

B * Boatman's Coin





GO

CHAPTER II COMPLETE

(HOLD) OPTIONS Enter The Void

Ability icons: three circular icons with blue and red symbols, and a green icon with a crosshair.

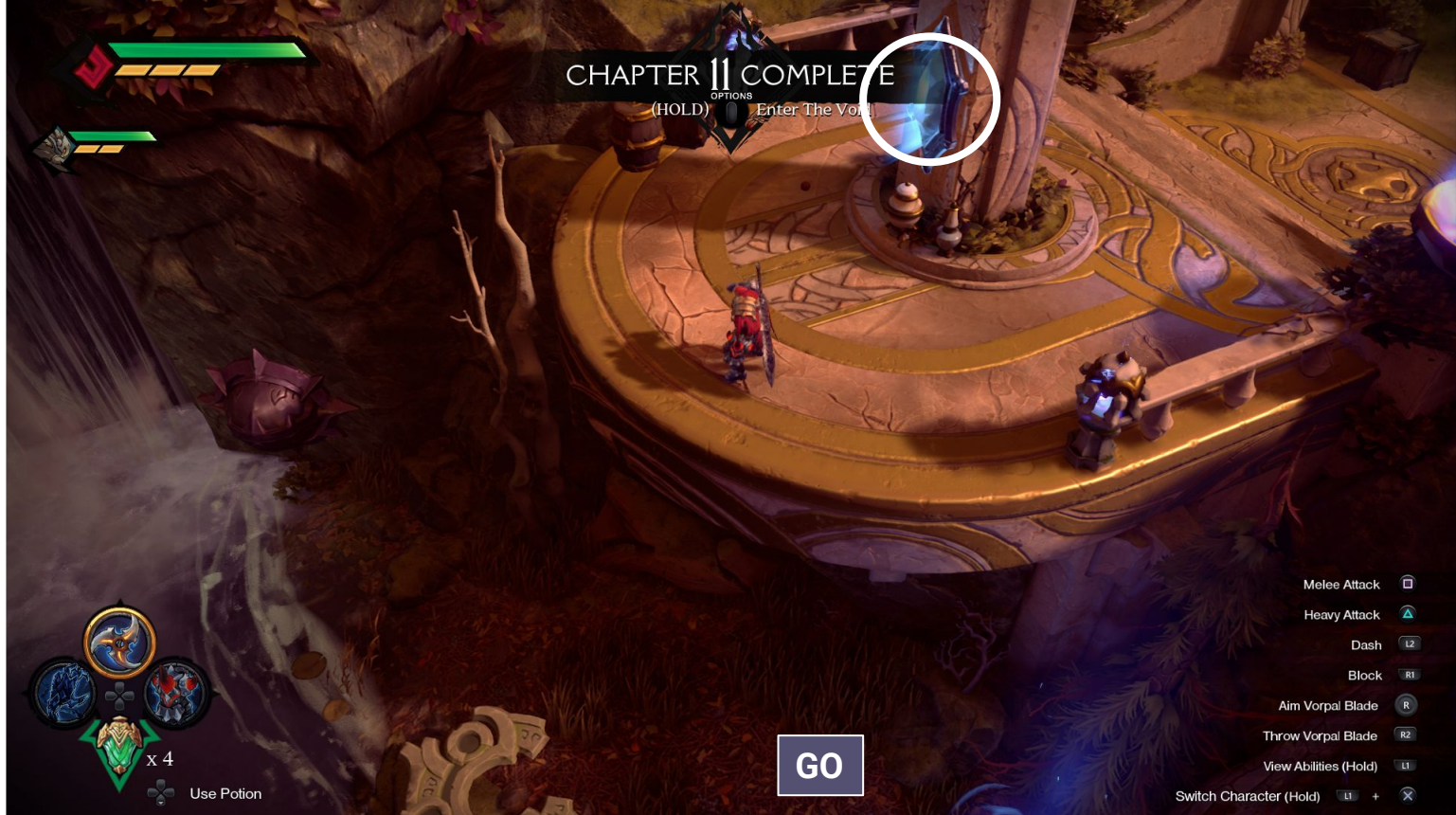
X 4

Use Potion

- Melee Attack
- Heavy Attack
- Dash
- Block
- Aim Vorpal Blade
- Throw Vorpal Blade
- View Abilities (Hold)
- Switch Character (Hold) +

Note

Use Vorpal Blade on crystal



Note

Use Void Bomb



Note

Use Void Bomb and then send Aesther Spark through portal



Outlaw's Abyssal Armor
Shard





CHAPTER 11 COMPLETE
OPTIONS
(HOLD) Enter The Void

Health bars for two characters, with a red and black icon above the top bar and a red and black icon above the bottom bar. Below the top bar are buttons for L1 and R2.

Skills wheel with four icons: a blue dragon, a purple orb, a green orb, and a blue orb. Below the wheel is a green icon with 'X 4' and a 'Use Potion' button.

GO

- Melee Attack
- Wing Clip
- Dash
- Aim
- Fire Aether Spark
- View Abilities (Hold)
- Switch Character (Hold) +

CHAPTER 11 COMPLETE

(HOLD)  Enter The Void



L1 + R2



X 4
Use Potion

GO

- Melee Attack 
- Wing Clip 
- Dash 
- Aim 
- Fire Aether Spark 
- View Abilities (Hold) 
- Switch Character (Hold) 

Note

Use Tremor Gauntlet

Outlaw's Wrathstone Shard
Boatman Coin x3



Melee Attack

Heavy Attack

Dash

Block

Use Tremor Gauntlet

View Abilities (Hold)

Switch Character (Hold) +

Note


Collect Coins you missed while dropping off ledge

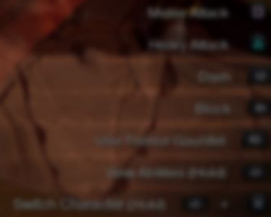




11. Bastion's Fall CHAPTER COMPLETE

The Horsemen have recovered the Elderstone and stopped the further corruption of Eden's angels.

 Continue



11. BASTION'S FALL

ITEMS

Boatman Coins 17/17

Upgrades 06/06

Trickster Keys 01/01

Trickster Door 01/01

The screenshot shows the game's main menu with 'CHAPTERS' selected. The chapter 'II. BASTION'S FALL' is highlighted, showing a preview image of a character in a throne. The background is a dark, atmospheric scene with a large, glowing blue structure.

Back L1 CHAPTERS ARENA R1 Difficulty: CASUAL Change Difficulty

II. BASTION'S FALL

The Horsemen must return to Eden to find the Elderstone, a powerful artifact that will allow them to close Lucifer's portal.

ITEMS FOUND

Boatman's Coins	17/17	Trickster Keys	1/1
Upgrades	6/6	Trickster Door	1/1

CREATURE LIST

531 RECOMMENDED 260 496

Begin Chapter

QUESTS / CLAIM REWARDS

Full Circle / 1,400 Souls

Getting Your Hands Dirty / B * Boatman's Coin x5

Good Deeds / B * Boatman's Coin x5



GO

    x 5
Use Potion

- Melee Attack 
- Wing Clip 
- Dash 
- Aim 
- Fire Aether Spark 
- View Abilities (Hold) 
- Switch Character (Hold)  + 



VULGRIM

Yes, the Elderstone! Give it here! I trust you've wielded it with care?

BUY (4,000 Souls / 2 Coin)

UPGRADES

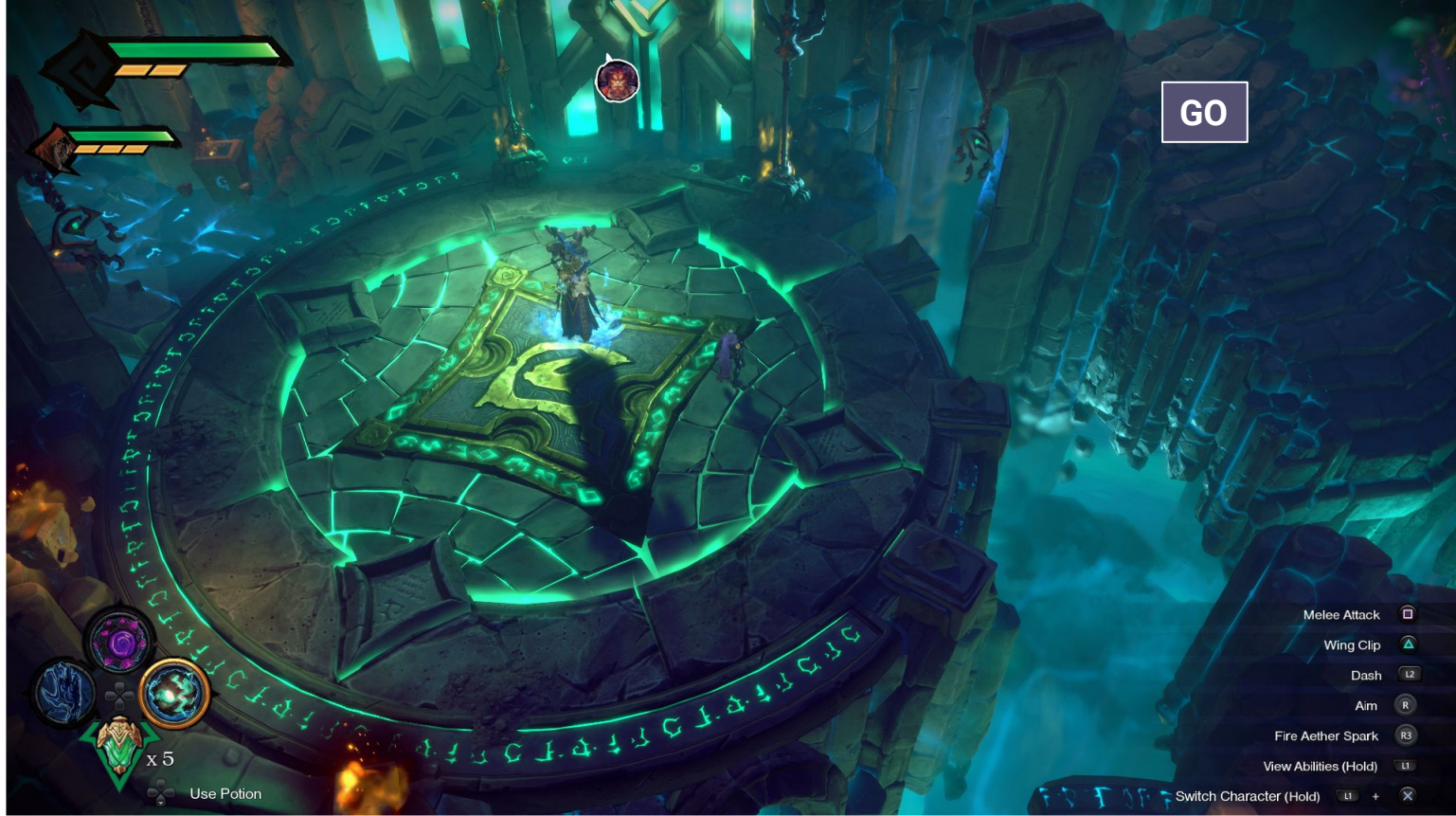
Potion Uses +1



Back 26,772 156

LI ITEMS UPGRADES CORES RI

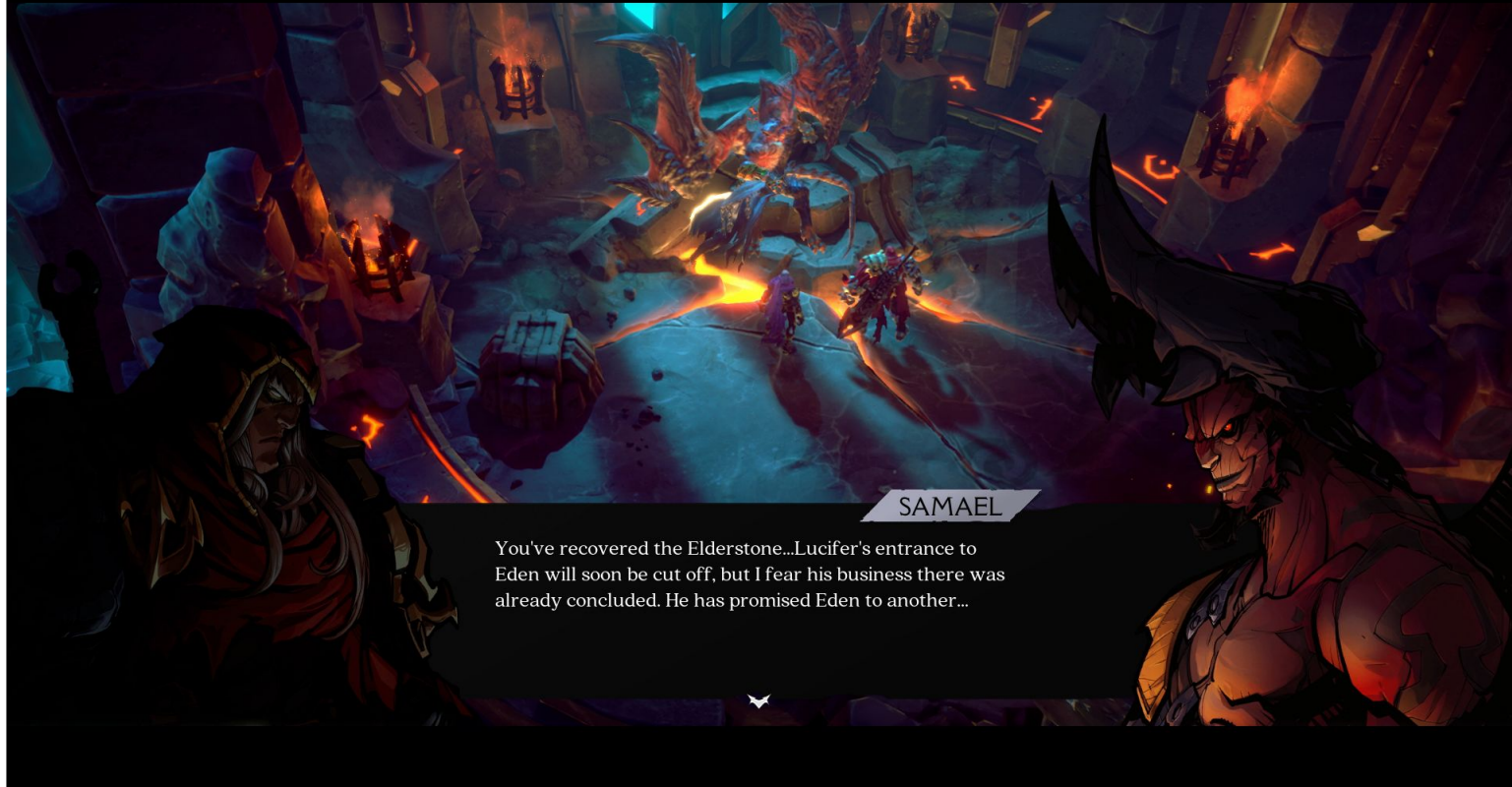
	Potion Uses +1	8,000	3	PURCHASED
	Potion Health Power Up			PURCHASED
	Potion Health Power Up	6,000	5	
	Potion Health Overflow			PURCHASED
Potion Uses +1		Buy (Hold) X		
Increase max Potion count by 1.				



GO

x 5
Use Potion

- Melee Attack
- Wing Clip
- Dash
- Aim
- Fire Aether Spark
- View Abilities (Hold)
- Switch Character (Hold) +



SAMAEL

You've recovered the Elderstone...Lucifer's entrance to Eden will soon be cut off, but I fear his business there was already concluded. He has promised Eden to another...



Note

Choose **CASUAL DIFFICULTY**

The screenshot shows the 'CHAPTERS' menu in a game. At the top, there are navigation options: 'Back' (with a circle icon), 'L1', 'CHAPTERS', 'ARENA', and 'R1'. In the top right corner, the difficulty is set to 'CASUAL' with a 'Change Difficulty' button (triangle icon). The main display features a large preview window showing a dark, stormy landscape with a large number '12' overlaid. Below this, the chapter title '12. THE MAELSTROM' is displayed, followed by a brief description: 'Shamans of the demon master Dagon are using dark magic to flood Eden. The Horsemen launch an assault against them.' Underneath, there is an 'ITEMS FOUND' section with a table of progress: Boatman's Coins (0/17), Upgrades (0/5), Trickster Keys (0/2), and Trickster Door (0/1). Below that is a 'CREATURE LIST' section with a row of ten circular icons representing different creatures. At the bottom, a 'RECOMMENDED' level of 290 is shown between two character icons with levels 531 and 496. On the right side, there are several menu options: 'Main Attack', 'Main Link', 'Dash', 'Jump', 'Use Leather Spikes', 'Begin Chapter', and 'Switch Character'.

Back L1 CHAPTERS ARENA R1 Difficulty: CASUAL Change Difficulty

12. THE MAELSTROM

Shamans of the demon master Dagon are using dark magic to flood Eden. The Horsemen launch an assault against them.

ITEMS FOUND

Boatman's Coins	0/17	Trickster Keys	0/2
Upgrades	0/5	Trickster Door	0/1

CREATURE LIST

RECOMMENDED 290

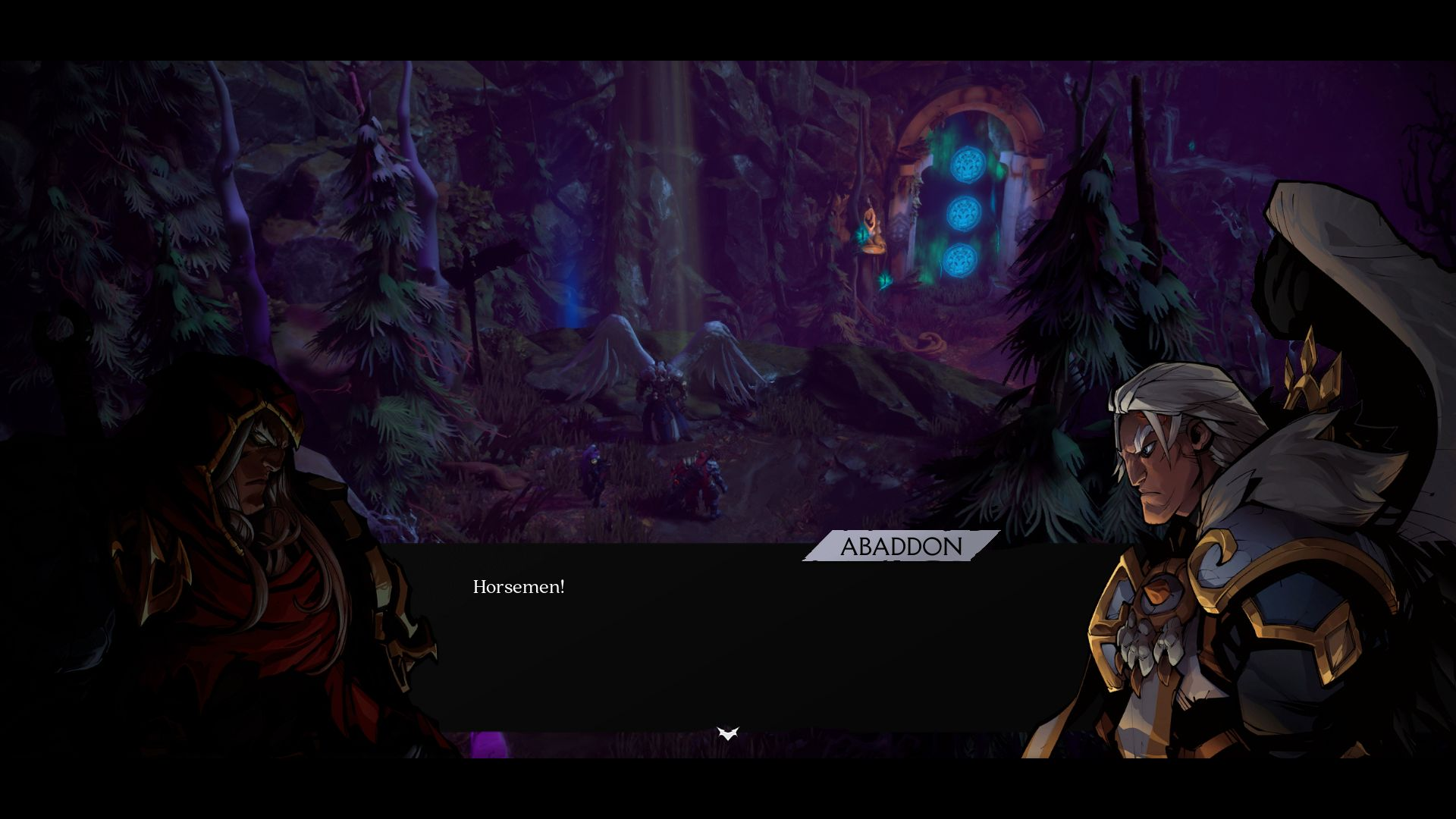
531 496

Main Attack
Main Link
Dash
Jump
Use Leather Spikes
Begin Chapter
Switch Character



ROAD TO COMPLETION
DARKSIDERS
GENESIS

12



ABADDON

Horsemen!



B * Boatman's Coin

B * Boatman's Coin



Melee Attack

Wing Clip

Dash

Aim

Fire Aether Spark

View Abilities (Hold)

Switch Character (Hold)

X 6

Use Potion

GO



GO



Let's find those shaman and ask them nicely to take it down.

Use Potion

X 6

- Melee Attack
- Wing Clip
- Dash
- Aim
- Fire Aether Spark
- View Abilities (Hold)
- Switch Character (Hold) +

B * Boatman's Coin



B * Boatman's Coin



 * MINT II - Collect 200 Boatman's Coins



GO




L1 + R1

Summon Horse



X 6


Use Potion


Melee Attack 


Heavy Attack 

Dash 

Block 

Use Tremor Gauntlet 

View Abilities (Hold) 

Switch Character (Hold) 

K * Trickster Keys





[L1] + [R1]

Summon Horse



x 5

[Cross] Use Potion

GO



x 6

Use Potion

- Melee Attack
- Heavy Attack
- Dash
- Block
- Aim Vorpai Blade
- Throw Vorpai Blade
- View Abilities (Hold)
- Switch Character (Hold)

B * Boatman's Coin

Note

Use Vorpal Blade



Note

Use Vorpal Blade



Note

Use Vorpal Blade





LI + RI

Summon Horn

GO



X 6




Use Potion


Melee Attack 


Heavy Attack 


Dash 

Block 

Aim Vorpal Blade 

Throw Vorpal Blade 

View Abilities (Hold) 

Switch Character (Hold) 



GO

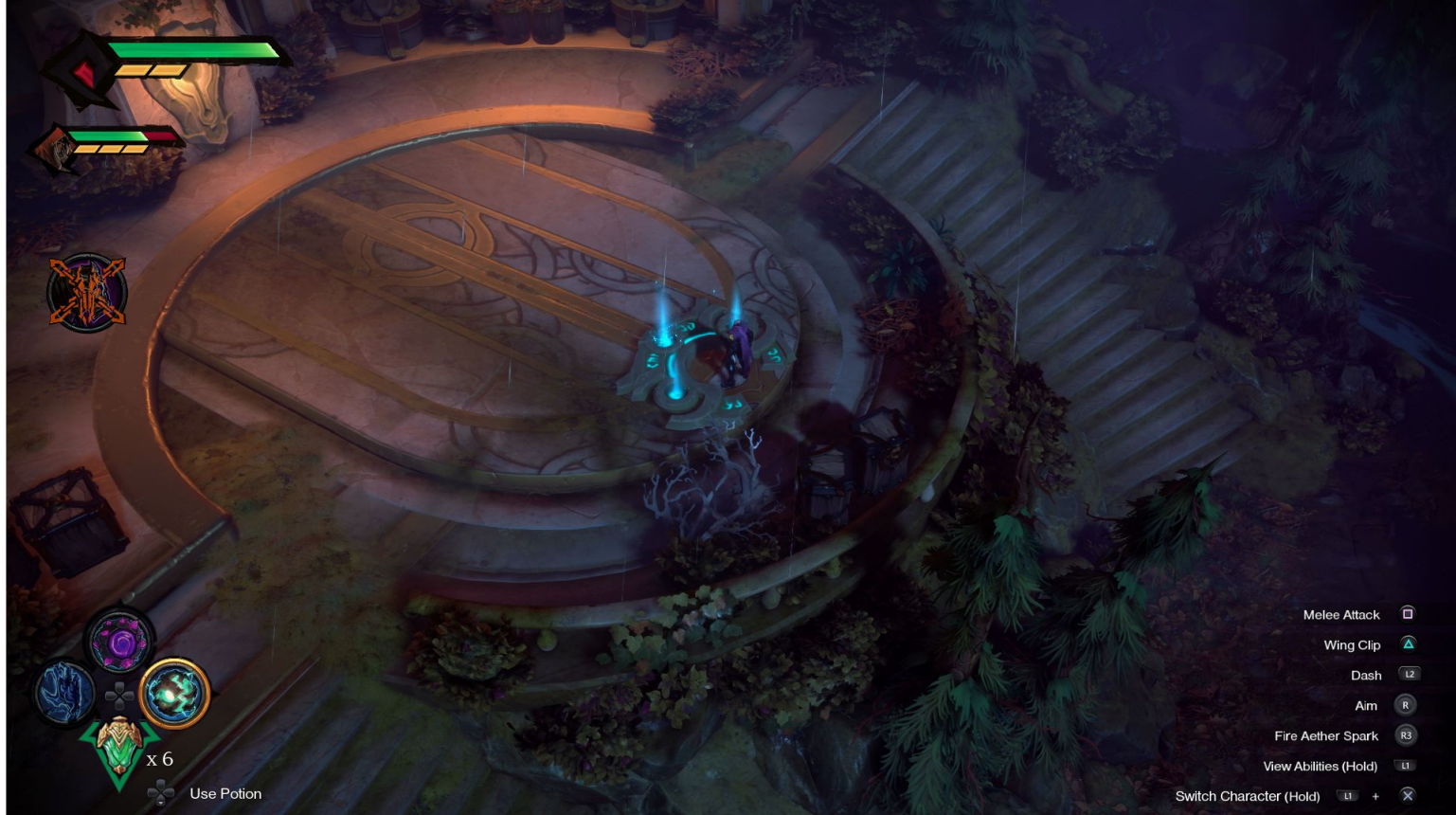


X 6

Use Potion

- Melee Attack 
- Heavy Attack 
- Dash 
- Block 
- Aim Vorpal Blade 
- Throw Vorpal Blade 
- View Abilities (Hold) 
- Switch Character (Hold)  + 

Note
Use Aether Spark



Nature Shot





STRIFE AMMO

NATURE SHOT



EQUIP NATURE SHOT

Hold **LI** and use **R** to open the **AMMO SELECTOR**.

R2 Equip Ammo Slot 1

RI Equip Ammo Slot 2



FIRE NATURE SHOT

R2 When assigned to **Slot 1**

RI When assigned to **Slot 2**

Firing will consume ammo.



HOTSTREAK

When **HOTSTREAK** is active, enemies hit with Nature Shot will become **imbued with Nature energy** causing them to **spawn health orbs** when struck.

X DONE

Am
Fire Aether Spark
View Abilities (1/44)
Switch Character (1/44)



B * Boatman's Coin



Note

Use Vorpai Blade



Note

Use Vorpai Blade



Note

Use Vorpai Blade



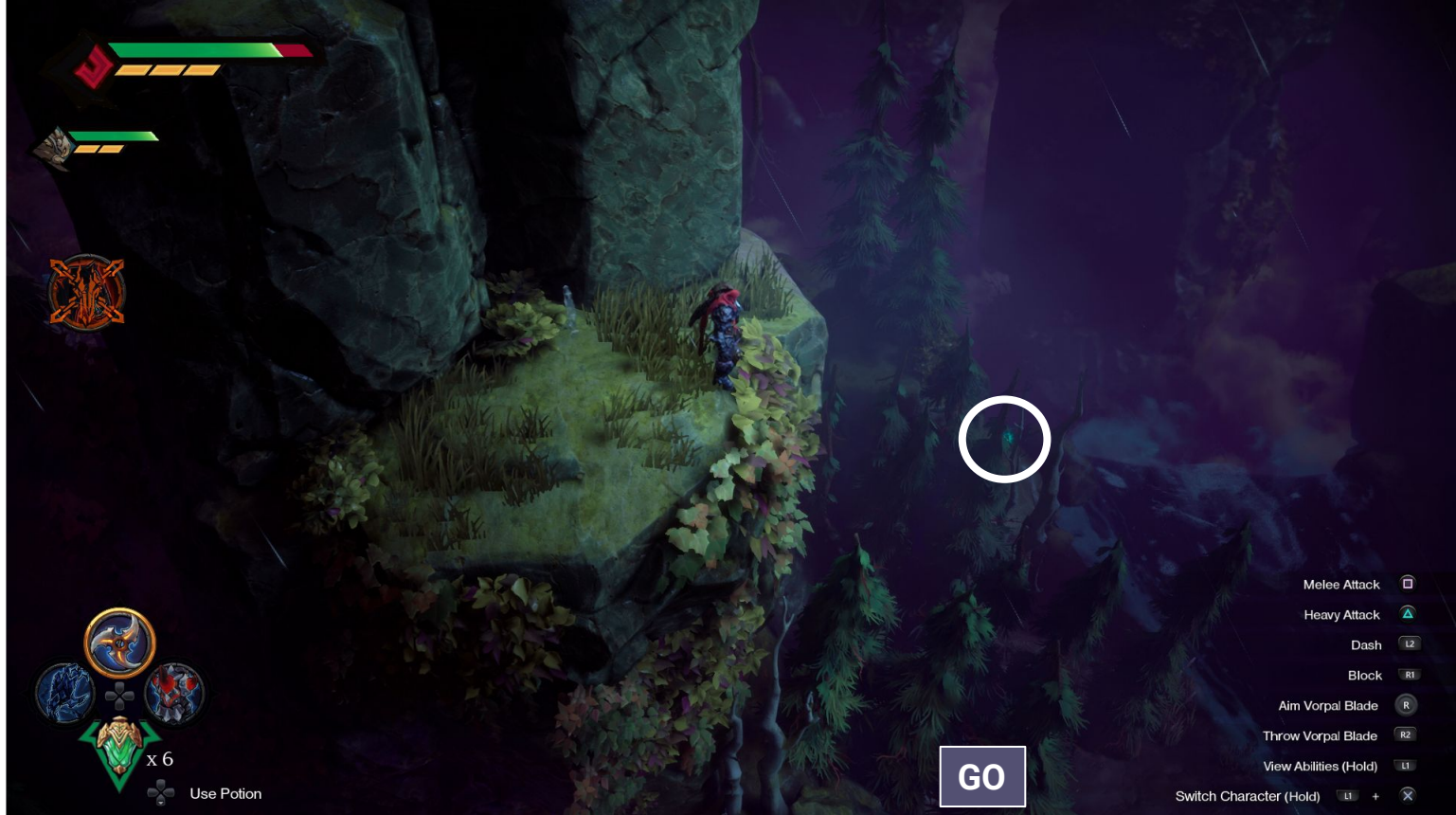
Conqueror's Full Healthstone



B * Boatman's Coin

Note

Backtrack by following electric conductors





B * Boatman's Coin
Grub Nest (02/03)







Enemy health bars with red and green indicators and a control prompt **L1 + R2**.

GO

Four circular icons representing different items or abilities. A green arrow points to one of them, with the text **X 6** and **Use Potion**.

Three circular icons representing different actions. A green circle highlights the first icon, with a control prompt **L1 + R1** and the text **Dismount Horse** above them.

Control prompts: **Sprint L2**, **Melee Attack □**, **Ranged Attack R2**, and **Dismount Horse L1 + R1**.

B * Boatman's Coin

Note
Use Void Bomb



Grub Nest (03/03)

Kill Scarab Queen



 * INFESTED - Defeat the grub queen in The Maelstrom

B * Boatman's Coin x3





B * Boatman's Coin x3

Note

Use Void Bomb to open portal.

Switch Character (R1 + X) while jumping between portals to launch higher in the air.



Conqueror's Wrathstone Shard

Map - The Maelstrom

B * Boatman's Coin

Shaman (03/03)



Note

Use Aether Spark



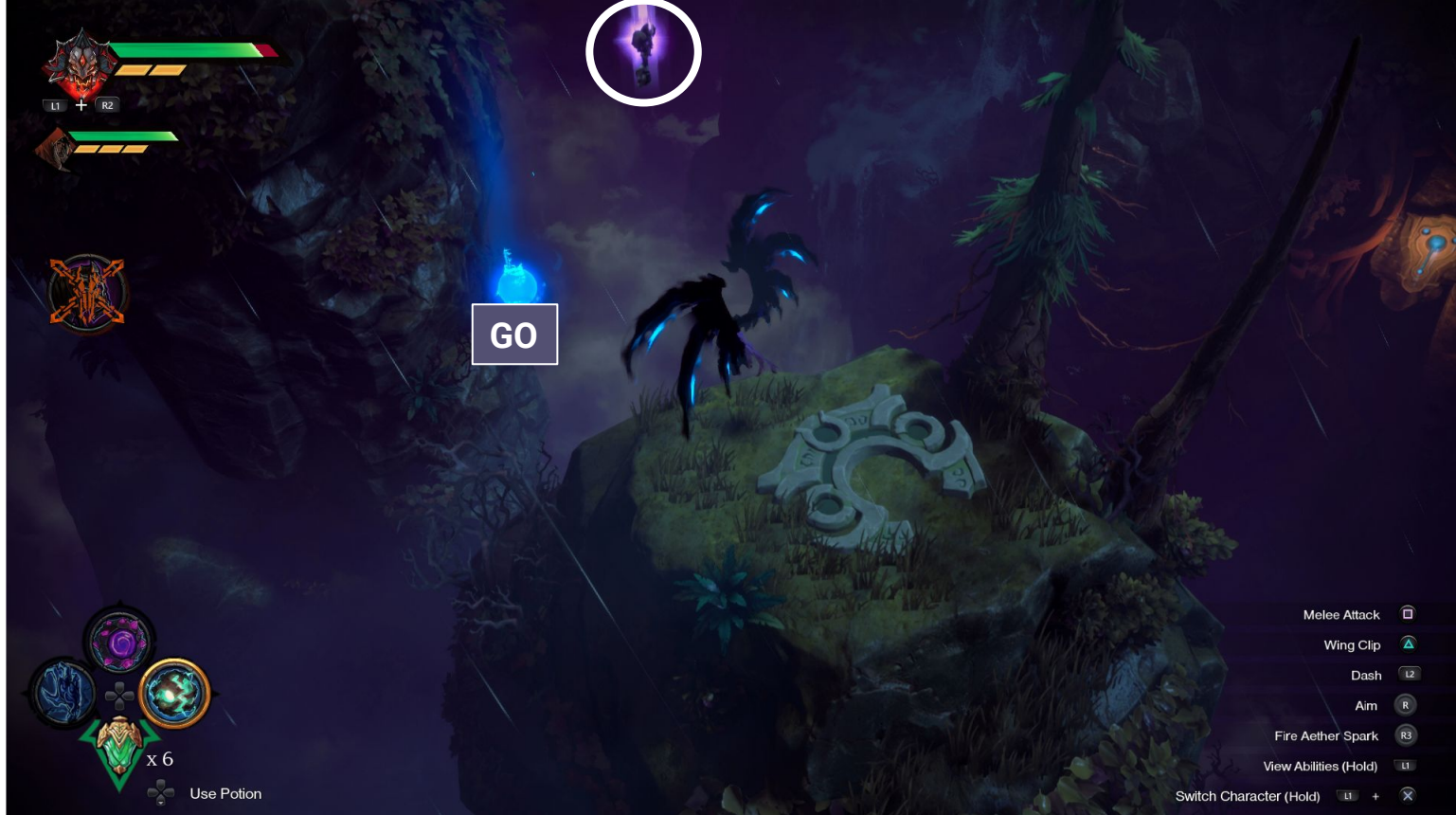


Note

Use Aether Spark



K * Trickster Keys



Chest (Random Creature Cores)





D * Trickster Doors



B * Boatman's Coin
B * Boatman's Coin x3
B * Boatman's Coin

Note

Get hit by lightning 25 times



B * Boatman's Coin x3
Chest (Souls)
B * Boatman's Coin x5
Outlaw's Healthstone Shard

Note

*Backtrack to the beginning of
the Chapter*






Health bar with a red and black icon above it. Below the bar are the controls **L1 + R2**.

GO



Skill wheel containing several icons. One icon is highlighted with a green border. Below the wheel is the text **X 6** and the label **Use Potion**.

- Melee Attack 
- Heavy Attack 
- Dash 
- Block 
- Use Tremor Gauntlet 
- View Abilities (Hold) 
- Switch Character (Hold) 

BOSS



The image shows a boss fight interface for a character named Stormcaller. The boss is a large, dark, multi-limbed creature standing on a circular platform with glowing blue patterns. The player's health and status are shown in the top left, and the boss's health is shown in the center. The player's abilities and ammo are shown in the bottom left and bottom center, and the boss's abilities are shown in the bottom right.

Player UI (Top Left):

- Character portrait with a green health bar.
- Control prompt: L1 + R2.
- Secondary health bar.
- Character icon.

Player UI (Bottom Left):

- Ability icons: a blue circular icon, a purple circular icon, and a green circular icon.
- Quantity: X 6.
- Use Potion button.

Player UI (Bottom Center):

- Fire Ammo 1: R2, 0/∞.
- Fire Ammo 2: R1, 0/100.

Player UI (Bottom Right):

- Melee Attack: □
- Wing Clip: ▲
- Dash: L2
- Aim: R
- Fire Aether Spark: R3
- View Abilities (Hold): L1
- Switch Character (Hold): L1 + X

Boss UI (Center):

- Stormcaller name above a red health bar.

CHAPTER 12 COMPLETE

(HOLD) OPTIONS Enter The Void



X 6
Use Potion

- Melee Attack
- Wing Clip
- Dash
- Aim
- Fire Aether Spark
- View Abilities (Hold)
- Switch Character (Hold) +

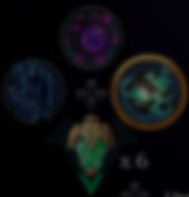









12. The Maelstrom

CHAPTER COMPLETE

The Horsemen have stopped the flooding of Eden by defeating the Stormcaller.

 Continue



-  Water Arrow
-  Wind Up
-  Dash
-  Air
-  Fire Arrow Spark
-  New Arrow Head
-  Switch Character Head

12. THE MAELSTROM

ITEMS

Boatman's Coins 17/17

Upgrades 05/05

Trickster Keys 02/02

Trickster Doors 01/01



QUESTS / CLAIM REWARDS

Lightning Rod / 1,500 Souls

Infested / Creature Core

Mint II / 4,000 Souls

Bulk Up / 2,000 Souls





WAR

The Stormcaller's threat is ended. Have you sealed the portal?



BUY (18,500 / 33)

UPGRADES

- Potion Uses +1
- Thunderclap
- Vampiric Rune
- Gravity Shot



 * A BULLET FOR ALL SEASONS - Find all 5 of Strife's elemental ammo types

Note

Choose CASUAL DIFFICULTY

The screenshot shows the 'CHAPTERS' menu in a game. At the top, there are navigation options: 'Back' (with a circle icon), 'L1', 'CHAPTERS', 'ARENA', and 'R1'. The difficulty is set to 'CASUAL', with a 'Change Difficulty' button (with a triangle icon). A large number '13' is displayed over a preview image of a flooded, ornate interior. Below the preview, the chapter title '13. DAGON' is shown, followed by a description: 'The demon master Dagon still attempts to flood Eden. The Horsemen head to his sanctuary to stop him.' A table titled 'ITEMS FOUND' shows progress for 'Boatman's Coins', 'Upgrades', 'Trickster Keys', and 'Trickster Door', all at 0/0. Below that is a 'CREATURE LIST' section with two pink gem icons. At the bottom, a 'RECOMMENDED' level of 320 is shown between two character icons with levels 559 and 544. On the right side, there are several menu options: 'Main Attack', 'Attack Attack', 'Dash', 'Block', 'Use Trapper Guarded', 'Begin Chapter', and 'Switch Character class'.

Back

L1

CHAPTERS

ARENA

R1

Difficulty: CASUAL

Change Difficulty

2

13

13. DAGON

The demon master Dagon still attempts to flood Eden. The Horsemen head to his sanctuary to stop him.

ITEMS FOUND

Boatman's Coins	0/0	Trickster Keys	0/0
Upgrades	0/0	Trickster Door	0/0

CREATURE LIST

RECOMMENDED

559 320 544

Use Potion

Begin Chapter

Switch Character class



ROAD TO COMPLETION
DARKSIDERS
GENESIS

13



Chest (Souls)







 * DRAGON - Defeat Dragon, Lord of Hell

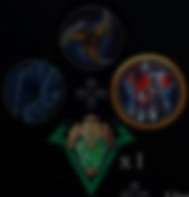




13. Dagon
CHAPTER COMPLETE

The Horsemen have defeated Dagon.

X Continue



Use Pillar

Show Map

Party Map

Dash

Block

Use Thrust Guard

Use Rollout Guard

Switch Character (next)

13. DAGON

ITEMS

Boatman's Coins 00/00

Upgrades 00/00

Trickster Keys 00/00

Trickster Doors 00/00



QUESTS / CLAIM REWARDS

First Thing's First / 2,200 Souls (may not have this reward)

A Bullet for all Seasons / Creature Cores

Dagon / 1,300 Souls



GO



- Melee Attack
- Wing Clip
- Dash
- Aim
- Fire Aether Spark
- View Abilities (Hold)
- Switch Character (Hold)



SAMAEL

Horsemen, you smell even worse than you look.



Note

Choose CASUAL DIFFICULTY

The screenshot shows the game's chapter selection interface. At the top, there are navigation options: 'Back' (O), 'L1', 'CHAPTERS', 'ARENA', and 'R1'. The difficulty is set to 'CASUAL', with a 'Change Difficulty' option (triangle). The selected chapter is '14. THE DREDGE WORKS', which is highlighted with a white border and the number '14'. Below the chapter title, a description reads: 'The demon master Moloch forges war machines in a massive war camp. The Horsemen seek to disrupt his operation.' The 'ITEMS FOUND' section shows progress for 'Boatman's Coins' (0/14), 'Upgrades' (0/6), 'Trickster Keys' (0/2), and 'Trickster Door' (0/1). The 'CREATURE LIST' displays a row of creature icons. At the bottom, a 'RECOMMENDED' level of 320 is shown, with the player's current level of 559 on the left and 544 on the right. A 'Begin Chapter' button is visible in the bottom right corner.

Back

L1

CHAPTERS

ARENA

R1

Difficulty: CASUAL

Change Difficulty

14

14. THE DREDGE WORKS

The demon master Moloch forges war machines in a massive war camp. The Horsemen seek to disrupt his operation.

ITEMS FOUND

Boatman's Coins	0/14	Trickster Keys	0/2
Upgrades	0/6	Trickster Door	0/1

CREATURE LIST

RECOMMENDED 320

559 544

Begin Chapter



ROAD TO COMPLETION
DARKSIDERS
GENESIS

14



WAR

Confronting the war machine that fuels an entire demon army...







Note

Pull lever

B * Boatman's Coin








Melee Attack 



Heavy Attack 

Dash 

Block 

Use Tremor Gauntlet 

View Abilities (Hold) 

Switch Character (Hold)  + 





D * Trickster Doors



GO



x 6

Use Potion

Melee Attack

Heavy Attack

Dash

Block

Use Tremor Gauntlet

View Abilities (Hold)

Switch Character (Hold) +

Note

Throw bomb at walls



Conqueror's Wrathstone Shard



Outlaw's Full Healthstone

Note
Backtrack to The Barricade



B * Boatman's Coin







GO

Health bars for the player and a companion, with a control prompt 'L1 + R2' below them.

Use Potion X 6

Dismount Horse

L1 + R1

L2

R2

Sprint L2

Melee Attack □

Ranged Attack R2

Dismount Horse L1 + R1





Note

Use Void Bomb to open portals and then throw bomb through portal (1)

Drill (01/03)

Note

Backtrack to Barricade








GO

L1 + R2

X 6


Use Potion


Melee Attack 


Wing Clip 

Dash 

Aim 

Fire Aether Spark 

View Abilities (Hold) 

Switch Character (Hold) 



GO

Health bars and character icons.



Ability icons and "Use Potion" text.

- Melee Attack
- Wing Clip
- Dash
- Aim
- Fire Aether Spark
- View Abilities (Hold)
- Switch Character (Hold)





Health bar for the character, showing a green bar with a red section on the right. Below it is a smaller health bar for a second character.

Control buttons L1 and R2 with a plus sign between them.



A skill wheel containing six icons: a blue circular icon, a purple circular icon, a green circular icon, a blue circular icon, a green circular icon, and a central green icon with a character's head. Below the wheel is the text 'X 6' and a plus sign.

Use Potion

GO

- Melee Attack
- Wing Clip
- Dash
- Aim
- Fire Aether Spark
- View Abilities (Hold)
- Switch Character (Hold)

B * Boatman's Coin







Chest (Souls)

Note

Backtrack to the Barricade

GO





GO

L1 + R2

X 6

Use Potion

L1 + R1 Dismount Horse

Sprint L2

Melee Attack □

Ranged Attack R2

Dismount Horse L1 + R1



GO

L1 + R2



X 6

Use Potion

Melee Attack

Wing Clip

Dash

Aim

Fire Aether Spark

View Abilities (Hold)

Switch Character (Hold) +



Health bar and character portrait UI elements.

GO

Use Potion X 6

- Melee Attack
- Wing Clip
- Dash
- AIM
- Fire Aether Spark
- View Abilities (Hold)
- Switch Character (Hold)



Health bar with a red and green gradient. Below it, a small icon of a character's head and the text "L1 + R2".

A secondary health or status bar with a green and yellow gradient.

A circular icon with a blue and gold design, possibly representing a skill or ability.

A skill wheel with four icons: a blue dragon, a purple orb, a green orb, and a blue orb. Below it is a green and gold icon with the text "x 6" and "Use Potion".

GO

- Melee Attack 
- Wing Clip 
- Dash 
- Aim 
- Fire Aether Spark 
- View Abilities (Hold) 
- Switch Character (Hold) 

B * Boatman's Coin x3



Health bar with a red and green gradient. Below it, a button with 'L1 + R2' text.

A smaller version of the health bar.



Ability icons: a blue circular icon, a purple circular icon, and a green circular icon. Below them is a green icon with a cross and the text 'x 6'.

Use Potion

GO

- Melee Attack [Square]
- Wing Clip [Triangle Up]
- Dash [L2]
- Aim [R]
- Fire Aether Spark [R3]
- View Abilities (Hold) [L1]
- Switch Character (Hold) [L1 + X]

Note

Use Void Bomb and then use
Vorpel Blade to hit crystal



Chest (Souls)





GO

X 6

Use Potion

Melee Attack

Heavy Attack

Dash

Block

Aim Vorpal Blade

Throw Vorpal Blade

View Abilities (Hold)

Switch Character (Hold) +

Note

Use Ghost Hook



B * Boatman's Coin x5

Note

Use Vorpal Blade on crystal then use Ghost Hook to grapple across gap (offscreen)



B * Boatman's Coin x5

Note

Use Ghost Hook to grapple across gap (offscreen)



Melee Attack

Heavy Attack

Dash

Block

Aim Vorpal Blade

Throw Vorpal Blade

View Abilities (Hold)

Switch Character (Hold) +

K * Trickster Keys
B * Boatman's Coin





Outlaw's Abyssal Armor
Shard



Note

Use Vorpal Blade to light fire (1-2). Use Ghost Hook to grab bomb and throw it on the drill. Now light the bomb using the fire.

Drill (02/03)



Chest (Souls)





Note

Use Tremor Gauntlet to break crystal. Grab Bomb and destroy drill

Drill (03/03)









GO

X 6
Use Potion

- Melee Attack
- Heavy Attack
- Dash
- Block
- Aim Vorpal Blade
- Throw Vorpal Blade
- View Abilities (Hold)
- Switch Character (Hold)

Note

Use lift to reach previous Coins and Trickster Keys if you still need them.

Otherwise, head in the opposite direction





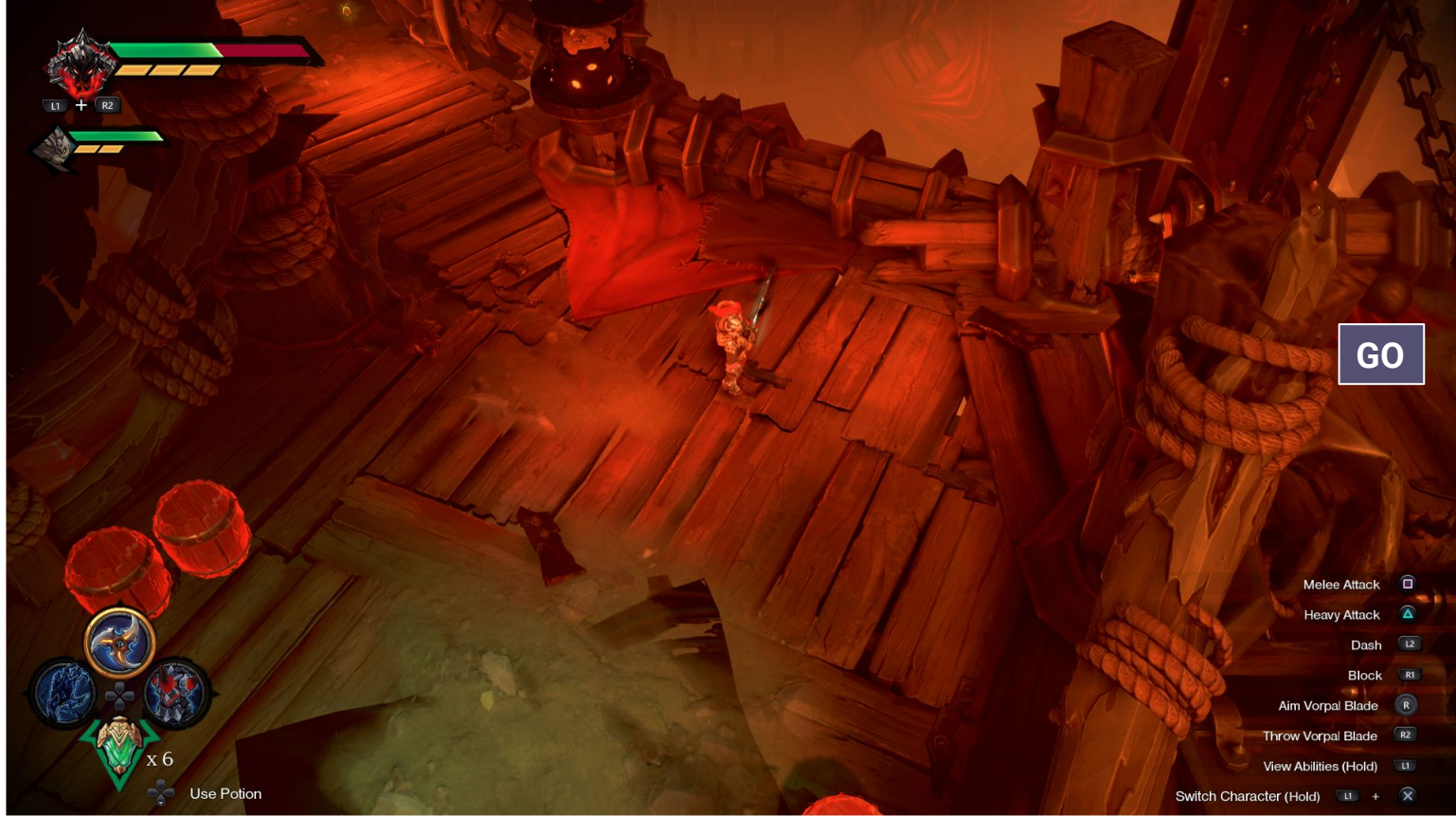
GO

Four circular icons representing different abilities or items, arranged around a central green icon. Below the icons is the text "X 6" and a cross-shaped button icon.

X 6

Use Potion

- Melee Attack
- Heavy Attack
- Dash
- Block
- Aim Vorpal Blade
- Throw Vorpal Blade
- View Abilities (Hold)
- Switch Character (Hold) +



Health bars for two characters, one with a red and black icon and the other with a green and black icon. Below them is a button labeled 'L1 + R2'.

GO

Three red barrels, a blue gem icon, and a green gem icon with 'X 6' next to it. Below the green gem is a 'Use Potion' prompt.

- Melee Attack
- Heavy Attack
- Dash
- Block
- Aim Vorpai Blade
- Throw Vorpai Blade
- View Abilities (Hold)
- Switch Character (Hold)





STRIFE

What do you wanna bet the foreman is on the other side of this thing?



BOSS



Enemy health bar with a red and black icon and a green progress bar.

Player health bar with a red and black icon and a green progress bar.

Ability icons: a purple circle, a blue circle, and a green circle, with a 'Use Potion' button and a 'x 6' multiplier.

Enemy name 'Legion Boltspitter' above a red health bar. Below it is a 'Fire Ammo' bar with 'R2' and 'R1' buttons.

- Melee Attack (Square)
- Wing Clip (Triangle)
- Dash (L2)
- Arm (R)
- Toggle Aiming Mode (R3)
- View Abilities (Hold) (L1)
- Switch Character (Hold) (L1 + X)



Health bars for the player and enemy.

L1 + R2

GO

Ability wheel with icons for various skills and a 'Use Potion' button.

X 6

Use Potion

- Melee Attack
- Heavy Attack
- Dash
- Block
- Aim Vorpal Blade
- Throw Vorpal Blade
- View Abilities (Hold)
- Switch Character (Hold)



Health bar for the enemy character, showing a red and black icon and a green progress bar.

Health bar for the player character, showing a black and red icon and a green progress bar.

GO

Ability wheel showing various skills with icons and a green character icon at the bottom. Below it is the text 'X 6' and a 'Use Potion' button with a cross icon.

- Melee Attack
- Wing Clip
- Dash
- Aim
- Toggle Aiming Mode
- View Abilities (Hold)
- Switch Character (Hold)

Map - Dredge Works

Note

Backtrack to elevator





Health bars and character icon in the top left corner.

L1 + R2

Ability menu in the bottom left corner showing a green icon selected with 'X 6' and 'Use Potion' text.

GO

- Melee Attack [Square]
- Heavy Attack [Triangle]
- Dash [L2]
- Block [R1]
- Aim Vorpal Blade [R]
- Throw Vorpal Blade [R2]
- View Abilities (Hold) [L1]
- Switch Character (Hold) [L1] + [X]



Note

Use Void Bomb



Note

Use Bomb to destroy wall



Note

Take Bomb through Void Portal and destroy wall



Outlaw's Healthstone Shard







STRIFE

Damn, look at all this fancy stuff. It's kinda fun to watch, being honest.









GO

L1 + R2

X 6
Use Potion

Melee Attack [Square]
Wing Clip [Triangle]
Dash [L2]
Aim [R]
Toggle Aiming Mode [R3]
View Abilities (Hold) [L1]
Switch Character (Hold) [L1] + [X]





GO

Health bar and mini-map UI element.

Skill wheel and "Use Potion" UI element.

Ability list UI element:

- Melee Attack [Square]
- Wing Clip [Triangle]
- Dash [L2]
- Aim [R]
- Toggle Aiming Mode [R3]
- View Abilities (Hold) [L1]
- Switch Character (Hold) [L1] + [X]

Note

After using switch, wait for lift to arrive



Note

Use Ghost Hook to grab bomb and then blow up the stone on the lift. Before getting on the lift, grab another bomb and go downstairs



Note

Use bomb to destroy stone to reveal another Coin

B * Boatman's Coin x3









Note

Jump across lift and grab bomb, then backtrack and place it on stone (next slide)



Note

Use Vorpal Blade



Chest (Souls)





GO

- Jump Up 
- Drop Down 
- Lean Away 

Outlaw's Full Wrathstone



B * Boatman's Coin
B * Boatman's Coin
B * Boatman's Coin
B * Boatman's Coin
B * Boatman's Coin

Note

Destroy all 5 stones on the lifts to reveal Coins. Must throw bombs over fire to ignite them or use the Vorpall Blade. Should have 13 totals Coins before leaving area. (check map)







GO

L1 + R2

X 6


Use Potion


Melee Attack 


Heavy Attack 


Dash 

Block 

Aim Ghost Hook 

Ghost Hook Grab 

View Abilities (Hold) 


Switch Character (Hold) 




GO

L1 + R2





Melee Attack 


Heavy Attack 


Dash 

Block 

Aim Ghost Hook 

Ghost Hook Grab 

View Abilities (Hold) 

Switch Character (Hold) 



BOSS





Exit Dungeon

Melee Attack

Wing Clip

Dash

Aim

Toggle Aiming Mode

View Abilities (Hold)

Switch Character (Hold) +

GO



Enemy health bar with a red and green gradient. Below it, a small icon of the enemy's head. Further down, a button labeled "L1 + R2" and another icon of the enemy's head.



A circular icon containing a purple and green potion. Below it, the text "X 6" and "Use Potion" with a small crosshair icon.



- Melee Attack 
- Wing Clip 
- Dash 
- Aim 
- Toggle Aiming Mode 
- View Abilities (Hold) 
- Switch Character (Hold) 

BOSS



Note

Left side of Boss Arena





Character health and status bars. The top bar shows a red dragon-like head icon, a green health bar, and a yellow energy bar. Below it are icons for L1 and R2.

GO

CHAPTER 14 COMPLETE
OPTIONS
(HOLD) Enter The Void



Potion and ability icons. A central green icon with a white cross is surrounded by four circular icons: purple, blue, green, and red. Below the icons is the text 'X 6' and 'Use Potion' with a directional pad icon.

- Melee Attack 
- Wing Clip 
- Dash 
- Aim 
- Toggle Aiming Mode 
- View Abilities (Hold) 
- Switch Character (Hold) 

L1 + R2

Two green and yellow progress bars are shown at the top left, one above the other. Below them is a small icon of a character's head and the text "L1 + R2".

GO

CHAPTER 14 COMPLETE

(HOLD) OPTIONS Enter The Void

X 6

Use Potion

A circular icon with a purple and green design is shown in the bottom left. Below it is the text "X 6" and "Use Potion" with a directional pad icon.

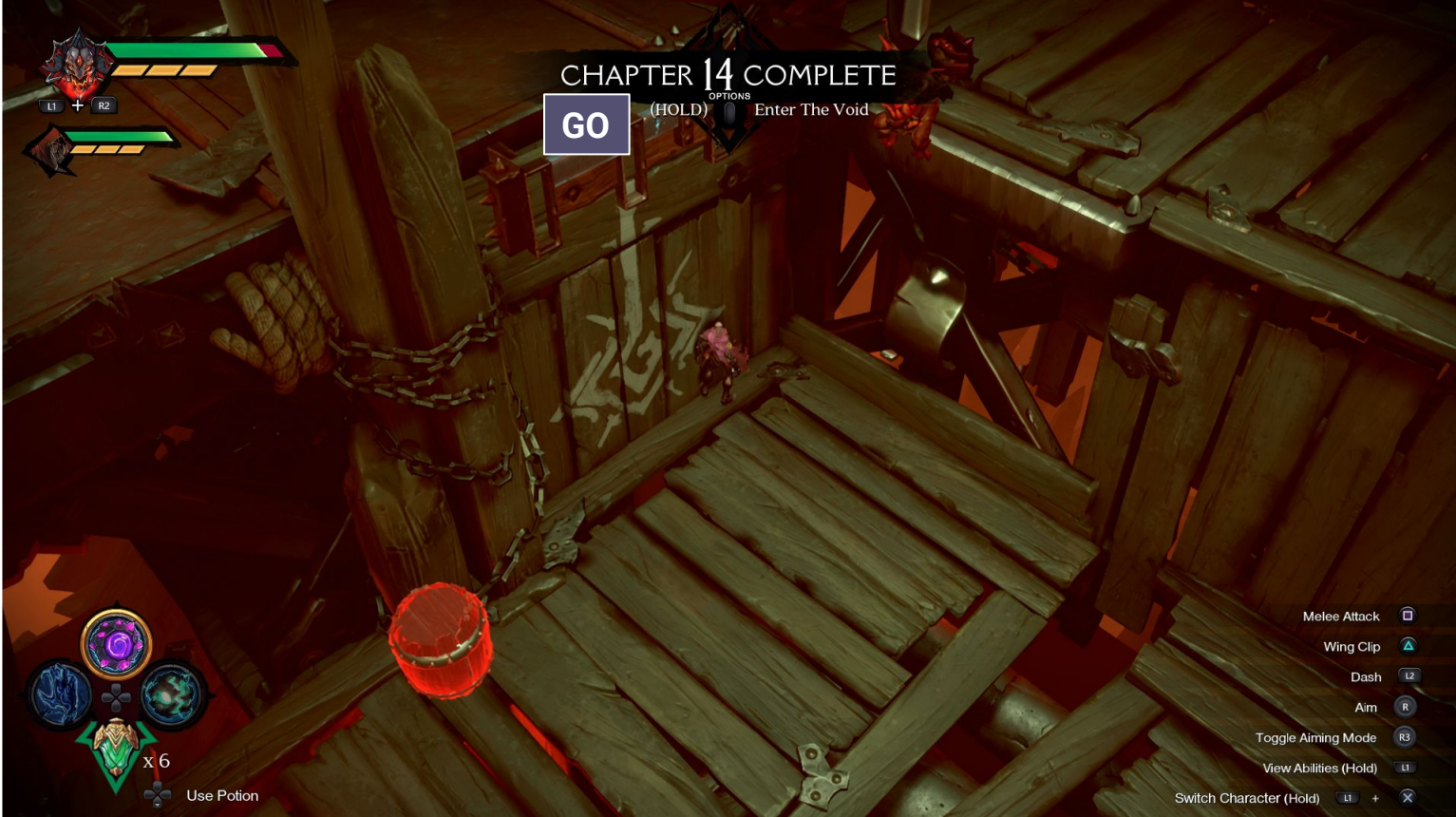
- Melee Attack
- Wing Clip
- Dash
- Aim
- Toggle Aiming Mode
- View Abilities (Hold)
- Switch Character (Hold)

K * Trickster Keys

Note

Backtrack to right side of Boss Arena





CHAPTER 14 COMPLETE

GO

(HOLD) OPTIONS Enter The Void

L1 + R2

Health and Stamina bars for two characters.

X 6

Use Potion

Ability icons and a red glowing orb.

- Melee Attack
- Wing Clip
- Dash
- Aim
- Toggle Aiming Mode
- View Abilities (Hold)
- Switch Character (Hold)

Chest (Souls)



CHAPTER 14 COMPLETE

(HOLD) OPTIONS Enter The Void

GO

Melee Attack [Square]
Wing Clip [Triangle]
Dash [L2]
Aim [R]
Toggle Aiming Mode [R3]
View Abilities (Hold) [L1]
Switch Character (Hold) [L1] + [X]

X 6
Use Potion

L1 + R2

Two green health bars with yellow and red segments, one above and one below a character icon.

CHAPTER 14 COMPLETE

(HOLD) OPTIONS Enter The Void

GO

X 6

Use Potion

A circular icon with a purple gem and a green cross, surrounded by four smaller icons (blue, green, red, blue).

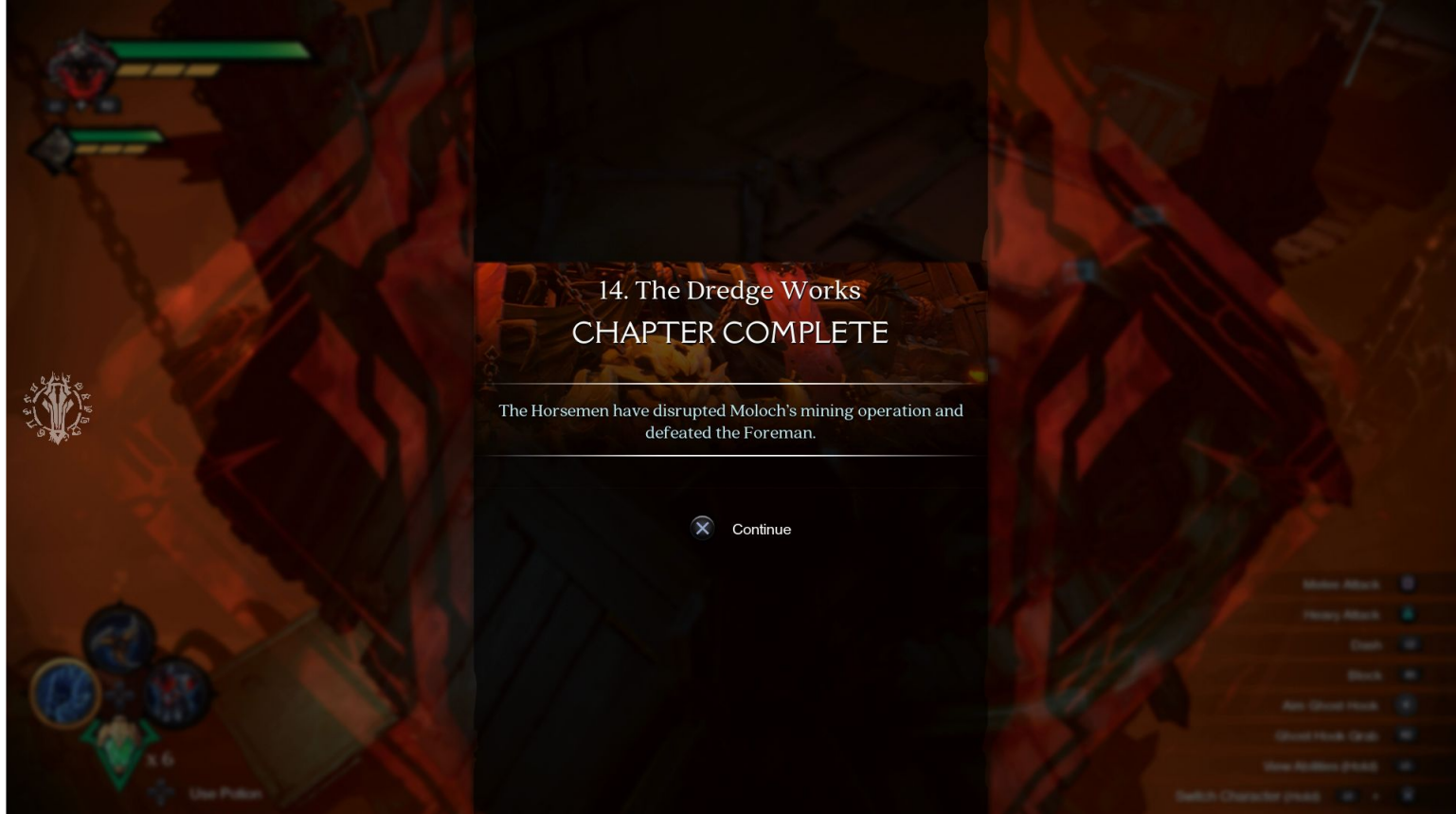
- Melee Attack
- Wing Clip
- Dash
- Aim
- Toggle Aiming Mode
- View Abilities (Hold)
- Switch Character (Hold)

B * Boatman's Coin x5



Chest (Random Creature Cores)






14. The Dredge Works


CHAPTER COMPLETE

The Horsemen have disrupted Moloch's mining operation and defeated the Foreman.

 Continue





Mission About 


Party About 


Quest 

Shop 

Map 

Character About 

Quest Track 

New Mission 

Switch Character 

14. THE DREDGE WORKS

ITEMS

Boatman's Coins 14/14

Upgrades 06/06

Trickster Keys 02/02

Trickster Doors 01/01



QUESTS / CLAIM REWARDS

Best in Show / B * Boatman's Coin x3

Saboteur / 1,000 Souls





SAMAEL

You return. I will say, the...



Note

Choose **CASUAL DIFFICULTY**

The screenshot shows the game's chapter selection interface. At the top, there are navigation buttons for 'Back', 'L1', 'CHAPTERS', 'ARENA', and 'R1'. The difficulty is set to 'CASUAL', with a 'Change Difficulty' button. The selected chapter is '15. WAR MACHINE', which is highlighted with a white border. Below the chapter title, a short description reads: 'The Horsemen enter the occupied Blackstone Keep through a secret entrance. Moloch must be stopped and the Balance upheld.' The 'ITEMS FOUND' section shows progress for 'Boatman's Coins' (0/11), 'Upgrades' (0/6), 'Trickster Keys' (0/2), and 'Trickster Door' (0/1). The 'CREATURE LIST' shows a row of creature icons. At the bottom, a 'RECOMMENDED' level of 350 is displayed, with two character icons showing levels 614 and 539. On the right side, there are several control options: 'Main Attack', 'Jump', 'Dash', 'Run', 'Begin Chapter', and 'Switch Character'.

Back L1 CHAPTERS ARENA R1 Difficulty: CASUAL Change Difficulty

15. WAR MACHINE

The Horsemen enter the occupied Blackstone Keep through a secret entrance. Moloch must be stopped and the Balance upheld.

ITEMS FOUND

Boatman's Coins	0/11	Trickster Keys	0/2
Upgrades	0/6	Trickster Door	0/1

CREATURE LIST

RECOMMENDED 350

614 539

Main Attack
Jump
Dash
Run
Begin Chapter
Switch Character



ROAD TO COMPLETION
DARKSIDERS
GENESIS

15



WAR

Skulking below ground like sewer rats...I prefer a frontal assault!



Note

Destroy all RED BARRELS to begin working on "Demolition Derby" Quest.

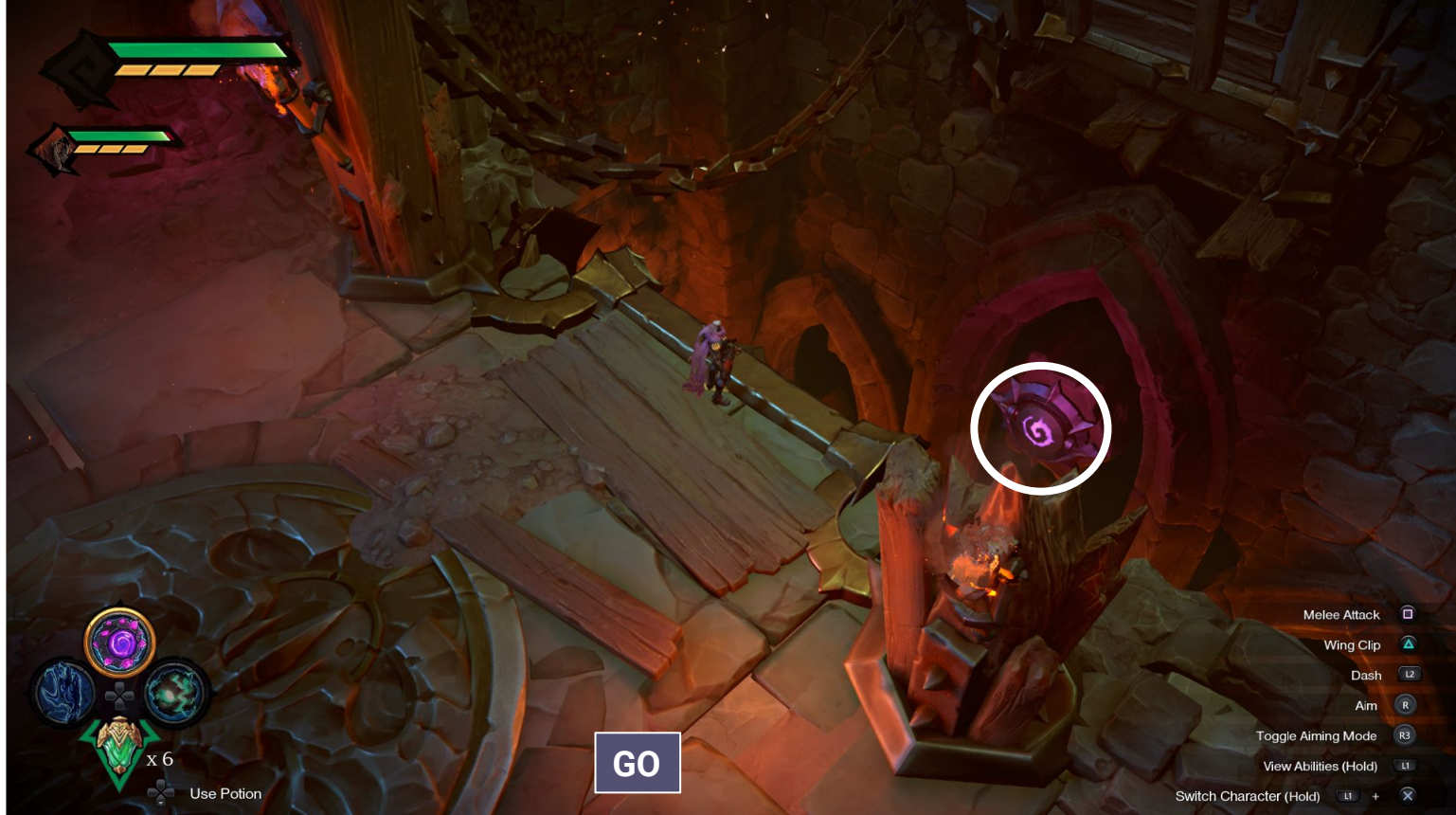






Note

Use Void Bomb





GO

X 6
Use Potion

- Jump Up
- Drop Down
- Lean Away

Note

Use Void Bomb to open portal
and then use Ghost Hook to
grab bomb and destroy stone



Outlaw's Full Healthstone





GO

Character portrait and 'X 6' indicator.

X 6

Use Potion

- Jump Up
- Drop Down
- Lean Away

Note

Use Void Bomb to open portal and then use Ghost Hook to grab bomb and destroy stone. Grab the bomb again and destroy and stone in the bottom of the area (next slide)





Note

Use Void Bomb



Note

Use Tremor Gauntlet to jump high and then fall into Void Portal so you can cross the gap in the bottom of the area (offscreen- next slide)







Supply Cache





Supply Cache
K * Trickster Keys







B * Boatman's Coin

B * Boatman's Coin

B * Boatman's Coin

Note

Last Coins are off-screen



BOSS

GO







Supply Cache
B * Boatman's Coin





GO

X 6

Use Potion

Fire Ammo 1

Fire Ammo 2

Jump Up

Drop Down

Lean Away



Map - War Machine





Supply Cache



Conqueror's Healthstone
Shard





Health bar and character portrait UI element.

Secondary health bar and character portrait UI element.

Ability icons and 'x 5' multiplier UI element.

x 5

Use Potion

GO

- Melee Attack 
- Heavy Attack 
- Dash 
- Block 
- Use Tremor Gauntlet 
- View Abilities (Hold) 
- Switch Character (Hold) 

B * Boatman's Coin x5
Chest (Souls)



Note

Use Tremor Gauntlet to destroy crystals

B * Boatman's Coin x5





Supply Cache



Supply Cache
K * Trickster Keys

Note

Destroy Barrels to reveal key





Supply Cache

Note

Cache not shown in the image
but it will be here



Supply Cache



B * Boatman's Coin



Supply Cache
B * Boatman's Coin

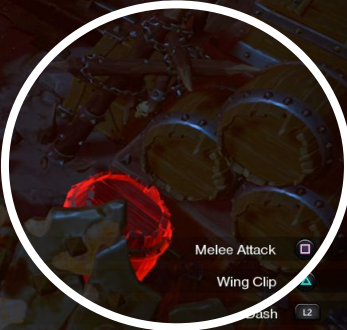
Note
Destroy barrels to reveal
Coins



GO

Use Potion

x 6



- Melee Attack
- Wing Clip
- Dash
- Aim
- Toggle Aiming Mode
- View Abilities (Hold)
- Switch Character (Hold)



 * **DEMOLITION DERBY - Destroy 10 structures in War Machine**

Supply Cache (top circle)

Note

Structure is not shown in image but it's here



 * **DEMOLITION DERBY - Destroy 10 structures in War Machine**

B * Boatman's Coin x3



CHAPTER 15 COMPLETE

(HOLD) OPTIONS Enter The Void

L1 + R2

Health bars for the player and an enemy.

GO

X 6

Use Potion

- Melee Attack
- Heavy Attack
- Dash
- Block
- Use Tremor Gauntlet
- View Abilities (Hold)
- Switch Character (Hold)

B * Boatman's Coin x3



D * Trickster Doors





L1 + R2

CHAPTER 15 COMPLETE

(HOLD) OPTIONS Enter The Void

GO



X 6

Use Potion

- Melee Attack 
- Heavy Attack 
- Dash 
- Block 
- Use Tremor Gauntlet 
- View Abilities (Hold) 
- Switch Character (Hold) 

Note

Grab Bomb with Ghost Hook and throw it on the stone. Use Vorpal Blade to light the bomb and destroy the stone.



Note

Grab Bombs with Ghost Hook and create a trail of bombs around the area (1-6) Use Vorpul Blade to light the bombs and push the lever



Note

Use Void Bomb to open both portals. Backtrack to get bomb and then throw it though portal 2



Note

Move bomb to stone wall and the use Vorpai Blade to light it



Note

Use Bomb to destroy stone



Conqueror's Full Wrathstone



Note

Use Bomb to destroy stone



B * Boatman's Coin x3

Note

Grab bomb and carry it across disappearing platforms.

Quickly throw bomb so it destroys the stone located in the back of the next area to reveal a chest (next slide)



Conqueror's Abyssal Armor
Piece





Character health and status indicators, including a green bar and a red bar, with "L1 + R2" text below.

CHAPTER 15 COMPLETE
(HOLD) [OPTIONS] Enter The Void

GO

Ability icons and a "Use Potion" button with "X 4" text.

- Melee Attack [Square]
- Heavy Attack [Triangle]
- Dash [L2]
- Block [R1]
- Aim Vorpal Blade [R]
- Throw Vorpal Blade [R2]
- View Abilities (Hold) [L1]
- Switch Character (Hold) [L1] + [X]



CHAPTER 15 COMPLETE

(HOLD) [button] Enter The Void

L1 + R2

GO

Melee Attack [button]

Heavy Attack [button]

Dash [L2]

Block [R1]

Aim Vorpal Blade [R]

Throw Vorpal Blade [R2]

View Abilities (Hold) [L1]

Switch Character (Hold) [L1] + [button]

X 4

Use Potion



CHAPTER 15 COMPLETE
(HOLD) [OPTIONS] Enter The Void

GO

[L1] + [R2]

X 4

Use Potion

Melee Attack [Square]

Heavy Attack [Triangle]

Dash [L2]

Block [R1]

Aim Vorpal Blade [R]

Throw Vorpal Blade [R2]

View Abilities (Hold) [L1]

Switch Character (Hold) [L1] + [X]