

CG-2D® (Computer Graphics 2-Dimensional) is the field system used in the SeruaoSoft® AfterPhase® engine.

The visual style uses assets that are composed using 3D pre-rendering, ambient animations, fixed camera perspectives and 2D sprites.
Environments use the engine term: "Field Map".

A field character sprite sheet (suffix: "CHR") dimensions are 512x256, total of 49 frames; actual pixel size $\leq 30 \times 45$. This standard sheet contains all of the general movements, emotions and expressions including: idle, walk, run, happy, sad, in pain, surprised/shocked, injured, laughs, gestures (arms/hands, raised, lowered, waving, etc.), unconscious, pondering, frustrated/dismayed, angry, look (side) and mounted (on Falconozos).

A battle character sprite sheet (suffix: "BTL") dimensions are 256x144, total of 15 frames; actual pixel size $\leq 30 \times 45$. This standard sheet contains the general actions used specifically for battle scenes which include: idle, action-ready, step forward (attack-prep), strike (also unarmed hit), injured, struck, readying skill/casting magick, run motion, unconscious, special attack, strike/ready and victory.



Linear interpolation is applied to field map texture surfaces during runtime. Nearest-neighbor interpolation is applied to 2D sprites that are as small as the standard sheets above.



The 5 sprites here of characters: Keith Ulric, Marx Frederick, Adrian "Artiserth" Streilhn, Clyde Frederick and Sedereins of "Sederoth" Alexander from the now migrated Final Kismet 7 post-development shift, are a variation of CG-2D sprites composed similarly to the standard CG-2D workflow, with the addition of refined, detailed hair. These sprites are named "CG-32D" (Computer Graphics 3-dimensional cast 2D sprites).

To achieve this, sprites are integer-scaled at least x2 their original resolution (retaining the pixel appearance while applying linear interpolation), cast onto a 3D plane within a fixed perspective and 3D hair composed of spline primitives are layered onto the canvas and pre-rendered to give the resulting asset seen above. This method is also used to create parallax effects for depth within the engine. Enemy/monster sprites are pre-rendered 3D models composed of stop motion animations using numerous poses. These are always exported as .PNG 16 bpc or 32 bpc.

The field map canvas format is .CGB (header string: "ACGB"). It features a depth layering engine, ambient lighting, tiling with 8192x8192 maximum dimensions, polygonal or grid-based collision and ambient animation structuring.

The texture format of AfterPhase is .atx (header string: ATXR/A7TXR). It has many formats including mipmapping and color-look up tables (CLUT). Its maximum format is RGBA32323232 (also ordered as R32G32B32A32 and so on; 32 bits per component/channel; i.e. 128-bit color). For optimization, RGBA16161616 (64-bit color; 16 bits per component/channel) are commonly used for field maps. 128-bit color texts are to be used scarcely, reserved primarily for the larger, more detailed maps, such as the Overworld.

The final, pre-rendered image still, along with its ambient animations (which can be baked onto the final pre-rendered image still, e.g. padded onto the end dimensions of the image) are to be exported in AfterPhase .atx texture format using the AfterPhase® Texture Viewer & Converter. All pre-rendered background layers and its final image are exported as .PNG RGBA 16 bpc (64-bit color) and/or .PNG RGBA 32 bpc (128-bit color).

Autodesk® Maya (in conjunction with ZBrush; ZBrush → Maya → AfterPhase) must be used for all 3D make and rendering (Arnold renderer) as it is integral in the AfterPhase production pipeline.

Field map styles are primarily realistic-fantasy with a variety of deep color tones, vividness and ambience.

In the original Final Kismet (abbreviated "FK1"), field maps are a range of medieval war bases, war tanks, imperial camps, high fantasy, surrealism, villages/hamlets, kingdoms, castle structures, catacombs, caves with stalagmites, gorges, plateaus, plains, and so on. In the midst of its war-torn nature, there would be destruction, traces of blood on the battlegrounds, non-destroyed and destroyed versions of the field maps, areas with traps, gargantuan spiked pillars, spike-pits, fire pits, falling swords, dart shooters, guillotines, swinging blades, medieval torture devices, etc. The field map detail info is provided in this document which outline the contents of each field map in FK1.

The field map's camera is always fixed in an orthogonal perspective in AfterPhase Ethereal.

Use the CHR sprite: "testchr_crodyn" for proper camera scaling for the final pre-rendered image still during post within your raster editor so that the environment is in a proper scale with the height of the player character.

Do not resize the character's sprite in any way shape or form. Doing so will result in improper scaling between the player character and the world it is placed in. Keep all source layers and ambient animations (if not baked onto the final pre-rendered image) as you will apply it and its collisions to the actual field map using the AfterPhase field map editor.

The engine allows the use of polygonal-shaped collisions, along with the standard collision. This allows traversal about the field maps to be free from the confinement of a grid.

*The player character's movement in AfterPhase is an 8-directional movement — 45° movement. 45°, 90°, 135°, 180°, 225°, 270°, 315°, 360°.

*The player character's movement in AfterPhase 7 is 360-directional movement.



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In AfterPhase Ethereal, the engine used for all 2D SeruaoSoft games, including Final Kismet 1-6, use a depth-tested layering engine and draw order for composited layers of the field. The screenshots above are alpha tested, pre-rendered backgrounds showing the end result during runtime in APE. In AfterPhase 7, the engine used for 3D SeruaoSoft games including Final Kismet 7, use a slightly different layering engine while also utilizing draw orders. Both engines contain its own depth buffer. AfterPhase Ethereal uses a 16-bit depth buffer. So, a final, pre-rendered image from Maya/Arnold here will be cut/divided into tiles; a grid of even squares, often 32x32 or 128x128. The tiles are then given a draw order which dynamically adjusts and allows the player character to move in front of and behind objects. AfterPhase 7 has a 32 and 64 bit depth buffer; it only uses its 32-bit depth buffer forthwith.

In AfterPhase Ethereal, the pre-rendered 3D environments' camera must retain its orthogonal perspective (as shown in the example images shown above) due to the use of 2D sprites. Its particle FX engine uses its 3D plane and Bezier/spline curves. AP7 allows the root camera to be flexible with all types of fixed and obscure perspectives due to the use of 3D models and 3D collision walk meshes within a 3D plane. Walk meshes are simple, low poly 3D floor meshes that allow the player character to traverse a field map in AP7 and allow the root camera to move with the player character, rather than remaining entirely static. These walk meshes alone do not determine how a character moves in front of/behind of an object, this is sorted by its draw order.

The size of maps can be any arbitrary high-res dimension given the current sub-map: e.g. a hallway/staircase, cavern passage, a castle's grand hall/hallway/corridor, courtyard, battlefield, etc. All environments must be 3D pre-rendered (along with all of its lighting and shading) at a high resolution. All of the field maps are 3D pre-rendered entirely, so there are no polygonal, textural or technical constraints for the 3D environments in any way shape or form. Overlaid painting (matte) and/or sketching is **not** allowed on images.

A.I. usage in any way shape or form is **not** allowed and work will be thoroughly and routinely checked.

The deep use of ambient animations as the non-SeruaoSoft references shown below are required to be used in all CG-2D field maps:

- <https://postimg.cc/gallery/BJX35qz/bcdac892>
- <https://i.postimg.cc/Kjkw0Gkc/f6aacd56245575-59a68c71107e0.gif>
- <https://i.postimg.cc/j2wmMxwn/cba28556245575-59a686d3182f3.gif>
- <https://i.postimg.cc/d1SgRk0b/082b8c56245575-59a686d318aac.gif>
- <https://i.postimg.cc/y6Gzc5g8/8a60d856245575-59a686d319337.gif>

Ambient animations are added by rendering short, looped animation sequences, such as subtle smoke effects, flickering lights, or swaying grass, which would then be played over the static background. Multiple layers are used to create parallax and depth as player character moves behind and in front of objects when traversing paths.

"Battle backgrounds" have a similar orthogonal camera perspective as the field map. These are used in battle scenes. An example of a battle background's camera perspective is externally linked below:

- <https://i.postimg.cc/QX9N0Zh5/50889.png>
- <https://i.postimg.cc/HxkWyqjG/btlbkg-example.png>

The final assets for each and every field map upon delivery are to be:

1. The final, 3D pre-rendered map and all of its accompanying ambient animations (baked or not) and zones.
2. All source master files to be kept in SeruaoSoft servers in the event of a future remaster and/or 3D remake.





FINAL KISMET®



FINAL KISMET II®

Final Kismet Field Map Locations

In order from beginning to end, these are the locations in Final Kismet®:

1. "Tochi Military Academy"

The Tochi Empire is largely constructed as a medieval castle of eastern European origins. The Tochi Coat of Arms national flag hang from barracks in its military and army base; surrounding the outer circumference of its territory.

Contains 2 sub-maps:

- Outside Military Academy
- Inside Military Academy

Contains 1 battle background:

- Outside Military Academy

2. "Hineitaen" (The name of the world in the original Final Kismet)

The world map's terrain is constructed following the locations accessible on it. It must fill the entire 8192x8192 canvas.

The overworld has two large continents:

- Continent #1 (Tochi Empire's continent)
- Continent #2 (Southeastern; massive marshland with cavern)

The peninsula of Tochi's continent will be dubbed the "Border of Bravery" (LV. grinding area). spot for rare foe random encounters.

No sub-maps — this is the Overworld.

The surrounding islands of these two (2) major continents are:

- Southwestern Island of Tochi's continent is the Iyenoke Village
- Southeastern Island of Tochi's continent is Kaskuien Town
- South of Tochi's continent #2 is an island and archipelago is Ezo territory; Ezo — the lost capital
- Northeast of Tochi's continent is a peninsula and the Hellmaster's Castle territory
- Northwest of Ehime's continent is an island and Zesisar territory; Zesisar — village Pagoda surrounded by forests.
- Many other minor islands and archipelago surrounding the 2 continents and across the world; used for random encounter spots.

The objects for the Tochi Empire, the town of Kaskuien, the village of Iyenoke, Ehime castle, the town of Recire, Zesisar and the Hellmaster's Castle, are approx. ~1/8 scale on the overworld.

The player character will approach it on the overworld and **"Enter with the action button"**.

Overworld contains 6 battle backgrounds:

- Green Grassland; the sky, however, it is foreboding — shrouded in smog.
- Forested Grassland
- Badlands Oasis
- Island
- Shoreline
- Marshland

3. "Tochi Imperial Camp"

Outside field of Tochi's imperial camps.

No sub-maps

Contains 1 battle background:

- Tochi Imperial Camp (Outside)

4. "Recire Outskirts & Imperial Camp"

Contains a Coat of Arms.

Contains 2 sub-maps:

- Outskirts Imperial Camp (Recire far distance)
- Outskirts (Recire near distance)

Contains 1 battle background:

- Recire Outskirts (Far Distance)

5. "Tochi Empire Battlegrounds"

A forested field battleground near Tochi.

Contains 4 sub-maps:

- Forested field 1
- Forested field 2
- Forested field 3 (Battlegrounds)
- Forested field (Exit)

No battle backgrounds

6. "Lente River – Recire territory (Terrain) and Mountain Pass"

A long river which flows through the mountains and has two discharges: one near the port village of Zesisar, the other near the port and docking of Ezo's coastline. It leads to a common travelled route to Zesisar village.

Contains 3 sub-maps:

- Lente Riverbank (Path from Recire)
- Lente Mountain Pass (Path from Recire to village port to Zesisar)
- Lente Mountain Pass (Path from Recire to Ezo's coastline)

Contains 2 battle backgrounds:

- Lente Riverbank
- Lente Mountain Pass

7. "Ezo Imperial Camp & Battlegrounds (Evening & Night)"

The ruins of a once-capital city as the result of nuclear warfare. Not too far from the ruined city is a large open field, the battle grounds and war tanks, where the war occurs.

Contains 4 sub-maps:

- Ezo port coastline (Evening)
- Ezo fields (Evening)
- Ezo fields imperial camps (Evening)
- Ezo Fortress and battleground (Night)

Contains 2 battle backgrounds:

- Ezo fields (Evening)
- Ezo Fortress and battleground (Night)

8. "Ezo Border Gate"

Ezo's massive border gate just before the ruined city as the result of nuclear warfare. The weather is snowy, cloudy skies.

Contains 2 sub-maps:

- Battlegrounds Homeless Camps (Snowy)
- Ezo Railroad (Snowy) path to Recire's border.

Contains 2 battle backgrounds:

- Battlegrounds Homeless Camps (Snowy)
- Ezo Railroad (Snowy) path to Recire's border.

9. "Zesisar"

The nation of Zesisar occupies the western-most continent on the planet. The majority of Zesisar's landmass is occupied by mountainous terrain, village Pagoda and forests; the rest of the landmass is skirted by cliffs.

The town of Zesisar is located to the north of the continent at a forest and river junction.

Contains 3 sub-maps:

- Village Entrance (gardens, village pagoda)
- Village Market
- Village Mountain Pass (Leads to a cavern)

Contains 2 battle backgrounds:

- Village Entrance (gardens, village pagoda)
- Village Mountain Pass

10. "Ezo Battlegrounds (Daytime/War torn zone)"

In the ruins of the once-capital city (war).

Contains 2 sub-maps:

- Ezo City Ruins (Battlegrounds)
- Ezo City Ruins (Battlements)

Contains 2 battle backgrounds:

- Ezo City Ruins (Battlegrounds)
- Ezo City Ruins (Battlements)

11. "Zesisar Village (Ruin)"

Zesisar, caught in the midst of Tochi's conflict.

Contains 2 sub-maps:

- Village Entrance (Ruin, destroyed)
- Village Market (Ruin, destroyed)

Contains 2 battle backgrounds:

- Village Entrance (Ruin, destroyed)
- Village Market (Ruin, destroyed)

12. "Ezo's Capital & Grand Battlefield"

The Capital of Ezo, with its large battlefield before it.

Contains 2 sub-maps:

- Ezo Grand battlefield
- Ezo Capital (Interior)

Contains 2 battle backgrounds:

- Ezo Grand battlefield
- Ezo Capital (Interior)

13. "Ehime-Heiankyo"

A kingdom retained with a large structure inspired by the Mission Inn in Riverside, CA. Beyond it rests a massive Hatfield House style structure serving as the palace.

Contains 5 sub-maps:

- Ehime/Outside Exteriors
- Ehime/Interior A
- Ehime/Interior Hallway
- Ehime/Battlements
- Ehime/Interior Grand Hall

Contains 1 battle backgrounds:

- Battlements

14. "Dunes"

A massive desert oasis of mountainous and maze-pathways situated between the Iyeno village; inspiration of Syrian Deserts.

**Contains 3 sub-maps:*

- Oasis
- Oasis (Kaskuian Rebel Camps & Fortresses around the area)
- Dunes

**Contains 2 battle backgrounds:*

- Oasis (Kaskuian Rebel Camps)
- Dunes

15. "Ehime City Outskirts & Field Battlegrounds"

Outskirts of the Ehime city south of Recire.

Contains 2 sub-maps:

- Outskirts (Ehime in the distance)
- Outskirts (Battlegrounds)

Contains 2 battle backgrounds:

- Outskirts (Ehime in the distance)
- Outskirts (Battlegrounds)

16. "Ehime Fortress"

Fortress east of Ehime.

Contains 2 sub-maps:

- Fortress Interior
- Fortress Castle

Contains 2 battle backgrounds:

- Fortress Interior
- Fortress Castle

17. "Tochi Empire Outskirts"

The outskirts of the Tochi Empire, as a now rebelled Crodyn returns to settle matters.

Contains 4 sub-maps:

- Outskirts (field)
- Outskirts (forest entrance)
- Outskirts (forested)
- Outskirts (Tochi abandoned camps)

Contains 3 battle backgrounds:

- Outskirts (field)
- Outskirts (forested)
- Outskirts (Tochi abandoned camps)

18. "Mystic Forest"

A large and magnificent forest of Iyenoikeian origin. At its end is an exquisite riverbank.

Contains 5 sub-maps:

- Mystic Forest/Entrance
- Mystic Forest/Pathway
- Mystic Forest/Riverbank
- Mystic Forest/Pathway 2
- Mystic Forest/Factory Entrance; bound to the forest's roots.

Contains 3 battle backgrounds:

- Forest Entrance
- Forest Pathway
- Forest Riverbank

19. "Xyran Factory"

The interior of a massive factory, housing the production of chemical compounding with duct piping, valves, etc. Just before it is the ruins of Xyran, scarce traces of Iyenoike.

Contains 5 sub-maps:

- -Xyran Ruins (Desolate Village)
- -Xyran/Entrance
- -Xyran/Interior
- -Xyran/Pathway
- -Xyran/Factory

Contains 3 battle backgrounds:

- -Xyran Ruins (Desolate Village)
- -Xyran Factory Entrance
- -Xyran Factory Interior

20. "Tochi Empire Battlements"

Contains 2 sub-maps:

- Tochi Battlements
- Tochi Battlements Pathway to Tochi battlegrounds (alternate)

Contains 1 battle background:

- Tochi Battlements

21. "Tochi Empire Battlegrounds (Alternate)"

Contains 1 sub-map:

- Alternate battlegrounds of Tochi

Contains 1 battle background:

- Alternate battlegrounds of Tochi

22. "Kaskuien"

A secluded and ruined village caused by the war on the southeastern island north of the central continent of Tochi. Kaskuien city, slums and surrounding area derive from once Irish architecture. Alan Hector von Muir's domain rests here at the edge of the town. A massive castle of Scottish origins. The interior would be a blend of his ascension as a ruler, and twisted. Derelict halls, with a steady foundation.

Contains 14 sub-maps:

- Kaskuien/Entrance
- Kaskuien Village/Residence 1
- Kaskuien Village/Residence 2
- Kaskuien Village/Residence 3
- Kaskuien Village/Square
- Kaskuien Village/Alan's Domain
- Alan's Domain/Entrance
- Alan's Domain/Hallway West
- Alan's Domain/Hallway East
- Alan's Domain/West Tower
- Alan's Domain/East Tower
- Alan's Domain/Quarters
- Alan's Domain/Basement
- Alan's Domain/Dungeon

Contains 3 battle background:

- Alan's Domain/Entrance
- Alan's Domain/Basement
- Alan's Domain/Dungeon

23. "Iyenoque"

Iyenoque is an ancient civilization with magnificent forest plants, gardens, and grasslands amongst the village and the grand palace. In the main open area lies a path to the opened fields.

The field stretches around the area and carvings of Avatar beasts scatter across it so. The director will attach the Avatars of FK1 here for those carvings. Adjacent to the large field is a long corridor, a hall which includes more carvings of beasts and Avatars. The beasts are of 10 selected monsters from FK1.

The grand palace's interior is Celtic in design and littered with Iyenoqueian language glyphs (glyph sheet will be provided). It has many corridors, rooms, guest rooms, bedchambers, grand halls, and a high court; a blend of silver and crimson color tones. Below in the palace lies the dungeon, where those convicted are held.

Iyenoque has its sigil on its coat of arms, seen throughout the palace.

Contains 14 sub-maps:

- Iyenoque/Entrance
- Iyenoque/Pathway
- Iyenoque/Opened Field
- Magi Manor // contains a piano for event
- Magi Hallway // The door leading to the Magi Bedchamber is held fast
- Magi Bedchamber
- Iyenoque/Grand Palace
- Iyenoque/Grand Palace Hallway
- Iyenoque/Grand Palace Hallway 2
- Iyenoque/Grand Palace Guest Room
- Iyenoque/Grand Palace Archives
- Iyenoque/Grand Palace Monarch's Chamber
- Iyenoque/Grand Palace High Court
- Iyenoque/Grand Palace Archives II

Contains 1 battle background:

- Iyenoque Village Entrance

24. "Iyenoque Under Siege (Downpour/War)"

Contains 3 sub-maps:

- Iyenoque Village Entrance (downpour, destruction military attack)
- Iyenoque Village Cliff (downpour only)
- Iyenoque Village Field (downpour, destruction military attack)

Contains 2 battle backgrounds:

- Iyenoque Village Entrance (downpour, destruction ensued)
- Iyenoque Village Opened Field (downpour only, no destruction yet)

25. "Hidden Forest Palace"

A grand, majestic, elegant yet very mysterious, deciduous forest of Iyenoikeian origins with an equivalent desolate palace ruins hidden within. Beyond the palace ruins is a massive, deciduous oasis that contain the scattered remains of the ruined hidden palace of Iyenoike.

Amongst the palace's ruins, are carvings of three sacred beasts of the land: Afrit, Gigatitan, Quetzalcoatlus, as well as Elysium Emphyrean's statue at the grand hall of the palace's ruins.

These field maps use the "AP-SSM" mode (AfterPhase Side-Scroll Mode) which differentiates from the standard field maps, changing camera perspective entirely to that of a side-scroller, as the example externally linked below:

<https://postimg.cc/gallery/vM927Kb/1309f352>

<https://postimg.cc/9ztkCz62>

<https://postimg.cc/fkjPDk6r>

Its battle backgrounds' camera perspective is unaffected as random encounters are still present.

Contains 6 sub-maps:

- Forested Ruins Area 1
- Forested Ruins Area 2
- Forested Ruins Area 3
- Palace Ruins Area 1
- Palace Ruins Area 2
- Deciduous Oasis

Contains 3 battle backgrounds:

- Forest Area
- Palace Area
- Oasis

AP-SSM field map mode ends here.

26. "Oasispolis"

Unlike the mostly wide-open desert, sandstorms are common in the dunes, uncommon in the desert, unless after thunderstorm weather. It is murky with smog. Many ruined battlements and destroyed enemy stronghold scatter each area.

Contains 3 sub-maps:

- Dunes
- Oasis
- Badlands (path barred by a massive chasm — dead end)

Contains 1 battle background:

- Desert Dunes (ruined strongholds)

27. "Marshland & Marsh Cavern (Hinvitae)"

A very old and decaying marsh with large roots around the circumference of where it rests on its continent. It has a long, extended cavern.

Contains 8 sub-maps:

- 4 for the marshland
- 4 for the cavern

The final cavern contains a chasm with mosaic windows (one with and without shattered windows), and a massive statues of Final Kismet's Odin Avatar.

Contains 2 battle backgrounds:

- Marshland
- Cavern

28. "Draconic Tower (Shinryu's Domain)"

Surreal elements are within this location. A massive tower of the formidable master of dragons, Shinryu.

Composed of 18 floors, the tower is situated within a void; stagnant within time compression.

Advancing beyond the 7 floor, it begins to morph into distortion.

Shinryu, at its peak, appears to be abstractly on-top the clouds overlooking the planet, surrounded by dark clouds, lightning and a blackened sky with ominous, dark-gray thunderclouds.

Contains 18 sub-maps:

- Tower Floor 1-17 (Most of the floors are duplicates of each other)
- Shinryu's Domain (Abstract/Surreal)

Contains 3 battle backgrounds:

- Tower Floor 1-7
- Tower Floor 7-17 (distorted)
- Shinryu's Domain (Abstract/Surreal)

29. "Outside Tochi Empire — Grand Battlefield (Nightfall)"

Contains 5 sub-maps:

- Tochi Empire Grand Battlefield/Section A (Tochi's Nautilus Airship docked on the ground)
- Tochi Empire Grand Battlefield/Section B
- Tochi Empire Grand Battlefield/Section C
- Tochi Empire Grand Battlefield/Section D
- Tochi Empire Grand Battlefield/Section E (Outside Tochi's Massive Entrance Doors)

Contains 3 battle background:

- Tochi Empire Grand Battlefield A
- Tochi Empire Grand Battlefield B
- Tochi Empire Grand Battlefield B (Shrouded in Dark Mist)

30. "Tochi Empire (Within the Grand Castle)"

The heart of the Tochi Empire. The Grand Hall of Tochi leads into the throne room, filled with massive eccentric pillars, mosaic windows, chandeliers and bedazzling ornaments, symbolizing power, wealth and control. The rest of the Tochi Empire is largely constructed as a blend of medieval and castle of eastern European origins, with a deepened, vivid and variety color palette. Many of its corridors, hallways and chambers are rigged with moving traps, skewers and other medieval torture devices.

A variation of the Grand Hall is scattered with ice gemstones, Verglas and diamond dust littering its pillars. This alludes to Buretsu's stone-cold demeanor and his ruthless dictatorship.

Contains 10 sub-maps:

- Tochi Empire/Entrance
- Tochi Empire/Hallway 1
- Tochi Empire/Hallway 2
- Tochi Empire/Corridor
- Tochi Empire/Bedchamber — On the bed lies a single teddy bear of Valentin's.
- Tochi Empire/Hallway 3
- Tochi Empire/Entrance (Re-use/Night) Set Pos roofs/terrace
- Tochi Empire/Academy (Re-use/Night) Set Pos roofs/terrace
- Tochi Empire/Grand Hall
- Tochi Empire/Throne

Contains 6 battle backgrounds:

- Tochi Empire/Entrance
- Tochi Empire/Hallway
- Tochi Empire/Corridor
- Tochi Empire/Grand Hall
- Tochi Empire/Throne
- Tochi Empire/Throne (Verglas)

31. "Hellmaster's Castle"

The final location of the original Final Kismet, located on the Northeastern continent of the world. A remaining structure of an old castle from Iyenoikeian ancient civilization and dwelling of the Hellmaster, Odin. Here, a grueling battle once ensued; Odin's loss in battle to the great Norishige, time-traveling mascot of the Final Kismet series, making his debut appearance here, and returns in Final Kismet 5. Norishige would have his opponent's fate sealed within a statue in a cavern at the planet's central marshland.

Contains 9 sub-maps:

- Castle Entrance
- Structure (Outside/Left Side/With ladder)
- Structure (Outside/Right Side/With ladder)
- Structure (Outside/North Side)
- Castle Interior
- Castle (Outside) Long Bridge (Leads into the Castle Tower containing the Hellmaster's throne)
- Castle Tower
- Castle Interior
- Castle Interior (Throne Room)

Contains 5 battle backgrounds:

- Castle Entrance
- Castle Interior
- Structure Castle Massive (Long) Bridge
- Castle Interior (Throne Room with mosaic windows)
- Castle Interior (Throne Room with shattered mosaic windows)



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