

THE KING'S HEROES

Aldorlea Games

www.aldorlea.org

INTRODUCTION

Congratulations for picking “The King's Heroes”.

This game will entertain you for hours with its great characters, enthralling storyline and numerous secrets.

You will find in this guide:

- a complete walkthrough
- general hints and tips
- monster weaknesses and battle strategies
- descriptions of all characters (with their spell lists), states and difficulty modes

I. INTRODUCTION TO THE GAME

MAKING YOUR PARTY

All 8 characters are valuable and the best party is the one that combines their strengths in the most harmonious way. Besides, some characters shine more in specific difficulty modes, depending on their profile.

Note: see at the end of this guide the complete list of spells for each character.

- Frank (Crusader): strong warrior with multiple hits, can equip everything
- Frank (Paladin): strong warrior with healing magic, can equip almost everything
- Frank (Dark Knight): strong warrior with dark magic, can equip almost everything

- Bruce (Commander): can command other characters, best matched with good warriors

- Trillian (Pyro-witch): Fire and Air magics
- Trillian (Transfo-witch): Ice and Water magics
- Trillian (Magneto-Witch): Thunder and Earth magics

- Gail (Priestess of Savior): Healing magic, great but weak protector
- Gail (Priestess of the Pentacle): Dark magic, crossroads between attacking and healing

- Novak (War Monk): Good fighter, lacks armors, minor healing plus lots of curing spells especially unfrequent ailments
- Novak (Fire Monk): Good fighter, lacks armors, minor healing plus Fire magic
- Novak (Ice Monk): Good fighter, lacks armors, minor healing plus Ice Magic
- Novak (Thunder Monk): Good fighter, lacks armors, minor healing plus Thunder Magic

- Jefferson (Minister): great at making money and at supporting others, doesn't hit very hard

- Mona (Rogue): efficient warrior but lacks equipment, fast and powerful

- Callyope (Archer of the Dew): can learn to shoot several arrows before the fight starts, Water magic
- Callyope (Archer of the Canopy): can learn to shoot several arrows before the fight starts, Earth magic
- Callyope (Archer of the Clouds): can learn to shoot several arrows before the fight starts, Air magic

Well balanced parties:

- In Story/Easy Modes:

Since the monsters are low in HP, characters able to attack fast are the best in these modes. Favor speed in general, in those modes.

Some suggestions:

Minister/Priestess of Savior - Commander/Crusader - Archer - Pyro-Witch/Magneto-Witch

- In Normal/Hard Modes:

This mostly requires good balance between the characters. You must have a good hitter, a good healer, a good magician. The Monk is an interesting pick as he is both good at hitting and using some decent spells.

Some suggestions:

Commander/Rogue - Priestess of Savior/Monk/Paladin - Magneto-Witch - Archer

- In Maniac/Attack Modes:

The hardest modes in the game require a very skilled and knowledgeable player.

If you know how to play, the Minister will be a great asset (you shouldn't be playing these modes if you don't, anyway). The Commander is a versatile character, and the Transfo-Witch has some interesting supporting spells. The Magneto-Witch can learn to paralyze early on, which is very useful when monsters have a lot of HPs. Dark magic users are good if you know how to use them.

Some suggestions:

Minister - Commander - Transfo-Witch - Paladin

Priestess of Savior - Magneto-Witch - War Monk - Rogue

Dark Knight/Priestess of the Pentacle - Monk - Rogue/Minister - Commander

Of course - these are just suggestions. Feel free to come up with the associations you find best!

DIFFICULTY MODES

In this game, you will have to collect 9 Rings. Each time you find one, if you have defeated ALL the enemies in the dungeon, you get a bonus. Try to obtain these by clearing up the dungeon entirely.

- **EASY MODE:** this mode will reduce the enemy side's HPs by half, allowing you to blast through fights much more easily. Recommended for players who, err, like it easy. See STORY MODE below for players who like it even easier.
- **NORMAL MODE:** monsters have 80% of their HPs. This is a good mode for regular RPG players.
- **HARD MODE:** full 100% HP for monsters, a difficult mode in the pure tradition of Aldorlea Games. Go for NORMAL or EASY if you like your RPGs easier than our usual production.
- **STORY MODE:** with only 25% of their total HP, and 50% of their strength and mind, monsters can be defeated easily if you manage to have all your characters play before them.
- **MANIAC MODE:** opposite of the STORY MODE, this uber difficult mode gives 50% more HP to the monsters. This can require you to find all the goodies (ie know the game very well) and train your characters a bit. Composing a good party is also essential in this mode.
- **ATTACK MODE:** this fun mode alters the gameplay quite a lot, allowing you to play it with a different approach and new strategies. Basically, in this mode, any monster that is dead stays dead. However the inn replenishes very little HP and MP. Another thing worth noting, you can get the Ring directly without killing all the monsters and still get the bonus. Since you can NOT grind in this mode, it is dangerous if you're not sure how to play the game well.

STATES GLOSSARY

You can inflict (and be inflicted by) several status ailments in this game. Here is a detailed explanation of each of them.

Note: some are boosts not status ailments.

- Poisoned: lose 12%HP per turn
- Diseased: 75% ST/RS/SP
- Bleeding: lose 15%HP per turn, 75% RS

- Unconscious: can't move (and evade), 50% RS, stays 3 turns + 50% each turn, 50% chance goes away if hit
- Paralyzed: can't move (and evade), 75% RS, stays 3 turns + 50% each turn
- Possessed: attacks your party, stays 3 turns + 50% each turn
- Seduced: can't move, stays 3 turns + 50% each turn, 50% chance goes away if hit
- Silenced: can't use magic, stay 6 turns + 50% each turn

- Afraid (removes Terrified): 75% ST/SP, can't evade, stays 4 turns + 50% each turn
- Terrified (removes Afraid): 75% ST/SP, 50% RS/MN, can't evade, stays 3 turns + 50% each turn
- Burned: 75% RS/MN
- Burning (removes Frozen, inflicts Burned): lose 25%HP per turn, 75% RS/MN, stays 3 turns + 50% each turn, 25% chance goes away if hit
- Frozen (removes Burning): can't move, 125% RS, stays 3 turns + 50% each turn, goes away 50% chance if hit
- Tired: 75% ST, 50% SP

- Strong (removes Weak): 150% ST, stays 6 turns + 50% each turn
- Resistant (removes Fragile): 200% RS, stays 6 turns + 50% each turn
- Fast (removes Slow): 200% SP, stays 6 turns + 50% each turn
- Spirited (removes Idiotic): 150% MN, stays 6 turns + 50% each turn
- Gigantic (removes Shrunk): 150% HP, stays 9 turns + 50% each turn

- Weak (removes Strong): 50% ST, stays 4 turns + 50% each turn
- Fragile (removes Resistant): 50% RS, stays 4 turns + 50% each turn
- Slow (removes Fast): 50% SP, stays 4 turns + 50% each turn
- Idiotic (removes Spirited): 50% MN, stays 4 turns + 50% each turn
- Shrunk (removes Gigantic): 50% HP, stays 4 turns + 50% each turn

- Enchanted (removes Cursed): 125% Hit Rate, 135% MN/AT/DF/DM, stays 9 turns + 50% each turn
- Cursed (removes Enchanted): 75% Hit Rate, 75% AT/DF/DM
- Magnetic: DM 150%, stays 6 turns + 50% each turn

- All element protections stay 6 turns + 50% each turn

II. THE WALKTHROUGH

1. NORD ISLAND AND MOSKOE CAVE

The King first asks you to pass a trial so he can be sure he can trust you. Make sure you talk to him before leaving so you can get 100G from the start.

You need to leave Nord Castle and enter the cave to the right (East). First make sure to visit the castle entirely so you can get all the extra items (and money).

Wild cats can counter-hit and slimes can defend, so take down the cats first, making sure to attack them with your hard-hitters, if possible with a DF of 20 or more (can be achieved easily using the early shields and shirts).

Hint: if you kill all the monsters in the cave and on the island, you reach level 6 just after defeating the boss. Since the bonus is +1 Level, you immediately jump to Lv7. Don't miss a great start!

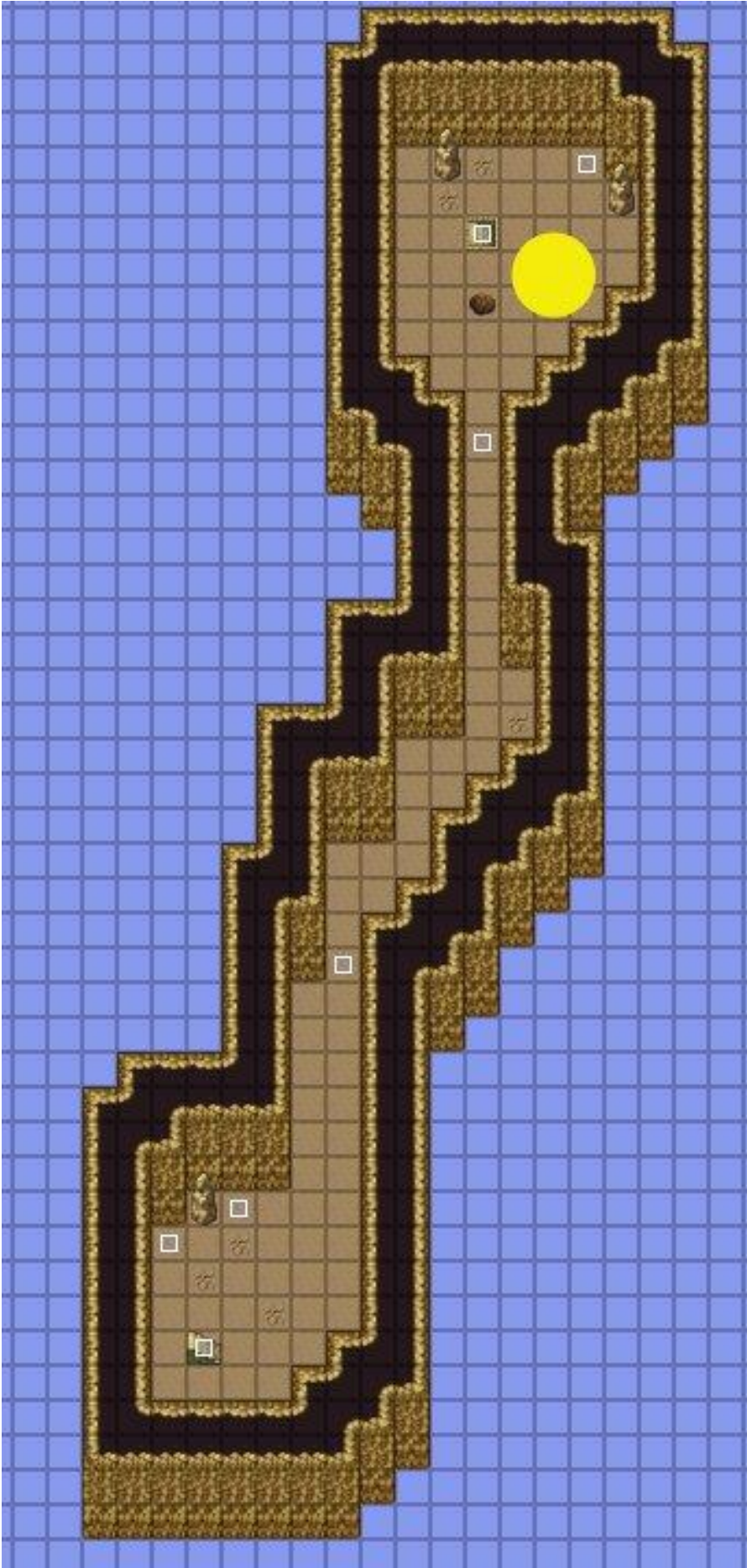
Hint: a good strategy is to empty/loot a dungeon avoiding optional enemies and then come back killing all for the final bonus. This works for all dungeons and you do not have to leave the dungeon to do it. For instance, once you know the game, head straight to the treasure chests with weapons or gear. This way, you don't have to buy them.

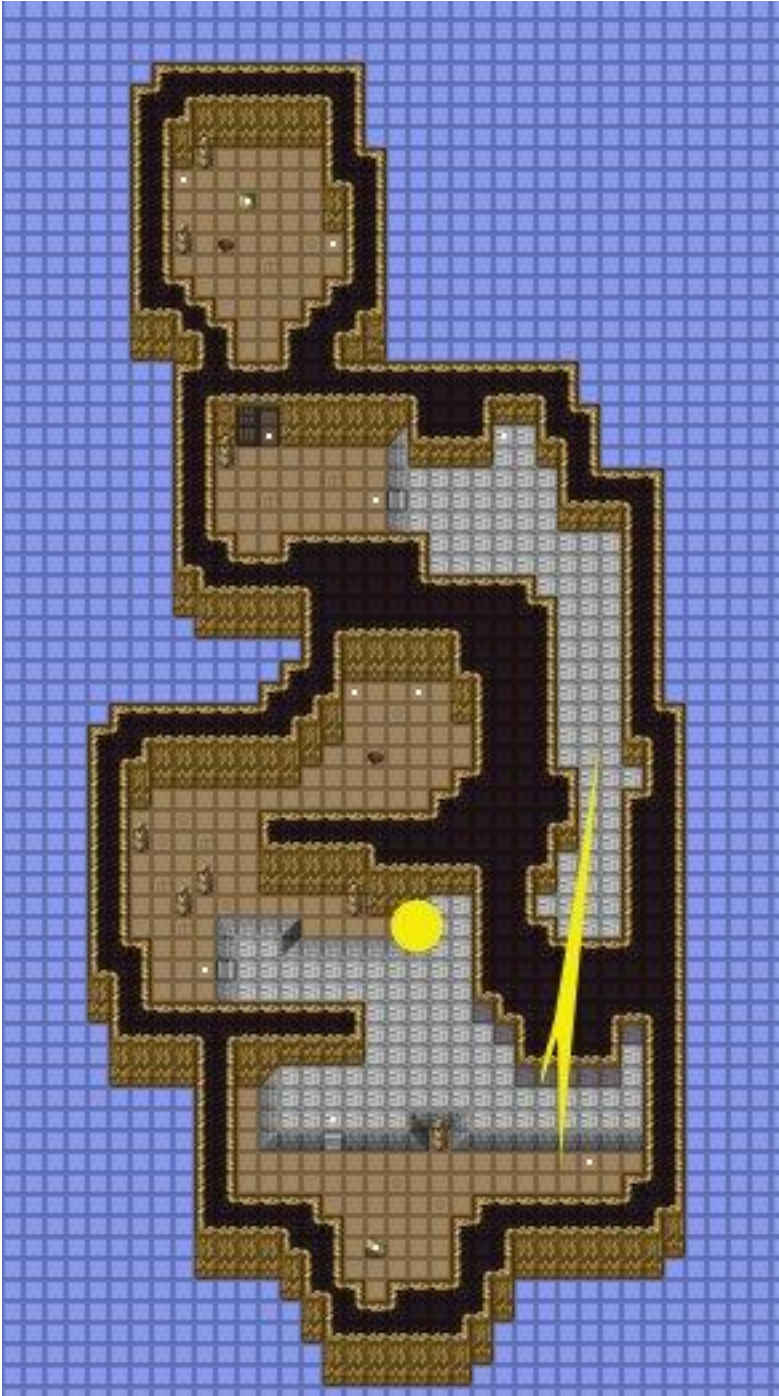
Note: in this guide, yellow spots always indicate treasures. A red spot indicates a boss fight.

Moskoe Cave is to the right

Hint: Isendra Tower, to the North, is way too difficult for you at this point. You can however reach a room with 3 treasure chests without having to encounter any enemy.











Monsters -

- Wild Cat - counter-hits
- Goo Goo Pest - can defend, 100% silenced, possessed, frozen
- Junk Fly - dies very fast
- Horned Panther (boss) - strong attack and thunder spell

Once you've defeated the panther and its friends, you're ready to sail to the South, using the boat on the worldmap!