

Götterdämmerung RPG /
Twilight of the Gods RPG
Game Guide

==PREVIEW==

GÖTTERDÄMMERUNG

Twilight of the Gods

Introduction

Welcome to the complete and exhaustive game guide for Götterdämmerung RPG / Twilight of the Gods! This is a 12-page preview – get the complete guide at <http://defaultgames.de> !

This guide will help you solve all the game's quests, offer advice on how to best beat enemies, give you a complete list of all weapons and armor items along with their hidden bonuses, and help yo find all the secret areas and bonus items.

If you have any questions or comments, contact us at support@defaultgames.de or visit the forum at <http://defaultgames.de/phpbb3>.

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General Hints

- * If you're stuck on a puzzle, try talking to people around the puzzle or looking at the items blocking your way a second or third time – the game will give you additional hints if it detects that you're stuck.
- * Talk to everyone you meet – even if they don't give you a new quest, they might still give you some important hints on where to go and what to do.
- * Explore all maps carefully – there are hidden chests and other treasure items in many locations.
- * If you're stuck and don't know what to do next, try talking to people you already talked to – they might give you some new information.
- * If the enemies in the current area are too hard, consider backtracking to a previous area and fighting easier enemies until you have levelled up a bit. You should also always buy improved weapons and armor as soon as possible – this makes a huge difference in your fighting strength.
- * Some enemies will be immune to certain skills and effects, but they might also have some weaknesses against other skills. If you cannot beat an enemy, experiment a bit, especially with Sheena's state effects.
- * Once you've advanced a bit in the game, you will be able to use teleports to quickly move between major cities. This can save a lot of time, but you won't earn any money or experience from battles this way.
- * Many of the accessory items you can equip will have hidden effects on your stats.
- * Dave can equip various guitars from the items menu. These will have a huge effect on the effectiveness of his skills, but all the guitars have their strengths and weaknesses – a more advanced, more expensive guitar will not always be better for all skills. You'll have to experiment to find a guitar that suits your playing style.

Tutorial

The tutorial will familiarize you with the game's basic controls and the main menu functions. It should be rather self-explanatory; to finish it, follow these instructions:

- * Talk to the woman to the left of you and let her join you.
- * Go to the house to the left and talk to the guy in front of the house.
- * Once inside the house, open the chest to find a knife and a key. Make sure you have Sheena equip the knife.
- * Talk to the old man outside to get a quest.
- * Open the gate to the North (you will need the key for that) and follow the path to the North.
- *(optional) You can walk along the fence behind the houses to find a chest containing a pistol. This will make your first battle a bit easier.
- * Fight the Marauder. You will get an assault rifle once you defeated him.
- * Bring the assault rifle to the old man.

Walkthrough

Africa

Dikea

You are Marduk, a young farmboy bored with his village life.

Once the opening credits have rolled through, wait for your father to call you. Climb down the ladder to meet your father. He will tell you something about a strange object crashing into the cabbage patch; Marduk will not believe him but agrees to check out the cabbage patch.

Enter the house your father is standing in front of (yes, this is your house). You will find a hammer in the chest to the left; you will need to take it with you as Marduk will refuse to leave the village without a weapon. Remember that weapons need to be equipped in the menu before they can be used; without your hammer equipped, even the most basic enemies will be almost impossible to beat. You can also sleep for free in your bed; this completely heals you and restores your skill points (remember this once you start exploring the jungle).

Leave the house and go down. The mysterious hooded guy will ask you if you are looking for something. You are not (yet), so leave him be for the moment. The first house to the right contains your first quest: the herbalist is preparing a powerful poison and needs your help with finding enough scorpion stingers. You will find scorpion stingers in the jungle, but it will be a while before you can go there. The little flourish sound, by the way, is a notification that you just received a new quest. You can check on your quests in the menu, where (for this specific quest) you will also see how many more stingers you need to bring the herbalist. On the town square, you meet the carpenter who tells you he has lost his teddy bear in the jungle. Now you have two things to find in the jungle, but Marduk will not leave the village yet as his father has told him to check the cabbage patch first.



In the herbalist's house, you can also find a secret area: push the slightly greenish-colored crate in the back room to reveal a hidden stairway.

The cabbage patch is on the eastern (right) edge of town; the entrance is the gate behind the locked house. But alas, the gate is also locked; head back to your father to ask him for the key. Your father will brusquely tell you that you must have mislaid the key. You can check your house for the key, but it's nowhere to be found. Now, where could it be? Remember someone asking you whether you are looking for something? Head back to the hooded stranger and ask him about the key. He has apparently stolen it, but he will give it back if you get him something from the storage cave. Head there (it's on the northern edge of town, next to the water basin) to find a chest that apparently contains the mysterious stranger's object, but alas, it is also locked. Now it's time to head to the inn where you will witness the town drunkard telling a wild story about robots and flying things. Once he finished talking, you can enter the inn's basement from the kitchen and find a lockpick you can use to open the chest in the storage cave. You can also talk to the other guests in the inn to learn a bit more about the back story. Head back to the cave and open the chest to find...a rhino horn? Give it to the hooded stranger to receive your key.

Now you can finally enter the cabbage patch. Inside the strange crashed object, you will find an even stranger amulet that hums whenever you touch it. You can use the amulet from the item menu to see it up close, but it will be quite a while before you find out what it can be used for. For now, head back to your father and show him the amulet. He will tell you to go to Nibiru and show the amulet to someone called Annuna. You can talk again to your father to ask him where and who that is, although your father will naturally assume that you know that already.

The Jungle



Now it's finally time to head out to the jungle. The jungle is a rather disorienting maze full of wild animals; it will take a bit of levelling up before you can safely explore it. Fighting against enemies will give you experience (which will gradually make you stronger) and money (which you can use to buy supplies at the shop to last longer). Remember that you can always return to the village to sleep in your bed and be completely healed. You can also bring any scorpion stingers you find to the herbalist. For now, head straight west until you find the river and then south, following the river.

You will find the bridge across the river, but it has been damaged – you'll have to find a way to repair it before you can go to Nibiru. Continue following the river to the South until you reach a clearing where you will find a teddy bear. Head back to Dikea to give the teddy bear to the carpenter. He will give you a wooden plank in payment and finally go to sleep. Use the wooden plank to repair the bridge and continue through the jungle to Nibiru: from the bridge, head north, then west, south and west. There is a cave entrance in the North of the jungle, but you don't want to go there yet as the enemies in the cave are far too strong for you at the moment.

Nibiru

Once you reach Nibiru, you will meet your friend Sheena who tells you that it will be impossible to reach Annuna because the river has fallen dry. Hmm, sounds like another quest... You can talk to the other people in the village to find out a bit more about what's going on. You should go to the shop and buy a knife and leather vest for Sheena (and for Marduk, if you haven't found the leather vest hidden in a chest in the jungle). In the northwestern corner of Nibiru, there is a ladder leading up the cliff – climb it to reach the place where the river is blocked. A bit further down the cliff, you will find a wooden stick you can use as a lever for unblocking the river. Go back to Nibiru and talk to everyone – the mayor will not be too eager about a reward for effectively saving the village, but at least the farmer will give you a cabbage. What a great reward. Good thing we haven't unblocked the river in hopes of a reward but to reach Annuna, so use the boat and go straight north, navigating the rapids on the way (just take care not to have your boat touch any of the waves) until you reach a landing pier. Get out of the boat and enter the cottage to meet Annuna.

Annuna will tell you some rather interesting things about the amulet and send you off to tell your father about it. So cross the jungle back to Dikea to meet your father. But much to your horror, as soon as you reach Dikea, a group of Marauders will appear from the desert and assassinate your father, apparently paid for by someone named "the Caliph" (who, as Sheena will tell you, is actually the ruler of the lands to the North and thus the boss of all those nasty Marauders). Marduk will swear to avenge his father's death, and Sheena will agree to help him, so your next destination will be the North. To get there, you will need Sheena's car, but it is still under repair and the repairman does not have any spare tires left. Head back to the jungle; now it is time to enter the caves. To survive in the caves, both Sheena and Marduk should be at least on level 4 or 5, and you should ideally have brought all scorpion stingers to the herbalist to receive some poison flasks. If you have not yet finished that quest, now is a good time to do it. You can buy more poison flasks from the herbalist once the quest is finished. The flasks can be used from the "Items" menu during battle and poison an entire group of enemies which makes them slowly lose health until they die. You should also have a good supply of snake oil as Marduk's and Sheena's skills are very effective against the cave monsters.

The Caves

The caves are a labyrinth with three levels. You can freely explore the caves once you have levelled up a bit; here, I will only describe the direct way to the exit. Pass through the first room to reach a 3-way junction. Turn left and go straight on to the last exit; this will take you to a small chamber where you can find a pistol (this makes fighting against the bats much easier). Return to the main cave and take the exit directly below the one you've just taken; this will bring you to level 2. On level 2, head right and take the first corridor up; the exit there will lead you to level 3. On level 3, just walk straight on until you reach the final exit.

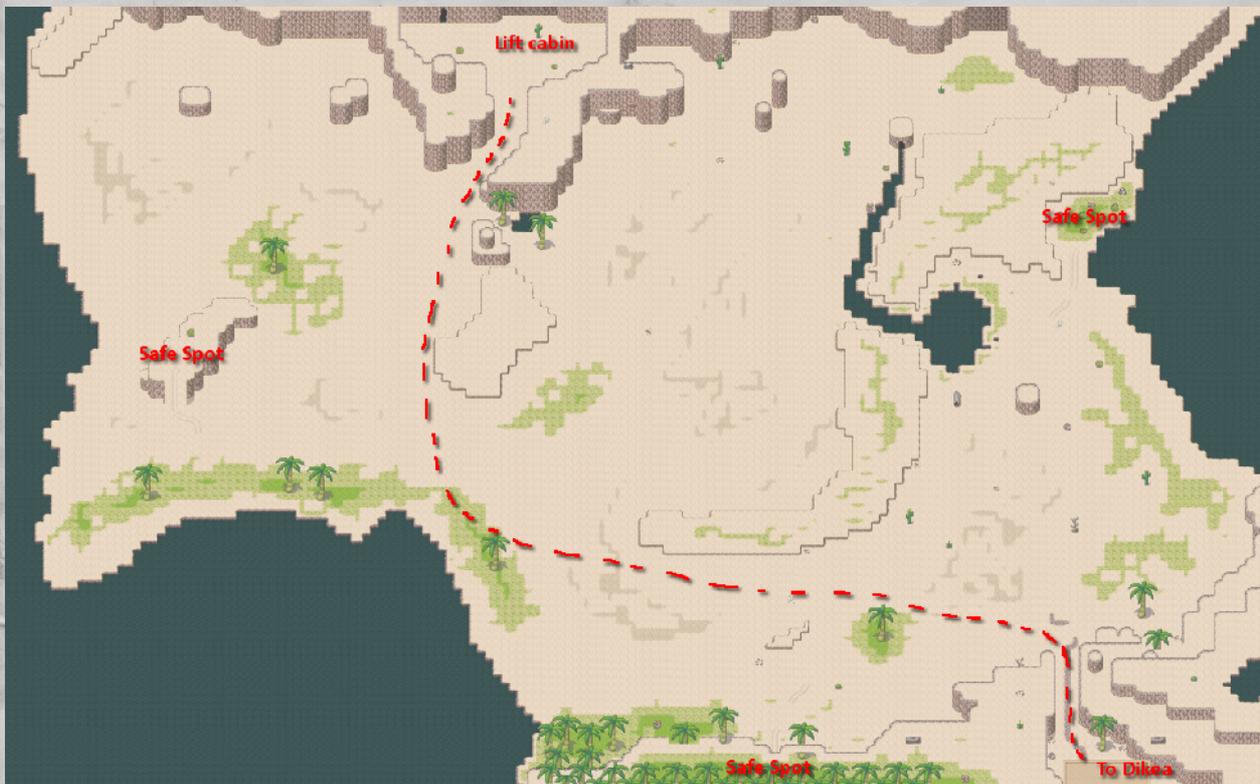


Once outside the caves, you will find a wrecked Marauder car. Inspect the tire, and a scorpion queen will appear – you will have to fight your first boss battle. Use your highest-level skills and maybe a poison flask or two to defeat it, then take the tire and get it back to the garage in Dikea to have Sheena's car repaired.



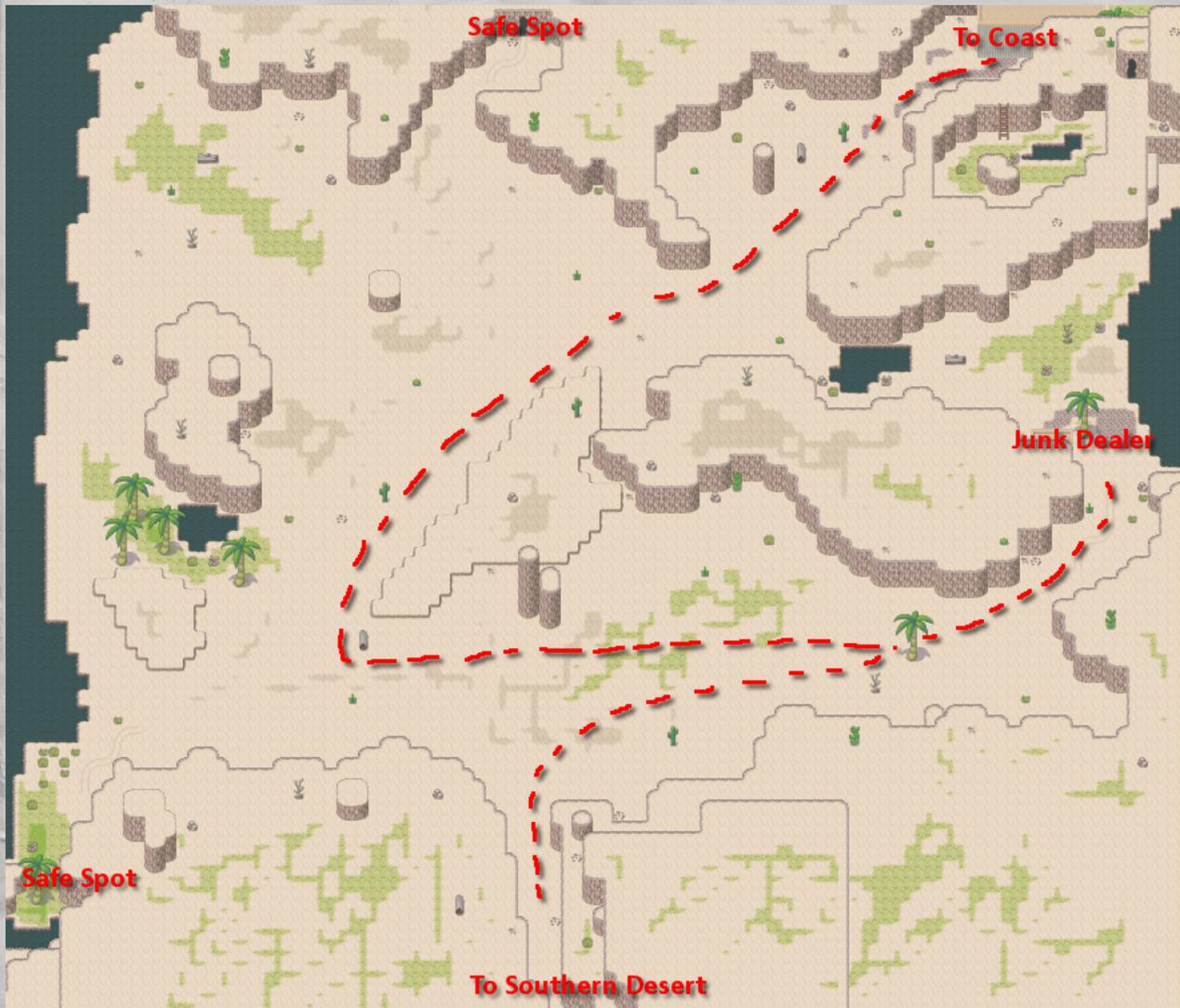
The Desert

Once you're in the car, you will notice that it does not have skill points; you can use the car's ram skill as often as you want, but it will deal damage not only to enemies but also to your own car. You can repair the car once you have reached a safe spot where Marduk and Sheena will automatically leave the car; safe spots are marked by tire tracks in the sand. Enemy cars will drop scrap metal after a battle, but the shops in Dikea and Nibiru will not buy scrap metal.



On the northern edge of the desert, you will find a cliff face with an abandoned elevator cabin. You will have to find a way to get the car up the cliff, and for that you will need some rope and a stick of dynamite. Head back to Dikea and enter the shop. Between all the shelves full of junk, there is a table with a usable length of rope and a stick of dynamite; both are pretty expensive, but you should be able to afford them by now (if you're not, head back out to the jungle and fight some more monsters until you have enough money). You can buy the rope from the beginning of the game (provided you have enough money), but the dynamite will only arrive at the shop with a new shipment of goods once you have seen the elevator, so you definitely will have to go there first and then head back to the shop.

Once you have both the rope and the dynamite, head back to the cliff. Use the dynamite on the rock, then use the car and drive it into the elevator cabin. Now enter the cave, go up and push down the rock. Exit the cave on the middle level, put the rope on the rollers, tie it to the rock and push the rock down. Now you are free to explore the northern part of the desert. You will find a junk dealer in the East who will buy your collected scrap metal – finally you can start to make a bit more money. You can also buy an advanced autocannon for your car if you have enough money, and have your car repaired by the arms dealer.



In the North, there is a small wooden cabin used as a hideout by smugglers crossing the desert. The smuggler will offer to repair your car or to paint it in one of four different paint schemes. This does not affect game play at all, so you can select any paint job you like. Once out of the cabin, go up and turn left (the way to the right leads to a small cave with some bats and treasure). Head up and follow the road to the right to Darnis, the Marauder city.



...And thus ends the free preview of the GD RPG / Twilight of the Gods RPG Game Guide. Get the full version at <http://defaultgames.de> !