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Dark Cloud
Moby Games

[Dark Cloud Glitches III \(PS2\)](#)

See the wrong explanations

Dark Cloud is a videogame developed by Level 5 Inc. and published by Sony Computer Entertainment Incorporated. Created exclusively for the PlayStation 2 console from Sony, it was released in December 2000. The title is classed as an action and role playing game, played from a third person perspective.

Over 400 years ago, as a war between the Eastern Continent and the Western Wizard Army raged on, the world was destroyed because a great evil power was unleashed. Now, the power-hungry and fiendish General Flag is getting ready to launch a ritual, with the purpose of awakening this evil once more, under the guise of the Dark Genie.

The peaceful village of Norune is the first victim of the embodiment of this evil. Toan, the son of the great hero Ada, is the only one to survive the attack, and the Spirit King tells him that Atla spheres hold all his loved ones. In order to set them free, the boy must learn to wield a glove, called the Atlamillia, and defeat the dark powers.

Toan will fight his way through randomly-generated dungeons, and will have to battle against monsters, while trying to get his hands on the Atla spheres. As the game progresses, other characters will offer their help to Toan, and will join his party. All of them can equip items, and they will also get various objects and power-ups that can enhance their fighting abilities. The final aim of the game is to recover all the Atla spheres in order to rebuild the village of Norune.

GLITCHES

Wrong explanation

When you are in the Wise Owl Forest, note that some doors need to be opened by Goro, by smashing it. If you press **X** when the "!" is over your head (while playing as Goro), the game will say that the stump needs to be smashed . When you are on the shipwreck and find a door that has a red button next to it, press **X** when "!" is over your head. The game will still state that you need to smash a stump, even though what you need to smash is a red button.

Reappearing Atlamillia

After defeating the Dark Genie for the final time, you will save Sophia by breaking your Atlamillia. It will never be showed on your wrist again, unless you go fishing.

Wrong shadow

When you fight in the dungeon, you will see a shadow of yourself. However, it will sometimes glitch to be something else.

Here's a video:

