



Kamen Rider Dragon Knight Walkthrough

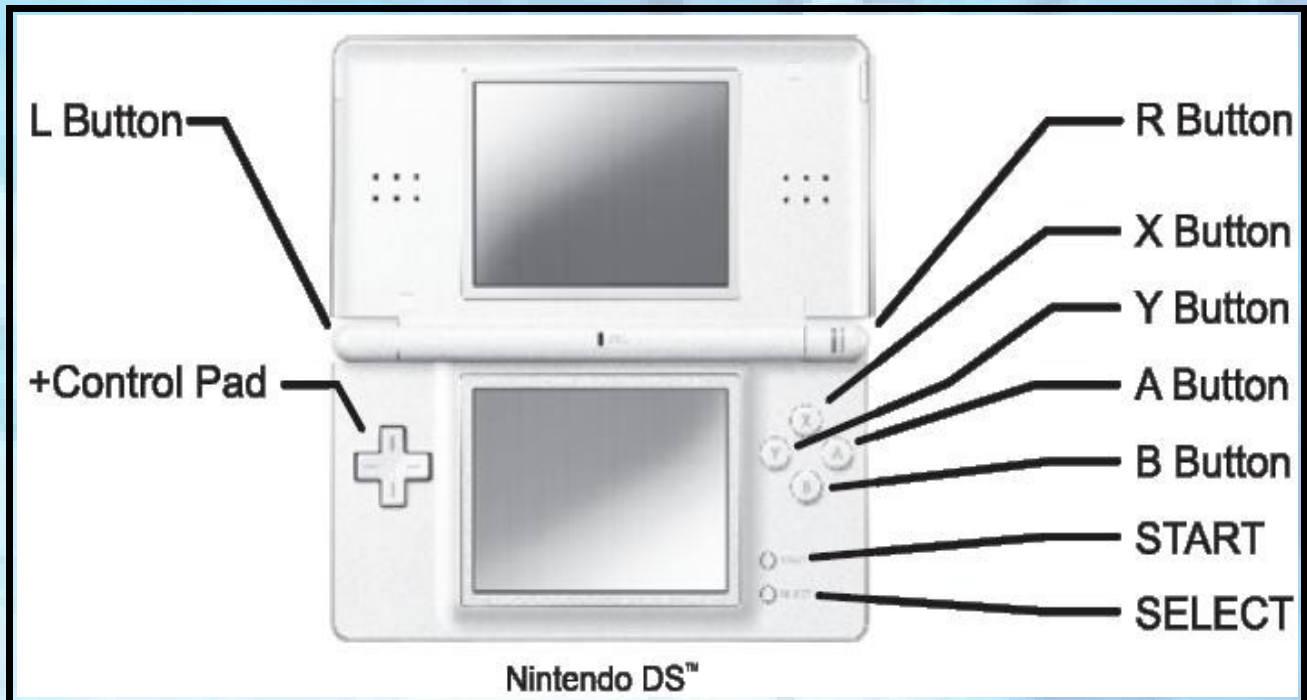
Nintendo DS

Table of Contents

How to Play.....	2
Game Modes.....	3
Characters.....	5
Unlocking Characters.....	9
Cards.....	11
Unlocking Cards.....	13
General Tips.....	16
FAQs.....	16



How to Play



Action	Controls
Movement	+Control Pad
Weak Attack	Y Button
Strong Attack	X Button
Jump	B Button
Jump Attack	Y or X Button (while jumping)
Crouch Attack	Y or X Button (while crouching)
Activate Card	A Button
Switch Cards	L and R Buttons
Charge Advent Gauge	Touch and hold your character with the Stylus or hold L + R Buttons
Switch Target	Touch the enemy character with the Stylus or press SELECT
Pause Menu	START

Game Modes

Ventara Mode: Control up to 13 different characters in 50 different missions each to try and defeat the alien overlord Xaviax.

- The 50 missions are divided into 10 levels total. Completing the 5th mission (EX Mission) in each level will unlock various Cards, Stages, and Riders.
- There are a number of different objectives spread throughout Ventara Mode:
 - Defeat the enemy
 - Fight against a single enemy.
 - Defeat all enemies
 - Fight against multiple targets and multiple waves of enemies.
 - Defeat the enemy within the time limit
 - Fight against a single enemy and the clock.
 - Defeat the enemies within the time limit
 - Defeat multiple enemies and enemy waves before time runs out.
 - Win with a Final Vent
 - Finish off your opponent with the Advent Card: Final Vent.
 - Win with a Contract Monster's attack
 - Defeat the enemy with your Advent Card: Contract Beast Summon.
 - Win without getting hit by attacks
 - A battle where the player has only 1 health point and must defeat one or several enemies.
 - Not allowed to use Advent Cards
 - Win this battle by defeating your opponent without the help of Advent Cards.
 - Destroy the assigned target
 - A battle where you face an infinite amount of enemies, two at a time, while you try and destroy a Pylon tower or a Van before time runs out.
 - Destroy all targets
 - Defeat all the targets on the screen, including mirrors that spawn more enemies.



Advent Master Mode: Control any of the unlocked Riders through a series of 8 battles. Your Rider will have only 1 health bar throughout all 8 battles.

- After each battle, the player will regain a predetermined amount of health before the next battle.
 - Each battle will have a different objective similar to the ones in Ventara Mode.
 - These include:
 - Destroy the enemy
 - Destroy all enemies
 - Destroy all targets
 - Destroy the assigned target
 - Each series of battles has a different opponent depending on the Rider selected.
 - This mode also includes a high score section to keep track of your best Riders.



Duel Mode: Control any unlocked Rider in a good old fashioned 1 vs. 1 duel against another character.

- Select from any character in the game when you have them unlocked.
- Select from a variety of unlockable areas to fight in.



Characters

Dragon Knight: A kid was searching for his lost father when he found a deck of Cards in his old house that transformed him into Kamen Rider: Dragon Knight. As Dragon Knight, fight alongside your Dragon Contract Monster using an arsenal of weapons including: Swords, Laser Guns, Fireball Launchers, and your deadly fists.



- **Tips:**

- If you get overrun, use your Contract Monster to clear out some of the enemies.
- When low on health, distance yourself from the enemy and use your ranged attacks such as Strike Vent (Fireball Launcher) or your Contract Monster.
- Once you get the Survive Mode Card, use it when you are low on health or fighting a tough enemy. You will do more damage and regain some health.
- A good combination of moves is Weak Punch, Weak Punch, then Strong High Punch. As the enemy is falling from the air, repeat.

Wing Knight: One of the original Kamen Riders, he fights to protect his home world of Ventara, as well as his newly found home of Earth from the evil Xaviax. As Wing Knight, fight with your Bat Contract Monster and your trusty Sword to defeat your enemies.



- **Tips:**

- Use your Contract Monster often. Wing Knight's monster flies around the arena allowing you to perform combos by hitting the enemy into it as it circles.
- Sword Vent is your friend! It is among Wing Knight's most powerful abilities. If you can hit an enemy with it, they will know it!
- Once you get the Survive Mode Card, use it when you are low on health or fighting a tough enemy. You will do more damage and regain some health.
 - When in Survive Mode, use Blust Vent with your combos to do a ton of extra damage to your opponent.

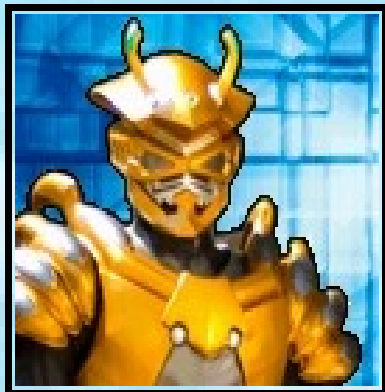
Siren: Another escapee from the planet Ventara, Siren now fights to defeat Xaviax and free her world from his rule.



- **Tips:**

- Like Wing Knight and Sting, it is a good idea to use her Contract Monster often. The Swan will fly around the arena and you can knock enemies into it to do even more damage.
- Keep Siren's Staff in mind. It can allow you to attack from a longer range than your Sword.

Incisor: The son of a millionaire, Incisor was denounced by his father and tricked by Xaviax into venting Riders for 1 million dollars each. As Incisor, fight with your Beetle Contract Monster who, when summoned, will fight alongside you with mighty Pincers.



• **Tips:**

- Incisor's pincers deal a great amount of damage to his opponents.
- Use your dash often. When Incisor dashes, he gains a small Guard Vent for the duration of the dash.
- Incisor's Contract Monster is really nice for taking out an enemy quickly because he fights alongside you and does extra damage to your opponent.

Torque: A con-man, Torque was persuaded by Xavaix to trick the other Riders into fighting against each other. In return, he would receive all the luxuries he desired. Torque fights with his Bull Contract Monster as well as a variety of ranged weapons including: a Laser Gun, Shoulder Laser, Cannon, and a Bull Horn.



• **Tips:**

- Torque is a ranged character, so keep your enemies at a distance.
- His weak attack combo is a good source of damage (several Weak Attacks).
- Torque's Final Vent is one of the most powerful in the game and can change the tide of battle.
- When fighting multiple enemies at once, summon your Strike Vent and use your crouching strong attack to get you out of tight situations.

Sting: Growing up, Sting dreamed of becoming a Marine but found out that he couldn't join due to asthma. After Xaviax told him the other Riders were alien attackers, he became Kamen Rider: Sting. Sting fights with his Stingray Contract Monster, as well as a giant Stinger that can stun his targets.



• **Tips:**

- Sting has a powerful kick that has a decent range. Use his kick combos often.
- The giant Stinger weapon is really nice for stunning opponents (High Strong Attack). It leaves enemies open to combo attacks.
- Like Wing Knight's Contract Monster, Sting's Contract Monster is very useful in doing extra damage to the enemy or enemies you're fighting.
- Sting can perform a double jump, which is nice for jumping over enemies.

Thrust: Thrust was a motocross racer who was kicked out for cheating. Xaviax told him he had evidence that proved his innocence, but he would have to fight for it and thus became Kamen Rider: Thrust. Thrust does massive amounts of damage with his fists and can call his Rhino Contract Monster to charge his enemies.



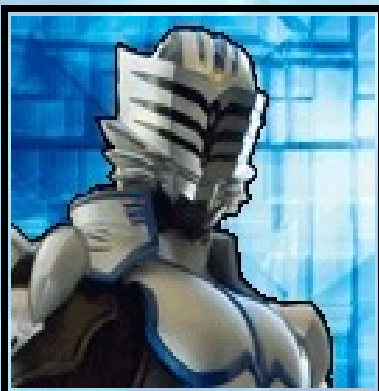
- **Tips:**
 - Thrust has the ability to gain a small shield when he dashes. In combination with his punches, this ability can defeat an enemy quickly.
 - Thrust's Contract Monster is helpful in taking out enemies fast. Like Incisor, his monster attacks enemies for a short amount of time. This is very helpful on missions where you must destroy a target.

Strike: Strike was a computer hacker that Xaviax convinced to help him in exchange for top secret information. Strike's Contract Monster is a Cobra. Along with his Cobra, Strike carries a Staff and a Sword that he uses to dish out damage quickly.



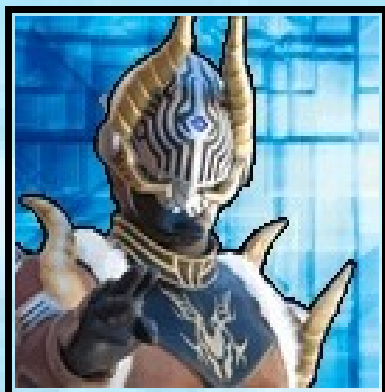
- **Tips:**
 - Strike's Contract Monster is useful in clearing out a lot of enemies at once. If you get surrounded by a bunch of enemies, use Strike's Cobra to knock them down.
 - Use Sword Vent often. Strike's Sword is quick and deadly, which allows you to take out enemies quickly.
 - Strike's Guard Crush does lots of damage and is key for enemies that like to block.

Axe: Axe was once a thief along with his brother Spear. They were approached by Xaviax and told that if he and his brother fought for him, they would be given a large sum of money. Axe fights with his Tiger Contract Monster, Axe, and Claws to do large amounts of damage to his enemies.



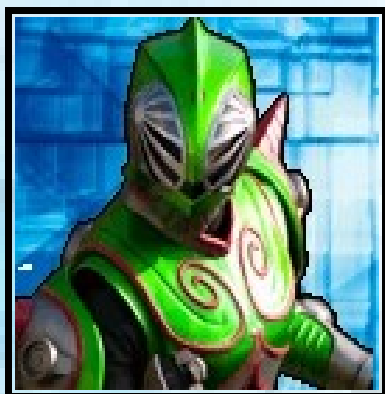
- **Tips:**
 - Axe's best ability is his Strike Vent. This vent equips his claws and allows him to do a lot of damage quickly.
 - Be careful when using his Axe. It can inflict a lot of damage, but is slow.
 - Axe's Contract Monster is similar to Thrust's and Incisor's. It should be used often in fights against multiple enemies.

Spear: Spear was once a thief along with his brother Axe. They were approached by Xaviax and told that if he and his brother fought for him, they would be given a large sum of money. Fighting with his Antelope Contract Monster, he uses a variety of kicks and Antelope Horn attacks to defeat his enemies.



- **Tips:**
 - Spear, like Sting, has some good range with his kicks. Make sure to take advantage of his kicks' range and power when the fight starts.
 - Spear can perform a double jump, which is helpful in getting away from enemies or jump kicks.
 - When using Spear's Final Vent, start with a two hit weak combo, then activate the Final Vent. It will connect every time.

Camo: Camo is a fighter who is known for playing dirty in order to win. Xaviax tricked him by inviting him to join a tournament of the best fighters in the world. He then joined the tournament and became Kamen Rider: Camo. Camo has a fast attack speed and fights with his Chameleon Contract Monster and Yo-Yo to take out enemies quickly.



- **Tips:**
 - Use your dash as often as possible to get close to your enemy and land some punches.
 - Camo also has a really nice Final Vent. It does a ton of damage and lasts for a long time.
 - Once you get Clear Vent, use it often. Get close to your enemy and wait for them to punch you. Then attack while their guard is down.

Wrath: Wrath's body was taken over by Xaviax. He is now used to vent Riders who stand in Xaviax's way. Fighting with his Phoenix Contract Monster, Staff, and Swords, he is one of the most powerful Kamen Riders.



- **Tips:**
 - Wrath is another character with a Contract Monster that flies around the arena. Be sure to use it when there are a lot of enemies on the screen or to deal some extra damage in on a combo.
 - Try to get the first attack in to give yourself an advantage with Wrath's Staff's range.

Onyx: Onyx is a dark version of Dragon Knight. He is helping Xaviax in return for bringing his father back to life. Onyx shares the same abilities as Dragon Knight except for Survive Mode. Onyx uses a Black Dragon Contract Monster as well as a variety of weapons including Swords, a Fireball Launcher, and melee attacks.



- **Tips:**

- Playing as Onyx is very similar to Dragon Knight. If you get overrun on in close range, use your Contract Monster to clear the enemies.
- If you find yourself low on health, back away and use your Strike Vent (Fireball Launcher) to attack enemies from afar.

Unlocking Characters

- Unlocking characters beyond the original two is done through Ventara Mode.
- At the end of each level there is a fifth EX Mission. Completing certain EX Missions will unlock the character that you fight in that EX Mission.
 - Some characters can only unlock one Rider or enemy in their campaign, while others can unlock multiple Riders and enemies.
- Dragon Knight unlocks Incisor.
 - Mission 3-5
- Wing Knight unlocks Torque.
 - Mission 4-5
- Incisor unlocks Red Minion, Sting, and Thrust.
 - Red Minion – Mission 1-5
 - Sting – Mission 3-5
 - Thrust – Mission 4-5
- Torque unlocks Strike.
 - Mission 7-5
- Sting unlocks Buzzstinger Hornet, Axe, and White Minion.
 - Buzzstinger Hornet – Mission 2-5
 - Axe – Mission 3-5
 - White Minion – Mission 9-5

- Thrust unlocks Camo and Buzzstinger Wasp.
 - Camo – Mission 4-5
 - Buzzstinger Wasp – Mission 8-5
- Strike unlocks Siren.
 - Mission – 7-5
- Axe unlocks Zebraskull Iron and Buzzstinger Bee.
 - Zebraskull Iron – Mission 2-5
 - Buzzstinger Bee – Mission 4-5
- Camo unlocks Buzzstinger Bloom and Spear.
 - Buzzstinger Bloom – Mission 4-5
 - Spear – Mission 6-5
- Spear unlocks Buzzstinger Frost and Megazelle.
 - Buzzstinger Frost – Mission 6-5
 - Megazelle – Mission 7-5
- Siren unlocks Zebraskull Bronze and Onyx.
 - Zebraskull Bronze – Mission 6-5
 - Onyx – Mission 8-5
- Onyx unlocks DiSpider and Wrath.
 - DiSpider – Mission 3-5
 - Wrath – Mission 8-5
- Wrath unlocks Blue Minion.
 - Mission 9-5
- Xaviax is unlocked when Ventara Mode has been completed with all characters.

Cards

Dragon Knight	Final Vent	Summon Contract Beast	Sword Vent	Strike Vent	Guard Vent	Survive	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent		
Survive Mode Dragon Knight	Final Vent	Summon Contract Beast	Sword Vent	Shoot Vent	Guard Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent			
Wing Knight	Final Vent	Summon Contract Beast	Sword Vent	Guard Vent	Trick Vent	Nasty Vent	Survive	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent	
Survive Mode Wing Knight	Final Vent	Summon Contract Beast	Sword Vent	Shoot Vent	Guard Vent	Nasty Vent	Trick Vent	Blust Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent
Incisor	Final Vent	Summon Contract Beast	Strike Vent	Guard Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent				
Torque	Final Vent	Summon Contract Beast	Shoot Vent 1	Strike Vent	Shoot Vent 2	Guard Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent		
Sting	Final Vent	Summon Contract Beast	Swing Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent					
Thrust	Final Vent	Summon Contract Beast	Strike Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent					
Strike	Final Vent	Summon Contract Beast	Sword Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent					
Axe	Final Vent	Summon Contract Beast	Strike Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent					
Spear	Final Vent	Summon Contract Beast	Spin Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent					
Camo	Final Vent	Summon Contract Beast	Hold Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent	Clear Vent				
Siren	Final Vent	Summon Contract Beast	Sword Vent	Guard Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent				
Wrath	Final Vent	Summon Contract Beast	Sword Vent	Guard Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent				
Onyx	Final Vent	Summon Contract Beast	Sword Vent	Strike Vent	Guard Vent	Confine Vent	Freeze Vent	Steal Vent	Copy Vent	Strange Vent			

- **Final Vent:**
 - A Card that activates each Rider's special move, which is different for every Rider. This ability is the only one to consume 2 Advent Bars.
- **Summon Contract Beast (also Wing Knight's Nasty/Blust Vent):**
 - Summons each Rider's Contract Beast, which attacks the targeted opponent.
 - There are 3 types:
 - Deals a single attack upon activating, then retreats.
 - Joins the battle for 10 seconds as support.
 - Flies around for 10 seconds, dealing damage to enemies it touches.
- **Sword Vent, Strike Vent, Hold Vent, and Swing Vent:**
 - Equips a special weapon that deals direct damage for 10 seconds. The special weapon is different for each Rider.
- **Shoot Vent:**
 - Equips a special ranged weapon for 10 seconds, different for each character.
 - Torque has two different Shoot Vents.
 - The first one is a big mounted shoulder cannon that can shoot a single shot or beam.
 - The second gives Torque a Cannon that equips, fires, and then unequips.

- **Trick Vent:**
 - A Card specific to Wing Knight that splits him into 3 shadows that attack the enemy.
- **Clear Vent:**
 - A Card specific to Camo that lasts for 10 seconds. The character becomes invisible and is unable to be attacked unless he attacks.
- **Guard Vent:**
 - Equips the Rider with a shield. Attacks will not affect the character for 10 seconds.
- **Survive Card:**
 - Available to Dragon Knight and Wing Knight only.
 - This Card transforms these Riders into their Survive Mode versions. This makes them much more powerful and gives them a small health boost.
- **Copy Vent:**
 - Copies the enemy's special weapon and equips it on the player's Rider.
- **Freeze Vent:**
 - A Card that drains the enemy's Advent Bar, stops the enemy from filling their Advent Bar for a short time, and breaks their guard if they were blocking when the card was activated.
- **Confine Vent:**
 - Cancels the effects of Advents Cards on the enemy and performs a guard break on the enemy.
 - However, this Card does not work on effects that are instant such as a Final Vent or some enemy's Contract Beasts.
- **Steal Vent:**
 - Steals the Rider's unique weapon that is currently equipped. If there is no weapon equipped, it performs a guard break.
- **Strange Vent:**
 - Randomly copies 1 Card from the enemy's deck and grants it's ability to the player. This does not work with Contract Beasts or Final Vent.

Unlocking Cards

- Like unlocking characters, Cards are unlocked in Ventara Mode.
 - Cards like Final Vent, unique Weapon Vents, and Contract Monsters are unlocked by default for every character.
 - Each character's Cards must be unlocked separately.
- At the end of each level is a fifth, EX Mission. Completing these can unlock Cards.
- **Dragon Knight Card Unlocks:**
 - Strike Vent – Mission 1-5
 - Guard Vent – Mission 2-5
 - Copy Vent – Mission 4-5
 - Confine Vent – Mission 5-5
 - Freeze Vent – Mission 6-5
 - Survive Card – Mission 7-5
 - Steal Vent – Mission 8-5
 - Strange Vent – Mission 10-5
- **Wing Knight Card Unlocks:**
 - Guard Vent – Mission 1-5
 - Copy Vent – Mission 2-5
 - Trick Vent – Mission 3-5
 - Freeze Vent – Mission 5-5
 - Nasty Vent – Mission 6-5
 - Survive Card – Mission 7-5
 - Steal Vent – Mission 8-5
 - Confine Vent – Mission 9-5
 - Strange Vent – Mission 10-5
- **Incisor Card Unlocks:**
 - Guard Vent – Mission 2-5
 - Confine Vent – Mission 5-5
 - Copy Vent – Mission 6-5
 - Steal Vent – Mission 8-5
 - Freeze Vent – Mission 9-5
 - Strange Vent – Mission 10-5
- **Torque Card Unlocks:**
 - Strike Vent – Mission 1-5
 - Guard Vent – Mission 2-5
 - Copy Vent – Mission 3-5
 - Shoot Vent – Mission 4-5
 - Confine Vent – Mission 5-5

- Freeze Vent – Mission 6-5
- Steal Vent – Mission 9-5
- Strange Vent – Mission 10-5

- **Sting Card Unlocks:**
 - Copy Vent – Mission 4-5
 - Freeze Vent – Mission 5-5
 - Confine Vent – Mission 6-5
 - Steal Vent – Mission 7-5
 - Strange Vent – Mission 10-5

- **Thrust Card Unlocks:**
 - Copy Vent – Mission 3-5
 - Confine Vent – Mission 5-5
 - Freeze Vent – Mission 6-5
 - Steal Vent – Mission 9-5
 - Strange Vent – Mission 10-5

- **Strike Card Unlocks:**
 - Confine Vent – Mission 1-5
 - Steal Vent – Mission 2-5
 - Freeze Vent – Mission 3-5
 - Copy Vent – Mission 4-5
 - Strange Vent – Mission 10-5

- **Axe Card Unlocks:**
 - Copy Vent – Mission 3-5
 - Confine Vent – Mission 5-5
 - Freeze Vent – Mission 6-5
 - Strange Vent – Mission 8-5
 - Steal Vent – Mission 10-5

- **Spear Card Unlocks:**
 - Freeze Vent – Mission 2-5
 - Copy Vent – Mission 4-5
 - Confine Vent – Mission 5-5
 - Strange Vent – Mission 9-5
 - Steal Vent – Mission 10-5

- **Camo Card Unlocks:**
 - Steal Vent – Mission 2-5
 - Copy Vent – Mission 3-5
 - Confine Vent – Mission 5-5

- Freeze Vent – Mission 7-5
- Strange Vent – Mission 8-5
- Clear Vent – Mission 10-5

- **Siren Card Unlocks:**
 - Guard Vent – Mission 2-5
 - Freeze Vent – Mission 3-5
 - Copy Vent – Mission 4-5
 - Confine Vent – Mission 5-5
 - Steal Vent – Mission 7-5
 - Strange Vent – Mission 10-5

- **Wrath Card Unlocks:**
 - Copy Vent – Mission 3-5
 - Freeze Vent – Mission 4-5
 - Confine Vent – Mission 5-5
 - Guard Vent – Mission 6-5
 - Steal Vent – Mission 7-5
 - Strange Vent – Mission 8-5

- **Onyx Card Unlocks:**
 - Guard Vent – Mission 2-5
 - Copy Vent – Mission 4-5
 - Confine Vent – Mission 5-5
 - Strike Vent – Mission 6-5
 - Freeze Vent – Mission 7-5
 - Steal Vent – Mission 9-5
 - Strange Vent – Mission 10-5

General Tips

- If you are having trouble attacking an enemy, try using a Guard Break. Press Back and then Forward on the +Control Pad along with punch, or use an Advent Card such as Confine Vent or Freeze Vent.
- Final Vents are unblockable attacks that can do a lot of damage and are good to use while an enemy is standing up to deal even more damage to them.
- Using Contract Monsters at the right time can be key to winning a battle. Use your Contract Monsters when you need to a lot of damage, but don't have the Advent power to use your Final Vent.
- Taking the time to fill-up the Advent Bar can be helpful in turning the tide of battle. Be careful you don't spend too much time charging up because the enemy can get back on offense quickly.
- Using jump attacks can be helpful for hitting your enemy from afar or in the air, but it can also leave you vulnerable to attacks if you miss or are blocked.
- Letting your opponent attack you while blocking is a good way to quickly fill up your Advent Bar.

FAQs

Q. What is a good tactic for defeating Xaviax?

A. Watch for when his Guard Vent deactivates and then quickly attack. Keep moving constantly and dodge his attacks.

Q. How do I get more points in Ventara Mode and Advent Master Mode Missions?

A. Deal more damage to the enemy once they have been defeated by juggling them in the air.

Q. How do I keep from being surrounded by multiple enemies?

A. Use your strong sweep attacks as it sweeps in a 360 degree radius and is extremely effective.