

Witch Hunt

Official Guide

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INTRODUCTION

Congratulations for picking “**Witch Hunt**”.

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, including detailed, annotated maps
- how to solve all 10 sidequests, the location of all bosses and all 15 relics
- general hints and tips
- monster weaknesses and battle strategies
- descriptions of all states and difficulty modes

I. States, Attributes and Damages

I.1 Attributes

Your skills and some of your weapons will have « attributes », for instance Fire or Mind. It is particularly important to target the enemies with a spell or a weapon that will do the maximum damage to them.

These are *generally* true :

- Acid – Good against enemies that can melt down or be corroded, generally enemies with thin skins rather than shells or protection
- Fire – Good against enemies that may take fire or melt down from it
- Ice – Good against fire or liquid enemies
- Spark – Good against enemies that may be electrocuted or made of iron
- Gravity – Good against big enemies
- Atomic – Good against unnatural (created) enemies
- Saint – Good against enemies of darkness
- Evil – Good against holy enemies
- Mind – Good against enemies with strong intellect

When multiple attributes are available, the most damaging one is the one taken in consideration.

Note – all weapons have BY DEFAULT the « physical » attribute even though it is not specified in their description.

Guns (used by Cybel) have a slightly different attribute called « Gun ». Most enemies take regular damage from a gun.

Note (2) – when a spell is « instant », it means it is pre-emptive just like a weapon that has « first strike ».

I.2 Status Ailments

The game has many states than can be inflicted either by weapons or spells. Bear in mind monsters can also inflict them on you.

Details of all states :

Barb-Wired – can't move, lose 8% HP each move, 40% ST, 80% RS
Bleeding – lose 12% HP each move, 80% SP, 50% chance to go after 3 turns
Blinded – 80% SP, -80 EVA, 40% Accuracy, 50% chance to go after 5 turns
Bloated – 50% SP, 80% AT/PDF, -50 EVA, 50% chance to go after 4 turns
Burned – 60% RS
Charmed – attacks allies, 50% chance to go after 3 turns, 40% chance if hit
Cold – 80% ST, 60% SP, -40 EVA, 80% Accuracy
Contaminated – lose 20% HP each move, 60% RS
Deaf – 80% MN, 70% MDF, -30 EVA, 80% Accuracy, 50% chance to go after 4 turns
Delayed – 20% SP, 100% chance to go after 1 turn
Diseased – 60% ST/SP and 80% RS, 80% Accuracy
Dried – can't use magic, lose 30% HP, 80% Accuracy, 40% ST, 80% RS, 40% SP, 60% MN, -60 EVA
Mad – always attacks, 140% ST, 60% RS, 120% SP, 40% MN, 60% Accuracy, 50% chance to go after 3 turns, 20% chance if hit
Numb – can't move, 80% RS/SP, -40 EVA, 50% chance to go after 2 turns, 40% chance if hit
Paralyzed – can't move, 40% ST/RS/SP, -100 EVA, 50% chance to go after 3 turns
Petrified – can't move, 200% RS, 20% SP, -100 EVA, 50% chance to go after 6 turns, 20% chance if hit
Plagued – 70% AT and 60% PDF/MDF
Poisoned – lose 10% HP each move
Possessed – attacks allies, 120% ST/RS/MN, 50% chance to go after 4 turns
Scared – 40% ST, 120% RS, 60% SP, 80% MN, 50% chance to go after 4 turns, 20% chance if hit
Shrunk – 40% HP, 50% chance to go after 2 turns
Sick – 80% ST/RS/SP/MN, -20 EVA
Silenced – can't use magic, 50% chance to go after 4 turns
Sleeping – can't move, 40% ST/RS/SP, 80% MN, -100 EVA, 50% chance to go after 1 turn, 100% chance if hit

Snoozing – can't move, 80% ST/RS/SP/MN, -60 EVA, 50% chance to go after 3 turns, 80% chance if hit

Tired – 80% ST/SP, -20 EVA, 80% Accuracy

Terrified – 20% ST, 80% RS, 40% SP/MN, 50% chance to go after 4 turns

Zombified – 120% HP, 140% ST/RS, 160% SP, 80% MN, 110% AT, 90% PDF, +20 EVA, 120% Accuracy, Evil Resistance,

Poisoned/Sick/Diseased/Plagued/Contaminated/Bleeding/Cold/Tired/Scared/Terrified Immunity

Note : « Zombified » can be cured using a Sugar Kane.

When a status ailment has been inflicted on you, look for an item in your inventory to fix it.

The Bubbling Water fixes almost ALL status ailments.

Sleeping at the inn will get you rid of :

Incapacitated - Cold – Burned – Tired – Petrified

I.3 Damages

- If attacking physically (with weapons or, in the case of enemies, their normal attack) :

ATK (attacker's) + 4 – PDF (attacked's)
multiplied by attacker's ST (strength)
divided by attacked's RS (resistance)
=
DAMAGE

- If attacking with a spell :

Spell's POWER + 4 – MDF
multiplied by attacker's MN (mind)
divided by attacked's MN
=
DAMAGE

The damage result is also modified by the attributes of the attack.

- Very weak to it : x3
- Weak to it : x2
- Resistant : x0.5
- Immune : x0

Note : in the description of a spell,

A TURN is each time a character makes a move (if a character attacks twice it is considered 2 TURNS).

A ROUND is when all the allies and enemies have done their turn and you need to assign new battle moves (like attack, defend etc.) again.

II. World and Game Score

II.1 World Score

After you complete a world, the game calculates how well you did.

In order to secure a 10/10 score :

- Do not use Egress
- Do not rest at the Inn (or similar resting spot, even free ones)
- Kill all Bosses
- Do not play in Easy Mode

II.2 Game Score

At the end of the game, you receive a rating out of 100.

This rating includes all your 7 scores in normal worlds, plus the total of sidequests you completed, relics you found, and secret characters you found too.

Note : You can have access to NEW GAME + (and get all the characters – including secret ones – from the start) if :

- You finish MANIAC mode
OR
- You finish any mode with a 90+ overall score

III. Introduction Questions

You are asked several questions at the beginning of the game.

Depending on your answers, you get extra bonuses, which are precisely detailed a bit further down.

The final question (number 6) requires special attention as it determines the difficulty mode you pick for your playthrough.

Q6 -

- ... likes it easy: Play in **EASY** mode
- ... expects to be in the middle: Play in **NORMAL** mode
- ... is always up for a tough challenge: Play in **HARD** mode
- ... disgs a craaazzyyy trial: Play in **MANIAC** mode

Mode details :

- Easy Mode – Monsters have 50% HP and SP (speed)
- Normal Mode – Monsters are normal
- Hard Mode – Monsters have 125% ST/RS/MN
- Maniac Mode – Monsters have 150% HP/ST/RS/MN

It is recommended to pick EASY or NORMAL if this is your first playthrough.

Note : in this game, every skill gets more powerful as the character is more experienced.

The thresholds for a skill upgrade are :

- Lv10
- Lv19
- Lv27
- Lv34