

# **Fortress of Hell**

## **Official Guide**

[www.aldorlea.org](http://www.aldorlea.org)

## I. Contents

- Walkthroughs for the (3) scenarios of Random (Laxius Force), Brutus and Hamilton
- Details on how to unlock the 2 "hidden" scenarios (Hamilton's and another one)
- Details on how to complete career achievements including killing the final boss and finding the secret treasure
- Battle strategies with monsters' strengths and weaknesses
- General Knowledge of the game
- Attention! This guide does NOT reveal the code to play the Laxius party!

## II. Terminology

MHP -> Maximum HP

MMP -> Maximum MP

ATK -> Attack

DEF -> Defense

MAT -> Magical Attack

MDF -> Magical Defense

AGI -> Agility

LUK -> Luck

EVA -> Evade

HIT -> Hit Rate

CRI -> Critical Hit

CEV -> Critical Evade

MEV -> Magic Evade

MRF -> Magic Reflect

CNT -> Counter

HRG -> HP Regen

MRG -> MP Regen

TRG -> TP Regen

TGR -> Target Rate

GRD -> Guard Rate

PHA -> Pharmacy (Item healing)

REC -> Recovery (Magic Healing)

MCR -> MP Cost Rate

TCR -> TP Charge Rate

EXR -> Experience Rate

## II. Things to know (aka General Knowledge)

### a) Difficulty

For a first playthrough, it is recommend to pick "*Less Difficult Game*" at the beginning of the game

### b) Boosts Thresholds

All characters get significant boosts or new spells whenever they reach any of the following thresholds.

- 20/50/90 fights won
- 10/25/60 monsters killed
- 20/50 skills used

NB: A few skills are not counted in the number of skills used, in general minor healing skills, or the ones you can use "easily" out of battle. If you want to be sure that a skill is actually counted, make sure to check the "Progress" option in the left column, from the Main Menu.

### c) Battle & Exploration General Strategies

- When a character doesn't have anything interesting to do, it is better to defend than attack, because defending will restore some HP as well as some TP. Defending is also the "first" action in the battle, before all the other ones (like casting a spell, attacking etc.)
- When only one hit is needed to kill a monster, you might want to select 1 (or 2 in case of a miss) characters to perform the necessary hit and have the rest defend, for the reasons mentionned above.
- The same strategy applies when a monster is stunned/paralyzed, except you can have everyone defend to restore HP and TP. Mind the moment when the monster will be freed from the status ailment, though! Pushing this strategy too far can backfire easily if it's not well controlled.
- There are several "resting spots" in this game. When one of them pops up, pick the EXP only if your characters still have a lot of their MP/TP, otherwise it is much safer to pick the healing..
- Keep the emergency tents for, well, emergency situations. Try to use a) healing spells b) healing items before resorting to a tent.
- Keep in mind the "objectives" given at the beginning of each party; they are a very good indication of what they can do, based on their strengths.

- Save OFTEN and in different slots. Don't rely entirely on the auto-save. The game can be tricky and/or dangerous at times.
- Search everywhere, especially crates, barrels etc. These are a must-do. You'll find a lot of items in this way.
- Try to "distribute" the kills between all party members including your weaker ones, as it is very profitable that they all reach their boost thresholds. Similarly, use your skills and spells regularly, for the same reason.
- A buff/debuff increases/decreases the targeted stat of 20%. A double does, logically, 40%.

### III. Scenario: Brutus & Rufus -> Walkthrough

*Early NB:* Rufus' *Lockpick* skill may allow you to skip the "natural" order of events, but it is advised that you explore this exciting possibility only after you know the game well. In this walkthrough, we will not use Lockpick on "main quest doors", but find the keys "normally".

With that in mind, when prompted to pick a lockpick option that "halves the door resistance", pick it. It will make completing the career achievement much easier, as well as giving you the edge on several optional doors leading to rooms with items.

#### Entrance Hall

Check the top gate (locked), then check the small torch to the bottom/right. Make sure to do so while facing it, with your character looking up.