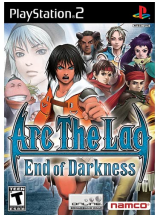


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[Arc the Lad: End of Darkness Hints II \(PS2\)](#)

Get easy gold

Arc the Lad: End of Darkness (Arc the Lad: Generation in Japan) is the second [game](#) from the Arc the Lad series on PlayStation 2, the first being Arc the Lad: Twilight of the Spirits. This is the only Arc game to feature a more of a real-time online-play battle system, instead of a tactics-style. Generally, this was viewed as a step backwards for the series. The basic mode of play requires the player to go to guilds around the world, taking on missions. To advance the story however, the player must speak to NPCs around the towns. A new feature to the Arc [games](#), the Online play allows the player to either explore the world with friends or to go head on head in four-on-four battles. A recent turn of events, however, has been seen in the end of this particular feature.

GAMEPLAY HINTS

Overcome dizziness If you get hit with a Dark Sphere 2 and get dizzy, the best way to overcome it faster is to repeatedly move the Left Analog-stick in a circular motion until you overcome the effect of dizziness. You can also get dizzy by "monsters" hitting you frequently. For example, if you get hit a lot by a Dark Dweller, Giant Slime, Giant Ooze, Ooze, and Giant Desert Devils (only to be found in online mode).

Attack interrupts and knockdown/stopping power Each character has different knockdown and/or stopping power. Some are so strong they can stop almost any attack. Others have none, so monsters can hit them even if they are being hit. Also, some characters are able to interrupt enemy attacks. Whether they can do it or not depends on the character. These effects also apply to magic and special moves.

Winning with Paulette If you and another player are using Paulette online, a good way to win is with Heat Cyclone. If another player tries to Cyclone you, quickly step out of the way and Cyclone them. They will not be able to escape. Try to learn all of the characters' strengths and weaknesses.

Mission Person tasks To get past Missing Person tasks easier, avoid all dangerous creatures (not when there are only Malademons in the "room"). When you are at a "doorway" as well as a creature, run against the invisible wall until it loses interest in you. When you have found the missing person, you must escort him or her to the beginning of the area. Make it past the "room" quickly. Once there, he or she will be beside you with full health. Continue to the start to complete the task.

Easy gold An easy way to get a 500 gold profit each time is as follows. First, buy a number of Fighting Travelog (300 gold each). Then, buy the Survival Guide in twice the amount that you bought the Fighting Travelog (600 gold each). Combine the Fighting Travelog and Survival Guide to make Complete Combat. Again, combine Complete Combat and Survival Guide to make Tome of Five Rings. You can sell the Tome of Five Rings for 2,000 gold each for a 500 gold profit. Here's a video from the game: