

Planet Stronghold Official Strategy Guide

Bonus weapons

When you buy this guide, you'll get four exclusive weapons that you cannot otherwise obtain in the game. The new weapons are:

- **Special Scoped Pistol**, a pistol with very high accuracy and critical damage
- **Poison Sniper Rifle**, a sniper rifle that does acid damage, it is very useful early in the game
- **Raptor Mk III**, a very strong assault rifle with higher accuracy than the others
- **Psionic Amplifier "Omega"**, a very useful psionic amplifier: your Psionics will be able to do a lot of damage, too!

To get the new items, simply start the game and be sure that you're connected to internet. The items are available only if you start a new game, since they are very powerful early on, but later in the game you will find better weapons.

Starting the game

The first thing you choose is your gender. Gender only influences which romance options will be available later in the game. If you play with Joshua, you'll be able to romance Rebecca Fox, Rumi Kai or Prince Cliff (homo). If you play with Lisa, you'll be able to romance Tom, Damien or Michelle (homo).

Your second choice is game difficulty. For people new to RPGs, I recommend easy settings. Hard settings should only be used by veteran RPG players.

Note that you can change the difficulty at anytime during the game, but once a battle has started, changing the difficulty will only effect the next battle.

Picking a Class

Each class has its pros and cons, and they all will effect your style of play. In particular:

- **Soldiers** are the main "tank" class. It means they have a good armor skill, and are the ones that will have the most HP at higher levels. They're the best at taking damage, so having your main character be a Soldier can lead to a somewhat easier game experience.
- **Guardians** cannot take as much damage as Soldiers, but later in the game they can use powerful weapons. They are also more skilled at using Harm and Disrupt, which are essential to both damage-dealing and lowering enemy armor ratings.



- **Scouts** have very few HP, but can deal a good amount of damage with their sniper weapons, and they rarely miss their target. They can also use Heal and Protect to buff the tank.
- **Psionics** are the most versatile class, since they are trained in all the Psionic Skills. You can raise Heal to have a powerful healer, or Harm to deal a lot of damage, and so on. They're the class that will gain more PP (Psionic Points) overall in the game.

This guide was written using the Soldier Class, but you can win the game by playing with any class you like.

The Heroes of Planet Stronghold

During your game you'll be able to control 8 characters in total. Your main character, Lisa or Joshua Nelson, and seven other characters who will join you during the course of the game. Let's go over each of them and their individual strong points.



Tom Shatz

He's the 1st lieutenant of Planet Stronghold's Army, and a Guardian.

He's a possible romance option for Lisa.

Has good starting stats, and in particular high HP, but like all Guardians, has low accuracy.

After chapter 4 you can find him in the hangar zone if you want to pursue him for romance/friendship.

Completing his subplot doesn't give any special items, but very good XP (500 pt).

Rebecca Fox

Sergeant and head trainer of the colony.

Possible romance option for Joshua.

She is a sniper, and later in the game can become very powerful and useful for her survival/sneak skills.

Is one of the characters with the lowest HP.

She'll be in the training center after chapter 4, and she'll also give you access to the very useful Training Screen (see specific paragraph).

Like with Tom, completing her subplot gives you no special items, but good XP (500pt).





Michelle LaFleur

She'll be your training partner if you play as Lisa, otherwise you meet her at the end of chapter 1.

Possible romance option for Lisa (homosexual).

She is a soldier, so despite her appearance she can have lots of HP. She is a very good tank, since she also has a good Evasion skill.

She'll be in the lounge after chapter 4.

Her subplot will reward you with the acid pistol "Bloodline", which is one of the most powerful pistols in

the whole game.

Jacob Miles

He's a powerful Psionic and a competent scientist. You meet him at the end of chapter 1.

He is not a romance option.

Unless your main character is a Psionic as well, he'll be an essential element in your party. It is recommended to level him up as a healer.

He'll be in the science lab after chapter 4, with Lucille.

Completing his subplot will give him a special skill point bonus so that he can become even more powerful.



Philipp Koenig

He'll be a Sniper unless you choose the Sniper class for your main character. In that case, he will be a Soldier instead.

As Sniper, he starts with a very powerful rifle called "Cecchino". Very powerful early in the game.

He'll be in the pub after chapter 4. You will obtain a lot of special items by completing his subplot, since he used to be a treasure hunter. Completing his subplot will give you access to the most powerful items in the game.

Bellamy Dupont

A veteran of Planet Stronghold's Army, he will be a Guardian unless you have already chosen this class for your main character. In that case, he will be a Soldier.

In either case, he'll have a lot of HP and be a good tank.

He stays in the landing pad after chapter 4.

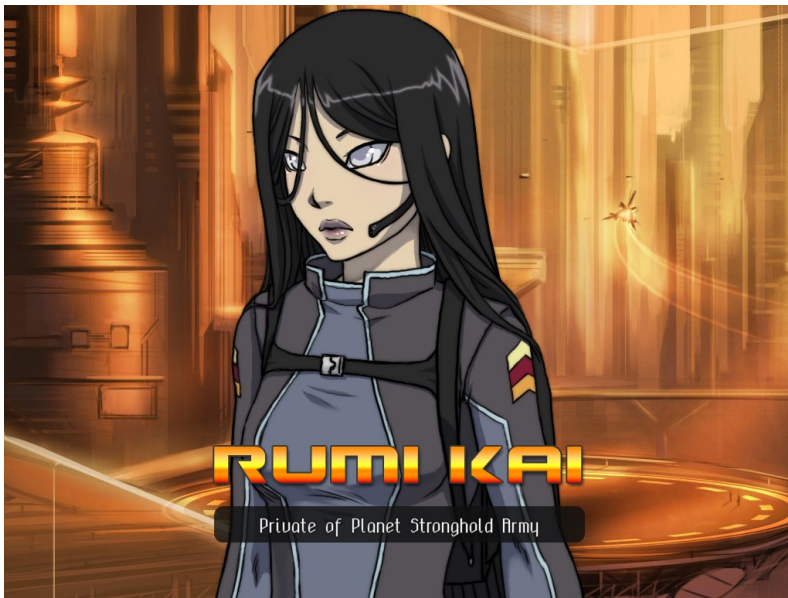
He can produce two types of grenades that are useful against either robots or creatures.

Completing his subplot gives you the heavy armor "Kronos,"

one of the best armors against acid damage of the whole game.



Rumi Kai



You meet her only in chapter 2, in the landing pod. If you're a Psionic, she'll be a Soldier with good psionic skills. Otherwise she'll be a Psionic.

She is a potential romance option for Joshua.

She is very powerful as an offensive Psionic hero.

After chapter 4 you can visit her in the hospital, and she'll provide you with "Lifegiver", an item that can revive KO'd heroes and heal them.

Her subplot gives you good XP (500 pt), but no special item.

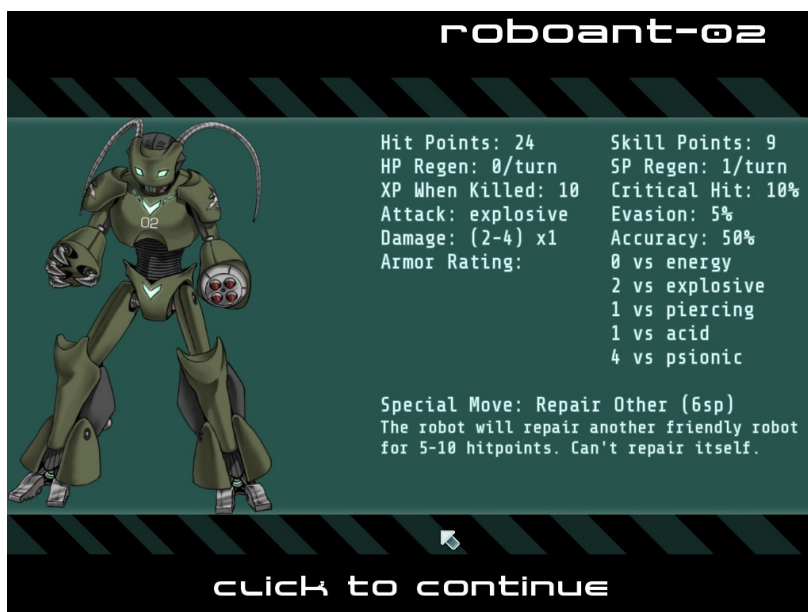
Leveling Up & Skills

When you level up, you get some skill points (the amount changes based on your difficulty level). The maximum level in this game is set at 25, though you won't be able to reach more than level 15-16 even doing all the side quests. The level 25 cap was set in the event of future add-ons / expansions.

Generally you can experiment as you want, since there is no definite "best way" to level up your heroes. However, here are some tips:

- Soldiers – first skill you should level up is Accuracy, since their starting score is very low and the kind of weapons they use (pistols) aren't very accurate. With good accuracy they can become very powerful, since each hit also has more of a chance to be a critical one. Another skill to raise is Armor, so they can wear powerful armors early in the game. As for weapons, you can specialize in Light weapon (the most common choice) or decide to go for Heavy & Energy ones.
- Guardians – like Soldiers, raise Accuracy and Armor first. Then you can choose to focus on either Heavy or Energy weapons. Since many high end weapons require a skill of 80+, I would advise you to focus on only one weapon type. Another good move is to raise the Disrupt Psionic, as it is very useful in battles with highly armored enemies.
- Scouts – obviously raise Sniper Weapons and Accuracy, but don't forget about Evasion or Armor, since Scouts have very low HP. They can also Heal and Protect, so you might want to raise those Skills as well.
- Psionics – this is really a matter of personal tastes. It is highly recommended to raise the Heal Skill, though, since it will save your heroes more than once during the course of the game. Other than that, there are a lot of possibilities. You can raise Protect to make your tank impervious to enemies, or Shock to stun them for many turns. Raising Harm can also be useful, but remember that if you Harm an enemy for a large amount, the psionic aggro value will increase a lot!

The First Battle



When the "New Enemy" screen comes up, pay particular attention to their type of attack, critical hit and evasion. If your heroes miss a specific enemy a lot, it might be because it has a large evasion bonus. Also, remember to look at its Special Move, since some enemies have particularly nasty ones.

The first battle is really simple. After the battle, simply pick all the dialogue options and move to the choice between playing through Training or Skipping it. If is your first time playing, I

recommend doing the Training section.

The Training section is quite simple. Here, you can read all the explanations on how to perform in battle, the aggro system and so on. The final test is fairly easy as well; even if you lose some battles, Lucille will give you more healing items or aqua pura, so you should be able to pass it after a few attempts.

Remember that you can switch to easy mode at any time if you find a specific battle too hard.

From now on we'll refer to negative relationship change with "-rel" and positive with "+rel".

Plot choices

As Lisa:

- when asked if you want to examine her weapon, pick "wait for Michelle" to avoid -rel.

As Joshua:

- ignore Philipp's annoying attitude; when he says to follow him, just obey to avoid -rel

Choices for both:

- When you win your 1st training test and Tom comes to scold Fox, pick "defend Fox" to get +rel with Fox and -rel with Tom, or stay silent, but do not pick the bottom choice since you'll only get -rel with Fox
- if you pick the first option in the pub, you get +rel with Michelle or Philipp, but since you become drunk, Tom will order you to go back to your bedroom. Obey him to avoid more -rel with Tom.
- If you play as Lisa and get drunk, you won't get -rel with Bellamy
- If you don't get drunk, when you talk with Bellamy and ask about your partner, reply "unfortunately, yes". You'll get +rel with Michelle or Philipp
- when Bellamy joins the second training battle you'll get +rel if you win

Chapter 2: Code Red

As soon as the chapter begins, head to the barracks and equip your team as best as you can.

Don't forget healing items.

Go to the science lab and defeat the robots.

Exit the lab and re-enter immediately to get the Holodisc quest.

To get it, talk with Lucille and ask why she's sad. Go to the hangar and prepare yourself to defeat more robots – use skill options if you can to face weaker enemies.

Once you have the holodisc, the safest option is to use the Science Skill. Pick Jacob and you'll have a good chance of fixing it.



Head back to Lucille to complete the quest and get the armor "Shining Force", one of the best possible this early in the game.

Now, head to the training center and pick the last dialogue option when talking with Fox. When you notice she is hiding something, "ask her angrily" to get +rel with her. Go to the landing pod and pick the option to help them. You'll meet Rumi and will have to defeat a Matrick Worker.

To defeat the Matrick easily, use the Disrupt Psionic power to lower his armor. Head to the Throne Room and you'll have to face two group of rebels. They're dangerous because their special attack can shock your party members, making them unable to attack for a few turns. The shocked ones can use healing items or psionics, or simply defend.

After you win the battle and watch some cutscenes, you can select your party by picking from a list. It is recommended that you pick a tank, so if you are a Psionic, be sure to put Rumi in your team.

Rest in the barracks, then go to the hangar. A good tip for battles is to always attempt to use a Skill if it appears in the dialogue options (like this one), as it will reduce enemy strength. When you do face the enemies, kill the Roboant-02 first, since they can repair others.

There are two battles in the hangar, and you can choose to rest between them, but remember that the quest "Cleaning Up" has a 4 turn limit. Every time you rest, you spend one turn!

After you clear the hangar, visit the Corridor, where the other team is pinned down by a group of rebels. The Rebel Gunner is an especially nasty opponent, so be careful. Once you have defeated the Rebels, you're ready to go back to the Throne Room. When

you get there, tell Tom and Rebecca that the colony is safe. Another battle with the Rebels will follow.

Tom gets injured, so you are now in charge of the team.

Plot choices

As Lisa:

- when you met Jacob and Philipp, pick the option "you know we can be pretty vindictive" to gain +rel with Jacob

As Joshua:

- when you met Jacob and Michelle, pick the option "who told you that" to gain +rel with Michelle

Chapter 3: Search For The Prince

First off, go to the Hospital to visit Tom. When you speak with him, pick the choice "I was surprised as well" to play modest and earn +rel. You can then visit Rebecca in the training center to see some tips on traveling in the wastelands (optional).

Go in the Science Lab and talk with Lucille, asking her about the supercomputers. She will give you the mission "Fix It" to retrieve 3 missing pieces. You can now travel in the wastelands!

Each minimap is randomly generated. The special locations and enemies are fixed, but their coordinates on the map change from time to time.

A few tips on traveling in the wastelands:

- Save often! It is easy to die here.
- If you're not sure you can win against a group of enemies, use the escape option. It will work in about 80% of cases.
- When you move you'll reveal more of the map. However, only the cell right in front of the direction your ship is heading in will uncover, so keep in mind that turning your ship can lead to surprises!
- If a particular enemy or special location is too tough, wander around a bit more, gain experience, and try again. In most cases there isn't a specific order in which you have to complete the missions.

Sector A1

This is the first sector we recommend exploring, since you can find the following special locations:

Alien artifact – use Jacob's Science skill to open the artifact and retrieve the armor "The Protector," which is a very good starting armor

Missing Piece in a Cave – you'll find a cave. Use the option "Scout In" and pick Philipp. Use a distraction and pick Bellamy, then Philipp again. If you pass all the Skill checks, you get the missing piece without any combat. Of course, you may prefer to fight the Matricks and get experience instead.



Dredans Guarding an Aexpora Plant – a group of Dredans are guarding a plant that can heal Tom and solve the quest "The Remedy". Pick option "Try to reason with them", have Michelle speak, and accept their offer to get the quest "No more rebels". Kill all of the Rebel groups on the map, then get back to them. Talk with them to complete the quest and get XP, then prepare to fight the Dredans anyway, as they won't keep their word. Once you defeat the Dredans, you can pick a fruit from the plant, then receive the option

to get more fruits or not. If you leave the plant, you'll get -rel with Michelle and Bellamy. If you take another fruit, you'll get -rel with Rumi & Jacob.

Give Cure to Tom – once you have the fruit, get back to hospital and complete the quest “The Remedy”. Now, go to the training center and tell Fox that you found a cure for Tom, then pick the choice “You can take the lead if you want...” to get +rel with her. Now you can use Fox in your party!

Sector B3

Missing Piece in Collapsing Building – this is a very hard mission, so I suggest that you save before entering. Only one person can retrieve the missing piece, and it has to be one of the females or Philipp. You'll have to face a Robobrain, which has a special skill that increases his evasion. I recommend a Sniper – that's why it's good to bring Fox along, especially if Philipp is a Soldier and your main character is Joshua.

You'll retrieve the powerful armor “Onyx”, but you'll have to face a new group of robots that have more Robobrains with them.



Cave with Vause – another special location is a cave with a Vause inside. When you met him, ask Rumi to talk with him to avoid -rel. You won't find anything useful inside, but you'll get 50XP.

Sector C6

Missing Piece in Abandoned Building – you'll find Dredans fighting with Rebels inside here. You have several options:

- **Help Dredans** – you'll fight the Rebels, but the Dredans will then say that they want the piece, too. If you fight them, you get -rel with Rumi. If you try to convince them to leave, you might avoid combat and gain 25XP.
- **Wait Until the Fight Ends, then Attack the Survivors** – the easiest solution, but you gain no extra XP.
- **Sneak in and Take the Part** – another way of avoiding the fight, if you're successful.



Shipwreck – You can use the Explosives or Survival skill to avoid being injured and destroying the ship.

If you're successful, you'll get the armor "Barracuda". Be aware that if you fail the skill check, the ship will explode and you won't be able to get the armor. So save before you try it!

You can now get back to Lucille in the Science Lab, so tell her you found all the missing pieces. She will tell you to come back later. You can go to the barracks to rest and refill your healing items. Afterward, get back to the lab. Tom will be there, and will be healthy once more.

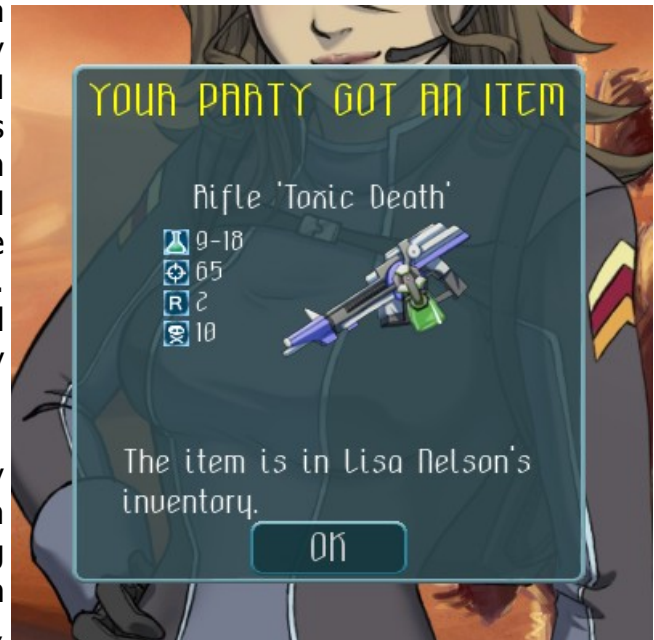
You're about to begin the next chapter!

Chapter 4: The Choice

This is a crucial part of the game, since in this chapter you'll be able to decide which side you want to play on. First thing on the agenda is to head to the new blinking sector called "Prince Location." There are four special locations in this sector, and one of them is where the prince can be found. Remember that even if you find it first, you can still explore the other locations when you come back to this sector, to get their XP and items.

Group of Rebels Fighting Over a Dredan Corpse – here you can find a very powerful weapon; it is one of the first acid weapons that can inflict serious damage. As always, try the "Use grenade" or "Hit them from a distance" options, because they will weaken the enemy you'll have to face. There will be two groups of enemies, so be careful. Once you win both fights, you'll be rewarded with the rifle "Toxic Death", which is very useful for your Guardian heroes.

Matrick Soldier - this enemy is very tough, so it's best if you get the rifle from the "Dredan Corpse" quest before facing him. I recommend bringing two Psionics in this fight, or having a Psionic+Guardian, since you'll need to bring down his armor rating with the Disrupt Skill. Once you defeat it, you'll be awarded the armor "Stonewall", one of the best armors against explosive attacks.



Endless Series of Caves – you can either decide to send someone to Scout forward, or just move on. I recommend scouting forward, since you'll find a group of Dredan that you can choose to attack, if you wish. If you do attack them, you get +rel with Tom.

Cave with Prince – Here you'll meet two new key characters: Prince Cliff & the Marada Queen Shiler. After Shiler puts your whole party to sleep, you'll wake up and be able to speak with her to learn more about what's happening. None of the dialogue choices influence the plot, so pick whichever one you like. You'll also get an important update to the quest "My Origins" at this point. Shiler tells you that if you somehow manage to unify all the alien races on Planet Stronghold, you can be considered the true descendant of John Nelson.

Obviously, you'll also complete the "Missing Prince" quest and get the XP reward. Go to the barracks to prepare yourself; a tough battle awaits you.

Move to the Throne Room, where after some talking, the choice is clear: you can either side with King Oscar or Prince Cliff. **I strongly recommend that you save at this point**, since you might want to complete the whole game on one side, and then go back to try with the other.

If you're interested in the romance subplots, and are playing as Joshua, you should side with the Prince, since you cannot get his romance if you side with the King.

- **If you side with the King** – you'll face three Marada Soldiers, but they shouldn't be particularly tough. Before the fight starts, pick a party with one Psionic and two snipers. They don't do much damage and have weak armor, but do have very high evasion and Psionic resistance, so your Psionic will be useful as a healer and your snipers will hit them easier.
- **If you side with the Prince** – you'll face three Warui Sentinel C70s. Their special attack makes your heroes tired, so they won't be able to use Psionics. I recommend a party without any Psionics at all.

Even if the main goals of unifying the planet under one ruler and finding more about the disturbance signal are the same no matter which side you choose, the various quests will have very different strategy and style.

If you side with the King, you'll start "Operation Scanner", which basically means you have to locate all the alien races and submit them with force. In this path, you'll also have to kill Queen Shiler.

If you side with the Prince, you'll need to impress Shiler by unifying all the other alien races, and so will instead receive the quest "The Revolution." You'll have to use force in some cases, but in general this is a more peaceful route.