

When The Light Dies

STRATEGY GUIDE

Welcome to the Strategy Guide for When the Light Dies. Here you will find useful background hints and tips, annotated maps, suggestions for particular enemies and where Secret Rooms are. These are at the end so that if you want to find them for yourself there aren't any spoilers. I will also keep story spoilers to a minimum. Click on the links below to jump to the relevant page of the Guide.

Contents

Characters and their names	page 3
Battle System and Skill Tree	page 3
Limited Items	page 4
Exploration Count	page 4
Albeck Region	
Albeck Cliffway	page 5
Albeck Region Map	page 9
Albeck Town	page 10
Albeck Mines	page 11
Xerith Woods	page 18
Xerith Town	page 23
Xerith Mere	page 24
Witchall Tower	page 28
Lamburgh Region	
Mountain Pass	page 30
Lamburgh Region map	page 34
Seddon	page 35
Northern Mountains	page 36
Vilned	page 43
Catacombs	page 44
Estell Region	
Estell Region Map	page 48
Delverton Town	page 49
Delverton Forest	page 50
Castle	page 56
Secret Rooms	page 61

Characters and their names

You will be given the opportunity to rename your characters, if you want to, when they join the party. In this guide I will stick with the default names so that it is clear who I am referring to.

Battle System

This is not a Turn Based Battle System where you select the actions for all your characters at the beginning of each turn. Instead it is a Predictive Charge Turn Battle System. What this means is that you select the action you want your character to take as and when it is their turn. This means that you can adapt your strategy to how the battle is going, rather than guess how it might go.

The turn order is determined by how fast each character is (their Agility – AGI). If your character is faster than the enemy, they might get 2 actions before the enemy can do anything. The gauge at the bottom of the screen shows who will be acting and when – their ‘turn order’. At the same time it will show whereabouts in the turn order they will be after they have taken that action. That is because some skills have a speed bonus, so using a skill like that will result in you getting another turn sooner. The same gauge shows when the enemies will act, as well as whereabouts in the turn order the enemy you have selected is. The characters will learn skills which can move them up the turn order as well as some skills which will push the enemy down the turn order. Used strategically this can change the flow of battle in your favor.

There is no ‘Escape’ option, instead this is a skill which some characters have. Rick is the fastest character and, unless he is seriously under leveled, will always act before the enemy. He always starts a battle with 11-18 TP so if you want to escape immediately you can except, of course, for Boss battles.

Enemies do not reappear after you defeat them until you completely leave the dungeon. This means you can move between maps without having to refight the enemies each time.

The game counts which character finally defeats an enemy and awards battles bonuses to that character when the count reaches 20, 45, 75, 110, 150 and 200. I personally have never got 150 defeats for any character, but I don’t do much grinding.

Skill Tree

There is some flexibility for you to choose which skills you learn and in what order. ‘Base’ skills are learned in the usual way as a character levels up. Branching off from each base skill are other skills which you can learn once you have the base skill. You choose which skill you want to learn next by spending ‘Prowess Points’. Your choice will be affected by your fighting style and strategic preferences. You change which Skill Tree you see by

pressing S to move right and A to move left. To see the individual skills, if you are using a mouse, hover it over the skill icon box, if using arrows/keyboard, press Shift.

Prowess Points

You earn these by using the skills you have. Once you have enough you can spend them how you like. If you don't use skills and just use Attack, you will not earn Points and so will not be able to learn any more skills than your base skills. If you do that, expect to see the 'Game Over' screen quite a lot. You need these additional skills to defeat tougher enemies.

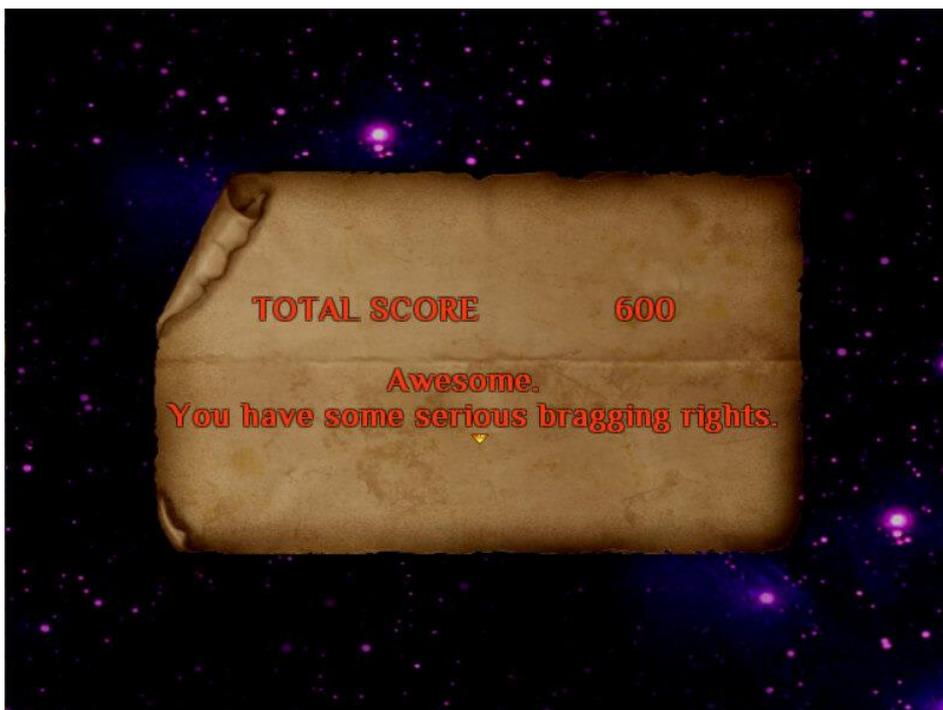
Some skills can be upgraded. These also need Points, though fewer than for a completely new skill. An upgrade will give additional effects, perhaps make the skill stronger, or damage more enemies.

Limited Items

Shops do not carry an unlimited stock of items or equipment. You cannot expect a shop in a small town to carry as much stock as one in a huge city. However, there are plenty of items to be found if you do even a minimal amount of exploring. You should, therefore, have ample supplies. If you do careful exploring you will find more than enough to see you through with ease.

Exploration Count

At the end of the game your exploration skills will be calculated using things like how many Secret Rooms you found, the number of chests opened and so on. Will you get to see this screen?



ALBECK REGION

I will give more detail in this opening section to get you started. After that you will have enough knowledge of how the game works to proceed with less guidance.

After the opening cut scene you have control of Rick. You need to explore the room to find 3 items before you can move on. Anna joins the party. Search the upper room thoroughly before leaving. At this stage the only Skill Tree you can see is the one for Rick – but without any Prowess Points you can't do anything with it.

After exploring the small area outside the house, exit to the west to enter the Cliffway. Note the potion bottle which is not accessible yet.

Albeck Cliffway



A Djinn Save Lamp

You have your first encounter with an enemy. Use Rick's skill to start getting your Prowess Points. If he is finishing off an enemy and you have TP, use a skill even if Attack would do it. You cannot carry the TP forward to the next battle, so it would otherwise be lost.

Access to side maps is shown with **yellow** arrows, the exit to move forward is shown with a **red** arrow. Side maps always have something worthwhile, so do not neglect them. The one to the east gets you that potion you saw. Go west for this one.



Several things to note here. You will see just north of the entrance to the map some bright stones in the cliff face. These are **climbing stones** and you should use them to reach places that are otherwise inaccessible. Don't miss the cave at the north, nor the inner cave as well. Don't spurn opened chests. Just saying.

Several objects on the ground. Note the slightly worn path at the south. Return and continue by taking the exit to the south.



Try and dodge the first enemy you meet on the map for the moment. It's now 2 Imps and this will be easier shortly. Examine the bodies you see there for items and the **Dead Girl's Knife**. This knife allows Anna to learn skills after her first fight with it and gives you access to her Skill Tree. Go back and fight the enemy you dodged (if you did). Otherwise carry on.

When you leave the map south, you get a cut scene which starts filling in the story.



If you haven't already had a look at Anna's new knife in the Equipment menu, you will be prompted to do so when you enter this map. This will give you important information.

Note the Climbing Stones. As well as going up, you will need to move sideways to reach the cliff level where the chest is.

When you leave this map you enter the world map for Albeck Plain.