

# **A Plunge into Darkness**

Official Guide

<http://www.aldorlea.org>

This guide contains:

- complete walkthrough with annotated maps
- characters' overall presentation
- battle strategies and hints
- detailed spell learning

## I. CHARACTER PRESENTATION

- Alice



She's the moderate, reliable member of the band.

She is a versatile asset during battles, able to do decent damage to the enemy side, but also keep her friends alive with her skill 'A Bit of Motivation'. We recommend that you max out this skill early as there aren't a lot of ways to heal in this game.

- **Sven**



Sven is initially one of the 'fighters' of the group, as he is a bit stronger than the others, and develop fast hard-hitting skills.

However we recommend you use him as a way to heal his friends' TP, using Pump Up. If you upgrade it to Lv2, it'll be very useful to recover TP of a specific ally, if you max it to Lv3 it'll do all the party at the same time, but with a smaller amount.

- **Kate**



Kate is not as potent a fighter as Sven (or Peter) but she develops fairly early a large damaging skill called 'Rotating Kick'. We recommend you max out this one as early as possible.

As she takes quite big damages, it's also useful to boost her evasion and/or counter rate. Evasion might be more useful as the boost is bigger (+17 vs +11).

- **Peter**



A bit like Alice, he is fairly versatile.  
You can either develop his fighting skills, or his healing ones (via 'Natural Resources').

- **Yumie**



As the little one of the group, she is not very useful early on. But give her a knife and she'll quickly catch up.

Her 'Crazyyy' skill is very good once she develop some decent attack power. In that regard, it might be a good strategy to pump her up with the attack-increasing permanents. Also do not overlook her 'Perturbator' skill which is excellent at debuffing enemies.

- **Phil**



He's the eldest in the group, and allegedly the wisest.

Due to his status, he has a skill that heals the whole party of a bit of HP. We recommend you prioritize the development of this skill.

Observation Skills ('Observ. Skills') are also quite good to use if you keep his TP at a high level, either by having him defend often, or using Sven's Pump Up.

## **II. WALKTHROUGH**

You start the game with 6 active party members, who are soon lost in an underground they know nothing about. Your goal is to find the exit to what looks like a huge castle infested with creepy creatures.

The first piece of advice is to systematically check all crates, barrels etc. in addition to the usual treasure chests.

You will find items, including permanent ones. Don't hoard your permanents, use them, especially if you're playing in hard ("nightmare") mode. Yumie is able to learn a multi-hit skill, so it's a good idea to give her some extra ATK permanents.