

Completion Checklist

Equipment:

Sword: ☐ ☐ ☐

Armor: ☐ ☐ ☐

Boots: ☐ ☐ ☐

Charm: ☐ ☐ ☐

Spells:

CURE ☐ ☐

NUKE ☐

FIRE ☐ ☐

AQUA ☐

ROCK ☐

AERO ☐

DARK ☐

HOLY ☐

Immunity:

FIRE: ☐

AQUA: ☐



TOWERS OF PERDITION

OFFICIAL STRATEGY GUIDE





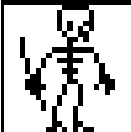

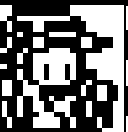
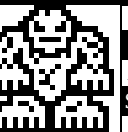



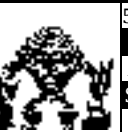

By Justin (TUXINATOR2009) DAVIS

Designed for the Arduboy Game System (Arduboy.com)

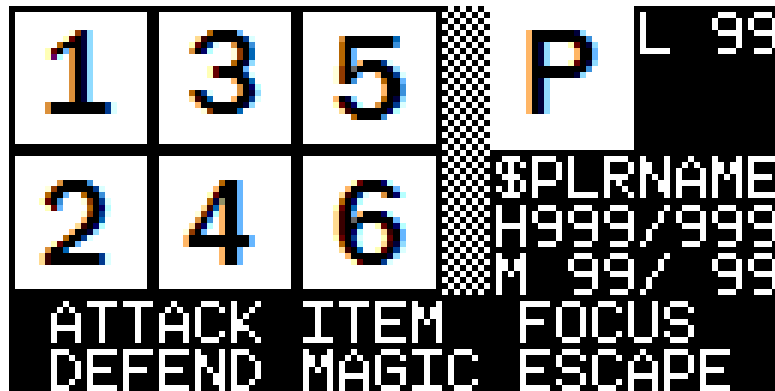
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Bestiary

GOBLIN	HP	MP	FIREWOLF	HP	MP	MEGA BAT	HP	MP	SCORPION	HP	MP
	4	0		12	1		18	0		30	0
Weak			Weak			Weak			Weak		
FIRE			AQUA			NONE			AQUA		
Strong			Strong			Strong			Strong		
AQUA			FIRE			ALL			ROCK		
ATK 3	DEF 1	EXP 1	ATK 22	DEF 18	EXP 2	ATK 28	DEF 26	EXP 2	ATK 42	DEF 56	EXP 4
SPD 3	MAG 0	G 2	SPD 25	MAG 18	G 3	SPD 40	MAG 0	G 3	SPD 50	MAG 20	G 6
SKELETON	HP	MP	SLIME	HP	MP	WIZARD	HP	MP	GOLEM	HP	MP
	6	0		15	0		60	10		86	10
Weak			Weak			Weak			Weak		
FIRE			AQUA			NONE			AQUA		
Strong			Strong			Strong			Strong		
NONE			ROCK			ALL			ROCK		
ATK 8	DEF 6	EXP 1	ATK 24	DEF 22	EXP 2	ATK 30	DEF 0	EXP 4	ATK 71	DEF 76	EXP 4
SPD 5	MAG 3	G 2	SPD 20	MAG 9	G 3	SPD 60	MAG 40	G 6	SPD 1	MAG 46	G 6
BIG BONE	HP	MP	OOZE	HP	MP	SORCERER	HP	MP	COLOSSUS	HP	MP
	45	0		60	0		352	30		500	30
Weak			Weak			Weak			Weak		
FIRE			AQUA			NONE			AQUA		
Strong			Strong			Strong			Strong		
NONE			FIRE			ALL			ROCK		
ATK 16	DEF 10	EXP 16	ATK 50	DEF 40	EXP 16	ATK 70	DEF 60	EXP 22	ATK 83	DEF 94	EXP 32
SPD 30	MAG 12	G 4	SPD 25	MAG 33	G 15	SPD 90	MAG 60	G 28	SPD 2	MAG 52	G 38
DARKNESS										HP	3,200
										MP	255
										ATK	126
										DEF	106
										SPD	255
										MAG	102
										EXP	68
										G	100

Battles



Monsters appear in the slots 1-6 (bosses take up slots 1-4)

The player's battle sprite is located at "P" along with their level, name, current hp, max hp, current mp, and max mp.

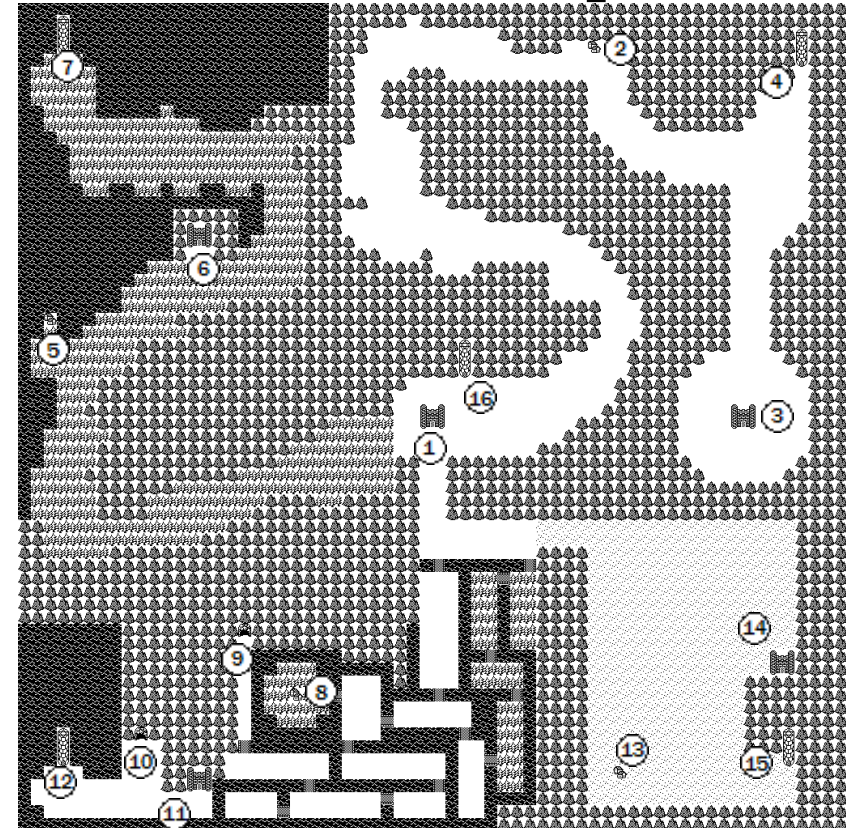
The bottom contains the 6 available actions:

1. **Attack:** Performs a basic attack against a single monster:
 $(\text{ATK} - (\text{DEF} \div 2)) \div 2$
2. **Defend:** Reduces incoming damage by 50% for one turn
3. **Item:** Select an item to use
4. **Magic:** Choose a spell to cast and a target
 - a. **Cure:** Heals player by:
 $16 \times \text{Spell Level} + (\text{MAG} \div 3) \times \text{Spell Lvl}$
 - b. **Nuke:** Damages all monsters on the field by:
 $((\text{ATK} \div 2) + (\text{MAG} \div 3) \times \text{Spell Lvl}) \div \# \text{ of Monsters}$
 - c. **All other spells:** Inflicts elemental damage:
 $(\text{ATK} \div 2) + (\text{MAG} \div 3 \times \text{Spell Lvl}) - (\text{DEF} \div 4) - (\text{MAG} \div 3)$
 - d. **Immunities:** 0%, 50%, 100%, and 150% damage
5. **Focus:** Raises all stats by 150% for duration of battle

Escape: Automatically runs away from battle, except boss battles

(action takes place on your turn, faster monsters will attack you before escaping).

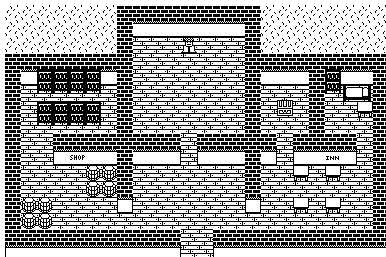
World Map



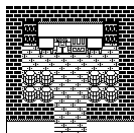
- | | |
|----------------|------------------|
| 1. Main Castle | 9. Cave Entrance |
| 2. Town 1 | 10. Cave Exit |
| 3. Castle 1 | 11. Castle 3 |
| 4. Tower 1 | 12. Tower 3 |
| 5. Town 2 | 13. Town 4 |
| 6. Castle 2 | 14. Castle 4 |
| 7. Tower 2 | 15. Tower 4 |
| 8. Town 3 | 16. Final Tower |

Maps

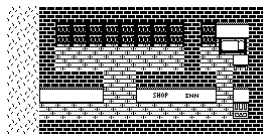
Main Castle



Castles



Towns



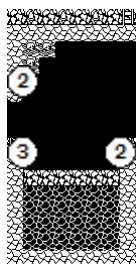
Cave Entrance



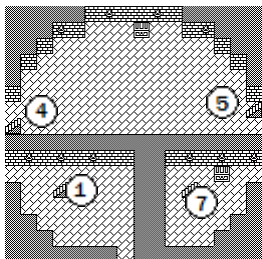
Cave Exit



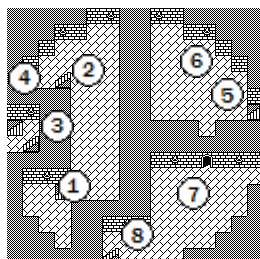
Cave Lower Level



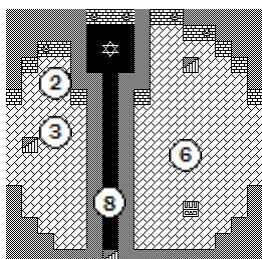
Tower Lvl 1



Tower Lvl 2



Tower Lvl 3



Walkthrough

Each town and castle have a chest with an item/spell to get. Before you can enter the towers, you must get the key from the king in the nearby castle. The towers each have three chests and a boss on the 3rd floor.

Before heading to the first town you'll want to defeat at least ten goblins and heal up. This will allow you to level up on the way to the town, which will fully heal your hp and mp. You should stalk up on a few potions and an ether before continuing.

You should be at level two before entering the first tower. The skeletons are fast but are weak and appear in large groups. Both the skeletons and the boss are weak against fire magic. Be sure to level up to level three before fighting the boss.

Before making your way through western forest towards the second tower make sure to level up to level four. The firewolves are weak against aqua magic which you'll find in the second tower. The slime and ooze boss are immune to all magic so focus a few times then keep attacking. You should be level five before taking on the boss.

You should level up to level six before entering the cave on the way to the third tower and level seven before entering the tower. The mega bats can deal some decent damage so be sure to focus a couple times and heal. The wizards and sorcerer in the third tower are immune to all magic and will sometimes cast cure on themselves if their health falls below half. You'll want to reach level eight before fighting the boss and focus a few times, then keep attacking until they're eventually defeated.

The scorpion in the desert are weak against aqua magic and so are the golems in the tower. The scorpions and golems can be managed at level nine. You should be at least level ten before fighting the boss. The boss will hit very hard so be sure to focus a few times first. Both the golems and colossus are extremely slow and will always attack last.

The final tower consists of wizards and golems in large groups. You'll want to be at least level twelve before entering the tower. When fighting groups of wizards and golems take out the wizards first or they will heal the golems. The boss will deal massive damage so be sure to refill your hp before the fight and focus at least 4 times then start hitting him with holy magic, if you're at least level thirteen he's fairly manageable.

Once you have defeated the final boss and gone through the epilogue story your progress will be saved to be loaded into the next game in the series.

To be continued in:
Shattered Lands 2: Sea of Despair