

End Of Reason

Walkthrough

Written by Gianthurtball / Chaos14u

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Chapter 1 Intro

Intro

As the game End Of Reason gets bigger, the secrets can easily be overlooked, but with this guide, I aim to go through every twist, turn and treasure. While helping you decide how you can trend the path you wish to take. This guide will deal with each chapter starting with chapter 1 all the way through to chapter 12 and all the mini games that aren't included in the main game to avoid repeating information.

The start of chapter one, you see the God Jubokko imprisoned beneath the capital. Jubokko releases energy in a blind attempt to connect with one of his children on the surface and take control. The plan to rescue his main body. The energy he releases hits the world barrier and is reflected at two places in Phelmore, a human called Noburu and the family Ruka.

Jubokko succeeded in inserting himself into all the humans with the player and Noburu taking in the lion's share of the energy. After some time, the Jubokko shards start to grow within the player more than the other Ruka family members. Leading to the beginning of the game where you pick which character you wish to play and selecting a class. Wukai, the God of power, has retreated from losing a battle. Wukai comes to a place that only Gods can access where they reconstruct themselves. Most Gods choose a living thing to insert themselves into. The plan to rebuild themselves killing the host.



The characters that can be played are Bellatrix, Clara, Jinzo, Orihime, PTS mage, PTS knight and Noburu.

Each character has three classes with the exception being both PTS and Noburu. When selecting characters each have their different styles of play with their strength increasing if paired with certain party members. For example, Jinzo with the Nanukekai class can later be paired with a Nanukekai ally boosting all Kai type skills, and increase Kai regen allowing Jinzo to maximise the use of his skills.

This part will be updated when both PTS and Noburu are playable.

Once you have selected your character you are then transported to the forest outside the Trangor prison ruins. Where your task is to investigate and eliminate the threat of rebels in the area.

Leading up to the ruins there are plenty of common chest scattered along your path.

On the picture are marked Chest, Lore, Item, Helper Eve and Enemies. Showing as yellow, green, blue, purple and red circles respectively.

