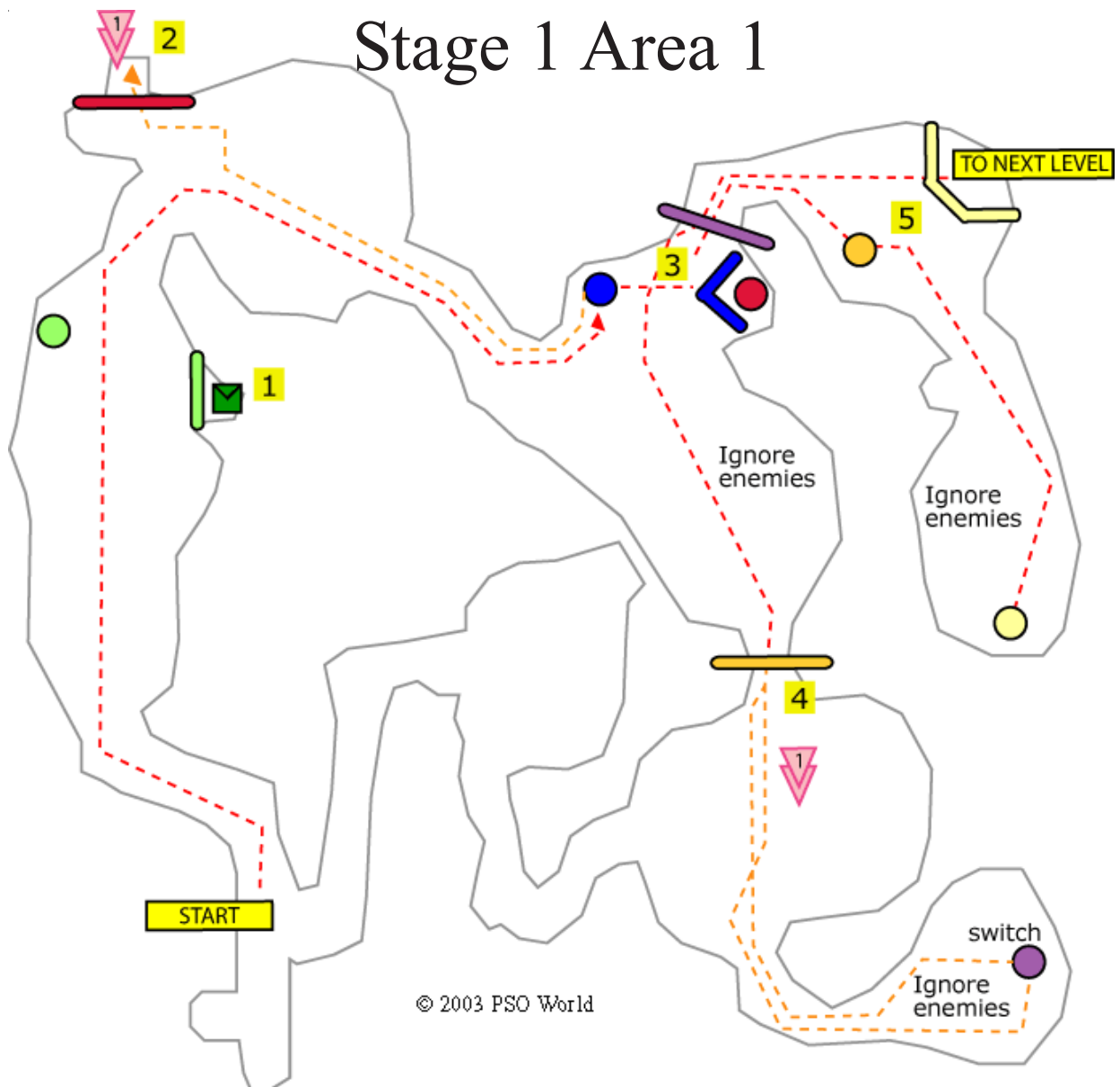
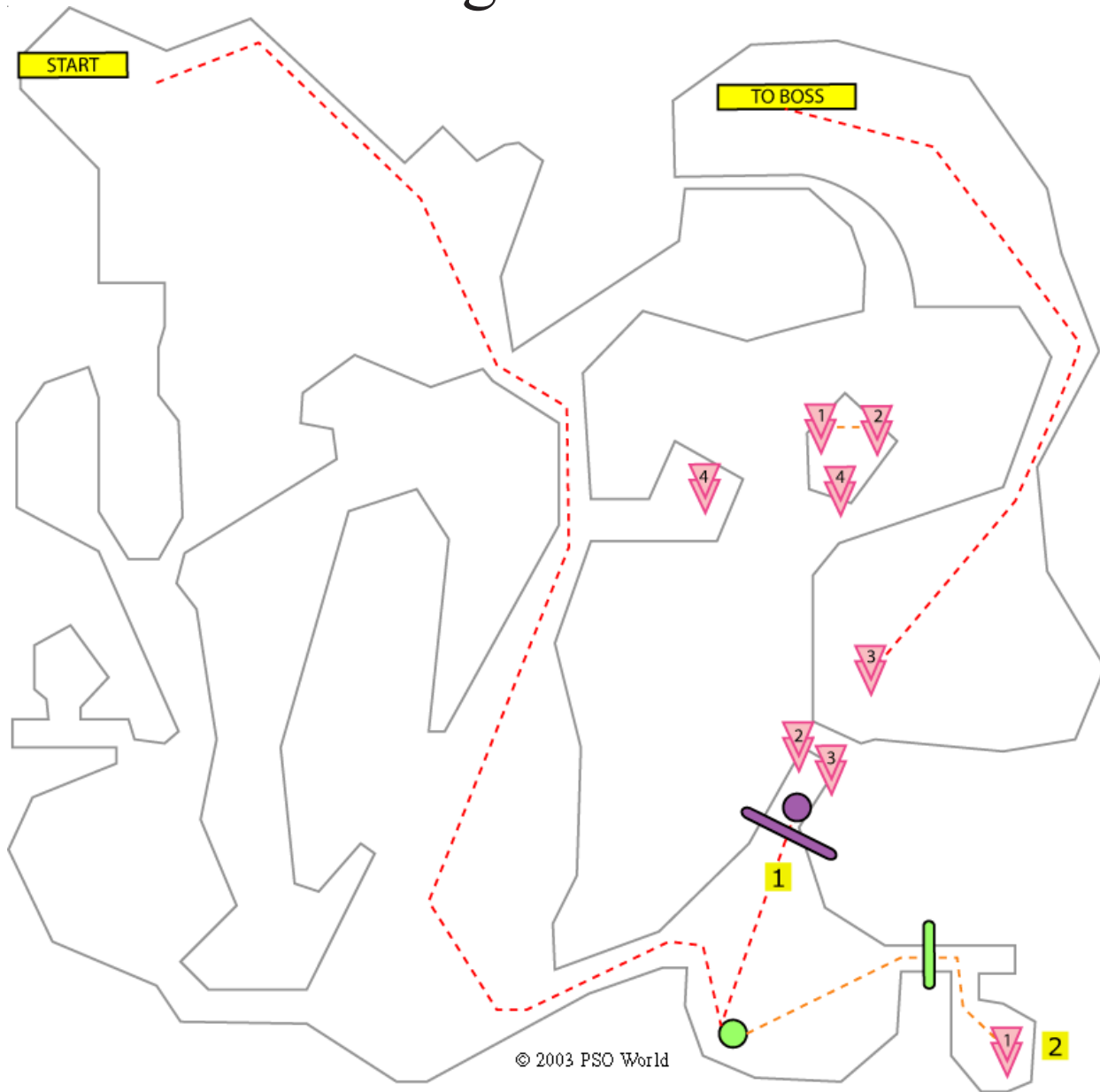


# Stage 1 Area 1



- 1 Force or Ranger collect items.
- 2 Second area, next to the barrier: The two strongest players should wait here while the other two get the switch in the next area.
- 3 Third area, next to the door: After getting the switch - Ignore the enemies while doing so - the weakest player on the team should wait here while the other goes back and take the warp to help the others. The switch mentioned in step 4 is the one that opens the door.
- 4 Fourth area, south, next to the door - south end of the door (yellow on map) After clearing the area, one player, should go south and activate the switch - Ignore the enemies - while the others wait here.
- 5 Final area (between the yellow dot and "next" on the map) Once the door has been opened, the weakest player (waiting all this time) should activate the switch here in order to unlock the door for the others. Afterwards, get the switch in the next area, once again, ignoring the enemies.

# Stage 1 Area 2



1 The person(s) who got the timed green switch should wait here while the one(s) who went through the timed gate takes there teleporter(#1)..

2 After taking the teleporter(#1) here, you'll appear in an area with two teleporters. Take teleporter(#2), which is behind you, and activate the purple switch. Teleporter(#3), which is in front of you, will take you to an area with boxes; it's generally ignored as it consumes too much time. Approach final teleporter to the boss area.

# Stage 1 Area 3

Defeat the dragon. The dragon can 1 hit kill anyone on the team. Forces will die in one hit, so watch out!

Hunters attack the feet until he falls, then attack the head. Rangers keep shooting at the head, forces, use barta if you have it, zonde when he takes flight.

If you don't have a scape doll, be aware about when the dragon will fall - if he falls on you, you die.

If somebody is out of monomates, and you have a spare one, drop it for that person.