyrMail	XanMail	Reactor	Binding Goo	Optional 'special item'	
Xyrplate	XanPlate	Reactor	Binding Goo	Optional 'special item'	
XyrChainhelm	XanChainhelm	Reactor	Binding Goo	Optional 'special item'	
XyrBarbut	XanBarbut	Reactor	Binding Goo	Optional 'special item'	
XyrCirclet	XanCirclet	Conductor	Binding Goo	Optional 'special item'	
Metaguardian Call	Guardian Call	Reactor	Conduit	Metal Skin	
Mechafamiliar Call	Familiar Call	Reactor	Conduit	Metal Skin	
AlBeeng Router	MaiBeeng Router	Transistor Battery			

Special Items

There are a number of special items that hold unique values and have differing effects, some of which might be unexpected. Below is a list of said items, and their potential uses in the game, which is not detailed in the item's own description.

Item	Special Effect	Alternative Use or Effect
Data Chip Ryll / Gyru	Crafting 'Xan' grade weapons	'Use' from menu to gain a tier 1 craft item
Data Chip Tiaa / Iris	Crafting 'Xyr' grade weapons	'Use' from menu to gain a tier 2 craft item
Data Chip Xser / Mael	'Use' from menu to gain a tier 3 craft item	
Transistor Cell (Mai, Kah, Yui, Sol, Eri, Dol)	Used in equipment crafting to add attack or resistance to element	
Sphere (Pyro, Aqua, etc)	Used in equipment crafting to add attack or resistance to element	
Circuit Bridge (STR, END, etc)	Used in equipment crafting to add a bonus to one statistic	
Viral Code (Weaken, Stupefy, Low Defence)	Used in weapon crafting to add 'state upon attack'	
Cell Router	Used in equipment crafting to reduce the cost of casting spells in battle	
Reflex Unit	Used in equipment crafting to increase evasion	
Memory Expansion	Used in equipment crafting to increase experience gain	
Efficiency Relay	Used in equipment crafting to increase TP gain	
Cheat Unit	Used in equipment crafting to add a chance of double actions in one turn	
Prize Unit	Used in equipment crafting to increase CREDIT earned in battle	
Treasure Hunter's Code	Used in equipment crafting to increase item drops from foes	
Rainbow Herb	Used in Armour crafting to increase user's proficiency in using medicine	
Rainbow Fabric	Used in Armour crafting to add resistance to certain status ailments	
Regen Fabric	Used in Armour crafting to add health regeneration	
Return Globe	Used in Armour crafting to add a small 'mirror' effect	
Black Hole	Used in equipment crafting to add attack or resistance to 'Void'	Used in crafting a 'Black Portal' item
Overclock Circuit Board	Used in equipment crafting to add a number of statistic bonuses	

Building Your Team

There is more than one way to build your desired team. On one hand, you can hack them from monsters and other players, then train and mature them as if they were pets. Often, this is the desired solution because not only do these types of recruits take direct orders in battle, but you are always free to change their equipment and they will never, ever leave the party.

On the other hand, as a kind of short cut, you can recruit some Players of Online World, and some SilicAI.

In Corruption, you can have up to four recruits plus a pet at any one time. When a pet is summoned, the party size increases to allow them to tag along, so to speak. Pets are also slightly different in that they can never wear the same amount of equipment as a normal recruit.

Most recruits can be matured into stronger versions, with access to more skills. In order to mature your recruits, you're going to need to fulfil the requirements needed to complete that transition. For example, you might need to be a certain level, coupled with equipping a growth ribbon AND secondary growth item. It is important to note that unless otherwise stated, secondary growth items are all purchased in Angelus' 'Gear up!' store. There are also a few one-off classes that cannot be gained for yourself. Those that can be acquired are profiled below:

Recruit	Description	Equipment Types	Skills (not including hereditary)	Passives	Maturing Requirements (plus growth ribbon)
Warrior	Basic melee-type recruit. Can wield a large variety of equipment, and can also take a few hits.	Shortsword Greatsword Dagger Lance All Armour Types	Powered Blow		->Knight [Level 22] ->Berserker [Axe of Rage] ->Lancer [Dragonscale]
Scout	Base tactics class, faster than warrior but also more prone to damage.	Dagger Light/Medi Armour	Backslash Venom Strike		->Rogue [Level 22]
Gunner	Base long-distance class. Very agile and also makes good use of TP.	Pistol Dagger Light/Medi Armours	Gatling Potshot		->Sniper [Scope] ->Gunslinger [Level 18]
Mechanician	A very specialised class that makes short work of dismantling machine foes.	Pistol Stave Dagger Light Armour	Dismantle Grenado LaGrenado	(if Mech recruit is present) [Repairs]	->Inventor [Secret Plans, found in C1 or Ancient Library]

Chantan	Base Majique-casting class. Can access a variety of low-level spells.	Stave Dagger Light Armour	Mage's Nap Pyro FePyro Aqua WaAqua Gaia GaGaia Electro CuElectro Storm Heal		->Chaoschant [Hellfire Lamp] ->Soothsayer [Holy Lamp] ->Battlemage [Majiquial Blade] ->Priest of Noire [Blacklight Lamp] ->Astromancer [Moondust]
Telekin	Psychic base class. Has many state-altering skills, plus attacks that can ignore enemy's defence stats.	Stave Dagger Light Armour	Break Barrier Mind Muddle Psydischarge Mind Blast Meditate		->Psyren [Level 25] ->Puppeteer [Mannequin] ->Wraith [Black Dagger]
Trickster	Something of a wild card, the Trickster mainly uses skills that alter perception and deal random damage.	Shortsword Pistol Stave Dagger Light/Medi Armour	Substitute Mirage Break Barrier Slots Mage's Nap		->Charlatan [Level 30]
Rider	The base 'mounted' class, capable of dealing decent melee damage and taking considerable hits of its own.	Shortsword Lance Light/Medi/Heavy Armour	Charge		->Raider [Loot] ->Cavalier [Level 22]
Wandering	A 'ghostly' base class, the wandering has a diseased bite, and can regenerate health of its own accord.	Dagger Light Armour	Diseased Bite Moonlight		->Crawler [Level 34] ->Ethereal [Ethereal]
Missingnum.	A broken piece of data.				->The Essence [Concentrated Essence]

Voidwalker	A kind of one-off recruit, capable of bringing recruits back from death... with some slight alterations.	Stave Dagger Light Armour	Noire PiNoire Raise Zombie Raise Enraged Zombie Raise Lich Mage's Nap	(when Priest of Noire present) [Nightwalker]	->Voidmere [Beyond Death, dropped by Masame after being rescued from the NetherLand]
Brawler	The Brawler is exceptionally useful in long fights. His special 'Blitz' skill grows stronger with every use, but resets after the battle ends.	Light Armour	Blitz		->Monk [Fragile Balance, found in the Snowflake Camp dungeon]
Buccaneer	The only recruit to be able to 'loot' from enemies during battle, while also being able to deal some decent damage.	Shortsword Cutlass Dagger Pistol Light/Medi Armour	Fancy Footwork Swashbuckle Sticky Fingers		->Captain [Treasure Map, found in the corrupt version of Desert, or in the Corrupted Forest dungeon]
Knight	A Knight is true to his code of honour and protects his charge.	Shortsword Greatsword Dagger Light/Medi/Heavy Armour	Heavy Swing Knight's Honour		->Noireknight [Demon Blade] ->Samurai [Ceremonial Katana] ->Cleric of the Sword [Holy Shield] ->Armour [Thick Shell]
Berserker	The Berserker can become enraged at will, increasing attack while lowering defence for a quick way to end the battle.	Shortsword Greatsword Katana Dagger Light/Medi Armour	Flurry of Blades Warcry Rally Cry		->Beast Master [Call of the Wild, found in Jurassica dungeon's tomb]
Lancer	The Lancer is a novice in the school of the Dragonkind.	Lance Light/Medi/Heavy Armour	Dracofirestrike FuDracofirestrike		->Dracokin [Dragon Egg]

Gunslinger	The Gunslinger is an upgraded version of the Gunner class, with more agility and better damage-dealing capabilities.	Pistol Dagger Light/Medi Armour	Rally Cry Pyrostrike Aquastrike Gaiastrike Stormstrike Freezestrike Electrostrike Blazing Bullets		
Sniper	The Sniper is essentially a more tactically-focused version of the Gunslinger, able to disable certain parts of enemies.	Rifle Light/Medi Armour	Target Eyes Target Mouth Target Head Armour Piercing Noire Eagle Eye		
Wraith	Everybody's worst nightmare, the Wraith deals in death.	Dagger Light/Medi Armour	Noire PiNoire		->Reaper [Black Scythe]
Psyren	The Psyren can entice enemies.	Dagger Light Armour	Seduction Heal Entice		->Dream Eater [Dream Door, found in corrupt Stonecircle or by returning to Glow Forest and beating the dungeon boss]
Puppeteer	The Puppeteer can call upon hordes of puppets to deal damage on his behalf.	Pistol Shortsword Stave Dagger Light/Medi Armour	Puppet Warrior Puppet Mage		->Puppet General [Master Puppet]
Astromancer	Commander of the stars, and summoner of Meteors, the Astromancer is great for crowd-control.	Stave Dagger Light Armour	Meteorite Meteor		

Battlemage	Schooled in the arts of utilising Majique with melee weapons, the Battlemage has a unique level of diversity on the battlefield.	Stave Dagger Shortsword Light/Medi Armour	Powered Blow Mana Strike Drain Majique Pyrostrike FePyrostrike Aquastrike WaAquastrike Electrostrike CuElectrostrike Gaiastrike GaGaiastrike Stormstrike SuStormstrike		
Chaoschant	The Chaoschant is essentially an offensive Majique caster, with a diversity that allows for any circumstance.	Stave Dagger Light Armour	Incinerate Glacial Blast Discharge Tsunami Gaiaquake		->Pyrokinetic [Surging Flame, found in Red Planet dungeon] ->Ice Empress [Absolute Zero, dropped by the Ice Empress dungeon boss]
Soothsayer	The main healer class of the game, the Soothsayer is a good choice for any team combination.	Stave Dagger Light Armour	JuHeal Restore State Raise Spirit Lumo Lumosal Invoke Speed Eagle Eye Health Gen. Majique Gen. Tactics Gen. Shield Majique Shield State Shield Mirror	[Sooth Shell]	->Druid [Mother Gaia]
Priest of Noire	The Priest of Noire specialises in dark majiques.	Stave Dagger Light Armour	Noire PiNoire OiPiNoire Dark of Night	(when Voidwalker present) [Nightwalker]	

Rogue	The Rogue is useful in disabling certain abilities of enemies.	Dagger Light/Medi Armour	Vendetta Target Eyes Target Mouth Target Head Invoke Speed		->Assassin [Bloody Dagger] ->Bladedancer [Medodial Blade] ->Saboteur [Explosives]
Saboteur	The only class to potentially come from two different backgrounds, the Saboteur is a specialist class.	Pistol Dagger Light/Medi Armour	Vendetta Manadrain Strike Drain Attack Drain Majique Drain Defence		
Crawler	A significant improvement over the Wandering class.	Dagger Light/Medi Armour	Putrid Barf Noire PiNoire		
Ethereal	A very useful class that is impervious to physical damage, but cannot wear armour.	Dagger	Unfinished Business Ectoplasm	[Apparition]	
Raider	An improvement over the Rider class, with access to a burning skill.	Shortsword Pistol Stave Dagger Light/Medi Armour	Burn Out		->Master Raider [Treasure]
Cavalier	An improvement over the Rider class, with access to a defensive skill.	Shortsword Greatsword Lance Light/Medi/Heavy Armour	Defensive Stance		->Royal Guard [Royal Insignia]
Charlatan	A significant improvement over the Trickster class, with access to a more powerful 'random damage' skill.	Shortsword Pistol Stave Dagger Light/Medi Armour	Jackpot		
Monk	When the Brawler reaches inner peace, he becomes a Monk, with more ass-kicking capabilities.	Light Armour	Ying Yang	[At One]	

Captain	A more powerful and therefore useful form of the Buccaneer.	Shortsword Dagger Pistol Cutlass Light/Medi Armour	Pillage	[Captain's Crew]	
Voidmere	In a fair exchange (sanity for power), the Voidwalker can become the Voidmere.	Stave Dagger Light Armour	Void Raise Revenant		
Armoru	The epitamy of personal bodyguards, the Armoru provides the ultimate meat shield.	Dagger Shortsword Greatsword Dagger Light/Medi/Heavy Armour	Defensive Stance		
Cleric of the Sword	A kind of mix between holy man and knight, the Cleric provides a little in the way of Lumomance majique, as well as being an able fighter.	Shortsword Greatsword Dagger Light/Medi/Heavy Armour	Heal Lumo State Shield		->Ascended [Holy Grail, available only in Initiation]
Noireknight	Sort of a polar opposite of the Cleric of the Sword, the Noireknight deals a little in the way of dark majique.	Shortsword Greatsword Katana Dagger Light/Medi/Heavy Armour	Spears of Darkness Seduction		->Underlord [Temptation, found only in Initiation]
Samurai	Continuing from the path of Honour, the Samurai boasts some of the highest strength, along with useful skills.	Greatsword Katana Light/Medi Armour	Jinko-Silence Jinko-Blind Jinko-Stop Jinko-Daze Jinko-Venom Jinko-Flurry Jinko-Limit		
Bladedancer	The Bladedancer specialises in making enemies scream in pain (as well as providing a nice passive attack boost to all allies)	Shortsword Dagger Light/Medi Armour	Blade Dance	[Dancing Blades]	

Assassin	The Assassin can bind enemies and attempt to instantly kill them.	Pistol Dagger Light/Medi Armour	Bind Enemy Assassinate		
Dracokin	Master of calling upon the power of the Ancient Dragonkind, the Dracokin is an excellent addition to any team.	Greatsword Lance Light/Medi/Heavy Armour	Dragon Breath Dragon Familiar	(when dragon present) [Familiar's Bond]	
Master Raider	The Master Raider is an upgrade from the Raider class.	Shortsword Pistol Stave Dagger Light/Medi Armour	Rally Cry Wide Sweep		
Royal Guard	This class specialises in protecting and leading the team.	Shortsword Greatsword Lance Light/Medi/Heavy Armour	Leadership Front Line Holy Lance	[Royal Guard]	
Reaper	The Reaper has better abilities than the Wraith before it.	Dagger Light/Medi Armour	Reaper OiPiNoire		
Puppet general	The Puppet General command greater power than his predecessor.	Shortsword Pistol Stave Dagger Light/Medi Armour	Puppet Band		
Ascended	Obtained through defeating the challenging tower in Initiation.	Stave Greatsword Lance Light/Medi/Heavy Armour	Lumosal Holy Net Holy Lance Shield	[Ascend]	
Underlord	As with Ascended, only this recruit matures from the 'dark' side of being a Knight.	Shortsword Greatsword Katana Light/Medi/Heavy Armour	Call Minions Call Hellfire OiPiNoire	[Unholy]	

Dreameater	The Dream Eater is master of sleep.	Dagger Light Armour	Distortion Invigorate		
Beast Master	Master of beasts, and at one with his own bestiality.	Shortsword Greatsword Katana Dagger Light/Medi Armour	Call of the Wild		
Pyrokinetic	One of the most devastating recruits, the Pyrokinetic tends to scorch both allies and foes when unleashing his devastating attacks.	Stave Dagger Light Armour	Fiery Obliteration		
Ice empress	The Ice Empress is a fantastic recruit for any party, but especially for those intending to use the Pyrokinetic, for her Ice Wall protects from his backlash effect.	Stave Dagger Light Armour	Absolute Zero Icy Touch	[Ice Wall]	
Druid	The Druid is at one with nature, and can invoke its wrath at will.	Stave Dagger Light Armour	Energy of the Earth Mother Nature	[Nature's Protection]	
Inventor	Master of mechanics, the Inventor can use his mechanised armour to deal heavy blows and increase his own stats at will.		Charge Protection Charge Attack Charge Speed	(if Mech recruit is present) [Repairs]	

The Essence	The Essence.	Light Armour	Mai Kah Yui Eri Sol Dol Ge-Mai Ha-Kah Si-Yui Di-Sol Un-Eri Pi-Dol Recharge Perpetual Twilight Endless Dark Eternal Light Essence		
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Other one-off classes include:

Time Manipulator, Tainted, Datajynn, Mercenary, Ice Elemental and Knight of Blood.

The available pets in Corruption are profiled below:

Titanium Mechaguard – obtainable by crafting the 'MetaGuardian Call' item.

Dragon Familiar – obtainable by crafting the 'MechaFamiliar Call.'

MaiBeeng – Can be called by using the MaiBeeng Router, which is dropped by the creatures of the same name in the blue zones. This summon item can also be upgraded into the 'AlBeeng Router,' which allows you to summon the more advanced AlBeeng creature.

Virtual Questline

Since Initiation features a decision-points system, you will end up playing through either the 'Virtual', or the 'Real' questline. Those who do not import a save file will have to answer a question which will quickly determine which storyline you play through. If you're starting a new game in Corruption, if you select **“I do what I want and damn the consequences”**, you will find yourself on this side of the plot.

The Virtual Questline follows Jay as he struggles with adapting to life in a new world; the DigiPlane. Three years have passed since the end of Initiation, and Jay has risen to the rank of high commander, giving him control over the SilicAI armies and clearance to go pretty much anywhere he desires. At his right hand stands Camadre; former second-in-command of the Justica who now hunt the SilicAI at any given opportunity.

After the introduction sequence, Jay finds himself in the 'Field'.

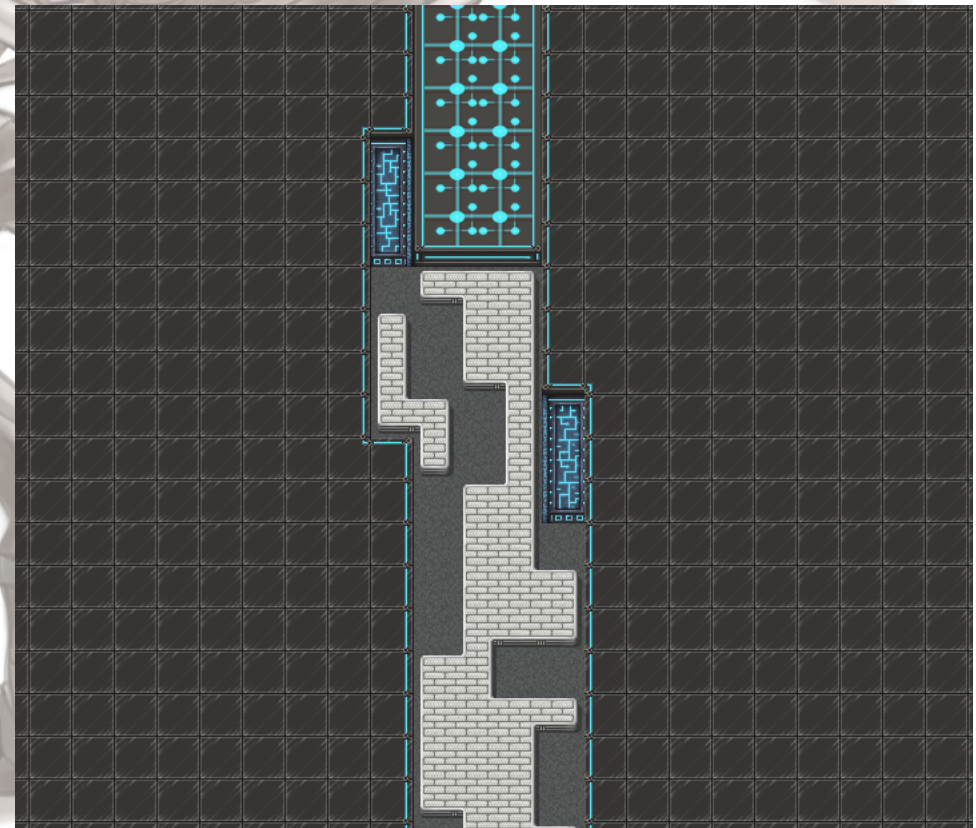
The fields surrounding the great SilicAI city are broken down into three main colour codes denoting their danger levels. Blue being the safest, Green slightly more dangerous and Red the most dangerous of all.

Following this, you have the 'Wild Zones' which are exempt from Muthu's influence altogether, and going there, even with an army, would pretty much be suicide.

So, your first task is to 'stretch your swordarm.' Now is definitely a good time to equip your party with the necessary weapons and armour to help you to stay alive (a tutorial will pop up explaining how to do this).

There are lots of nifty little features in the menu that you are free to peruse at your leisure, such as changing the names of your recruits and what-not.

When you're done, head down into the next area.



This is the first area in which you will find enemies to fight. The Maibeeng is probably the first enemy you will come across (see the Monster database further on), which is always seen in pairs.

The best way to beat these guys is to not beat around the bush, attack the one on the right, since he is the 'support' creature that charges a powerful attack for the 'attack' creature.

If you can get both enemies down to a low health, try using Jay's 'Data Hack' skill successfully to obtain your first 'pet' creature, in the form of the 'Maibeeng Router' item. Using this from the main menu (outside of battle) will summon a Maibeeng to tag along with your existing party.

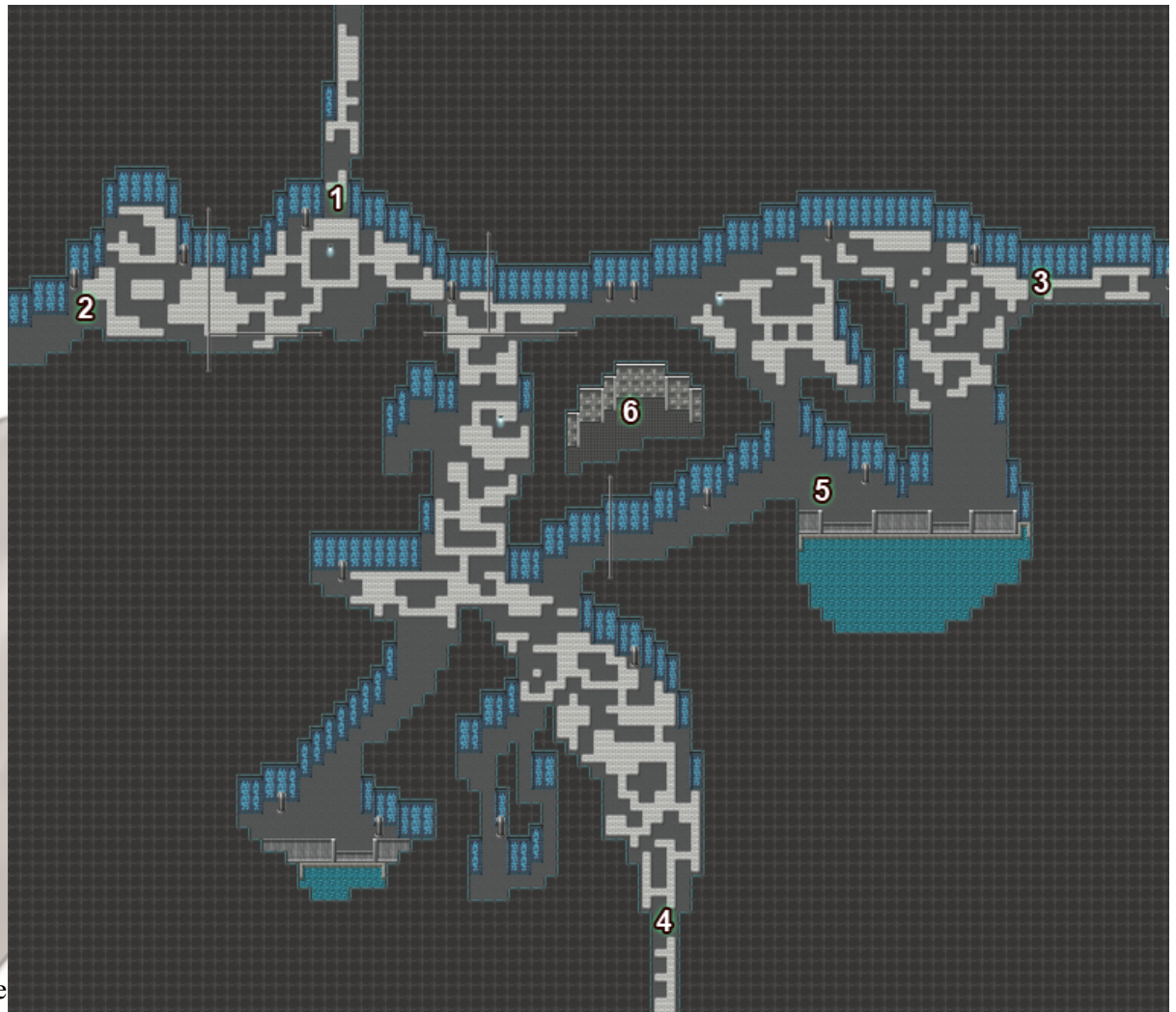
Points of Interest:

1. The point at which you will have entered. When requirements are met, you can head back to the City this way.
2. The way into the Wild Zones. Definitely not recommended until you have nearly completed the game... unless you like dying.
3. Leads to the first Green Zone, if you have a 'KeOrb' which allows access.
4. Leads to Blue Zone 2, after you have met the Scarlet Prince.
5. You will run into the Scarlet Prince here, which will progress the main quest.
6. This area is inaccessible on this quest line.

Chests to Open: 11

Monsters in this Area: Maibeeng, Yui-Niet

Once you have met with the mysterious Scarlet Prince character, you can return to your home by passing through point '1', and jumping into your car. This will lead you to the City of Processon, or more specifically, Tower 343, which is where Jay resides, and where orders are given.

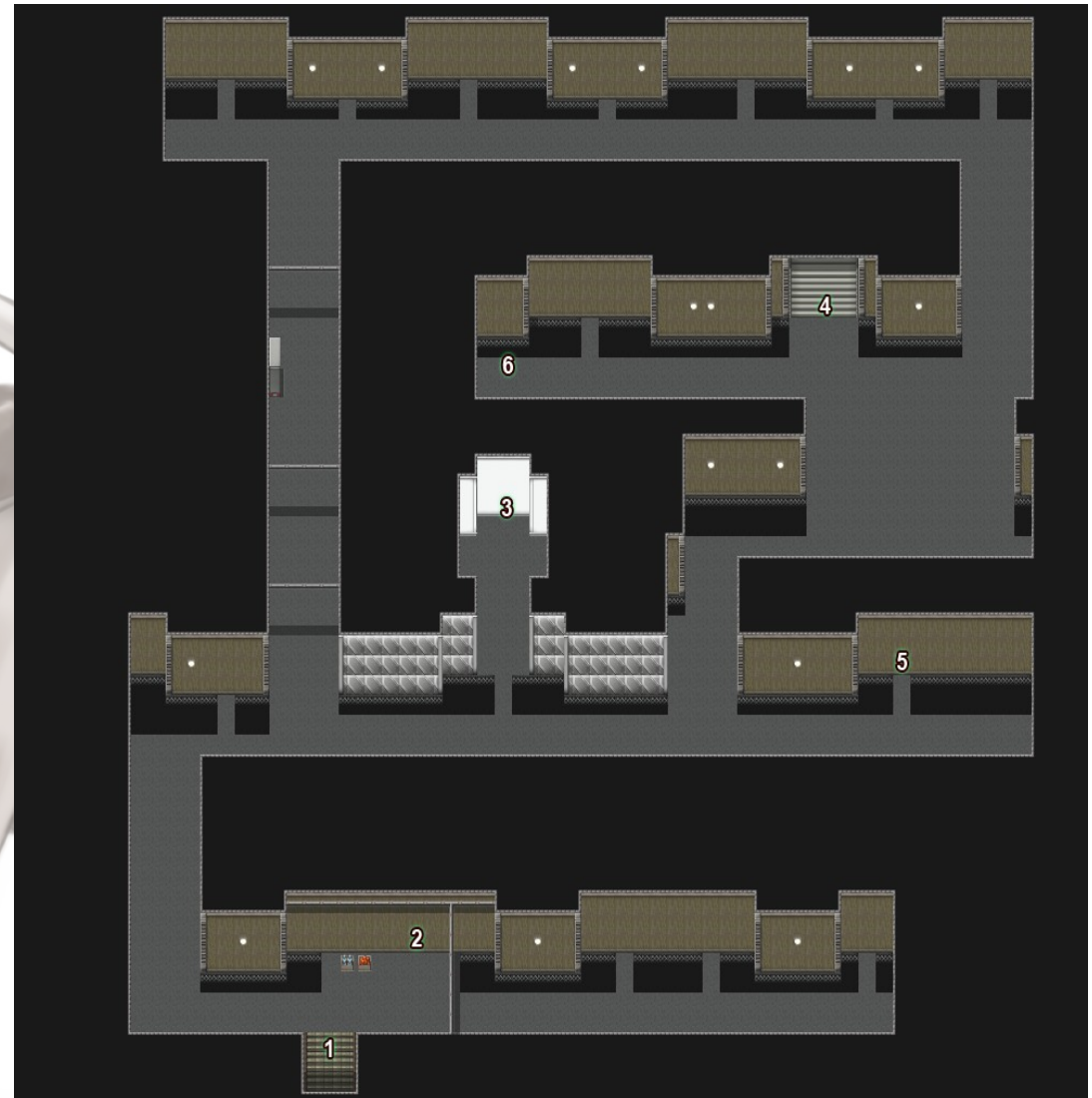


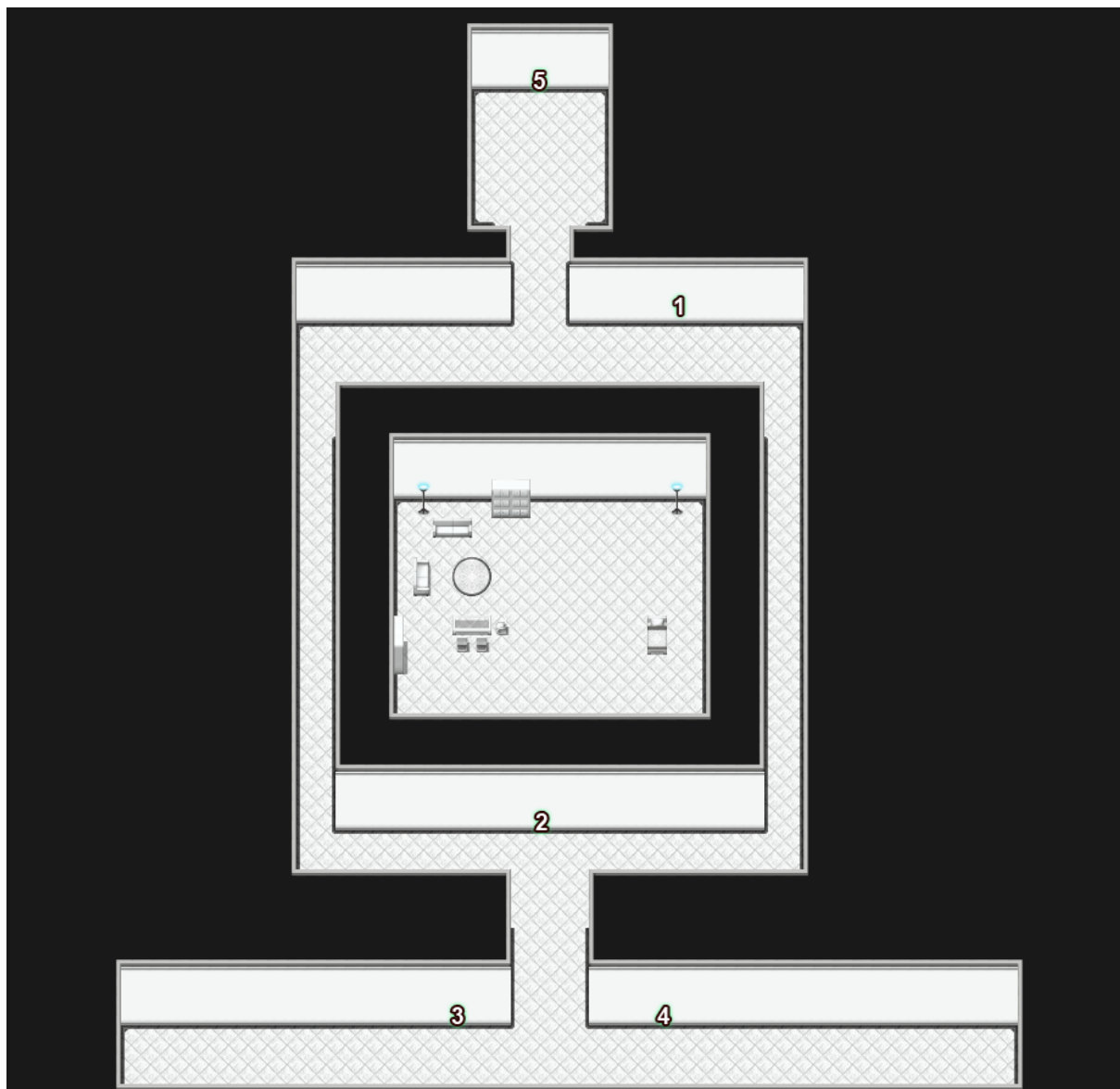
There are a few floors that you can access at this point, which you can access at your leisure. For now, only the really important bits will be noted as points of interest.

Points of Interest:

1. The tower's exit which leads to the hangar and ultimately the colour-coded fields. It is also worth noting that later on in the game (when prompted) you can also travel to the DigiRena and the DigiRacing areas to compete for prizes.
2. The Craft Store. Visit this place for all your craft needs.
3. The Elevator that leads to the highest floor. When you are done perusing the tower, you will need to use the elevator to go up and talk to Muthu; the Empress of the DigiPlane. Doing so will progress the main quest.
4. These stairs lead up to the second floor of this tower, which is known as the 'information centre.'
5. The General Store. This store contains a number of useful items and equipment, medicine not being the least of these.
6. ??? - A mysterious guest. Talk to him to activate his quest.

So, when you are done having a wander around, head on into the Elevator, which will automatically zoom you up to the top level, where you can speak with the one and only Muthu.





Welcome to level 101!

Points of Interest:

1. The Balcony. There awaits another mysterious character who wishes to have a chat with you.
2. Meeting Room. In order to progress the main quest, you will need to enter here to report in.
3. Jay's Quarters. If you go in here you can switch your battle music from standard to 16-BIT, if you would like.
4. Muthu's Quarters. You can only enter here if you have returned from collecting Player's Soulfire, much later in the game.
5. Elevator. To return to the base level of the tower, you will need to re-enter this elevator.

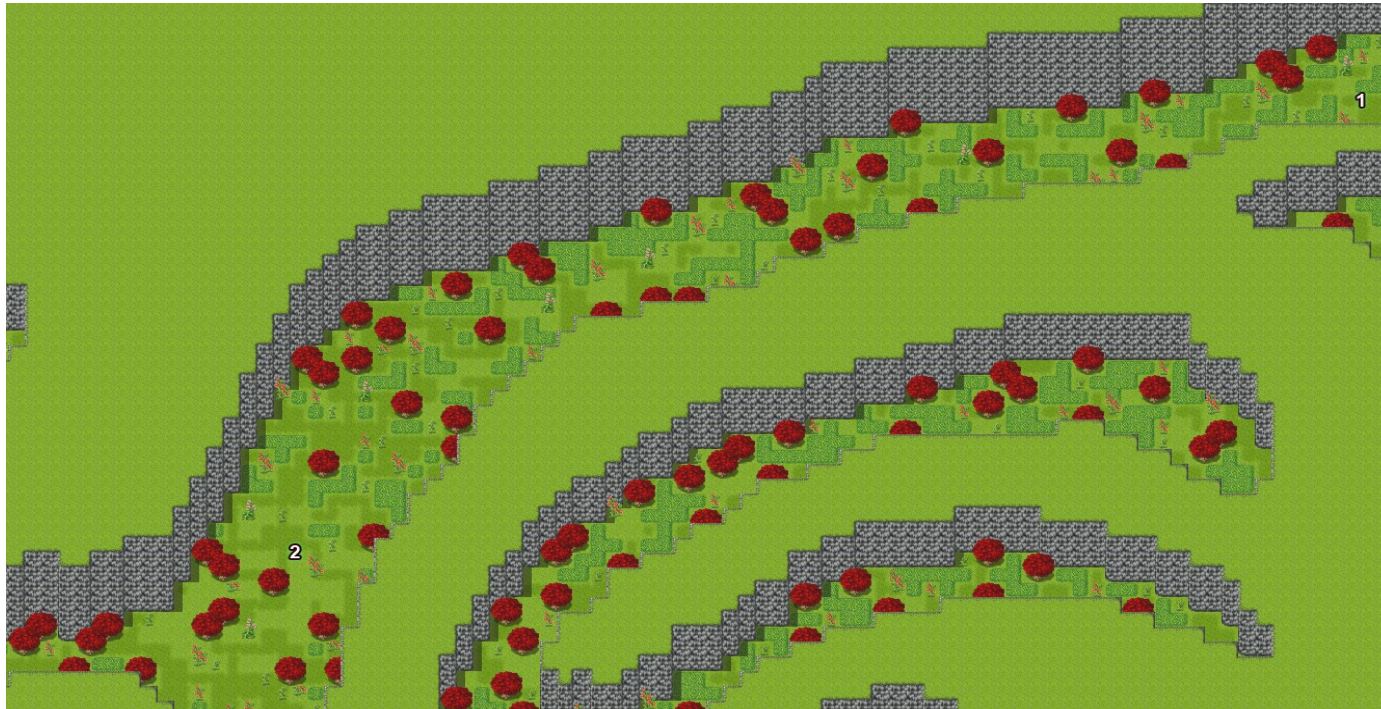
So, when you're ready, you can go ahead and enter the meeting room, where you will speak with Muthu, Camadre, Garriso and observe Petulia (who also observes Jay, as it happens).

After a brief meeting, Jay retires to his quarters for some R&R. Upon leaving his room, Camadre exclaims that the enemy are upon us!

She and Jay agree to meet at the very beginning of the Wild Zones, out of the way of the monstrous creatures that reside there, and set a trap for The Hunters.

Hopefully, they will be demoralized and beaten down from their perilous journey...

To access the Wild Zones, head into the field and stroll immediately left (or West, whichever your preference to directions) and flick the switch that allows entry.



At this point, since you are not venturing past the entrance, there isn't a huge amount to see or do. You'll enter at 1, and meet up with Camadre and her rag-tag little army at 2. Camadre will proceed to give a speech, as will Jay, and you will be tasked with choosing the best tactical position for the coming skirmish.

If you want the best outcome, pick the 'Rearguard' formation. If you pick any of the others, your forces will deplete faster than you can fight off the attacking soldiers, and Camadre will be taken.

So, the Hunters are nowhere to be seen, and all of a sudden, a small party of Virulea will appear, with the Scarlet Prince at their helm. A fight ensues, and the story continues. Either way, after the battle, you will be required to head on back to Processon, as a loser or a victor.

Muthu will either be happy that you have both survived, or dismayed that Camadre has been taken. Either way, the same conclusion is reached; the Virulea are the only powerful force that could hope to defeat the Hunters. If the Hunters and Virulea ever allied, the SilicAI armies would fall like a house of cards, and all would be lost. A means to an end, it is thought. Jay sets out to look for some clue as to where the Virulea might be, despite having just lost two divisions of soldiers to their wicked blades.

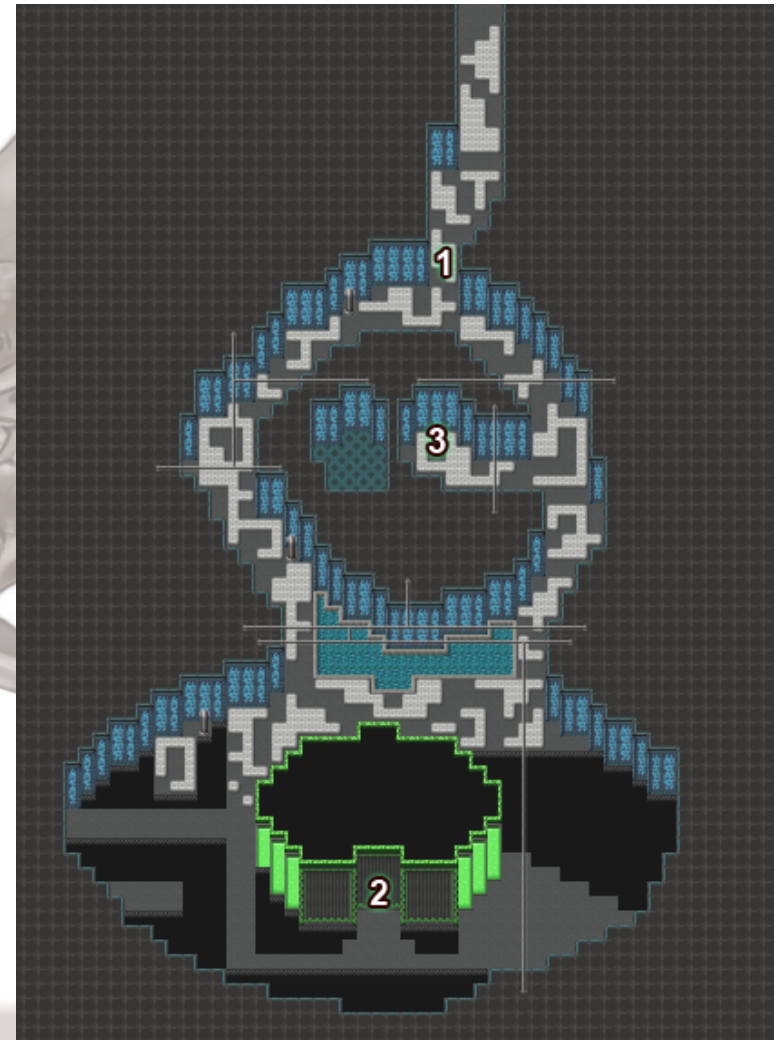
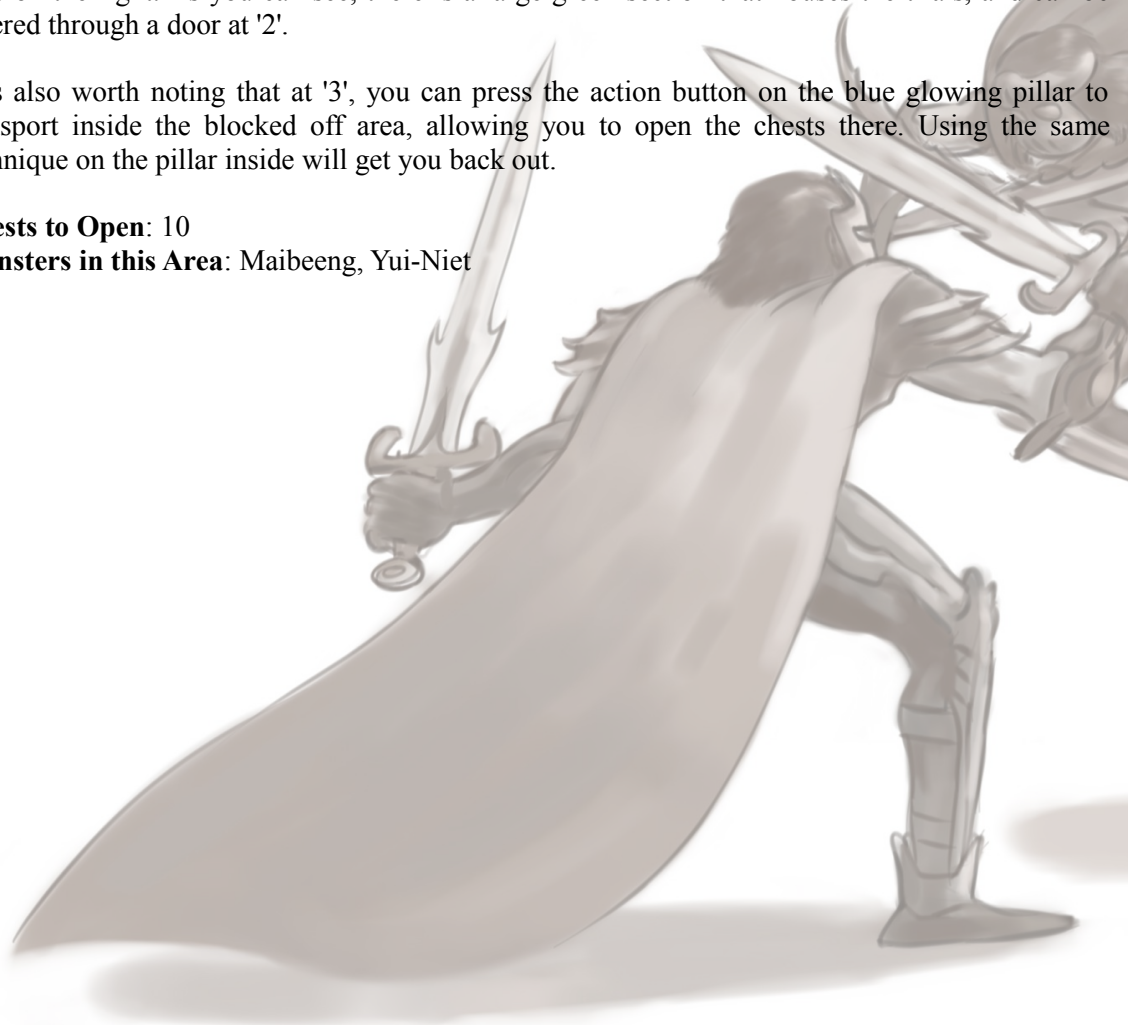
You'll need to head into the first of the Green zones, and in order to do so, you will have to travel through the blue zones and acquire a Green Zone KeOrb, which for all intents and purposes, is a key of sorts.

You will enter Blue Zone 2 from Blue Zone 2's South exit, and emerge at '1' on the map shown here on the right. As you can see, there is a large green section that houses the trials, and can be entered through a door at '2'.

It is also worth noting that at '3', you can press the action button on the blue glowing pillar to transport inside the blocked off area, allowing you to open the chests there. Using the same technique on the pillar inside will get you back out.

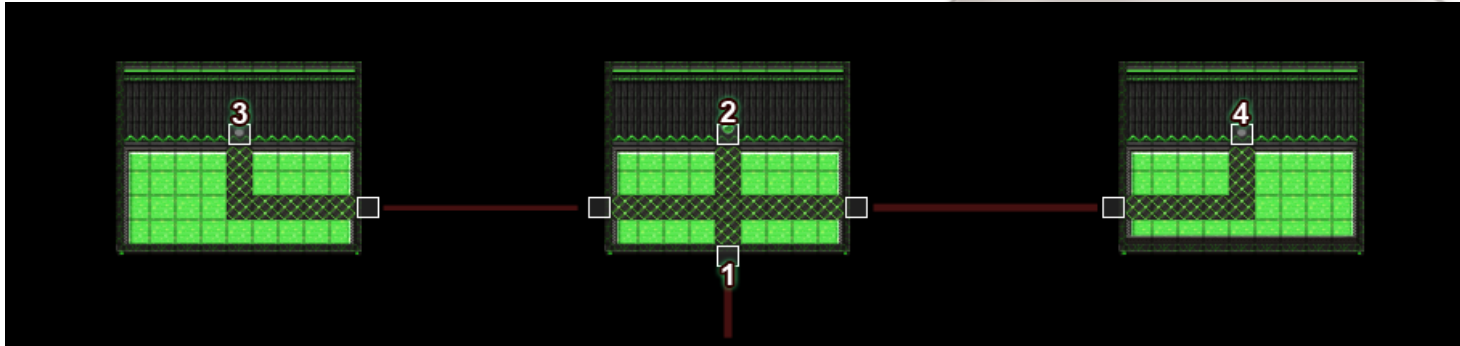
Chests to Open: 10

Monsters in this Area: Maibeeng, Yui-Niet

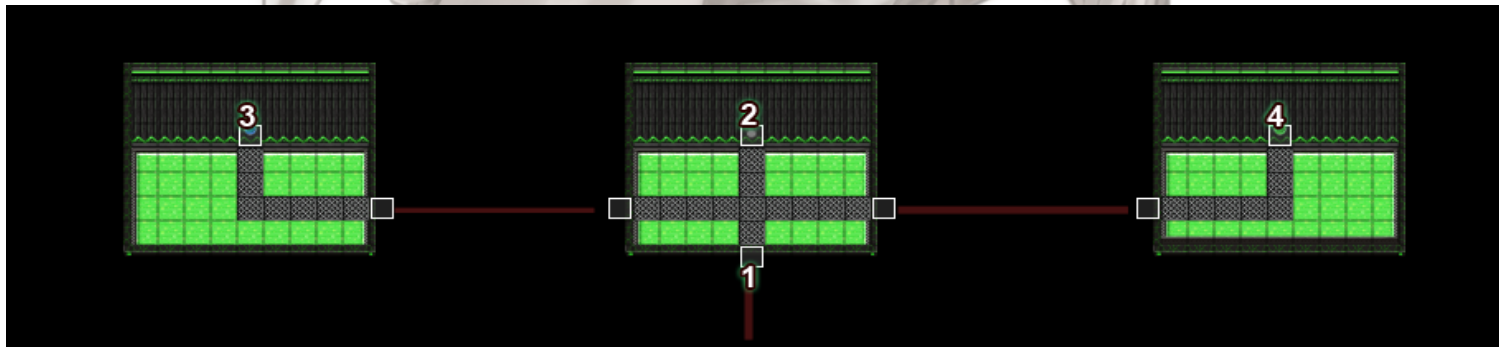


The basic concept of the Green Trials is to raise and lower the green liquid to allow access to the three floors. You will need to move spheres around to open the doors and also to change the level of the liquid.

Once inside, head straight through the first door you come to.



You will enter in through '1', which is the middle of the three rooms. You need to go to the upper floor first, so grab the sphere from the recess in the middle room at '2', then head left into the room with the recess labelled '3'. Place your sphere there, then head back through '1' to get transported to the first room again. You will notice that the liquid level has risen, allowing you to access the upper floor. Head on inside.



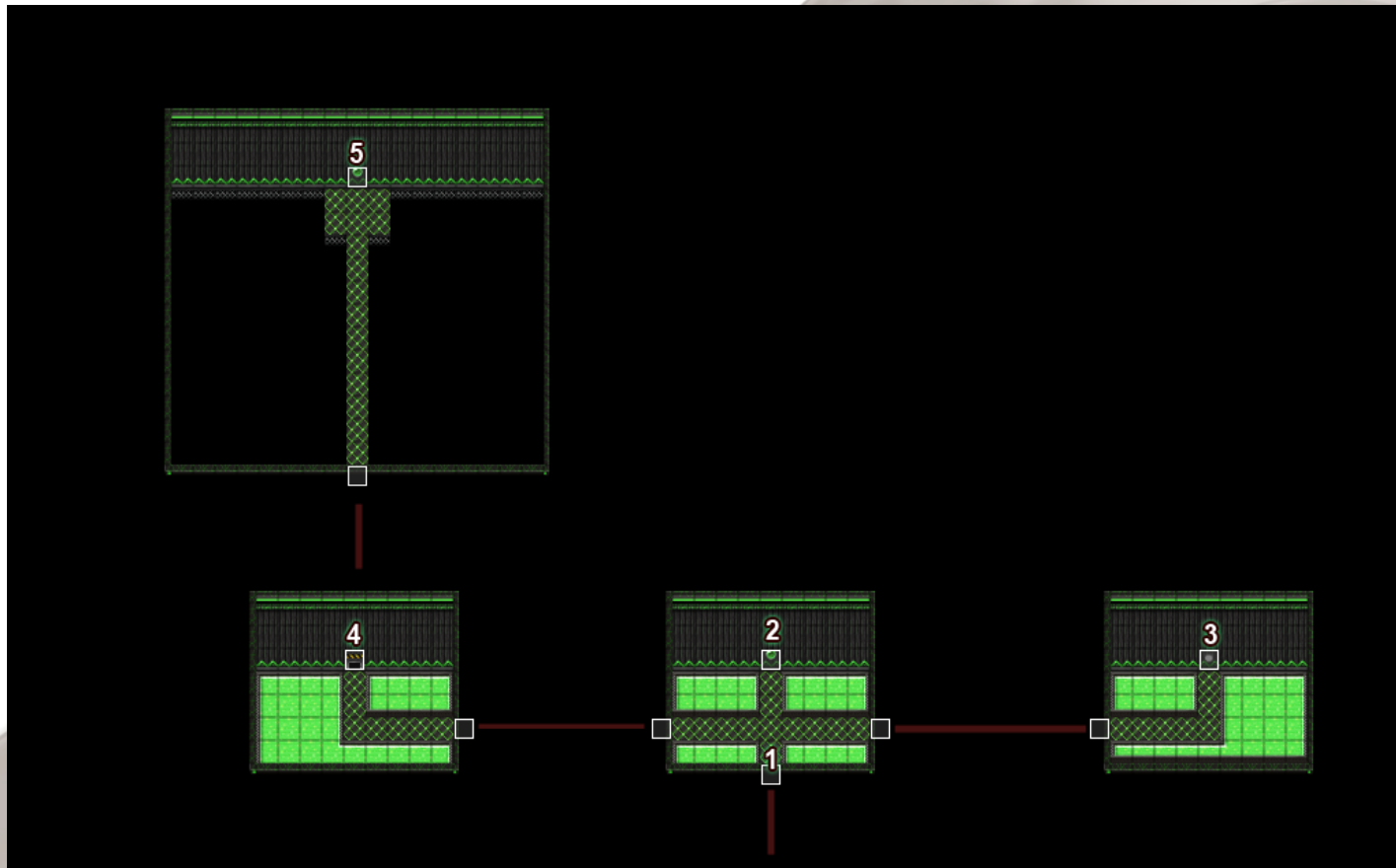
The core principle is the same, though you might notice the graphics are a little different. You will once again enter through '1' into the middle room. You need to grab another sphere from '4' this time, and place it in '2'. This will reset the liquid levels to the middle setting again. Before leaving, pick up the Key Sphere from '3'; you'll be needing it in a little while. When you've done this, return through '1'.

Now then, you're back in the first image above. You need to grab the Sphere that you placed in the 'up' recess at '3', and move it into the 'down' recess at '4'. This will lower the liquid level and allow you access to the lower, and final floor of the trials.

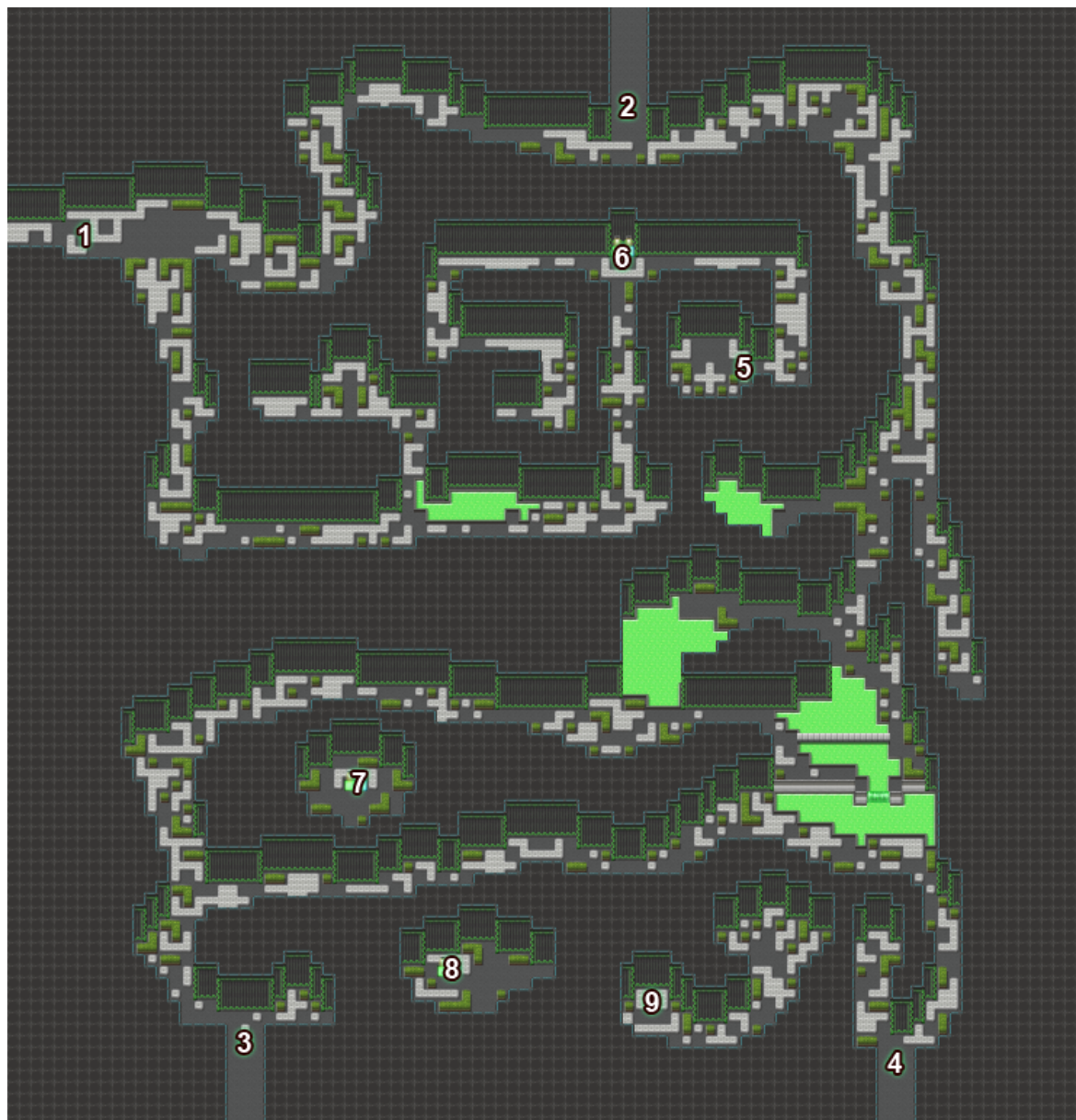


Which leads us into the final floor and set of rooms. Prepare yourself for a fight (make sure you're all healed up) and head on over to '4'. You can place that Key Sphere here to unlock the door and head inside. Walk on up to '5' and you'll have a battle on your hands. When victorious, you'll now have the Green Zone KeOrb; the key to the Green Zones and progressing your quest.

In order to leave the trials, grab the Floor Sphere at '2' and place it in the recess at '3', which will once again reset the floors, so when you exit through '1' and enter the 'door room' again, you can just head down and out into Blue Zone 2.



Now that that is out of the way, you're free to enter the Green Zones, so travel back up to the north-easternmost point of Blue Zone 1 (check back a few pages if you are unsure) and go on your merry way.



Green Zone 1

Points of Interest:

1. Entrance from Blue Zone 1.
2. Entrance to 'Freedom Camp', which you can only access once you have finished collecting soulfire later on in the game.
3. Entrance to Green Zone 3.
4. Entrance to Green Zone 2.
5. This is where you will come across the Scarlet Prince again, in order to attempt an alliance.
6. Teleporters. Green goes to '7'. Blue goes to '8'.
7. Green leads to '6', Blue to '8'.
8. Green to '9', Blue to '7'.
9. Green goes back to '6'.

Chests to Open: 20

Monsters in this Area: Kah-Slend, Sol-Slend, Yui-Niet

So, in order to progress the main quest at this point, you need to head over to point '5' and activate the Scarlet Prince, who will, of course, order his subordinates to attack you. This was a fool's errand, after all, and you leave with nothing.

You can now either continue to explore the Green Zones, collect loot, train your party and find the Red Zone KeOrb (which you're going to need later anyway), or you can return to the Tower to continue the quest.

Speak to Muthu once more, and you will be asked to gather the remnants of the Maelstrom creature, a quest which leads into the Red Zones...

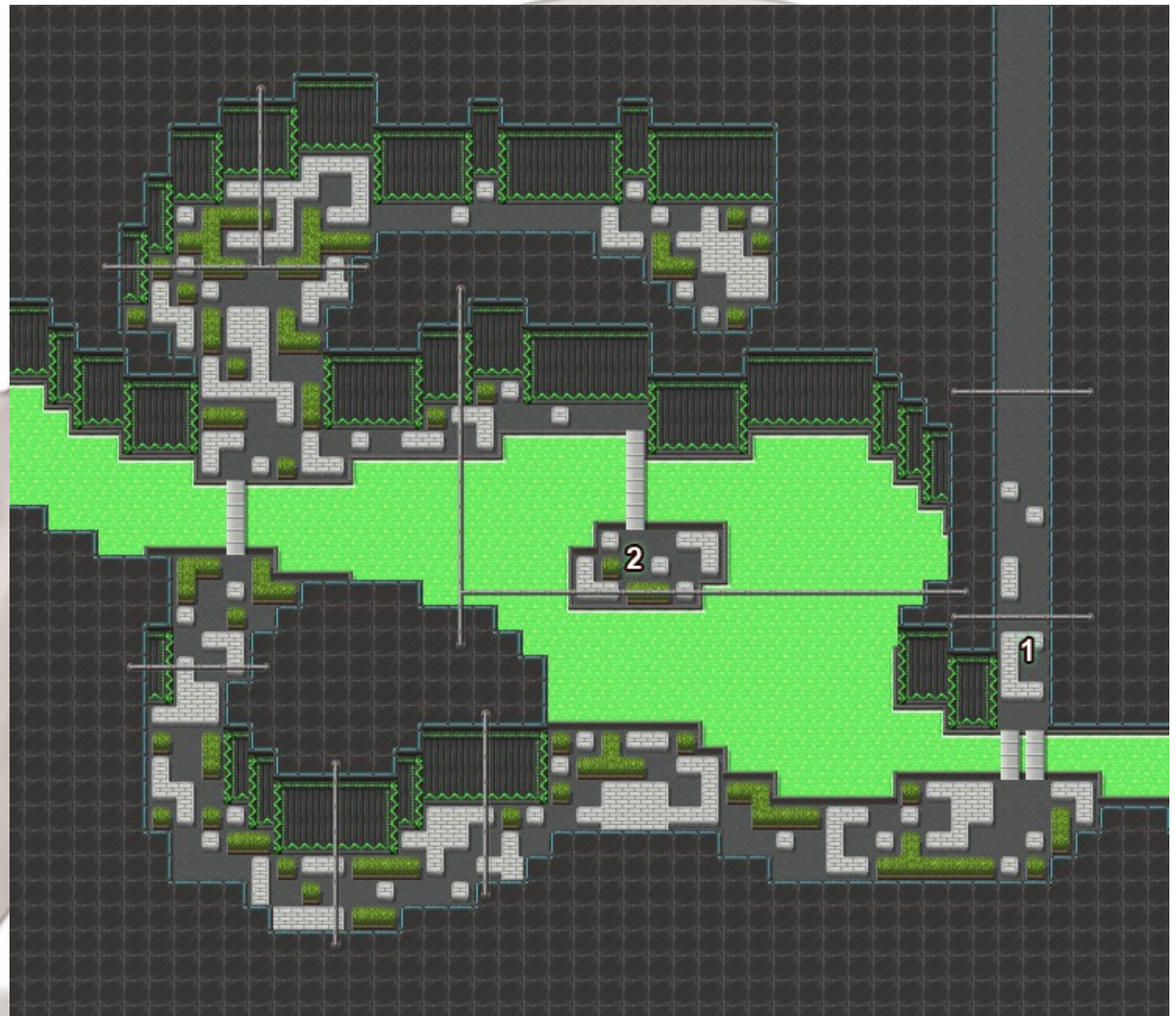
So, you've got relative freedom at this point, so let's just go over the areas you can access.

Green Zone 3

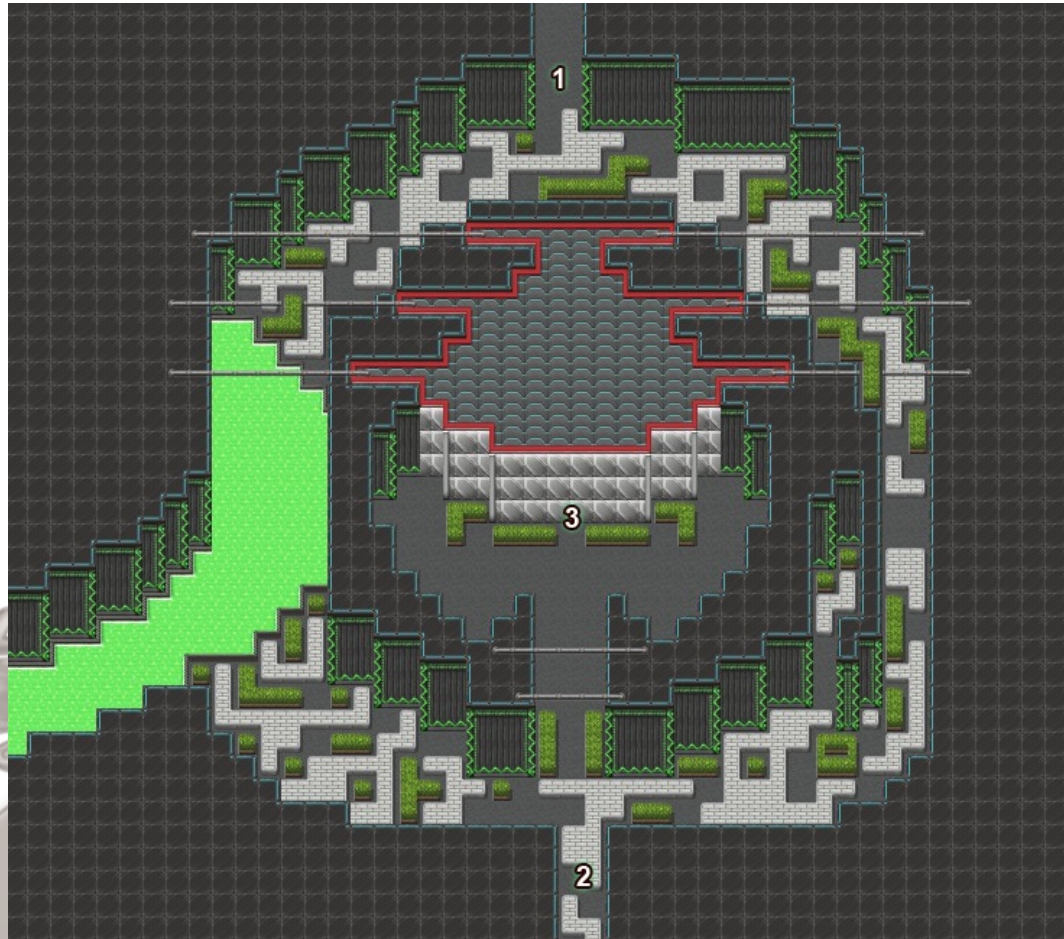
This is a small area, with the entrance/exit clearly defined at point '1'. The only other point of interest is the treasure chest located at '2', which contains a 'Metal Skin' item, which is used to upgrade the Dragon Familiar and Mechaguard pet recruits.

Chests to Open: 2

Monsters in this Area: Yui-Embodie, Kah-Slend, Sol-Slend



Green Zone 2

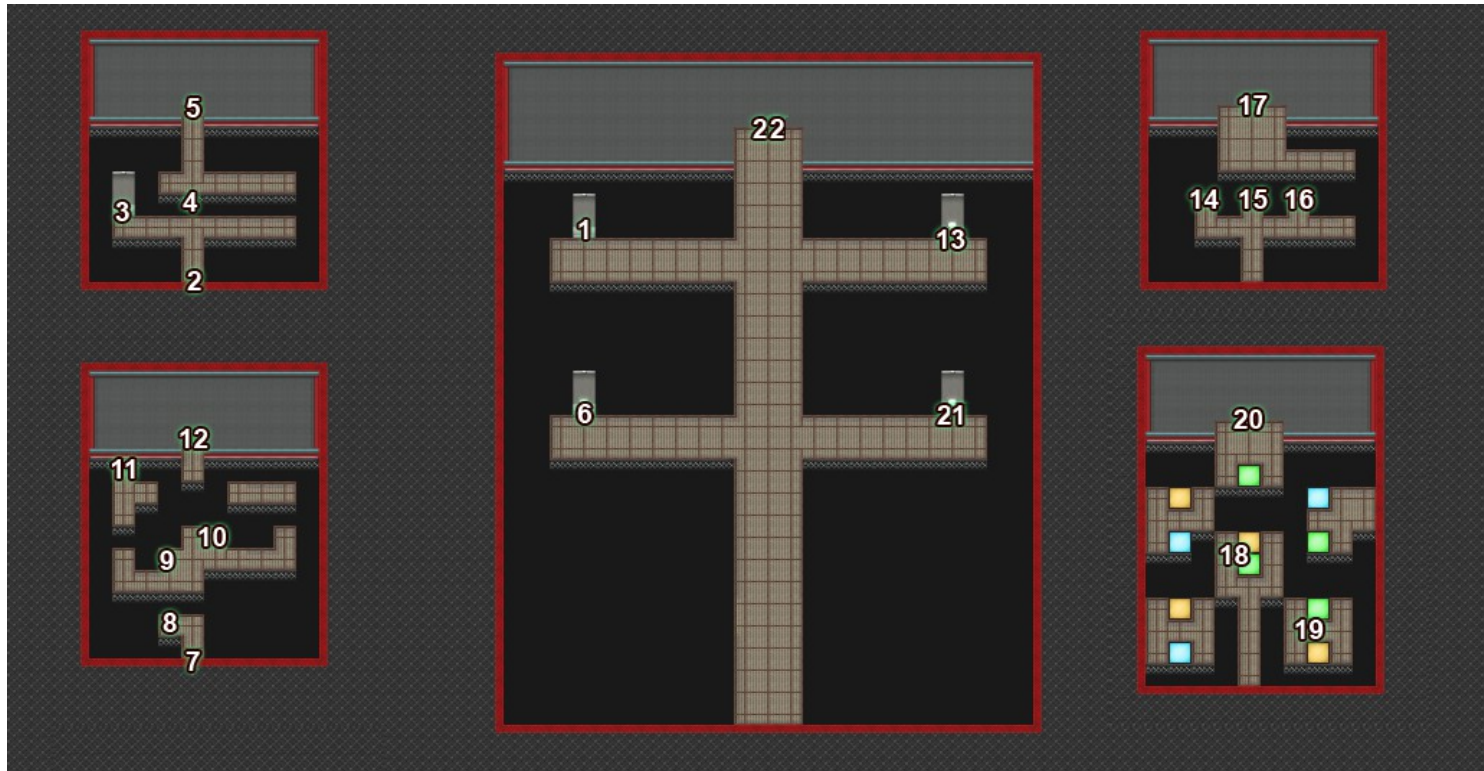


Again, a relatively small area, but this one contains the next set of trials, which allow you to acquire a Red Zone KeOrb (and therefore enter the Red Zones). You'll enter from Green Zone 1 at point '1', head on down and enter the trials at '3'. Once you have finished the trials, and you're ready to go on into the Red Zones, you can do so by walking through point '2'.

Chests to Open: 7

Monsters in this Area: Yui-Embodie, Kah-Slend, Sol-Slend

Red Zone Trials



This one is not as complex as it looks. To begin, pick up a 'Room Sphere' at '21'. For the sake of the guide, let's start at door '1'.

Puzzle '1' – Place the sphere in the recess to activate the door, and head on through it. You'll come out at '2'. Flick the switch at '3' which will activate the bridge at '4', allowing you to grab the next sphere at '5'.

Puzzle '6' – Once again, place the sphere, go through the door, and you'll come out at '7'. Flick the switch at '8' to activate the first bridge. Hit switch '9', then '10', then head over and flick '11' TWICE. This will activate all the bridges necessary to head on over to grab the next sphere at '12'.

Puzzle '13' – Enter through the door and you will come out where '14' '15' and '16' are located. Hit '16' then '14' and you're good to go and grab the sphere at '17'.

Puzzle '21' – This is a teleporting puzzle. For solution is Green '18', Green '19' (which is actually the panel you'll port onto). You can now grab the sphere from '20'.

A door will now appear at '22', which will allow you to enter the corridor where the Red Zone KeOrb is. Grab it, and you'll now be able to enter the Red Zones.

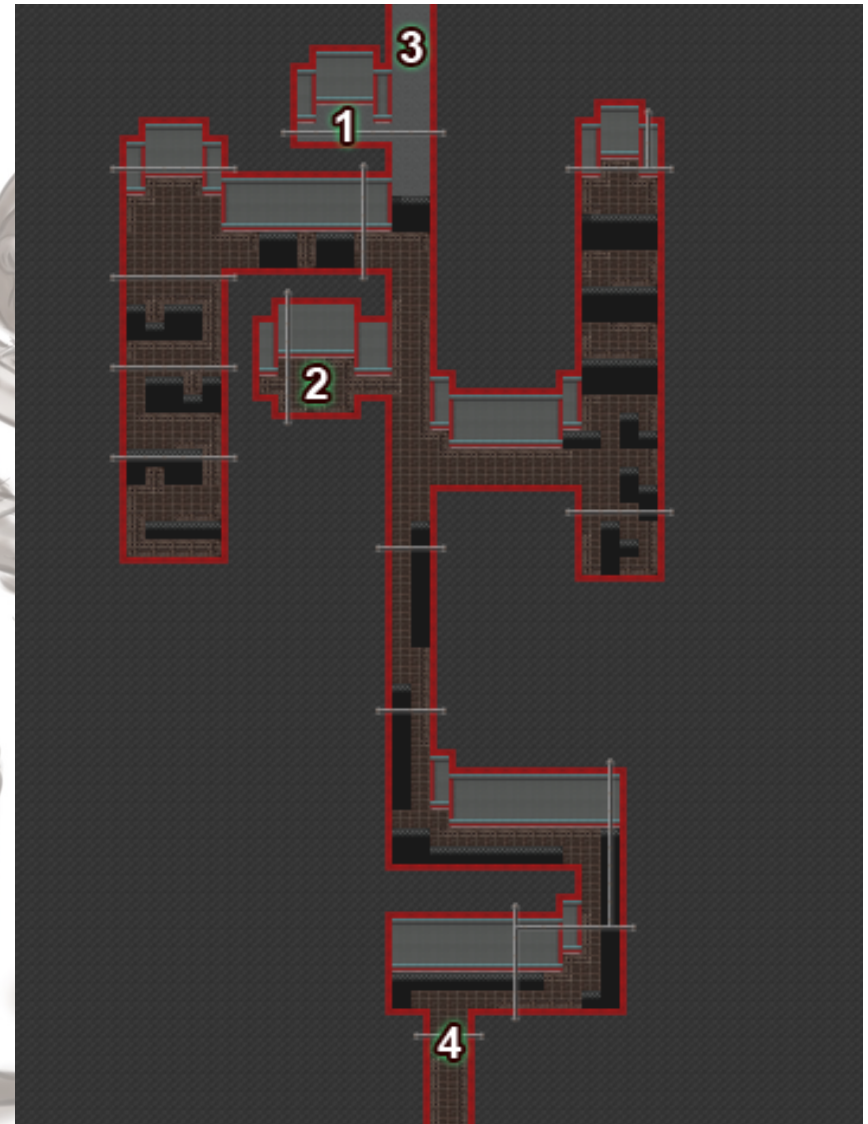
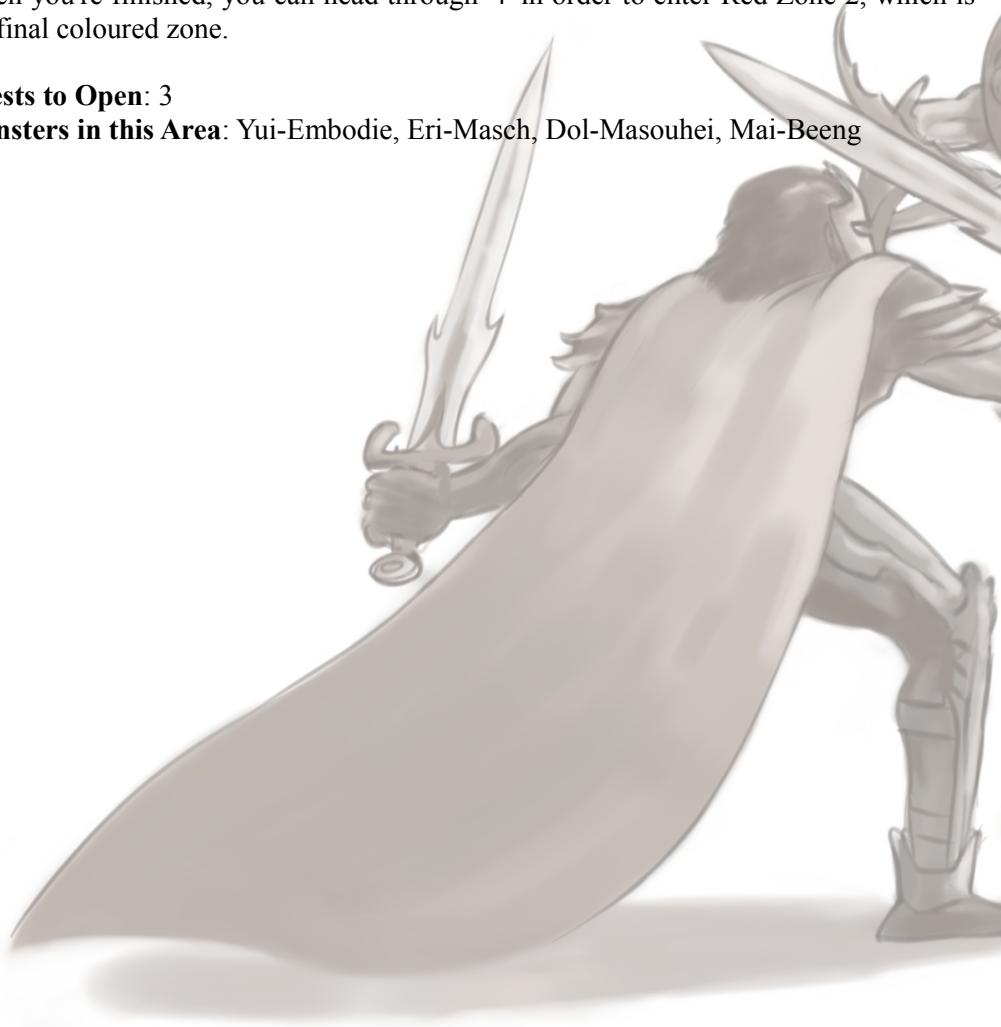
Red Zone 1

A relatively simple, yet combat-challenging area. You will head into the zone at '3', flick the switch at '1' to activate the bridge. You can then flick all four switches at '2' in order to activate all other bridges in the area.

When you're finished, you can head through '4' in order to enter Red Zone 2, which is the final coloured zone.

Chests to Open: 3

Monsters in this Area: Yui-Embodie, Eri-Masch, Dol-Masouhei, Mai-Beeng



Red Zone 2

The final coloured zone that you will be asked to explore, this serves as the nesting ground of one of the fragments of Maelstrom's existence.

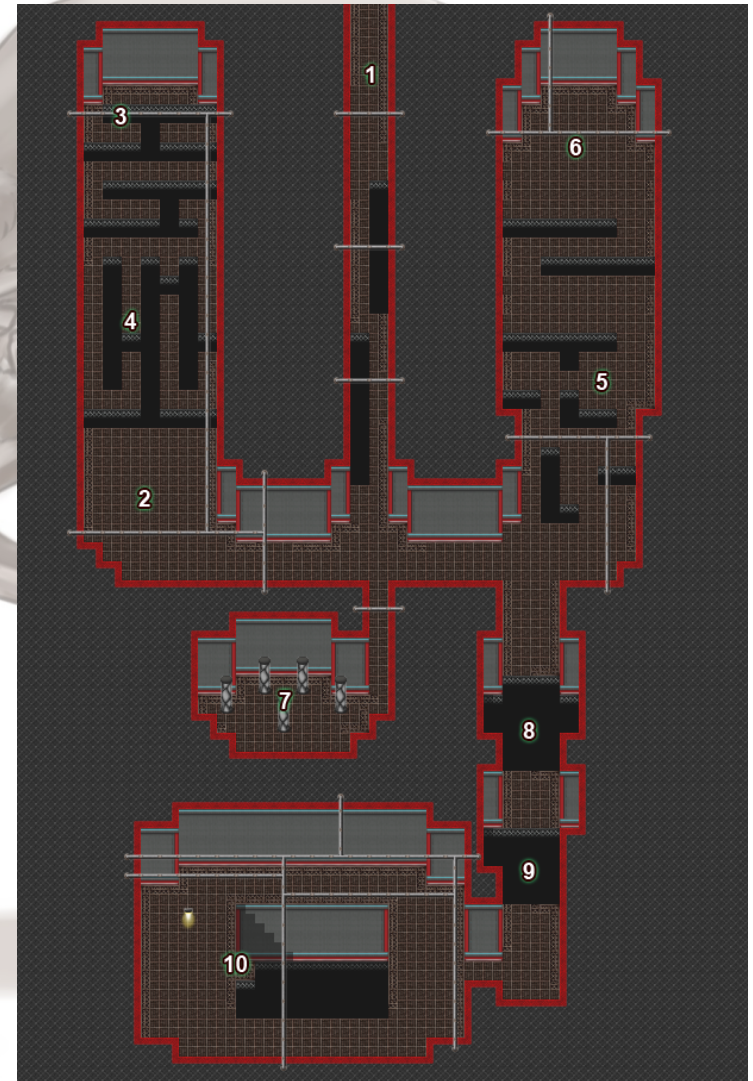
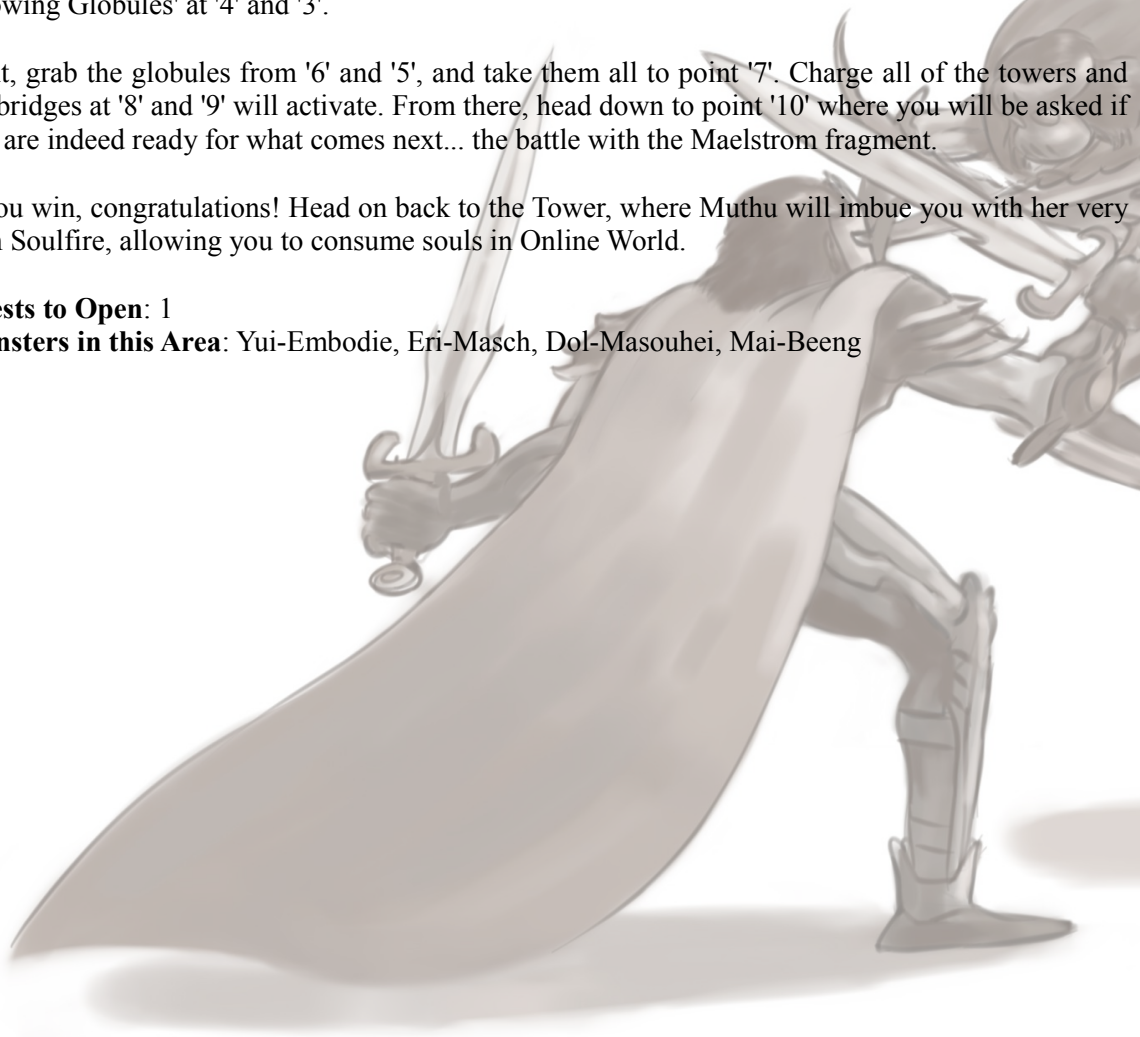
You will enter at '1', from which point you can head down to point '2' where you will see five button switches. Step on all the red buttons except for the far right one. This will allow you to grab the 'Glowing Globules' at '4' and '3'.

Next, grab the globules from '6' and '5', and take them all to point '7'. Charge all of the towers and the bridges at '8' and '9' will activate. From there, head down to point '10' where you will be asked if you are indeed ready for what comes next... the battle with the Maelstrom fragment.

If you win, congratulations! Head on back to the Tower, where Muthu will imbue you with her very own Soulfire, allowing you to consume souls in Online World.

Chests to Open: 1

Monsters in this Area: Yui-Embodie, Eri-Masch, Dol-Masouhei, Mai-Beeng



The Hunger! Jay will be cast into Online World by Muthu, in an effort to collect enough Soulfire to recreate something akin to the original Maelstrom creature. For reference to the dungeons you will be visiting, see the 'Real' Questline further on in the guide.

Once you have scoured each area for tasty souls to collect, you can use the new 'Open Portal' spell from your skills menu to warp to the next area. When you have collected enough, this skill will also return you home, where you can hand over the souls.

The game now opens up a little more, allowing you the freedom to access some areas that you couldn't before. The first of which is the 'Freedom Settlement,' which was blocked off before, and can now be accessed through Green Zone 1. It seems that Garriso is now a member of said settlement, and he has been looking into some strange occurrences. For more information, see the 'additional quests' chapter of the guide.

Once you're done training and exploring, it is time to re-create the Maelstom. Speak to Muthu and she will open a portal to the 'Holy Annex'. This is a place of binding, a place of power, and a place of destiny. For those who know how, the raw power of the Datastream can be tapped and harnessed here, allowing said person to do almost anything they wish.

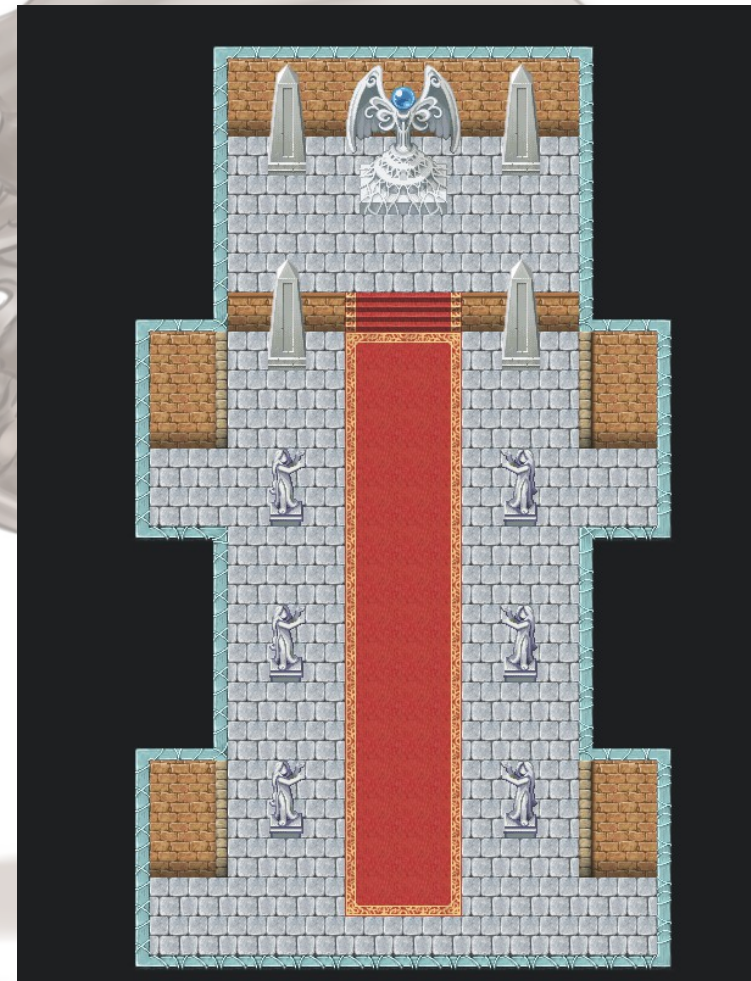
First of all, Vesuvius, a former right-hand-man of Muthu's, will confront the group. He says that what they're doing is simply wrong, and could end in the destruction of all worlds. Though he doubts that he will be able to stop you, he attempts to do so anyway.

Background Lore: *Vesuvius was one of the custodians of the DigiPlane, back in the early days of its birth. StromIV and Muthu were also present, and things were going well. But it was not long before differences started to emerge in the three custodians, creating cracks in the apparently solid structure of the group. After a major disagreement between them, each parted ways.*

After some time, StromIV and Vesuvius could take no more of Muthu's 'reign'. They plotted to put a stop to her plans, but ended up falling into a trap which would segregate them from the universe, placing them in a prison of their own design. (This prison can be found in game, see 'additional quests').

And so, the Maelstrom is created. But it's angry. Mere mortals have summoned it from a non-existence, a state of unfaltering peace, and brought it back into this world of pain and misery.

It will have no part of this war. Muthu's hold on this place slips, and you end up back in the Field.



The enemy are upon us! Slightly bewildered from what is happening, Jay is slow to realise that both the Hunters and the Virulea are at the City gates.

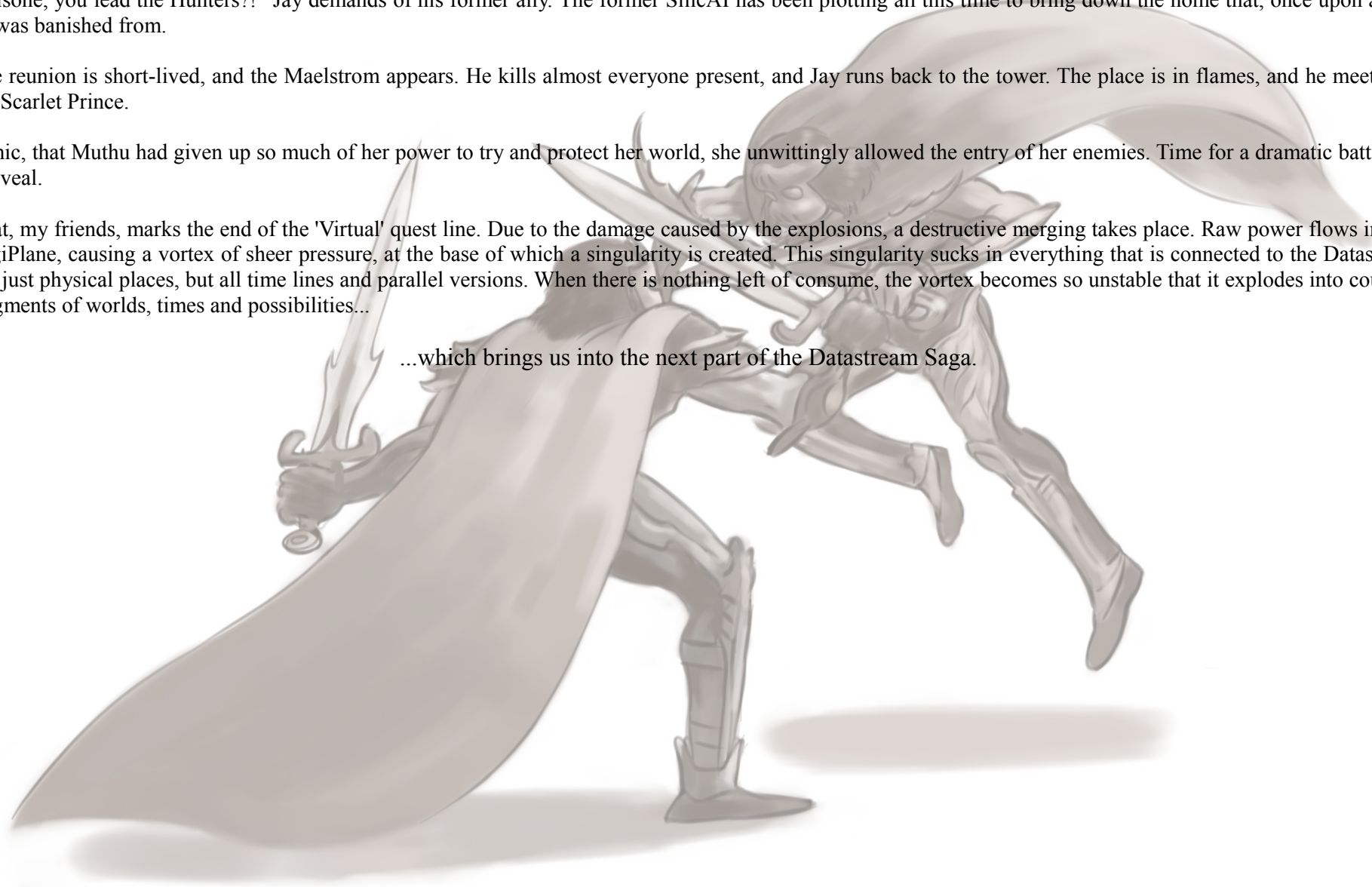
“Jaisone, you lead the Hunters?!” Jay demands of his former ally. The former SilicAI has been plotting all this time to bring down the home that, once upon a time, he was banished from.

The reunion is short-lived, and the Maelstrom appears. He kills almost everyone present, and Jay runs back to the tower. The place is in flames, and he meets with the Scarlet Prince.

Ironic, that Muthu had given up so much of her power to try and protect her world, she unwittingly allowed the entry of her enemies. Time for a dramatic battle, and a reveal.

That, my friends, marks the end of the 'Virtual' quest line. Due to the damage caused by the explosions, a destructive merging takes place. Raw power flows into the DigiPlane, causing a vortex of sheer pressure, at the base of which a singularity is created. This singularity sucks in everything that is connected to the Datastream, not just physical places, but all time lines and parallel versions. When there is nothing left of consume, the vortex becomes so unstable that it explodes into countless fragments of worlds, times and possibilities...

...which brings us into the next part of the Datastream Saga.



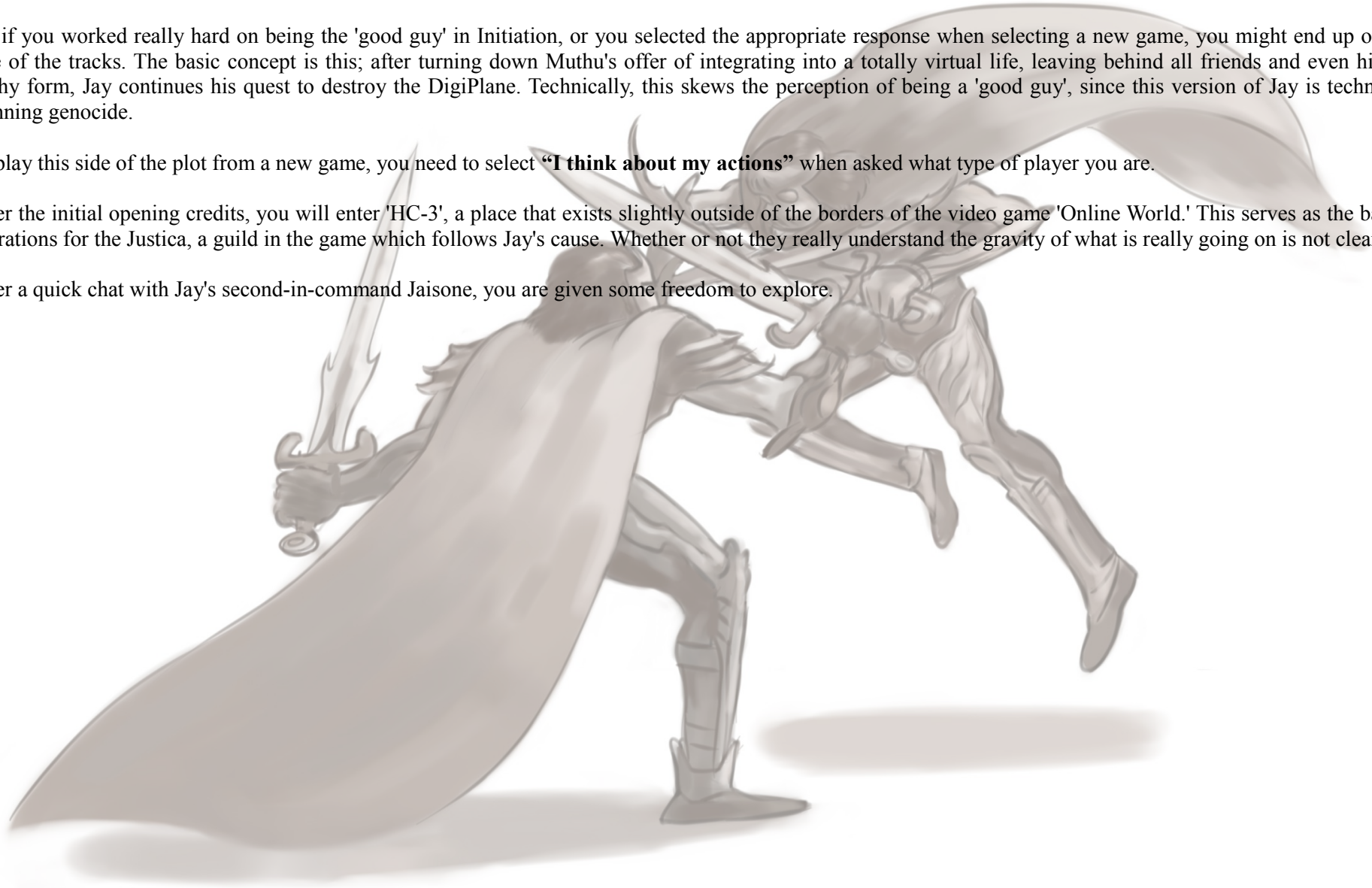
'Real' Questline

So, if you worked really hard on being the 'good guy' in Initiation, or you selected the appropriate response when selecting a new game, you might end up on this side of the tracks. The basic concept is this; after turning down Muthu's offer of integrating into a totally virtual life, leaving behind all friends and even his real fleshy form, Jay continues his quest to destroy the DigiPlane. Technically, this skews the perception of being a 'good guy', since this version of Jay is technically planning genocide.

To play this side of the plot from a new game, you need to select **"I think about my actions"** when asked what type of player you are.

After the initial opening credits, you will enter 'HC-3', a place that exists slightly outside of the borders of the video game 'Online World.' This serves as the base of operations for the Justica, a guild in the game which follows Jay's cause. Whether or not they really understand the gravity of what is really going on is not clear.

After a quick chat with Jay's second-in-command Jaisone, you are given some freedom to explore.



HC-3



There are a few treasure chests dotted around, which you can pick up at your leisure.

Points of Interest:

1. The Lodestone which allows you to re-enter Online World's main city.
2. Farming section. You can plant herbs here and reap the benefits of agriculture.
3. Fishing section. If you have a fishing rod, you can catch fish here.
4. Jake, the merchant. This is your first port of call when you want to sell items for CREDIT, and also purchase useful bits and pieces.
5. Monster importer and Craft Bot. The monster importer allows you to battle monsters from the DigiPlane, which also allows you to hunt for those craft items you need. The Craft Bot has a tutorial for you to read about the act of crafting, and he also hands you the first crafting recipe.
6. The 'Haunted House' has a special function, which depends on whether or not you're playing the Kickstarter-exclusive version 'Hacker's Paradise.' Either way, you need a Missingno. recruit, and to decode the text file included with the game (named 'Hacker's Paradise.txt'). Since you have this guide... I'll decode it for you. It basically states that you need to rename your Missingno to '33567', then try to open the door. If you have the Hacker's Paradise edition, you will be allowed to visit said area, and if not, you will be rewarded with a special item for your trouble.

When you're done exploring and chatting to your followers, head on over to the lodestone at '1' to warp to the actual Online World game.

City of Angelus



Angelus serves as the main hub of Online World. For the most part, it is a safe place to be, devoid of monsters and abundant with players to interact with.

There are tons of treasure chests located throughout, mainly around the perimeter and often hidden in the trees.

Points of Interest;

1. Gatestone – Allows you to access many of Online World's dungeons. At first, you will only be able to enter the first, Jurassica, which will progress the main quest line. Afterwards, more dungeons become available to you.
2. Inn – The Inn allows you to rest and gain a 'Rested' bonus skill which provides a one-time boost to your party during battle. You can also grab a sidequest from Gmork in here. See 'additional quests' for more information. After you complete his quest, he will ask to join your party, if you fancy a Level 80 Captain tagging along.
3. Arena – The Arena allows you to fight unique monsters in exchange for prizes, and is split into three levels of difficulty.
4. Road to Castle Faballa – The Castle is not accessible during the first part of the game, until the game opens up somewhat.
5. Bits n Stuff n Bobs shop – You can purchase Trioarch cards and some craft items here.
6. Pots and Potions Shop – You can purchase medicines from here.
7. Gear up! Shop – You can purchase new equipment from here, including growth items, particularly the 'Growth Ribbon', which all recruits need to mature.
8. Executive Producer Drew Gibb, and Character Artist Dayna Gibson's Mansion
9. Mercenary Hall
10. Dodobaird Racing – Talk to the NPC here to activate Dodobaird racing, in which you have to run and avoid obstacles for prizes.
11. Beta Master's Mansion
12. Executive Producer Anthony Reulbach's Manor.
13. Fruit Vendor
14. Justica Meeting Place – When you have completed the Jurassica Dungeon and spoken to Jaisone in HC-3, the Justica will meet here to continue their quest.

Guildhall Guide:

There are 8 standard Guildhalls in Angelus, and three mansions. Here is a quick guide to what you can expect to find in each one:

- OnlyTheBrave – This is the hall that, if you wish, you can claim for yourself, in order to access the player-initiated quests. For more information, check the 'Additional quests and areas section'. Before you hack OneNeo though, you can trade him your 'Guardian' Trioarch card for an Enchantma Barbut, 4153 CREDIT, The Tolerant Title, and 4x Element Roulette. Not bad!
- Fragments – Azabeth will offer to trade your Healer's Cape plus 2400 CREDIT for her Rose of Protection.
- Guild Effort – A crafting-oriented guild. This GuildHall has nothing really of interest.
- Infinite Lives – Shalya will offer 1800 CREDIT for a Regen Fabric, and Leraider will offer you his 'The Town Crier' for your 'The Viscious'.
- Intangibility – Sharron will offer you her 'Return Globe' for your 'Rainbow Fabric'.
- Petulant Kittens – Derek Swoyer will offer you his 'Return Globe' for an Enchantma Dagger and 900 CREDIT.
- Renarchy – There are no trades or items you can steal from this GuildHall.
- The Ascetics - Cyrus47 will offer you her 'The Summoner' and 100 CREDIT for 'The Sage'. Jordi Escobar will offer you his 'The Enduring' plus 70 CREDIT for your 'The Rapid'.

So! When you are ready to pursue your quest, go ahead and use the Gatestone to enter the Jurassica Dungeon.

Jurassica

Here there be dinosaurs! You will warp in and almost immediately be trounced by a couple of dinosaurs. There are several areas to this dungeon, which we will approach methodically.

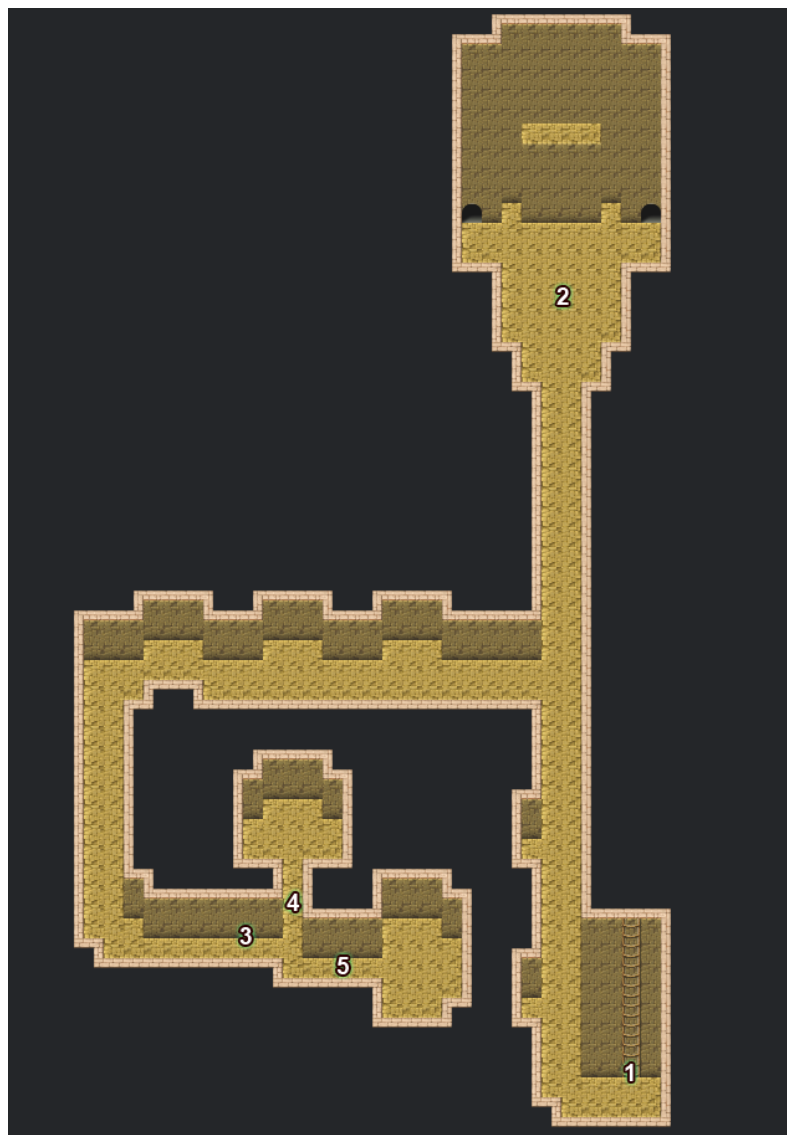
Area 1 Points of Interest:

1. Dungeon Crystal – you can use this crystal to heal your party at any point, and also to exit the dungeon and return to Angelus.
2. Button Switch – This switch removes the blocks located at '3' and '4'.
3. Stone Block (see '2')
4. Stone Block (see '2')
5. Simple Boulder Puzzle. Just push them around until you can get through.
6. Pass this point to move on to the next section.

Chests to Open: 9

Monsters in this Area: Armadan, Babadan

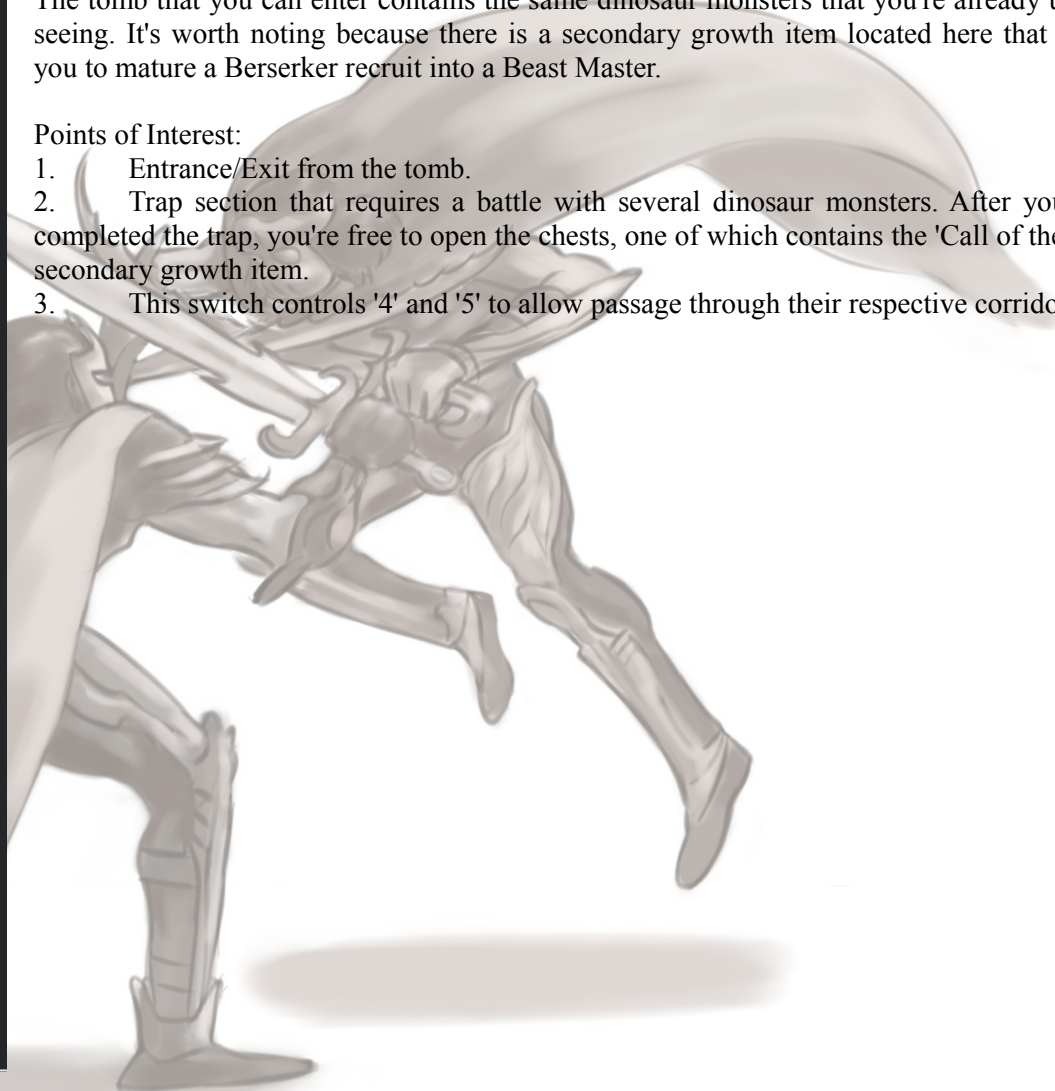




The tomb that you can enter contains the same dinosaur monsters that you're already used to seeing. It's worth noting because there is a secondary growth item located here that allows you to mature a Berserker recruit into a Beast Master.

Points of Interest:

1. Entrance/Exit from the tomb.
2. Trap section that requires a battle with several dinosaur monsters. After you have completed the trap, you're free to open the chests, one of which contains the 'Call of the Wild' secondary growth item.
3. This switch controls '4' and '5' to allow passage through their respective corridors.





Area 2 Points of Interest:

1. This path leads to Jurassica's first section.
2. A character here will willingly heal your wounds.
3. This character will sell you a fishing rod.
4. The dungeon's fishing zone is located on this platform.
5. There is an entrance to Jurassica's cave system here, details of which are on the next page.
6. To continue the dungeon, and storyline, pass through this point. You will be taken to your first Corrupt Zone.

Chests to Open: 1

Monsters in this Area: Armadan, Babadan

Jurassica's Cave System

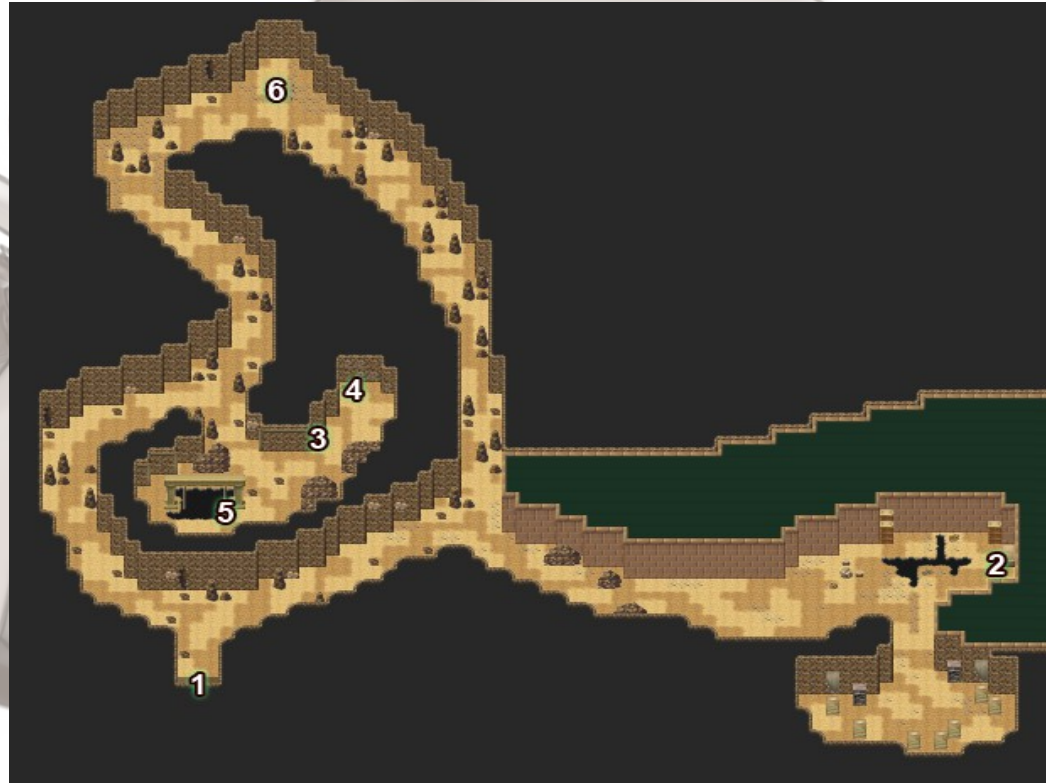
The caves have three floors, from the ground floor to B1 and B2. In order to get to the lower floors, you're going to need to craft some dynamite!

Points of Interest:

1. You will enter at this point.
2. A craft bench. Surrounding this bench are items that will allow you to make up some dynamite.
3. Pickaxe – You can use this to dig in the sparkly wall tiles.
4. Sparkly wall tiles – for mining.
5. The lift system that you can use to escape, once you are on the lower floor.
6. A fault line that you will be able to blast open with a stick of dynamite.

Chests to Open: 5

Monsters in this Area: Maimba



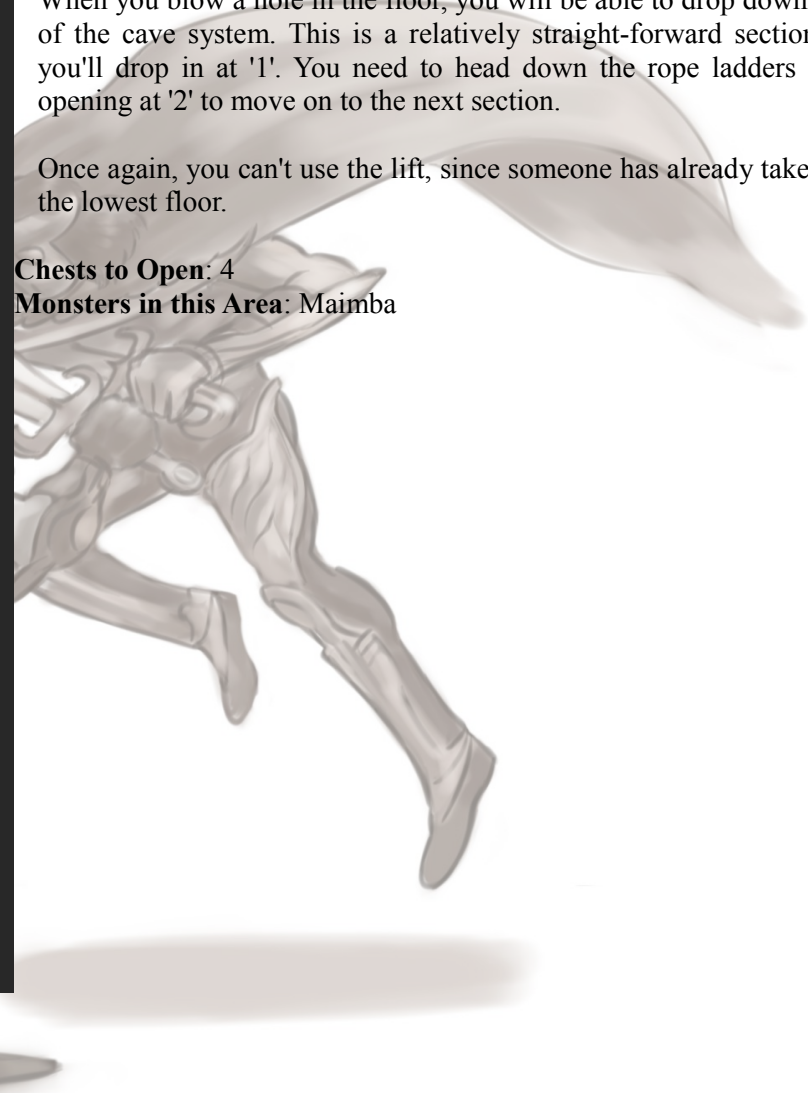


When you blow a hole in the floor, you will be able to drop down to B2 of the cave system. This is a relatively straight-forward section, and you'll drop in at '1'. You need to head down the rope ladders to the opening at '2' to move on to the next section.

Once again, you can't use the lift, since someone has already taken it to the lowest floor.

Chests to Open: 4

Monsters in this Area: Maimba



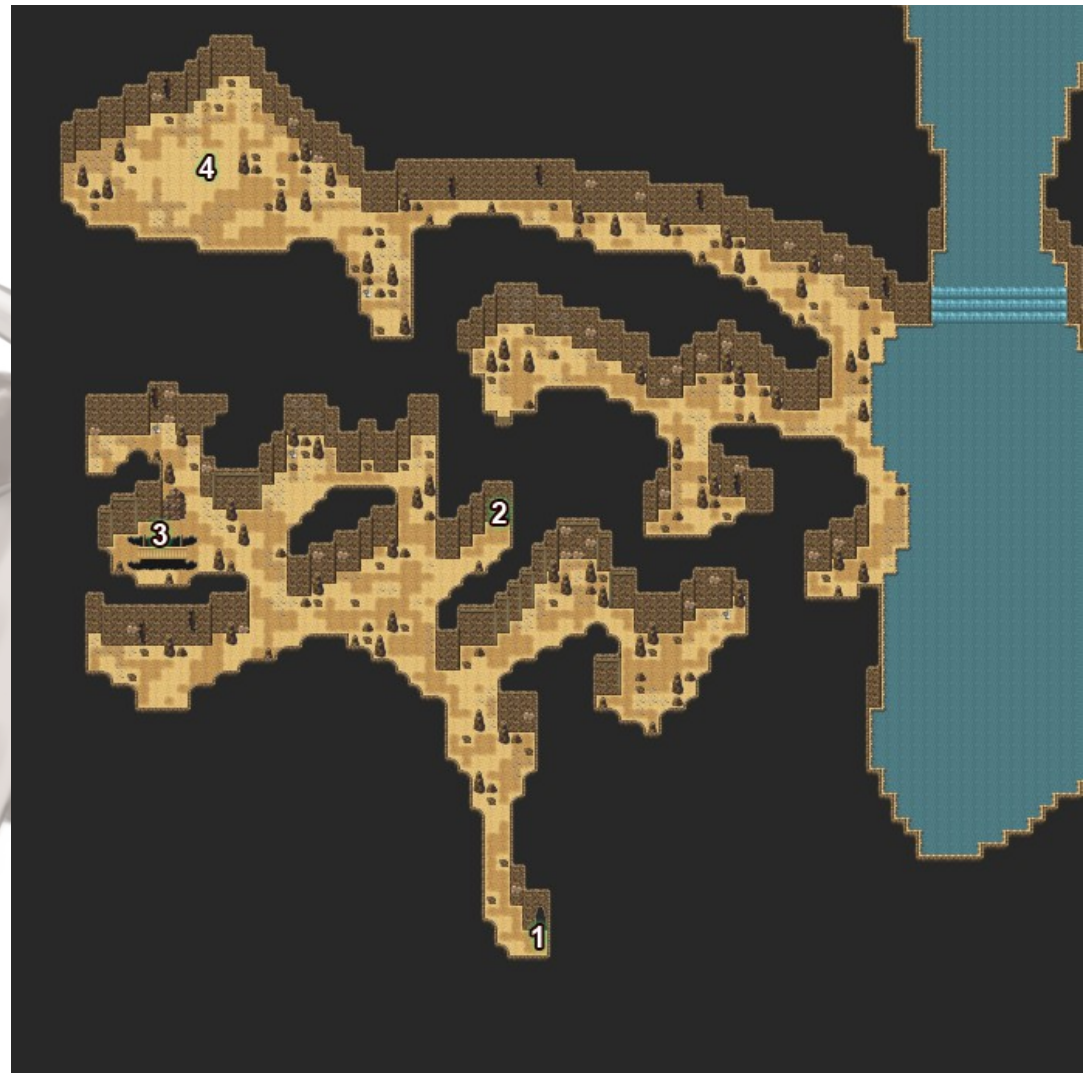
And now we're onto the final section. You'll enter at '1', and when you are finished, you can use the lift at '3' to take you back to the top level.

There are a couple of things to mention about point '4'. There are some players here, as standard, who have just defeated the dungeon's 'rare spawn'. If you have Katolina's quest to hand, you can actually defeat them in combat to complete said quest.

If you ever feel like returning to this dungeon, the rare spawn 'Subterannian' will come back, allowing you to fight it.

Chests to Open: 4

Monsters in this Area: Maimba, Subterannian (return)



Corrupt Zone

This is the first of the Corrupt Zones that you will encounter. You'll head in at '1', and chase the corrupt-looking dragon until it finally meets you at '2' for a battle.

There are three treasure chests dotted about that contain items that are hard to come by in this quest line, so be sure to pick those up.

Chests to Open: 3

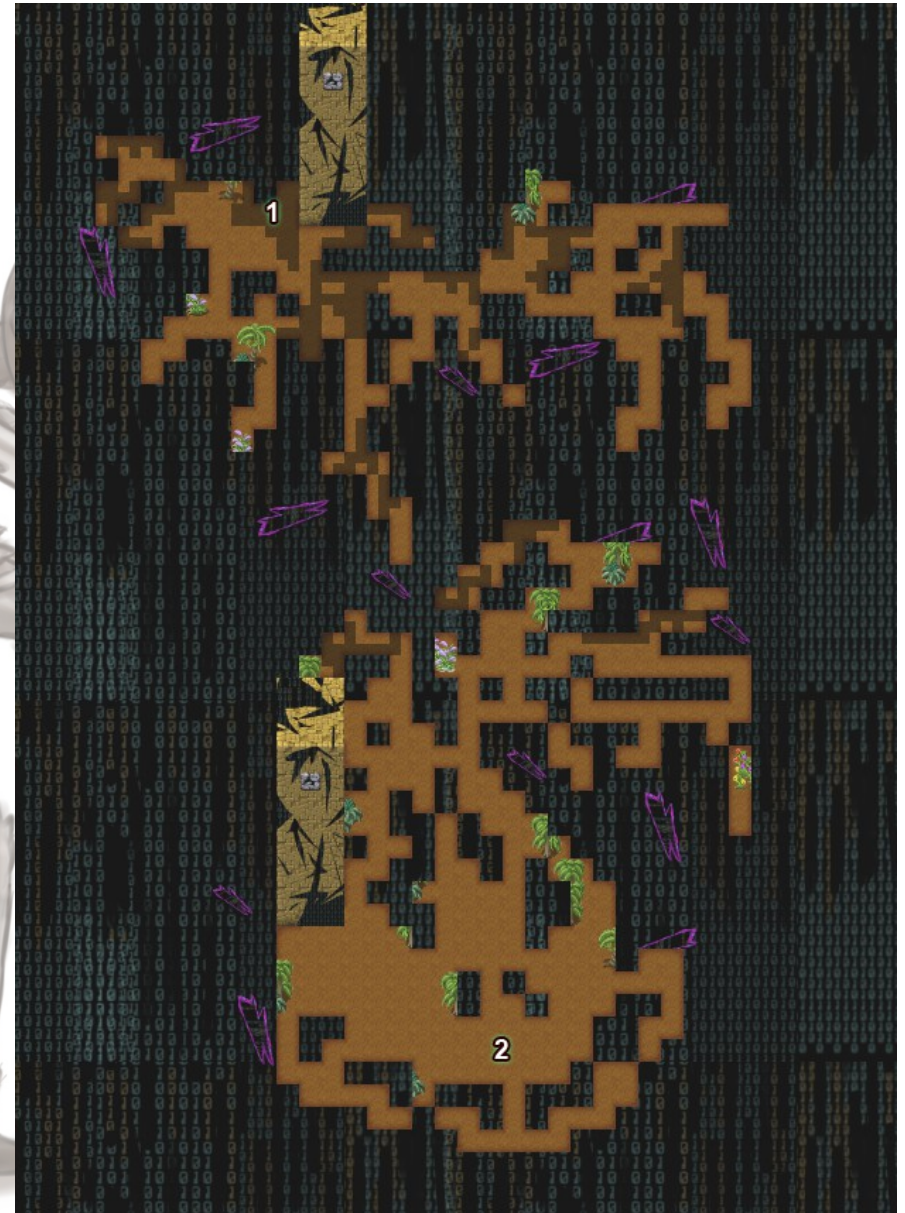
Monsters in this Area: C0rrUp1

An old friend of Jay's will rescue you from this battle, since the Corrupt monster is just too powerful for little old Jay. She will explain that Corrupt Zones and monsters are the result of entities trying to come through from the DigiPlane into the game world.

After this since, you will be sent back to HC-3, at which point Jaisone will approach Jay and inform him that everything is prepared. The plan is to meet at the Orchards (north west area) of the City of Angelus. There, Adepts will open a portal to the DigiPlane, and everything will move forward as planned.

Of course, the plan does not go off without a hitch, and you find yourself in a strange place that in no way resembles your destination. The enemy are upon you, and after a struggle, and Jay has no choice by to run away.

Jay receives a message from Chelise giving her condolences for the losses that have just been sustained. To clear his head, or perhaps escape from his inner turmoil, Jay decided to head to the next dungeon...



Red Planet

This dungeon is basically a take on the planet Mars, were it represented in 2D sprites and populated largely by dragons.

The basic premise of the dungeon is to find three orbs; UnOrb, DeuxOrb and TroisOrb, which open a final 'tomb' and allow you to complete the dungeon.

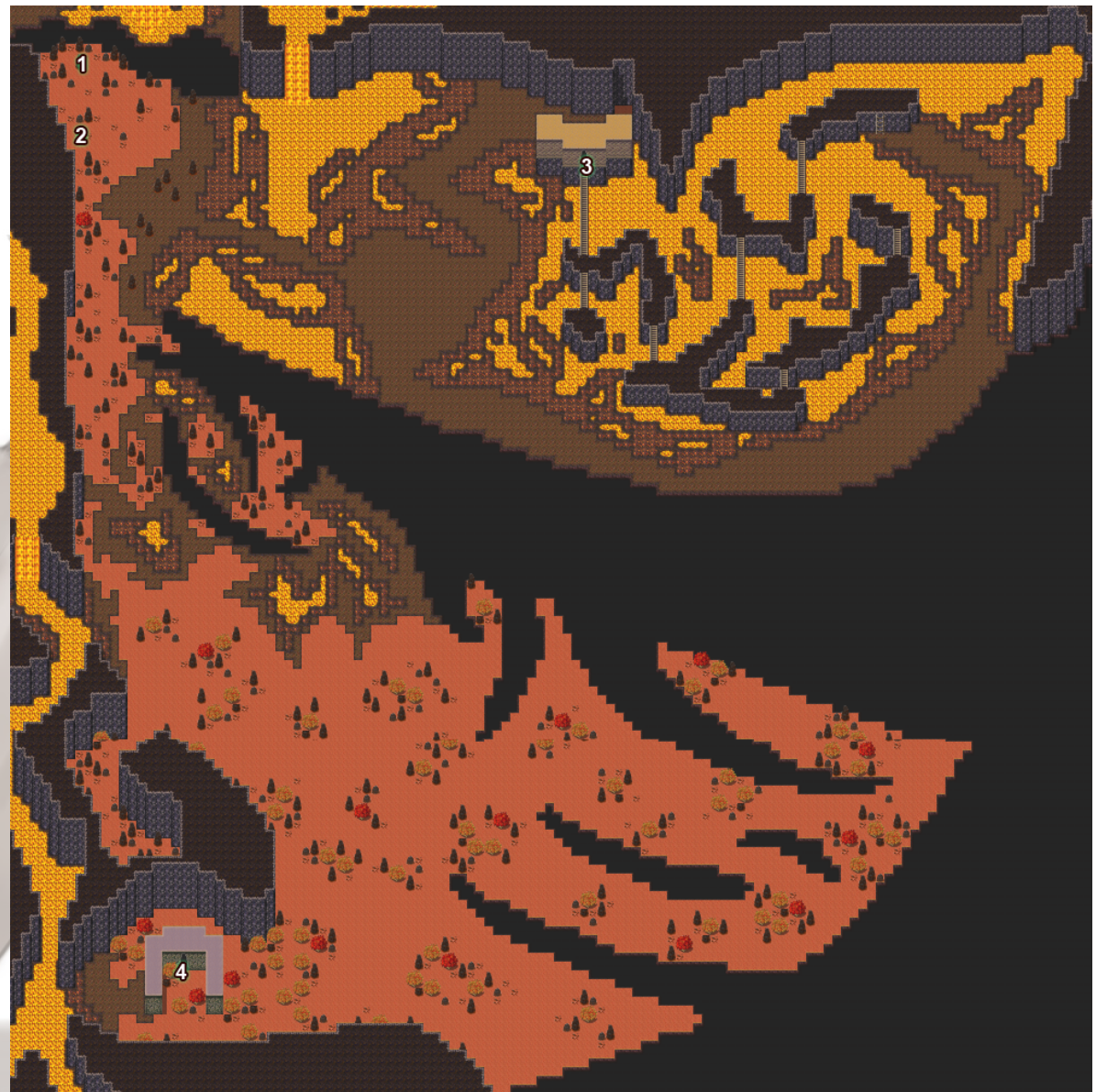
So, you'll warp in at '1'. Slightly south of this place is a pile of bones which contain the 'TroisOrb.' Pick this up and continue heading South to the temple located there. Once inside, activate the statue to find the 'UnOrb', and head on down the ladder on the west side of the room you're in. There are a few enemies down here (check the map on the next page for reference) and a growth item called 'Surging Flame', which will allow you to get a 'Pyrokinetic' recruit for your party.

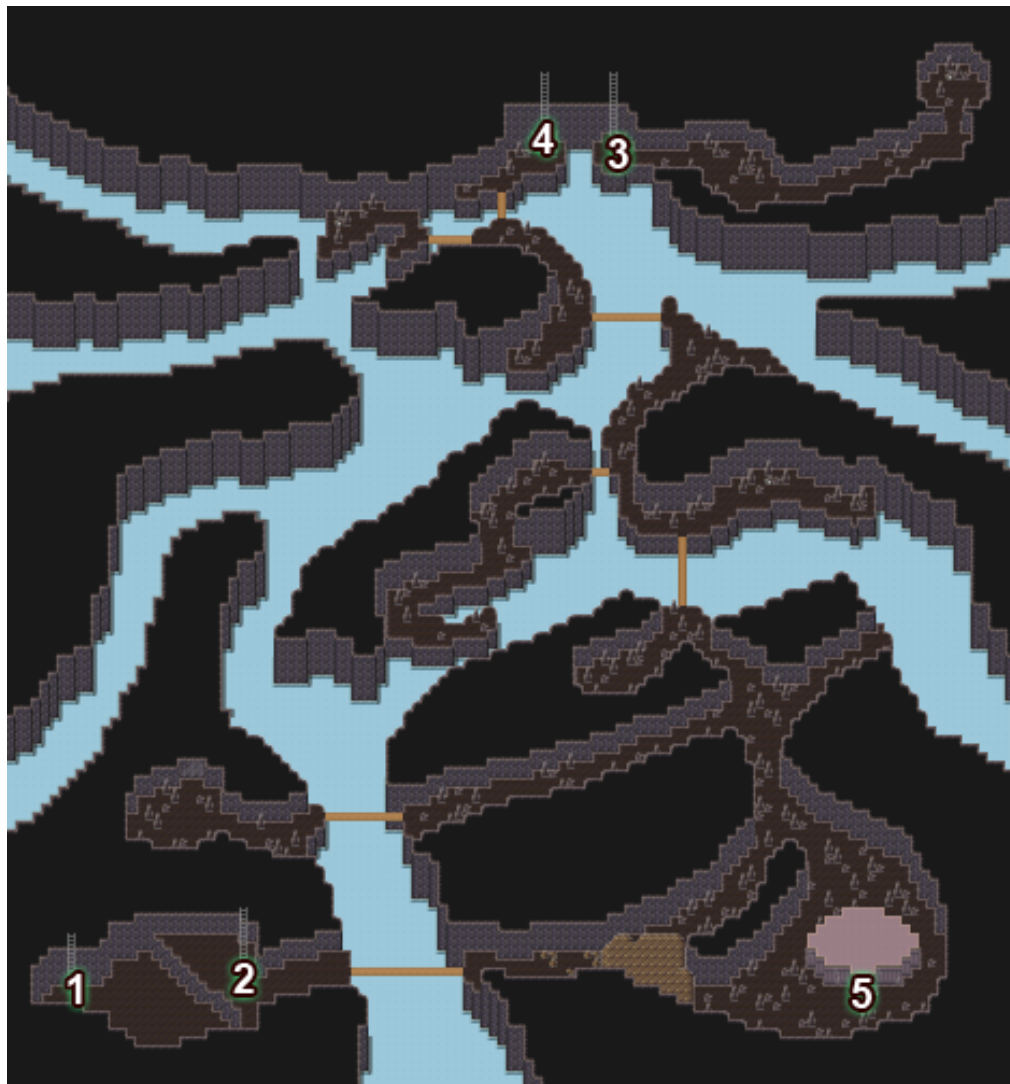
Now that you've done that, there's no point in going down the other side of the temple, so head back up the ladder and exit the temple back onto the Red Planet.

Now, head up to the north-east temple located at '3', grab the DeuxOrb from the dragon statue and head down the east/right side ladders. Grab the chest down there, and head back up the ladders. This time, take the left/west side ladders to enter the 'correct' part of the chamber...

Chests to Open: 16

Monsters in this Area: Shepherd, Allianis





The underground section is a relatively straight-forward path once you've gone down the correct ladder.

Points of Interest:

1. Entrance from left/west ladder in South temple.
2. Entrance from right/east ladder in South temple.
3. Entrance from right/east ladder in North temple.
4. Entrance from left/west ladder in North temple.
5. Your destination once you have the three Orbs, in order to complete the dungeon.

So, if you've climbed down the correct ladder '4', go ahead and make your way through the underground system. When you reach the underground temple at '5', you will be faced with three statues, each of which will gladly take one of those Orbs from you.

When the Orbs are placed, the doorway is still blocked by a creature, which you will have to defeat in order to continue.

Once you have beaten the boss, you can head on inside, where you will be confronted by an arrogant player and his companion. They will threaten and attack you, after which the dungeon will be complete.

Chests to Open: 7

Monsters in this Area: Allianis, Zombehemoth (boss)

It is also worth noting that if you were to return to this underground temple area after completing the dungeon, you will be transported to another Corrupt zone, which will then transport you to a blocked-off section of the DigiPlane's Blue Zone 1 area.

After you have completed the dungeon, you will automatically be warped back to the City of Angelus. To continue the main quest, you'll need to return to HC-3, which you will notice is now deteriorating. Jaisone will meet you there. A brief tête à tête will take place, he leaves, and Jay is sent a new message by Chelise, asking Jay to investigate another Corrupt zone in the next dungeon...

Underglow Forest

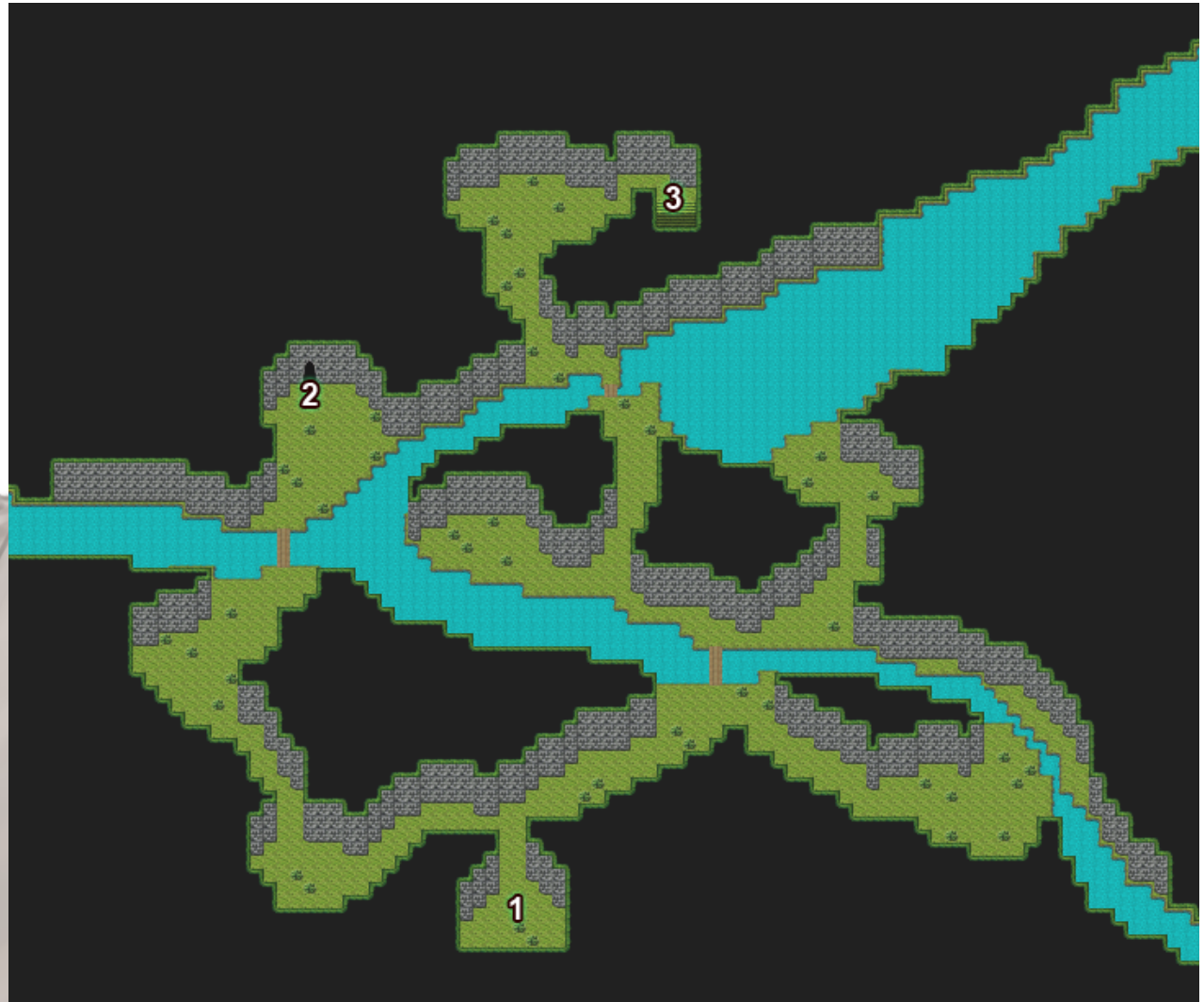
A glowing forest located deep underground. A place a wonder and mystery. A place with faeries!

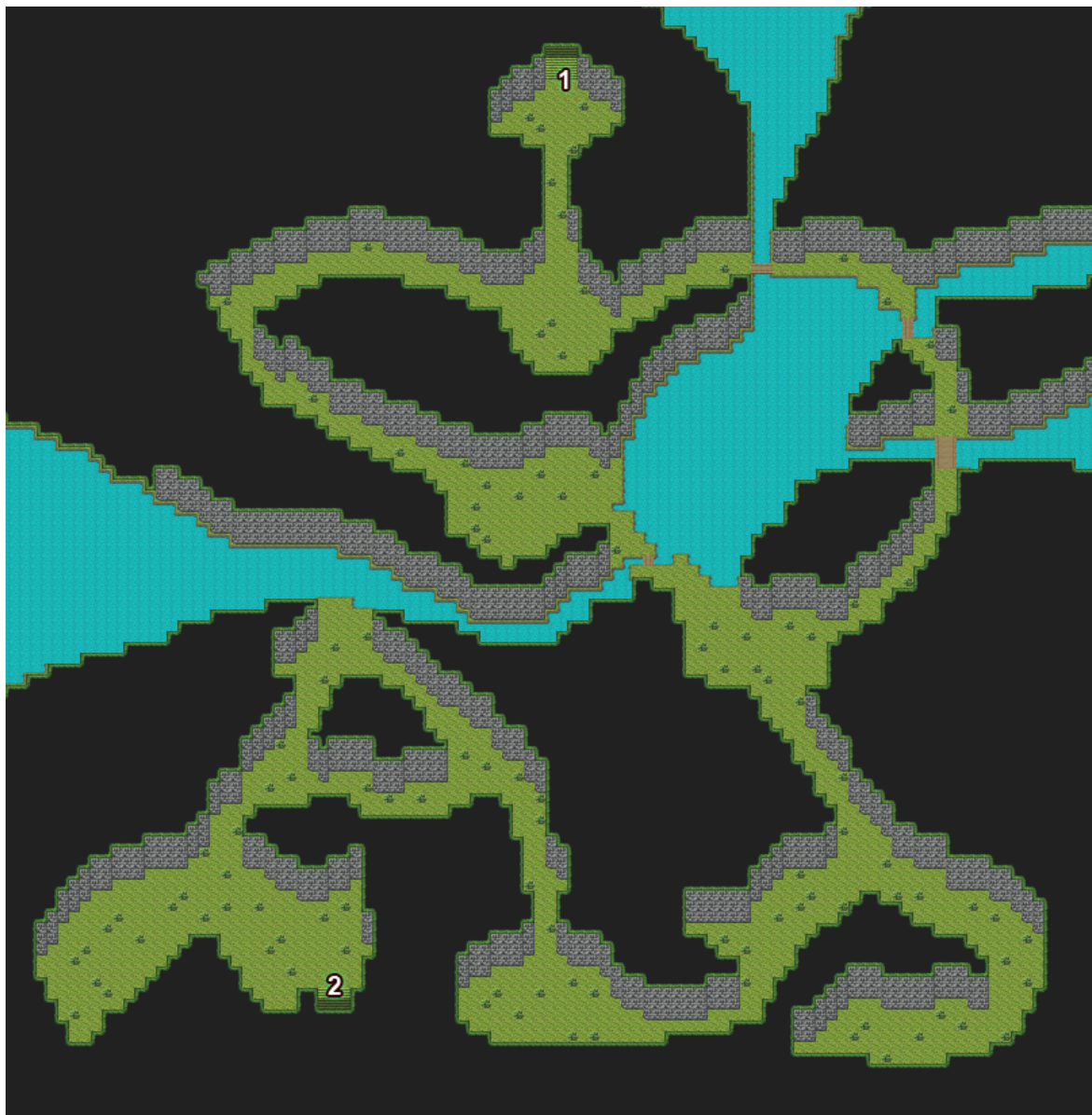
You will enter through the crystal at '1'. There are some chests in a 'back room' which you can access through '2', as well as a mining area.

When you're done with this section, you can head down the stairs at '3' to continue.

Chests to Open: 6 (including back room)

Monsters in this Area: Mothera, Eidol



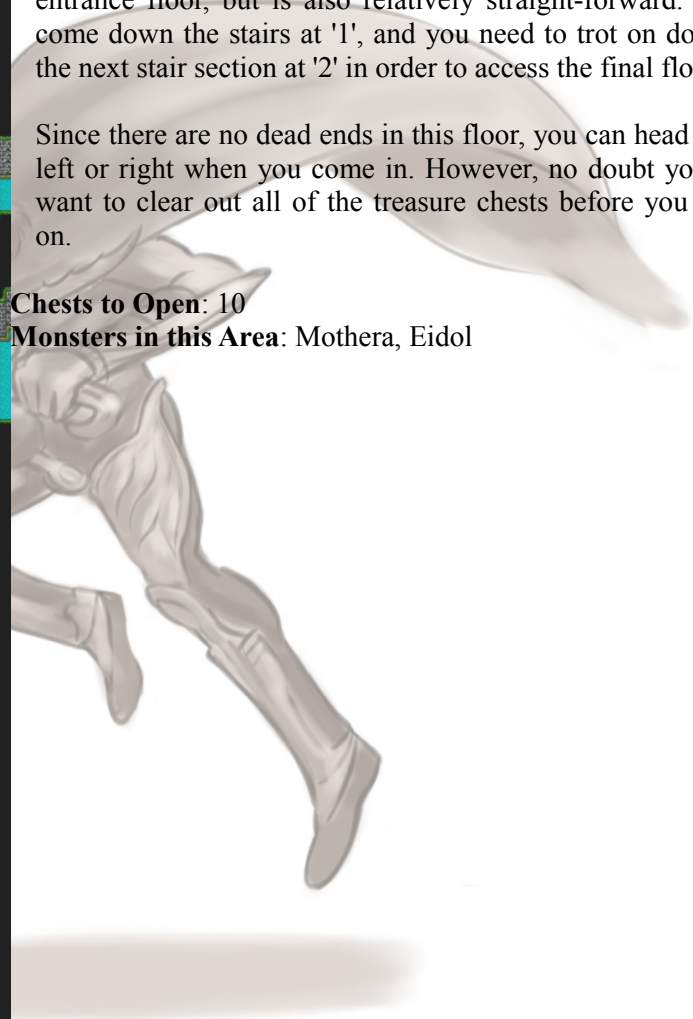


The first basement section is somewhat larger than the entrance floor, but is also relatively straight-forward. You'll come down the stairs at '1', and you need to trot on down to the next stair section at '2' in order to access the final floor.

Since there are no dead ends in this floor, you can head either left or right when you come in. However, no doubt you will want to clear out all of the treasure chests before you move on.

Chests to Open: 10

Monsters in this Area: Mothera, Eidol



The final floor contains the dungeon's boss. You'll come down the stairs at '1' and make your way round. When you finally get to the boss, Jay will get drawn into the Corrupt zone.

There you will witness a player being devoured by another one of those Corrupt dragon monsters. You're next!

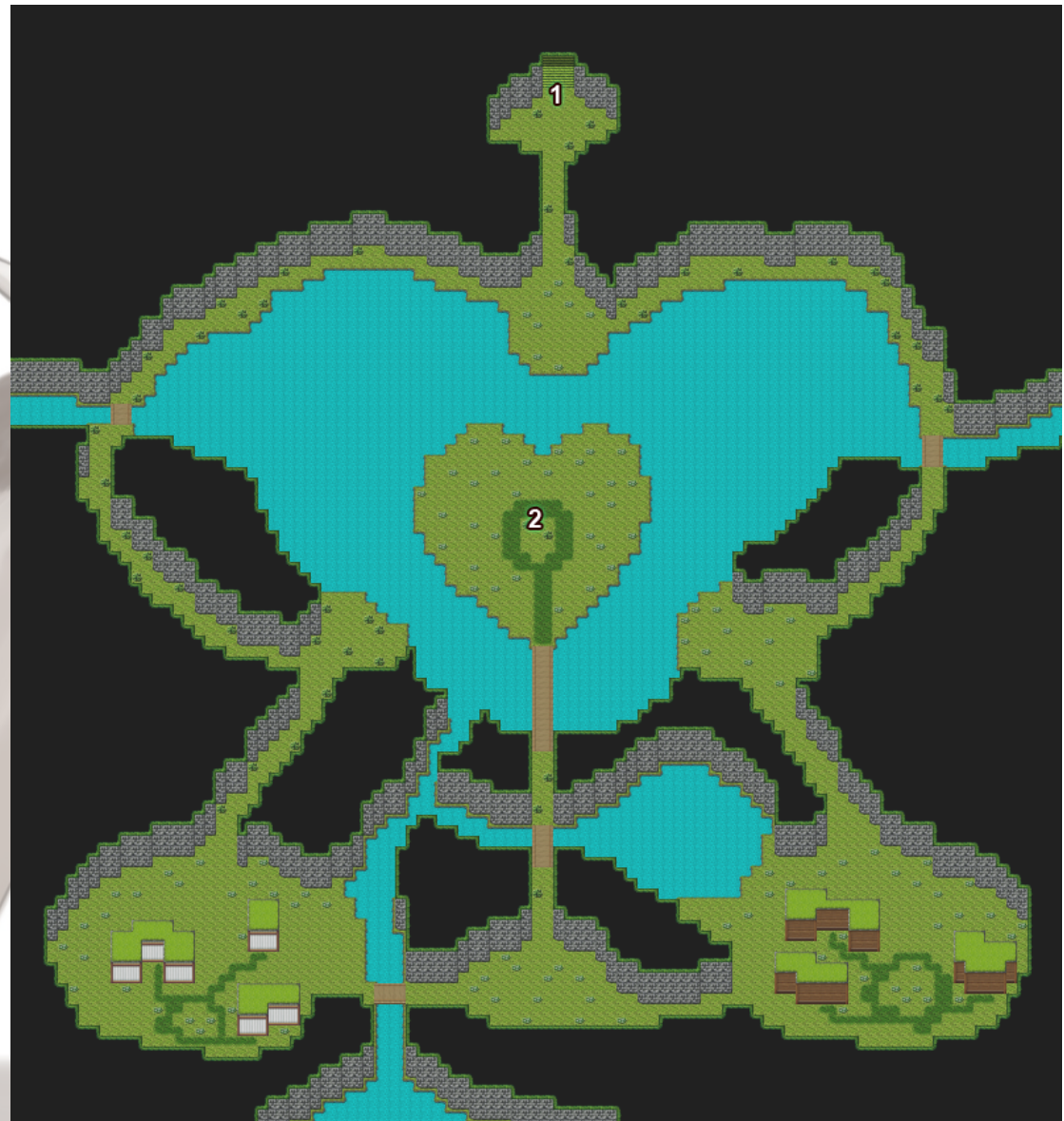
During the battle, Jay's quick thinking allow him to concoct a new type of hack, specially designed for dealing with these types of monsters (note that this hack does not work on 'normal' monsters within the game).

Charging up your TP and using the 'Limithack' will drop the monster's defences, allowing you to actually inflict some damage on the thing. When you've beaten it, Jay will get sucked into a Corrupt Crack, and after a brief scene at the EPT HQ, Jay finds himself in...

Chests to Open: 6

Monsters in this Area: Mothera, Eidol, Coabrah (return)

It is worth noting also that if you return to the dungeon after completion, you can defeat the boss as you might have originally intended. Doing so will allow you to acquire the 'Dream Door' item, which is used to mature a Psyren into a Dream Eater recruit.



The Netherland

A place devoid of life, but teeming with Revenants that want to wear you like a birthday suit and escape this dreadful place.

Don't touch them! Jay can't hope to defeat these guys alone. Fortunately, they move slowly, and can often be led off their path to allow you to pass. Sprinting (default key is shift) around is the best way to get past, just watch that you don't bump into them. If you're on NG+, you might find them easy to deal with, but on a first run, it's definitely not advised.

See 'additional quests' for more information on the Netherland's other activities.

Ok, so in this instance, you will find yourself at '1' to begin with. ON your way through, it's worth picking up the 'Black Hole' item located at '2', as this can be used to either create an item that allows you to return with ease, or you can use it to craft armour to help in resisting the attacks of these Revenant creatures.

Make your way down to '3', where an old ally of Jay's is waiting. He will run off; chase him down. Revenants appear and you have no choice but to team up with Masamae, who has a skill that will protect you from 'Void' attacks for a time.

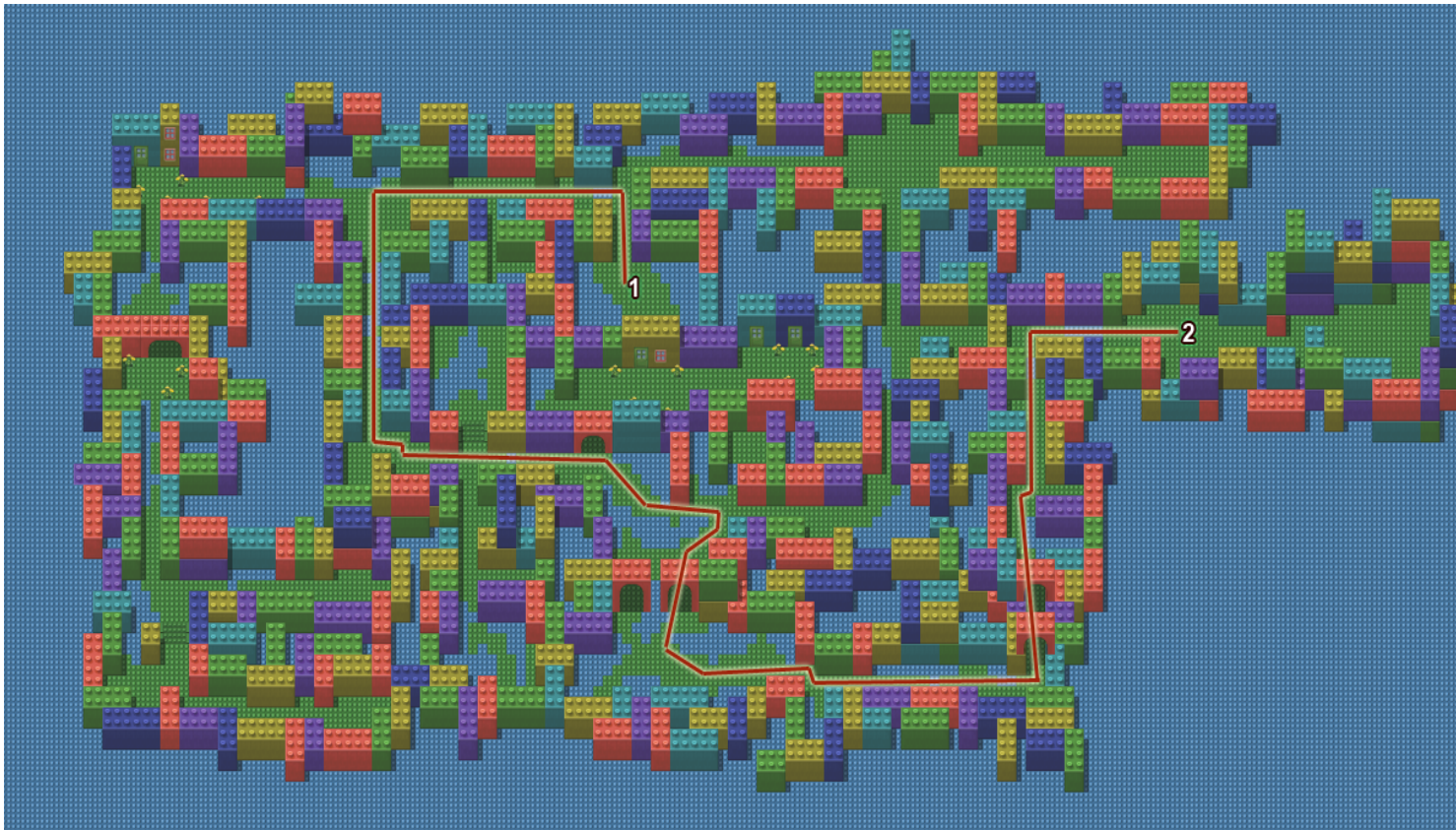
When the battle is over, Masamae will convince Jay to once again use the Limithack to open up another crack through which they might escape. It works, in essence, and you end up in another Corrupt zone.

Wander around and you will be confronted by Lelouche, the wheelchair-bound EPT Official who has been hunting Jay for some time. Jay and Masamae are too weak to resist after their last battle, and Lelouche transports you both to an inescapable virtual prison, specifically designed to deal with hackers.

Soon, Chelise breaks you out and you return to HC-3. Some revelations, and more questions crop up between Masamae (Derek) and Chelise (Bethany). At this point, the world opens up and Jay gains access to all remaining Online World dungeons.



Toy Chest



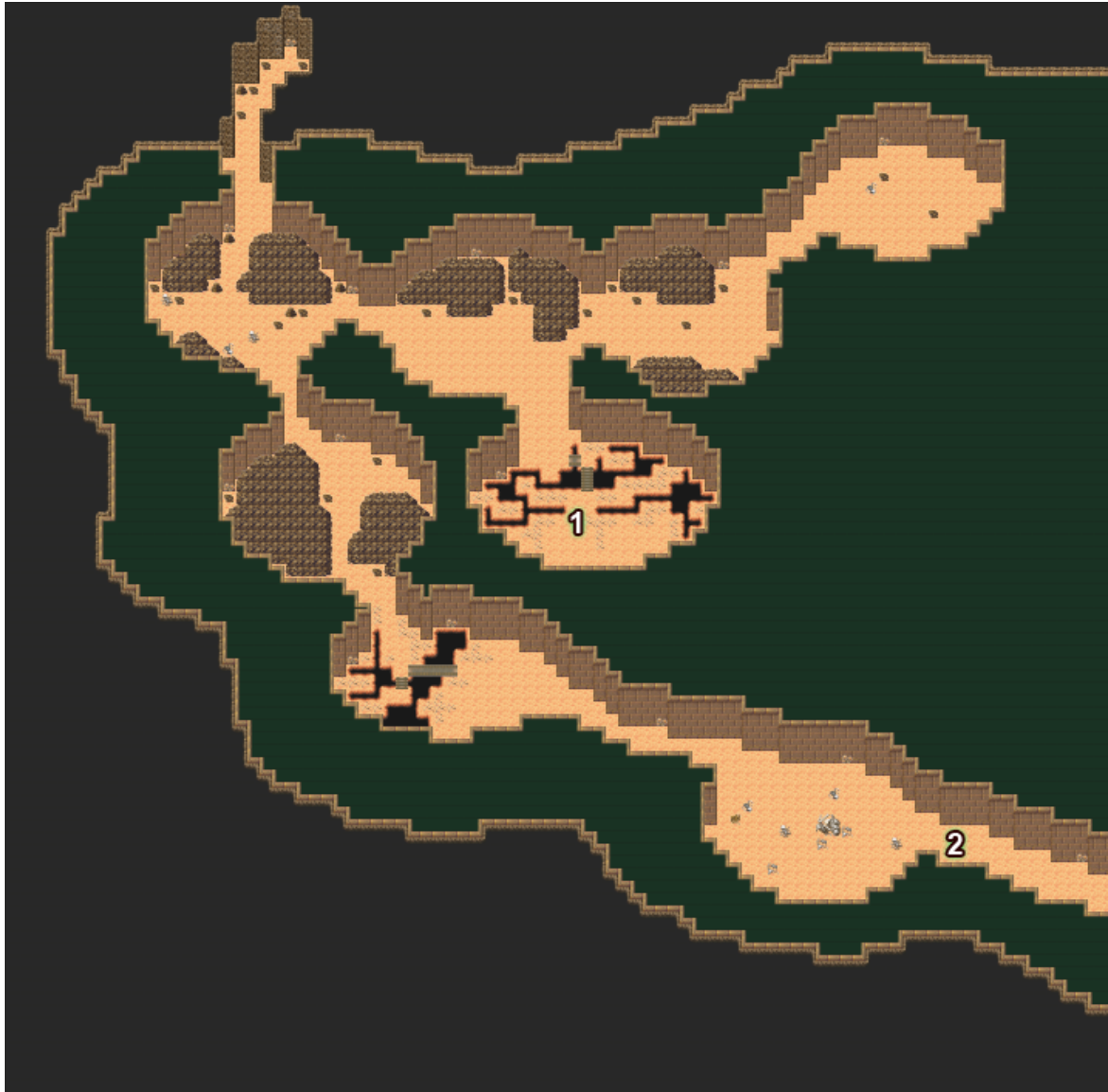
The Toy Chest dungeon is built using child's building blocks. There are green passable tiles, and blue tiles that essentially represent water. To pass the blue tiles, you have to find and apply 'converter' items, which can be found in abundance throughout the dungeon.

Basically, you need to make your way from '1', where you warp in, to the boss which is located at '2'.

Chests to Open: 6

Monsters in this Area: Scribbledaemon, Bare

The Hive



The Hive dungeon is split into three areas; the Work Zones, Military Zone and the Royal Halls (which also doubles as a prison). Upon entering, an NPC will give you a quest to find and rescue her father, before herself dying. It might be worth noting that a number of the foes in these areas are activated when you approach them, as opposed to the other way around.

So, you'll warp into the first area at point '1', and you need to make your way to '2' to enter the second 'military' area.

Chests to Open: 5

Monsters in this Area: Heiifter

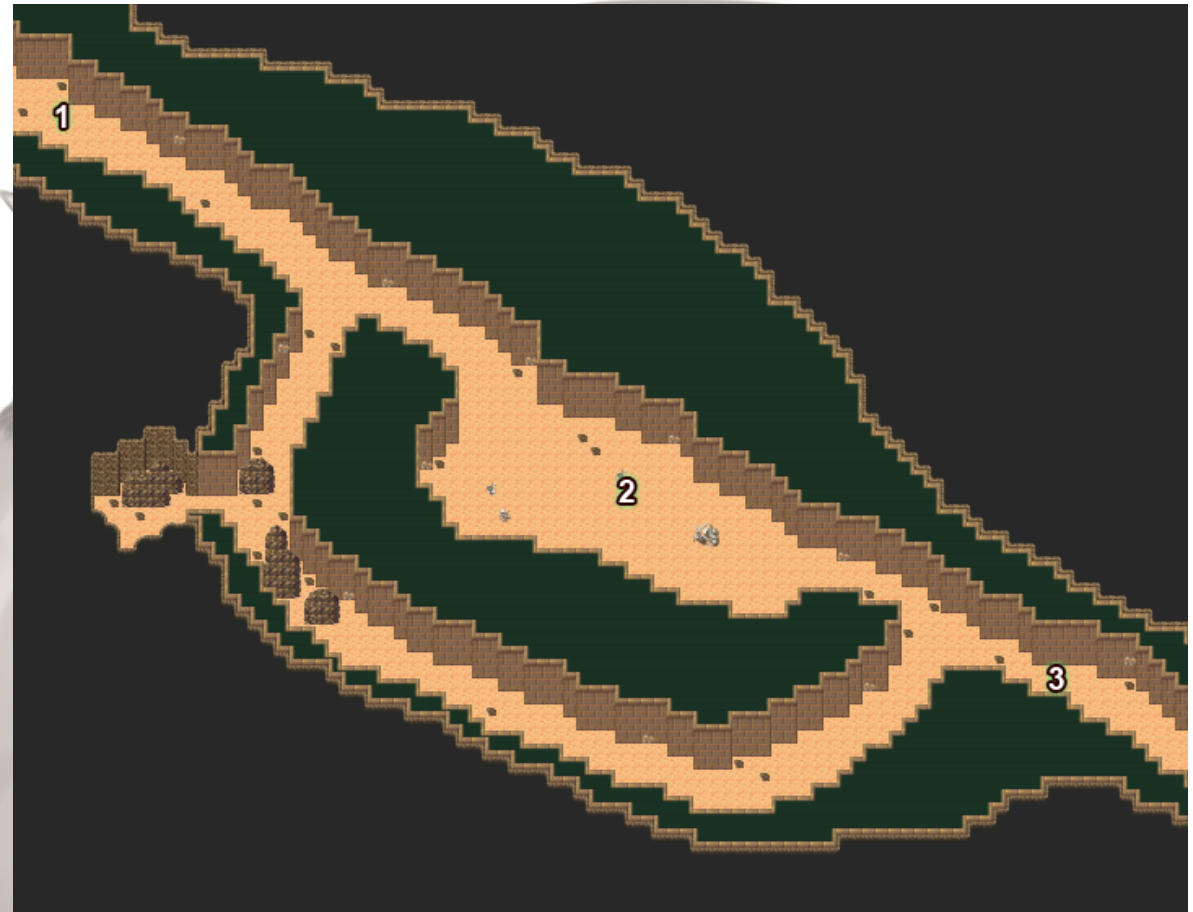
When in you have made your way into the second area, you might notice that some of the 'insect' creatures are fighting a dragon.

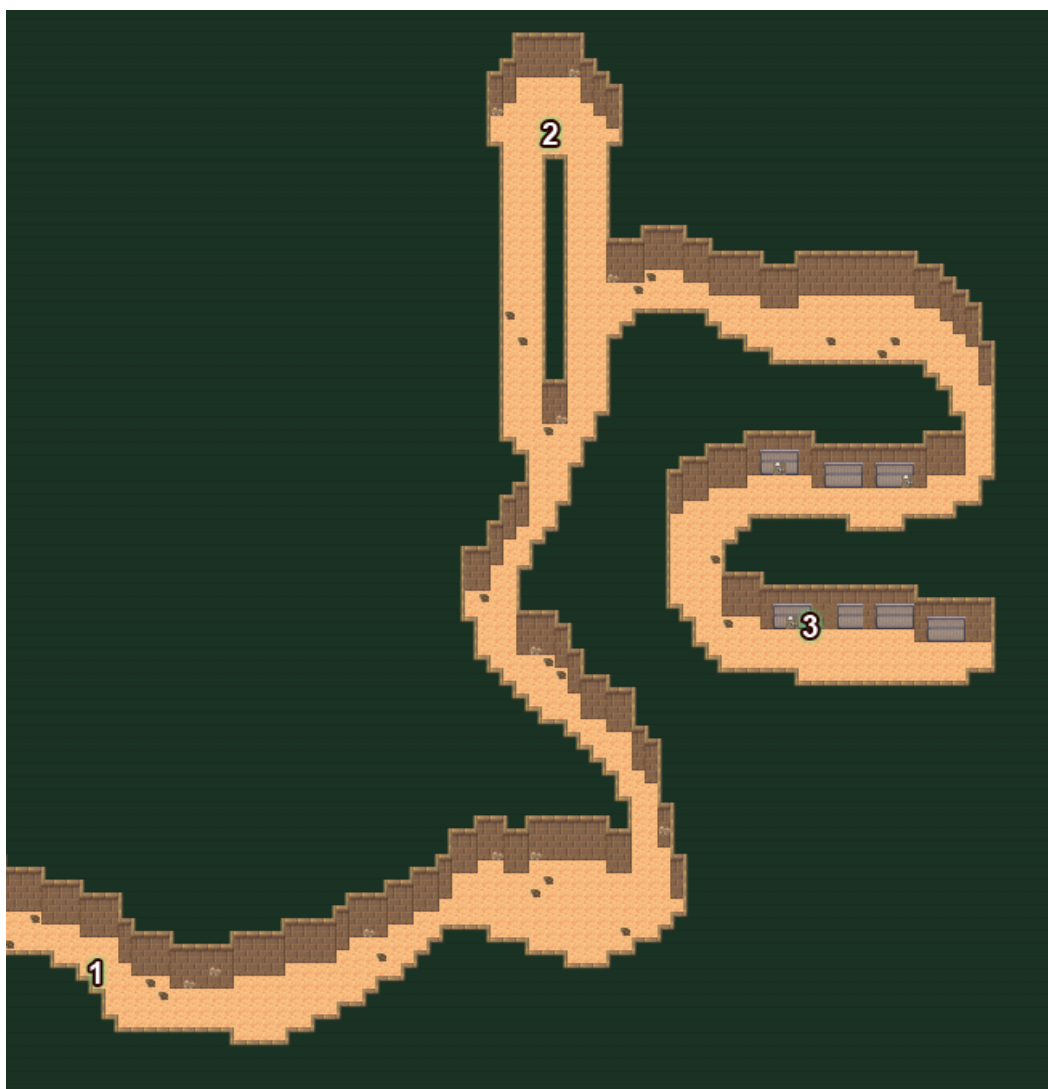
If you're quick to defend the dragon by defeating the attacking insects, you will forgo being attacked by it yourself. Whether you fight it or defend it, the result is largely the same; a Title 'The Connected.' This title allows a 'Dracokin' recruit to gain a passive boost during battle without the aid of a Dragon Familiar.

When you're done here, head on through '3' in order to enter the Royal Halls and prison section.

Chests to Open: 3

Monsters in this Area: Heiifter, Soldeist, Captadon (optional)





The third and final section of this dungeon sees you come in through '1'. Before you go ahead and fight the boss, which will end the dungeon, you should complete the kind of side-dungeon-quest, which requires you to defeat the guards at point '3'.

Doing so will allow you to pick up the 'Fragile Balance' item, which allows you to mature a Brawler into a Monk recruit.

Once you've done this, head on up to point '2' and get ready for a big boss battle! Afterwards, you'll be sent back to Angelus as per the norm when you complete a dungeon.

Chests to Open: 2

Monsters in this Area: Heiifter, Soldeist, Steeleiste, Queane (boss)

Training Grounds

This area consists of a one large map, filled with 'Rogue Blademasters' and their familiar 'pets'. The idea is to reach the end point and rescue lady Nijo, who holds key information that will allow the Shogun Master's clan to win the clan war.

You will warp in at the crystal at point '1', and subsequently taken in by the dungeon NPCs as a suspected spy.

You will be lead to point '2', and after meeting with the Shogun Master, you are released, and hired to try and find Lady Nijo.

As you can see from the map, there are several dead-ends throughout the dungeon. You need to make your way through the forested area to point '3', where you will be challenged by Lady Nijo's abductor. After two battles (one with his guards, the 'Slave Spectres', and one with the abductor, the 'Samurai General'), you will be taken back to the Shogun's War Room where you will be thanked, handed the 'Ceremonial Katana' sword and sent on your way.

Chests to Open: 16

Monsters in this Area: Rogue Samurai, Familiar, Spectre Slave, Samurai General (boss)



Miningsheer Village

Production have ceased, and the mines are out of action, due to cave-ins and an infestation of small mole-like creatures. Your job is to find out if there are any survivors!

There are no chests or enemies in this section, so there is little point in hanging around here.

So, you will warp in at point '1', and you need to head down the ladders and in through the opening in the wall at '2', at which point you will find yourself in a large underground cave system...



So, you've entered the cave at '1'. Head on up to the NPC at '2', who will ask you to find any survivors in the mines. Spoiler! There are none. Your only choice is to find the three bodies (bones actually, didn't they decompose quickly?) at '3' and '4', retrieve the 'Personal Effects' items from them, and return all five of these items to the dungeon NPC. This will complete the dungeon! If you come back here and head through point '5', you can fight the Bladron monster, who will drop a 'Metal Skin' item that allows the upgrade of the Mechaguard and Dragon Familiar pets.

Chests to Open: 5

Monsters in this Area: Moal, Bladron (return, through point '5')



Corrupted Forest

A forest of haunted souls... the trees that is. This forest is divided up into quadrants, and you'll warp in at '1' in the South-West quadrant. Upon arriving here ('1'), you will be approached by an NPC who worries for the Mother Root. It seems that the Mother Root has become violently sick, causing the forest to slowly die and some of the trees to even become aggressive!

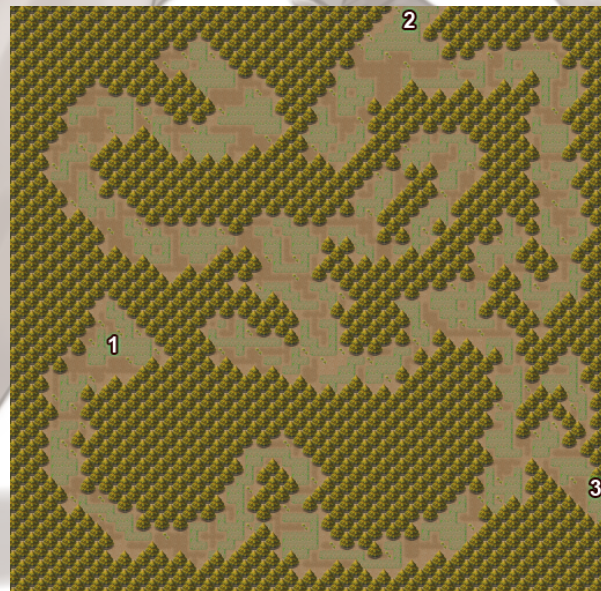
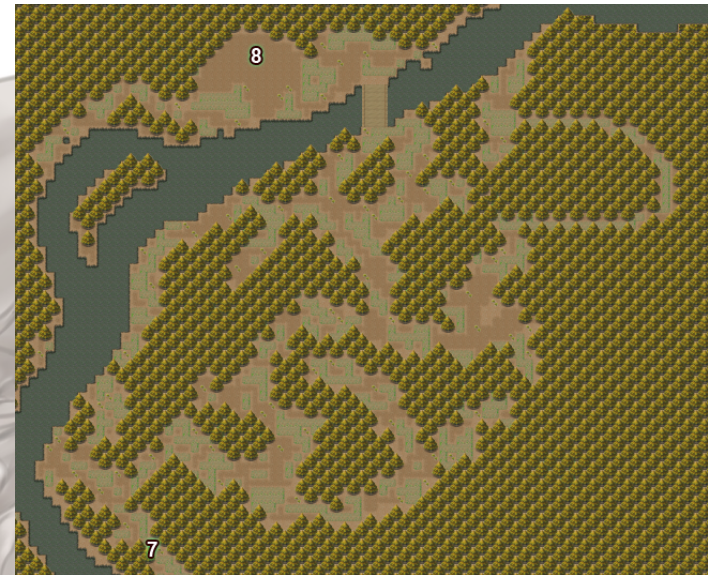
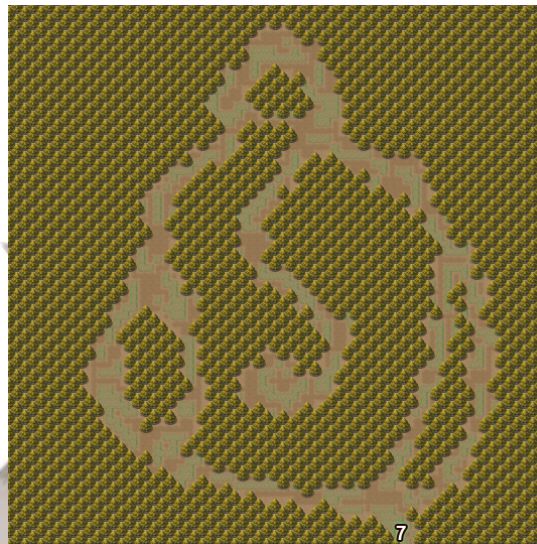
One thing you might notice about this dungeon is that once an enemy is defeated, it does not re-spawn. There's a method to this madness. The more trees you defeat before fighting the Enraged MotherRoot boss, the weaker said boss will be.

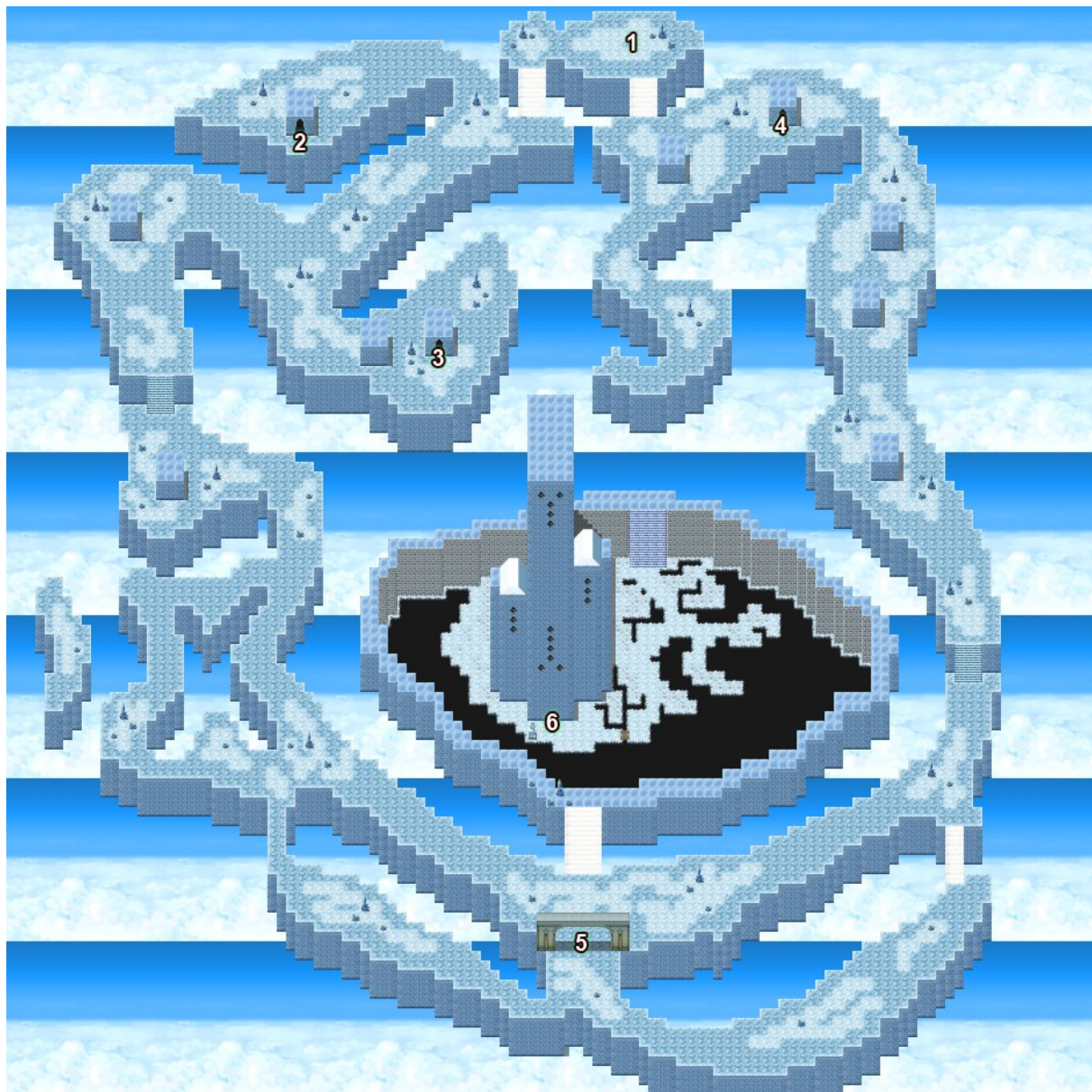
Points of Interest:

1. Dungeon Crystal. Heals you and allows your escape. This is also your entry point.
2. Pass through to the North-West section of the forest.
3. Pass through to the South-East section of the forest.
4. Pass here to return to the South-West section of the forest.
5. Pass here to the North-East section of the forest, where the boss monster is located.
6. The 'Treasure Map' item is located here, which will allow you to upgrade a Buccaneer into a Captain recruit.
7. Pass here to return to the South-West section.
8. The MotherRoot is located here. Defeat it to apply the Ointment and complete the dungeon.

Chests to Open: 7 (SW), 9 (SE), 9 (NE), 6 (SW)

Monsters in this Area: DemiRoot, Enraged MotherRoot





Frozensea Tower

The Frozensea Tower is an isolated floating labyrinth of icy blocks. There are a number of enter able 'cubes', which contain 'Icy Crystals' that will come in useful later on in the dungeon, so be sure to visit those.

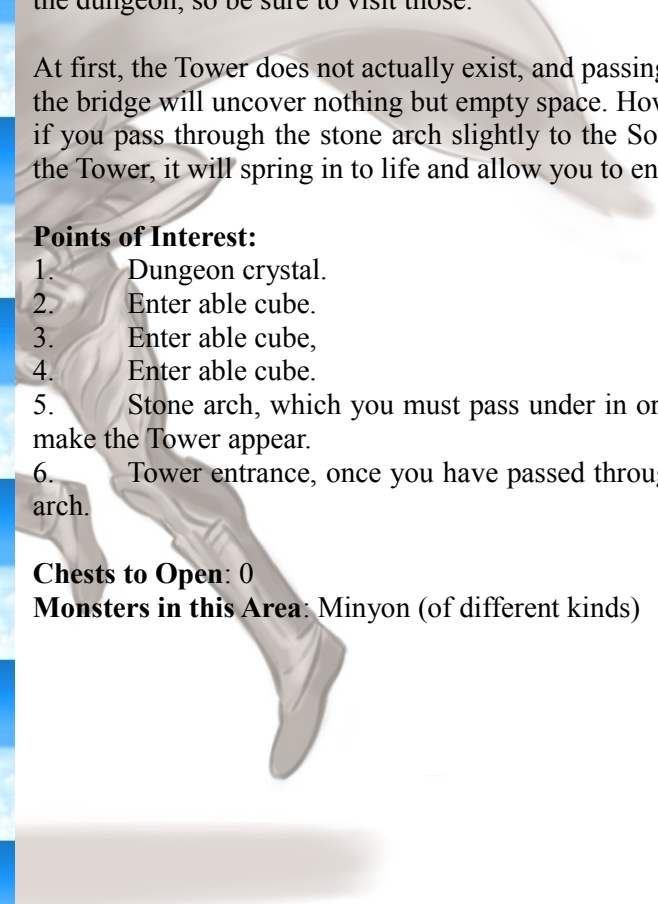
At first, the Tower does not actually exist, and passing over the bridge will uncover nothing but empty space. However, if you pass through the stone arch slightly to the South of the Tower, it will spring in to life and allow you to enter.

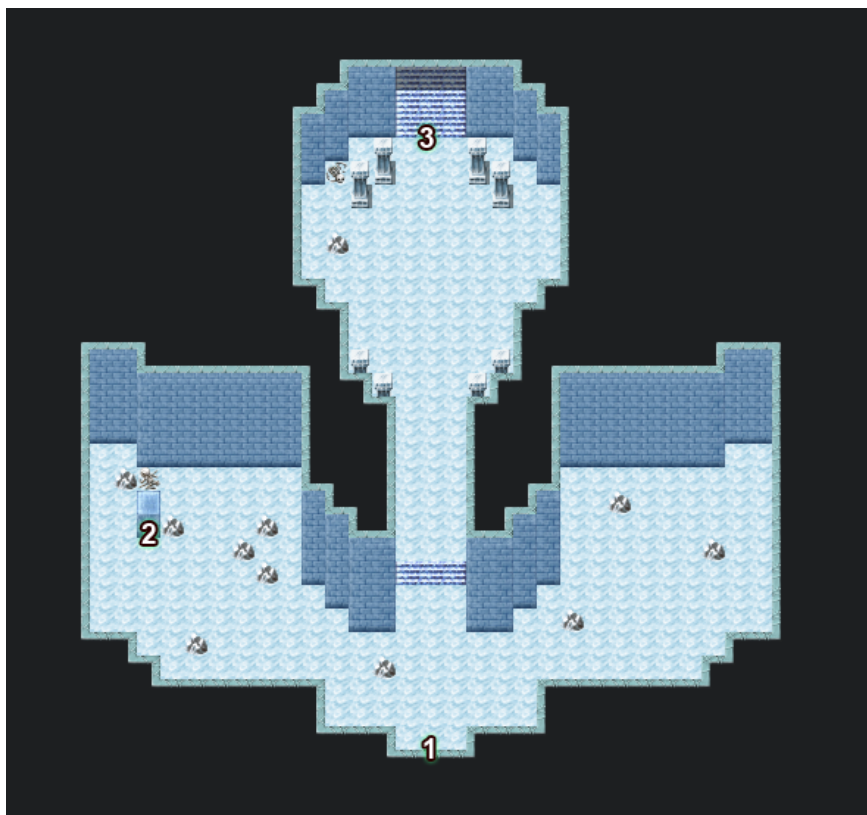
Points of Interest:

1. Dungeon crystal.
2. Enter able cube.
3. Enter able cube,
4. Enter able cube.
5. Stone arch, which you must pass under in order to make the Tower appear.
6. Tower entrance, once you have passed through the arch.

Chests to Open: 0

Monsters in this Area: Minyon (of different kinds)

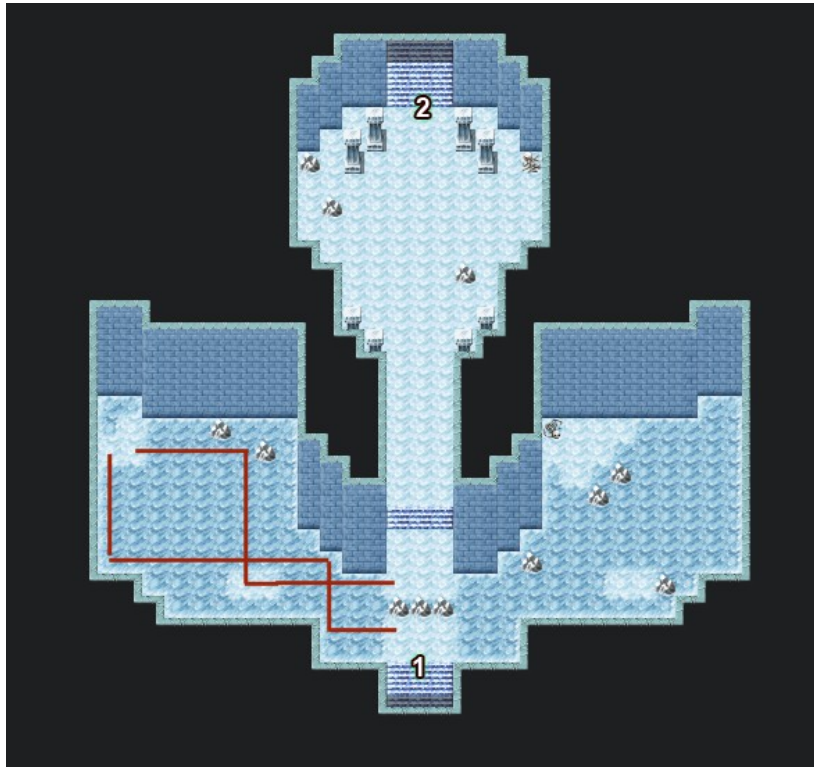




Ground Floor (left) – There are no puzzles on this level, allowing you to just enter at '1', place your Icy Crystal in the receptacle at '2' to claim your prize, then head on up the stairs at '3'. To the left/west of the staircase is an additional 'Icy Crystal' that you might also want to pick up.

1st Floor (down) – This floor will require you to complete a small sliding floor puzzle in order to continue. So, you will enter at '1', then you can follow the path shown to complete the puzzle and use the 'Icy Crystal' receptacle.





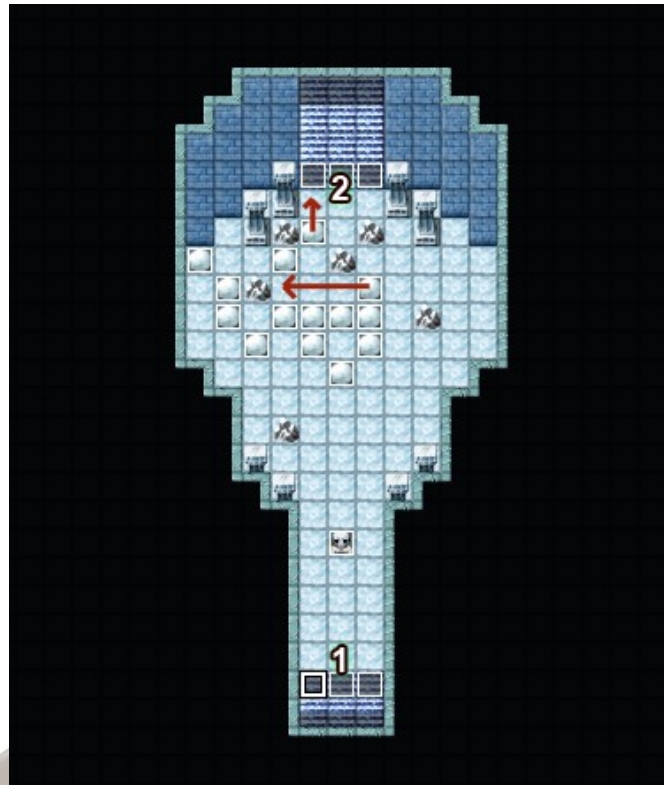
2nd Floor (left) – Another sliding puzzle here, so enter at '1' as usual, and follow the sliding path shown in order to pass the boulders that stand in your way, allowing you to progress up the tower '2'.

3rd Floor (down) – There are two receptacles for your Icy Crystals on this level, located at '3' and another at '2' which requires you to push a boulder up to destroy an obstruction. When you're finished, you can follow the red path shown here to reach the stairs at '4' and go up another level.



4th Floor (down/left) – This floor contains a simple boulder-pushing puzzle. If you mess up at all, you can head back down the stairs, then return to this level to reset the boulders. As usual, you will enter at '1' and exit at '2'.

5th Floor – (down/right) – This floor requires a sliding floor puzzle to be completed, in order to progress. As you can see on the map provided, the puzzle looks a little more complicated than it actually is. In the spirit of consistency, you will enter at '1' and progress up a floor at '2'.



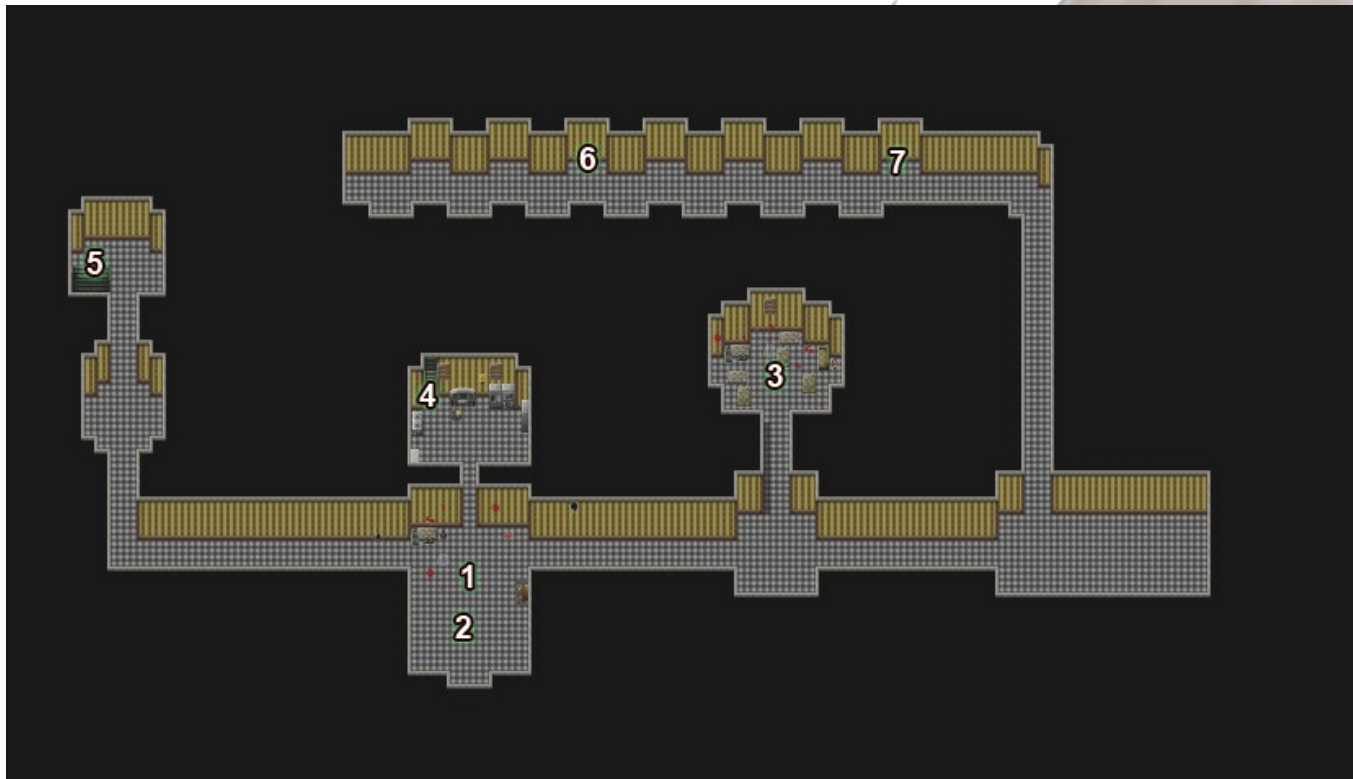
Floor 5 is a mini boss level, where you will face off against a 'Lofosou' guardian monster. When he has been bested by your able fighters, you can progress to the 6th and final level of the tower. Prepare to fight the mistress of the tower: the Ice Empress! After defeating her, you will receive an 'Absolute Zero' growth item that allows you to get access to the Ice Empress recruit for yourself! Now get out, the tower is collapsing!

It might be worth nothing that if you fancy coming back to where the tower once stood, you can fight 'The Scream' by activated the statue in the crater, which drops the 'Ice Empress Cape'- a special accessory that reduces damage sustained while wearing it.

Hospital of Madness

This dungeon is a personal favourite, taking elements from survival horrors and implanting them into this RPG setting. It's something I hope to expand upon in future titles... anyway, the dungeon is split into three floors, and you'll warp in on the ground floor (which is the middle of the three).

The basic concept of the dungeon is to defeat all of the lost souls, then find and defeat the three guardians.



Points of Interest:

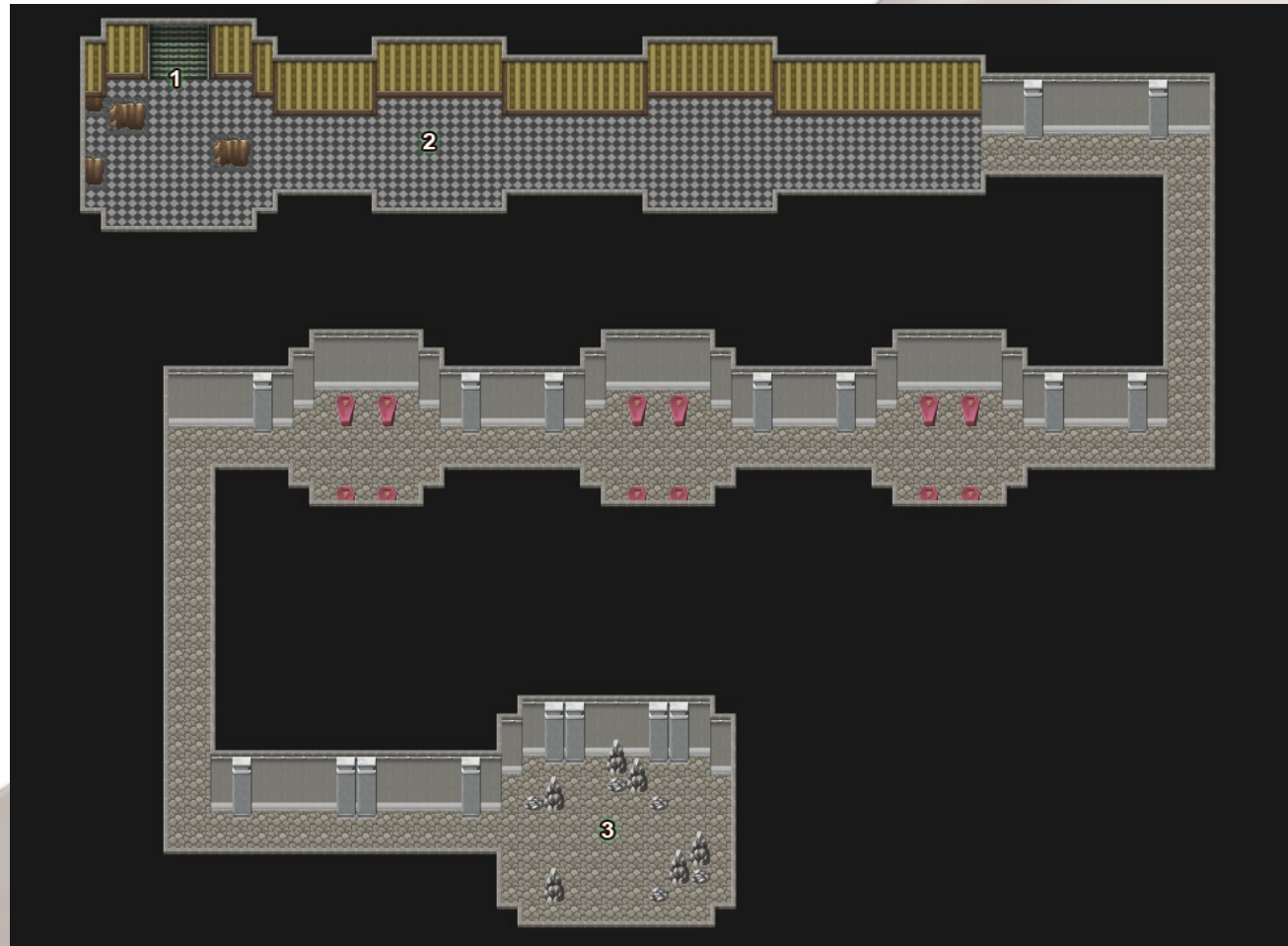
1. Dungeon Crystal.
2. Cerberutt Boss monster will appear here ONLY when the other two guardians have been defeated.
3. A lost soul is located here.
4. Stairs to go up to the 1st floor.
5. Stairs to go down to the basement.
6. A room that contains a lost soul.
7. A room that contains a treasure chest.

Chests to Open: 4 (including small room)

Monsters in this Area: Bainsche, Cerberutt (boss)

The first guardian is actually located in the basement, so if you head on down there...

The stairs come in at '1', and there is a lost soul that you can take down at '2' while you're here. Move on through the creepy basement area to '3' where the boss 'Soueater' is located. Take him down, as you do, and head on back upstairs. If you've already used the guide to located the lost souls on the ground floor, you can now head on up to the 1t floor, where some more lost souls and the next guardian are located.



Chests to Open: 3

Monsters in this Area: Bainsche, Soueater (boss)

The first floor contains the three remaining lost souls, which you will need to defeat in order to activate the boss on this floor. Once you have cleared this floor, you will need to head on back down to the ground floor for the final guardian boss!

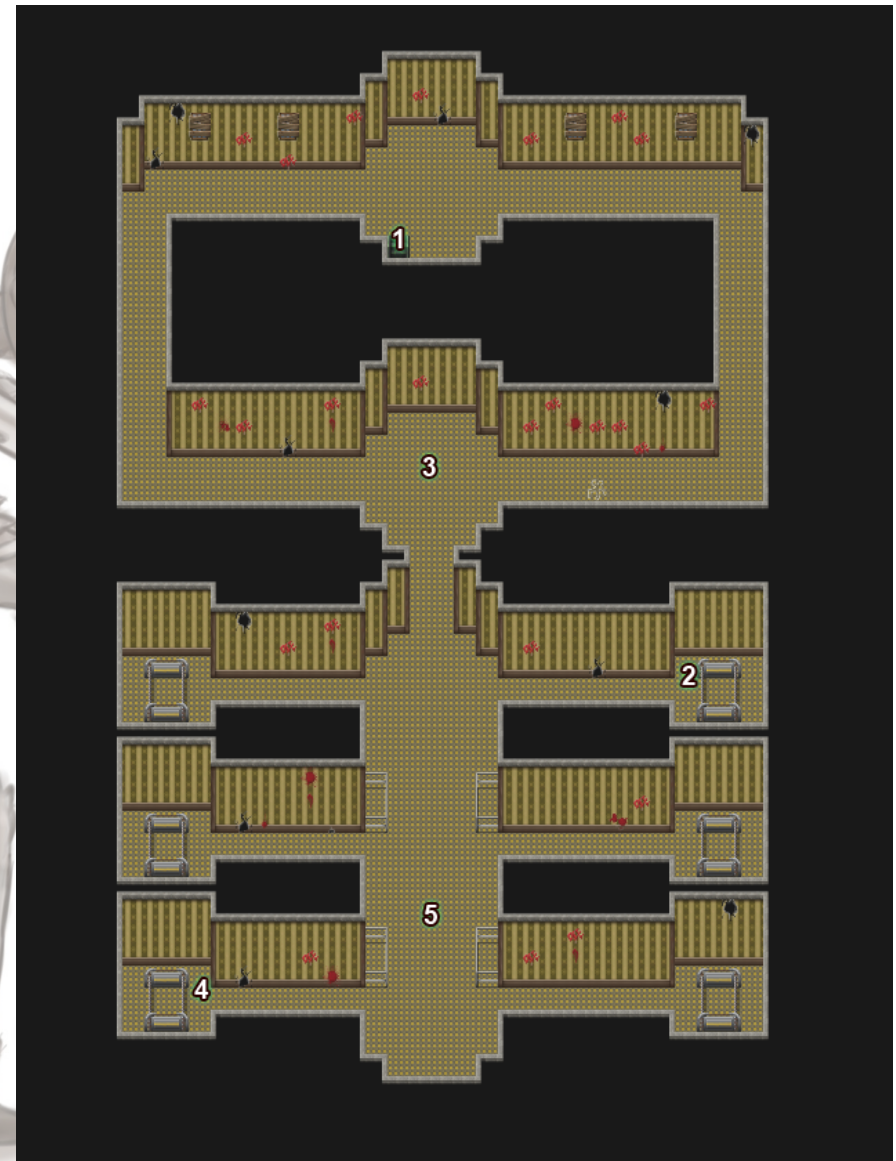
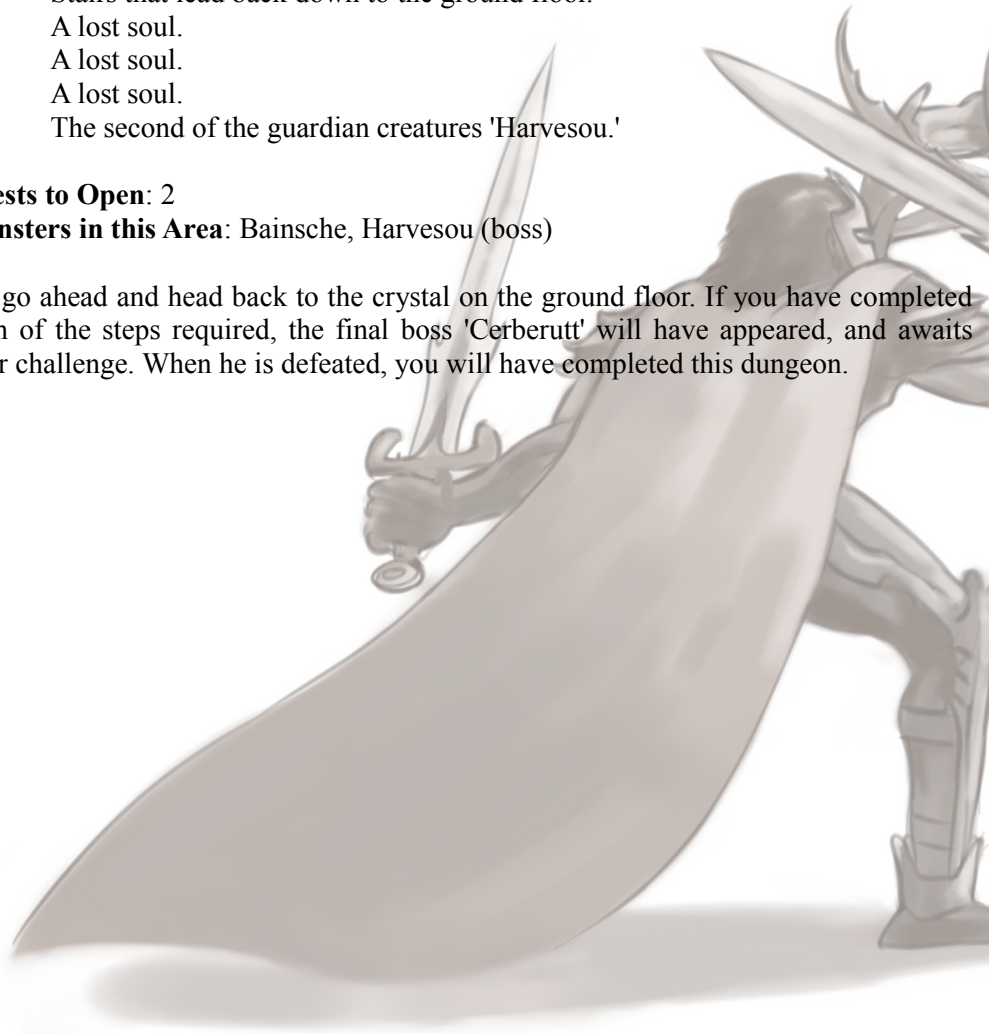
Points of Interest:

1. Stairs that lead back down to the ground floor.
2. A lost soul.
3. A lost soul.
4. A lost soul.
5. The second of the guardian creatures 'Harvesou.'

Chests to Open: 2

Monsters in this Area: Bainsche, Harvesou (boss)

So, go ahead and head back to the crystal on the ground floor. If you have completed each of the steps required, the final boss 'Cerberutt' will have appeared, and awaits your challenge. When he is defeated, you will have completed this dungeon.



Philosopher's Mansion

The final vanilla Online World dungeon, the Philosopher's Mansion is home to a former NPC character who has gained sentience. You will warp in at the crystal which is located at '1', and your first task is to head on up to the mansion at '7', but while you're having a wander and exploring the area outside, you might as well touch all of the stone monuments as a time saving measure for later.

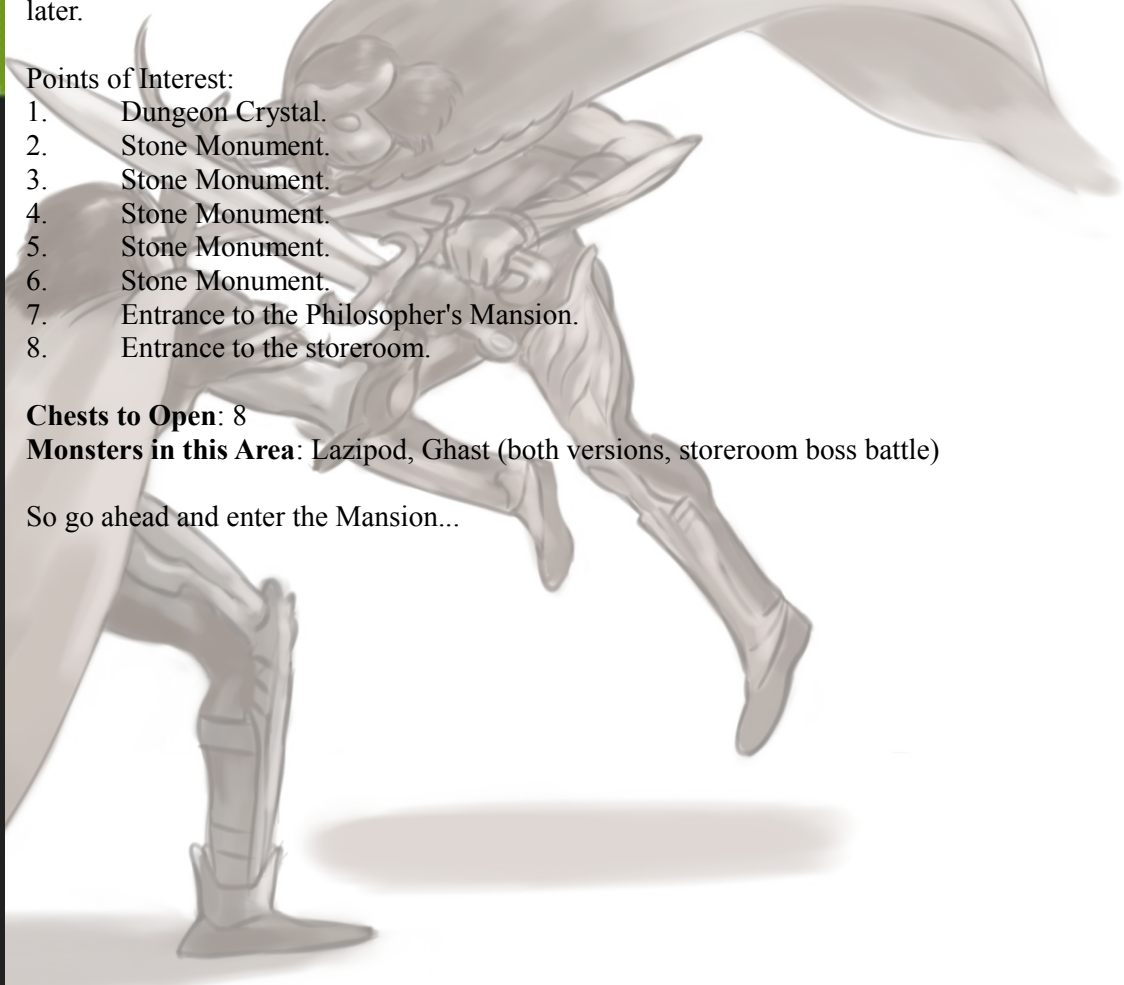
Points of Interest:

1. Dungeon Crystal.
2. Stone Monument.
3. Stone Monument.
4. Stone Monument.
5. Stone Monument.
6. Stone Monument.
7. Entrance to the Philosopher's Mansion.
8. Entrance to the storeroom.

Chests to Open: 8

Monsters in this Area: Lazipod, Ghast (both versions, storeroom boss battle)

So go ahead and enter the Mansion...





The mansion is laid out as such (see below). You'll come in at '1', and the Philosopher will be located at '2'. Depending on the stage of dungeon completion, after your first meeting, the Philosopher will be located at any point from '2', '3' or '4'.

Upon your first meeting, the master of the mansion will ask that you investigate a local haunting. If you have already touched all of the stones, you will be able to enter a back room in the storeroom (located in the outer map). You will fight the two Ghosts there (activated by 'speaking to' the broken mirror), which will end the dungeon. If you do fancy returning here, the Philosopher will make mention of his former life as an NPC, however there is no other reason to return.



The 'Real' End Game

When all Online World dungeons are complete, the main quest continues. Head back to HC-3 to find the place scorched. It seems that Jay's signal was answered and the Virulea have laid waste to HC-3 as a demonstration of their power. If you need to use Jake's shopping services at all, you need to own the OnlyTheBrave Guildhall, which is where he will now be situated.

Before you continue the main quest, make sure to head over to the bridge on the right/east side of what is left of HC-3, where you will be able to pick up the one-off 'Jaisone' Trioarch card, complete with retro graphics! Wow! Anyway, to continue the main quest, head on down to where the tombstones are located, where the Virulea will be waiting for your appearance.

Will they help Jay? Yes, in short. However, Jay makes the mistake of following the Virulea, which they do not like one bit. They attack Jay, but find their own power wanting. Jay uses his Limithack on the so-called 'Scarlet Prince', which infuses his power and consciousness into Jay's own, causing him to go insane with power!

You now have a new power! The 'Open Portal' skill allows Jay to warp to the 'Wild Zones' of the DigiPlane, which also allows you to progress on to where the city is located, and finally finish this once and for all.

There are a bunch of other additional quests that you might have missed, or become activated at this point in the game. So, be sure to check the aforementioned section of the guide!

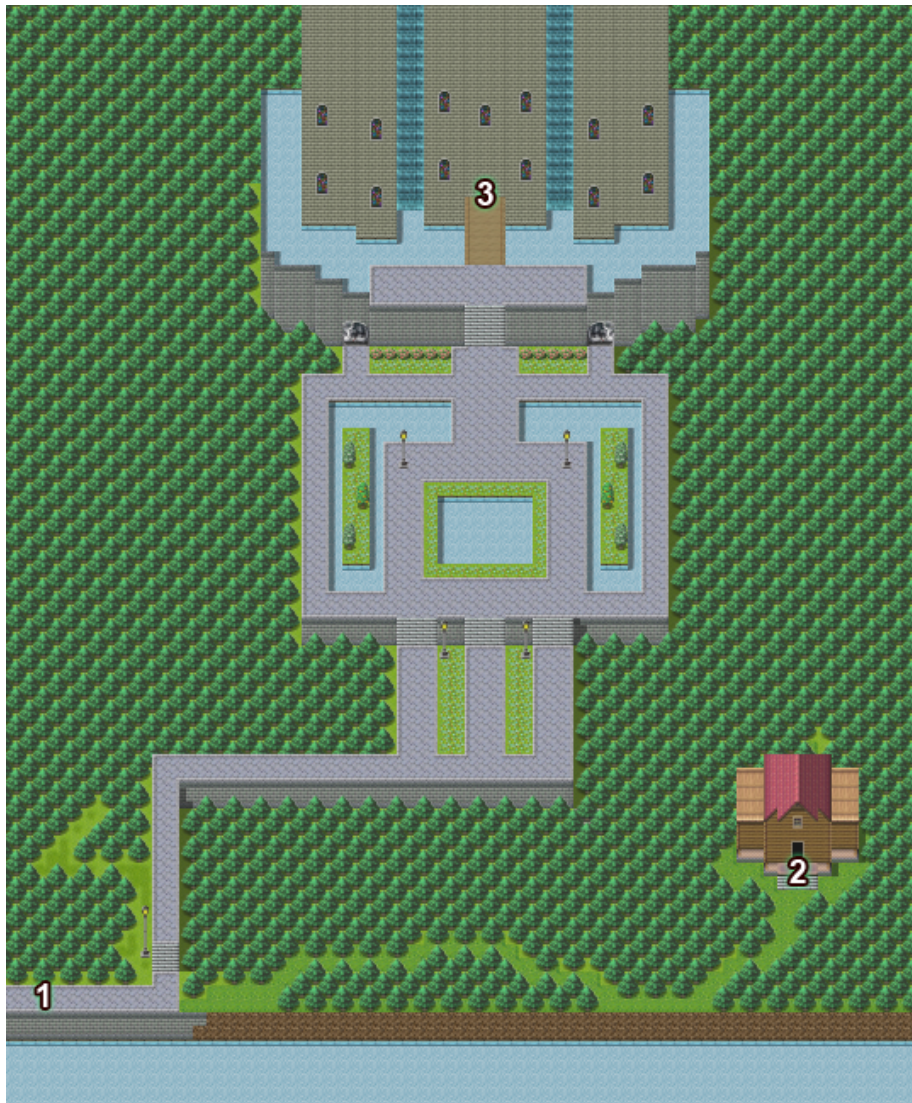
When you are ready to embark on the finalities of this quest line, you can go ahead and begin the assault on the DigiPlane city, which you can access via the Wild Zone 1 area in which the 'Open Portal' spell places you. For reference, check the 'Additional Quests and Areas' section for a map of said zone.

And so, the 'Real' Questline draws to a close. Jay, and his new internal friend, the Scarlet Prince, make their way to the top of the tower (after squaring off against the best warriors the SilicAI have left). The final confrontation against Muthu is slightly anti-climactic, in that all her energies have already been spent. In killing Muthu and destroying her tower, Jay lets forth devastating explosions, and as a result of this action, a destructive merging takes place.

Raw power flows into the DigiPlane, causing a vortex of sheer pressure, at the base of which a singularity is created. This singularity sucks in everything that is connected to the Datastream, not just physical places, but all time lines and parallel versions. When there is nothing left of consume, the vortex becomes so unstable that it explodes into countless fragments of worlds, times and possibilities...

...which brings us into the next part of the Datastream Saga.

Additional Quests and Areas



Faballa Castle (Real questline only)

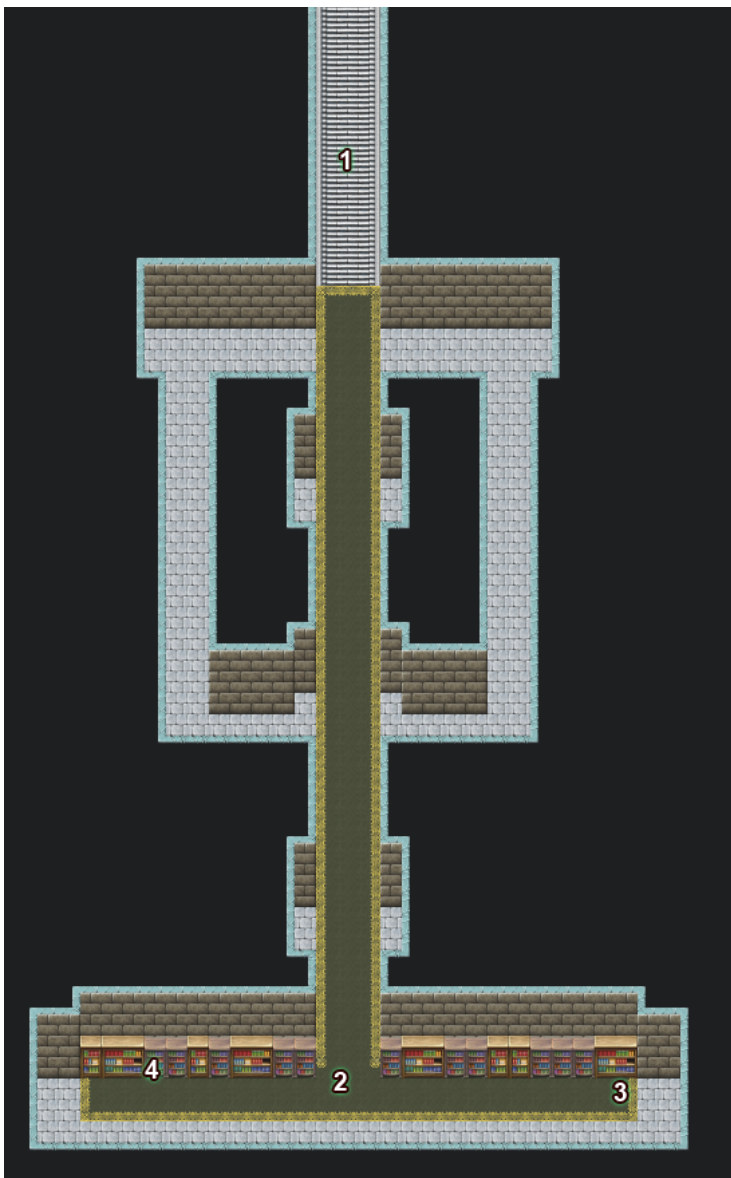
Faballa Castle is the home to player/king Kulla, and his Queen Aphrodet, who won a competition to rise above normal players as leaders of the game, so to speak.

You can enter this area when you have sent the signal to the Virulea and are waiting for a reply. To the left, '1' is the path to the main City, '2' is a special house with a music box, and '3' is the entrance to the Castle itself.

But, it's not all plain sailing, you see. The two are tasked with creating quests for players to complete, but the King can feel his control slipping, like something is trying to usurp him. He will give you a quest to kill the Guardian in the Ancient Library.

You will enter the Castle (image below) at '1', and can enter the throne room at '2'. To go down into the Ancient Library and defeat the boss creature, you can use the stairs at '3'. You do not have access to any of the other areas of the Castle.

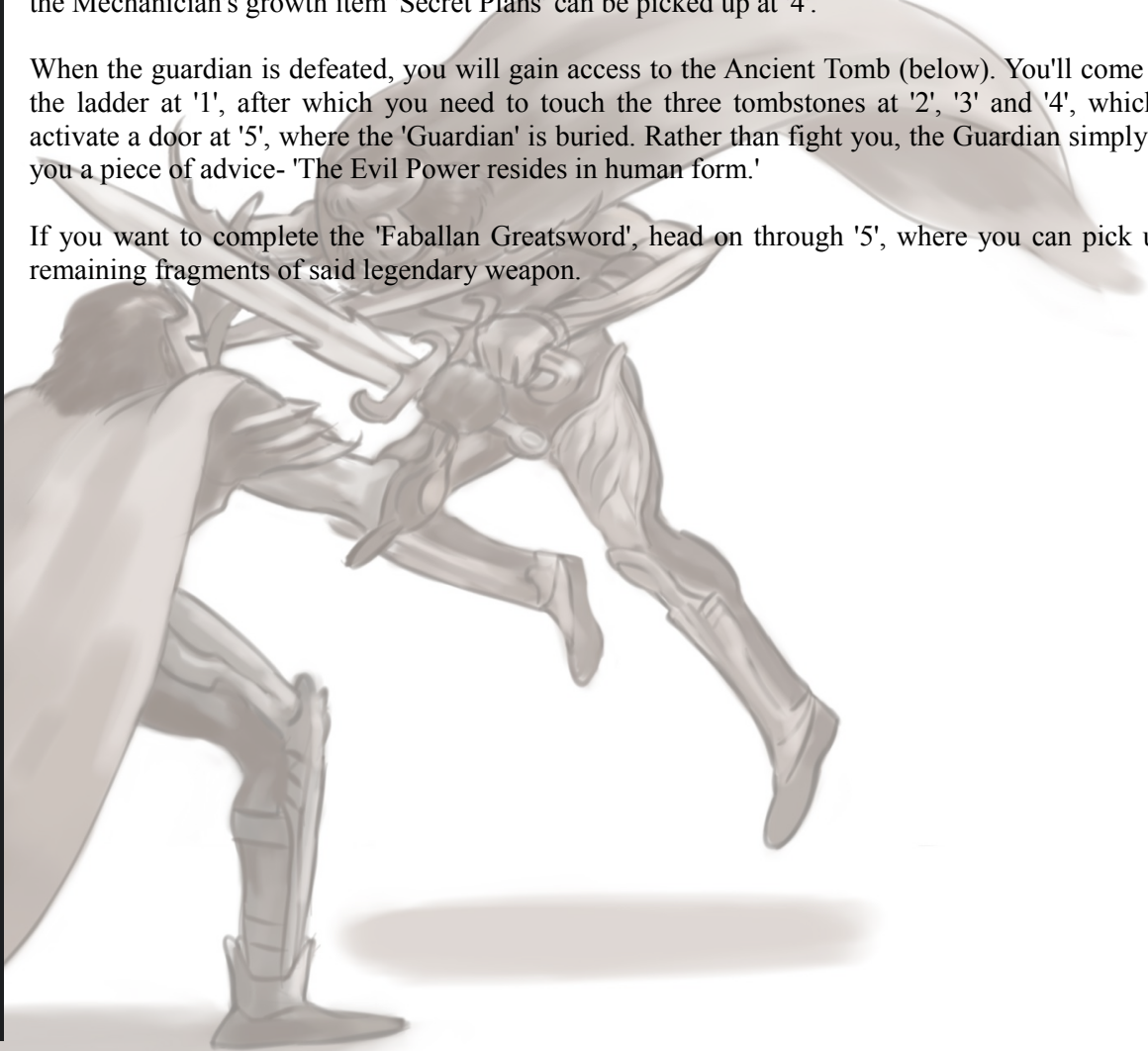




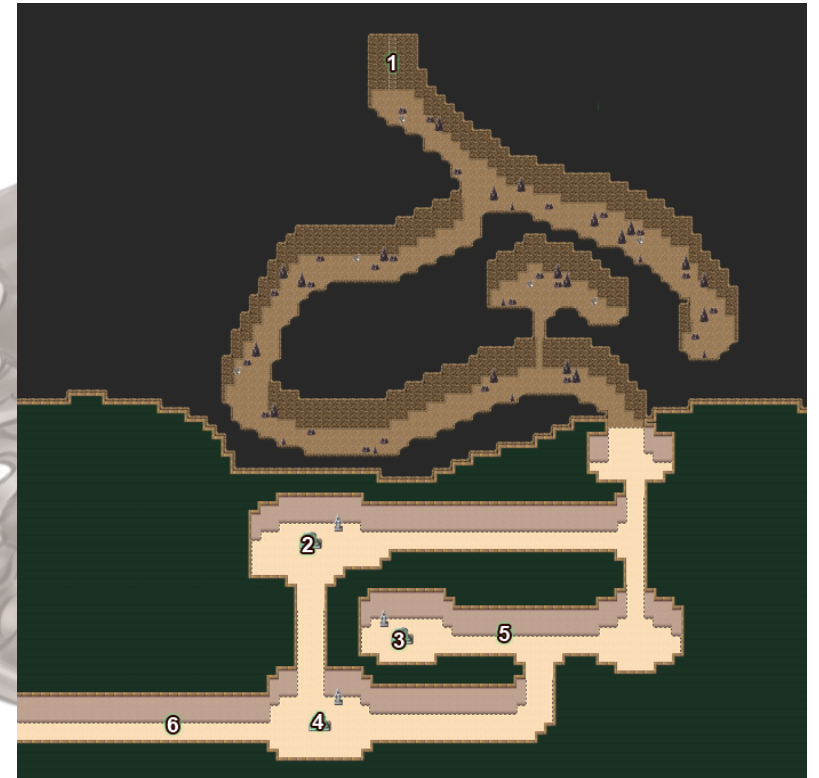
The Ancient Library (left) is home to the guardian, which you must defeat in order to advance the Faballa Castle quest line. You'll come down the stairs at '1', stroll down and fight the guardian at '2'. It's also good to note that a crafting piece of the legendary 'Faballan Greatsword' is located at '3', and the Mechanician's growth item 'Secret Plans' can be picked up at '4'.

When the guardian is defeated, you will gain access to the Ancient Tomb (below). You'll come down the ladder at '1', after which you need to touch the three tombstones at '2', '3' and '4', which will activate a door at '5', where the 'Guardian' is buried. Rather than fight you, the Guardian simply gives you a piece of advice- 'The Evil Power resides in human form.'

If you want to complete the 'Faballan Greatsword', head on through '5', where you can pick up the remaining fragments of said legendary weapon.

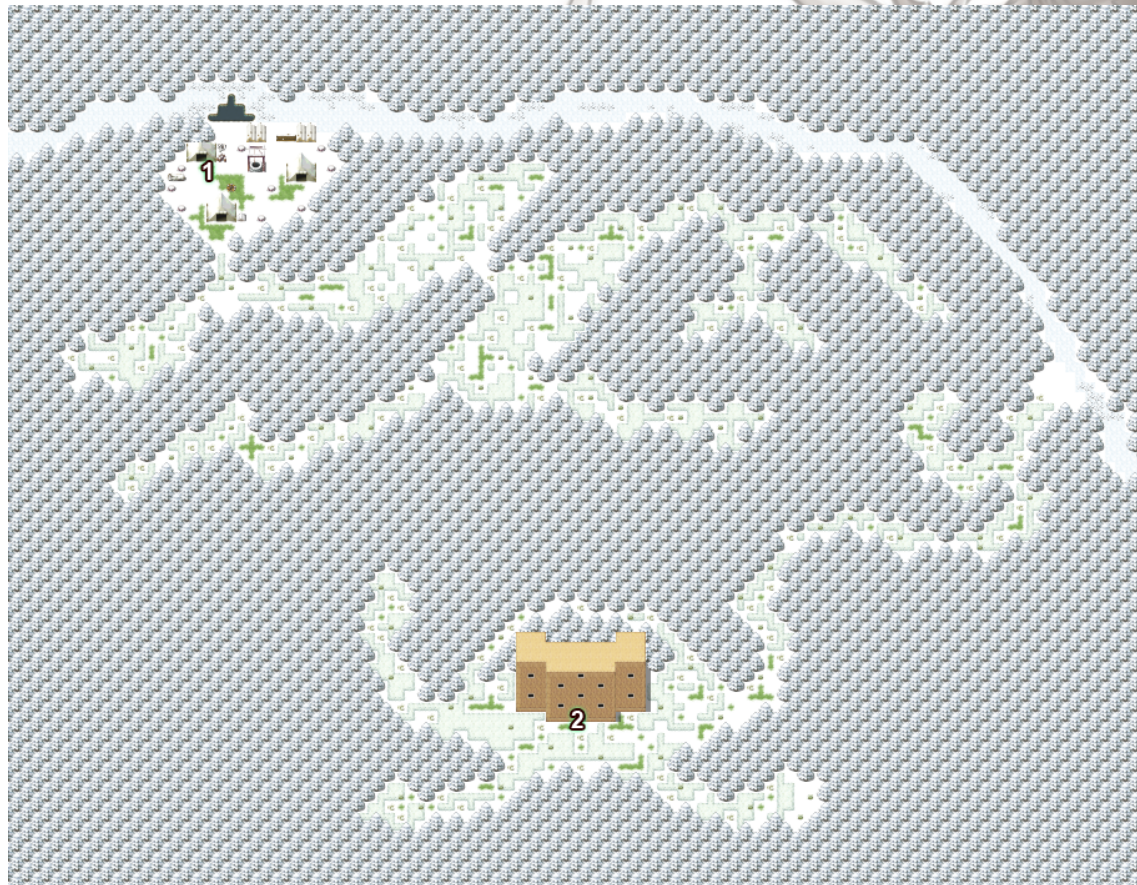


accept or deny this quest; it provides only entertainment and no items or equipment.



'PK Pests' (Real) – Katolina, a re-rolled character from Initiation's City of Strife, will ask Jay to find and take out a group of Pkers who have been giving her some trouble lately. They can be found in the lowest floor of Jurassica's cave system. When you have finished them off, return to Katolina to receive your reward: A Holy Shield growth item, and 1750 CREDIT.

The Justica Guildhall (Real) – If you can find the 'OnlyTheBrave' Guildhall in Angelus, head on inside. To gain access to your very own Guildhall, hack OneNeo, and leave. Return a little later to find the place deserted, and an offer for you to purchase the place will be put on the table. You will need to fork over a substantial 55,000 CREDIT to gain the deeds to the place, and once you have, you now have a base of operations within the game world. Leave and re-enter once more to find sparkly tiles that will allow you to determine where the furniture will go, and your very first freelance quest vendor!

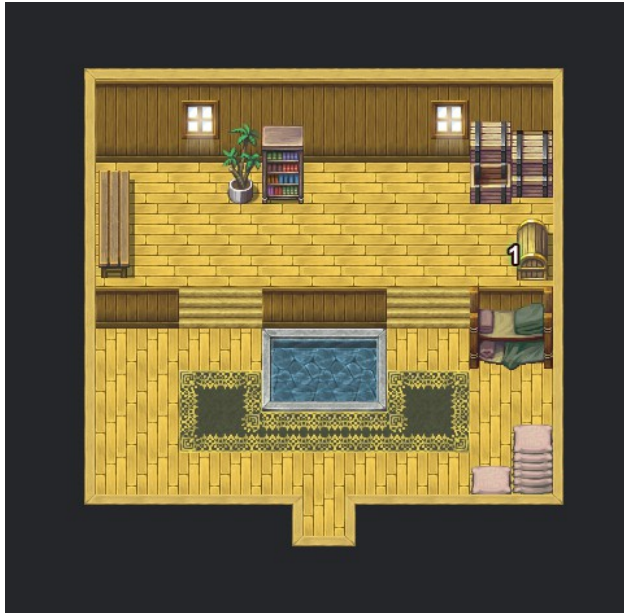


Guildhall Quest 1 'Gift for my Lover' (Real) – Freelance quests will now come your way, now that you have somewhere for players to seek your particular skills. The first quest you receive is from a player called 'ShelleyBlade', who wishes for you to find an item for her in-game-lover. She will hand over the 'Snowflake Crystone', which teleports you to a one-off dungeon that you previously did not have access to.

As you can see from the map, you will begin at point '1'- a small camp with a few characters and tents. In order to find and access the temple, you need to head down the frozen river, and you will eventually come across the temple. Inside is an open room which contains the item you seek; the 'Balancing Bracelet' which has special properties when equipped to a Monk recruit. When you have this item, return to your Guildhall. It turns out that she does not want it any more, so let's you keep it, rather than offering a reward.

Chests to Open: 27 (including inside temple)
Monsters in this Area: Froezin





Guildhall Quest 2 'Dead and Buried (Real) – Your task is to enter the 'Ascetics' GuildHall in the City of Angelus, and search for a secret stash of items and equipment. The map here shows the Ascetics Guildhall, which will indeed be empty when you arrive. The 'Secret Stash' is located in a not-so-secret place; the chest shown with a point '1' attached.

Once retrieved, bring the items back to your own GuildHall and hand them to 'Zeon Dionysus,' who will be waiting. When you hand the stash over, Zeon says that he has reported your crime (to avoid paying you), but when no rule enforcers turn up, he panics and offers you 3 Element Roulettes and 1150 CREDIT.

Alternatively, you have the choice of making him pay in blood (thus removing his avatar from the game world for good), which might be the preferred route since he drops 3 Energy Units; items that are handy when crafting new equipment.

GuildHall Quest 3 'Save his Soul' (Real) – Parents will do anything to protect their children, and this chap is no exception. His son has been playing Online World far too much as of late, ignoring his duties of care to his family and forsaking them to basically starve. Jay is approached by a character named 'Dad', who asks that you take care of his son's avatar, thus banishing him from the game. If you take the quest on, you can find the character in question, 'David the Goliath' just outside the entrance to the Mansion. You can either tell him about the quest, or simply attack without mercy.

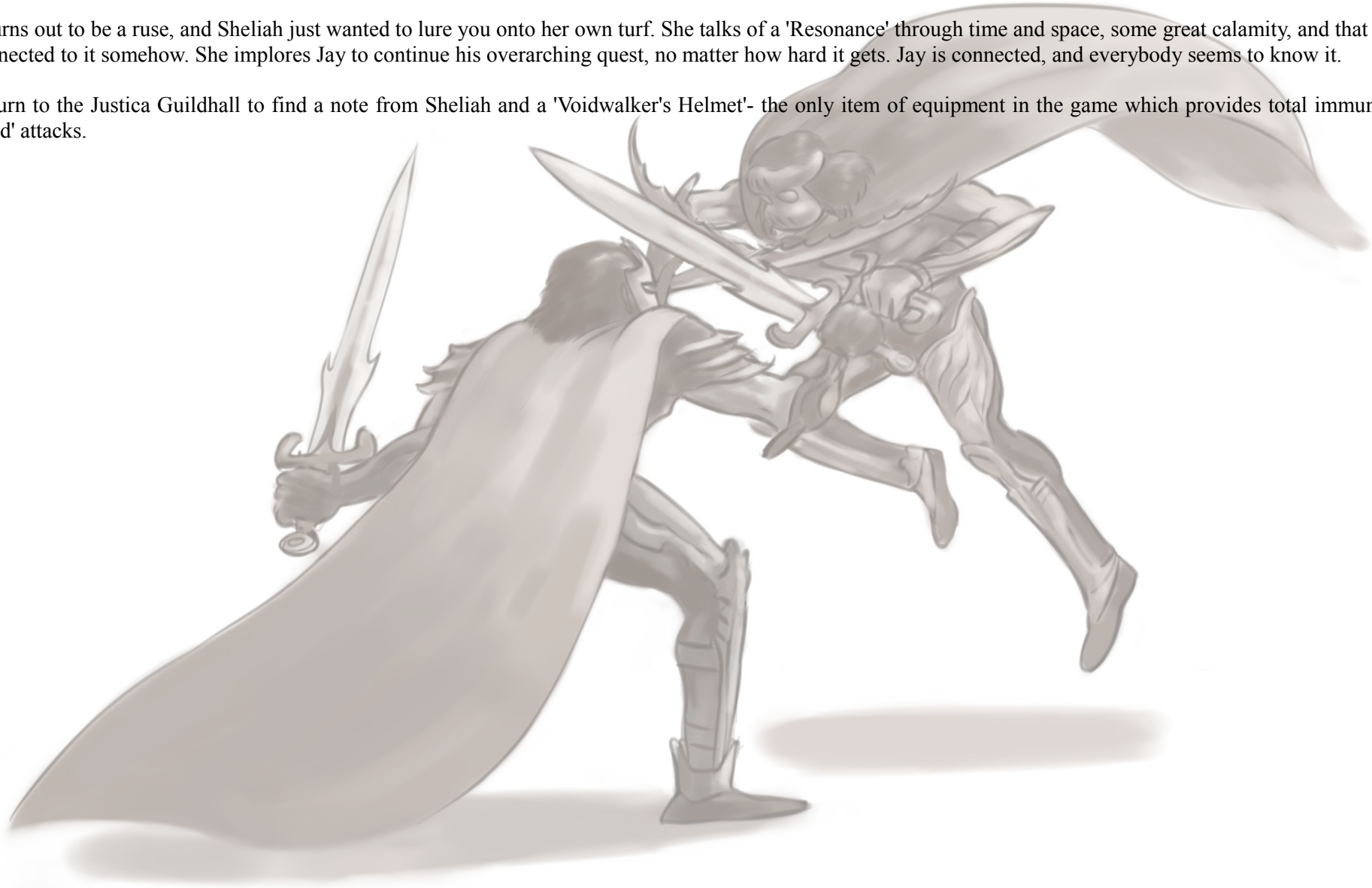
If you tell him, he will rally his allies behind him for a tougher fight, but if you take initiative and simply attack him without saying a word, you will be able to face him alone (and it turns out that his Guild-mates despised him anyway). Your prize for this quest is the code to a lock-box which is located on the road to Castle Faballa. It contains a one-off title- 'The Fire Eater', and a modest sum of 2200 CREDIT.

GuildHall Quest 4 'Artistic Integrity' (Real) – In the fourth Guildhall quest, Jay is approached by a lady with a name he recognises. Apparently, Shelia is an artist, which is practically unheard of in the dystopian EPT complex where most people live. Shelia actually owns her own virtual space, connected to Online

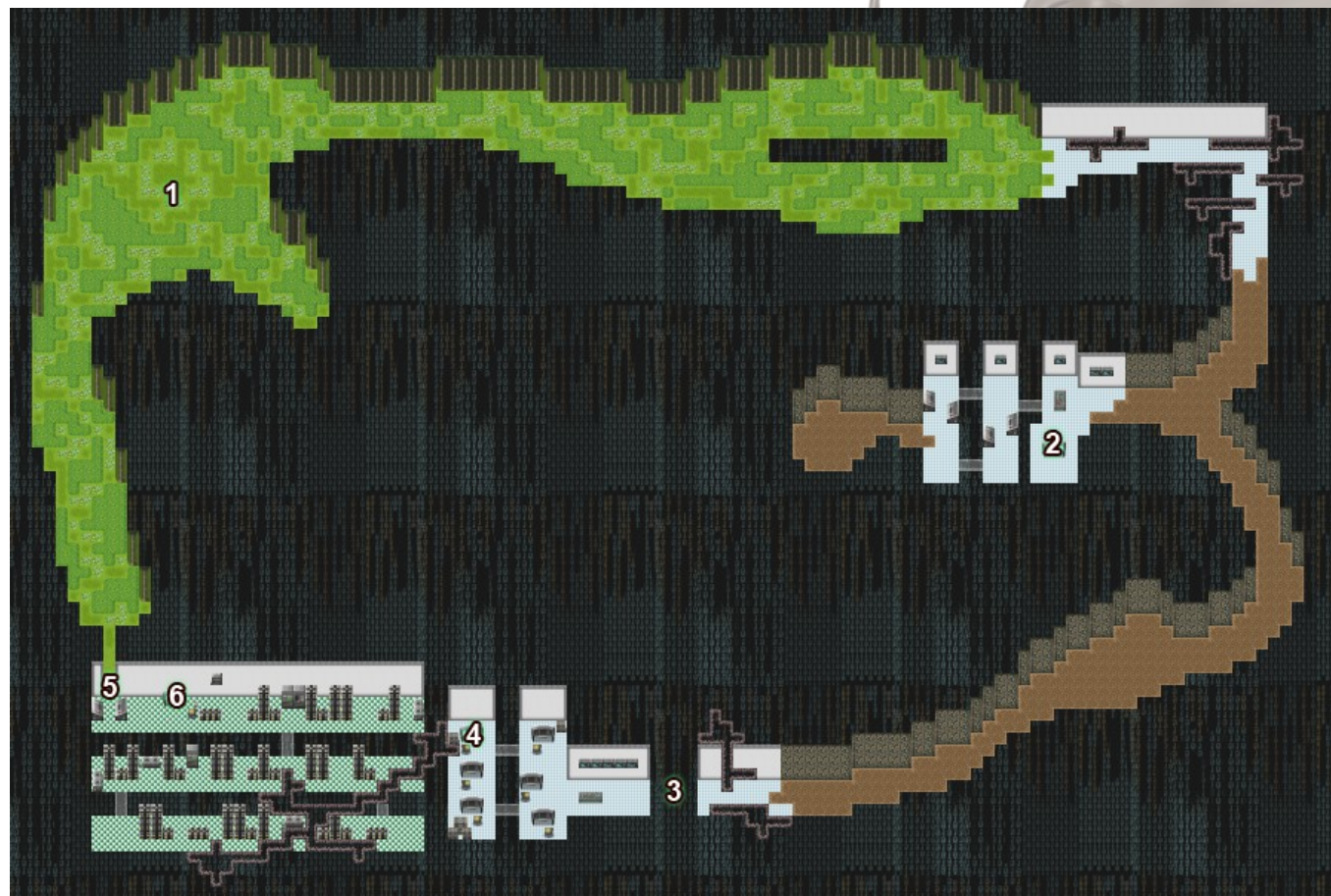
World, which she gives you access to by letting you have a 'Studio Crystone'. The quest is, in fact, to stop thieves from stealing her artwork before she gets chance to sell it.

It turns out to be a ruse, and Sheliah just wanted to lure you onto her own turf. She talks of a 'Resonance' through time and space, some great calamity, and that Jay is connected to it somehow. She implores Jay to continue his overarching quest, no matter how hard it gets. Jay is connected, and everybody seems to know it.

Return to the Justica Guildhall to find a note from Sheliah and a 'Voidwalker's Helmet'- the only item of equipment in the game which provides total immunity to 'Void' attacks.



GuildHall Quest 5' 'Server-Side' (Real) – An additional quest designed by a very talented writer duo DougN 'Kilibob and his daughter Emi, this quest features a character who will be fundamental in the events to come. He will approach you through the Justica Guildhall, and hand you an item that allows entry to the 'Server-Side' optional dungeon. This dungeon is rather unique; it was once the internal core of Online World, but since it has become integrated into the Datastream, the area has long since been abandoned. Your job is to enter said area and clear out any 'data leak' creatures that are feeding on the emerging power, which will then allow the damage to begin repairing itself. Kilibob hopes that in doing so, you will help to prevent some kind of Power-Torrent' from the Datastream, which would trigger a calamity the likes of which have never been seen. So! You need to head on over to the dungeon.



To complete the dungeon, you need to clear each and every creature that is wandering around. There are 20 in total.

You'll warp in at '1'. You need to head right/East and down to the first office-area at '2', where you can flick a switch on the active console to activate a glass-like bridge at '3', thus allowing you to enter the second office and hit another switch at '4'.

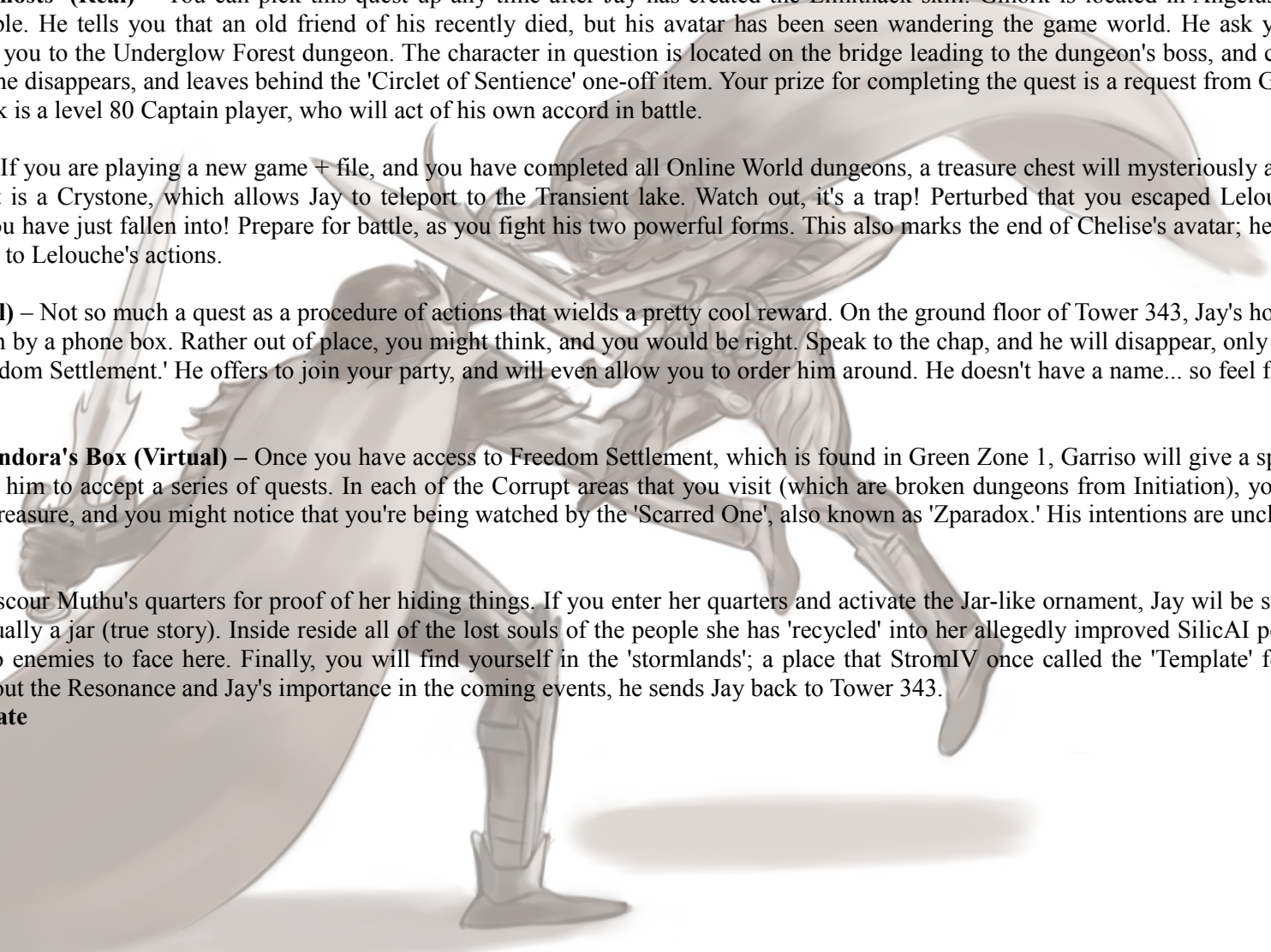
This will allow you to enter the server-room at '5' and clean up the remaining creatures.

There are four treasure chests in this dungeon (none of which are hidden). In each of them is a barely legible document that gives a portion of the full pass-code, which you can enter at '6' (spoiler: it's 4510). The prize for which is an EPT historical record, which gives some insights into the 'Real World' situation as it stands.

Once you're done, head back to Kilibob and he will introduce himself, and give a little of his backstory.

Chests to Open: 4

Monsters in this Area: Succubus



Gmork's Quest 'Wandering Ghosts' (Real) – You can pick this quest up any time after Jay has created the Limithack skill. Gmork is located in Angelus' Inn, where he will be sitting at a table. He tells you that an old friend of his recently died, but his avatar has been seen wandering the game world. He asks you to investigate, naturally, and points you to the Underglow Forest dungeon. The character in question is located on the bridge leading to the dungeon's boss, and claims to be an avatar with sentience. She disappears, and leaves behind the 'Circlet of Sentience' one-off item. Your prize for completing the quest is a request from Gmork himself to join your party. Gmork is a level 80 Captain player, who will act of his own accord in battle.

Transient Lake (Real)(NG+) – If you are playing a new game + file, and you have completed all Online World dungeons, a treasure chest will mysteriously appear next to Angelus' gatestone. In it is a Crystone, which allows Jay to teleport to the Transient lake. Watch out, it's a trap! Perturbed that you escaped Lelouche's clutches, he sets a trap, which you have just fallen into! Prepare for battle, as you fight his two powerful forms. This also marks the end of Chelise's avatar; her data was irrevocably corrupted in due to Lelouche's actions.

The Time Manipulator (Virtual) – Not so much a quest as a procedure of actions that yields a pretty cool reward. On the ground floor of Tower 343, Jay's home in the DigiPlane, there stands a man by a phone box. Rather out of place, you might think, and you would be right. Speak to the chap, and he will disappear, only to reappear later in the game, at 'Freedom Settlement.' He offers to join your party, and will even allow you to order him around. He doesn't have a name... so feel free to give him one.

Garriso's Investigation and Pandora's Box (Virtual) – Once you have access to Freedom Settlement, which is found in Green Zone 1, Garriso will give a speech. When it is over, you can chat to him to accept a series of quests. In each of the Corrupt areas that you visit (which are broken dungeons from Initiation), you can wander round and collect some treasure, and you might notice that you're being watched by the 'Scarred One', also known as 'Zparadox.' His intentions are unclear at this time.

Eventually, he will ask that you scour Muthu's quarters for proof of her hiding things. If you enter her quarters and activate the Jar-like ornament, Jay will be sucked into Pandora's box, which is actually a jar (true story). Inside reside all of the lost souls of the people she has 'recycled' into her allegedly improved SilicAI people. Jay is horrified, but there are no enemies to face here. Finally, you will find yourself in the 'stormlands'; a place that StromIV once called the 'Template' for the DigiPlane. After a discussion about the Resonance and Jay's importance in the coming events, he sends Jay back to Tower 343.

The Wild Zones and Jenny's Fate







The Wild Zones are parts of the DigiPlane that have been imported or constructed, and have not yet succumbed to Muthu's influence. As such, they are barbaric places full of savage monsters. Traversing through the Wild Zones successfully will allow you to enter the NetherLand, which, if you have played through Jay's 'Real' quest line will be recognisable to you. Each of the Wild Zones, and Jenny's location are detailed on the maps to follow...

Wild Zone 1

An important thing to note about the Wild Zones is that monsters are completely invisible until they decide they want to crush you and devour your tasty entrails. They move outside of the dimensions we can interpret, a process known as 'quantum tunnelling', and will only enter our 3 known dimensions of movement should they smell a tasty snack.

There is no random loot lying around in the Wild Zones, and lots of monsters that want to eat you, so unless you're training your team, there is little point in hanging around.

Points of Interest:

1. Pass through here to head to Blue Zone 1.
2. Leads to North-Wet section of Wild Zone 3.
3. Leads to South-East section of Wild Zone 3.

Chests to open in the Wild Zones: 0

Monsters in the Wild Zones: Monstorrosit, Daemoniua, Cravietyu, Souteyrea, Manyarnan



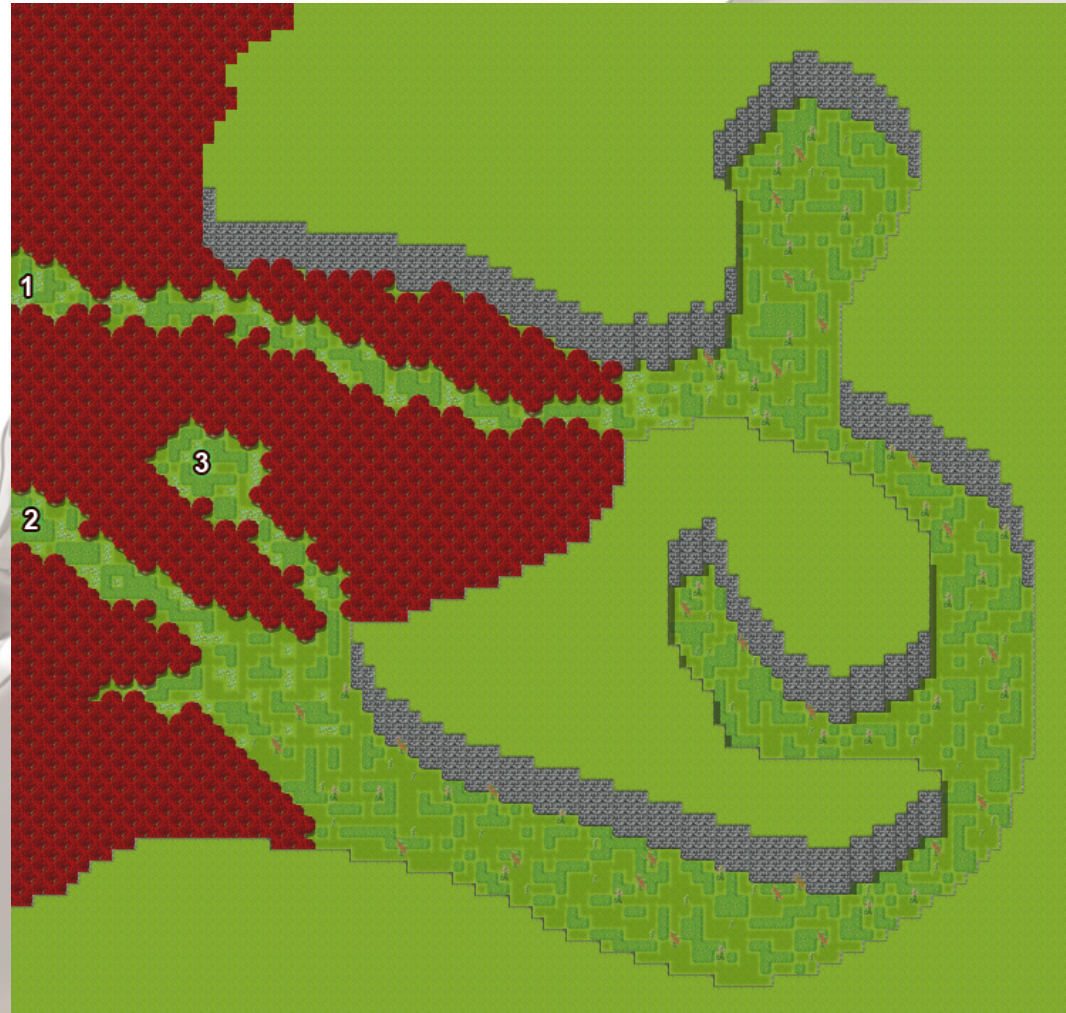
Wild Zone 2





This zone serves only as a transition point that allows you to access Wild Zone 4. '1' leads back to the South-East part of Wild Zone 3, and '2' leads to the Southern-most point in Wild Zone 3 which then leads to Wild Zone 4. For reference, please check the Wild Zone 3 map.

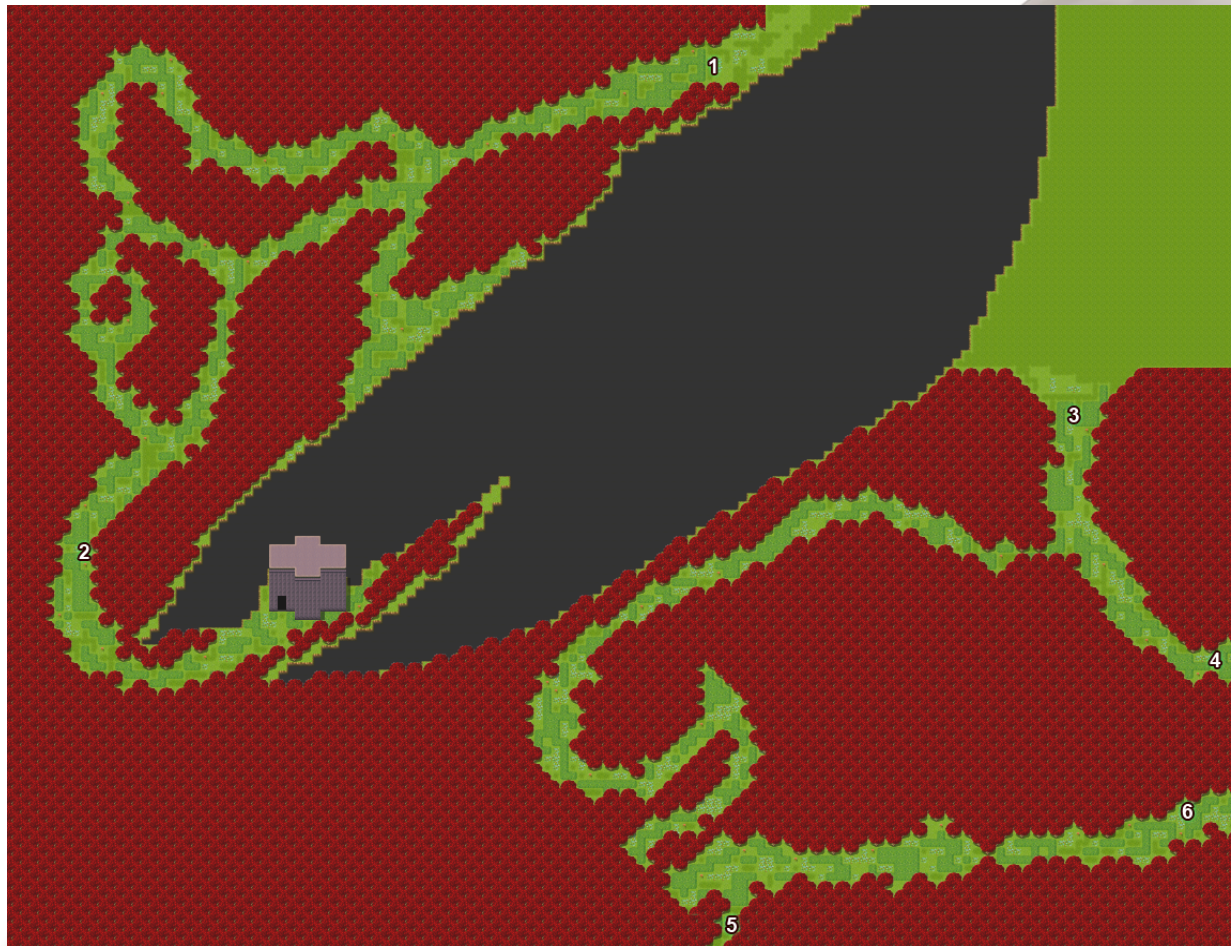
It might also be worth noting that if you were playing as 'Virtual' Jay, and Camadre was taken away, a broken form of her is wandering around at '3'.



Wild Zone 3

This zone serves as a go-through point for the labyrinth that is the Wild Zones. '1' and '3' lead back to their respective points in Wild Zone 1, and '4' and '6' both connect to Zone 2. To head on to the final Zone and subsequently the NetherLand, you need to go through point '5.'

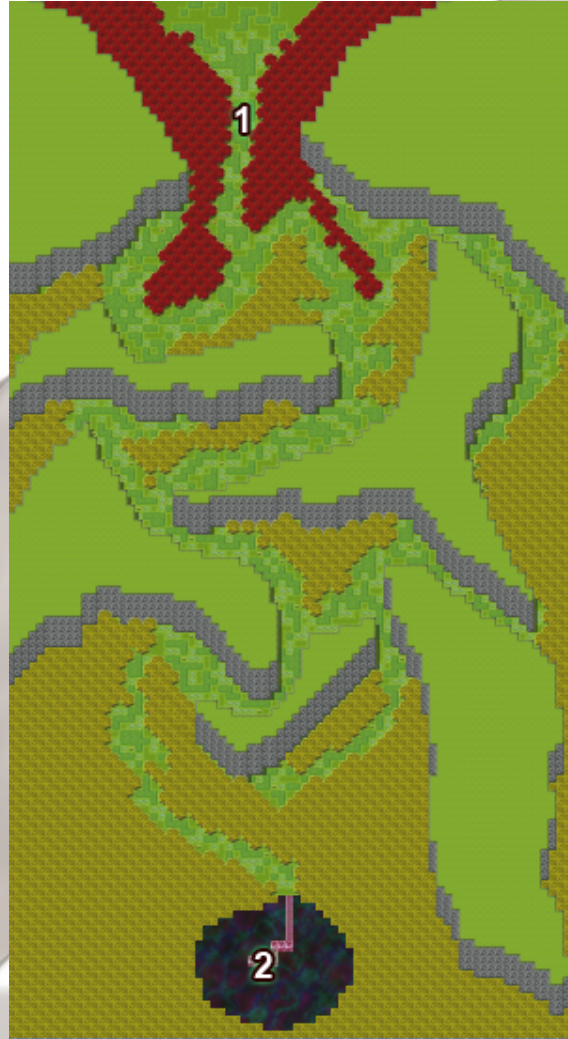
Jenny and her new life-partner can be found at '2', but be prepared for a tough fight. Jay gets ambushed by a gang of multi-dimensional creatures, at which point



Jenny and her cohort will appear to give you a hand. After a brief chat, she will demand that you leave. She has no time for sociopaths who think that the means justifies the end, just like Jaque. However, she does hand you a 'Heart of Pure' item, in the hope that its influence will help to change your course. This item is useful in crafting the 'Perpetual Twilight' legendary weapon.

Wild Zone 4

And here we have the final part of the Wild Zones, which then leads on to the NetherLand (2). Heading through point '1' will allow you to run back to Zone 3, if you're not really prepared for this, or you found that the Wild Zones dried up all your medicine and will to live.

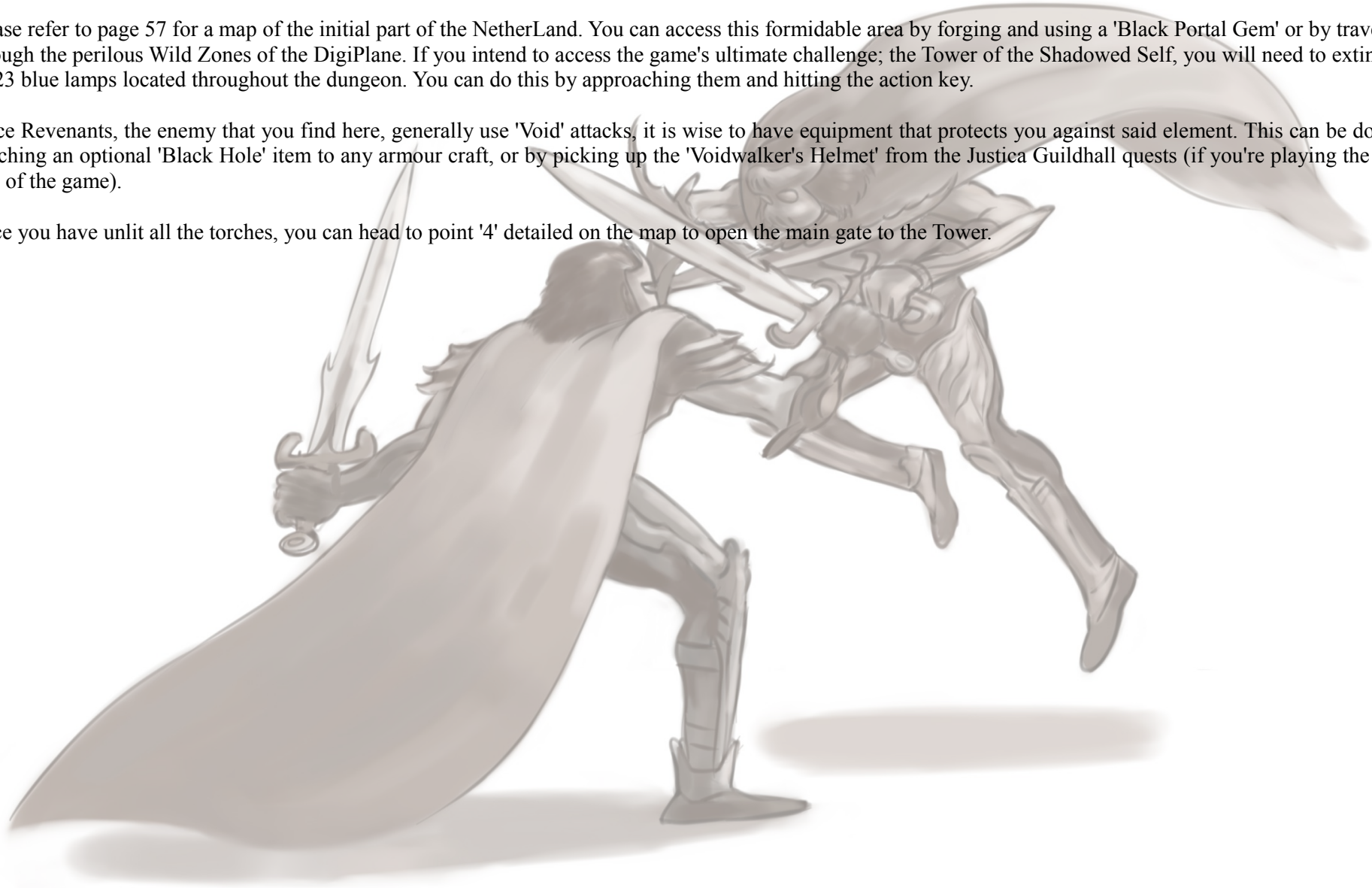


The NetherLand

Please refer to page 57 for a map of the initial part of the NetherLand. You can access this formidable area by forging and using a 'Black Portal Gem' or by traversing through the perilous Wild Zones of the DigiPlane. If you intend to access the game's ultimate challenge; the Tower of the Shadowed Self, you will need to extinguish all 23 blue lamps located throughout the dungeon. You can do this by approaching them and hitting the action key.

Since Revenants, the enemy that you find here, generally use 'Void' attacks, it is wise to have equipment that protects you against said element. This can be done by attaching an optional 'Black Hole' item to any armour craft, or by picking up the 'Voidwalker's Helmet' from the Justica Guildhall quests (if you're playing the 'Real' part of the game).

Once you have unlit all the torches, you can head to point '4' detailed on the map to open the main gate to the Tower.



The Tower of the Shadowed Self

You will enter the exterior section of the Tower, walk up towards it and be confronted by an alternative version of Jay. Since the NetherLand is a void place that makes little sense and follows none of the rules of physics, this alternative version of Jay is a version that would have existed if Jay had made completely different decisions in life.

And with that, he lays down a challenge: climb to the top of the Tower without failing, or he will take Jay's vessel for his own, and make his life with it. Jay would be banished to the this void-world forever.

There are 30 floors to the Tower, each with puzzles and cunning, powerful foes for you to face. It is highly recommended that you have at least some void-resistance armour on your party, and a large stock of medicine for them to consume along the way.

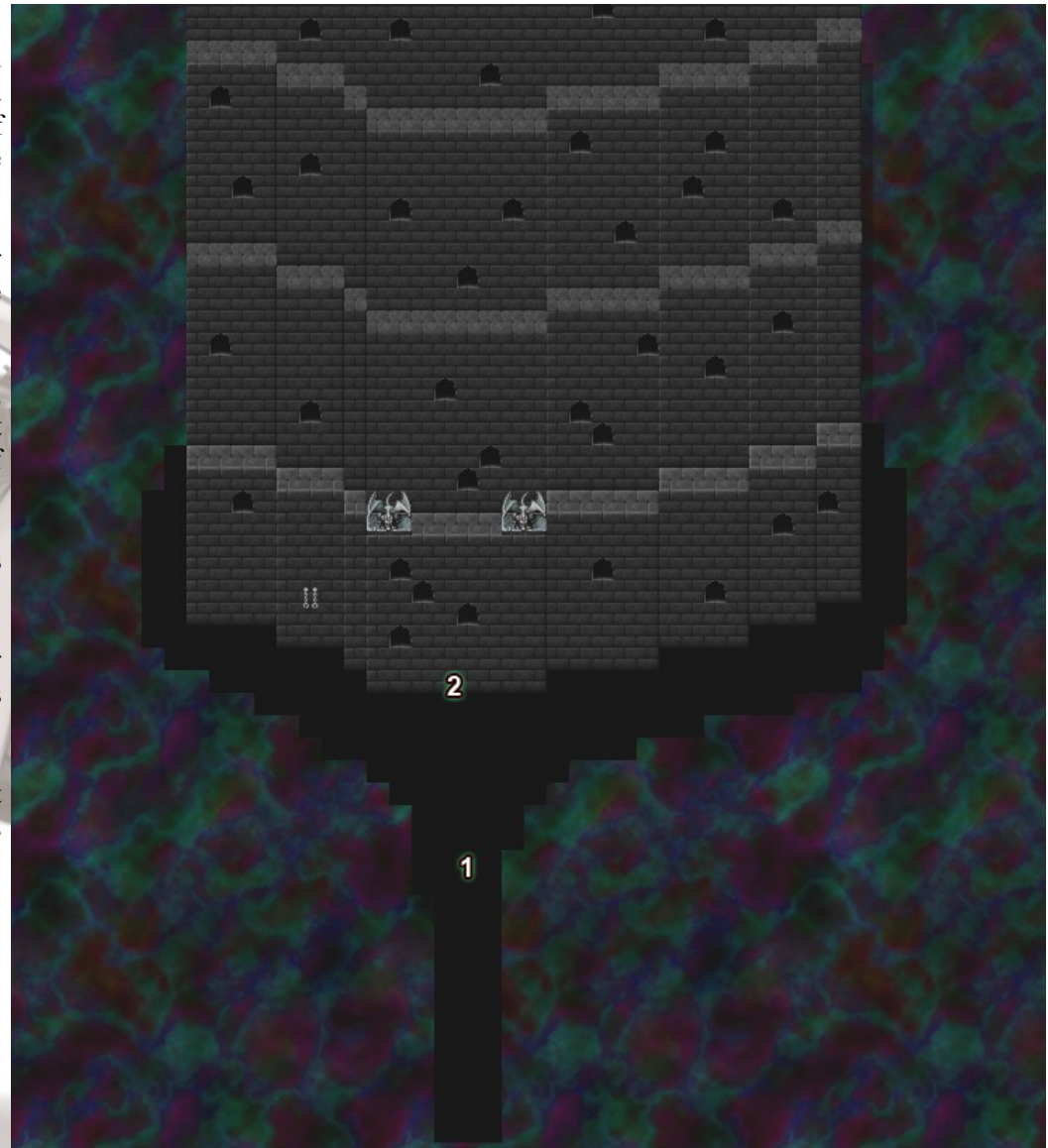
Should you have to exit the Tower for whatever reason, the enemies inside will NOT be re-spawned.

There are two treasure chests on each floor that might help to keep your medicine stocked, and you can only save your game at fixed points throughout the tower, though your Home Gem will still function.

Since the puzzles held within are relatively straight-forward, I will not belittle you with explanations of them. For information on the enemies you will face, see the Bestiary further on in this guide.

Monsters in the Tower:

Hate Incarnate, Elementall
Rook, Knight, Pawn, Bishop, High King
Daakrago
Voidratagaui
Puvokin
Culminatoi
The Mask



Bestiary

There are tons of monsters for you to fight in Data Hacker: Corruption. They each have their own skills, tactics and loot, giving a range of diversity to battling. This Bestiary is organised Alphabetically for easy reference when you're working through the guide. Each entry will be set out as such:

<i>(Picture of Monster)</i>	Name	<i>Example</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>1000</i>	Majique Pool	<i>150</i>
	Strength	<i>100</i>	Endurance	<i>100</i>	Intellect	<i>100</i>
	Personality	<i>100</i>	Agility	<i>100</i>	Fortune	<i>100</i>
	Skills	<i>Sword Strike, Defensive Stance</i>				
	Experience earned	<i>150</i>				
	CREDIT earned	<i>15</i>				
	Items Dropped					
	Resistances	<i>Aqua x0.5 (this multiplier will apply when using Aqua attacks against this creature)</i>				
	Weaknesses	<i>Pyro x1.2 (this multiplier will apply when using Pyro attacks against this creature)</i>				
	Additional Information	<i>Every few turns, will use 'x' skill to have 'x' effect on your party.</i>				

It is important to note that each statistic has a different effect on how attacks, skills and spells are used in battle.

Health Points – Determine how much punishment a character can take before being defeated.

Majique Pool – Determine how much majique, and special skills a character can use before having to replenish their Majique Pool (MP).

Strength – Determines the power of a physical attack or skill.

Endurance – Reduces damage from physical attacks.

Intellect – Determines the power of majiqua attacks and also boosts some special skills.

Personality – Reduces damage from majiqua attacks.

Agility – Affects the course of each turn; who gets to act in what order.

Fortune – Affects everything in battle, from evading attacks to dealing critical hits.

'Online World elements' refers to Pyro, Aqua, Electro, Gaia, Storm, Freeze, Lumos and Noire.

'DigiPlane elements' refers to Mai, Kah, Yui, Sol, Eri and Dol.

	Name	<i>Allianis</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>2845</i>	Majique Pool	<i>4581</i>
	Strength	<i>274</i>	Endurance	<i>211</i>	Intellect	<i>197</i>
	Personality	<i>110</i>	Agility	<i>215</i>	Fortune	<i>250</i>
	Skills	<i>Strike, Flail, Plant Roots, Diseased Bite</i>				
	Experience earned	<i>3287</i>				
	CREDIT earned	<i>169</i>				
	Items Dropped	<i>Element Roulette 1/20</i>				
	Resistances	<i>Pyro x0.7, Electro x0.3, Storm x0.0, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Aqua x1.3, Freeze x1.3</i>				
	Additional Information					

	Name	<i>Angrfesch</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>7856</i>	Majique Pool	<i>2312</i>
	Strength	<i>333</i>	Endurance	<i>197</i>	Intellect	<i>302</i>
	Personality	<i>154</i>	Agility	<i>412</i>	Fortune	<i>250</i>
	Skills	<i>Strike, Aqua, WaAqua</i>				
	Experience earned	<i>2087</i>				
	CREDIT earned	<i>23</i>				
	Items Dropped					
	Resistances	<i>Pyro x0.8, Aqua x0.5, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Electro x1.6, Freeze x1.6</i>				
	Additional Information	<i>Sometimes attack when fishing.</i>				

	Name	<i>Armadan</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>7000</i>	Majique Pool	<i>3478</i>
	Strength	<i>371</i>	Endurance	<i>251</i>	Intellect	<i>199</i>
	Personality	<i>204</i>	Agility	<i>367</i>	Fortune	<i>250</i>
	Skills	<i>Claw, Charge, Poisonous Barb, Wide Sweep,</i>				
	Experience earned	<i>2451</i>				
	CREDIT earned	<i>79</i>				
	Items Dropped	<i>Binding Goo 1/15</i>				
	Resistances	<i>DigiPlane Elements x0.6, Pyro x0.8, Aqua x0.8</i>				
	Weaknesses	<i>Freeze x1.5</i>				
Additional Information						

	Name	<i>Babadan</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>8700</i>	Majique Pool	<i>3478</i>
	Strength	<i>241</i>	Endurance	<i>181</i>	Intellect	<i>197</i>
	Personality	<i>110</i>	Agility	<i>433</i>	Fortune	<i>250</i>
	Skills	<i>Claw, Charge, Flail, Defensive Stance, Diseased Bite</i>				
	Experience earned	<i>1896</i>				
	CREDIT earned	<i>42</i>				
	Items Dropped	<i>Binding Goo 1/15</i>				
	Resistances	<i>DigiPlane Elements x0.6, Pyro x0.8, Aqua x0.8</i>				
	Weaknesses	<i>Freeze x1.5</i>				
Additional Information						

	Name	<i>Bainsche</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>11241</i>	Majique Pool	<i>9999</i>
	Strength	<i>433</i>	Endurance	<i>333</i>	Intellect	<i>567</i>
	Personality	<i>345</i>	Agility	<i>576</i>	Fortune	<i>300</i>
	Skills	<i>Strike, Foul Breath, PiNoire</i>				
	Experience earned	<i>4187</i>				
	CREDIT earned	<i>241</i>				
	Items Dropped	<i>Element Roulette 1/5</i>				
	Resistances	<i>Physical x0.0, Digiplane Elements x0.6</i>				
	Weaknesses					
	Additional Information					

	Name	<i>Bare / UnBare</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>12541</i>	Majique Pool	<i>9999</i>
	Strength	<i>487</i>	Endurance	<i>357</i>	Intellect	<i>499</i>
	Personality	<i>511</i>	Agility	<i>550</i>	Fortune	<i>500</i>
	Skills	<i>Claw, Flurry of Blades, Meteor, Foul Breath</i>				
	Experience earned	<i>5555</i>				
	CREDIT earned	<i>1158</i>				
	Items Dropped					
	Resistances	<i>Online World Elements x0.5</i>				
	Weaknesses					
	Additional Information	<i>Bare, a non-acting enemy transforms into this monster</i>				

	Name	<i>Base</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>7400</i>	Majique Pool	<i>5000</i>
	Strength	<i>116</i>	Endurance	<i>165</i>	Intellect	<i>232</i>
	Personality	<i>143</i>	Agility	<i>143</i>	Fortune	<i>200</i>
	Skills	<i>Claw, Di-Sol, Sol</i>				
	Experience earned	<i>1874</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped	<i>Soul Remnant 1/50</i>				
	Resistances	<i>Online World Elements x0.6, Sol x0.5</i>				
	Weaknesses	<i>Mai x1.1, Kah x1.25, Yui x1.6</i>				
	Additional Information					

	Name	<i>Bishop</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>7856</i>	Majique Pool	<i>8742</i>
	Strength	<i>235</i>	Endurance	<i>454</i>	Intellect	<i>781</i>
	Personality	<i>641</i>	Agility	<i>175</i>	Fortune	<i>90</i>
	Skills	<i>Incinerate, Glacial Blast, Discharge, Tsunami, Gaiaquake</i>				
	Experience earned	<i>2874</i>				
	CREDIT earned	<i>92</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information					

	Name	Bladeskrril				
	Attack Element	Physical	Health Points	3700	Majique Pool	9000
	Strength	371	Endurance	244	Intellect	303
	Personality	287	Agility	432	Fortune	250
	Skills	Sword Strike, Sol, Shrill Voice, Swordplay, Swing Blade, Death Throes, Pure hate				
	Experience earned	2358				
	CREDIT earned	71				
	Items Dropped	Sol Transistor Cell 1/30, Energy Unit 1/10, Conduit 1/15				
	Resistances	Online World Elements x0.6, Sol x0.5				
	Weaknesses	Mai x1.1, Kah x1.25, Yui x1.5				
Additional Information						

	Name	<i>Bladron</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>21000</i>	Majique Pool	<i>8000</i>
	Strength	<i>600</i>	Endurance	<i>500</i>	Intellect	<i>470</i>
	Personality	<i>555</i>	Agility	<i>711</i>	Fortune	<i>400</i>
	Skills	<i>Strike, Wide Sweep, Crystal Feast, Bad Breath, Resonance</i>				
	Experience earned	<i>6871</i>				
	CREDIT earned	<i>1100</i>				
	Items Dropped	<i>Element Roulette 1/5, Metal Skin</i>				
	Resistances	<i>Pyro, Aqua, Gaia, Electro, Storm x0.8, Noire x0.5, Digiplane Elements x0.6</i>				
	Weaknesses	<i>Freeze, Lumos x1.5</i>				
Additional Information						

	Name	<i>c0rrUp1 (unbeatable)</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>999999</i>	Majique Pool	<i>9999</i>
	Strength	<i>667</i>	Endurance	<i>999</i>	Intellect	<i>450</i>
	Personality	<i>999</i>	Agility	<i>999</i>	Fortune	<i>250</i>
	Skills	<i>Claw, FuDracofirestrike, gLIItCH, C033uPt 71m1T</i>				
	Experience earned	<i>0</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances	<i>Online World Elements x0.5</i>				
	Weaknesses					
	Additional Information	<i>This is the initial version of the monster, which is in fact unbeatable. To take it down, Jay must use the 'Limithack' skill to break down the defences.</i>				

	Name	<i>c0rrUp1 (After Limithack)</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>15563</i>	Majique Pool	<i>9999</i>
	Strength	<i>400</i>	Endurance	<i>400</i>	Intellect	<i>450</i>
	Personality	<i>500</i>	Agility	<i>350</i>	Fortune	<i>250</i>
	Skills	<i>Claw, FuDracofirestrike, gLIItCH, Limit</i>				
	Experience earned	<i>5548</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped	<i>Energy Unit, Stupefy Viral Code</i>				
	Resistances	<i>Online World Elements x0.5</i>				
	Weaknesses					
	Additional Information	<i>After the Limithack is used, this monster becomes beatable.</i>				

	Name	<i>Captadon</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>22514</i>	Majique Pool	<i>8000</i>
	Strength	<i>600</i>	Endurance	<i>500</i>	Intellect	<i>470</i>
	Personality	<i>555</i>	Agility	<i>711</i>	Fortune	<i>400</i>
	Skills	<i>Claw, Wing Sweep, Bad Breath, Resonance</i>				
	Experience earned	<i>6871</i>				
	CREDIT earned	<i>1100</i>				
	Items Dropped	<i>Element Roulette, The Connected (title)</i>				
	Resistances	<i>Pyro, Aqua, Gaia, Electro, Storm x0.8, Noire x0.5, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Freeze, Lumos x1.5</i>				
	Additional Information					

	Name	<i>Cerburutt</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>13000</i>	Majique Pool	<i>9999</i>
	Strength	<i>433</i>	Endurance	<i>421</i>	Intellect	<i>567</i>
	Personality	<i>345</i>	Agility	<i>576</i>	Fortune	<i>300</i>
	Skills	<i>Claw, Collective Roar, Multi Attack</i>				
	Experience earned	<i>5891</i>				
	CREDIT earned	<i>278</i>				
	Items Dropped	<i>Element Roulette 1/5, Noire Spehere</i>				
	Resistances	<i>DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Lumos x2.0</i>				
	Additional Information					

	Name	<i>Chimaera</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>6000</i>	Majique Pool	<i>5000</i>
	Strength	<i>401</i>	Endurance	<i>351</i>	Intellect	<i>255</i>
	Personality	<i>99</i>	Agility	<i>555</i>	Fortune	<i>500</i>
	Skills	<i>Sword Sword, Vendetta, SuStormstrike, Fiery Breath</i>				
	Experience earned	<i>2221</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information	<i>This monster is found in the DigiPlane's arena.</i>				

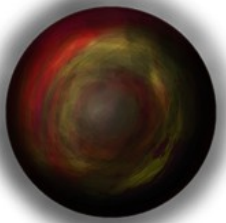
	Name	<i>Coibrah</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>10500</i>	Majique Pool	<i>5000</i>
	Strength	<i>444</i>	Endurance	<i>175</i>	Intellect	<i>371</i>
	Personality	<i>344</i>	Agility	<i>178</i>	Fortune	<i>200</i>
	Skills	<i>Strike, Seduction, Vendetta, Purtid Barf, Diseased Bite, Moonlight</i>				
	Experience earned	<i>3354</i>				
	CREDIT earned	<i>983</i>				
	Items Dropped	<i>Element Roulette, Healer's Cape, Rainbow Fabric 1/5</i>				
	Resistances	<i>Electro x0.7, Noire x0.0, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Pyro x2.0, Aqua x1.15, Freeze x1.05, Lumos x2.0</i>				
	Additional Information					

	Name	<i>Cravietyu</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>11500</i>	Majique Pool	<i>6800</i>
	Strength	<i>489</i>	Endurance	<i>378</i>	Intellect	<i>587</i>
	Personality	<i>398</i>	Agility	<i>401</i>	Fortune	<i>800</i>
	Skills	<i>Claw, Impale, Void Claw, Wide Sweep</i>				
	Experience earned	<i>6258</i>				
	CREDIT earned	<i>666</i>				
	Items Dropped					
	Resistances	<i>Psychic x0.3</i>				
	Weaknesses					
	Additional Information					

	Name	<i>Culone Ial</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>2450</i>	Majique Pool	<i>9999</i>
	Strength	<i>455</i>	Endurance	<i>187</i>	Intellect	<i>219</i>
	Personality	<i>155</i>	Agility	<i>567</i>	Fortune	<i>300</i>
	Skills	<i>Claw, Diseased Bite, Shrill Voice, Rally Cry</i>				
	Experience earned	<i>2541</i>				
	CREDIT earned	<i>287</i>				
	Items Dropped	<i>Element Roulette 1/20</i>				
	Resistances	<i>Gaia x0.5, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Aqua x.15, Storm x1.2, Freeze x2.0</i>				
	Additional Information	<i>"It seems that even virtual cities have problems with vermin..."</i>				



Name	<i>Culminatoy</i>				
Attack Element	<i>Void</i>	Health Points	33245	Majique Pool	8887
Strength	977	Endurance	897	Intellect	857
Personality	654	Agility	556	Fortune	700
Skills	<i>Void Claw, Voidal Tentacles, Sticky Web, Absorb Life, Void, Set Bomb, Detonate Bomb</i>				
Experience earned	11215				
CREDIT earned	1157				
Items Dropped					
Resistances	<i>Void x0.0</i>				
Weaknesses	<i>Essence x1.5</i>				
Additional Information	<i>This monster is a culmination of every abomination in the tower.</i>				

	Name	<i>D37aULt Pr0gr4m</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>9000</i>	Majique Pool	<i>9999</i>
	Strength	<i>300</i>	Endurance	<i>300</i>	Intellect	<i>300</i>
	Personality	<i>300</i>	Agility	<i>300</i>	Fortune	<i>500</i>
	Skills	<i>CuElectro, Discharge, Majique Limit, Ultimate Shield</i>				
	Experience earned	<i>3335</i>				
	CREDIT earned	<i>500</i>				
	Items Dropped					
	Resistances	<i>Digiplane Elements x0.6</i>				
	Weaknesses					
	Additional Information	<i>Usually the result of hacking a none-player in Online World.</i>				

	Name	<i>Daakrago</i>				
	Attack Element	<i>Void</i>	Health Points	<i>15421</i>	Majique Pool	<i>8954</i>
	Strength	<i>743</i>	Endurance	<i>587</i>	Intellect	<i>744</i>
	Personality	<i>751</i>	Agility	<i>421</i>	Fortune	<i>500</i>
	Skills	<i>Void Claw, Impale, Dark Dragon Familiar</i>				
	Experience earned	<i>3541</i>				
	CREDIT earned	<i>222</i>				
	Items Dropped					
	Resistances	<i>Void x0.0, Psychic x0.5</i>				
	Weaknesses	<i>Essence x1.5</i>				
	Additional Information	<i>“Once upon a time, there were many Dracokin; masters of communicating with Dragonkind. Now there are few. Nobody know what happened to them.”</i>				

	Name	Daemoniua				
	Attack Element	Physical	Health Points	12000	Majique Pool	6000
	Strength	554	Endurance	403	Intellect	514
	Personality	435	Agility	624	Fortune	800
	Skills	Claw, Ying Yang, Blitz (all stages)				
	Experience earned	5198				
	CREDIT earned	555				
	Items Dropped					
	Resistances	Psychic x0.3				
	Weaknesses					
Additional Information						

	Name	<i>Dark Egg</i>				
	Attack Element		Health Points	<i>1200</i>	Majique Pool	
	Strength		Endurance		Intellect	
	Personality		Agility		Fortune	
	Skills					
	Experience earned	<i>1</i>				
	CREDIT earned	<i>1</i>				
	Items Dropped					
	Resistances	<i>DigiPlane Elements x0.6</i>				
	Weaknesses					
Additional Information		<i>This egg will incubate into a Bainsche monster if it is not despatched quickly!</i>				

	Name	<i>D3f3nc35 Br0k3n</i>				
	Attack Element		Health Points		Majique Pool	
	Strength		Endurance		Intellect	
	Personality		Agility		Fortune	
	Skills					
	Experience earned					
	CREDIT earned					
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information	<i>Usually the result of hacking a player, this entity will transform, seemingly at random, into a completely different foe.</i>				

	Name	<i>DemiRoot</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>11200</i>	Majique Pool	<i>3000</i>
	Strength	<i>378</i>	Endurance	<i>430</i>	Intellect	<i>343</i>
	Personality	<i>589</i>	Agility	<i>111</i>	Fortune	<i>300</i>
	Skills	<i>Claw, Gaia, GaGaia, Gaiaquake</i>				
	Experience earned	<i>2873</i>				
	CREDIT earned	<i>202</i>				
	Items Dropped	<i>Element Roulette 1/20, Herb Veris 1/15, Herb Kurnn 1/20</i>				
	Resistances	<i>Aqua x0.0, Gaia, Electro, Storm x0.5, Freeze x0.8, Noire x0.8, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Lumos x1.3, Pyro x1.8</i>				
	Additional Information	<i>Defeating all the DemiRoots in the Corrupted Forest weakens the boss monster.</i>				

	Name	<i>Dol-Masouhei</i>				
	Attack Element	<i>Dol</i>	Health Points	<i>8000</i>	Majique Pool	<i>5645</i>
	Strength	<i>276</i>	Endurance	<i>173</i>	Intellect	<i>578</i>
	Personality	<i>555</i>	Agility	<i>810</i>	Fortune	<i>500</i>
	Skills	<i>Claw, Dol, Pi-Dol</i>				
	Experience earned	<i>4125</i>				
	CREDIT earned	<i>198</i>				
	Items Dropped	<i>Dol Transistor Cell 1/30, Conductor 1/8, Reactor 1/15</i>				
	Resistances	<i>Online World Elements x0.6, Eri x0.5</i>				
	Weaknesses	<i>Kah x1.1, Yui x1.25, Sol x1.6</i>				
	Additional Information					

	Name	<i>Eidol</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>12000</i>	Majique Pool	<i>9999</i>
	Strength	<i>232</i>	Endurance	<i>388</i>	Intellect	<i>456</i>
	Personality	<i>398</i>	Agility	<i>222</i>	Fortune	<i>250</i>
	Skills	<i>Strike, Mind Blast</i>				
	Experience earned	<i>3001</i>				
	CREDIT earned	<i>192</i>				
	Items Dropped	<i>Element Roulette 1/20</i>				
	Resistances	<i>Pyro, Aqua, Gaia, Electro, Storm, Freeze, Lumos x0.5, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Noire x2.0</i>				
	Additional Information					



Name	<i>Elementall</i>				
Attack Element	<i>Physical</i>	Health Points	8542	Majique Pool	4574
Strength	221	Endurance	457	Intellect	733
Personality	587	Agility	555	Fortune	500
Skills	<i>Highest form of applicable element, e.g. Incinerate</i>				
Experience earned	2987				
CREDIT earned	112				
Items Dropped					
Resistances	<i>All Online World Elements except opposing element x0.0, DigiPlane Elements x0.3</i>				
Weaknesses					
Additional Information	<i>This creature randomly changes element, and can only be damaged by an opposing element to which it is currently in the state of.</i> <i>Green = Gaia, use Freeze</i> <i>Yellow = Electro, use Gaia</i> <i>Light Blue = Aqua, use Electro</i> <i>Dark Blue = Freeze, use Pyro</i> <i>Red = Pyro, use Aqua</i>				

	Name	<i>Enraged MotherRoot</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>16510</i>	Majique Pool	<i>9999</i>
	Strength	<i>Weak: 500 Mid: 600 Strong: 700</i>	Endurance	<i>Weak: 421 Mid: 478 Strong: 588</i>	Intellect	<i>Weak: 550 Mid: 650 Strong: 750</i>
	Personality	<i>Weak: 512 Mid: 621 Strong: 777</i>	Agility	<i>111</i>	Fortune	<i>250</i>
	Skills	<i>Draw Strength, Strike, Gaia, GaGaia, Gaiaquake</i>				
	Experience earned	<i>6892</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped	<i>Element Roulette 1/5, Herb Rhux 1/1</i>				
	Resistances					
	Weaknesses					
	Additional Information	<i>There are three variations of this monster depending on how many DemiRoots have been defeated in the dungeon before facing the Enrage MotherRoot.</i>				

	Name	<i>Eri-Masch</i>				
	Attack Element	<i>Eri</i>	Health Points	<i>8000</i>	Majique Pool	<i>5645</i>
	Strength	<i>515</i>	Endurance	<i>278</i>	Intellect	<i>303</i>
	Personality	<i>232</i>	Agility	<i>780</i>	Fortune	<i>500</i>
	Skills	<i>Claw, Eri, Un-Eri</i>				
	Experience earned	<i>3598</i>				
	CREDIT earned	<i>234</i>				
	Items Dropped	<i>Eri Transistor Cell 1/30, Conductor 1/10, Reactor 1/15</i>				
	Resistances	<i>Online World Elements x0.6, Eri x0.5</i>				
	Weaknesses	<i>Kah x1.1, Sol x1.6, Yui x1.25</i>				
	Additional Information					

	Name	<i>Expirire</i>				
	Attack Element		Health Points	<i>11000</i>	Majique Pool	<i>7500</i>
	Strength	<i>100</i>	Endurance	<i>298</i>	Intellect	<i>100</i>
	Personality	<i>355</i>	Agility	<i>250</i>	Fortune	<i>500</i>
	Skills	<i>Auto-Repair (every 3 turns)</i>				
	Experience earned	<i>2348</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses	<i>Electro x2.0, Mechanician x2.5</i>				
	Additional Information	<i>This monster is found in the Digiplane arena, and acts as a support creature.</i>				

	Name	<i>Familiar</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>10000</i>	Majique Pool	<i>9999</i>
	Strength	<i>376</i>	Endurance	<i>309</i>	Intellect	<i>219</i>
	Personality	<i>298</i>	Agility	<i>427</i>	Fortune	<i>300</i>
	Skills	<i>Claw, Flail, Backslash,, Target: Head, Target: Mouth, Target: Eyes</i>				
	Experience earned	<i>2874</i>				
	CREDIT earned	<i>261</i>				
	Items Dropped	<i>Element Roulette 1/20</i>				
	Resistances	<i>DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Pyro x2.0</i>				
	Additional Information					

	Name	<i>Fanthome</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>8000</i>	Majique Pool	<i>5000</i>
	Strength	<i>444</i>	Endurance	<i>308</i>	Intellect	<i>344</i>
	Personality	<i>337</i>	Agility	<i>341</i>	Fortune	<i>150</i>
	Skills	<i>Strike, Flail, Hyper Flail, Shrill Voice</i>				
	Experience earned	<i>2486</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped	<i>Soul Remnant 1/50</i>				
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Froezin</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>8152</i>	Majique Pool	<i>5000</i>
	Strength	<i>411</i>	Endurance	<i>378</i>	Intellect	<i>211</i>
	Personality	<i>303</i>	Agility	<i>356</i>	Fortune	<i>500</i>
	Skills	<i>Claw, Target: Eyes, Backslash, Glacial Blast</i>				
	Experience earned	<i>2954</i>				
	CREDIT earned	<i>187</i>				
	Items Dropped	<i>Element Roulette 1/20, Hern Veris 1/15, Hern Kurrn 1/20</i>				
	Resistances	<i>Freeze x0.0, Electro x0.8, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Pyro x2.0</i>				
	Additional Information	<i>Absorbs Freeze element</i>				

	Name	<i>Gasseu</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>6000</i>	Majique Pool	<i>9000</i>
	Strength	<i>116</i>	Endurance	<i>165</i>	Intellect	<i>232</i>
	Personality	<i>143</i>	Agility	<i>143</i>	Fortune	<i>200</i>
	Skills	<i>Mirage, Mind Blast, Psydischarge, Bad Breath, Foul Breath</i>				
	Experience earned	<i>1853</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped	<i>Soul Remnant 1/50</i>				
	Resistances					
	Weaknesses					
	Additional Information	<i>This monster can be found in the DigiPlane's arena.</i>				

	Name	<i>Ghast</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>13000</i>	Majique Pool	<i>9999</i>
	Strength	<i>583</i>	Endurance	<i>377</i>	Intellect	<i>567</i>
	Personality	<i>387</i>	Agility	<i>576</i>	Fortune	<i>300</i>
	Skills	<i>Sword Strike, Heavy Swing, Wide Sweep, Flurry of Blades</i>				
	Experience earned	<i>4325</i>				
	CREDIT earned	<i>435</i>				
	Items Dropped					
	Resistances	<i>Noire x0.5, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Lumos x2.0</i>				
	Additional Information	<i>Part of the Ghast duo</i>				

	Name	<i>Ghast</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>13000</i>	Majique Pool	<i>9999</i>
	Strength	<i>533</i>	Endurance	<i>222</i>	Intellect	<i>667</i>
	Personality	<i>444</i>	Agility	<i>576</i>	Fortune	<i>300</i>
	Skills	<i>Strike, Resonance, OiPiNoire, Moonlight</i>				
	Experience earned	<i>4415</i>				
	CREDIT earned	<i>435</i>				
	Items Dropped					
	Resistances	<i>Noire x0.5, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Lumos x2.0</i>				
	Additional Information	<i>Part of the Ghast duo</i>				

	Name	<i>Harvesou</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>18451</i>	Majique Pool	<i>9999</i>
	Strength	<i>599</i>	Endurance	<i>444</i>	Intellect	<i>696</i>
	Personality	<i>545</i>	Agility	<i>576</i>	Fortune	<i>300</i>
	Skills	<i>Strike, PiNoire, OiPiNoire, Soul Harvest</i>				
	Experience earned	<i>5656</i>				
	CREDIT earned	<i>435</i>				
	Items Dropped	<i>Element roulette 1/5</i>				
	Resistances	<i>Noire x0.5, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Lumos x2.0</i>				
	Additional Information	<i>Always stores energy before using soul harvest, allowing you to defend!</i>				

	Name	<i>Hate Incarnate</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>12145</i>	Majique Pool	<i>8547</i>
	Strength	<i>251</i>	Endurance	<i>600</i>	Intellect	<i>354</i>
	Personality	<i>711</i>	Agility	<i>587</i>	Fortune	<i>100</i>
	Skills	<i>Endless Dark, Pure Hate, PiNoire, OiPiNoire, Deflect Physical, Deflect Majique</i>				
	Experience earned	<i>2141</i>				
	CREDIT earned	<i>111</i>				
	Items Dropped					
	Resistances	<i>Pyro x0.5, Psychic x0.7</i>				
	Weaknesses	<i>Lumos x1.5</i>				
	Additional Information					

	Name	<i>Heiifter</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>4000</i>	Majique Pool	<i>3478</i>
	Strength	<i>400</i>	Endurance	<i>335</i>	Intellect	<i>105</i>
	Personality	<i>99</i>	Agility	<i>243</i>	Fortune	<i>250</i>
	Skills	<i>Strike, Impale, Protective Cocoon</i>				
	Experience earned	<i>2741</i>				
	CREDIT earned	<i>169</i>				
	Items Dropped	<i>Element Roulette 1/20</i>				
	Resistances	<i>Electro x0.0, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Storm x1.3, Freeze x1.5</i>				
	Additional Information					

	Name	<i>High King</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>18754</i>	Majique Pool	<i>6875</i>
	Strength	<i>500</i>	Endurance	<i>822</i>	Intellect	<i>625</i>
	Personality	<i>855</i>	Agility	<i>221</i>	Fortune	<i>300</i>
	Skills	<i>GLItCH, Manadrain Strike, Meteor, Defend</i>				
	Experience earned	<i>3451</i>				
	CREDIT earned	<i>214</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Ice Empress</i>				
	Attack Element	<i>Freeze</i>	Health Points	<i>13500</i>	Majique Pool	<i>9999</i>
	Strength	<i>239</i>	Endurance	<i>298</i>	Intellect	<i>513</i>
	Personality	<i>471</i>	Agility	<i>554</i>	Fortune	<i>500</i>
	Skills	<i>Drain Defence, Target: Mouth, Freeze, ArFreeze, Glacial Blast, Mind Blast</i>				
	Experience earned	<i>5011</i>				
	CREDIT earned	<i>998</i>				
	Items Dropped	<i>Freeze Sphere</i>				
	Resistances	<i>Aqua, Gaia x0.5, Electro x0.7, Freeze x0.0, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Pyro x1.5</i>				
	Additional Information	<i>The Boss of the Frozenssea Tower, the Ice Empress can absorb Freeze element attacks.</i>				

	Name	<i>Incrahun</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>9000</i>	Majique Pool	<i>5000</i>
	Strength	<i>484</i>	Endurance	<i>409</i>	Intellect	<i>354</i>
	Personality	<i>287</i>	Agility	<i>274</i>	Fortune	<i>400</i>
	Skills	<i>Strike, Powered Blow, Heavy Swing, Wide Sweep</i>				
	Experience earned	<i>3248</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information	<i>This monster is found in the DigiPlane's arena.</i>				

	Name	<i>Kah-Beeng (and Kah-Beengling)</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>9865</i>	Majique Pool	<i>2574</i>
	Strength	<i>311</i>	Endurance	<i>255</i>	Intellect	<i>288</i>
	Personality	<i>300</i>	Agility	<i>265</i>	Fortune	<i>300</i>
	Skills	<i>Claw, Kah, Bind Enemy, Tether Datastream, Unleash Datawave</i>				
	Experience earned	<i>3219</i>				
	CREDIT earned	<i>158</i>				
	Items Dropped	<i>Metal Skin 1/19, Energy unit 1/15</i>				
	Resistances	<i>Online World Elements x0.6, Kah x0.5</i>				
	Weaknesses	<i>Mai x1.6, Eri x1.1, Dol x1.25</i>				
	Additional Information					

	Name	<i>Kah-Slend</i>				
	Attack Element	<i>Kah</i>	Health Points	<i>6400</i>	Majique Pool	<i>5645</i>
	Strength	<i>271</i>	Endurance	<i>178</i>	Intellect	<i>305</i>
	Personality	<i>325</i>	Agility	<i>711</i>	Fortune	<i>250</i>
	Skills	<i>Claw, Kah, Ha-Kah, Ultimate Sacrifice</i>				
	Experience earned	<i>2710</i>				
	CREDIT earned	<i>121</i>				
	Items Dropped	<i>Kah Transistor Cell 1/30, Energy Unity 1/10, Conduit 1/15</i>				
	Resistances	<i>Kah x0.5, Online World Elements x0.6</i>				
	Weaknesses	<i>Mai x1.6, Eri x1.1, Dol x1.25</i>				
	Additional Information					

	Name	<i>Kondjoine</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>21000</i>	Majique Pool	<i>9000</i>
	Strength	<i>578</i>	Endurance	<i>415</i>	Intellect	<i>687</i>
	Personality	<i>384</i>	Agility	<i>302</i>	Fortune	<i>600</i>
	Skills	<i>Store Energy, OiPiNoire, JiKaLumo, Multi Attack</i>				
	Experience earned	<i>5247</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped	<i>Soul Remnant 1/50</i>				
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Knight</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>7000</i>	Majique Pool	<i>100</i>
	Strength	<i>755</i>	Endurance	<i>578</i>	Intellect	<i>10</i>
	Personality	<i>441</i>	Agility	<i>448</i>	Fortune	<i>500</i>
	Skills	<i>Sword Strike, Flurry of Blades, Leadership</i>				
	Experience earned	<i>2451</i>				
	CREDIT earned	<i>89</i>				
	Items Dropped	<i>Grd 4:Knight (tTioarch Card) 1/10</i>				
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Lazipod</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>12000</i>	Majique Pool	<i>9999</i>
	Strength	<i>433</i>	Endurance	<i>411</i>	Intellect	<i>567</i>
	Personality	<i>244</i>	Agility	<i>576</i>	Fortune	<i>300</i>
	Skills	<i>Strike, Poisonous Barb, Uproot, Plant Roots</i>				
	Experience earned	<i>3876</i>				
	CREDIT earned	<i>321</i>				
	Items Dropped	<i>Element Roulette 1/20</i>				
	Resistances	<i>DigiPlane Elements x0.6</i>				
	Weaknesses					
	Additional Information					



	Name	<i>Lelouche</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>999999</i>	Majique Pool	<i>9999</i>
	Strength	<i>851</i>	Endurance	<i>987</i>	Intellect	<i>921</i>
	Personality	<i>875</i>	Agility	<i>347</i>	Fortune	<i>800</i>
	Skills	<i>Sword Strike, Discharge Blade, Absorb Life, Wing Sweep</i>				
	Experience earned					
	CREDIT earned					
	Items Dropped					
	Resistances	<i>Majique, Physical x0.1</i>				
	Weaknesses					
	Additional Information	<i>This initial form of Lelouche the 'official' is practically impervious to damage.. To weaken him, use the Limithack!</i>				



	Name	<i>Lelouche (hacked)</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>38754</i>	Majique Pool	<i>8000</i>
	Strength	<i>651</i>	Endurance	<i>500</i>	Intellect	<i>671</i>
	Personality	<i>600</i>	Agility	<i>511</i>	Fortune	<i>500</i>
	Skills	<i>Sword Strike, Discharge Blade, Absorb Life, Wing Sweep</i>				
	Experience earned	<i>22178</i>				
	CREDIT earned	<i>5000</i>				
	Items Dropped	<i>Dischargeblade</i>				
	Resistances					
	Weaknesses	<i>Void x1.5</i>				
	Additional Information	<i>This is the version of Lelouche that you will face after hacking his original form.</i>				

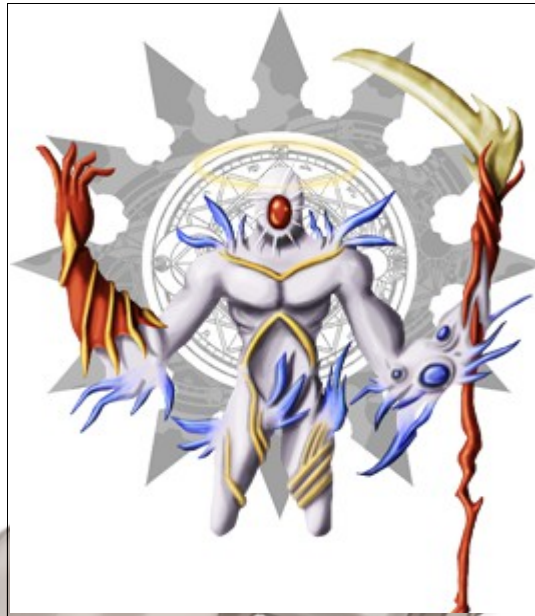
	Name	<i>Liserr</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>9000</i>	Majique Pool	<i>9999</i>
	Strength	<i>433</i>	Endurance	<i>288</i>	Intellect	<i>567</i>
	Personality	<i>245</i>	Agility	<i>576</i>	Fortune	<i>300</i>
	Skills	<i>Strike, PiNoire, Call of the Pack</i>				
	Experience earned	<i>2876</i>				
	CREDIT earned	<i>255</i>				
	Items Dropped	<i>Element Roulette 1/20, Noire Sphere 1/10</i>				
	Resistances	<i>Digiplane Elements x0.6</i>				
	Weaknesses	<i>Lumos x2.0</i>				
	Additional Information					

	Name	<i>Literaria</i>				
	Attack Element	<i>Lumos</i>	Health Points	<i>12000</i>	Majique Pool	<i>8000</i>
	Strength	<i>341</i>	Endurance	<i>343</i>	Intellect	<i>400</i>
	Personality	<i>370</i>	Agility	<i>427</i>	Fortune	<i>300</i>
	Skills	<i>Claw, Lumo, Lumosal, Mirror</i>				
	Experience earned	<i>4151</i>				
	CREDIT earned	<i>432</i>				
	Items Dropped	<i>Element Roulette</i>				
	Resistances	<i>Lumos x0.0, Digiplane Elements x0.6</i>				
	Weaknesses	<i>Noire x2.0</i>				
	Additional Information					

	Name	<i>Lofosou</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>11000</i>	Majique Pool	<i>9999</i>
	Strength	<i>400</i>	Endurance	<i>343</i>	Intellect	<i>400</i>
	Personality	<i>370</i>	Agility	<i>427</i>	Fortune	<i>300</i>
	Skills	<i>Incubate Eggs, OiPiNoire, PiNoire</i>				
	Experience earned	<i>3874</i>				
	CREDIT earned	<i>293</i>				
	Items Dropped	<i>Element Roulette</i>				
	Resistances	<i>Physical x0.5, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Lumos x2.0</i>				
	Additional Information	<i>Uses Incubate Eggs to hatch the Dark eggs on the third turn. Take out the Dark eggs to prevent them from hatching.</i>				

	Name	<i>M3S5</i>				
	Attack Element	<i>Kah</i>	Health Points	<i>6400</i>	Majique Pool	<i>5645</i>
	Strength	<i>271</i>	Endurance	<i>277</i>	Intellect	<i>343</i>
	Personality	<i>371</i>	Agility	<i>711</i>	Fortune	<i>250</i>
	Skills	<i>Claw, Mother Nature, Enraged Earth, Incinerate, Dark of Night, Meteor, Earthly Protection</i>				
	Experience earned	<i>2457</i>				
	CREDIT earned	<i>121</i>				
	Items Dropped	<i>Supercharger 1/30</i>				
	Resistances	<i>Online World Elements x0.6, Kah x0.5</i>				
	Weaknesses	<i>Mai x1.6, Eri x1.1, Dol x1.25</i>				
	Additional Information	<i>This is a glitched import creature.</i>				

	Name	<i>M3S5X2</i>				
	Attack Element	<i>Psychic</i>	Health Points	<i>6400</i>	Majique Pool	<i>5645</i>
	Strength	<i>544</i>	Endurance	<i>277</i>	Intellect	<i>631</i>
	Personality	<i>403</i>	Agility	<i>711</i>	Fortune	<i>250</i>
	Skills	<i>Claw, Mother Nature, Enraged Earth, Incinerate, Dark of Night, Meteor, Earthly Protection</i>				
	Experience earned	<i>3429</i>				
	CREDIT earned	<i>121</i>				
	Items Dropped	<i>Supercharger 1/10</i>				
	Resistances	<i>Online World Elements x0.6, Kah x0.5</i>				
	Weaknesses	<i>Mai x1.6, Eri x1.1, Dol x1.25</i>				
	Additional Information	<i>This is a glitched import creature.</i>				



Name	<i>Mael Soul</i>				
Attack Element	<i>Physical</i>	Health Points	<i>19853</i>	Majique Pool	<i>8000</i>
Strength	<i>556</i>	Endurance	<i>403</i>	Intellect	<i>502</i>
Personality	<i>436</i>	Agility	<i>483</i>	Fortune	<i>500</i>
Skills	<i>Claw, Pummel, Bad Breath, Ge-Mai, Ha-Kah, Si-Yui, Di-sol, Un-Eri, Pi-Dol, Blitz (all stages)</i>				
Experience earned	<i>10574</i>				
CREDIT earned	<i>0</i>				
Items Dropped					
Resistances					
Weaknesses					
Additional Information					

	Name	<i>Mai-Beeng / MaiBeengling</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>2300</i>	Majique Pool	<i>1150</i>
	Strength	<i>271</i>	Endurance	<i>178</i>	Intellect	<i>255</i>
	Personality	<i>287</i>	Agility	<i>222</i>	Fortune	<i>250</i>
	Skills	<i>Mai-Beeng: Claw, Mai, Unleash Datawave Mai-Beengling: Claw, Bind Enemy, Tether Datastream, Mai, Ultimate Sacrifice</i>				
	Experience earned	<i>2451</i>				
	CREDIT earned	<i>119</i>				
	Items Dropped	<i>Metal Skin 1/19, Energy Unit 1/15, Mai Transistor Cell 1/30, Conduit 1/15</i>				
	Resistances	<i>Online World Elements x0.6, Mai x0.5</i>				
	Weaknesses	<i>Eri x1.2, Dol x1.5</i>				
	Additional Information	<i>Also comes in Mai-Beengling form, which will charge the Mai-Beeng's power-attack by using 'Tether Datastream', after which, the Mai-Beeng will 'Unleash Datawave'.</i>				

	Name	<i>Maimba (Main Body)</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>12000</i>	Majique Pool	<i>250</i>
	Strength	<i>300</i>	Endurance	<i>352</i>	Intellect	<i>300</i>
	Personality	<i>374</i>	Agility	<i>350</i>	Fortune	<i>250</i>
	Skills	<i>Strike, Putrid Barf, Sticky Tsunami</i>				
	Experience earned	<i>3148</i>				
	CREDIT earned	<i>177</i>				
	Items Dropped	<i>Binding goo 1/10</i>				
	Resistances	<i>Majique x0.1, Physical x0.1</i>				
	Weaknesses					
	Additional Information	<i>In order to lower this monster's immunities, one must destroy its appendages.</i>				

	Name	<i>Maimba (Main Body)(Appendages destroyed)</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>8000</i>	Majique Pool	<i>250</i>
	Strength	<i>300</i>	Endurance	<i>225</i>	Intellect	<i>300</i>
	Personality	<i>70</i>	Agility	<i>350</i>	Fortune	<i>250</i>
	Skills	<i>Strike, Putrid Barf, Sticky Tsunami</i>				
	Experience earned	<i>1867</i>				
	CREDIT earned	<i>1</i>				
	Items Dropped					
	Resistances					
	Weaknesses	<i>Majique x1.2, Physical x1.2</i>				
	Additional Information	<i>Once this monster's appendages are destroyed, the main body becomes more susceptible to attacks.</i>				

	Name	<i>Maimba (Left Hand)</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>8000</i>	Majique Pool	<i>250</i>
	Strength	<i>260</i>	Endurance	<i>187</i>	Intellect	<i>120</i>
	Personality	<i>70</i>	Agility	<i>350</i>	Fortune	<i>250</i>
	Skills	<i>Strike</i>				
	Experience earned	<i>0</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Maimba (Right Hand)</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>8000</i>	Majique Pool	<i>515</i>
	Strength	<i>110</i>	Endurance	<i>174</i>	Intellect	<i>260</i>
	Personality	<i>70</i>	Agility	<i>350</i>	Fortune	<i>250</i>
	Skills	<i>GaGaia, Gaiaquake</i>				
	Experience earned	<i>0</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Manyarnan</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>14500</i>	Majique Pool	<i>9451</i>
	Strength	<i>488</i>	Endurance	<i>357</i>	Intellect	<i>644</i>
	Personality	<i>383</i>	Agility	<i>687</i>	Fortune	<i>990</i>
	Skills	<i>Strike, Wide Sweep, Ying Yang, Blitz (all stages)</i>				
	Experience earned	<i>7248</i>				
	CREDIT earned	<i>893</i>				
	Items Dropped					
	Resistances	<i>Psychic x0.3</i>				
	Weaknesses					
	Additional Information					

	Name	Minyon (Majique)				
	Attack Element	Physical	Health Points	3300	Majique Pool	5000
	Strength	239	Endurance	177	Intellect	413
	Personality	322	Agility	223	Fortune	250
	Skills	Strike, Freeze, ArFreeze, Glacial Blast, Mage's Nap				
	Experience earned	2698				
	CREDIT earned	261				
	Items Dropped	Element roulette 1/20				
	Resistances	DigiPlane Elements x0.6				
	Weaknesses	Pyro x1.3				
Additional Information						

	Name	<i>Minyon (Melee)</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>1000</i>	Majique Pool	<i>9999</i>
	Strength	<i>376</i>	Endurance	<i>201</i>	Intellect	<i>219</i>
	Personality	<i>289</i>	Agility	<i>427</i>	Fortune	<i>300</i>
	Skills	<i>Claw, Flail</i>				
	Experience earned	<i>2698</i>				
	CREDIT earned	<i>261</i>				
	Items Dropped	<i>Element roulette 1/20</i>				
	Resistances	<i>DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Pyro x2.0</i>				
Additional Information						

	Name	<i>Moal</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>2200</i>	Majique Pool	<i>9999</i>
	Strength	<i>567</i>	Endurance	<i>222</i>	Intellect	<i>219</i>
	Personality	<i>221</i>	Agility	<i>567</i>	Fortune	<i>300</i>
	Skills	<i>Strike, Venom Strike, Vendetta</i>				
	Experience earned	<i>2434</i>				
	CREDIT earned	<i>271</i>				
	Items Dropped	<i>Element Roulette 1/20, Gaia Sphere 1/10</i>				
	Resistances	<i>Gaia x0.5, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Aqua x1.5, Storm x1.2, Freeze x2.0</i>				
	Additional Information					

	Name	<i>Monstorrosit</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>14000</i>	Majique Pool	<i>5645</i>
	Strength	<i>544</i>	Endurance	<i>291</i>	Intellect	<i>631</i>
	Personality	<i>475</i>	Agility	<i>711</i>	Fortune	<i>250</i>
	Skills	<i>Claw, Lose it, Electric Arm, Perpetual Twilight</i>				
	Experience earned	<i>4258</i>				
	CREDIT earned	<i>121</i>				
	Items Dropped	<i>Condenser</i>				
	Resistances	<i>Psychic x0.3</i>				
	Weaknesses					
	Additional Information	<i>This monster is found in the Wild Zones of the DigiPlane, and can act twice, or even three times in a single turn.</i>				

	Name	<i>Mothera</i>				
	Attack Element	<i>301</i>	Health Points	<i>3400</i>	Majique Pool	<i>3478</i>
	Strength	<i>301</i>	Endurance	<i>110</i>	Intellect	<i>512</i>
	Personality	<i>387</i>	Agility	<i>567</i>	Fortune	<i>250</i>
	Skills	<i>Strike</i>				
	Experience earned	<i>2658</i>				
	CREDIT earned	<i>187</i>				
	Items Dropped	<i>Element Roulette 1/20</i>				
	Resistances	<i>Aqua x0.8, Electro x0.0, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Pyro x1.7, Gaia x1.3, Storm x1.3, Freeze x2.0</i>				
	Additional Information					

	Name	<i>Muthu's Gaurd</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>11050</i>	Majique Pool	<i>6000</i>
	Strength	<i>534</i>	Endurance	<i>411</i>	Intellect	<i>384</i>
	Personality	<i>311</i>	Agility	<i>455</i>	Fortune	<i>500</i>
	Skills	<i>Strike, Electric Arm</i>				
	Experience earned	<i>4111</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Muthu's Gaurd</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>11050</i>	Majique Pool	<i>6000</i>
	Strength	<i>534</i>	Endurance	<i>311</i>	Intellect	<i>384</i>
	Personality	<i>411</i>	Agility	<i>455</i>	Fortune	<i>500</i>
	Skills	<i>Strike, Electric Arm</i>				
	Experience earned	<i>4111</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Niterra</i>				
	Attack Element	<i>Void</i>	Health Points	<i>16201</i>	Majique Pool	<i>7541</i>
	Strength	<i>874</i>	Endurance	<i>706</i>	Intellect	<i>703</i>
	Personality	<i>398</i>	Agility	<i>556</i>	Fortune	<i>700</i>
	Skills	<i>Void Claw, Seeds of Non-Existence, Fruit of Non-Existence</i>				
	Experience earned	<i>7541</i>				
	CREDIT earned	<i>512</i>				
	Items Dropped					
	Resistances	<i>Void x0.0</i>				
	Weaknesses	<i>Essence x1.5</i>				
	Additional Information	<i>At the beginning of battle, this monsters plants the seeds, which mature in ten turns to deal asolutely devastating damage!</i>				

	Name	<i>Paratsue</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>4400</i>	Majique Pool	<i>100</i>
	Strength	<i>310</i>	Endurance	<i>220</i>	Intellect	<i>10</i>
	Personality	<i>249</i>	Agility	<i>222</i>	Fortune	<i>100</i>
	Skills	<i>Claw, Poisonous Barb, Diseased Bite</i>				
	Experience earned	<i>1875</i>				
	CREDIT earned	<i>78</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Pendula</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>8300</i>	Majique Pool	<i>5000</i>
	Strength	<i>745</i>	Endurance	<i>170</i>	Intellect	<i>303</i>
	Personality	<i>555</i>	Agility	<i>170</i>	Fortune	<i>100</i>
	Skills	<i>Sword Strike, Wide Sweep</i>				
	Experience earned	<i>3549</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped	<i>Soul Remnant 1/50</i>				
	Resistances					
	Weaknesses					
	Additional Information	<i>This monster is found in the DigiPlane's arena.</i>				

	Name	<i>Phailur</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>10400</i>	Majique Pool	<i>7100</i>
	Strength	<i>116</i>	Endurance	<i>165</i>	Intellect	<i>232</i>
	Personality	<i>143</i>	Agility	<i>143</i>	Fortune	<i>200</i>
	Skills	<i>Strike, Resonance, Meditate, Mind Blast, Pysdischarge, Mind Muddle</i>				
	Experience earned	<i>2563</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped	<i>Soul Remnant 1/50</i>				
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Powanet</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>21000</i>	Majique Pool	<i>8000</i>
	Strength	<i>116</i>	Endurance	<i>165</i>	Intellect	<i>232</i>
	Personality	<i>143</i>	Agility	<i>143</i>	Fortune	<i>200</i>
	Skills	<i>Strike, Electric Arm, Superdischarge</i>				
	Experience earned	<i>4102</i>				
	CREDIT earned	<i>321</i>				
	Items Dropped	<i>Soul Remnant 1/50</i>				
	Resistances	<i>Psychic x0.0</i>				
	Weaknesses	<i>Electro x2.0, Mechanician x2.5</i>				
	Additional Information	<i>Found in the Digiplane's arena, the Powanet is supported by 'Powapaks' and does not act on every turn. Being a machine, this monster is immune to a host of status afflictions.</i>				

	Name	<i>Pawn</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>5500</i>	Majique Pool	<i>100</i>
	Strength	<i>375</i>	Endurance	<i>370</i>	Intellect	<i>10</i>
	Personality	<i>445</i>	Agility	<i>160</i>	Fortune	<i>90</i>
	Skills	<i>Sword Strike, Front Line</i>				
	Experience earned	<i>1875</i>				
	CREDIT earned	<i>78</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Powapak</i>				
	Attack Element		Health Points	<i>1700</i>	Majique Pool	<i>500</i>
	Strength	<i>190</i>	Endurance	<i>80</i>	Intellect	<i>50</i>
	Personality	<i>80</i>	Agility	<i>95</i>	Fortune	<i>80</i>
	Skills	<i>Boost</i>				
	Experience earned	<i>1111</i>				
	CREDIT earned	<i>11</i>				
	Items Dropped					
	Resistances	<i>Psychic, Electro x0.0</i>				
	Weaknesses	<i>Aqua x1.5, Mechanician x2.5</i>				
	Additional Information	<i>This enemy supports the Powanet machine by boosting its statistics.</i>				

	Name	<i>Puvokin</i>				
	Attack Element	<i>Void</i>	Health Points	<i>22154</i>	Majique Pool	<i>8954</i>
	Strength	<i>698</i>	Endurance	<i>413</i>	Intellect	<i>754</i>
	Personality	<i>478</i>	Agility	<i>527</i>	Fortune	<i>600</i>
	Skills	<i>Void Claw, Absorb Life, Set Bomb, Detonate Bomb</i>				
	Experience earned	<i>3754</i>				
	CREDIT earned	<i>118</i>				
	Items Dropped					
	Resistances	<i>Void x0.0, Psychic x0.5</i>				
	Weaknesses	<i>Essence x1.5</i>				
	Additional Information	<i>This monster uses 'Set Bomb' before setting it off on the next turn, which allows you to defend yourself!</i>				

	Name	<i>Phiink</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>17800</i>	Majique Pool	<i>8000</i>
	Strength	<i>344</i>	Endurance	<i>408</i>	Intellect	<i>622</i>
	Personality	<i>387</i>	Agility	<i>348</i>	Fortune	<i>378</i>
	Skills	<i>Strike, Subsitute, Meditate, Mind Blast, Psydischarge, Mind Muddle</i>				
	Experience earned	<i>4512</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information	<i>This monster has three parts; this main body, as well as 'Ttuch' and 'Pheal'. It is found in the DigiPlane's arena.</i>				

	Name	<i>Phiink (Ttuch)</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>7100</i>	Majique Pool	<i>5000</i>
	Strength	<i>411</i>	Endurance	<i>211</i>	Intellect	<i>244</i>
	Personality	<i>254</i>	Agility	<i>310</i>	Fortune	<i>400</i>
	Skills	<i>Strike, Drain Attack, Drain Majique, Drain Defence, Vendetta, Wide Sweep</i>				
	Experience earned	<i>2221</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information	<i>This monster forms part of the 'Phiink' creature.</i>				

	Name	<i>Phiink (Pheal)</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>7100</i>	Majique Pool	<i>7000</i>
	Strength	<i>244</i>	Endurance	<i>211</i>	Intellect	<i>411</i>
	Personality	<i>323</i>	Agility	<i>451</i>	Fortune	<i>550</i>
	Skills	<i>Mind Blast, FePyro, ArFreeze, Energy of the Earth, Mother Nature, Mage's Nap</i>				
	Experience earned	<i>2223</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information	<i>This monster forms part of the 'Phiink' creature.</i>				

	Name	<i>Queane</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>22541</i>	Majique Pool	<i>9999</i>
	Strength	<i>341</i>	Endurance	<i>398</i>	Intellect	<i>510</i>
	Personality	<i>576</i>	Agility	<i>601</i>	Fortune	<i>350</i>
	Skills	<i>Summon The Hive</i>				
	Experience earned	<i>5432</i>				
	CREDIT earned	<i>172</i>				
	Items Dropped	<i>Element Roulette 1/20</i>				
	Resistances	<i>Digiplane Elements x0.6</i>				
	Weaknesses	<i>Pyro x2.0, Freeze x1.5</i>				
	Additional Information	<i>Acts rarely.</i>				

	Name	<i>Rayven</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>3100</i>	Majique Pool	<i>8000</i>
	Strength	<i>197</i>	Endurance	<i>211</i>	Intellect	<i>522</i>
	Personality	<i>341</i>	Agility	<i>408</i>	Fortune	<i>500</i>
	Skills	<i>Strike, Gale of Swords, Storm, Dark of Night, JuHeal</i>				
	Experience earned	<i>3120</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information	<i>This is a DigiPlane arena monster.</i>				

	Name	<i>Revenant</i>				
	Attack Element	<i>Void</i>	Health Points	<i>42512</i>	Majique Pool	<i>9999</i>
	Strength	<i>921</i>	Endurance	<i>750</i>	Intellect	<i>450</i>
	Personality	<i>800</i>	Agility	<i>330</i>	Fortune	<i>250</i>
	Skills	<i>Void Claw, Come with me</i>				
	Experience earned	<i>3348</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped	<i>Black Hole 1/15, Soul Remnant 1/7, Grd X:Revenant Trioarch Card 1/30</i>				
	Resistances	<i>Void x0.0, Psychic x0.3</i>				
	Weaknesses	<i>Essence x1.5</i>				
	Additional Information					

	Name	<i>Revenant</i>				
	Attack Element	<i>Void</i>	Health Points	<i>37854</i>	Majique Pool	<i>9999</i>
	Strength	<i>743</i>	Endurance	<i>700</i>	Intellect	<i>911</i>
	Personality	<i>900</i>	Agility	<i>330</i>	Fortune	<i>250</i>
	Skills	<i>Void Claw, Void, Absorb Life</i>				
	Experience earned	<i>3298</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped	<i>Black Hole 1/15, Soul Remnant 1/7, Grd X:Revenant Trioarch Card 1/30</i>				
	Resistances	<i>Void x0.0, Psychic x0.3</i>				
	Weaknesses	<i>Essence x1.5</i>				
	Additional Information					

	Name	<i>Rogue Samurai</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>10000</i>	Majique Pool	<i>9999</i>
	Strength	<i>420</i>	Endurance	<i>333</i>	Intellect	<i>111</i>
	Personality	<i>255</i>	Agility	<i>332</i>	Fortune	<i>250</i>
	Skills	<i>Sword Strike, Jinko-Flurry, Jinko-Venom, Jinko-Daze, Jinko-Stop</i>				
	Experience earned	<i>3358</i>				
	CREDIT earned	<i>304</i>				
	Items Dropped	<i>Element Roulette 1/20, Rainbow Fabric 1/25</i>				
	Resistances	<i>DigiPlane Elements x0.6</i>				
	Weaknesses					
	Additional Information					

	Name	<i>Rook</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>12574</i>	Majique Pool	<i>3587</i>
	Strength	<i>435</i>	Endurance	<i>755</i>	Intellect	<i>435</i>
	Personality	<i>603</i>	Agility	<i>111</i>	Fortune	<i>40</i>
	Skills	<i>Grenado, LaGrenado, JuHeal, Shield, MShield</i>				
	Experience earned	<i>2145</i>				
	CREDIT earned	<i>81</i>				
	Items Dropped	<i>Grd 3:Rook (Trioarch Card) 1/10</i>				
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Samurai General</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>12000</i>	Majique Pool	<i>9999</i>
	Strength	<i>420</i>	Endurance	<i>400</i>	Intellect	<i>111</i>
	Personality	<i>325</i>	Agility	<i>332</i>	Fortune	<i>250</i>
	Skills	<i>Sword Strike, Jinko-Flurry, Jinko-Venom, Jinko-Daze, Jinko-Stop</i>				
	Experience earned	<i>6008</i>				
	CREDIT earned	<i>1193</i>				
	Items Dropped	<i>Element Roulette, Rainbow Fabric</i>				
	Resistances	<i>DigiPlane Elements x0.6</i>				
	Weaknesses					
	Additional Information					

	Name	<i>Scarlet Fragment</i>				
	Attack Element	<i>Lumos</i>	Health Points	<i>6641</i>	Majique Pool	<i>8000</i>
	Strength	<i>341</i>	Endurance	<i>343</i>	Intellect	<i>400</i>
	Personality	<i>370</i>	Agility	<i>427</i>	Fortune	<i>300</i>
	Skills	<i>Version 1: Claw, Reconfigure Version 2: Ge-Mai, Ha-Kah, Si-Yui, Di-Sol, Un-Eri</i>				
	Experience earned	<i>2187</i>				
	CREDIT earned	<i>235</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information					



Name	<i>Scarlet Monstrosity</i>				
Attack Element	<i>Physical</i>	Health Points	<i>45125</i>	Majique Pool	<i>8000</i>
Strength	<i>612</i>	Endurance	<i>560</i>	Intellect	<i>511</i>
Personality	<i>594</i>	Agility	<i>483</i>	Fortune	<i>500</i>
Skills	<i>Pummel, Blitz (all stages), Purtid Barf, Pure Hate, Ge-Mai, Ha-Kah, Si-Yui, Di-sol, Un-Eri, Pi-Dol, Endless Dark</i>				
Experience earned	<i>10574</i>				
CREDIT earned	<i>0</i>				
Items Dropped	<i>Grd 6:Jaque Trioarch Card</i>				
Resistances					
Weaknesses					
Additional Information					

	Name	<i>Scarlet Prince (Virtual Questline, Battle in Wild Zones)</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>8000</i>	Majique Pool	<i>5000</i>
	Strength	<i>441</i>	Endurance	<i>412</i>	Intellect	<i>391</i>
	Personality	<i>389</i>	Agility	<i>511</i>	Fortune	<i>487</i>
	Skills	<i>Strike, Fiery Obliteration</i>				
	Experience earned	<i>6185</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information	<i>Only uses fiery obliteration when the 'incorrect' army positioning is chosen</i>				

	Name	<i>Scribbledaemon</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>11000</i>	Majique Pool	<i>9999</i>
	Strength	<i>511</i>	Endurance	<i>181</i>	Intellect	<i>450</i>
	Personality	<i>381</i>	Agility	<i>330</i>	Fortune	<i>250</i>
	Skills	<i>Claw, Endless Dark, PiNoire, Dark of Night</i>				
	Experience earned	<i>3462</i>				
	CREDIT earned	<i>197</i>				
	Items Dropped	<i>Element Roulette 1/20</i>				
	Resistances	<i>Pyro, Aqua, Gaia, Electro, Storm, Freeze, Noire x.0.5</i>				
	Weaknesses	<i>Lumos x2.0</i>				
	Additional Information					

	Name	<i>Seakurr</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>14500</i>	Majique Pool	<i>5000</i>
	Strength	<i>534</i>	Endurance	<i>398</i>	Intellect	<i>384</i>
	Personality	<i>149</i>	Agility	<i>455</i>	Fortune	<i>500</i>
	Skills	<i>Strike, Electric Arm, Ying Yang, Blitz (all stages)</i>				
	Experience earned	<i>5011</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped	<i>Soul Remnant 1/50</i>				
	Resistances					
	Weaknesses	<i>Mechanician x2.5</i>				
	Additional Information					

	Name	<i>Sentteen</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>9500</i>	Majique Pool	<i>5000</i>
	Strength	<i>471</i>	Endurance	<i>335</i>	Intellect	<i>376</i>
	Personality	<i>355</i>	Agility	<i>384</i>	Fortune	<i>300</i>
	Skills	<i>Claw, Ha-Kah, Kah</i>				
	Experience earned	<i>3001</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped	<i>Soul Remnant 1/50</i>				
	Resistances	<i>Online World Elements x0.6, Kah x0.5</i>				
	Weaknesses	<i>Mai x1.6, Eir x1.1, Dol x1.25, Mechanician x2.5</i>				
	Additional Information	<i>This monster can be found in the DigiPlane arena.</i>				

	Name	<i>Shephaerd</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>5654</i>	Majique Pool	<i>3478</i>
	Strength	<i>355</i>	Endurance	<i>301</i>	Intellect	<i>263</i>
	Personality	<i>197</i>	Agility	<i>511</i>	Fortune	<i>250</i>
	Skills	<i>Strike, Mind Blast</i>				
	Experience earned	<i>3359</i>				
	CREDIT earned	<i>172</i>				
	Items Dropped	<i>Element Roulette 1/20</i>				
	Resistances	<i>Pyro x0.0, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Aqua, Gaia, Electro, Freeze x1.5</i>				
	Additional Information					

	Name	<i>Sol-Slend</i>				
	Attack Element	<i>Sol</i>	Health Points	<i>6400</i>	Majique Pool	<i>5645</i>
	Strength	<i>271</i>	Endurance	<i>178</i>	Intellect	<i>297</i>
	Personality	<i>344</i>	Agility	<i>711</i>	Fortune	<i>250</i>
	Skills	<i>Claw, Sol, Di-Sol</i>				
	Experience earned	<i>2710</i>				
	CREDIT earned	<i>132</i>				
	Items Dropped	<i>Sol Transistor Cell 1/30, Energy Unit 1/10, Conduit 1/15</i>				
	Resistances	<i>Online World Elements x0.6, Sol x0.5</i>				
	Weaknesses	<i>Mai x1.1, Kah x1.25, Yui x1.6</i>				
	Additional Information					

	Name	<i>Soldeist</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>6000</i>	Majique Pool	<i>3478</i>
	Strength	<i>485</i>	Endurance	<i>297</i>	Intellect	<i>105</i>
	Personality	<i>99</i>	Agility	<i>654</i>	Fortune	<i>250</i>
	Skills	<i>Strike, Impale, Sticky Web</i>				
	Experience earned	<i>2865</i>				
	CREDIT earned	<i>189</i>				
	Items Dropped	<i>Element Roulette 1/20</i>				
	Resistances	<i>Gaia x0.1, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Electro, Freeze x1.3, Storm x1.5</i>				
	Additional Information					

	Name	<i>Souteyrea</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>9000</i>	Majique Pool	<i>8540</i>
	Strength	<i>455</i>	Endurance	<i>387</i>	Intellect	<i>678</i>
	Personality	<i>415</i>	Agility	<i>555</i>	Fortune	<i>900</i>
	Skills	<i>Claw, Impale, Void Claw, Wide Sweep, Dark of Night, Incinerate, Enraged Earth</i>				
	Experience earned	<i>6574</i>				
	CREDIT earned	<i>810</i>				
	Items Dropped					
	Resistances	<i>Psychic x0.3</i>				
	Weaknesses					
	Additional Information	<i>This monster, found in the Wild Zones, has a 5% chance of inflicting instant death when attacking.</i>				

	Name	<i>Souater</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>15421</i>	Majique Pool	<i>9999</i>
	Strength	<i>583</i>	Endurance	<i>400</i>	Intellect	<i>664</i>
	Personality	<i>499</i>	Agility	<i>576</i>	Fortune	<i>300</i>
	Skills	<i>PiNoire, OiPiNoire, Consume Soul</i>				
	Experience earned	<i>4187</i>				
	CREDIT earned	<i>411</i>				
	Items Dropped	<i>Element Roulette 1/20</i>				
	Resistances	<i>DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Lumos x2.0</i>				
	Additional Information	<i>Goes into food coma after consuming a soul</i>				

	Name	<i>Spairina</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>3300</i>	Majique Pool	<i>9999</i>
	Strength	<i>249</i>	Endurance	<i>191</i>	Intellect	<i>335</i>
	Personality	<i>388</i>	Agility	<i>378</i>	Fortune	<i>300</i>
	Skills	<i>Claw, Sticky Web, Protective Cocoon</i>				
	Experience earned	<i>2298</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances	<i>Electro x0.7, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Pyro x1.5, Gaia x1.5, Freeze x1.5</i>				
	Additional Information	<i>Online World Arena Monster</i>				

	Name	<i>Spectre Slave</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>4584</i>	Majique Pool	<i>9999</i>
	Strength	<i>389</i>	Endurance	<i>298</i>	Intellect	<i>374</i>
	Personality	<i>349</i>	Agility	<i>378</i>	Fortune	<i>500</i>
	Skills	<i>Claw, Bind Enemy, Unfinished Business</i>				
	Experience earned	<i>3300</i>				
	CREDIT earned	<i>301</i>				
	Items Dropped	<i>Element Roulette 1/2</i>				
	Resistances	<i>Electro x0.0, Digiplane Elements x0.6</i>				
	Weaknesses	<i>Lumos x2.0</i>				
	Additional Information					

	Name	<i>Spidra</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>7000</i>	Majique Pool	<i>9999</i>
	Strength	<i>387</i>	Endurance	<i>315</i>	Intellect	<i>312</i>
	Personality	<i>239</i>	Agility	<i>489</i>	Fortune	<i>400</i>
	Skills	<i>Claw, Impale, Scythe, Double Scythe</i>				
	Experience earned	<i>2358</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances	<i>Electro x0.7, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Pyro x1.5, Gaia x1.5, Freeze x1.5</i>				
	Additional Information	<i>Online World Arena Monster</i>				

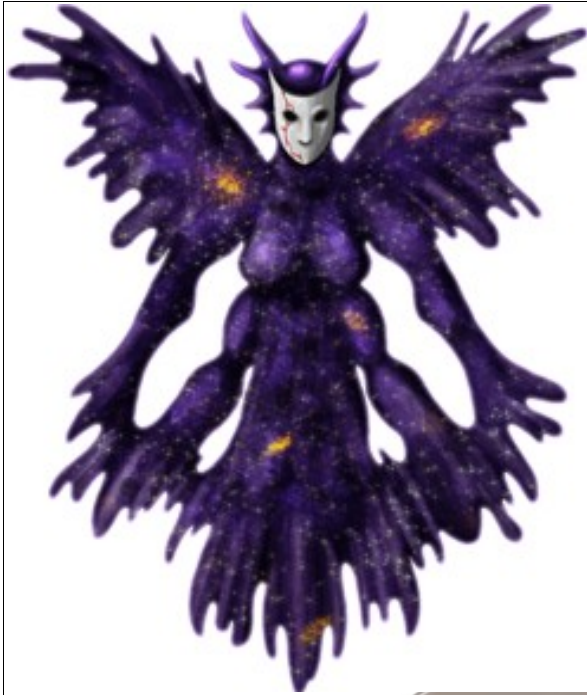
	Name	Steeleiste				
	Attack Element	Physical	Health Points	2200	Majique Pool	3478
	Strength	298	Endurance	368	Intellect	461
	Personality	298	Agility	432	Fortune	250
	Skills	Strike, Impale				
	Experience earned	2954				
	CREDIT earned	172				
	Items Dropped	Element Roulette 1/20				
	Resistances	Gaia x0.1, DigiPlane Elements x0.6				
	Weaknesses	Electro, Freeze x1.3, Storm x1.5				
Additional Information						



Name	<i>Subterannian</i>				
Attack Element	<i>Physical</i>	Health Points	<i>12000</i>	Majique Pool	<i>3478</i>
Strength	<i>325</i>	Endurance	<i>271</i>	Intellect	<i>197</i>
Personality	<i>110</i>	Agility	<i>112</i>	Fortune	<i>250</i>
Skills	<i>Shield, Charge, Flail, Defensive Stance, Strike, Diseased Bite</i>				
Experience earned	<i>3652</i>				
CREDIT earned	<i>311</i>				
Items Dropped	<i>Element Roulette</i>				
Resistances	<i>Pyro x0.8, Gaia x0.4, Electro x0.0, DigiPlane Elements x0.6</i>				
Weaknesses	<i>Aqua x1.2, Freeze x1.3</i>				
Additional Information					

	Name	<i>Succubus</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>33254</i>	Majique Pool	<i>9999</i>
	Strength	<i>599</i>	Endurance	<i>502</i>	Intellect	<i>711</i>
	Personality	<i>588</i>	Agility	<i>701</i>	Fortune	<i>950</i>
	Skills	<i>Gouge, Impale, Double Scythe, Essence, Pi-Dol, Un-Eri</i>				
	Experience earned	<i>15423</i>				
	CREDIT earned	<i>1114</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Terannian</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>13000</i>	Majique Pool	<i>3478</i>
	Strength	<i>374</i>	Endurance	<i>307</i>	Intellect	<i>203</i>
	Personality	<i>411</i>	Agility	<i>188</i>	Fortune	<i>500</i>
	Skills	<i>Shield, Charge, Flail, Defensive Stance, Diseased Bite, Strike</i>				
	Experience earned	<i>5214</i>				
	CREDIT earned	<i>418</i>				
	Items Dropped	<i>Element Roulette, Mother Gaia</i>				
	Resistances	<i>Pyro, Aqua x0.5, Gaia x0.4, Electro x0.0, Storm x0.5, Digiplane Elements x0.6</i>				
	Weaknesses	<i>Freeze x1.7</i>				
	Additional Information	<i>This Monster can be faced by returning to the 'Toy Chest' dungeon.</i>				



Name	<i>The Mask</i>				
Attack Element	<i>Void</i>	Health Points	<i>55412</i>	Majique Pool	<i>9987</i>
Strength	<i>990</i>	Endurance	<i>987</i>	Intellect	<i>987</i>
Personality	<i>876</i>	Agility	<i>876</i>	Fortune	<i>900</i>
Skills	<i>Void Claw, Voidal Tentacles, Sticky Web, Absorb Life, Void, Set Bomb, Detonate Bomb, Anticipate Move</i>				
Experience earned	<i>15478</i>				
CREDIT earned	<i>0</i>				
Items Dropped	<i>Gem of Continuation, Proof, Grd X:The Mask Trioarch Card</i>				
Resistances					
Weaknesses					
Additional Information	<i>The most difficult battle of the the game, The Mask is an alternative possible version of Jay, had he take different routes through his journey.</i> <i>In order to defeat him, it is highly recommended that your party has a good mix of Noire/Void resistant armours. Using 'Mirror' can certainly help to stave off the onslaught of attacks from his party.</i> <i>At the beginning of battle, The Mask will activate a parasitic infection in your party that gradually lowers their health, and slightly weakens every one of their statistics. Good luck!</i> <i>Defeating him awards you with a code that can be used in Reboot to gain a special item, as well as 'Proof' that you could screenshot to prove your achievement!</i>				

	Name	<i>The Scream</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>8000</i>	Majique Pool	<i>8000</i>
	Strength	<i>199</i>	Endurance	<i>208</i>	Intellect	<i>493</i>
	Personality	<i>363</i>	Agility	<i>475</i>	Fortune	<i>400</i>
	Skills	<i>Claw, ArFreezestrike, ArFreeze, Glacial Blast, Absolute Zero</i>				
	Experience earned	<i>6541</i>				
	CREDIT earned	<i>1193</i>				
	Items Dropped	<i>Element Roulette, Ice Empress' Cape</i>				
	Resistances	<i>Digiplane Elements x0.6</i>				
	Weaknesses					
	Additional Information					

	Name	<i>Vesuvius</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>18751</i>	Majique Pool	<i>8000</i>
	Strength	<i>589</i>	Endurance	<i>451</i>	Intellect	<i>487</i>
	Personality	<i>555</i>	Agility	<i>421</i>	Fortune	<i>600</i>
	Skills	<i>Strike, Ge-Mai, Ha-Kah, Si-Yui, Di-Sol, Un-Eri, Data Torrent</i>				
	Experience earned	<i>6721</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Virulea eCell</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>1500</i>	Majique Pool	<i>9999</i>
	Strength	<i>300</i>	Endurance	<i>250</i>	Intellect	<i>300</i>
	Personality	<i>250</i>	Agility	<i>350</i>	Fortune	<i>400</i>
	Skills	<i>Gaiaquake</i>				
	Experience earned	<i>1241</i>				
	CREDIT earned	<i>0</i>				
	Items Dropped					
	Resistances					
	Weaknesses					
	Additional Information					

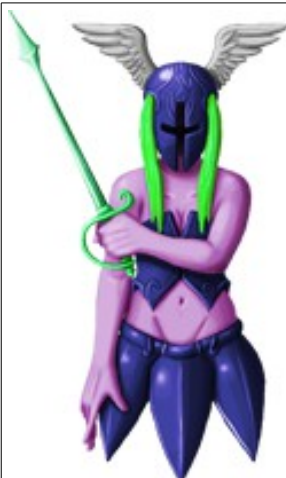
	Name	<i>Virulea Soldier</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>9512</i>	Majique Pool	<i>8000</i>
	Strength	<i>344</i>	Endurance	<i>377</i>	Intellect	<i>244</i>
	Personality	<i>397</i>	Agility	<i>348</i>	Fortune	<i>378</i>
	Skills	<i>Si-Yui, Un-Eri, Grenado, LaGrenado</i>				
	Experience earned	<i>2548</i>				
	CREDIT earned	<i>332</i>				
	Items Dropped	<i>Weaken Viral Code</i>				
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Virulea Soldier</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>11254</i>	Majique Pool	<i>5000</i>
	Strength	<i>344</i>	Endurance	<i>445</i>	Intellect	<i>244</i>
	Personality	<i>371</i>	Agility	<i>348</i>	Fortune	<i>378</i>
	Skills	<i>Sword Strike, Heavy Swing, Wide Sweep</i>				
	Experience earned	<i>2547</i>				
	CREDIT earned	<i>332</i>				
	Items Dropped	<i>Stupefy Viral Code</i>				
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Virulea Soldier</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>10412</i>	Majique Pool	<i>7000</i>
	Strength	<i>344</i>	Endurance	<i>477</i>	Intellect	<i>244</i>
	Personality	<i>417</i>	Agility	<i>348</i>	Fortune	<i>378</i>
	Skills	<i>Sword Strike, Drain Attack, Drain Majique, Drain Defence, Un-Eri, Si-Yui</i>				
	Experience earned	<i>2569</i>				
	CREDIT earned	<i>332</i>				
	Items Dropped	<i>Low Defence Viral Code</i>				
	Resistances					
	Weaknesses					
	Additional Information					

	Name	<i>Voidratagaui</i>				
	Attack Element	<i>Void</i>	Health Points	<i>18451</i>	Majique Pool	<i>9452</i>
	Strength	<i>678</i>	Endurance	<i>811</i>	Intellect	<i>888</i>
	Personality	<i>988</i>	Agility	<i>587</i>	Fortune	<i>800</i>
	Skills	<i>Void Claw, Voidal Tentacles, Impale</i>				
	Experience earned	<i>3714</i>				
	CREDIT earned	<i>254</i>				
	Items Dropped					
	Resistances	<i>Void x0.0, Psychic x0.5</i>				
	Weaknesses	<i>Essence x1.5</i>				
	Additional Information	<i>"It is thought that the Necromancers of old once cast their failed experiments into the void to perish... but many only grew stronger."</i>				

	Name	<i>Yui-Embodie</i>				
	Attack Element	<i>Yui</i>	Health Points	<i>9900</i>	Majique Pool	<i>5645</i>
	Strength	<i>411</i>	Endurance	<i>356</i>	Intellect	<i>376</i>
	Personality	<i>211</i>	Agility	<i>322</i>	Fortune	<i>300</i>
	Skills	<i>Claw, Yui, Si-Yui</i>				
	Experience earned	<i>3358</i>				
	CREDIT earned	<i>191</i>				
	Items Dropped	<i>Yui Transistor Cell 1/30, Conductor 1/10, Reactor 1/15</i>				
	Resistances	<i>Online World Elements x0.6, Yui x0.5</i>				
	Weaknesses	<i>Mai x1.25, Kah x1.6, Dol x1.1</i>				
	Additional Information					

	Name	<i>Yui-Niet</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>6300</i>	Majique Pool	<i>2400</i>
	Strength	<i>295</i>	Endurance	<i>234</i>	Intellect	<i>187</i>
	Personality	<i>199</i>	Agility	<i>269</i>	Fortune	<i>300</i>
	Skills	<i>Sword Strike, Yui, Yuistrike</i>				
	Experience earned	<i>2873</i>				
	CREDIT earned	<i>219</i>				
	Items Dropped	<i>Yui Transistor Cell 1/19, Energy Unit 1/15</i>				
	Resistances	<i>Online World Elements x0.6, Yui x0.5</i>				
	Weaknesses	<i>Mai x1.2, Kah x1.5, Dol x1.1</i>				
Additional Information						

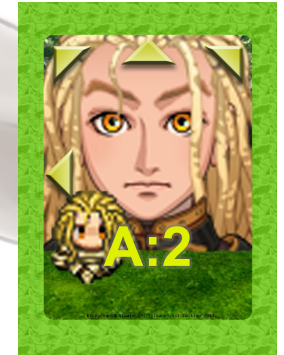
	Name	<i>Zombehemoth</i>				
	Attack Element	<i>Physical</i>	Health Points	<i>12471</i>	Majique Pool	<i>8954</i>
	Strength	<i>387</i>	Endurance	<i>315</i>	Intellect	<i>312</i>
	Personality	<i>239</i>	Agility	<i>222</i>	Fortune	<i>400</i>
	Skills	<i>Claw, Filthy Claw, Bad Breath, Impale, Putrid Barf, Diseased Bite</i>				
	Experience earned	<i>3321</i>				
	CREDIT earned	<i>445</i>				
	Items Dropped					
	Resistances	<i>Noire x0.0, Electro x0.1, DigiPlane Elements x0.6</i>				
	Weaknesses	<i>Pyro x1.8, Lumos x2.0</i>				
Additional Information						

Trioarch

“Trioarch is a bit like Marmite.” - someone once said. And it's true, you either love it or you hate it. Or, more likely, you have no idea what it is, so let's get started.

Trioarch is a relatively simple, yet strategic trading card game that is played on a 3x3 game board. You pick three different cards to play each game with.

Each card has an attack stat, defence stat and up to eight arrows of attack, but they can defend from any direction. Attack is denoted by a letter, with A being the strongest, and E being the weakest. Defence is denoted by a number, with 1 being the lowest, and 5 being the highest. So, for example, a card with the symbols A:2 means that the card has high attack, but comparatively low defence.



Each player takes turns playing their cards until their hand is empty, at which point their 'owned' cards are tallied and the winner is decided.

As a general rule of thumb, you need a good defender, a good attacker, and a card with an equal mix of both. It's a game of statistics; your card has a set chance of being able to attack/defend against another card. With a little practise, the game makes sense.

Each game is a best out of five; when one player has won 3 matches, they are declared the winner and get to pick one of their opponent's cards as a prize.

Oh, and if you want to pick up a Deluxe Boxed Copy of Trioarch, which allows you to play different variations of playing the game, you can buy them from www.thegamecrafter.com and searching Trioarch.

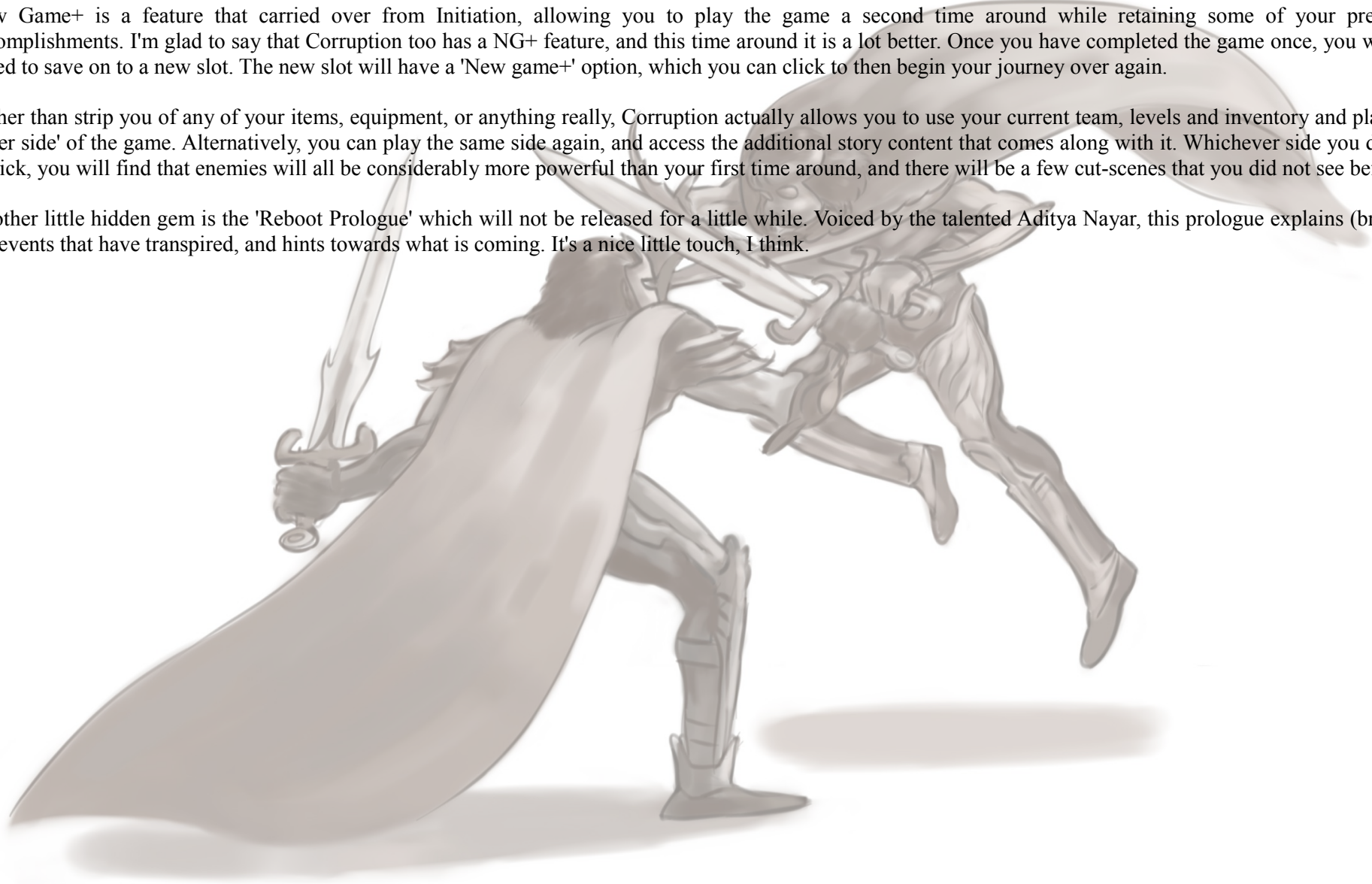
There may be subsequent products relating to Trioarch coming out in the future, so keep an eye out.

New Game+

New Game+ is a feature that carried over from Initiation, allowing you to play the game a second time around while retaining some of your previous accomplishments. I'm glad to say that Corruption too has a NG+ feature, and this time around it is a lot better. Once you have completed the game once, you will be asked to save on to a new slot. The new slot will have a 'New game+' option, which you can click to then begin your journey over again.

Rather than strip you of any of your items, equipment, or anything really, Corruption actually allows you to use your current team, levels and inventory and play the 'other side' of the game. Alternatively, you can play the same side again, and access the additional story content that comes along with it. Whichever side you decide to pick, you will find that enemies will all be considerably more powerful than your first time around, and there will be a few cut-scenes that you did not see before.

Another little hidden gem is the 'Reboot Prologue' which will not be released for a little while. Voiced by the talented Aditya Nayar, this prologue explains (briefly) the events that have transpired, and hints towards what is coming. It's a nice little touch, I think.



Final Thoughts

This is a big game. Really big, for one person. I am incredibly proud with what has been achieved, with the help of a few contributors, but the fact of the matter is that as the only developer, I think I bit off more than I could chew alone. There is so much more I wanted to add to this game, but at the risk of spending another year on it and burning out my passion for this series, a cut-off point had to be decided. I think this is probably typical of ANY video game project; there is this infinite scope of ideas and thoughts and undertones and messages and characters and places that you cannot possibly cram it all into one project!

We really pushed the limits of what this engine can handle, too. You might notice a little lagging in certain areas; the result of very careful tweaking. We're literally running on the verge of crashing the engine with the sheer amount of activity in the City of Angelus. The game started throwing up the most bizarre errors and logic-skipping at a couple of points (which have been rectified with some creative problem-solving solutions) such as character sprites going haywire and inventories becoming stocked with items that don't even exist in the game!

Things are going to change from now on. They HAVE to change. I have to start trusting others to get hands on with Data Hacker and other titles that we work on. Naturally, I will remain in my post as head developer and creative director, which will allow us to build upon this multiverse without any fear of the core material getting tainted by the will of others. I suspect that the storytelling WILL benefit from several people working on it!

New Reality will be one of those household video game names. We're dedicated to bringing you the best products that we possibly can. So thank you for your support, because honestly, I wouldn't have made it this far without your support.

Truly, from the bottom of my heart, thank you.

Ross Tunney
New Reality Games

A quick side note: I sometimes alter between saying 'I' and 'we' when regarding the company. This is because while I am the only full-time member of the company (and I don't take a set wage, so to speak), I AM the company. But there are contributors out there who work on a freelance basis, and without their help and support, I wouldn't be able to make these games play half as well as they do. From Scott Holmes of Elezeid Audio Studio, who has been there since the beginning, to Dayna Gibb, who took on Corruption's character portrait art, everyone has had their part to play and I am thankful.

Credits

The Data Hacker series, and not just Corruption, are the result and culmination of a large number of elements. My own dedication is shadowed by the loyalty shown by those who have supported this game, whether it be through financial means or just a word of praise. It is my honour to list here the names that made Corruption possible:

Creative Director and Developer (The Game Guy): Ross Tunney

Additional Quests: Erica Szalkowski, DougN 'Kilibob & Daughter Emi

Back-end Programming: Yanfly, Fomar0153, modern algebra, Melosx, Mithran, VM of DT, Kread-EX, Tsukihime, Moghunter, Casper Gaming

Chief Composer: Scott Holmes of Elezeid Studios (featuring Pete Mitchell and Steven Yost)

Additional Music and Sounds: Darren 'Desperatemeasurez', kastenfrosch

Character Sprites: Looseleaf // Mack // REFMAP, Kazzador, Megatronx, Kalez, Qtpi0121

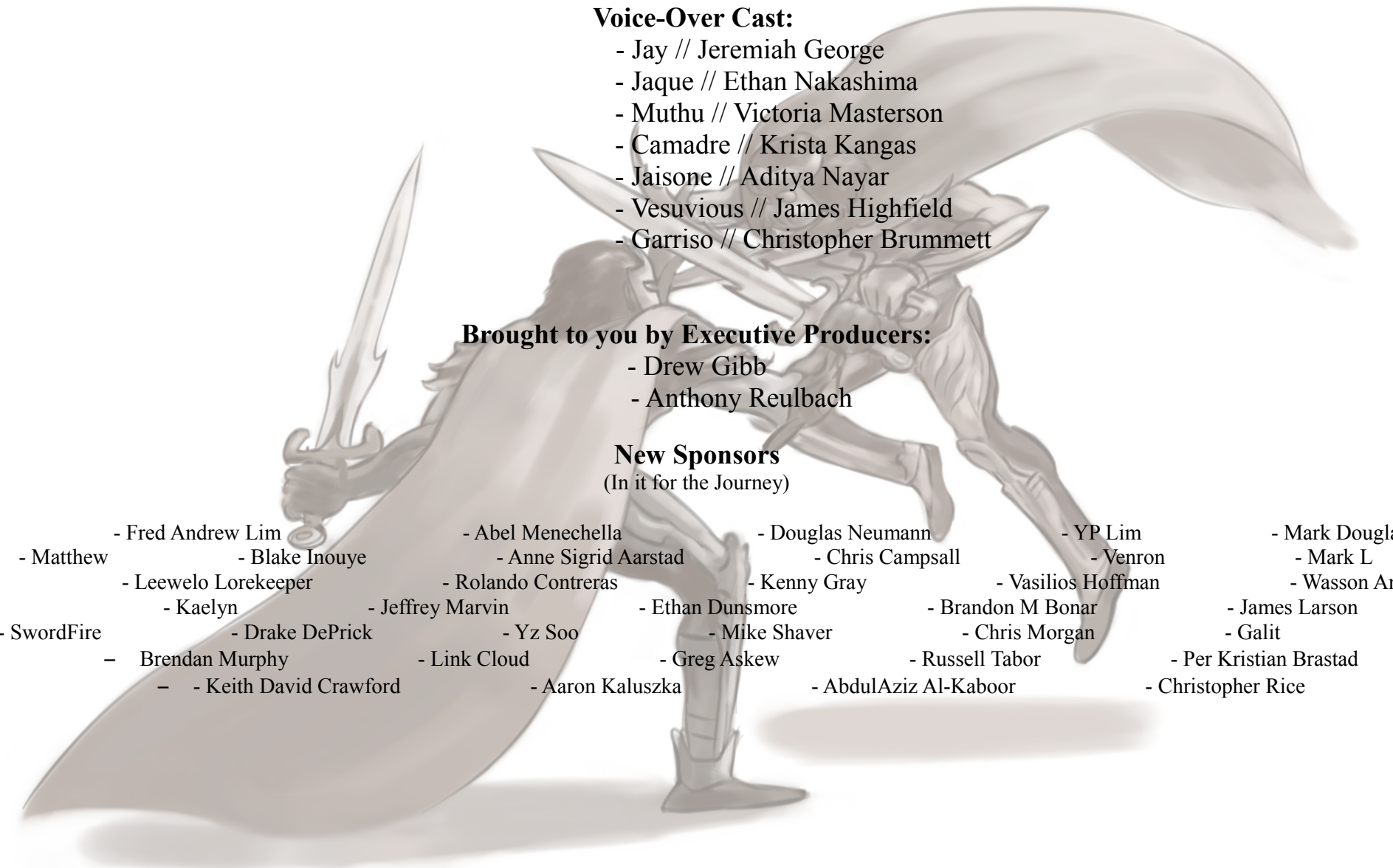
Monster Battle Graphics: Thalzon

Processon Background Art: MacRebisz of Deviantart (edited by Ross Tunney)

Character and Concept Artist: Dayna Gibson

Lead Game Tester: Marcus Soll

Additional Testers: Ethan Dunsmore, The Amazing Deven, Neodraconis, Per Kristian Brastad



Voice-Over Cast:

- Jay // Jeremiah George
- Jaque // Ethan Nakashima
- Muthu // Victoria Masterson
- Camadre // Krista Kangas
- Jaisone // Aditya Nayar
- Vesuvius // James Highfield
- Garriso // Christopher Brummett

Brought to you by Executive Producers:

- Drew Gibb
- Anthony Reulbach

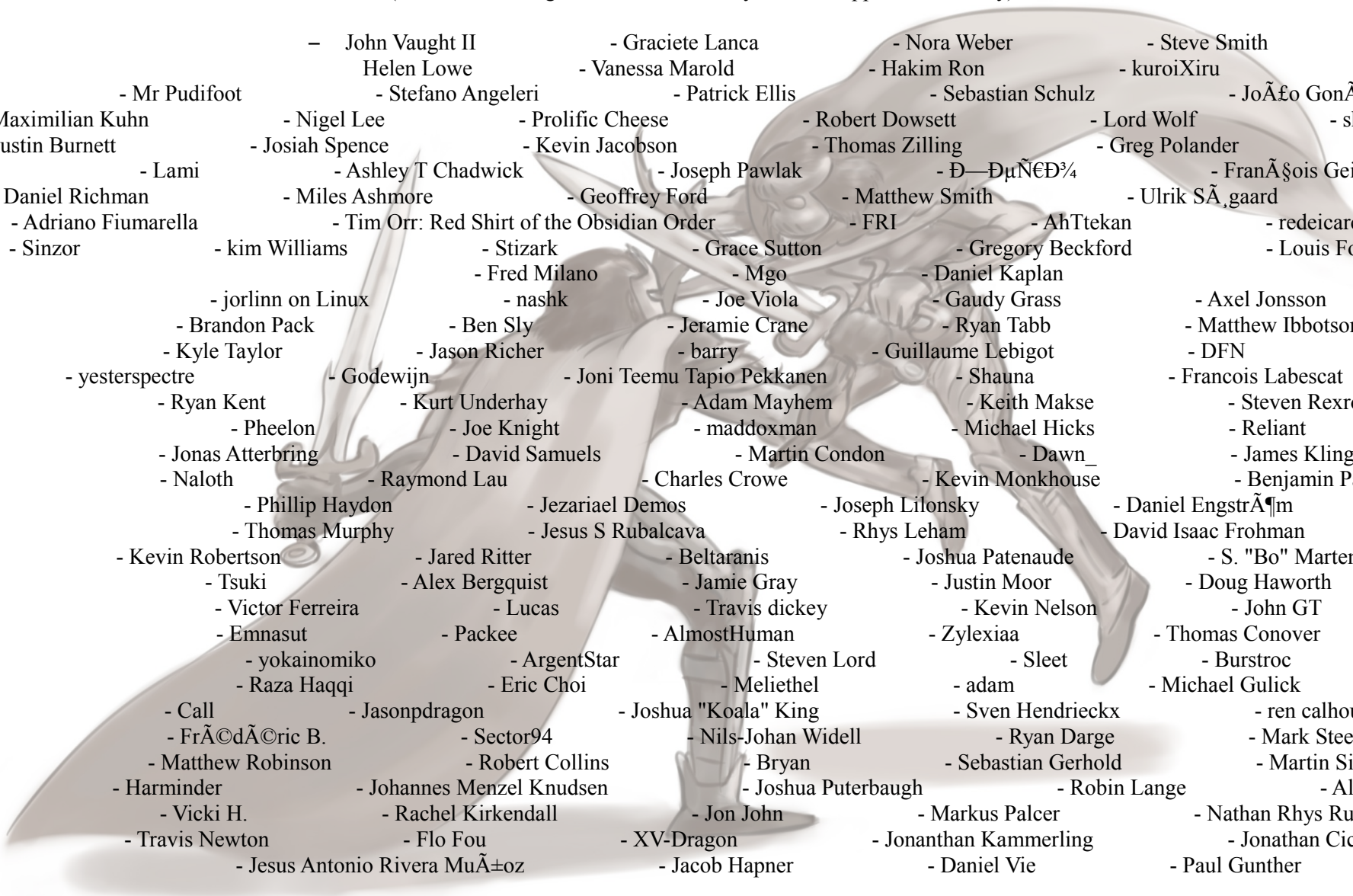
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(In it for the Journey)

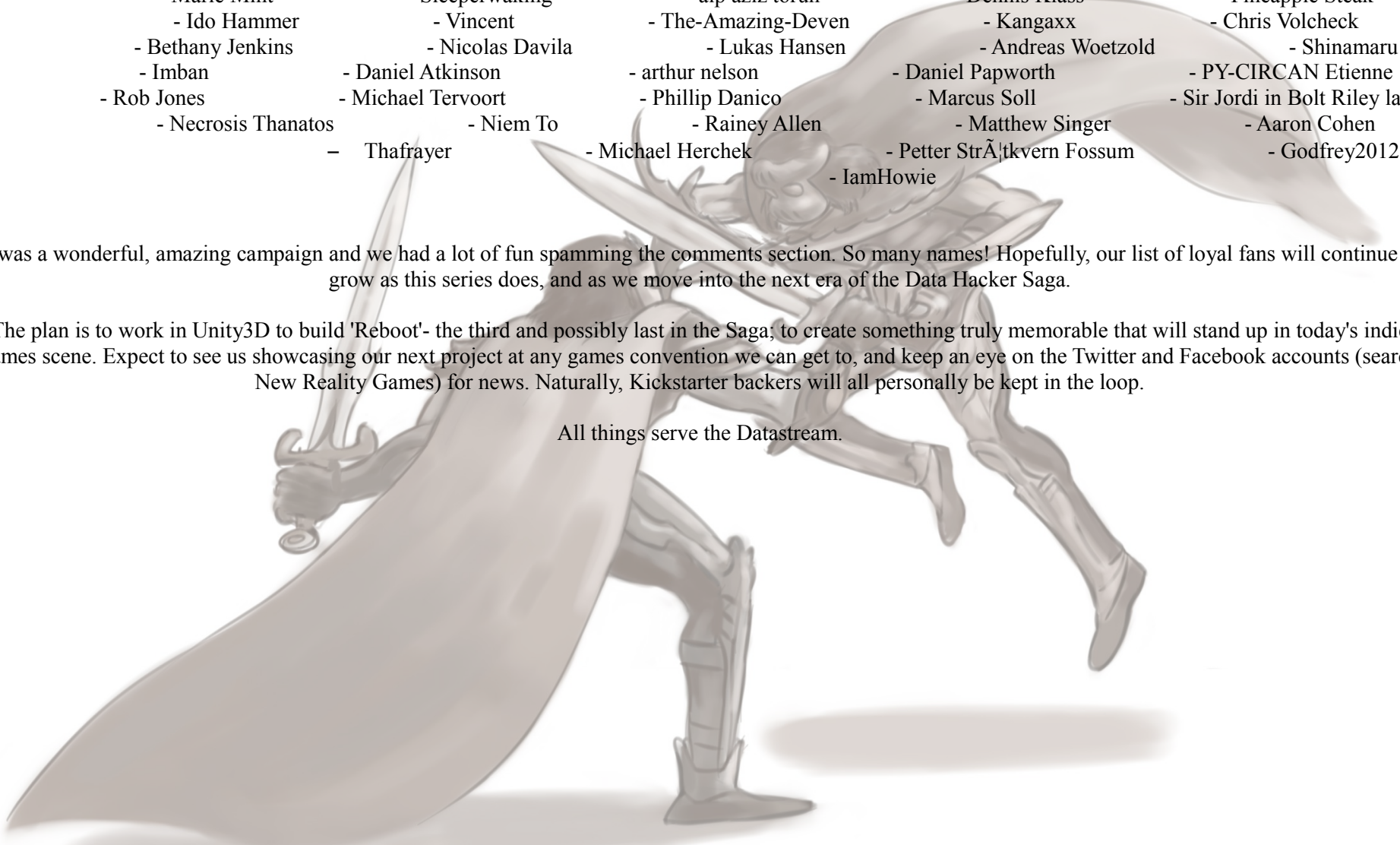
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|------------------------|---------------------|-----------------------|--------------------|------------------------|
| - Fred Andrew Lim | - Abel Menechella | - Douglas Neumann | - YP Lim | - Mark Douglas |
| - Matthew | - Blake Inouye | - Anne Sigrid Aarstad | - Chris Campsall | - Venron |
| - Leewelo Lorekeeper | - Rolando Contreras | - Kenny Gray | - Vasilios Hoffman | - Wasson An |
| - Kaelyn | - Jeffrey Marvin | - Ethan Dunsmore | - Brandon M Bonar | - James Larson |
| - SwordFire | - Drake DePrick | - Yz Soo | - Mike Shaver | - Chris Morgan |
| - Brendan Murphy | - Link Cloud | - Greg Askew | - Russell Tabor | - Per Kristian Brastad |
| - Keith David Crawford | - Aaron Kaluszka | - AbdulAziz Al-Kaboor | - Christopher Rice | |

Corruption Kickstarter Campaign Backers

(Due to formatting, some characters may not have appeared correctly)



- Mr Pudifoot	- John Vaught II	- Graciete Lanca	- Nora Weber	- Steve Smith
- Maximilian Kuhn	Helen Lowe	- Vanessa Marold	- Hakim Ron	- kuroiXiru
- Dustin Burnett	- Stefano Angeleri	- Patrick Ellis	- Sebastian Schulz	- João Gonç
- Lami	- Nigel Lee	- Prolific Cheese	- Robert Dowsett	- Lord Wolf
- Daniel Richman	- Josiah Spence	- Kevin Jacobson	- Thomas Zilling	- Greg Polander
- Adriano Fiumarella	- Ashley T Chadwick	- Joseph Pawlak	- D—ĐuÑED¾	- François Geissler
- Sinzor	- Miles Ashmore	- Geoffrey Ford	- Matthew Smith	- Ulrik SÅ,gaard
- kim Williams	- Tim Orr: Red Shirt of the Obsidian Order	- FRI	- AhTtekan	- redeicarciofi
- jorlinn on Linux	- Stizark	- Grace Sutton	- Gregory Beckford	- Louis Fourie
- Brandon Pack	- Fred Milano	- Mgo	- Daniel Kaplan	- Axel Jonsson
- Kyle Taylor	- nashk	- Joe Viola	- Gaudy Grass	- Matthew Ibbotson
- yesterspectre	- Ben Sly	- Jeramie Crane	- Ryan Tabb	- DFN
- Ryan Kent	- Jason Richer	- barry	- Guillaume Lebigot	- Francois Labescat
- Pheelon	- Godewijn	- Joni Teemu Tapio Pekkanen	- Shauna	- Steven Rexroth
- Jonas Atterbring	- Kurt Underhay	- Adam Mayhem	- Keith Makse	- Reliant
- Naloth	- Joe Knight	- maddoxman	- Michael Hicks	- James Klingler
- Phillip Haydon	- David Samuels	- Martin Condon	- Dawn_	- Benjamin Parr
- Thomas Murphy	- Raymond Lau	- Charles Crowe	- Kevin Monkhouse	- Daniel EngstrÅ,lm
- Kevin Robertson	- Jezariael Demos	- Joseph Lilonsky	- Rhys Leham	- David Isaac Frohman
- Tsuki	- Jesus S Rubalcava	- Joshua Patenaude	- S. "Bo" Martensson Jr	- Doug Haworth
- Victor Ferreira	- Jared Ritter	- Beltaranis	- Justin Moor	- John GT
- Emnasut	- Alex Bergquist	- Jamie Gray	- Kevin Nelson	- Thomas Conover
- yokainomiko	- Lucas	- Travis dickey	- Zylexiaa	- Burstroc
- Raza Haqqi	- Packee	- AlmostHuman	- Sleet	- Michael Gulick
- Call	- ArgentStar	- Steven Lord	- adam	- ren calhoun
- FrÅ©dÅ©ric B.	- Eric Choi	- Meliethel	- Sven Hendrieckx	- Mark Steele
- Matthew Robinson	- Jasonpdragon	- Joshua "Koala" King	- Ryan Darge	- Martin Silver
- Harminder	- Sector94	- Nils-Johan Widell	- Sebastian Gerhold	- Alex Prim
- Vicki H.	- Robert Collins	- Bryan	- Robin Lange	- Nathan Rhys Rudd
- Travis Newton	- Johannes Menzel Knudsen	- Joshua Puterbaugh	- Markus Palcer	- Jonathan Ciccarelli
- Jesus Antonio Rivera MuÃ±oz	- Rachel Kirkendall	- Jon John	- Jonanthan Kammerling	- Paul Gunther
	- Flo Fou	- XV-Dragon	- Daniel Vie	
		- Jacob Hapner		



- Jonathan Casper	- Greg Deans	- Konsulus	- Olivier Lebeau-Paradis	- James
- ZuZuBe	- Fri Hyland	- mark231	- Jose Disla	- Timmothy Francisco
- Marie Mint	- Sleeperwaking	- alp aziz torun	- Dennis Klass	- Pineapple Steak
- Ido Hammer	- Vincent	- The-Amazing-Deven	- Kangaxx	- Chris Volcheck
- Bethany Jenkins	- Nicolas Davila	- Lukas Hansen	- Andreas Woetzold	- Shinamaru
- Imban	- Daniel Atkinson	- arthur nelson	- Daniel Papworth	- PY-CIRCAN Etienne
- Rob Jones	- Michael Tervoort	- Phillip Danico	- Marcus Soll	- Sir Jordi in Bolt Riley lands
- Necrosis Thanatos	- Niem To	- Rainey Allen	- Matthew Singer	- Aaron Cohen
- Thafrayer	- Michael Herchek	- Petter StrÅtkvern Fossum	- Godfrey2012	
		- IamHowie		

It was a wonderful, amazing campaign and we had a lot of fun spamming the comments section. So many names! Hopefully, our list of loyal fans will continue to grow as this series does, and as we move into the next era of the Data Hacker Saga.

The plan is to work in Unity3D to build 'Reboot'- the third and possibly last in the Saga, to create something truly memorable that will stand up in today's indie games scene. Expect to see us showcasing our next project at any games convention we can get to, and keep an eye on the Twitter and Facebook accounts (search New Reality Games) for news. Naturally, Kickstarter backers will all personally be kept in the loop.

All things serve the Datastream.

