

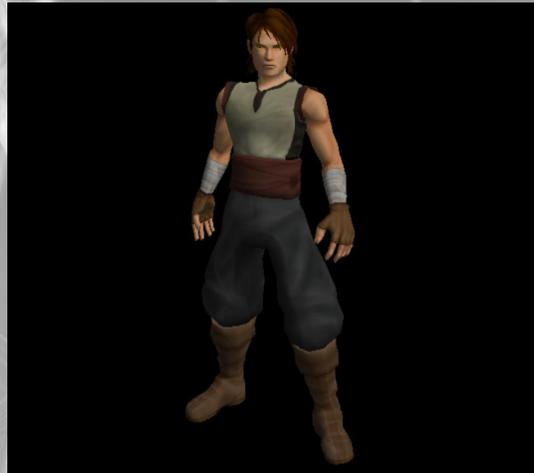
Dragon Blade Wrath of Fire Walkthrough

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The Characters

Dal



Dal is a young farmer from a village far removed from the troubles of the land. He is the unknowing descendant of King Jandral; trusted friend of the once great Fire Dragon Valthorian. Dal's journey begins when the Dark Dragon Armies finally reach Gamar Village. Searching for the Dragon Blade Hilt, they will stop at nothing to retrieve it. His entire life, Dal has been seeing visions of Valthorian, of armies of monsters, and the destruction Vormanax brings with his reign. With the armies finally at his doorstep, Dal hears a command from the unknown source of his dreams and visions. He knows that to save his village, his beloved Seri, and fight back, he must follow this voice and begin his journey using the Dragon Blade hidden by Jandral so long ago.

Valthorian



Many hundreds of years ago, the Dragon Lord Valthorian and five lesser Dragons left the realm of Dragons and came to the Land of Men. There he found endless bloody wars and suffering. Vowing to bring peace to the race of Man, he elevated six noble men to kings, and taught them how to be just and peaceful rulers. This golden time of peace was not to last, however, as he was betrayed by his draconic brother, Vormanax, and trapped inside a magical sword forged from the blades of the six kings Valthorian enthroned. The sword was then broken into six pieces and guarded by the Kings of Men. Valthorian has since been attempting to contact the descendants of King Jandral, the only one of the kings to have regained his sanity and to have stopped serving the Dark Dragons.

Vormanax



Valthorian's brother and second most powerful Dragon, Vormanax came to the Land of Men for reasons all his own. He convinced the lesser Dragons that Valthorian plotted against them and he tricked the Kings into betraying Valthorian. After Valthorian was sealed, Vormanax slowly decimated the land, bringing ruin and sorrow to the short lived tranquility of Man.

Jandral

Valthorian's most trusted friend, Jandral was tricked into betrayal. He soon regained himself and fled Vormanax's control with a single piece of the Dragon Blade: the Hilt. He traveled to the edge of the realm, to the tiny village of Gamar. It was there he tried with all his magics to free Valthorian from his prison. Eventually, Jandral married and fathered children. But his only concern was righting his terrible wrong. Using the last of his magics, Jandral hid the Hilt beneath his house and died, taking his secret with him.

Seri



Seri is Dal's childhood sweetheart, and they have been promised to each other to be married. Seri's sweet personality and her empathy towards others makes her a perfect match for Dal. The marriage of Dal and Seri was to come soon, until the Dark Dragon Army found their way to Gamar Village...

The Story

In an age long past, the land of Men, called Kalan, was fraught with violence and terror. Soon six Dragons left their own land, led by their great Lord, Valthorian. They ended the incessant warring and destruction. Soon Valthorian, preaching love and respect, reigned over Kalan and its creatures benevolently and was adored by all.

No...not all loved him. Vormanax, Valthorian's very brother, envied Valthorian's station and despised the lesser creatures. Unwilling to confront the Fire Dragon himself, he turned to the susceptible minds of the six most powerful human Warrior Kings. He tricked the Dragon Lords into corrupting the mortals through magic and guile until their newly twisted ambitions caused them to make war on Valthorian. Jandral, Valthorian's closest friend, withstood Vormanax's foul whispers the longest, but even he couldn't resist the combined efforts of the corrupted Dragon Lords. Caught unaware and believing these humans his friends, the great leviathan left himself open to their attacks. With the powers imbued in them by the Dragon Lords, the warrior kings drove the Fire Dragon into a cave, where, with a unified strike, they slew his physical form.

But Valthorian was too strong for his spirit to die, something that Vormanax had also known. The warrior kings brought forth the long, thin sword that they themselves had forged together with their own blood and sweat added into the mix. The spirit was drawn to it - and *into* it. That done, the Warrior Kings then imprisoned Valthorian by breaking the blade, which shattered into five pieces. As a token of their terrible victory, each then took one of the fragments with them, the sixth of their number keeping the Hilt.

However, one among them, Jandral, he who carried the Hilt, soon began to regain his good senses. Some say perhaps it was due to the close proximity of Valthorian's spirit, or their longstanding friendship, but, whatever the reason, Jandral began to seek a way to free the Fire Dragon. Unfortunately, his betrayal was discovered and the other kings, at the urging of their masters, overtook Jandral's forces and laid waste to his realm. They placed on his throne his brother, far more corrupted than he, and hunted the renegade king.

Jandral escaped both their sight and that of the Black Dragon, but his power was crushed. He still yearned to free Valthorian, but gradually his will failed. He used the last of his magic to hid the Hilt in a small cave underneath the simple cottage he and the peasant woman he took for a wife lived in. For ten years after, he did nothing but till the land and raise the children born to him, children without knowledge of his past.

Jandral died, muttering of the Hilt and the story behind it. His children took his words for death murmurs and so failed to search, although the youngest did for many years wake up imagining he heard a voice calling to him. As no one else heard this, he kept the secret to his own dying day.

And so, as they and others struggled to survive under the increasingly-malevolent rule of the corrupted kings, the hilt became lost to all knowledge. Even the kings thought little of it. Only the Dragons pondered its fate, but they, too, gradually decided that Valthorian's spirit would

never be freed...

Dal inherited the family farm at an early age, his mother long gone and his father just passing. He is no learned farmer, although he tries his best. His mind has other interests, most of them revolving around dreams of fearsome armored warriors and terrifying beasts...and a sword. The dreams have been with him all his life, first frightening him as a child, then intriguing him. They are always accompanied by a faint voice, but only when one day, the Dragon Armies find Dal's small village does he hear the voice more clearly.

It tells Dal to stand on the flat stone next to his small home. A burst of fire surrounds Dal and pulls him down into a small cave. Jutting from a large stone is the Hilt. Drawn to the Hilt, Dal pulls it free from its stony prison. Even though the cave is tiny, it seems he now stands in an immense cave where, from the hilt, rises a fiery ghost.

"I am Valthorian," it says in a voice that, though rumbling, somehow eases Dal's heart. The Fire Dragon speaks of the past and the betrayal. He explains that Dal can hear him because he is not only the descendant of Jandral, but carries the touch of power that his ancestor had wielded. There had been others throughout the centuries, but they had weaker strength or had refused to listen to the voice out of fear for their sanity.

It is only just in time that Dal comes to him, the Fire Dragon continues. The ruinous reign of the kings --- all kept alive by their dark magic and the black dragons' will --- is destroying the land. If there is not change soon, there will be nothing. Nothing. Valthorian himself can do little...but if he had a willing vessel, there is hope.

Fright fills Dal at this, but then that fright is washed away by a grim determination. He knows of life under the kings and can only see it becoming worse. The dreams Valthorian sent him were to slowly build up his resolve, his inner strength. Dal swears to do what he can and the Fire Dragon tells his young champion that they must retrieve the shattered blade, for without the pieces, Valthorian cannot give his full strength to Dal...and the human will need it to confront Vormanax.



Combat

Attacking:

Dal has a number of very effective attacks from the very beginning of his journey. Master the Dragon Blade and you will master the game. Swing the Wii Remote in each of the four directions and Dal will swing the Dragon Blade in the corresponding direction. Thrusting the Wii Remote triggers a Stab. The Stab is a good way to get more Red Dragon Scales when your Fire Power is running low. Use the Left and Right Slices against groups of enemies as this attack is a good crowd control technique. The Up and Down Slices are suited for single enemies. It does more damage per swing, but it doesn't cover much area at all.

After two successful attacks, Dal will do a Combo Finisher move. It is much stronger than its regular counterpart. Another way to do a Combo Finisher is to Dodge Roll and immediately attack after Dal stands. This is called a Rolling Combo Finisher. This attack is often a good opening attack and, as a bonus, this attack counts as one of the two attacks required to trigger another Combo Finisher.

There are many times when an enemy is above Dal whether it is because they have been knocked up into the air, or because it's much larger. Times such as those call for the Aerial Attacks. Simply jump and Swing the Wii Remote while Dal is in the air to execute an Aerial Attack. After three successful swings, Dal will perform an Aerial Combo Finisher. Left or Right Slashes yield a Horizontal Spin Attack that will knock back any enemy in range. A successful series of Up or Down Slashes triggers a Vertical Spin Attack. If Dal jumps then immediately Stabs, he slams down, flattening the enemy.

Block:

Blocking is a useful strategy in many situations. Simply hold the A Button for as long as necessary. Dal has another attack available to him while Blocking. Swing the Wii Remote while Blocking and Dal will swing the Dragon Blade as he leaps back. This is a good tactic when faced with large group of enemies that do not charge or lunge at Dal. The Defensive Slash is also handy if Dal is backed into a corner. It allows him to attack quickly while maintaining a fairly strong defensive stance.

Just Guard:

The Just Guard is often the strongest tactic in the whole game. By hitting the A Button just as an enemy's attack is going to land, Dal will perform a Just Guard against that attack. If you get good at Just Guarding an enemy's attacks, you not only don't take damage from the hit, you are granted with a small spray of Blue Dragon Shards. There are very few attacks that can not be Just Guarded.

Dodge Roll:

There are many times when the best course of action is to quickly move out of the way of an impending attack. This is where a Dodge Roll is beneficial. When holding Block, angle the Control Stick in the direction you wish Dal to Roll. While Dodge Rolling, Dal is briefly invulnerable to attacks. When Dal is Targeting an enemy while Dodge Rolling, he will Roll in a circular direction around that enemy.

Kip Up:

When Dal gets knocked down it is usually best to get up as soon as possible so you may resume the attack. To do this Press the Z Button to force Dal to leap up. There are two places in Dal's Tumble animation where he may Kip Up; in the beginning and in the end.

Bowling:

Some of the attacks available to Dal will knock an enemy back so hard, they will slide a ways across the ground. If an enemy is sliding and hits another enemy, he will knock the second enemy over as well. Most of the time this will instantly kill the second enemy. This is known as "Bowling." Objects will also be destroyed if hit by a sliding enemy. This tactic works well in large groups of enemies, offering an easy way to take out a large number at a time. It's also fun to watch a Bat take out a Boar Soldier.

The Dragon Blade:

Dal starts the game with the Dragon Blade. At that time it is only the hilt in which Valthorian, the Fire Dragon is trapped, and is capable of only a limited number of attacks.

Normal Attacks	Dmg
Up/Down Slash	90
Left/Right Slash	55
Stab	150
Defensive Slash	125

Combo Finish Attacks	Dmg
Down	200
Up	200
Left/Right	100
Stab	75

Aerial Attacks	Dmg
Up/Down	90
Left/Right	55
Stab	250
Vertical Spin	200
Horizontal Spin	150

Attack and Defense Modifiers:

Health:

Health starts at the default value of 1000. This is increased each time the player activates a Blue Power-Up Monument.

Statue	Health
0	1000
1	1250
2	1560
3	1950

Fire Power:

Fire Power starts at the default value of 1000. This is increased each time the player activates a Red Power-Up Monument.

Statue	Fire Power
0	1000
1	1250
2	1560
3	1950

Attack Modifiers:

Each time the player activates a Blue Power-Up Monument, Dal's strength increases, increasing his damage modifier by .05 each time.

Statue	Damage
0	1.00
1	1.05
2	1.10
3	1.15

Dragon Scale Armor:

The armor is gained by collecting Armor Scales. Every sixth scale grants a new piece of armor and upgrades defenses. There is a total of 24 Armor Shards in the game meaning there are 3 pieces of armor find and a final, total armor enhancement.

Armor Rank	Scales Obtained	Armor piece	Defenses	Damage Mitigated
0	0	None	100	-
1	6	Boots	113	12%
2	12	Chest Plate	125	20%
3	18	Gloves	138	28%
3	24	Fire Armor	150	33%

Interactive Objects

Spawn Orb

Spawn Orbs focus the dark magics required to materialize enemies. Without them, the Dark Dragons can only spawn a Soldier once. If a Spawn Orb is present, the enemy will reappear for a set number of times, usually three. Dal can disrupt this by destroying the Spawn Orb, but doing this prevents earning 100% Enemies Killed Badge. These Orbs have 500 HP each.

Dragon Claw Switch



Dragon Claw Switches are often the only means to open sealed doors or activate bridges. Use a Dragon Arm attack to activate these switches.

Dragon Tail Switch

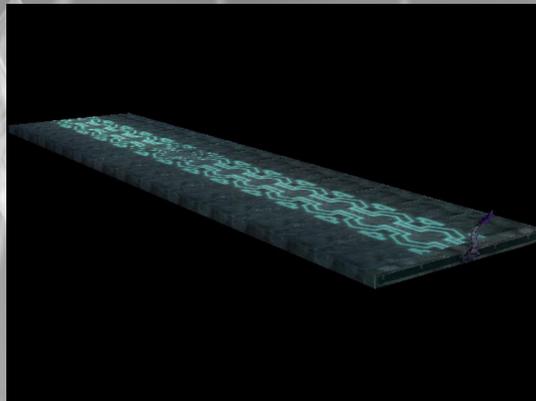


These switches take the form of a large, purple Dragon Tail. Use the Dragon Tail Whip to activate them.

Dragon Head Lamp

These items are more than just lamps; they are powerful switches that can open doors over a great distance. Found later in the game, they can only be activated with the Dragon Head.

Dragon Tail Bridge



Dragon Tail Bridges take the form of a sliding bridge with a smaller version of the Dragon Tail Switch attached to it. Simply use the Tail Whip to pull the bridge across the gap.

Red Dragon Scales



These are small bits of Dragon energies in crystallized form. These will refill a small portion of Dal's Fire Power. They can be found by Stabbing and sometimes killing enemies and also breaking Red Dragon Statues or some objects.

Blue Dragon Scales



These are small bits of Dragon energies in crystallized form. These will refill a small portion of Dal's Health Bar. They can be found by Blue Dragon Statues or some objects.

Red Dragon Statues



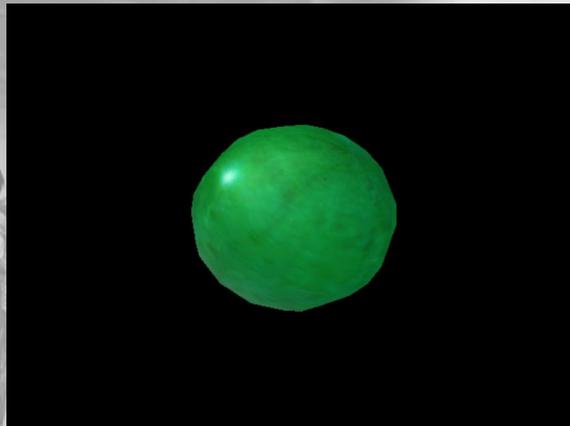
These Dragon shaped statues yield Red Dragon Scales when broken.

Blue Dragon Statues



These Dragon shaped statues yield Blue Dragon Scales when broken.

Dragon Crystals



The Dark Dragons used these large spheres to seal doors by trapping evil magics in them. Dal can release the trapped magic by breaking the spheres.

The Enemies

Men who willingly served the Dark Dragons were slowly tainted by their evil, turning them into monsters and draining their free will. Some of the men turned into larger, smarter monsters, often mimicking the troops they lead or, in rare cases, the Kings they served.

Lizard Head Soldiers

Lizard Head Soldiers come in two types, the Sword and the Mace type. They are basically the same creature, with the same habits and tactics, only the Mace wielders are much stronger and more aggressive. The best way to handle Lizard Soldiers is to charge into them and use the Left/Right Dragon Blade Attack. Another fun tactic is to use the Right Arm Scratch to knock the first row of them into the second row and going Bowling.

Sword Type



HP	250
----	-----

Attack Name	Damage	Reaction	Guard Type
Single Slash	75	Stagger	Block
Two Hit Slash 1	50	Stagger	Block
Two Hit Slash 2	100	Knock Down	Block

Mace Type



HP 400

Attack Name	Damage	Reaction	Guard Type
Single Slash	80	Stagger	Block
Two Hit Slash 1	70	Stagger	Block
Two Hit Slash 2	125	Knock Down	Block



Boar Head Soldiers

Boar Head Soldiers are very powerful in groups. If one of them manages to stun you with a One-Two Punch or knock you over with their Tackle, chances are you will get knocked over again and again. The best way to handle a charging Boar is to Block until the Tackle hits, then swing. If there is a group, let all of them finish their attacks before counter attacking.

Unarmed Type



HP	260
----	-----

Attack Name	Damage	Reaction	Guard Type
One Two Punch	30/30	Stun	Block
Kick	200	Knock Down	Block
Tackle	85	Tumble	Block

Knuckle Type



HP	450
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Attack Name	Damage	Reaction	Guard Type
One Two Punch	45/45	Stun	Block
Kick	225	Knock Down	Block
Tackle	125	Tumble	Block

Minos Head Soldiers

Minos Head Soldiers are the big, hulking brutes of the Dragon Armies. They are slow, but can inflict a massive amount of damage. They have two attacks, both of which can be countered by Dodge Rolling. The best tactic here is to wait until they are committed to an attack, then get behind them and smack them.

Axe Type



HP	675
----	-----

Attack Name	Damage	Reaction	Guard Type
Down Smash	250	Flatten	Parry
Side Smash	200	Tumble	Parry

Hammer Type



HP	1125
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Attack Name	Damage	Reaction	Guard Type
Down Smash	350	Flatten	Parry
Side Smash	250	Tumble	Parry

Owl Head Soldiers

Owl Head Soldiers can be very dangerous if ignored. They often stand in the back of a group of melee fighters, shooting Dal full of arrows. To avoid this, run around to the back of the group and take them out first. They are much less dangerous when dead.

Red Type



HP	125
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Attack Name	Damage	Reaction	Guard Type
Bow Bash	50	Stagger	Block
Bow Shot	10	Stagger	Block

Green Type (green feathers, red tunics)



HP	175
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Attack Name	Damage	Reaction	Guard Type
Bow Bash	70	Stagger	Block
Bow Shot	15	Stagger	Block

Skull Head Magi

The Magi are a powerful addition to the Dragon Armies. They have two types of attacks, one emits a spray of three balls of energy and the other is a single slower ball that can Stun enemies. They are very mobile, running from opponents to keep range. The best course of action is to eliminate the threat as soon as possible, ignoring other Soldiers to kill the Magi.

Green Type



HP	75
----	----

Attack Name	Damage	Reaction	Guard Type
Lightning Ball	0	Stun	Block
Triple Ball	65	Stagger	Block

Red Type



HP	175
----	-----

Attack Name	Damage	Reaction	Guard Type
Lightning Ball	0	Stun	Block
Water Ball	100	Stagger	Block

Lizard Head Commander

The Lizard Head Commanders are just larger, well trained versions of the normal Lizard Soldiers. They should be treated much like the Minos Soldiers; keep your distance and wait for an opening to attack.

Green Type

HP	900
----	-----

Attack Name	Damage	Reaction	Guard Type
Single Slash	150	Flatten	Parry
Two Hit Slash 1	150	Knock Down	Block
Two Hit Slash 2	65	Tumble	Parry

Purple Type

HP	1900
----	------

Attack Name	Damage	Reaction	Guard Type
Single Slash	350	Flatten	Parry
Two Hit Slash 1	350	Knock Down	Block
Two Hit Slash 2	65	Tumble	Parry

Blue Type

HP	1430
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Attack Name	Damage	Reaction	Guard Type
Single Slash	200	Flatten	Parry
Two Hit Slash 1	200	Knock Down	Block
Two Hit Slash 2	65	Tumble	Parry

Minos Head Commander

The Minos Head Commander is a bigger, meaner version of the Minos Soldiers. They should be treated with care as they are able to inflict a lot of damage very early in the game. A good strategy is to Dragon Punch them, wait for him to get back up and Dragon Punch him again.

HP	1600
----	------

Attack Name	Damage	Reaction	Guard Type
Down Smash	400	Flatten	Parry
Side Smash	300	Tumble	Parry

Tyluun Commander

The Tyluun Commanders are large, brutish thugs who specialize in up close, in your face combat. They will leap into the air and smack Dal onto the ground. The best way to deal with this Tyluun clone is to whip out both Dragon Arms and Pound him into submission. Trying to defeat him with the Dragon Blade alone is a daunting and often futile task.



HP	2250
----	------

Attack Name	Damage	Reaction	Guard Type
Jumping Slash	325	Flatten	Parry
Uppercut	325	Knock Up	Parry
Rushing Slash	275	Tumble	Parry



Mosru Commander

Mosru Commanders are much like their master. They are fast, preferring a quick series of combos rather than one slower attack. The best tactic for these Commanders is to keep your distance, using the Dragon Whip and slam them back into the ground.



HP	1800
----	------

Attack Name	Damage	Reaction	Guard Type
Two Slash Combo	250	Flatten	Block
Double Slash	250	Flatten	Block
Spin Slash	165	Tumble	Block



Draygo Commander

Draygo Commanders are melee fighters, much like Tyluun Commanders, and should be treated in the same way. Keep attacking them with the Dragon Forms to avoid their powerful fists.



HP	2700
----	------

Attack Name	Damage	Reaction	Guard Type
Fist Hammer	500	Flatten	Parry
Uppercut	500	Knock Up	Parry
Ear Box	250	Stun	Parry



Bat

Bats are relatively weak, yet hard to hit. Use an Up Swing with the Dragon Blade to easily defeat them.

Albino



HP	100
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Attack Name	Damage	Reaction	Guard Type
Dash	60	Stagger	Block

Vampire



HP	200
----	-----

Attack Name	Damage	Reaction	Guard Type
Dash	85	Stagger	Block

Spider

Spiders are often problematic as they tend to travel in groups of ten or more. They also have the capability of knocking Dal down. When they are in groups this is a huge problem. As soon as Dal gets up, he is knocked over by another Spider. Individually, use the Dragon Blade Down Slice to reach the low lying enemy. When they swarm in groups, use the Right Dragon Arm Scratch or the Two Arm Pound to take out most of the Spiders before they even have a chance to strike.

Huge



HP	250
----	-----

Attack Name	Damage	Reaction	Guard Type
Bite	75	Knock Down	Block

Venom



HP	400
----	-----

Attack Name	Damage	Reaction	Guard Type
Bite	200	Knock Down	Block

Wolf

Wolves are easily one of the most troublesome creatures around. They charge, then lunge at Dal from a distance just out of reach of his blade, making a counter attack nearly impossible. They tend to travel in small groups, so while Dal is recovering from the first hit, another will be in mid lunge. If there is just one Wolf, Dodge Roll back from the attack then quickly Roll forward and execute a Rolling Combo Finisher with the Dragon Blade to take it out. If they are in a group, wait until they have all lunged then charge in before they can charge again.

Bloody



HP	160
----	-----

Attack Name	Damage	Reaction	Guard Type
Bite	80	Stagger	Block

Grey



HP	300
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Attack Name	Damage	Reaction	Guard Type
Bite	110	Stagger	Block

Bear

Bears are the creature equivalent to the Minos Soldiers. They are big, slow and powerful. The same tactic used on the Minos Heads works well with the Bears. Allow them to begin their slashing attack, Dodge Roll out of the way, then run around behind for the kill.

White



HP	720
----	-----

Attack Name	Damage	Reaction	Guard Type
Slash	225	Flatten	Block

Brown



HP	1050
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Attack Name	Damage	Reaction	Guard Type
Slash	325	Flatten	Block

Atu

Atu are a unique enemy found only in the Ruins of Kai. Even though they are completely stationary they can pose a threat to Dal when grouped with other, more mobile, enemies. Their Poison Spit Stuns Dal, making him vulnerable to other attacks. The most reliable tactic is to avoid the front of the Atu at all costs. Attack them from behind. If you find that Dal is low on Fire Power, Atu are a handy source. Just Stab them from behind to yield a small amount of Dragon Scales with every Stab.



HP	350
----	-----

Attack Name	Damage	Reaction	Guard Type
Poison Spit	20	Stun	Block



Walkthrough

A note about using this Walkthrough:

- This Walkthrough often indicates the Spawn Orbs should be destroyed. If you are striving for a 100% Enemies Killed, **DO NOT DESTROY THE SPAWN ORB**. Doing so will not allow you to achieve 100% Enemies Killed. You must kill each enemy as it spawns.
- This Walkthrough often uses cardinal directions. Use the mini map found in the upper right corner of the screen. In the Fixed Map Mode, up is always north. To toggle between Fixed and Non-Fixed press the 1 Button.

Level 1 - Gamar Village:

The story begins in Dal's home town. A small village, hidden in the mountains, it has thus far escaped the Dragons' eye...until today.

This is a simple tutorial level that begins in small clearing amid a dark and mysterious forest. A strange voice guides Dal through the basic movements and controls. Once Dal has learned all he can, he wakes from a strange dream. During the resulting cut scene, he discovers his village to be on fire. The strange voice from his dream directs him to an ancient weapon in the hopes Dal can save the village.

The real fun starts after the cut scene. Dal starts in front of his house confronted by two Boar Soldiers. Usually one will charge while the other will stand in the back shouting and taunting. The Boars in the tutorial are not nearly as menacing as the ones later in the game, but this is a good place to learn their habits. The best way of handling a charging Boar is to Block. He will hit Dal with powerful shoulder tackle that will knock Dal over if he is not Blocking it. As soon as the Boar's shoulder makes contact, release Block and take out the first Boar. The second Boar Soldier may be too close to charge you. If that's the case, he will start to step back, intent on giving himself enough room to Tackle Dal. Do not let him do this; before he can get the needed room, charge him and he will be an easy target. Continue down the path, making sure to collect the first Armor Shard. To trigger the third part of the tutorial, approach Seri.

After the cutscene, Dal is confronted by a Minos Soldier, a Lizard Soldier and a Magi. As the Magi is a ranged combatant, take him out first. The next enemy to go is the Lizard Soldier. Run around to avoid the Minos Soldier's massive axe while concentrating on killing the Lizard. Next up is the Minos himself. As soon as he starts to swing get behind him and start slashing away. When he dies, this level is complete.

Level 2-1 - Malgoria Valley:

A beautiful valley tainted by the foul Jagira, this is Dal's first stop on his journey of revenge.

The Waterfall:

Here once stood a temple built in honor of Valthorian. Now a dark castle stands on its remains.

This level starts with Dal standing on one side of a small plank bridge. Ahead are two Lizard Soldiers, posing no threat to the newly mastered Dragon Blade. The level consists of a curving incline leading up to a cascading waterfall. The path is defended by Bloody Wolves and Lizard Soldiers with couple of Bats thrown in. Simply run up the slope, killing all in your path. Eventually you will be forced into your first Door Trap Room. You must kill all the Lizard Soldiers that spawn in the room. Take note of the glowing door on the right wall. It can only be opened with the Right Dragon Arm which you gain at the end of this level. Continue upward until you reach the waterfall. Walk forward to trigger the cut scene and a battle with your first King, King Osran.

King Osran:

King Osran is a fairly straight forward fight. It begins in a small circular area. He slowly advances toward Dal intent on pummeling him into submission. Osran will begin with a Two Hit Combo, followed by a Three Hit Combo. These are both blockable, but the best course of action is to run or Dodge Roll away. Wait for King Osran to stand and pose before charging him. Use the Up or Down Slash to inflict the largest amount of damage possible before he blocks Dal and begins his attack again. As soon as he blocks you, he will try to perform an Uppercut. This will throw Dal up into the air allowing Osran to charge up another combo attack. Stay as close as possible; if you get too far away from him, he will slam a ball of negative energy into the ground, creating a ball of water that shoots up from underneath Dal's feet. When you see him raise his fist above his head, keep moving until he finishes this attack and take care to avoid the water pillar. Continue to hit him while he isn't attacking and you will soon defeat him to gain the Right Dragon Arm ability.



King HP			
HP	3450	Core	350

Attack Name	Damage	Reaction	Guard Type
Two Hit Combo 1	50	Stagger	Block
Two Hit Combo 2	80	Knock Down	Block
Three Hit Combo 1	40	Stagger	Block
Three Hit Combo 2	40	Stagger	Block
Three Hit Combo 3	40	Knock Down	Parry
Right Arm Uppercut	250	Knock Up	Parry
Ground Slam	100	Knock Down	Parry
Water Ball	100	Knock Up	Block

Right Dragon Arm:

With the Right Dragon Arm, Dal gains many new abilities. By pressing Right on the +Control Pad, the Dragon Blade forms the fiery Right Dragon Arm. Dal may now open previously locked doors and activate Dragon Claw Switches. He has also gained access to three new attacks. Swinging the Wii Remote Left or Right begins the Scratch which knocks enemies away from him in a wide arc, sometimes knocking those enemies into yet more enemies. Swinging the Wii Remote Up triggers the Uppercut, and Thrusting the Wii Remote begins the Punch. The Uppercut launches his foe into the air, leaving them vulnerable to any of the Aerial Attacks. Finally, the Punch is a powerful focused attack with the capability of delivering serious damage and knocking your opponent away.

Right Arm	Fire Power	Dmg
Scratch	150	350
Uppercut	150	525
Punch	150	550

After the Right Dragon Arm is gained, head back down to the Door Trap Room and use the Dragon Arm to open that door. Behind it is your second Armor Shard. After you retrieve this, go back up to the waterfall and exit the level.

Level 2-2 - The Dam:

This level is a long run across the beach on the way to the Underwater Palace. Dal begins in a safe crevice with no enemy spawns near by. Begin by running forward into the large open area. A large group of enemies spawns almost immediately, broken into groups of two Lizard Soldiers accompanied by one Bloody Wolf. Fight your way to the path on the right. Go around the large boulder, killing the Spiders as you go. When you round the second boulder, a small pack of Wolves will charge you. Fight defensively and you should have no problems defeating the animals. Just beyond them is your third Armor Shard Box. Congratulations! You are half way to your first piece of Dragon Armor.

Head back out to the main path. If you are striving for a 100% complete on this level then go down the left path. There you will find a Dragon Statue, two Spiders and another small pack of Wolves. Continuing down the main path, slowly work your way to the dam, taking care to aggro one group of enemies at a time. At the point where Dal must get his feet wet to proceed, a Fight Room springs to life. There are only Lizard Soldiers to fight, more fun than challenge. After the Fight Room there is large pack of Bloody Wolves to contend with. Your best tactic here is to bring out the Right Dragon Arm and Scratch the first wave. This will usually cause them to fly back into the second wave, essentially killing two birds with one stone.

Just beyond the Wolves is a large and hastily built Draw Bridge Gate. Approach the Gate and Valthorian will instruct Dal on how to proceed. Simply use the Dragon Arm to push down the bridge. Waiting for you on the Bridge is the first Minos Head Commander. He is much larger than his minions and much tougher. A good strategy is to Dragon Punch him, wait for him to get back up and Dragon Punch him again. If you don't have the Fire Power, circle him, waiting for him to commit to an attack, then run up behind him and Stab him. Repeat this process until you have enough Fire Power to Punch him into submission.

Beyond the Bridge is another area to the left that should be visited for nothing more than a 100% complete. Branching to the right is the main path populated with more Lizard Soldier/Bloody Wolf trios. This time there are Minos Soldier thrown in the mix so be careful. Try only fight two or three enemies at a time. Don't be afraid to use the Dragon Arm. You will usually get enough Red Dragon Scales to compensate for the Fire Power used. Ahead and to the left is a set of stairs leading to the dam itself. Ahead and to the right is an area containing only Spiders and Wolves. Again, the only real reason for visiting this area is to get a 100% Complete Badge on the Results Screen. Before heading up the stairs make sure you have done all you need to do in this area; ahead is a door that seals Dal on the other side.

When you're ready go up the stairs, killing all the Spiders on the way. A series of Up/Down Slashes should do the trick. Once up the stairs a Fight Room materializes. It quickly fills with a group of Lizard Soldiers. This is Fight Room presents an perfect chance to go Bowling. use the Dragon Right Arm Scratch to knock over the first rank of Soldiers into the second. After this Fight Room there is a long, narrow hall with Owl Head Arches spaced out and Spiders lurking between them. The best thing to do here is run up, staying out of the Archer's Range then kill the Spider(s) that run up. After the Spider is taken care of, charge the Archers before they can get too many shots off. If Dal is low on health and good tactic here is to hang

back from one a little and Parry his arrows until the Health Bar is full. At the end of the hall is a door that seals Dal on one side.

Run through the door. You will trigger a Fight Room. This room is a little tougher than what you've come up against so far. A group of Lizard Soldiers spawn with a Minos Soldier and Three Owl Archers as back up. In this situation, the Minos Soldiers are the least of your worries. Run around to the rear line and take out the Archers first. Then, when you're not getting shot from behind, eliminate the Lizards. The Minos Soldiers are now much easier to handle. Conserve your Fire Power in this fight, as there is another Fight Room right after this one. As soon as the Fight Room dissolves refill your Health and Fire Power with the Dragon Statues, taking care not to walk beyond them until you are ready for another fight. Not far beyond the two Dragon Statues, another Fight Room materializes. This time its two Minos Soldiers and three Archers, then when they are gone, a Minos Commander spawns. If you use the same tactics on him as you did the last one, you will have him defeated in no time. When the Fight Room dissipates, head to the glowing Enchanted Door. Open it and complete the level.

Level 2-3 – The Underwater Palace:

The Underwater Palace is a series of rooms leading to a Whirlpool. Dal starts at the end of a hall. Almost as soon as you start moving several Bats and Spiders Spawn. These should pose no threat to you as you proceed down the hall. Just before the first room a lone Boar Head Soldier spawns. He will almost always try to Shoulder Tackle Dal. Block until the attack lands then quickly kill the Boar before he can attack again.

The first room is also a Fight Room. The first spawn is four Lizard Soldiers, and as soon as they die, a Minos Head Soldier and several more Lizards spawn. Take out the Lizards first, then the Minos Soldier and you will be victorious. The next room isn't a Fight Room, but a dozen Spiders drop from the ceiling. Use the Right Arm Scratch to quickly take out the annoying arachnids. The next room contains a nasty little fight. Two Boars and two Lizards spawn. Immediately Block and wait for the Boars to finish their Tackle. You want to take these guys out using only your Dragon Blade; save your Fire Power for the next spawn. As soon as you kill the first group, two more Boars spawn along with a Lizard Soldier and a Minos Soldier. Take out the Boars first as they pose the most threat. Once they have all been defeated, move on to the next room.

On the west wall there is a small breakable section hiding the fourth Armor Shard. Use the Dragon Right Arm to break the wall and claim your prize.

The next room contains the hardest fight in the whole Palace. As soon as you walk into the room two Minos Soldiers, three Boar Soldiers and five Lizards spawn. The Boars will rush Dal, trapping him into the corner. You have a couple options here; you could have the Dragon Arm out and hope you can hit the Boars before they can hit you, or you can Dodge Roll to the left, avoiding most of the Boar's charge. Now stay mobile, dealing with the Boars first. If you get enough distance, you can pull out the Dragon Arm and take a swipe at them, but be careful, Dal takes extra damage when hit with a Dragon Form out. After this group is taken care of, a second group spawns. This one contains ten Lizard Soldiers and two Minos

Soldiers. If you still have Fire Power left you can try to Bowl the Lizards back into the Minos Soldiers. The key to this Fight Room is to stay mobile, take out the Boar Soldiers first and leave the Minos Heads to the end.

After this room, there is a set of stairs leading above water. At the top of the stairs several Lizards and Boars spawn. Run back down the stairs a few steps to force them to come to you. This should be no real fight for you now. Up the stairs, there is a walkway leading right, follow it, killing all who stand in your path. Towards the end, there is a small Fight Room with four Lizards and a Boar. Finish these off and head toward the end of the level.

Level 2-3 – Jagira the Water Dragon:

This fight opens with Jagira using his Wave Attacks and submerging after a few defiant roars at Dal. The roars are Jagira's weak point, as he is completely vulnerable while performing them. When Jagira rears up to do a Wave Attack, roll to his side to avoid it, and move up to his flanks in order to begin to attack him. Jagira will roar once or twice, allowing for some damage to be put in, but will submerge quickly after one of these roars, so be ready to roll backwards. If the submerge hits, it will do some major damage, so making sure that Dal is well clear of Jagira's body is a smart move. After submerging, Jagira will move to another area of the battlefield and re-emerge in the area that the dark spot representing his watery form has moved to. This attack can also hit you as he rises, so make sure that you keep your distance. At this point, Jagira will repeat his Water Attack/Roar pattern, so keep up the pressure and you'll take down his first form in no time. When Jagira is reduced to no HP, he will go into his first Core Break, where you'll be able to hit a flashing Core to take him out of his first phase. Move quickly, as he will regain his health after a short time, and you'll have to take down another 10% of his life to try and break the Core again.

When Jagira moves into phase two, he will change up his pattern. Now he will be submerging more often, and using Water Mines on you while he is underwater, along with a Water Pillar that will track you as you move. Whenever he comes out of the water, quickly get in a few hits if he roars, or dodge and strike if he attempts to do a Wave Attack. After one of these two attacks, he will quickly go back underwater, at which time a random formation of Water Mines will appear around Dal. Your choice here is to either run at the mines and attempt to Dodge Roll through them, or to stay in the middle and try to dodge the Water Pillars Jagira will be sending at you from underwater. In either case, Jagira will resurface after 5 Water Pillars, at which time he will restart his sequence of Roar/Wave then submerging. Keep on him every chance you get and this phase will quickly be over.



Phase three is less of a hit and run affair than it was in Phase two, but Jagira will still be moving around a lot due to his new Charge ability. This phase will consist of Jagira getting

ready, then charging at Dal, followed by a submerge and emerge somewhere else. Every couple of charges, Jagira will emerge from the water and either roar or Wave Attack, which will give a chance to get some damage in, so use it! As soon as he starts getting ready to charge again, move away so that you don't get trampled. Keep on Jagira, getting in hits when possible, and he'll soon be in a position to Core Break him. Follow the on screen instructions and this fight will quickly be over, with the first Dragon defeated.

Dragon HP			
Phase 1	5450	Core 1	500
Phase 2	5450	Core 2	500
Phase 3	7275	Core 3	-

Attack Name	Damage	Reaction	Guard Type
Bite	150	Knock Down	Parry
Water Mine	100	Knock Up	Parry
Tidal Wave	100	Tumble	Block
Charge	250	Knock Down	Parry
Water Lance	100	Knock Up	Parry
Tail Attack	150	Knock Down	Parry
Submerge	250	Tumble	Parry
Emerge	250	Tumble	Parry

Level 3 – Aturi Cravasses:

This mountain was once home to an ancient people seeking a place free of war.

Level 3-1 – The Mountain Peak:

The Mountain Peak is a long run up the slope of an ancient snowy mountain. Dal begins with nowhere to go but forward as his back is to a small dark crack in a glacial wall. The path is littered with small groups of Bloody Wolves and single White Bears. The Bears are a strong but slow opponent. Let the Bear begin his attack then circle behind him and kill him from behind. After a couple curves in the path a Fight Room appears. It is here Dal is introduced to his first real Magi. Two of them spawn in here with a handful of Lizards and Minos Soldiers. The Magi can Stun Dal with their Lightning Ball Attack so it is best to take them out first. After the first group is gone, a second group spawns in. This one is a Blue Lizard Commander and some more Lizard Soldiers. The Lizard Commander is very similar to his small minions only he is much stronger. Treat him like a Minos Commander and you will do

fine in this fight. After this Fight Room there is another stretch of groups of Bloody Wolves and White Bears.

There is a hair pin turn in the path that marks the second Fight Room. This one is much larger. Several Magi and Minos Soldiers spawn here with a handful of Lizard Soldier cannon fodder. Again, the best strategy is to take out the Magi, then the Minos Soldiers and lastly, the Lizard Soldiers. Just on the other side of the Fight Room Barrier is the fifth Armor Shard Box. Grab the Shard and proceed onwards. Fight your way up the slope. There are larger groups of Bloody Wolves and the Bears appear with more frequency. Be careful to only fight a few creatures at a time.

The next major landmark is the large Fight Room ahead. If you stick the right side of the path the Fight Room Barrier will drop behind you, forcing you to take the higher ground. All the enemies in this Fight Room are expecting Dal to go charging down the lower main path. By taking the high ground, you turn an unpleasant fight into something more manageable. Kill the few Soldiers here and take care to get the sixth Armor Shard. If you've gotten all the previous Shards you will be rewarded with your first piece of Dragon Armor; the Boots. Continue to annihilate the opposition then head north toward the level exit.

To the right of the exit door is your first Blue Power Up Monument. Stab it to gain an increase in your health and your strength, which in turn increases your potential damage.

Level 3-2 – The Snowy Castle:

The Snowy Castle is the seat of King Tyluun's power and Dal's next stop to gain another Dragon Form. Dal begins at the bottom of a long ramp leading up to Tyluun's Throne Room. Run forward and a Fight Room materializes. Quickly turn around to face four Bloody Wolves. Dispatch them and continue up the ramp. At the sealed door take a right. Halfway down the hall a Boar and three Owl Archers spawn. You only need to defeat them if you want a 100% Completion Badge, otherwise, feel free to run past them.

At the end of the hall is a fight room. As soon as the Barriers materialize Block, there will be a mid sized pack of Wolves intent on mauling Dal. Defeat them and three Boars and four Wolves spawn. The Boars spawn in front, the Wolves are usually out of aggro range. Take out the Boars then worry about the Wolves. After you have grabbed your seventh Armor Shard, run back down the hallway past the ramp.

Another group of four Soldiers spawn, this time it's four Archers. Kill them or run past. At the end of this hall is another Fight Room very similar to the last. Five Wolves and two Minos Soldiers appear. Take out the Wolves first, then the Minos Soldiers. Three Owl Archers will spawn with a Spawn Orb. If you are going for the 100% Enemies killed, ignore the Spawn orb and kill the Archers as they reappear. Other wise run to the center and destroy the Orb. This will also destroy the Archers linked to it. When the last of them is defeated, use the Dragon Arm to activate the Dragon Claw Switch. The door on the ramp is now open and you may proceed closer to your goal.

Up the ramp take a left this time. Three Owl Archers spawn in the walkway. Continue to the

Fight Room. This room, like the others in the Snowy Castle, can be a tough fight. Four Boars spawn and charge Dal while an Archer is taking cheap shots at him from the back. If you can just use the Double Arm Pound to eliminate all the enemies at once. Take care not to get hit with the Arms out, as Dal takes extra damage. Five Wolves then spawn along side of two Archers linked to a Spawn Orb. Grab the eighth Armor Shard and double back to the Fight Room on the other side of the ramp.

Three Boars and an Archer spawn on the way to the next Fight Room. This Fight Room is just like the others; a difficult fight to get the the Switch. Six Bloody Wolves make up the first wave. Four Boar Soldiers will spawn and charge while a pair of Owl Archers. After these guys have been dealt with, two Minos Soldiers and three more Archers spawn. Take out the Archers first. When Dal is the only one left, throw the Dragon Claw Switch and head up the ramp to the third tier.

Here you will find King Tyluun's Throne Room. After a brief conversation, Tyluun will attack.

King Tyluun:

Defeating King Tyluun is a daunting task without the proper tactics. The fight starts out with Dal and Tyluun at opposite ends of the room. Tyluun immediately throws a wave of fire at Dal. Target Tyluun as soon as possible and Dodge Roll to one side. Keep rolling to the side to avoid his Earth Wave Attack while angling closer with each roll. Once you are close enough, Tyluun will begin winding up for a Punch Rush. Dodge to one side as he rushed past you. Then he usually pounds the ground and growls. Wait for the growl, then rush in and punch him with the Right Dragon Arm. Make sure to save some Fire Power for his Core. After taking some damage, Tyluun will block any attack you can throw at him, then begin winding up for another punch. Be careful, the smaller punches he throws before the larger Punch Rush can stun Dal, making him a sitting duck. Once you have Tyluun down to his Core, use a well timed Right Dragon Arm Punch or Uppercut to easily defeat him.



King HP			
HP	4450	Core 1	350

Attack Name	Damage	Reaction	Guard Type
Left Jab	500	Tumble	Block
Earth Wave Punch	100	Knock Up	Parry
Punch Rush 1	75	Stun	Block
Punch Rush 2	75	Stun	Block
Punch Rush 3	75	Stun	Block
Punch Rush 4	75	Stun	Block
Punch Rush Final	500	Tumble	Parry

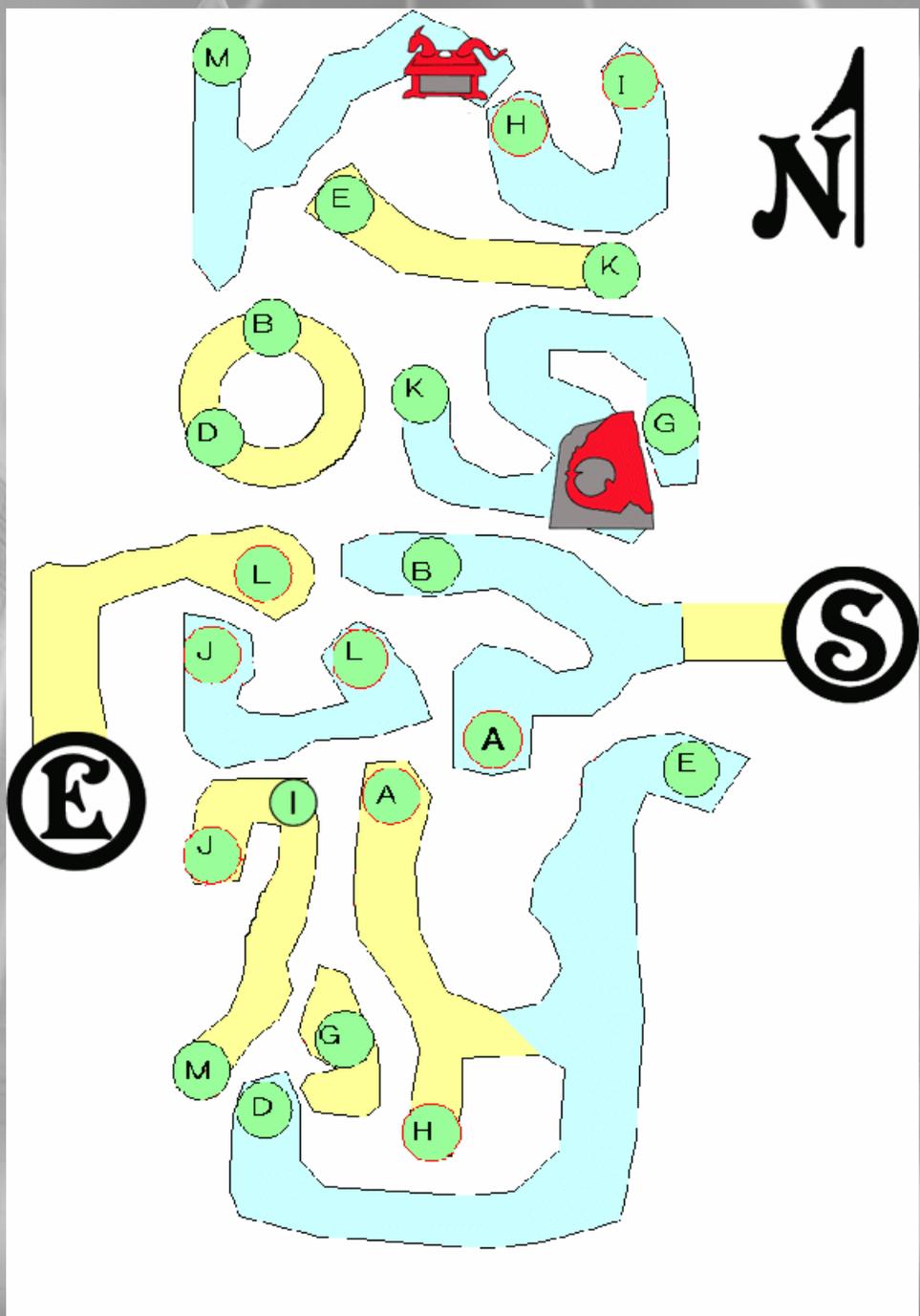
Left Dragon Arm:

Gaining the Left Dragon Arm presents a huge increase in damage dealing potential. When you press Left on the +Control Pad, the Dragon Blade forms both the Right and the Left Dragon Arms adding three more attacks to your growing arsenal. The Scratch is done with either arm and is much like the Single Arm Scratch. It has a smaller swing radius and, therefore, does less damage. Bringing the Wii Remote and Nunchuk together triggers the Clap. This is a useful attack when combo-ed with the Pound Down. The Pound Attack is triggered by moving the Wii Remote and Nunchuk in a downward motion. This is one of the most powerful attacks in the game. It deals a large amount of damage and has a decent sized Area of Effect, dealing damage to enemies who are not directly hit with the initial Pound.

Double Arms	Fire Power	Dmg
Scratch	100	275
Clap	300	550
Pound	300	675



Level 3-3 – The Mysterious Cave:



This cave is more a puzzle than anything else. It is a series of Warp Points on a group of small, rocky islands. There are not many enemies here, but getting 100% Enemies Killed and 100% Items Destroyed Badges could be tricky because of this maze like level. Dal starts on a 'Y' shaped island with two Warp Points. Go through the left one (A). Head down the path until there is a split, make a left, then another left to go through Warp Point E. E takes you to

a small thin island with only one way to go. Go through Warp Point K to be taken to an island containing a Red Power Up Monument. Fight off the Bears and Stab the Monument to receive your Fire Power increase. The other Warp Point on this island takes Dal to a dead end only worth visiting for that 100% Complete Badge. Jump back through K, then back through E to be taken back to the largest island. From here, run south and take the first right then a left to go through Warp Point H. This island only has one other Warp Point (I), go through that one. From here head south and go through Warp Point M. On this island there is only one thing of any importance; your ninth Armor Shard! As soon as you get the shard a couple Magi accompanied by Wolves and Bats will spawn behind you. Turn around quickly and deal with this small threat. Head back through M, then run north and take a left past I to go through Warp Point J. This next island has one other Warp Point, L. Use that one to take Dal to the last island and the exit door. Use the Double Arms to unseal this door and complete the level.

Level 3-4 – Skaroth the Turtle Dragon:

This Dragon uses the terrain to his advantage.

This battle is a large, round arena, giving you a ton of room to run around and avoid the area of effect attacks Skaroth will be throwing out from time to time. Much like Jagira, Skaroth has three distinct phases, and will use different abilities based on the phase he is in.

Phase one for Skaroth will have him sitting mostly immobile in the center of the arena. His attacks will consist of Stone Spires that will come from the ground, or a stalagmite which he will grab and proceed to attempt to beat you with. The Stone Spires work much like Jagira's Water Pillars, and you can easily just keep moving to avoid their effects. When he gets ready to smash you with his stalagmite club, move out of the way and beat on him. While he is smashing, he will not move to attempt to re-target you, as he gets a bit focused while using this move. Watch out though if you move to one of his sides. He has a third move, indicated by Skaroth digging his feet slightly into the ground and letting off a burst of energy, after which he will heave sideways, smashing into Dal and doing massive damage. If you're on his flank and see him dig in, move back quickly or you'll find yourself short on life in a hurry.

Once Phase one is completed, Skaroth will get angry and begin running around the room. This phase is relatively simple, as his only real attacks are to run you over or to incidentally hit Dal with a flying boulder. Simply use Dragon Forms on Skaroth while at a decent distance and you can avoid both of these obstacles for the most part, while also doing a nice chunk of damage. If you need more Fire Power, just wait till Skaroth gets tired. Every now and then, he'll stop for some breath, and this will give you a chance to stab at him for some free Red Shards.



Phase three will begin when you have taken down Skaroth's core again. This phase will

throw Skaroth into area of effect mode. In this phase, Skaroth will let out constant loud roars, slamming his tail into the earth, and causing stalactites to fall from the ceiling. These can be easily avoided by timing your Dodge Rolls, and it is a good time to get in a few hits while he does nothing but watch the roof fall in. Keep up the pressure on him, dodging the incoming falling stalactites, and you can quickly get him down to his final Core Break.

Dragon HP			
Phase 1	5950	Core 1	900
Phase 2	5450	Core 2	850
Phase 3	4050	Core 3	-

Attack Name	Damage	Reaction	Guard Type
Earth Javelin	500	Knock Up	Block
Earth Javelin Skaroth Arm	800	Flatten	Parry
Stone Club	950	Flatten	Parry
Flying Boulders	10	Stagger	Block
Quake	800	Stagger	Block
Falling Stalactite	500	Flatten	Parry
Charge	800	Knock Up	Parry

Level 4 – Ruins of Kai

Here stands the ruins of another ancient human civilization. Sadly, it was destroyed by the very hands of the people who built it. Dark Dragons are drawn to places like this.

Level 4-1 – The Forest

The Forest is named well. It is a nice change from barren, snowy wastes, but it is no less dangerous. Dal starts in front of a small group of ruined columns. If Dal is low on Fire Power, turn around, behind the start point is a little courtyard containing a Red Dragon Statue. Proceed forward and you come across a larger courtyard littered with broken pave stones and debris. Walking into the courtyard, Dal triggers a Fight Room. First, a group of three Grey Wolves spawn. Grey Wolves are much like Bloody Wolves only now with 100% more mauling power added. Be careful around these guys, they are very aggressive. Take care of them and four Lizard Soldiers and one Minos Soldier spawns. Once all the regular Soldiers are dispatched, a Tyluun Commander will spawn on the far side of the Fight Room. He is large and brutal; treat him with care. If you have some Fire Power left, use the Double Arm Pound to quickly knock the Commander to the ground. Repeat until he is dead.

Just past the Fight Room at the first bend in the path a large group of Spiders swarm on Dal.

Use the Right Arm Scratch or Double Arm Pound to take the bugs.

Continue down the ruined path to see six Atu lining the path with two Grey Wolves between them all. Atu are statues that have been infused with dark magics. They are only capable of spiting poison gas in the hopes it will hit Dal and Stun him for a moment. They are completely stationary, but can be quite dangerous when found in larger numbers among other Soldiers. Lure the Wolves from out of the Atu corridor to take them out with out getting hit by the Poison Spit. Avoid, or dispatch the Atu and continue on your way.

Eventually you will come to another open area which will quickly turn into a Fight Room. At first this room doesn't pose much of a challenge as only three Grey Wolves and one Minos Soldier appear, but take them out and a larger menace spawns. A Tyluun Commander and two Lizards spawn. Usually, if Dal is back far enough, the Lizards will charge and the Commander will hang back. This gives you the chance to kill the Lizards and deal with the Commander in a more leisurely fashion. After the Tyluun Commander is dead the Fight Room Barriers don't dissolve. That is because to the north there is a narrow set of stairs with a lowly Lizard Soldier hiding up there. Go up there and eliminate the coward. As soon as the Fight Room Barriers disappear, run back down the stairs carefully as there is a rather large crowd trying to come up the stairs. The three Lizards are usually the first ones up stairs. Behind them is a Magi throwing magic balls at Dal. After the Lizards, a Minos Commander will try to squeeze up the steps. Here is a perfect place to use the Right Arm Punch to knock him back down the stairs. Chances are, he will fly back into the Magi waiting at the bottom of the stairs. There is a second Magi waiting around the corner. Take him out and go get the tenth Armor Shard.

Head down the other path and a small Fight Room materializes just before a large tree. This one has four Atu a Magi and a Minos Commander. This Fight Room is rather small so the key is to keep Dodge Rolling to avoid the Commander's attacks. Try to stay to the east end of the Fight Room to avoid alerting the Magi. Use your Dragon Forms to quickly take out the brute then make your way past the Atu to destroy the Magi. The Fight Room will not dissipate until the Atu are destroyed as well.

Run through the large tree and up the stairs to complete the level.

Level 4-2 – The Garden:

Dal begins in a narrow walkway. Run forward, after the first turn a handful of Bats appear. After the next turn more Bats and a single Boar are waiting. Stay by the corner and let the Bats come to you. Kill them and move on to the Boar. Continue on the walkway and down the stairs. In the clearing below lurks two Minos Head Soldiers. Take them out and head down the northeast path. On the beginning of the path several Bats appear. These shouldn't be a problem for Dal now. Beyond them lurks a long, narrow path populated by pairs of Atu and single Boars. the best strategy is to lure the Boars away from the protection of the Atu.

At the end of the path is a Door Trap Room protecting a Blue Power Up Monument. As soon as Dal steps into the room, the doors slam shut, four Atu and one Minos Commander spawns. This is another small room so keep moving by Dodge Rolling. Use the Dragon Forms to kill

the Commander efficiently. Make sure to save some Fire Power. As soon as the first wave is dead, a Tyluun Commander spawns with two Boars. This is a dangerous combo because the Boars will Stun or knock Dal down, giving the slower Commander the chance to pound Dal unopposed. Take out the Boars then slash into the Commander. Don't forget to Stab the Blue Power Up Monument on the way out.

Back track down the path towards the center area. Two more Minos Soldiers stand between you and the southwest path. Kill them and continue on. Head up the stairs. A short way down the walkway, a set of four Boars spawn, two of them behind you. Fight defensively, making heavy use of Block and Dodge Roll. After the bend, you will see an Armor Shard Box guarded by a couple little Bats. Kill them and take your 11th Armor Shard.

Head back to the center area again to be greeted by two more Minos Soldiers. Kill them and head down the last, unexplored path. Ahead of you will spawn three Boar Soldiers, a handful of Atu and three Archers acting as back up. Stay out of range of the Archers and let the Boars charge Dal. Deal with the remaining enemies as you see fit; you only need to kill them if you want a 100% Complete Badge.

Farther down the path, it bends to the right and turns into a Fight Room. This one can get nasty if you run into the middle of it. There are four Archers in the back and a Minos Commander. Stay to the back and let the Commander come to you.

Just after that Fight Room is another. This one contains three Minos Soldiers linked to a Spawn Orb protected by four Atu. Use the Double Arm Pound to destroy the Spawn Orb, eliminating the three Minos at once. Take your time destroying the Atu. If Dal is running low on Fire Power, Stab the Atu from behind for a quick burst of Red Dragon Scales.

Through the large tree a group of Boars and Owls spawn. Again, the best tactic here is to lure the Boars out of bow shot and then take care of both groups separately. Around the bend you will see a Dragon Claw Switch, head toward that to trigger the final (and most deadly) Fight Room for this level. The first wave is not so bad; three Archers and three Bats. Kill these to trigger the lethal part of this Fight Room; two Minos Soldiers and a Tyluun Commander. Keep moving and use your Dragon Forms carefully. Let the Commander hit you with a form out and be prepared to watch your health drop dramatically. As soon as the brute is down, grab the 12th Armor Shard hiding behind the Stone Statues to the left of the level exit. Dal will now be rewarded with the Dragon Armor Chest Piece. Throw the Switch and complete the level.

Level 4-3 – The Ancient Ruins:

This level starts in a small area. Walk forward and a single Spider spawns. Jump up the large blocks and over a dozen Spiders swarm Dal. Use the Right Arm Scratch to kill them and move on. There will be a break in the rubble surrounding the tree. Walk through there to access the next part of this level. Pay attention to the brief cut scene; it shows you where the breakable wall is. Drop down to trigger a Fight Room with one Boar and three Magi. Stay out of Magi range and take out the Boar first. The Magi will then be sitting ducks. After they die, four Lizards linked to a Spawn Orb and four Atu spawn. Get in close to the Orb, but out of Atu range and Double Arm Pound. This should take out a couple of the Atu and the Spawn

Orb. Destroy the remaining Atu to trigger a Blue Lizard Head Commander spawn. He is a bigger, nastier version of the regular Lizards seen thus far. Treat him carefully and stay away from his huge sword and Dal will survive this fight. The Barrier will dissipate and you will be able to grab the 13th Armor Shard hiding behind the Stone Statue. Break the wall and continue down the path.

Four Spiders will drop from the trees just on the other side of the now broken wall. Kill them and move on. Ahead are three Atu and an opening in the stone wall on the left. If Dal is low on Fire Power, now is a good time to refill by stabbing the Atu. When you're ready, jump down into Mosru's Throne Room.

King Mosru:



King Mosru can be a difficult fight as he relies on a series of quick rushes to confuse and disorient his opponent. The best way to beat him is to learn to Parry his attack. Once you can successfully Parry, allow him to rush you, then Parry it. He will step back in surprise. This is your chance, beat on him with the Dragon Blade until he recovers. Back off to make it easier to Parry when he rushes you again. Resist the urge to use your Dragon Forms, you will need those when Mosru's Core is exposed. As soon as this happens, he will wrap his wings around him, guarding himself from all regular attacks. To counteract this, simply use the Double Arms to Clap, then Pound Down and Mosru is defeated.

King HP			
HP	3100	Core	350

Attack Name	Damage	Reaction	Guard Type
4 Hit Combo 1/2/3	150	Stagger	Block
4 Hit Combo 4	150	Tumble	Parry
Stab Combo 1-5	150	Stagger	Block
Stab Combo Final	250	Tumble	Parry

Attack Name	Damage	Reaction	Guard Type
Dash	150	Knock Down	Parry
Counter Attack	500	Knock Up	Parry

Dragon Wings:

The Dragon Wings are probably the most useful of the Dragon Powers. The Dragon Wings allow Dal to Dragon Jump to greater heights, allowing him to get into and out of areas he would not have been able to on his own. Press the Z Button twice to perform a Dragon Jump. The Wings also grant a very strong Guarding ability. Tap, then Press and Hold the A Button to wrap the wings around Dal. While Wing Guarding, Dal is invulnerable to all attacks. This uses quite a bit of Fire Power, so use this ability sparingly. While Wing Guarding, Press on any direction on the Control Stick will cause Dal to Wing Dash. This ability is useful because it allows Dal to deal damage to a lot of enemies, Dal also stays in a semi invulnerable state.

Wings	Fire Power	Dmg
Jump	150	N/A
Guard	150/sec	N/A
Dash	150	275

After defeating Mosru, jump up into the left hole to continue towards the exit. A pair of Lizards spawn surrounded by four Atu. Kill the Lizards and either destroy or avoid the Atu. Just beyond them is a Fight Room. This one has several Atu protecting a Spawn Orb linked to the three Spiders that also spawn. Destroy the Orb to make short work of the pesky Spiders. Finish off the Atu to proceed.

Around the corner is the last Fight Room. The first thing you will see is a lone Boar. Take him out. Don't forget to turn around and get the 14th Armor Shard. Around the corner are two Magi linked to a Spawn Orb protected by Atu. Crush the Orb first, then finish the rest as you will.

Activate the Dragon Claw Switch and run up the stairs to complete the level.

Level 4-4 – Mobrius the Snake Dragon:

This Dragon Dwells in a huge tree where he stalks his prey.

Another round arena, this time with a huge tree taking up a lot of the center area. Mobrius follows simple patterns for each phase, but like the last two bosses, will change up his attacks depending on which Core he is drawing his power from.

During the first phase, Mobrius will be attacking from the trees. He has three attacks that he will use in a pattern, but depending on his incoming damage, he can change up the pattern slightly, so be on the lookout for a different order. Normally Mobrius will attack with a Tail Whip, which can be avoided with a quick Dodge Roll, or the Dragon Wing Guard can be used

to avoid a hit. This move is quick, so make sure to be ready to dodge at a moment's notice. The second attack that Mobrius will throw at you in this form will be the axe attached to his tail. This attack will send the axe flying around the room, and can be dodged pretty easily as long as you are ready for it. After a circuit, it will fly back up into the treeline and attach itself to Mobrius again, for use later. The third attack is what will give you the chance to deal out some damage to the Snake Dragon. This attack will have Mobrius biting directly down at Dal, and will do major damage as he snatches Dal up and throws him against the ground. This can be avoided with a well timed Dodge Roll however, and opens Mobrius up to attacks as he sits stunned from his lightning fast collision with the ground. After a moment, he will regain his sense and climb back up into the trees to repeat his attacks. Keep on him every time he tries and fails a Bite Attack, and this first phase will quickly be over for the Snake.

Phase two will place Mobrius underground, his grip on the tree having been loosened by the first Core Break. In this phase, Mobrius will slither around the tree and swipe at the player with his huge tail. If Dal is near to the rear of him when he surfaces, this will be the attack that Mobrius will let loose with. The only guard against this is to Dodge Roll or Wing Guard, as the muscles in Mobrius' tail will easily overpower Dal's normal block. If you are near the front of Mobrius when he goes to surface, he will let loose a Bite Attack, which can be Dodge Rolled, then will sit for a moment, allowing Dal to deal out some damage before Mobrius goes back beneath the ground. The trick to this phase is always staying near the front side of Mobrius so that he Bite Attacks more often than the Tail Attack. Keep up the assault every time Mobrius comes up for air, and phase three will begin after the second Core is broken.

In phase three, Mobrius will use a combination of ground based attacks and underground movement to fight Dal. While underground, boulders will fly around, and like Skaroth's boulders, will damage Dal if he is hit. After a moment of slithering around underground,



Mobrius will come to the surface and attack. Most of the time, he will lead off with a spray of poisoned darts from his tail which can be Wing Guarded or Dodge Rolled from as normal. After this attack, Mobrius will bite at the player for a large amount of damage. Avoiding this Bite is the key to phase three, since Mobrius will be vulnerable for a moment after attempting to bite at Dal. Press home the attack during these times, then move away when he submerges to avoid the boulders. Wait

for Mobrius to surface again, then wait for him to shoot out more spikes or skip right to the Bite Attack. Make sure not to be too close to him just before he would emerge, or else he might just use a Tail Whip instead, dealing you a quick bit of damage for your aggressiveness, as well as making the fight last longer with Mobrius underground. Taking down this phase requires patience, but playing a defensive game here will allow you to outlast Mobrius without taking too much damage.

Dragon HP			
Phase 1	4500	Core 1	500
Phase 2	6300	Core 2	500
Phase 3	8100	Core 3	-

Attack Name	Damage	Reaction	Guard Type
Phase 1: Bite and Throw	400	Bite & Tumble	Parry
Phase 1: Tail Axe	250	Tumble	Parry
Phase 1: Tail Boomerang	150	Knock Down	Parry
Phase 2: Bite	200	Knock Down	Parry
Phase 2: Tail Axe	250	Tumble	Parry
Phase 3: Bite	200	Knock Down	Parry
Phase 3: Thorn Spike	200	Knock Down	Block
Phase 3: Tail Axe	250	Tumble	Parry
Flying Boulders	75	Knock Down	Block

Level 5 – Outskirts of Gnem:

A beautiful, glistening ocean once covered this place, but now this dry valley is all that remains. The Dark Dragons take all they can, not thinking of the consequences.

Level 5-1 – The Great Wall:

From the start run forward to trigger the first spawn. Three Lizards and two Boars will charge while the Archers holds their positions. These are better trained and equipped than the Soldiers found earlier in the game. They are more aggressive and deal more damage, so be careful. After dealing with them continue forward. Before the stairs another group spawns. This time much closer to Dal. Take out the Archers first and you will be ok. If Dal is low on Fire Power, there is a Red Dragon Statue to the right of the narrow stair case. When you go over there, you will most likely aggro the two Minos Head Soldiers guarding the doorway on the left side of those stairs. Dispatch them and continue. There is a set of Strong Barricades blocking the door. The points at the top can harm Dal, so either Dragon Jump over or destroy them.

When Dal walks into the room beyond the Barricades, a Fight Room materializes. Several Owl Archers hide behind Weak Barricades and three Minos Soldiers are on the offensive. Take the Minos out one at a time as far from the Archers as possible. Some times the Minos Soldiers will position themselves behind the Barricades so you may have to go in and get them. If this happens take out as many Archers as possible, as they can put a hurting on Dal if there are enough of them.

Take a left and begin down the hall. Four Lizards will drop down from the floor above and a Boar charging. Take out the Boar first and dispatch the Lizards.

In the room to the left there is an Armor Shard Box and a Fight Room. This is one of the tougher fights in this level. Three Boars spawn, linked to the Spawn Orb behind the Strong Barricades, and an Archer is on either side of the room. Take out the Archers and the Spawn Orb and four Lizards spawn under the command of a Mosru Commander. The Commander will often position himself behind the Barricades if you haven't destroyed them, so take out the Lizards first. After the Mosru Commander is dead, retrieve the 15th Armor Shard. Head back out to the hallway and take a left.

There is nothing down the hall except three Lizards and a Wooden Box. Go up the stairs and take out the Archers as quickly as possible. Take the first right you can and head down the long walkway. There are four of the weaker, sword wielding Lizard Soldiers and one Blue Lizard Commander. Killing them should be easy as they are spread out, posing no real threat. After they aren't in the way anymore, Stab the Red Power Up Monument to gain a Fire Power increase. Double back down the path, taking a right at the end of it. Go down the stairs and turn right down the corridor.

Just past the Hay Bales and around the corner two Minos Soldiers and three Boars will spawn. This is a close quarters fight with powerful enemies. Using the Dragon Forms here is a good idea. Double Arm Pound works well here as well as a well timed Wing Dash. Behind that surprise spawn is the 16th Armor Shard.

Head back down the hall. A small group of Lizards and Archers spawn by the Weak Barricades ahead. The next two rooms on the left have some pretty challenging fights. There are no rewards for killing all the enemies here unless you are going for your 100% Complete Badges.

The first room is a Door Trap Room containing five Boars and three Archers in the first wave. Let the Boars come to you, staying out of Archer range is important. The second wave is three Minos Soldiers and a Green Lizard Commander. The Green Commander is slightly stronger than the Blue type, but his tactics are the same. Keep moving and use your Dragon Forms carefully.

The second room on the left is also a Door Trap Room, only much smaller this time. Three Boars linked to a Spawn Orb appear while two Lizards drop from the sky. Quickly destroy the Spawn Orb before the Boars give you too much trouble. The second group then spawns. A Green Lizard Commander and three of his Lizard Soldier minions now threaten Dal. Kill them all to reopen the door.

From the second room, take a left down the hall to bring Dal closer to the end of the level. Almost immediately the last Fight Room materializes containing two Boars and three Minos Head Soldiers linked to a Spawn Orb in the back. Dodge Roll is your most effective tactic here. Don't let the Minos Soldiers hit Dal while you are taking out the Boars. Take out the Spawn Orb to trigger another Green Lizard Commander and his Lizard Soldier minions. One

last wave in this Fight Room; a Mosru Commander and three Archers. As always, keep moving and take out the Archers first. Save your Fire Power for the Commander. Run around the corner to complete the level.

Level 5-2 – The Great Bridge:

From the beginning run around the corner to be greeted by a small pack of Grey Wolves, their Lizard Soldier handlers and two Archers. Head up the stairs on the right. Fight your way through the three Owl Archers to the Fight Room beyond. Three Archers drop and offer virtually no opposition. Once you kill those, however, three Boars drop. Kill them to trigger the final spawn of a Blue Lizard Commander and three Minos Soldiers. Grab the 17th Armor Shard. Back track downstairs to continue through the level.

In the next Fight Room a large pack of Wolves spawn. They are all linked to the Spawn Orb hiding behind the Strong Barricades. Destroying the Orb eliminates the Wolves and the Fight Room.

Just beyond the Fight Room a trio of Lizards spawn accompanied by two Boars and two Archers taking cover behind the Strong Barricades in the corner. Take them out, and proceed around the corner where three Minos will spawn with a couple of Archers taking cheap shots and Dal. Keep moving and take out the Archers first.

Just beyond that fight is the next Fight Room. It is a rather large area populated by three Archers and three Lizards linked the Spawn Orb in the northwest corner. Run to that corner, killing the Archers as you go to destroy that Orb. Take out the remaining Archers to end the Fight Room.

Proceed forward to King Draygo's Throne Room.

King Draygo:



King Draygo is a very powerful close range fighter; he likes to get in close and pummel Dal. When this fight starts stand still. Draygo will advance and throw out his Tail Spear Attack. Unless you have moved, it will miss. At this time, he will crouch down, placing one fist on the

ground. Move! He is about to Tackle you. He will charge, leaving a charred trail behind him. After he's done this he will roar in anger. This is your chance. Run up and attack him. Don't get too greedy as he is quick to recover from his vulnerable state and likely to launch you across the room with one of his ruthless attacks. Like King Mosru, conserve your Fire Power for the vulnerable Core. Since the Core is located at the end of Draygo's tail, it is difficult to hit with a regular attack. The trick here is a well timed Pound Down with the Double Arms, or even better, Target Draygo's Core then Wing Guard. He will attempt a Tail Spear Attack. As soon as you see his tail coming for you, Wing Dash and you're guaranteed a win.

King HP			
HP	4450	Core	350

Attack Name	Damage	Reaction	Guard Type
Arm Hammer 1	450	Knock Down	Parry
Arm Hammer 2	300	Knock Down	Parry
Tackle	300	Tumble	Parry
Tail Whip	300	Tumble	Block
Tail Spear	750	Knock Down	Parry

Dragon Tail:

The Dragon Tail ability gives Dal a flaming whip to keep hordes of enemies at bay. By Pressing Down on the +Control Pad, the Dragon Blade elongates into the Dragon Tail Whip. Swinging the Left or Right triggers the Spinning Whip Attack. This attack is perfect for a large group of soldiers surrounding Dal. By Swinging the Wii Remote Up Dal flicks the Whip underneath his opponent, then throws them up into the air. Lastly, by Swinging the Wii Remote Down, Dal slams the enemy into the ground, flattening them where they stood.

Tail	Fire Power	Dmg
Whip Throw	225	475
Whip Slam	225	575
Spinning Whip	225	150

After King Draygo is defeated, use the Double Arms to open the door behind his Throne. Dal will be confronted with a mid-sized pack of Wolves. Now is a good time to try out Dal's new Dragon Form. When you're done playing with the whip you may turn either left, or right. Left will lead you to three Red Dragon Statues. To the right is a long hall ending with a Dragon Tail Switch. Run forward and activate the Switch. Turn around and go down the small side hall on the left. This is the least protected Armor Shard Box in the whole game. Kill the three Archers that spawn and claim your reward; the 18th Dragon Armor Shard. With this Shard, Dal is rewarded with his last piece, the Gloves. Back track to Draygo's Throne Room and go through the west door.

Your next challenge consists of a large pack of Grey Wolves and a handful of Lizards. Once you're done with them, head up the stairs to face more Archers and Lizard Soldiers. Run along, killing the Archers, then turn to deal with the remaining minions. Approach the gap in the path. Use the Tail Whip to pull the Dragon Tail Bridge into position. In the next room is a Minos Soldier and three Lizards linked to the Spawn Orb. Destroy the Orb, then take out the big, gray brute. Next two Minos Soldiers and one Green Lizard Commander. After these guys are dead, another Lizard Commander spawns in a square of Owl Archers. Take out the Archers, going from one to the next while avoiding the deadly Commander's sword. After he is down for the count, run around the corner and step on the glowing circle to complete the level.

Level 5-3 – The Great Gate:

The Great Gate begins at the end of the previous level. Dal starts in a wide open area with a small group of Strong Barricades. Run forward to trigger the first Fight Room. A large pack of Grey Wolves linked to the Spawn Orb protected by those Strong Barricades. You have a couple options here; either kill wave after wave of Wolves to trigger the next spawn, or jump into the Barricades to destroy the Orb. Either way, try to avoid destroying the Barricades as a Draygo Commander will spawn in the middle of them. By leaving them there, you trap him, allowing you to deal with the Boar Soldiers that spawn around him.

After the Fight Room dissolves head south, past the Dragon Claw Switch, along the narrow ledge. Turn the corner and be prepared to fend off a large pack of Wolves. After the Wolves are dead, a Blue Lizard Commander spawns with five Lizards linked to a Spawn Orb hiding behind the Blue Power Up Monument. After the Soldiers aren't threats anymore, Stab the Monument and back track to the Dragon Claw Switch.

Use the Switch to open the large metal door and head through it. There is a large room beyond it full of Strong Barricades and enemies. The first group to spawn is three Boars and a couple Magi hiding behind the Barricades. Lure the Boars to you and stay out of range of the Magi's attacks. Once the Boars are gone, take out the Magi. Head to the back half of the room and more enemies spawn. Three Minos Soldiers charge Dal. Sometimes one will hang back. Take out the Minos, staying as far away from the Magi as possible. Once they are dead, head up the stairs.

Eliminate the Magi and the Boar between Dal and the Dragon Tail Switch. Activate it and head back downstairs. Fight your way through more Magi and Minos to activate the closest Dragon Claw Switch. This drops the other set of stairs. Kill the Magi and Boars that pop up. At the top of those stairs is a lone Lizard Soldier and a breakable wall. Crush the wall and run through to find a small crowd of Lizards and a Draygo Commander. Try to stay near the hole in wall to avoid alerting the Commander. When the last Lizard drops, turn your attention to the Draygo Commander. After he is defeated, retrieve the 19th Armor Shard. Double back to the large room and cross the bridge.

Directly after the bridge is a room full of Magi. Take them out quickly. If one of their Electric Balls hit Dal, chances are the Blue Lizard Commander is going to run up and clobber him. There is a small dead end containing a Dragon Statue to the north of that room. Go west to

the next room and head up the stairs to the left. Pull the Dragon Tail Bridge across the gap and continue forward. Several Magi spawn but should prove no challenge. Activate the large Dragon Tail Switch and go back downstairs. In the second to last room six Minos Soldiers spawn. Dodge Roll is your friend. Keep moving and use your Dragon Forms carefully. Double Arm Pound is very effective here.

The last room in this level is also a Fight Room. A Draygo Commander spawns flanked by two Lizard Commanders, one Blue and one Green. Use the same tactics as before and you will soon defeat this trio. Open the huge door and go through to complete the level.

Level 5-4 – Norgiloth the Three Headed Dragon:

A rare, three headed breed of Dragon.

Norgiloth is a unique dragon due to his ability to go invulnerable after taking a set amount of damage. The only way to counter this is to hit the newly active Dragon Claw Switches that pop up whenever he enters this form. As soon as an electric field surrounds Norgiloth de-target him to more easily see which Switch must be deactivated. Keep in mind, there are Switches and Blue Dragon Statues on the ledges on either side of the arena. This fight is also a bit different in that Norgiloth still has three separate Cores, but he doesn't change his attack pattern per phase, just becoming more aggressive instead.

When he is in his normal state, keep him targeted. He tends to spin in the center of the arena without much movement, so targeting him lets you keep him in sight and able to watch for his attacks more easily. The best thing to do when Norgiloth starts spinning after Dal is to run just behind his elbow, swinging the Dragon Blade every few steps. Norgiloth will spin faster than Dal can run, but if you catch his elbow just right, Norgiloth will push Dal, allowing Dal to keep up. Fire Power is a must in this fight. You need Fire Power to deactivate Dragon Claw Switches, Dragon Wing Guard Norgiloth's Quake Attack and also Dragon Jump onto the two ledges on either side of the arena. Even though the Dragon Blade doesn't deal as much damage as with other Dragons, the only time you should use a Dragon Form to attack is right after the Quake Attack when Norgiloth stands still for a short time.



Norgiloth's attacks consist of an area of effect Quake Attack, a machine-gun like fire of metal shards, Flareballs, and a Vacuum Pull that will suck Dal into one of Norgiloth's mouths for a quick bite to eat. The Quake Attack is actually the most dangerous of these attacks, as it has a huge area, and can't be easily dodged. The best thing to do when Norgiloth rears up is to stop attacking and prepare to Dragon Guard. If timed correctly, you can pulse the Dragon Wing Guard for just a moment and avoid the entire Quake and its shock wave. If you can possibly avoid it, you should never get in front of Norgiloth's three heads. This will make his

start to use his other attacks. His shard spitting Spear Gun Attack will happen in a definite arc, and can be easily dodged, but his Flareballs will be shot out in a burst that you must take care to Dodge Roll away from. This attack is the main reason that Norgiloth should almost always be targeted. With the camera behind Dal, it is difficult to stay in an attack position and still be able to see incoming Flareballs, and to dodge out of the way of each of them. His third attack will be his Vacuum Pull, which will slowly pull Dal towards his right head. If Dal gets close enough, the head will snap Dal up, chew on him for a moment, and throw him across the room, doing more damage than any single other attack in the game. If Norgiloth starts this attack up, continually Dodge Roll in the other direction, and you should be able to keep your distance.

Keep up the pressure on Norgiloth, doing damage while avoiding his attacks, and he will go invulnerable. During this part, you can still Stab Norgiloth for some Red Scales, but your object at this point is to find the Dragon Switches that have become active, and switch them off. Doing so will deactivate the invincibility and put the fight back on more even ground. Norgiloth's three phases will all play out this same way, although he will begin attacking more and more as you break down his Cores. Keep on his sides, use your Fire Power sparingly, and be ready to Dodge Roll or Guard at any moment, and this endurance fight will come to a close with Norgiloth defeated.

Dragon HP			
Phase 1	5150	Core 1	500
Phase 2	7550	Core 2	850
Phase 3	10150	Core 3	-

Attack Name	Damage	Reaction	Guard Type
Flare Ball	500	Knock Down	Parry
Bite	1000	Knock Down	Parry
Spear Gun	350	Knock Down	Parry
Vacuum Pull	-	Pull	Parry
Chewing Throw	1600	Bite & Tumble	Parry
Quake	1300	Tumble	Wing Guard
Quake Shockwave	100	Tumble	Wing Guard

Level 6 – Orphos Canyon:

This was once the palace from where Valthorian governed, built by the people as a glorious gift set in an idyllic realm.

Level 6-1 – Sphere of Flight:

Run forward until Dal triggers the first Fight Room. This fight Room is smaller than it looks; the enemies tend to converge on Dal in the smaller, fenced area, cutting the room in half. Double Arm Pound works well here if you can get a clear shot off before being Tackled or Smashed. On the other side of the room lurks a Magi. Continue up the bridge to the Red Dragon Crystal and destroy it. On the bridge beyond the Crystal a Green Lizard Commander appears, backed by several Bats. At the top of the bridge, on the first platform another Fight Room materializes containing four Brown Bears. This is another tight fight. Keep moving and focus on damaging one Bear at a time. The Whip works well in small areas filled with enemies.

Heading southeast, a Minos Soldier, a Green Lizard Commander and a small swarm of Bats spawn on the first platform. The best thing to do is run out to the middle portion of the platform as it is larger, making it a better place to fight the two larger enemies.

The next platform has a couple Weak Barricades between Dal and the center area. Take advantage of this. Kill the Boar on Dal's side while taking care to block or avoid the Electric Balls hurled by the two Magi on the other side. Dispatch the remaining enemies and retrieve the 20th Armor Shard.

The last platform on this level is guarded by two Minos Soldiers, two Magi and a pair of Boar Soldiers. Lure the first Minos away from the ranged fighters and take him out as you will. Run up to aggro the Boars and lure them away from the Magi. The other Minos is stuck behind a Barricade so you don't even have to kill him if you don't want to. Instead concentrate on the pesky Magi. When you're done, head up the long bridge to the next tier.

Part-way up the first half of the bridge, a handful of Boars spawn backed by more Magi. They are spread out enough so they should not pose too much trouble.

On the center portion of the bridge, a Fight Room appears containing a Purple Lizard Commander, a couple Bats and two Magi hanging in the back. Kill them all and move on.

The next section of the bridge is protected by another group of Boars and Magi. Plow through them as before. Further up the bridge is a pair of Minos backed by a couple Boars and Magi. Again, they are spread out enough that as long as you don't go charging into the group, you should be able to take them out one at a time.

The path splits at the top of the bridge. Take a left and head into the Pagoda. As soon as Dal gets far enough into the room, the door slams shut, trapping Dal until every enemy is defeated. Two Boars, two Bears and a Blue Lizard Commanders spawn to guard the Armor

Shard Box in the corner. Kill them to re-open the door and grab the 21st Armor Shard on your way out. Head back up to the platform.

Go down the path that is almost directly across from the Pagoda Dal just came from. The next Pagoda contains two Lizard Commanders, a Blue and a Purple, a handful of Bats and two Magi. The Magi should be the first to go. When the enemies are dealt with, go through the open door (going north). Two Minos will spawn on the bridge ahead and Bats will spawn behind. A couple quick backwards Dodge Rolls will put the Bats in front of Dal. If you hit the Bats just right, they will fly back and hit the Minos Soldiers for some easy damage. Finish them off and head into the next Pagoda to face the final King.

King Korrum:



King Korrum is the last of the Kings to stand between Dal and his ultimate goal: Vormanax. Korrum could prove a difficult foe simply because he has a Scream Attack that stuns Dal, giving Korrum time to ready another onslaught. Korrum begins by taunting Dal. Use this opportunity to close the gap between the two then beat on him for a bit. Conserving your Fire Power isn't as important here as it is in other boss fights. After Korrum has had enough of Dal, he will fill his lungs then bend over to Scream. This happens quickly so stay alert and Dodge Roll to escape. If he does get you, shake your Wii Remote and Nunchuk vigorously to bring Dal out of his Stun. Stay close to Korrum, as he has a nasty Fireball attack that will knock Dal away. If he does manage to hit you with this, Kip Up and Dodge Roll to the side, closing the distance between Dal and Korrum. He will often follow his Scream with a Spin Slash or a Front Slash. You can Dodge Roll or Parry this. At this point he will most likely taunt Dal again. Beat on him some more until Korrum's Core becomes vulnerable. The Core is located in Korrum's head. The most effective way to destroy it is to use the Right Arm Uppercut if Dal is standing right next to Korrum, or the Double Arm Pound Down if Dal is a little further away.

King HP			
HP	5400	Core	350

Attack Name	Damage	Reaction	Guard Type
Spin Slash	300	Tumble	Parry

Attack Name	Damage	Reaction	Guard Type
Front Slash	300	Flatten	Parry
Fireball	200	Tumble	Parry
War Cry	50	Stun	Parry

Dragon Head:

To activate the Dragon Head, Press Up on the +Control Pad. The Dragon Head is most useful for the Scream ability, which stuns all the enemies around Dal. This attack is activated by either Thrusting the Wii Remote or Swinging the Nunchuk. There are also a couple ranged attacks Dal may now perform. By Swinging the Wii Remote Left or Right, The Dragon Head sprays a arc of fireballs. By Swinging the Wii Remote Up or Down, it shoots a barrage of fireballs forward. By Targeting an enemy then Swinging the Wii Remote, a single, focused fireball homes in on the powerless minion.

Head	Fire Power	Dmg
Scream	300	N/A
Targeted Fireball	300	475
Fireball Spray Horizontal/ Vertical	300	475

After King Korrum is put to rest, go through the western door and into the next Pagoda. Two Boars, a Bear, a Magi and a Green Lizard Commander spawn to protect the Dragon Head Lamp. The Boars should be the first to go, followed by the Magi. When all the enemies have been eliminated, use the Dragon Head to activate the Lamp. Back track to the Pagoda before Korrum's Throne Room, killing the Minos and Bats on the way. In the Pagoda, two Lizard Commanders, a Blue and a Purple, a handful of Bats and two Magi spawn again. Defeat them as before and go through the newly opened door (southwest). Two Boars and a Blue Lizard Commander spawns in front of Dal on the bridge, several Bats spawn behind. A Double Arm Pound should take out the lesser minions, allowing you to focus on the Commander. Finish him off and run into the Pagoda ahead to complete the level.

Level 6-2 – Sphere of Power:

Dal begins in a Pagoda with only one available exit. On the bridge beyond the door a couple Boars spawn with a Minos Soldier and a pair of Magi in the back behind some Barricades. After the bridge, on the first platform is the first Fight Room. Five Spiders linked to a Spawn Orb appear along with two Magi in the back. Spiders can be troublesome in groups so the best thing to do is to run past them and take out the Magi first, then destroy the Spawn Orb. The next platform isn't a Fight Room, but it does have two Minos Soldiers and a small swarm of Spiders. Use the Double Arm Pound to take out the Spiders and put a serious dent in the Minos' health.

Around the bend and up the bridge two Boars spawn behind Dal and one more is now in front along with a Magi behind the Barricades. Let all the Boars' Tackles hit while you Block, then lay into them. Take out the Magi on the way up the bridge.

The next Fight Room materializes around the Gold Dragon Crystal. Three Blue Lizard Commanders and two Brown Bears now face Dal. The Bears are linked to a Spawn Orb. When the enemies are gone, break the Dragon Crystal to open another door.

Proceed to the next Pagoda. Inside you will find a Mosru Commander backed by a huge swarm of Spiders linked to two Spawn Orbs. Avoid Mosru for now and concentrate on destroying the Orbs. After the Spiders aren't an issue anymore it's time to face the Commander. He is a great deal faster than the other Commanders so keeping Dal far away is a good idea. The Tail Whip is the perfect form to use here. Once he's dead, collect the 22nd Armor Shard and activate the Dragon Head Lamp.

Head back out of the Pagoda and back track to the first Pagoda. There are two more doors open in this room. For now, go through the one on the southeast. Four Boars spawn on the bridge and immediately charge Dal. Take out the Boars and then the Magi hiding behind the Barricade. On the platform at the end of the bridge a Fight Room appears. Two Minos Soldiers appear directly in front of Dal and a Mosru Commander charges him. A quick Double Arm Pound is a good idea at this point. The Minos are linked to a Spawn Orb in the back. While the three of them are down, run over there and destroy it. Turn Around and finish off the Commander. The Red Power Up Monument and the 23rd Armor Shard are yours for the taking.

Back track to the starting Pagoda, killing another set of Boars, and go through the other open door (southwest). A series of Boars, Minos Soldiers and Magi spawn on the bridge. They are fairly separated, so they shouldn't swarm Dal unless he charges up the bridge without a care. Work your way up to the bend in the bridge where a Purple Lizard Commander stands waiting. Almost all the way up the bridge a large swarm of Spiders spawn. Eliminate them and continue.

At the top of the bridge another Fight Room materializes. This time Dal faces a Blue Lizard Commander, a Green Lizard Commander and a three Magi linked to the Spawn Orb in the back. Lure the Lizard Commanders as far from the Magi as possible, then Double Arm Pound them. run past them and crush the Spawn Orb.

Just in front of the Pagoda a small group of enemies spawns. Fight your way through the Blue Lizard Commander, Boar Soldier, two Green Lizards and the Magi. Enter the Pagoda to finish the level.

Level 6-3 – Sphere of Fire:

The final level before the Evil Dragon Vormanax begins in a Pagoda. Exit the Pagoda and begin the long trek to the end of this level. Fight your way through a line of Boars and a Minos Soldier, then another line of Magi to get to a Purple Lizard Soldier. When he's dead, run up the the main platform and take an immediate right to go down the northern path.

A Minos Soldier, a Boar and two Magi stand in Dal's way. Decimate them and go into the Pagoda ahead. There is a rather large group of enemies in here. A Purple Lizard Commander and four Brown Bears charge Dal, while a couple Magi behind Barricades throw Water and Electric Balls at him. Littered throughout this room are squares of Barricades protecting Magi. This configuration is good and bad. It means the Magi can't run away easily, but it also means they are harder to get to while avoiding a Commanders attack. A good method of eliminating the Magi is to Double Arm Pound them while they are stuck in the Barricades. Make sure you keep moving and don't forget about Dodge Roll. When all the enemies are dead, get the 24th Armor Shard hiding behind some Barricades against the wall and go through the northern door. For finding all the Dragon Armor Shards, Dal is rewarded with flaming aura, granting him even greater protection.

Dal will be faced with a long bridge guarded by a line of Minos Soldiers and Lizard Commanders. Try to conserve your Fire Power as you defeat them; up ahead is a tough fight where you will need every advantage at your disposal.

At the end of the bridge there is a platform blocked by a line of Barricades. Dal and three Boars linked to a Spawn Orb will be on one side, the Spawn Orb, two Minos Soldiers, a Draygo Commander and a handful of Magi are on the other side. The best thing to do is leap the Barricades, and take out the Magi on either side, then concentrate on the heavy hitters. When the coast is clear, destroy the Jade Dragon Crystal.

Double back to the main platform, fighting your way through another spawn of the enemies on the bridges and in the Pagoda. Take the southern path. Two Minos spawn on the bridge leading to the next Pagoda. The Pagoda itself has three Brown Bears, a Green Lizard Soldier and a small swarm of Spiders. Defeat them and continue south. A Minos Soldier and another swarm of Spiders spawn. The Minos will charge. Take him out, but conserve your Fire Power; as there is another tough fight at the end of this bridge. The Spiders spawn behind a set of Barricades so you can kill them at your leisure. On the platform between the two sections of bridge two Lizard Commanders and a large group of Spiders spawn in a very small Fight Room. The Spiders are linked to a Spawn Orb. Double Arm Pound will be your best friend in this fight as it hits a lot more creatures than any other attack and it's quite powerful.

Continue south, stopping as soon as more enemies spawn. One Boar Soldier will charge you. Take care of him and inch forward, your intention is to lure the next Boar away from the Magi. After the second Boar is out of the way, take out the two Magi. Take care; there are two Spiders hiding behind the Strong Barricades.

At the end of the bridge there is a platform with the Silver Dragon Crystal gripped in a stony claw. This Fight Room isn't as easy as the last Dragon Crystal fight. Three Minos Soldiers

charge Dal as soon as the Fight Room materializes. This usually isn't a problem, only they are linked to a Spawn Orb protected by several Lizard Commanders and a Draygo Commander. Jump over the Barricades and stay mobile. Use the Dragon Forms as much as you dare; these enemies usually yield a fair amount of Red Dragon Scales when they die. After all the enemies are dispatched, destroy the Silver Dragon Crystal and fight your way back to the main platform.

From the hub platform, go down the west bridge. Just before Dal reaches the Strong Barricades blocking his way, a Minos Soldier spawns in front, and two Magi appear behind. Two backwards Dodge Rolls should get Dal behind all the enemies with a minimal amount of exposure. Quickly take out the Magi, then turn your attention to the Minos. As you run towards the Pagoda be careful, there is a Magi hiding behind those Strong Barricades.

In the Pagoda itself there are two Boar Soldiers, four Brown Bears and a Draygo Commander. These are all very aggressive enemies. The Boars will charge, hoping to knock Dal off his feet. If you run into the Pagoda with the Tail Whip out, you can do a quick Spin Attack as soon as the Boars are in range. If you have the Fire Power, a Double Arm Pound in the center of the clump of Bears is effective. After they're gone, all you have to deal with is the Commander. After he's down, refill your Health and Fire Power with the Dragon Statues and continue westward.

Be careful on the bridge; a Minos Soldier spawns in front of Dal and two Boars backed by another Minos spawn behind. Conserve your Fire Power when you take these guys out; you will need it for the fight ahead. As soon as Dal runs onto the platform at the top of the bridge a Fight Room materializes. A small group of Spiders will swarm Dal as a Green Lizard Commander and a Blue Lizard Commander both charge Dal's position. Killing the Spiders now is useless as they are linked to the Spawn Orb protected by the Magi in the back. Dragon Jump over the charging enemies onto the larger platform and take out the Orb as quickly as possible. If you use a Double Arm Pound, chances are you will also kill the pair of Magi hovering about. Once the Spiders are no longer a worry, turn to face the Commanders. Be careful Targeting enemies as Dal will often Target the Dragon Head Lamp instead of an enemy. Once the coast is clear, use the Dragon Head to activate the Lamp.

Head back to the center platform then down the northern bridge. Continue north, fighting through any enemies that might be left over from the last trip this way. At the first Pagoda, go through the newly opened door on the southwest wall. The next Pagoda is also a very tough Fight Room. Two Blue Commanders and three Green Commanders spawn with a Draygo Commander. A good tactic is to use the Dragon Head's Scream Attack to stun the brutes. While they are stupefied, run to the back wall and destroy the Spawn Orb; killing the Green Commanders instantly. While they are still Stunned run up and start beating on one. They will soon regain awareness. Keep one Targeted and run around, looking for an opening.

Once they have been dealt with, continue west, following the purple arrow on the Mini Map if you become disoriented. The long bridge leading to the last Dragon Crystal is unprotected so feel free to take your time and enjoy the scenery. Destroy the Silver Dragon Crystal to complete this level and face Vormanax.

Level 6-4 – Vormanax's Lair:

Vormanax the Evil Dragon Clan Leader:

This evil Black Dragon is the source of all evil.

With Vormanax, one of the best things to do is keep moving. Like Norgiloth, Vormanax doesn't switch around tactics between phases, instead becoming more and more aggressive and attacking faster as his life winds down.



Vormanax's main attacks are to throw Dark Energy Balls at Dal, and to create Null Maelstroms with his wings, which will either head straight towards Dal, or split into two and wind around the battlefield. His attack patterns are very mobile, with Vormanax being able to float around the arena while preparing

many of his attacks. As a result, you should also be constantly on the move in order to keep Vormanax from zeroing in on your position. The best method to avoiding most of his attacks is to constantly circle him clockwise while keeping him targeted. This will keep you out of the line of attack of his Energy Balls, as well as avoiding most of the Null Maelstroms that he will launch. Keep your distance from Vormanax while he is airborne, as he will land and cause a shockwave, which will knock Dal off his feet easily. If you do find yourself too close and Vormanax landing, throw up a quick Dragon Wing Guard to avoid being thrown back. Then, when he gets ready to rise again, be prepared to throw up another Guard to avoid the Null Maelstrom which he will almost assuredly send in your direction. If you're further away, you can easily Dodge Roll around the Null Maelstrom attacks, so they aren't quite so deadly.

Take your time while circling Vormanax, and strike with your Dragon Blade any time he is on the ground and roaring, or doing an Energy Ball throw, and you can slowly whittle down his life. Watch out though, as if you do too much damage too quickly, he will throw himself into the air backwards, sending a Null Maelstrom your way which will be extremely difficult to get away from. So slow and steady is the key to taking him down with the least amount of danger. If you need to go after the Dragon Statues on the outer ring of the battlefield, make it quick, because Vormanax will be throwing Maelstroms and Energy Balls at you, along with using his other powerful attack, a Dark Dragon Breath. Vormanax will use this attack to rake a burst of dark energy across the area, but a quick Dodge Roll or Dragon Wing Guard can get you out of taking too much damage from it.

When he hits his third Core, Vormanax will add a new move to his arsenal: the Stardust Rain. Vormanax will summon a hail of meteors from the heavens into the battlefield, which you are best off either blocking through or using some Fire Power to Dragon Wing Guard your way through. You could try to Dodge Roll, but you run the risk of rolling into another meteor just as you get out of the way of the first. At no time should you try to attack Vormanax during this attack, as you will, in all likelihood, just be smashed to the ground by a hurtling ball of rock and flame.

When you deplete all his Cores, watch out. There is actually a final Core that pops up after this last sequence, so make sure you still have Fire Power left, because he will come out of this last Core Break very angry, and very aggressive. Keep on the defensive for this final Core, making attacks only when he roars or throws Fireballs, and be ready to Dodge Roll at a moment's notice. Taking down Vormanax this last time and completing the Core Break Sequence at the end will take down the Dark Dragon once and for all, sealing his power into the Dragon Blade that held Valthorian for so long.

Dragon HP			
Phase 1	2425	Core 1	???
Phase 2	3600	Core 2	???
Phase 3	4225	Core 3	???
Phase 4	4225	Core 4	???
Phase 5	4850	Core 5	-

Attack Name	Damage	Reaction	Guard Type
Stardust Rain	600	Tumble	Block
Ball of Fire	600	Tumble	Block
Dragon Bite	1500	Tumble	Parry
Null Maelstrom	400	Knock Up	Parry
Tail Swing	1500	Tumble	Parry
Dragon Breath	700	Tumble	Parry
Landing Shockwave	300	Tumble	Parry



Cheats

Easy Mode:

This mode includes the following:

- Faster recovery from stuns
- Auto Parry
- No damage from blocking enemy attacks
- No damage multiplier for getting hit while having Dragon Forms out
- Normal damage for getting hit decreased by 50%
- Offensive strength doubled
- Will not react when hit while Dragon Forms are out

Hard Mode:

This mode includes the following:

- Longer recovery time from stuns
- Damage sustained when blocking attacks is not mitigated.
- Damage multiplier for getting hit while having Dragon Forms out doubled (from 1.5 to 3.0)
- May not use Infinite Health, Infinite Fire Power and Auto Parry.

Entering Cheats:

Each cheat requires at least 0.5 seconds between motions to register. The time limit for entering cheats is 3 seconds. If the same cheat is entered with the – Button mode of cheat entry on, the cheat gets canceled.

- Easy Mode - Press the 2 and Z Buttons when choosing New Game.
- Hard Mode - Press the 1 and C Buttons when choosing New Game.
- Level Unlock - Press the - and + Buttons when choosing New Game or Load Game.
- In Easy Mode, a sound effect will sound for all successful/unsuccessful swings.

Additional info:

- If both Easy and Hard modes are selected, Hard mode will be given priority
- Level Unlocks may be done together with unlocking Easy/Hard mode
- Long Sword Mode may only be activated on a save in which Vormanax is defeated.

Unlocking Dragon Forms:

Press down on Z and + to start entering commands.

Press down on Z and - to clear commands.

Right Dragon Arm:

Nunchuk	Wii Remote
NA	Swing Left
NA	Swing Up
NA	Stab

Double Dragon Arms:

Nunchuk	Wii Remote
Swing Right	NA
NA	Swing Left
Swing Right	Swing Left
Swing Down	Swing Down

Dragon Tail:

Nunchuk	Wii Remote
NA	Swing Down
NA	Swing Up
NA	Swing Left
NA	Swing Right

Dragon Wings:

Nunchuk	Wii Remote
Swing Up	Swing Up
Swing Down	Swing Down
Swing Right	Swing Left
Swing Left	Swing Right

Dragon Head:

Nunchuk	Wii Remote
NA	Swing Right
NA	Swing Down
Swing Left	NA
Swing Right	NA

Unlocking the Combat Commands:

Press down on C and + to start entering commands.

Press down on C and - to clear commands.

Dal's Speed Up:

Nunchuk	Wii Remote
NA	Stab
Stab	NA
NA	Stab
Stab	NA
NA	Stab
Stab	NA

Auto Parry:

Nunchuk	Wii Remote
Swing Left	NA
NA	Swing Right
Swing Left	NA
NA	Swing Right
Swing Right	Swing Left
Swing Left	Swing Right

Infinite Health:

Nunchuk	Wii Remote
NA	Swing Down
NA	Swing Right
NA	Swing Down
NA	Swing Down
NA	Swing Right
NA	Swing Left

Infinite Fire Power:

Nunchuk	Wii Remote
NA	Swing Right
NA	Swing Down
NA	Swing Right
NA	Swing Down
NA	Swing Right
NA	Swing Left

Long Sword Mode:

Nunchuk	Wii Remote
NA	Swing Up
NA	Swing Down
NA	Swing Up
NA	Swing Right
NA	Swing Left
NA	Swing Stab