



I'm not robot



Continue

Roller splat level 103 bonus

Well, I had very high expectations in this game, I found this ad. The ad showed one bonus level (which I find the most fun, just quietly.). I thought it was one of the highest levels. So, I downloaded and started playing. I played the first few levels, thinking it was easy because it was the first few levels. Anyway, I'm at level 259, and it feels like I'm level one. I also believe the game lies. I'll make it up to level 150 (which took me like, 3 days tops) and it says: Congratulations! You've reached level 150! 50% of players can't get as far as it's easy when moving their hands. I also think it's as disappointing as it is the bonus level and it just takes you to the end! It's like saying, Here! A game that looks like a hard ad, but in fact it's just wiping your fingers and following something! Better yet, you're being bombarded with commercials! So it's just straight up to frustration. I thought it was going to be a good game, but NOPE! Not trying to be mean, but it was a good idea for the game, but completely wasted. So sorry TL;DR. So say goodbye to the haters and the evaluators. I collected 160 Red Coins and 40 Flowers FOR THIS?! To the true Ridge Racer, who have gone through all 39 trips, we introduce them to tours with maximum difficulty. The first MAX tour, Opus 1, is the ultimate 4-car battle of Class 1 machines. Only one in 200 should solve this challenge. No prizes. Race for your glory! (Opus 1) - Description of the first MAX tour, Ridge Racers (North American version) Extra especially difficult Secret levels that some games have. They are available largely so that the player can brag to their friends about how awesome they are to winning them. Sub-Trope of Secret Level, distinguish your mother's trophy extreme extreme difficulty is the only point at these levels. The trope examples are, of course, almost always that one level (or technically, one sidequest). It seems that the idea is that if you're good enough to get there, you're good enough that whatever the game decides to torment you. You can set Planet Heck, but not always. There may not be a sign at the beginning saying: Welcome to hell!, but may as well. Compare Bonus Dungeon, mostly the equivalent of a trophy (Bonus Dungeon doesn't have to be diabolically heavy, although examples of that trophy still tend to be harder than the rest of the game). For the boss version of this, check out Bonus Boss, or alternatively True Final Boss-although the former may very well live at the Brutal Bonus Level, while the latter is usually very definitely the final Dungeon. Beware of unmarked spoilers. Examples: Open/close all folders of the Action-Adventure Hell Temple in La-Mulana takes this trophy about as much as possible. This place is one that no one should come to. They're not kidding. The process of opening an area is long and makes no sense. Hell Temple is full of extraordinarily nasty puzzles, dozens of traps, Hell traps that force you back to multiple rooms, miniboss hordes, and you have to complete the whole level twice to reach the end. The fee you get for completing the level? It's not worth the ordeal at all, and you don't get a permanent reward for showing your victory (original, at least). Cave Story: Sacred Grounds/Blood Stained Sanctuary is so hard that it's Welcome to Hell! Sign. Of course, completing this level (including True Final Boss) is the only way to get a good ending. There is absolutely no point inside, not at all before Heavy Press or Ballos, the aforementioned True Final Bosses. If you saved at the last opportunity and want to get some Life Capsules, you can't, as you've just passed the point of the No Return game: using it save point. Even more, Save The Point before it (which, humorously, is the same as Save Point, just minus some Event Flags) is right before the regular succession of final bosses, which means

you have to fight them again. Final/Last Cave (Hidden) is also one of them, and is needed to get the aforementioned Grounds Sacred, including the boss of the fight rather than the regular version: Red Demon/Ogre that Arthur drove away. The Legend of Zelda: The Legend of Zelda: Ocarina of Time at the Gerudo Training Grounds. Totally optional, it's a small circle of fights and puzzles that are harder than the norm in the game. The ice arrows at the end are mostly bragging rights, which is something lampshaded by Gossip Stone. Legend of Zelda: Oracle Games have an additional level of your related games. Hero's Cave. Yes, it's the same place that is Noob Cave's untied game. The Legend of Zelda: Wind Waker downplays the trope with Savage Labyrinth, as the first 30 floors are needed to clear the game, so only the other 20 are bonus material. Space after space with increasingly powerful enemies that will drop nothing, never, and no grass, pots, etc. re-download your ammo, magic, or health, will give you death a thousand cuts. The good news is that Wrestling Hook can steal some accessories from enemies, but only one at a time. When you get a piece of Heart (or Hero's Charm w/ U version) at the end, you've proven that you proved that you don't really need it. The Legend of Zelda: Twilight Princess: Cave of Ideals is the same concept as the Savage Labyrinth from Wind Waker. Each room has a different set of monsters, and deeper rooms require later objects. While the rooms generally don't get too rough, the final room includes three Darknuts (four in the second playthrough). They tend to bulk together, parry attacks are hard to handle without getting hurt, and bombs are limited and are not readily available. You also never get any Random Drops and you can't steal Random Drop items like Wind Waker. Again, it's not without mercy; they drop rupees (your Magic Armor needs them to protect you) and hearts can be found on the floor of the Wolf Link. The reward for it all is to make fairies (restore your health) and The Great Fairy's Tears (restore your health and increase the attack power temporarily) much more available, but like the Wind Waker version, if you're tough enough to conquer this hell, you won't need any of that at a normal level, even a very definitive final dungeon. HD remake adds Cave of Shadows, which can only be accessed using Wolf Link amiibo. It works in the same way as a cave of trials, but you have to be in a dungeon in the form of your own wolf. Legend of Zelda: The Relationship between the Worlds in the Treacherous Tower. Lorule is the equivalent of the Tower of Hera. It has up to 50 floors of enemies you have to defeat in large groups, acting like Savage Labyrinth and Cave of Ordeals from other Zelda games (although this one can be made easy by releasing great spin first). The Legend of Zelda: Breath of the Wild: Trial of the Sword comes with a Master Trials DLC pack, similar to Cave of Ordeals from TP and Savage Labyrinth ww. It has 45 rooms that pit you against a variety of enemies and obstacles in different environments, divided into three independent sections you have to complete in one sitting each, without being able to save between the rooms. You can also start any part without armor, weapons, or items, and only the last two can complement what you will find in the room. The Masters Ballad from the second DLC pack begins with a smaller step from this trophy. Once you have conquered all four Adorable Beasts, you should be called back to the Shrine of Awakening, where you can pick up an unusually shaped weapon called The One Hit Obliterator. If you decide to wield it, you can reduce The One-Hit Point Wonder (attempts to eat food or otherwise hell wasted), and charged to defeat all enemies in given locations throughout the Great Plateau. In fairness, all enemies can also be hit with one punch using a weapon. Beat them all to open additional shrines and open the way to complete the rest of that DLC pack of challenges. Most Rewards Card levels for Hyrule Warriors are not too difficult, but one that really qualifies is boss rush level. On their own, facing off with all the bosses teaming up against you wouldn't be so bad, but all they require are two Weak Point Smashes to take down, which, given the RNG-powered AI that all bosses have, can really take some time. But the kicker is that after you download only one boss, all bosses get a morale boost that allows them to kill you with only two or three hits. In short, bosses take too long to kill that they will inevitably gang up on you, and they are amplified enough to kill you on a few hits. You also rank this mission to get one of the costumes of Legends and Final Edition. When the plot is finished and the characters are all finished, the final bonus chapter is The Chronicle is Zelmite mine, the longest dungeon in the game. It's so long, he even has two bosses. Enemies are the strongest, fastest and most resilient—two good hits of a Boulder-type enemy can kill one of your characters before you can even retaliate, and they will spend their weapons faster than usual. Battle Arena (tough enemies) Castlevania: Circle of the Moon, Nest of Evil (tough enemies) Castlevania: portrait of ruins and training hall (platforming) and a large cave (tough enemies) Castlevania: Order of Ecclesia. Castlevania: Rondo of Blood is an alternative stage 5 or 5', which is a hellish level for pits and enemies. This makes other levels look easy. And boot you have to beat the bosses here to open the full boss rush. Guacamelee, can you hear me? There are several of them. Two of them (Tree Tops, Cueva de la Locura) challenge their platforming skills and one of them is the combat arena (Caverna del Pollo), where you have to fight through waves of increasingly difficult enemies. Defeating them is necessary to get a good end to the game. Follow Egli 2 continues the tradition of chicken Illuminati crucible, which includes a number of complex platforming challenges that require you to put all your chicken abilities to the test, and downloadable proving bases, consisting of making a number of challenges in a strict time. As before, clearing first is necessary to get a good finish, while the latter is optional, but to get all the gold medals it will reward you with extra playable characters as well as a playable version of Salvador. Several of them are Environmental Station Alpha, and all of them require a Dash Booster X and a good amount of guessing. First, there's a particularly brutal dash gauntlet featuring instant death spikes and a battle with the local alien god Mwyah that you'll likely need to perform at least twice to get to the true end. Not far from the first bonus area is Research Outpost, featuring enemies that retaliate when you use your reward shot or dash, as well as a boss that probably qualifies as one of the Boss. Another bonus area can be found in a teleporter outside the Temple Zone, a massive white maze that gives clues as to how to reach a real end and eventually take you there. In Legacy of Wizard, it's not necessary to venture into the spike pit Pochi area, but Heaven will help you if you're going there with a human character. Action game plants vs. Zombies: A Bobbled Bonanza minigame where you face almost nothing but Zombonis and Zombie Bobbled Teams, 4 ice tracks set so that bobbled can start swarming right away. Zombonis crush all your plants instantly and you can use up spikeweeds (their one weakness) as quickly as you put them down. Bobsleds themselves are a pack of 4 zombies that move quickly to the ice (helpfully designed for Zombonis), quickly overwhelm your head shooters, to spawn when there are so many inches of ice set, and it is difficult to lower without expensive bomb plants. Ice can only be cleaned with Jalapenos, which has a cripplingly slow charging speed. The imitator is almost a requirement for this level, or you just don't have enough bombs to clear the level. Plants vs. Zombies 2: It's time to have Pinata parties. They are completely optional for daily challenges, but you can reward the player with some sweet loot when ready. However, almost all of them test you with your limitations of knowledge about plants, zombies and layouts, trying to re-pay 2,000 coins and beating them for 5 days in a row gives a bonus costume fee. In Spider-Man 2, after finishing the main game, you can buy fight arena, which allows you to fight hordes of enemies, and finally bosses. One of the bosses is Calypso, who does not appear anywhere else in the game. The last round of Boss Arena fights all four bosses at once (That's Doc Ock, Shocker, Rhino and Calypso). Have Fun. In Bionic Commando Rearmed, the usual Challenge Rooms are Nintendo Hard enough, but Secret challenges can be sheer insanity. Fortunately, the latter are not necessary for their achievements. By completing the main part astral chain opens File 12, consisting of a series of 71 cases. Each of them meets certain restrictions under certain restrictions, such as loading predefined goods. All of these cases are very complex, in part because casual difficulties are prohibited for them. Travis strikes again: No More Heroes on the DLC stage, which is unlocked after clearing the game: The Killer Marathon, which was first introduced very early in the alpha game during the base game campaign. The final version of The Killer Marathon is a series of grueling timed battles in the deadly Game Show, with pinball zone motif leading to the fight against Bonus Boss Silver Face. Action RPG Cow level in Diablo II, mainly due to their sheer number. On the other hand, by the time you reach this either class, you're more than likely to have some devastating skill at your disposal that will bring them down in dozens of moments. Like the Shout-Out cow level, Torchlight is strange land, a.k.a. the horse level available for re-transferring a number of items found only by fishing. Although the area is populated by only a few horses, they are all much stronger than even the Final Boss, each horse with millions of HP, high armor and strength one-hit kill most characters hundreds of times over. However, killing one of the Champion horses max out your fame and each horse gives a lot of experience. Torchlight II is Tarroch's Tomb, a ten-wave arena fight available only for The New Game+. Although the level cap is 100, the enemies of Tarroch's Tomb will start at 100 and max out at 200, with many enemies able to deal with the four-digit damage. The level is generally only tried by maxed-out characters in high-level gear. Glass vault, Destiny. You need a team of six. (If the game usually asks for 3 missions and strikes), have combat and complete goals, and fight two hard bosses to stop. Both are in Flunky Boss territory. Besides, you have to have an atleast level 26 to even resist all enemies. Compared to other missions and strikes, completing the raid is not necessary, but can give you much needed materials, Exotics and Raid Legendaries, which are necessary to reach above level 28. Strife has a training center. Nominally optional, but you have to go through if you want full endurance and accuracy – and veteran Edition, if you want Top of the Class and Fully Leveraged Achievements. Beat 'em Up From Devil May Cry 2 Years, Devil May Cry series is featured in Bloody Palace, Brutal Bonus Level Up Eleven. There are always at least 99 levels where the player must fight a ton of enemies repeatedly. You can't use health restores or anything else, you just have to pray that you avoid basically every attack, or that enemies drop a lot of health (which occurs rarely). It becomes doubly difficult because you also have to fight the bosses from stage to stage. Relieved that you have to choose to promote 1 or 10 levels at a time, so if you are in a poor shape you can advance to only one level and hope to restore some health before fighting harder levels. Devil May Cry 4 makes it even harder; There are now 100 floors and you can only go up to one floor at a time with enemies nearby finally becoming ridiculous and a lot. And on the floor of the 100 you have to fight Dante who makes you work beating him..... and then probably still beat you anyway, how he can fight something you throw at him. And now there is a strict time limit for the entire Bloody Palace. In Bayonetta filling all the Altheims opens the Lost Chapter: Angel Slayer, similar to Bloody Palace: gauntlet level, 50 something encounters that you have to deal with all in one go. Beating is one of only two ways to unlock The Secret Character Little King Zero, the other way around is a very out-of-the-way cheat by paying an exuberant amount of halos. Bayonet 2 is a lost chapter: The Witch Trials which are Angel Slayer only divided into five separate levels, so now you don't have to do them all in one go. The first couple is not so bad, but serial escalation has a full effect here in Chapter V. The first four chapters open the Verse Cards tag climax (required to achieve the Climax of Bracer), but the last chapter is not a prize asse a big halo bonus, it's purely there bragging Rights Reward or closer to buying a Platinum ticket for the Rodin fight. If you beat all kahko-regah portraits with all the difficulties of wonderful 101, then unlock Operation 101, which is another Bloody Palace-type survival bonus level. It usually takes about an hour to complete. Dynasty Warriors: Gundam 3 is a DLC mission back to the Legendary Dynasty Gundam. It is only the playable heaviest weight, there are two Ace Pilots in the field using Musha Gundam and Musha Gundam Mk-II, both capable of killing the strongest playable gundam with two light attacks and which fights the player's fortresses that must be taken (and while fighting fortress, the player attacks endless rain rockets). Only both forts are taken, the player will eventually face a giant mobile suit along the way (which is also possible with KO in his suit for one or two well-placed attacks). And when the enemy gauge is finally exhausted, all enemies leave the field and the player must head to the main hall, while Knight Gundam waits. But as soon as you get close to him, so Musha Gundams joins the boss! And for each strike any of them are strong enough to take half of their health gauge. And as for a nice touch of this mission, the game is programmed to have only one type of item appear throughout the stage: a temporary 30% defense increase. That's right: absolutely no health-re-recovery items spawn during the mission. Map battle game hearthstone: Heroes of Warcraft are the heroic difficulties of any Adventure wing you have already completed with normal difficulty. In heroic gravity, almost all bosses have increased HP, buffed up hero powers that are either both cheaper or WAY more powerful than they were before (if they weren't unfairly difficult normal to start), stronger minions, or start the game with minions already on board. This ad-difficulty regime is also entirely voluntary; You can get new cards just by beating normal weights and separate class challenges, but you can't do anything about beating heroic difficulties, except for a new card bank when you finish each level. Yu-Gi-Oh! Reshef of Destruction is a Hall of Termini, available after loading deleted game data. It comes equipped with incredibly powerful opponents who even put an unfairly strong Final Boss to shame, although you can repeatedly challenge them and earn much better rewards with each win. That's when you win. Casual games due, there are some extra levels on the Challenge page. (The most notable of these is Transcendence, where the blocks turn invisible at the moment they come on screen, so you have to be very savvy to be able to predict your motion, and all but the most experienced players fighting to complete the final wave of it. Some previous bonus missions in the Mafia Wars were very difficult (at least not without spending on premium currency), which often led to complaints from players. Zynga has since toned them down a bit. Eastern RPG 7. First, it costs 50 Dz to enter, which means that if you have been diligent in building and updating the Nodens facilities, you must kill every last dragon in the game. Secondly, you know how throughout the game, dragons appear in preexisting encounters (unlike Random Encounters for enemies)? In this dungeon, every random encounter with the enemy is a dragon, and a very powerful one that, unlike Easy Levels, Hard Bosses is the main part of the game. Another dragon battle theme (one used in chapters 6 and 7) plays each of their random encounters too, just a hammer point. Epic Battle Fantasy series: Steam version of Epic Battle Fantasy 4 is Battle Mountain, stronger versions of the main bosses, new bosses more powerful than those in the main game, and the usual enemy battles at least 6 waves of enemies, each wave getting harder and harder. Epic Battle Fantasy 5, at the Temple of Trials, can be accessed after beating superbosses in four other optional areas. This is five battles with monster versions of player characters, four of which generate a unique nasty debuff that cannot be removed. Fifth buffs party, but make up for it with high stats. Beating them gives access to the room for the enemy to rush, miniboss rush, Boss Rush, rush superbosses that had to be defeated to gain access to the temple, and randomly generated Endless Game endurance. It is customary for the Etrian Odyssey series to have an additional sixth layer of stratum/dungeon filled to the brim with deadly random encounters, even stronger FOEs and ultimate Bonus Boss looks at the end of the challenge for players who are training their characters to the very limit. The Claret Hollows original game and its remake are easily referred to as one of the most brutal bonus levels in the series, packing enemies that quickly classify demonic spiders and unforgiving level design as fiendish teleport mazes or pitfalls on the floor with semi-covered damage plates. The Hall of Darkness, titan's legends. Mixes up many tricks from previous dungeons, adds some new ones and is full of Puzzle Random Encounters, which offers powerful enemies with various weaknesses to exploit, but which are always found in groups specially designed to fulfill their flaws. For example, the Red Lion is the strongest non-boss enemy in the game, but begins to battle sleeping ... But he is usually found with Hollow Sweet, which can harm their allies and increase their power through the roof. So kill the Hollow Mags first, okay? Wrong! His evasion is insanely high, and sometimes he is found with a Thunder spawn, which is one great damage sponge and goes mad when you kill one of your allies. Finally, if you're in for the self-proclaimed Challenge that very few players have been able to complete, before facing Bonus Boss you need to weaken it first by collecting a set of chemicals in a specific order that are only vaguely alluded through various lore entries scattered on the last floor. Have fun! Empyrean Bridge of Beyond Myth not only has a standard fare much stronger-than-usual enemies, it's a great teleporter maze almost entirely. Unlike the Claret Hollows, though, there is a visible logic for teleporters although it does not become clear after enough threads – especially if some teleporters need to move between floors. The frustration factor, instead, comes from sheer length, especially when the penultimate floor teleporter maze takes you down to all the unexplored areas of the previous floor and is full of traps to get you back and little chance of shortening back trips. Faraway Story is a forbidden go that is full of Stone Golem enemies that are immune to incredible and have really high stats. If you're really unhappy, you'll find an occasional Nightmare who can petrify you and make you more vulnerable to golems. At the bottom is manticore boss, which has several sources of elementary damage and status effects, and spam its strongest moves low HP. There is no way to save before the boss and the current level of the cap is actually lower than the enemies and boss, making this dungeon the hardest until the next update is released. Some Final Fantasy games, especially later ones or remakes, include a bonus dungeon that is very difficult and offer only bragging Rights Reward: In later versions of Final Fantasy II, the beating game opens soul of rebirth, a bonus mode featuring three returning Guest Star Party members who died during the main game and the fourth new party member (Prince Scot). All these returning party members maintain their stats and gear, making it so long, and thanks to all gear useful once-in-a-week hope that you kept them equipped, of course. With the exception of the two of these back characters there are the first two temporary members of the game and thus there are almost certainly perpetual and under-equipped dungeons where almost every enemy is a demonic Spider who destroys you without proper gear and protection from Minwu heaven. Even Ricard Highwind, whose higher stats and end-game gear makes him a Lightning Bruiser, does not keep the rest of Soul of Rebirth is completely evil. Golden sun: dark dawn: Otka Island. The maze built more than 100 identical rooms, just a few places where there are several correct paths (the minimum number of rooms to pass to get the boss is 47; get all the treasure first, 103 including backtracking from the dead-end paths that other treasures are down to.) Your usual best weapon against superiors, basic invitations? The boss of this dungeon can use it against you. Or, more accurately, the members of your party that he owns can use them against you. And like all dungeons in the game, the meeting rate is absurdly low. It is literally possible to collect all the items, find the boss, beat the boss, then walk all the way back out without ever encountering any enemies. The final bonus dungeon is a reworked version of the Crossbone Isle from the first game, and it's an incredible difficulty for Spike compared to the rest of the game. Random encounters are as dangerous as some of the latest storyline bosses in the game. The ultimate Bonus Boss is none other than a reworked version of Dullahan from The Lost Age. Remember that all these soldiers in the final storyline areas who fell water fire and crazy amounts of XP? You need it now, and it won't save you. The bonus areas of the Mega Man Battle Network series are known to have a fair step up from the main story of difficulty, to have to host high-level enemies you will never encounter in the main story areas. But Hidden Waw Network and Secret Area MMBN2 and MMBN3 respectively are widely considered the most brutal throughout the series. Both games are viruses and bosses, which is incredibly disgusting. You also can not melt out of a dungeon if it gets too hard for you; You have to manually leave the dungeon where you came from. You think you can just sneak around and get some treasures you can access? Think again! Some of the best treasures in the game are found here as just on the horizon, but to get the goods you have to beat in advance to identify the encounter with viruses that must all be destroyed in one attack (and even in the right order, some) or they are all respawn (and if you don't kill them fast enough or hit them in the wrong order, they cause a very powerful explosion that will quickly kill if left unchecked). Many of these meetings require specific Program Advance attacks, most of which you do not understand yourself without an external source or a thin trial and error for you. The nebula area of BN5 is the use ofodium. The first thing it does is throw you on a Liberation mission populated by second-tier enemies, as you still only had access to first-grade Battle Chips. Then you end up backtracking the rest of the game in the world to fill your library with second-tier chips enemies you just unlocked, and then do it again when you open third-tier enemies. Some areas also have long teleporter mazes designed to drain roads as you fight through upgraded enemies. Another reason they are so difficult is because at this point in the game, you must have a smoother battle chip folder somewhere there. Streamline like check - your folder must be able to delete enemies ASAP and / or give Mega Man great defenses; Using this alphabet soup folder that got you through the main story with minimal fuss is no longer cut it here. Bosses and even viruses here are just too dangerous to fight only 1–2 battle chips tops per turn. And then you meet Bass. MS Saga: New Dawn, is another G System, Endgame + Bonus Dungeon, which will be released in Antarctica. This is the level of reverse final dungeon and it is loaded with deadly bosses to meet the side of kill boost attacks. The book Mario series is a Pit 100 trials. These are 100 levels long and come from many heavy enemies like Amazy Dayzees, which are then fought by a powerful boss at the end like Bonetail. Got the bosses considered more complicated than the ultimate boss far more HP and Attack. Super Book Mario takes it up to each other; there are now 2 of them, and in the Flops version, all enemies have dark versions that are more powerful than those in the Filpside version. You also have to do the Flopside version twice to get rewards at the end, and fight Shadoo's 400 HP and 20 base attack. Thanks to how to save files to work in the game, quitting smoking at any time forces the player to start over. Pokémon: Pokémon Black 2 and White 2 are black tower black city and White Treehollow in the white forest with their respectively named games. Note Though, you can change the city if you have a friend in the corresponding game These two realms are giant mazes where, as you progress through the ranks, gradually get bigger and more complex trainers inside gradually get tougher, as if their Pokémon weren't at a high enough level, anyway. Score? You have to find one certain coach maze that even get to that floor boss, and the only way to find out if they have the right one is to fight them. Then you have to find your way through the labyrinth to a special room where you can find the floor boss. Medics are also a rare sight. But even if you find them, they can and will give their ass their powerful Pokémon. Besides, you can't use healing points for your Pokémon! (Berries are the only ones that work, and Pokémon are keeping them and going into battle to use them.) Given the fact that the computer is cheating bastard is everywhere, and there's a tough Bonus Boss at the end, Shiny Gible or Dratini later has a very pleasant reward for filling the Black Tower or White Treehollow. Fortunately, there is no legendary ban or level restriction out there like other battle facilities. So you can unleash your team level 100 legendary on them. Pokémon Emerald in battle frontier and battle facilities in other games. These are such a crazy step up from the difficulty from the main game that it competes with the difficulties of PVP battles, and you still have to deal with AI screwing you over freak status effects and hex-level points, to the point the average player rarely fully completes these facilities and other players suddenly are being forced to learn to play competitively just to stand the chance, because no matter how strong your Pokémon are, they are all put at level 50 in these facilities and you can usually only use three out of your own six. A player who has never lost a major game can suddenly see losses hike up to their hellish battles. But the big saving grace is Frontier Brains and other Facility Bosses, who give some of the best battles in the franchise. You can be a champion, but that doesn't mean you can win here. Pokémon Sun and moon on the Battle Tree, which has become notorious is even more relentless than previous postgame battle facilities. Previous battle Start with a simple baseline that will pit you against undeveloped Pokémon in the first half and weak fully developed Pokémon or mid-evolution in the second half before you could go to the big leagues. The battle tree doesn't do anything like this and goes to its throat right now. From the get-go, trainers we throw mega evolutions, Z-moves and teams tailored to fight your choices against you, and it only delves further away from the closest you go, even using Legendary Pokémon and Illegal Movesets than that's what it takes to stop you. Shin Megami Tensei has a long and proud tradition, including at least one of them. Labyrinth Amala Shin Megami Tensei III: Nocturne and the other half Sector Grus Shin Megami Tensei: Strange Journey are two good examples. The first interesting case is that it consists of five dungeons in one mega-dungeon, designed to complete one by one and go through the game and defeat fiends. The latter is actually half of one of the later sectors of the game, can only be accessed through The New Game + and features an avatar of God's own endboss. Strange Journey Redux, An Updated Re-release of Strange Journey, adds To Womb Mourning, an optional side cave similar to The Labyrinth of Amala, which opens with additional endings when completed. While his occasional encounters are not too different from regular mobs, Womb's grief is frustrating to navigate, and has its share of bosses that keeps the player on his toes. Shin Megami Tensei IV: Apocalypse features Twisted Tokyo, a labyrinth of dungeon floors that get bigger with each consecutive one, high-powered random-meeting enemies that can't escape and don't show their stats, and the eight bosses of the Fiend race fight over the first 46 floors. The last eleven floors are only available through the paid DLC and introduces another boss. Beating the dungeon, including the DLC section as a whole, restores the dungeon by making Fiends stronger beef-up levels (as high as 994 by the 9th run through Twisted Tokyo) and extra Press Turns. In Persona 3, filling in a late-game application (need you to win the Reaper) allows you to explore the Monad, which is full of very high enemies who can easily wipe the unprepared side. On the other hand, they give out scads of experience, which is nice because the final boss is very difficult. On New Game+, the same block house as the ultimate Bonus Boss in its very depths. Devil Survivor and Devil Survivor 2 is a bonus Free battles new game + which pit the player against Bonus Boss. Said boss and surrounding enemies are on many levels higher than normal mobs (and likely playable human characters) at this point in the playthrough, and basically empower the player to highlight their over-level demons in their previous cycles of defeat. The original Devil Survivor has only Lucifer at its bonus level, but the remake and sequel add more bosses, some of which require releasing. In Tales of Destiny, the bonus dungeon is a tower 60 floors high and special requirements must be defeated to get treasure on each floor. Only a few levels actually offer you clues about what you should do, through randomly appearing encrypted messages throughout the game proper. All of this should come as a surprise to those who know the game it was based on, the Tower of Druaga, which was just as disgusting - except that tales of Destiny, just get a tower in the Guide Dang It!. Tales of Symphonia is a Forbidden Anamnesis book dungeon: 15 floors (20 ps2/P3S3 version) doom which literally sucks life out of you over time and put all sorts of spokes on your wheels, there are no record points, occasionally floors where defeating enemies all are black, and on top of that two bosses, one of which must meet a special precondition for battle. And then you have a chance not to destroy the book, probably just to go to hell once more. XIIIIIA 2's stories have Illione Darkness. Technically a short bonus dungeon, but enemies of it that are leveraged defense, which means that your party members must be tied-up to deal with the damage. Otherwise, each hit will only do 1 point damage. The only ones who can join Ludder in this area are those whose affection is high enough, which can be difficult to achieve for multiple characters, although the game gives you an accessory to equip someone you want to join in a dungeon. The area consists of two levels, little things to do to continue, but a huge leap in enemy levels between Level 1 (78 is the norm) and Level 2 (Jumps to 130, final bosses at Level 140) and having to restart it over and over again until all the main bosses are defeated before there will be actual bosses: dungeon Cless Alvein and Stahn Aileron. Only backwards, if you lose the battle in this dungeon, you will be teleported back out instead of getting the game over. Berseria's stories are Heavenly Steppes. There are enemies up to level 120, in a game where the final boss gets beaten to level 70. The dungeon trick requires the purification of the flame of black masculinity, which is full of enemy dagging flags. After clearing it, the player will have to find other similar, smaller flames over the term. When the timer runs out, the player will clear a big flame all over again for another try. Dungeon requires a player to clear six different levels of it, each getting harder to tougher enemies, and each level is their boss. Apart from all this, there are no points of salvation. If a player dies, they're going to have to start the whole cell again. Tales of Vesperia tops all of the above and have two such levels of player to pass through. The first is a maze of Memories, a maze of Remixed Levels where you take portals through sepia-toned areas of the game world, and you have to defeat every enemy on any screen that from the monsters who were originally there to the strongest enemies who are the only ones in this dungeon. The last half of the dungeon will also be throwing powered-up memory versions of each boss's game-long Boss Rush without saving points at all, and your final opponent is Kratos, who puts up a rather tough fight that could easily KO'ed your entire party if not ready. The second is Necropolis Nostalgia. Marathon Level, where you make out a whopping sixty floors filled with increasingly difficult enemies, and at the end of every ten-story dispatcher's struggle. The last boss in the dungeon is arguably the toughest boss in the game. The world is your weapon: the demonic castle not only contains all the normal enemies of the game, it also takes away Weaco's inventory and forces it to rely on random objects scattered throughout the castle. He won't get his original inventory back unless he comes out of the dungeon and finds the weapons scattered throughout the castle. The Magical Character is a particularly brutal one of Glissini Caves nova. Not only are the weakest enemies out there in the huge difficulty spike from the Final Boss, but all 20 floors are connected to long ladders that take much longer to cross than normal terrain. In addition, a meeting is forced on each floor; most of them have strong enemy formations, but for every 5 floors, there's a tough Bonus Boss instead. To top it all, if the player is saved after defeating the Giant Larvae, the dungeon is locked out to save the file. First Person Shooter Descent: Secret Level 3 original game. Secret levels of Descent II were not difficult in the sense that it was easy to die (they contained very few enemies), but navigating them was a nightmare due to the large number of puzzles involved. Doors that can only be opened on one side, doors that opened only once ever, walls appearing out of something behind you block your way back, and doors that only unlocked when the reactor was blown (giving you less than a minute or so to explore whatever was behind them). On Challenge Level is a fan made mission descent 2: Enemy inside that has you fighting every boss on another level all at once. Doom series presents some remarkable examples ... The Plutonia Experiment, half Final Doom, had a secret level of Go 2 I - an absolutely masochistic number of monsters, including many unfortunately placed cyberdemons. Casual players spend hours battling out of this level to absolutely no avail. Master levels for Doom II was Bad Dream, a secret level of file teeth. Wad. While the solution to this level is actually quite simple, you are facing dozens of Cyberdemons at once allowing the level to live up to your name. Many modpaks are level designers who take secret levels as an excuse to let their crazy side loose without any restrictions at all. It has a tendency to cause levels that cannot be stopped without finding sections, ungody amounts of very hard monsters in small spaces, timed sequences that must be made at ridiculous speed have no hope of passing them, and so on. Doom 64 is passionate: an unforgiving obstacle course that is a deceptively small map. One room has you fighting four Elite Mooks on a narrow reef without cover & death pit, The other room plunges you into a hole in both the breaking ceiling, limited security zones and Elite Mooks, who fry you quickly with your plasma weapons. ￼The staff is very friendly and helpful. Fill in this level and you will be given the cheating menu. Many classic cards of DOOM (2016) have it. You get the original level of geometry and graphics, a weapon loadout that fits the original, original powerups and new monsters. Classic games such as the four Pinkies charging you in a narrow corridor had a small challenge easily fixed for More Dakka, while here's a pants excretion ordeal that you have a very big chance of dying if you don't know what you're doing. Nor are there checkpoints and no weapon mods, either. Doom Eternal has 2 variants of them: the first is Slayer Gates, which has extremely difficult arenas full of high-level enemies, and sometimes even introduce monsters early (Tyran, a game of pastiche for Cyberdemon, can be deployed on the 6th mission of Slayer Gate, but they only begin to appear as regular enemies of the 11th mission). There are also Master Levels, revised versions of the main campaign levels in the denser and higher-class arena encounters. Marathon Infinity is a Vidmaster Challenge, a kind of bonus level hell for every three Marathon games. The game designers took the hardest level of each game, and made them worse, and put them back back. And at the top of the most, level When I had Rocket Launcher already insanely difficult original game, begins you stripped all your weapons. You start with this arsenal consisting of two shotgun rounds, one rifle magazine and eight grenades. They're also taking this opportunity to introduce a whole new kind of enemy. Mile High Club Modern Warfare, which must be filled with a one-minute veteran if you are as fragile as glass. Originally, there were three NPCs that helped you during this mission, but since they were removed, you're doing the work of four people. Wolfenstein 3D: Episode 3's secret level is pretty brutal but brilliant fun too, while Episode 4's secret level is practically a death trap if you know the exact way to exit (or are just crazy!). The first secret level in The Spear of Destiny is not a rejection. What makes it special is the presence of mutants, who usually do not appear until the stages of late game and the map is full of almost the limit of enemies (149 is the maximum map may include the old Wolfenstein 3D engine). The map also tends to have you fighting in narrow corridors in many dark corners. Team Fortress 2 is caliginous caper. Halloween-themed Mann vs Machine map. You start with \$5000, which is a lot compared to other missions, allowing you to get most important upgrades from the beginning. If the difficulty of the name did not convince you, this is the most difficult mission of the game. Over 900 zombies are attacking, most of them permanent crits and souped-up AI. Swarm Spy zombies overwhelm entire teams. Nine tanks attack quickly one after the other. Giant robots are added liberally. Those resistances you ignored? They're your lifesaver. What makes it disappointing is that it's a Boot Camp mission, which means you get absolutely nothing in the beating frenzy. Aztec complex GoldenEyes (1997). Enemies have increased AI and amazing firepower (each has an M16 or Moonraker Laser), and the environment is tilted against you at every step. Killing the boss - who is certainly not a slouch - automatically travels you on the alarm, sending every enemy you haven't killed yet barreling straight at you with a blazing passion for your blood and allowing them to respawn after a short delay. And there's only one piece of body armor and no health pickup. Xonotic is the latest level of the campaign, which is not a Glowplant as the game tells you, but a hellish mission 17 for its Spiritual Precedessor Nexuzi's 2.0 campaign. In this mission, everyone is given Rocket Launcher; The initial mission was for players carrying a Laser Guided Rocket Launcher, which works differently from the game's regular Rocket Launcher, which leads to deaths such as rockets exploding onto players' faces, hurting or killing them. Xonotic does not feature that rocket launcher using the usual one, but the level itself is still narrow with several charges that will make your life hell, whether you know how to use Devastator (game version of Rocket Launcher) or how you can go your way through the level. Quake I had a secret level in the fourth episode, Untitled City. It's not only traps and one of the biggest enemy reads in the game, there's an area where you've been attacked by a dozen Fiends and several Shamblers at the same time. Luck survived that without much health and Thunderbolt ammo. Party game platform game Super Mario Bros.: Worlds to D Super Mario Bros.: Lost levels where level requires even more accurate jumps and meetings with Lakitu and Hammer Bros. are more frequent. Given how hard lost levels are already, they make the cake a miracle at the most difficult levels in Mario's history. Special World Super Mario World, though, some could easily have passed the cape. Tubular and outrageous are particularly insidious showstoppers when you try to play them properly. Extra levels of Super Mario World 2: Yoshi's Island. Page image is first: Poochy Stupid, the World 1 extra level, is a damn lie, featuring lava virtually the entire level and car scrolling go with the introduction to Poochy, the dog that if you unlock the extra stage before continuing to World 2, there is a new mechanic. World 2's extra level hit that Switch! is an absolute nightmare. When you're aiming for 100% graduation, it feels like the level of designers confused by making a tricky level with making a level that makes you remember and do too much, all the multiple sharp time constraints back to the back. If you manage to get to the end... it pulls you into an almost invincible situation - easy to. The world 3's extra level More Monkey Madness is full of devil seed throwing monkeys that are placed with branches and vines over the pit so they can easily kill the player. You've got five seconds to get past those monkeys and grab a Fly Guy floating over a bottomless hole before it flies away with a red coin. Gaah, come here! This is not so bad for the SNES version, because for some room reason there are 21 red coins at this level (20 is normal, and you need exactly 20 of them 100% completion); HOWEVER, the GBA port resolves this, leaving you with room for error. Then, in the last blow to the teeth, the final flower is behind the exit ring, so if you don't know it's there, you'll probably needlessly backtracking, or get the exit ring accidentally and have to start over. Impossible? Labyrinth 4. There aren't many enemies, but good luck trying to find every red coin and flower for the perfect score! Even if you report the maze, the level requires you to push the boxes down in the correct order, as you can easily slip in the wrong direction by mistake, and the missing one forces you to start all over again. Additional level 5 Kamek revenge. To get all these red coins, you first have to fill two whole screens of skiing and hit all the unpleasantly difficult to reach objects with perfectly accurate jumps, then, you have to hunt a bunch of them on a huge, nonlinear Helicopter course (which happens to be timed - run out of time and you fall into your doom). Miss only one coin and your only chance is to die and try everything again. Also, the first part of the stage where you have to make your way across a bunch of tiny floating logs without getting knocked off Kamek or egg throwing Green Gloves, there's no picnic either. This level is so difficult, even top players have complained that they can regularly settle all bonus levels with the perfect score game - except for this one. World 6's Extra Level Castles - Masterpiece Set/Ultimate Castle Challenge is an absolute gauntlet of thorns and moving platforms that give a player somewhere safe to stand and catch your thoughts. You'd better have super-fast reflexes if you don't know how to cheat it. some green watermelons from bonus games. Game Boy Advance Updated Re-release Yoshi's Island added six secret levels, and they are about as brutal as the extra ones in the original game: World 1 secret level (exclusive GBA port) Exercise in the Skies is just a small sample of hell you're with games in bonus stages. Finishing the level is tricky enough, but 100% run is the exercise frustration. The first segment is tedious enough due to a player having to make a perfectly timed jump to reach the secret area near his center (although the level at least allows you to get as many tries as you need to reach), but the second part, where Yoshi has to overcome a big gap while balancing himself with a small, fast rolling ball while only having the chance of grabbing nearby red coins, is an absolute nightmare. To top it off, the last segment is you have to scramble across the collection of falling stones, where it's perfectly possible to wind up an invincible situation if you don't cross them fast enough. Mystery of Castle?, World 2's secret level is a difficult maze of several entrances to your hidden room located off-screen. The last red coin also carries the Fly Guy, which means that if you're not fast enough, you'll make the whole level over. Go, go, go! Go! Morphing! The World 3 Secret Level doesn't look so bad at first, but towards the end of the challenge you several intuitive puzzles drill and helicopter morphs with such deadliness. One Drill puzzle doesn't seem solvable at the time given when you realize that helicopter blades can clear the soft soil above them, a scenario that doesn't come anywhere else in the game, so most players assume they screwed and reset by mistake. World 4 secret level Fight Toadies w/Toadies is not a pushover either. The primary mechanic focuses on making accurate jumps bouncing off moving enemies, but reverses the concept at the end of the auto-scrolling stretch of moving platforms and bullet bills, where the real challenge doesn't bounce too high and ending off-screen, where one can't properly assess Yoshi's position. World 5 Secret Level Items are fun at the easiest level in the game If you run straight to the exit. If you are trying to get a 100% score then there is a marathon level that requires a lot of thinking outside the box of items. Please note: one must understand that Yoshi can jump, and thus bounce off, spiked enemies as long as they are frozen first, something hinted nowhere in the game. World 6 secret level Endless World of Yoshis/Crazy Maze Darts from gba port. The first part is not so bad, although it is fast car scrolling. The labyrinth, however, is much worse. Not only is there a long shaft full of instant death spikes you have to dodge with a split second timing (completely blind), but to get 100% completion, you have to beat this section three times. There's only one middle-of-the-road ring, which means that if you pre-ave (and given the confusing layout of the place, you probably), you will need to make a significant amount of level over. After that, there's a cave of some rather sinister tricks, a race against the clock like baby Mario, and finally a secret second exit leads to a replica intro with Kamek attacking Yoshi throughout. That's the level of the marathon that's the least to say. Additional levels of Yoshi's Island DS, a sequel, take the game sequel to the ailing Spike, a game prone to border rare licensed such as Platform Hell, and cranks it up to each other. The most notorious example is 3-Secret, Light in the Dark, which starts out in a castle full to the brim with One-Hit Kill Spikes in Doom and then has a sking segment clearly inspired (and even harder than) to Kamek's Revenge. After completing Wario: Master of Disguise for the first time, you can unlock five levels based on previous destinations, but now have a strict time limit and very difficult minigames. There's little, if any, kill room for Doom. A trial of the galaxies Super Mario Galaxy has been achieved by becoming hidden green stars in batterrock galaxy after recording Luigi, Buoy Base Galaxy and Dusty Dune Galaxy. There are three Trial galaxies, one for each special mechanics: surfing (Loopedesworp), Star Balls (Rolling Gizmo) and Bubbles (Bubble Blast). All they do is give a Star to each, but you need 100% completion. World S Super Mario Galaxy 2, especially Grandmaster Galaxy. Anyone who has played the game 100% graduation can bring tears to perfect run. World 9 New Super Mario Bros. Wii. Especially 9-7. Then Superstar Road New Super Mario Bros. U, which qualifies for that game in World 9. Enjoy 9-2 (Run For It), 9-3 (Swim for Your Life) and 9-8 (Pendulum Castle). There is also your New Super Luigi U colleague, which is a Nintendo Hard game in its own right. 9-6 (Fire Bar Sprint), in particular, is almost impossible without Nabbit. World S8-Crown Super Mario 3D Land, a very brutal charge for its 100% termination. Super Mario 3D World is crown-crown (Champion's Road), which much is filled five times (once for each character) with 100% completion. Super Mario Maker You unlock levels played at nintendo world championships 2015, when one wins every other built level. Beating them allows one to put Weird Mushrooms down in demand. The 3DS version is World 19 from the Super Mario Galaxy Challenge, unlocked after completing all previous worlds and earning enough achievement medals from them, and it is also the longest (12 levels). Some player-made levels of being elevated to fame are so mind-numbingly difficult that it's honestly amazing people can beat them. Bank levels, bank P-Breaki pit and Pit of Bank U-Break, both have 0.01% termination rates and this is because it is as low as that percentage can fall. It's really about 0.00001%, take a look. Super Mario Odyssey has some of them: Kulmina crater (the dark side of the moon) that performs the same role as Grandmaster Galaxy or Champion's Road in this game. Namely, a long series of obstacles without checkpoints at all, and brutally difficult platforming challenges for almost every gameplay mechanic you have used up to this point. Hearts and upgrades make sure you live just long enough to get your ass on you later. Unlike the Grandmaster Galaxy, the level is long enough that the end sections are harder to get through, even if they're not explicitly harder because you've had a lot less practice with them compared to the opening stages that you've done a million times before. The Pokio Bird section at the end is a particular note because you have to use it to climb the swinging walls, something you've never had to do before, quite it said that people have found a way to use Glydon mechanics to avoid that part at all. There's also Rabbit Ridge on the Dark Side of the Moon, which has various remixed versions of previous stages of complex tricks such as not being used by Cappy or having no scooter for the vanishing road stage. They are also quite heavy, and perhaps worse than many individual parts of the Kulmina crater. To even open up these levels, first you have to do Boss Rush against the Broodals, with added difficulty in having to deal with moon gravity and get literally one heart supplement for lost health (in a game where you only get three hit points in the first place when you turn on Assist Mode). And then on a lesser note, the moon tube stages are found in previous kingdoms. They will be added after you beat the final boss and activate the extra moons through moon rocks in each kingdom, and lead brutally difficult Super Mario Sunshine-esque secret stages with many difficult platforming challenges based on either hitting or traditional spinning platforms and obstacles. Super Mario Run is a level unlocked by collecting all 120 black coins for the World Tour, Hacks a Cut. Stage everywhere and very unforgiving jumps between several sav blades will push you to your absolute limit. Yoshi's immunity from sharp objects only slightly alleviates insanity. Special Stage 2 Kaizo Mario World, which is already Platform Hell in its own right, descends into the ninth round of hell. Rom Hacks of Yoshi's Island is usually a normal gameplay difficulty equivalent to extra levels of the original game - but these games usually also have extra levels, which it's up to 11. If you were good enough to play hack to start with, then better be a lot more than it came - otherwise it's time to break out of the rescue states. In Kamek's Revenge, a notoriously difficult hack of Yoshi's Island, Extra levels that don't have Breather levels tend to have it. 3-E (Ice meet you) has ice

levels very hard jumps and is much harder than the rest of World 3 (though not as hard as some level 6 levels), 5-E (Pit of 50 Trials) is a marathon level where you must clear enemies in a series of trials. It starts very easily (the first trial is one of The Shy Guy), but later it becomes very difficult. Then you get Trial 50, which is a long autocrolling Tap-Tap chase endlessly spawning bats. Finally, 6-E (Kamek's Revenge 2.0) is a heavily buffed version of Kamek's Revenge original. Here the platforms are much narrower, there are several Kameks instead of one, and there are very difficult red coins to get, even before the infamous skiing and helicopter segments. The distorted Travesty series loves them. Later, the entrance to the sport of a total of eight of these things scattered around the game. Look at the first one. Bubble Bobble Part 2 (NES) with that one man named Barcelona. The Hammerfest caves got a parallel dimension to Hell, which is located in the 54th floor. The game, which is already pretty hard, takes it up eleven there. Forbidden Pyramid in Commander Keen 4. Made even worse by the fact that the player who saves there is a win level, use cheats or start over to be able to play at other levels again. Donkey Kong Country World 8 in Eversion. Requires finding all the gems and leading to True Ending, as usual. Rayman Origins has Complex Treasure levels. Each one features Rayman pursuing a sentient treasure box as it weaves its way through a level that is falling apart. These levels require accurate knowledge of where and when to jump (or not jump), often acquired by trial and error. Also, beating all 10 Complex Treasure levels will open the earth to Livid Dead. One wrong step or twitch in the wrong direction is enough to stop a very painful death. Words just don't do it for justice. Look for yourself. Most Livid Dead Party music levels at Rayman Legends are 8-bit remixes of the previous 6 music levels. The originals require jumping and punching beat music, depending on whether the god or the enemy is on its way to the level of auto-scrolls in the past. 8-bit remix level, true to your name, introduce graphic defects levels that range from just annoying full-on Interface Screw. As an added bonus, the 8-bit remix level does not have any checkpoints - you have to make the perfect run at each level from start to finish. Super Meat Boy. The levels needed to unlock the Kid based Kid home game. Dark World levels are (already punishingly difficult) the original levels with some extra saw blades or other obstacles strategically placed to cause the most death. Warp Zone levels limit your life to number 3 in a game where your total casualties will reach thousands over a hundred levels before you reach the End. Chapter 7: Cotton Alley, the bonus chapter unlocked after beating the game. Enjoy your pink, colorful, cheerful, disco, saw-covered death! One of the downloadable content level packages is a bonus level package called Expert which includes 20 remade versions of the levels of the regular game, which is many times heavier than even their Dark World versions. Try beating 5-8 without a lift, 6-2 with a card zoomed all the way through all the time, or the first level of kid's warp zone without his double jumping ability! Catherine, a game that is already hellishly difficult in its own right, later presents a set of four very long, even heavier levels known as Babel. Each of them requires that you reach the top before all the blocks fall away, similar to the normal level. However, these levels are all set hard. This means that the floor drops off really quickly and you can't take back mistakes. Make a slight booboo for your strategy that makes it impossible to pass? Tough nuts. Very few people on both platforms are actually beaten to these levels, and they only get harder when they go. And at the last level, Axis Mundi is flat out impossible to perform solo in western regions, thanks to a bug in the game that makes it impossible to climb more than a few steps. I hope you can work with two controllers or have a friend to help you. Croc: The legend of Gobbos is a bonus level for the Secret Sentinel, where it's very difficult to actually get hits from the boss due to falling traps all around you. Extra Game mode for the original Kirby's Dream Land surpasses it over New Game+. Your health is cut in half, enemies do more damage, they become much faster, and even more aggressive and unpredictable. Suddenly, this time placid little game becomes Nintendo Hard piece Platform Hell. While the Extra Remote Traveler stage of Dedede's Drum Dash Kirby: Triple Deluxe is not very secret, it doesn't require getting gold medals or better at all three standard levels. And of course, you may have played the previous song almost flawlessly, but Extra throws you a lightning-fast song where you have to leap over giant Gordos while the many drums that make up the floor are halfway broken when you get there and fall to pieces at the moment King Dedede touches them, giving you only one chance of jumping high enough. As if it wasn't bad enough, you'll only get 3 hit points instead of standard 5, but for all the breaking drums, it probably doesn't matter anyway. Flashing while trying to play it usually leads to death. Kirby Super Star Ultra, Kirby's Return to Dream Land, Kirby: Triple Deluxe and Kirby: Planet Robobot feature true arena. Much like the standard Arena, it's Boss Rush against every boss and miniboss in the game with few healing themes. The arena is tough, but True Arena has a lot of orders of magnitude heavier. All bosses and minibosses are souped-up versions of their normal counterparts, which are immensely powerful and difficult to prevent attacks. Bosses who introduced hard versions of the normal game also show up here. Healing items are limited to about four tomatoes that restore a pathetic amount of health or one Chery every few rounds of Planet Robobot. In a two-ring rest stop, you only have one ability item to choose from if you lost yourself during the battle, as the other is a completely useless Sleep; On the planet Robobot, it's a power-play. Then you get to the end, and you have to face Bonus Boss (Galacta Knight, Galacta Knight again (three times) and The Dark Meta Knight) who uses relentless and wide-ranging attacks. Then comes the final bosses, which can trample you flat sheet and dust furniture on your remains, concluded with the ultimate boss's Soul form, who appear to teleport spam and firing a ridiculous amount of projectiles. Planet Robobot amps it up with a four-phase True Final Boss that ends with a hard-to-avoid invincitis-ignoring single hit kill Kaizo Trap! The game does not rename true arena, and it allows you to know how brutal True Arena is: the music is an intense guitar version of the usual Arena theme and the backgrounds are twisted and warped. Kirby Star Allies: Ultimate Choice has a variety of difficulty to avoid from. This mode is the equivalent of True Arena's highest difficulty setting: Soul Melter, which cuts your health in half and pits you against every boss of the game (replacing some bosses with their respective Underground Monkey, like Yggy Woods instead of Whispy) and ends the fight supped-up Void Termina and then Void Soul. The final Dream Friend update laughs at naysayers who thought Star Allies were too easy and decides to punish them with Soul Melter EX, the new highest hardship device ultimate choice. You have a lot more health and better healing items now, but don't let that attract you to a false sense of security. You're now in the pit against all the new (read: much harder) bosses introducing Heroes from another dimension. On top of that, Morpho Knight gets a powerful EX form that never shoots up and Void Termina is now fully awakened, his astral-born soul now just called Void. If you manage to survive followed by Bullet Hell, so that there would be no inappropriate Touhou game, you will be rewarded with a Classic Kirby alternate costume. Grandma levels mutant mud, which is hard to start with. Often just reaching out to them is an ordeal, let alone finishing them. Grandma can use every powerup game at once, but on these levels, it's as much a curse as a blessing, as you'll need perfectly timed combinations of rocket jumps, floats and long shots over loads of spikes and face many, many enemies. Bonus worlds for all Something Series. Something even advises you to finish the game before the bonus world when you hit Switch Palace World 4. When you enter one of these levels, you need to take away your powerups. Admission bonus world is closed to something else until Luigi gets all the known exits and wins the game. Klonoa: Balue's Tower Klonoa: Door to Phantom. This will allow out of extra life in packages around 9. You're going to need them all. House Fun and House of Horrors bonus levels klonoa 2: Lunatea's Veil. You have to have your full action windball shooting, enemy head jumping, ear-floating skill, and be able to completely chain them all together to get through them. One slip and it's lost life. Sector Z in Iji. One point of impact, full armor, and enemies are somewhat cursed bats. After the end and credit with Rockin Kats. Muggsy suddenly appears and challenges Willy to the rematch, with Willy having to go through the hardest bits of platforming the game first to get him. Mega Man: Mega Man 9 is a Special Stage, originally put out downloadable content about a month after the game's initial release at a low price, but unlocked by default mega man legacy collection 2 after beating the game once. Special Stage is Marathon Level, consisting of many difficult trials that either encourage or require a player to use special weapons, as well as battles against all four game minibosses: Hanabiran, Stonehead, green Pazo and Changkey Dragon, in order. After that there is still a battle with Mega Mech Shark, the three-phase boss of Willy 2, before moving on to the level of the exclusive Bonus Boss, Fake Man. The boss of the gauntlet makes it difficult on its own, but since this level is only playable in Time Attack mode so record times could be presented in global rankings, you have only one life, no stock items, and a strict deadline of ten minutes. It's a difficult stage, but The Fake Man's very pattern-based behavior and weakness of Jewel Satellite almost makes him a Breather Boss by comparison. In the fangames department, Mega Man Unlimited is a Yoku Man on stage. You know those notorious disappearing and reappearing blocks that have been the bane of many players' existence since The Mega Man? Well, Yoku Man is the main man behind these things, and his stage has them scattered across the level across bottomless pits and spikes in traps with disappearing and reappearing spikes, blocks that become enemies that chase you until they die, the reality of distorting prisms that dazzle your vision of the landscape around you, and the whole other side is one giant maze that sends you back to the beginning when you're on the wrong path. Spyro: The Year of the Dragon: While most Super Bonus round challenges are relatively simple, the Yeti skateboard challenge is absolutely brutal, much harder than even the hardest challenge of the rest of the game. You have to hit virtually every speed star, rocket and blue car, as well as do great tricks off every skateboard ramp, and if you fall off the edge or crash even once, there's almost no chance you'll win first place. Even if you do everything right, you'll probably win the skin of your teeth. Most secret levels of Henry Hatsworth in Enigmatic Adventure take on Nintendo UP to each other already nintendo hard game. Special mention goes to 4-1S, the utterly brutal Auto-Scrolling Level requires precision jumps over moving platforms to vibrate with Cursed Bats, masters of most of the game's projectiles and strict memorandum level to complete. And you probably have to finish this one before some previous secret levels, as the reward you get it is almost necessary to even access them. Both Sonic Heroes and Shadow Hedgehog are in super difficult mode for reward to get all-ranks. Some of the downloadable super-hard mode stages of Sonic the Hedgehog (2006) are pretty brutal as well, especially those where you play through the level in reverse order. All optional stages of xbox 360 and PlayStation 3 versions of Sonic Unleashed will start medium hard and go from there. All downloadable stages kick things up the line and are all comparable to the infamous Eggmanland. This includes windmill isle and its tutorial stage. The last few special stages of the classic games are almost always the hardest of the bunch. For example, Special Stage 5 Sonic the Hedgehog 2 features rings that have sides and ceilings, and the game never explains how you should get them. Crash Bandicoot: Crash Bandicoot (1996) has three types of bonus levels, available through a collection of sets of characters through the level. Tawna bonus level is breathers where the player can collect extra life and save the game or get a password. Brio bonus levels consist of much more complex jumping puzzles, with larger rewards to match. Cortex's bonus level is the absolute worst, absolutely devious platforms for challenges. Unfortunately, only cortex levels are mandatory to finish 100%, because beating them opens up additional levels... but if you fail them, you have to restart the stage you came up with another option, and one bonus level happens to be located in the game resident Scrappy Level, Sunset Vista. Crash Bandicoot 2: Cortex Strikes Back, Crash Bandicoot 3: Warped and Crash Bandicoot: Anger Cortex is a regular bonus level that is easy (mostly anyway), and Death Routes and Gem Roads, which is this trope. The first requires a No Death Run up platform that takes you to them, and is therefore brutal, usually overloaded with traps or jumping sequences requiring lightning reflexes and nanosecond timing. Gem Roads require collecting pearl in the corresponding color (or all of them) and have similar difficulties as Death Routes. Both Cortex Strikes Back and Warped are also secret levels of access to finding secret entrance to other levels or doing enough time for trials that usually fit this trope too. The case would be area 51? warped, which is a race in absolute darkness and requires a track re reminds and good reflexes to win. Cortex's anger also has secret levels. N. The trilogy released Stormy Rise as downloadable content that is so difficult that it was Dummied Out's first game (and it says something). This is a warped Slippery Climb, already one of the hardest levels of the game, except everything is taken up by Eleven: Very fast platforms, bouncing off birds, spikes everywhere, mistakenly moving platforms, Surprise Slide stairs, platforms that move in and out very quickly, long stretches of continuous activity, and a few checkpoints. Reportedly even a level designer had trouble with their creation, and one of the dev team's best players lost 60 lives going through Stormy Ascent. N. Tranced for GBA is gem levels. Each pearl level requires getting gem fragments from the previous level, and is each based on the level type fragments found. You have to have quick reflexes, use every powerup the game gives you, and have a lot of patience to beat them all and unlock the true final boss, N. Tropy, who may be one of the toughest bosses in the Crash series to date. LIMBO's Brutal Bonus Level is unlocked after finding and squish 10 hidden eggs throughout the game (not all in one playthrough, thankfully). The level isn't just hard, so it throws more deadly shit than usual on you, instead it takes the same minimalist, artistic approach that the rest of the game does. Everything is completely black except for your character's little glowing eyes, bouncing up and down. You have to dodge giant blade traps and solve puzzles purely from the sound. NightSky is a reward for collecting all the bonus stars hidden throughout the game, the latest chapter called A Little, which offers some real challenges that force you to fight and use environmental physics at every step. This chapter contains, among other things, levels where you can only be re-developed by working anti-gravity power on and off, trampolines, and surfaces where friction and impulse physics are deliberately suspicious. In the NES version of Bugs Bunny Crazy Castle, you can grab a no-carrot sign that will send you to one of four special stages, all of which are much harder than even the heaviest normal stages. Beating one will give you three extra lives, but losing one will send you back to three levels. Super Monkey Ball: Even to reach the Extra stages, you must complete all the difficulty stages without continuing. Clear Expert Extra without continuing and you get master stages. And if that wasn't enough, Super Monkey Ball 2, clear them without continuing and you can get the Master Extra stages. Good luck pulling that out of deluXe, where you can only reach the Master stages through ultimate mode, where you have to play out all beginners. Advanced k∓ Extra stages (there's a record function mode, but it's only a slight consolation). Banana Blitz is a sinking swamp that has opened up beating the previous 8 worlds without continuing, and beating that without continuing will open very Last Dungeon, Ultra Heaven. Step k∓ The role is Silliconia, which is unlocked by beating other worlds, but has huge difficulty with Spike for the rest of the game. Finally, Banana Splitz brings back the Master stages, while it only requires that you win beginner, Normal and Advanced open, the latter is a marathon to one level, and the new Master stages do not throw punches themselves, and requires a no-resume run 100% completion. Slave and Blind Forest: Final Edition of the newly added Bonus Dungeon has many zones that make the main game look like a child's play. Some sadistic obstacles include platforming over insta-chasing Spikes in Doom's Blackout Basement by wearing a light orb that excludes double jumping or other acrobatic manoeuvres, rotating quad death laser traps, juniper Smashing Hallway traps doom or Laser Hallways in a very narrow timing window charge dash through, and Indian aajones-style boulder race steroids. Good luck playing out in one-Life mode. Wonder Boy's Area 8, Unlocked, Collecting All The Dolls and Home of the True Final Boss, is much harder than the rest of the game, and if you run out of life, it won't continue, my friend. Celeste has B-Side versions of the story levels that are unlocked by finding each level of the corresponding cassette. Each B-Side version requires strong mastery of your platforming accuracy and understanding the level of the primary track. Completing all B-Side levels opens up a C-Side level that is shorter but even more difficult. Incredibly tall 9. Hollow Knight: The third trial of the Colosseum fools is a sharp difficulty to spike up the first two. Twenty waves of increasingly harsh enemies, later including Mantis Traitors, Soul Twisters, exclusive Volt Twisters and a long stretch of fighting with Armored Squits and Battle Obbles while walljumping above Spikes in Doom, which gives you no chance to heal, culminating in Gorge's Tamer boss. Already Nintendo Hard White Palace is hidden in the Path of Pain, which takes you through the ninth round of Platform Hell. The Godmaster expansion pack takes its trope to Eleven with the Pantheon of Hallowteens, Marathon Boss Rush against souped-up versions of all base game bosses, plus their Dream counterparts, Nightmare King Grimm from the Grimm Troupe and some new bosses not seen in the vanilla game, culminating in Pure Vessel and Absolute Brilliance, prime versions of the main game Boss Final and True Final Boss Respectively. There are no checkpoints, so if knight dies, it's back on the field. Nintendo's port of Dragon's Lair is a notorious example of this. There's only a bonus level for the boss. If you step into it, you'll get a chance to get back all the gold you lost to the lizard king before, but the lizard king will look like an unkillable boss that kills you instantly in contact. You need to use your daggers to keep him cool, so you can try to download the gold coin. Unlike most bonus level games, this one takes life away, and when you enter it, you can't continue with the main game when you finish it. If you haven't lost gold to the Lizard King, you won't get anything, even if you finish the bonus level, but have yet to do so to continue. Puzzle Game Boulder Dash has difficult breaks before checkpoint levels that can be started. They are individually Nintendo Hard, and although they don't cost life if you fail them, you can kick off the next level without the possibility of retry. The hardest part is the second break, the V-bonus level where you have to make a mad dash while vulnerable to fast-moving square defenders. On the other hand, the third break in THE PAL systems is invincible. Advanced portal chambers that add a revolution to a simple level by introducing or removing the solution to complicate the level elements. Professor Layton's games are Layton's challenges, collecting 15 post-match puzzles (usually five sets of three puzzles each) unlocked while fulfilling certain goals in the main game. All of them are much harder than anything you can face in the main game, at least one puzzle for every 3-puzzle set is a fiendishly difficult (and frustrating) slide puzzle and/or wildly difficult (er) version of one of the main game's already brutally tough puzzles. Worse, the very last puzzle in each game is, without leaving, diabolically difficult to slide the puzzle. The latest Specter makes it even worse by making the final puzzle of two slide puzzles in one, with absolutely no clues outright evil in the second puzzle. Miracle Mask gives the slide puzzle its second last puzzle, with the final puzzle being different from normal. It should be the heavier version that was confronted by Azran Koda, but if it's just step buttons, it's really not as hard as you imagine. Droidquest, the Java Port Robot Odyssey, added a sixth level of even more crazy puzzles than Nintendo Hard to fifth level. Originally, you could only get there after collecting a number of secret items with the original Developer's Room, but the latest version introduced the portal directly to the sixth level. Kuru Kuru Kururin has three bonus levels in track mode when you finish each other without getting hit. They're not very hard though. The real Brutal Bonus Levels are the 5 mini-levels you open in challenge mode, finishing every 50 normal challenge levels without getting hit, which is quite a feat and self. Lemmings's SNES port adds five Sunsoft Bonus levels after the Chaos level set. Witness: Underground Maze, unlocked by activating all eleven lasers, turning on a hidden switch at the top of the mountain, and then solving an otherwise deactivated panel Hill. It easily contains the heaviest puzzles in the entire game and includes The Challenge, a particularly nasty set of panels activated by a disc player that plays classical music. In addition to all of them being randomized and very difficult, you have to finish the whole series before the music stops; Let the music stop or pause the game and you have to start the whole series again. Your peace of mind wishes you success. Third-party Shooter Splatoon 2 Octo Expansion, beating all levels without skipping gives the player access to the fight inner agent 3; all Agent 8 is Octoshot and Splat Bomb, while the opponent has unlimited ink, continuous specials, faster and more powerful weapon, knowledge of where you are at any time, aggressive AI, and ability to dodge-roll at any time. Oh, and there are no checkpoints, so losing in one of the five phases will send you all the way back to the beginning. If you manage to win, your reward is clothes! All you get is a virtual Golden Toothpick. Racing Game Page Quote: The first PSP Ridge Racer game (or rather the US version) gives us MAX tours, unlocked after completing all the main tours. These are the 7 most ball-bustingly difficult tours of the entire game, with Rubber-Band A.I. as you wouldn't believe. The seventh and final tour is billed as difficult that players in the development team could only clear it twice in 60 days and be compared to climbing Mt. Everest. They are strictly challenging top players who want to absolutely completely the game because they do not offer rewards, not even outscene. In Swipe 3, you can unlock four untextured bonus tracks. The first three are pretty simple. The fourth is also quite simple when you play the highest speed class, in this case, if you have not played the game since it came out, forget it. 1995 Sega rally championship. In addition to being longer than the other three stages, you have to be the first end of mountain access, which in itself is difficult when you play in the arcade cabinet with difficulty arcade. And the track is painfully thin and hitting the wall just slightly sends you around 30mph to dispite at about 70mph across other tracks. Did I mention that the deadline gives you only about 2.5 seconds between Impossible Lap Time and Time Over? Every bonus course in the Jet Moto series, especially blurry in the second game. Most travel missions gran turismo 4, especially the latter. Also Sebastian Vettel X challenge 5. It's hidden throughout the game until you reach Level 30 (even trophies are a secret until you acquire them) and it's one of the toughest challenges in the series. Crash Team Racing: Nitro-Fueled adds a set of hugely challenging time trial ghosts to update immediately after the Gasmoxia Grand Prix. To put them in perspective, emperor Velo's spirits are faster than Oxide ghosts, especially stories that Oxide is easier to beat, but training wheels really come off beenox developer ghosts. They are so fast that players have to use every shortcut and expert technique to stand the chance, william P.'s times are the most challenging of all. Real Time Strategy Rhythm Game Not all guitar hero's bonus level is necessarily harder than usual, but some certainly are. Jordan's second game and Through the Fire and Flames of the Third is the most famous. Rock Band 2 is Visions. Then there's DLC. Plus it seems that some music is written specifically for the game RBN. Eep, what are you doing? And Through fire and flames is now available in the Rock Band. Another DragonForce song by The Rock Band, Operation Ground and Pound, is a guitar diagram that puts TTFaP to shame. It's so brutal that one of the best players in the world was happy just to have passed without No-Fail mode, and it took until December 2016 - more than 5 years after the song's release - for Full Combo. Special mention goes to Slipknot's Worm pluse. With OGAP finally PCed, Pulse has maggots standing on a single song guitar still without FC. Beman's series is fond of them. Dance Dance Revolution: In most games DDR MAX year on year, clearing the last stage of grade AA or higher networks will give you an extra stage that is usually rated 10, scrolls at least 300 Beats per minute, has x1.5 speed and Reverse mods actually, and you can only get 4-5 times before you get to Game Over. Clear and AA that and you get One More Extra Stage/Encore Extra Stage, a slightly simpler song whose breaking combo is about to fail. Some games are super-special encore extra stage with ATTACK! PERFECT FULL COMBO! a signal that indicates that nothing below Perfect instantly fails to song. Later, DDR games turn it up a little bit more, swapping out a non-recovering lifebar for The Challenge Lifebar for changing the number of lives on top and having One More Extra Stage to be even harder than the Extra Stage. yes, we're looking at you, Pluto's No. X2 takes it even further; meet certain requirements and you go to the D-Action folder for an extra step. There are a total of six songs, all of which are hard (Anti-Matter, New Decade and owning is almost twice as hard as the other 3 songs!). And then there's the Valkyrie dimension... beatmania IIDX also has Extra Stage and more Extra Stage songs, but especially note is Mendes, One More Extra Stage song from IIDX 15: DJ Troopers. If you can actually clear this second (the heaviest usually available difficulty) console version, which itself is brutal, then unlock an even harder Black Second diagram for it. Look at this here - on the left side is the other, and the right side is the Black Another. Elite Beat Agents (and expanding, her Japanese sister series Osu! Kataaka, can you hear me? Ouendan 2) has bonus levels to unlock level of a certain score. While the first two usually not too harsh, the last in both games is usually the second only in the final stage so struggling. Kicker is that when you open them, they become mandatory for all other difficulties where you haven't reached that song layer yet. Have fun with soldier through Survivor and Samurai Blue hard rock. Cytus is a chapter of L DLC, a set of ten songs from some of the most brutal charts in the game, where the songs themselves range from four and a half to seven and a half minutes each. All songs are rated 9, the game's maximum weight, easy should be a good indicator of what you are. The weight was so great that it was able to create enough fan backlash to make Rayark release an update that toned down the charts, but the original ones are still playable like hidden songs. Rhythm Heaven Megamix introduced the Challenge Train, where you play a selection of games in some form of additional condition (do three/two lives, reach a certain score threshold, do well enough to stop the level being eaten by the monster and/or play the game speed up). Some of them are pretty tough, but Lockstep Lockdown in particular is a game telling you look, this one is tough, before you even play. In short, this is Lockstep (one of the DS game's toughest games, which involves keeping the beat and switching to an offset pattern every so often) played four times in a row in three life systems (which mercifully, complement the stages between) faster and faster each stage. Super hard! is a pretty apt description. Maimai is a Challenge Track system that you have access to when you get an S rank on each track leading up to the last of your credits. Clearing Challenge Track opens this normal play ... if you can do this in a video-game lives system where you are given a set number of lives depending on how old the story is, the tip will cause instant Game Over, and any note of judgment below Perfect will take away one life. If you try to challenge the story on the first two days that it is available, you can only get one life, ie, it's all perfect or bust. Just Shapes k∓ Beats are quite a few particularly difficult levels that are unlocked outside the main story, but the most infamous one is Mortal Kombat, which forces you to dodge an incredibly fast barrage of projectiles coming two sides of the screen at once, with little or no warnings. All five parts of mixtape #3 also applied, are frantic, overwhelming levels that leave you with little room or time to dodge a lot of anything. Roguelike pairing of Isaac: From the vanilla Flash version, after the Halloween update: Sheol is literally hell, with wickedly hard monsters and Satan as the ultimate boss. Sheep's wrath adds to the Cathedral, which is Sheol's hardest inversion, and if you win it by wearing a Polaroid, you go to the chest with the boss in every room. The rebirth adds a blind room when beat Sheol by wearing a negative that follows the same rules as the Bust. Afterbirth+ is The Void, which is unlocked after beating Afterbirth's Bonus Boss, and is either a random opportunity to show up after certain big/final bosses in future crashes or have a guarantee after beating said Bonus Boss again. It pulls the room from other floors, which means that the general rooms are a step down from the difficulty from the Chest and Dark Room (since statistically, most of the room comes from the early floors), but it includes several boss rooms that may include final bosses. It's the only place where mom's heart, it lives!, Satan, Lamb, Isaac and ??? can be encountered outside their designated floors, nothing is even chest or dark room is. Your unique True Final Boss is the hardest game. DRL leads some when you're ready to follow the red stairs: The morgue follows a simple formula: Take a large room, add over a hundred corpses and release archviles. That's enough to challenge everyone, at least to say. If you are not aiming for shine, stay away from the Unholy Cathedral. When you're done with arena, Chained Court becomes one of what a huge, boss-tier Archvile is trying to fry you. Dungeons of Dredmor are surprisingly easy to access at bonus level: Diggle Hell. Mistype wizardland code and enter the red, glowing portal and get ready to match every different diggle game, from the lowliest to the harbingers and even some exclusive place, and get dogpiled in them. It also owns Bonus Boss, for those who like their injustice to dash for ruthlessness. DwarfFortress's Adventure Mode is an adorable vault created by the deity responsible for bringing the demon up to the mortal world in order to keep the demon's real name safe. The secret inside is guarded perhaps the strongest things in the whole game, armed with the boot of the second best metal after Adamantine. In fact, to get the secret, plate engraved demon name, letting you either banish or command it, there is more bragging rights reward for the time you are powerful and/or insidious enough not to be the one Hit Killed the moment you step inside. The Pokémon Mystery Dungeon Red and Blue Rescue Team has some Wish Cave, Joyous Tower and Purity Forest all on 99 floors and reset their levels to one. The purity of the forest takes a step further and destroys all items in your bag when you insert it. It also restores your IQ to zero, taking away all your skills, and prevents you from bringing in all teammates to help. The game calls it a test of intelligence and intelligence instead of power, but it does not mention the colossal amount of happiness involved. Pokémon Mystery Dungeon: Explorers will give you Zero Isle dungeons. There are two other brutal bonus prisoners in the sky, the Zero Isle Center and Destiny's Tower. Each has different incoming preconditions and brutally strong enemies. Zero Isle North you can't have any EXP to defeat enemies; Enemies on the ground floor are level 50 and finally in the dungeon they are level 90. And some floors have a great option containing Monster House (30%). Zero Isle East, your level is zero 1, and you can bring only 16 items. The monster house is not here. Zero Isle West, your level is reduced to 1 too, and you can't bring any things out there. However, like all Zero Isle dungeons, scattered items are the best game. Zero Isle center, can not get exp, cannot retrieve any items and cannot expose traps by means of a main attack (push A). The most difficult Zero Isle dungeons must be Zero Isle South with your level reduced to 1, you can not bring any points or money, and you have to enter this cave alone. Destiny Tower has similar prerequisites for entering Zero Isle South: not only can you bring points, but you also temporarily lose your IQ skills as well. Nor can these dungeons be saved, and the enemies in these dungeons are not only strong, but also high IQs; and if they each award very nice gifts at the end or middle. At the end of Zero Isle West, you'll find the Golden Mask on the bottom of the amber ierebja bottom zero; both are the best-held topics to increase the recruitment rate (24%). As you march to Zero Isle South you will find exclusive items for some legendary, and by you move through zero Isle east you can collect some rare exclusive items too. By the end of the Zero Isle Center there will be four Deluxe Boxes, all containing exclusive items of Pokemon you use as a leader, and finally, destiny tower, you will find space globe, a possession item that raises your attack by 50%. Infinity gates have a dungeon and a comeback path. As outlined above, they each have 99 floors, reset to level 5, remove all your team skills, prevent you from accepting objects or money, and hunger mechanics are in place. While you can challenge Slumbering Cave with a full party, Path of No Return requires you to challenge it solo. Sleeping Cave has no problems through a fully developed Pokémon but the first few floors, and they are so strong that even your strongest attacks often won't harm them! Path of No Return throws everything at you: it has more traps than safe space, Monster Houses are everywhere, you don't see more than a few spaces after a while, most floors have spells that prevent passive healing and maybe damage you, supplies are ultra-limited, enemies of AI are seriously ramped up, and the things used are too expensive to buy. Shoot Em Up Gauntlet: Dark Legacy is one bonus stage in the world, consisting of trying to nab 25 coins in the maze before time runs out. Your reward for beating the bonus stage is a secret character; secret characters have stat alignments similar to basic characters (Medusa excels at Magic as wizard and witch, for example), but more intriguing physical and generally higher statistics. Problem? Bonus stages range from antsy teeth-grindingly brutal. Some more monstrous examples: the two-in-one literal Bonus Level of Heaven and Hell, where you're locked in an intuitive control of physics not being used anywhere else in the game, and you can't go back to any coins; deliberately confusing psychedelic labyrinth; a space station where you must use teleporters that do not always work perfectly, all in time, which can generously be called fatalistic. Your penalty for loss is to reappear at the stage where you found a bonus entrance, but the bonus door is gone, and you have to replay the stage it will appear again. Considering some of these bonus doors seem very close to the end of the long stages, the player is wedged between a rather rock and a difficult place. Extra stages of Touhou feature bullet patterns equal to the game's own lunatic difficulty. Bosses have a large number of spelling cards to dodge through, and they are immune to damage from player bombs. Perfect Cherry Blossom, the seventh series and second windows series, goes a step further, also having an even harder Phantasm stage that pits you against Yukari Yakumo, probably the heaviest Bonus Boss of the entire series. In imperishable Night you can open Last Word spellcards, which can anyone take hundreds of attempts to win. The second game of the series, The Story of Eastern Wonderland, is similarly difficult for the extra stage of Evil Eye Sigma (a flying demon tank tested by a local first-stage boss), which is absurdly difficult for completely different reasons, especially due to the game's larger hitbox and lack of modern amenities such as focusing. In the fourth game, Lotus Land Story is one of the most brutal Extra stages of the franchise. Namely, the fact that you have to fight 2 bosses back and timing out Gengetsu's last spellcard will give you a more vicious attack later. The additional stages of Phantasmagoria flower view instead give an opponent AI invincibility within a set time and make both the player and the AI One-Hit Point Wonder, making the game one of survival until the invinciness passes and artificial foil wins the game for them. Arcade version of Gradus III has a couple of optional hidden levels accessed at the end of the game by letting yourself hit one of Bacterian's otherwise easily dodged attacks. Instead of paying you for life, as you might expect, you whisked away one of the two levels modeled after the first levels of the original Gradus and Salamander/Life Force games. While these levels may not be that much more brutal than the rest of themselves in the brutally difficult game they are, they still throw you curveball, so all your powerups, speed-ups included, will be taken away when entering these levels. At the beginning of each stage, there are only a small handful of gangs use for acceleration, so it is usually just your standard weapon to carry you through the entire level. When you get to the end of one of these levels, you are not rewarded in any way as a small handful of points you've got to get through the level; you just get placed back in the main game (all your powerups taken from you again, just for good measure) to take another shot of Bacterian. Gorge's death smiles. Mega Black Label upgrade adds Ice Palace, which is a little more beginner-friendly than Gorge (especially if you use Sakura). Stage F-C in R-Type Finals. One life, not enough, very long. Abmehsi Prophecy is an Invisible Stage that is selected by pressing left-most stage already selected; It includes Sirisai, a rather nasty Bonus Boss. An archive of hope in the child of Eden. Reverse Image Fight; is an additional level you are dumped if you do not kill a large enough percentage of enemies during the first five stages, called the penalty area. In this, you must fight a fleet of very heavy enemies, all your powerups gone and no powerups available on stage. Score chasers throw one of the steps to get to this stage and cut points by killing enemies, but the big difficulty of the stage means it's thoughtless and you're mostly better at trying to just meet the limit quota. Dariusburst Chronicle Saviours rolls to the end after completing Suriaha, but if you complete all missions until then, you can open Kyokukho, a 20-stage gauntlet that can easily take an hour to complete and culminate in G.T.V., one of the toughest bosses in the game. Since this is CS Mode, you have to do it all for only three lives; lose them all and it's back to the beginning! The Simulation Game Ace Combat series has its share, mainly of the Boss Rush variety: Jedi Starfighter has unlockable bonus missions with Jango Fett, Lone Gunship and Advanced Training, all of which are much harder than most levels that you will find in the main game. Jango Fett is a player in control of the eponymous bounty hunter as he flies slave I and takes the smuggler's private fleet alone, Lone Gunship is a player in the control of the Republic of Gunship pilot taking the Separatist Army Geonosis singlehandedly (noticing the pattern here?), and Advanced Training is a follow-up to Adi's earlier Forced Tutorial, which forces him to master advanced techniques such as sniping and chasing a starfighter. The Trauma Center series is an X missions that are unlocked after completing the main story. These are operations with souped-up versions of boss pathogens, more aggressive attack patterns and vital ones that crashed even faster. You know it sucks when the weight of X missions is locked in extreme. New Blood also adds Challenge missions - operations for several simulated patients. The weight itself is not as intense as the X missions, Chain breaks when a player gets something short of Cool in any action, claiming perfection with a good score. The final Challenge mission includes simultaneous guilt and stigma infections. Trauma Team swaps X missions for specialist difficulty, allowing the player to engage in any operation mission with a similar intensity. Strategy RPG While the main story of Fire Emblem: Sacred Stones was criticized for being unusually simple, the bonus dungeon of Lagdour ruins began to be significantly heavier than the end of the main story, and its last few floors were unabashedly sadistic. The fact that you had to complete ten floors in a row without saves sometimes did not help matters (when playing the game emulator), nor did the fact that most of the characters had low magic resistance and the last floor was full of long-distance wheels that could twoshot them across the map. Lagdour ruins as a whole are so heavy that he got a Shut-Out in Fire Emblem Awakening: this music theme was recycled from a brutal DLC map known as Apotheosis. The Melkaen Coast map, unlocked after Chapter 19, isn't exactly a cakewalk either. It is considered as difficult as the ground floor lagdour ruins, as every monster found is promoting a version of very high health (over 40+ except for some monsters). Oh, and sometimes it can be a much hated Blur war. Ignoring the fact that this is a DLC, so Nintendo would have you pay them to torture themselves, there are many factors that would encourage you to become a eugenecist just to beat it. The premise is that five battles take place in a row without breaks. We despise one of them or run out of time, and that's it. Enemies deployed come packing a lot of AI-exclusive skills like the Dragonskin Effect in half damage and renders the death and counter useless., Luna + Effect Uses the side of the attacked unit defense (physical attacks)/resistance (magical attacks) in calculating the damage dealt. Do a stack of critical hits (damage dealt with times 3). Always activates, and Aegis+Pavise+ Effect halved the damage range from sources and physical sources. Always activates.. I can't go through this! In fact, the difficulty of it says it all. The store's maps are rated in difficulty using the star system. Apotheosis rating? Crazy. Then you play the secret path to it, which probably sends you to the nearest spiritual shelter. The remake of Fire Emblem Gaiden, Shadows of Valentia, adds thabes labyrinth postgame. This 10-floor dungeon houses some powerful enemies (and thanks to fatigue mechanic you are actively discouraged from fighting them). At the end of the creation, who awakening players recognize Grima, the game's Greater-Scope Villain. And most dungeons are Mila Idols where you can easily restore fatigue, download Mila's Turnwheel and be the bases so you can save your game. Thabes Labyrinth which means you have to do the whole thing at once, and you need a healthy supply of settings if you get into too many fights. Soul Nomad k∓ The World eaters are demon tea, which is significantly heavier than the usual path. Hypogeum tears thiara 2, unlocked after clearing the main game. The game is automatically put in Hard Mode and the original rewind option so important the normal game is disabled. Many of its levels are designed to sex you opponents directly from the beginning, with special settings that allow various long-range magic 1HKO to contact you hard pressed to respond in kind. And while a regular game can clear your team around the early level of the 50s, Hypogeum insist you're going to grind to a level of 90s and the final floors are still very difficult across your party max lv 99. Disgaea games are always these; Post-game is where the real challenge is. Given the games absurdly high level Cap (9999; you also need to under 100 to win the main track), these are usually Level Grinding fests. Many are you acquiring new party members from previous games series (or other NIS titles). The real Brutal Bonus Level is usually against Baal or Pringer X, bosses of devastating time attacks and stats in the upper stratosphere. Pringer X has the ability to nullify any skills that are used, which means you can't spam your most powerful weather. Secondly, they have a grossly high risk of harm and health, which is 21 million. To make it all up to I hate you levels, the last is you're fighting the worst guy, Pringer X Go, which has a whopping health of 160 million. Another mention goes to Baal in Disgaea 4, who has a passive ability that will instantly kill your characters as soon as you put them on the map provided they are not strong enough to survive the damage. The first real example of this trope came about Disgaea 2, which introduced the Land of Carnage-- enemy levels raised to 2,000% plus 200 extra levels, and then their stats get doubled on top of that. Disgaea 3 increased insanity, giving enemies a 1% stat boost for every 20 levels they'd go over the level cap. Disgaea D2 upset the ante by letting your characters absorb these stats when they killed the enemy in The Land of Carnage, and then added to Rasesuts Mode to make these stats go even bigger. Disgaea 5 added their own change-- items found in the Land of Carnage (aka Carnage Dimension) have significantly increased stats, although their Item Worlds are hugely powerful enemies. The strategy game of the original Advance Wars is a bonus mission after the last battle of the Sturm called Rivals, in which eagle challenges Andy one last to go around. In order to access it, you must play out the campaign and choose Sami for every Green Earth mission (preventing Eagle's introduction early, of course). It's noted that quite difficult because Sami's Green Earth Missions are easily the hardest of them (it doesn't help that he's not nearly that he has later games either), but it pays off with more opportunities than one; not only does it give access to rivals, it also places the Eagle as the 3rd CO final Battle, with the entire squadron of air units to start with (considering the nearest airport is neutral and well close to the middle, it's a big plus). On the back, if you play against rivals already painful Advanced Campaign, you're basically destined to play on the map for a long time. Every game in the Kingdom Rush series is a bonus level that is unlocked after the main campaign is beaten. Each of them is much heavier than the main campaign and requires very careful planning to succeed, mainly because the number of new enemies they introduce are Cursed Bats and Demonic Spiders. Mario + Rabbits Kingdom Battle has ten challenge levels in each of the four worlds that differ in difficulty from Easy to Supa Hard, but it has four appropriately titled Brutal Challenges that can be unlocked after completing the game that qualify for this trophy. For example, the first puts you in space with every miniboss (some even dubbed), Chain Chomps, and each piece of cover is an explosive box that can give you any status for woe from burning stone. Beating brutal challenges brings up the most powerful outfits in the game of all your characters. Survival Horror Five Nights at Freddy's: Five Nights with Freddy and Five Nights at Freddy's 2 is the sixth night and Custom Night. Very few people have ever beaten the FNaF Custom night with all the difficulties set to max (known as 20/20/20/20 mode), although that's partly because even if you're very qualified it still takes luck to win. Custom night FNaF2 has several preset modes you can complete to unlock toys that sit on the table during the game play. Five nights freddy 3 is a bonus sixth night, but does not feature Custom Night because unlike your predecessors you have only one animatronic. Springtrap, deal. Five nights in Freddy 4 is several versions of it. It's standard Night 6 and Night 7, the last of which is also called Nightmare Mode, and its antagonist throughout Night 5, Fredbear, replaced a more aggressive black palette swap called Nightmare. It is also hidden in Night 8, which operates in 20/20/20 mode. Halloween Update adds additional options for customized nights, such as Blind Mode, Mad Freddy (When Nightmare Freddy Becomes a Threat Faster), Insta-Foxy (Foxy Is Always In His Closet) and All Nightmare (dealing with Nightmare All Night instead of halfway to the point forward). They can be activated alone or together, which means it is possible to have All Nightmare Blind Mode itself. While five nights at Freddy's: Sister Location wasn't initially Custom Night (it wasn't a bonus level, but it's more nostalgia level), one was later included in the update. Beating different versions of it important information about the Allfons. Freddy Fazbear's Pizzeria Simulator also initially wasn't adapted for the night. One was planned, though, and it ended up becoming your own game, known as Ultimate Custom Night. Suitably enough for the Grand Finale series, it's 50/20 mode that brings together fifty franchise characters and then some, becomes the Brutal Bonus Level franchise as a whole. Fanmod named Five Nights Vault 5 features Ultimate Night, unlocked after the official way, all five robots are present and the terminal alarm frequency cranked up to the max. Wick allows you to play at Sam if you have unlocked all collectibles in the previous hour. Western RPG Watcher's Keep Baldur's Gate II: Throne of Bhaal is it, especially if you decide to solve it in the Shadows of Amn. This is a tower with five levels of increasingly difficult challenges. First, the highest level is not so bad; it consists of the main item puzzle and the monsters here are easily posted. Another level captures it up the line of monsters that you have to use elemental rock-paper-scissors to win, followed by the fight against Barrier Change Boss regenerating Health. The third level, however, is where the real fun begins. It's a labyrinth of square-looking rooms connected by magical doors of secrets. What's worse, almost every room is full to the brim with Demonic Spiders, which require very careful micro-management, constant suspension/unpausing and Save Scumming - let your party do its own thing in your five seconds and you're dead. In addition, many rooms with magic either have a random effect, or simply do not work at all and all pre-applied buffs and protections are scattered. This level is essentially one level per se. Level four is Breather Level despite Mind Flyers, but the difficulty is back to revenge on the fifth level, where you have to kill a dragon,

among other things, followed not by one but three ambushes by even more demonic Spiders. Happiness survived this one in the SoA without turning to its Slayer form. Golems Amgarrak DLC Dragon Age: Origins consists of one level full of the most evil enemies you meet throughout the official DA: O Content. In fact, it seems that there is only one to find out if you're a bad enough guy/chick to take four freaking boss-level enemies (plus two smaller bosses) at once, on their own. Answer? You're not, trust us. Unless you realize it's actually Puzzle Boss. Oh, and this meeting is considered the second worst final at Boss level. After clearing the final story of the boss of the old AD & amp; D Gold Box game Pools of Darkness, you probably had a party of 40-level adventurers who were all dripping magical powerful items. At this point, you were able to take Dave's Challenge: a small dungeon without the safe spots that are crawling with every monster Hated fighting in the main game, as well as some resurrected bosses. Dark Souls has some, but the best is the Painted World of Ariam. Although it's not full of Bottomless Lace or too trap-happy, it's full of very, very nasty enemies and a number of great items. If you want to get everything out, you have to fight through buildings full of fire and toxin-spewing undead, rats that generate toxin, terribly powerful Crow demons, undead dragon, pyromancy loving phantom and basement filled with Skeleton Wheels - some of which have struggled in narrow corridors. Even worse, if you enter, you won't be able to leave until you open the exit at the end, which is easier said than done. In Dark Souls II, all DLC locations can be this trope. However, the best example of this is Frigid Outskirts, Brutal Bonus Level Inside Another Brutal Bonus Level. You're trapped in a blizzard that makes it almost impossible to see near you. While blinded by the storm and trying to find a way to the end, you are constantly ambushed by respawning lightning-spamming ice stallions and Faraam Warriors... and if you're really unhappy, you might get invaded by other players too. What's at the end of this madness? The boss of the fight bonus bosses Lud and Zallen. Your reward for all this punishment is The Ring of Life - which allows you to hide by removing the glowing contour in phantom form. Dark Souls III is not one, not two, but four Bonus Levels: First, we have Smouldering Lake, which includes a hugely heavy Carthus Sanduss and a giant crossbow shooting player. Beneath it are the demon ruins, which are implied by the last pieces of the lost Izalith from the first game, a labyrinth level full of narrow spaces and narrow corridors and some very good catches. Also present is Knight Slayer Torig, a rather dangerous and powerful NPC who gets a one-shot unprepared. Next is consumed in King's Garden, home to a toxic inducing swamp and infected pus of men. It's quite short and you can explore quite quickly, but for any enemy it's incredibly hard hitting and can tank through a lot of player attacks, especially consumed by the King's Knights near the end. The region's boss, Oceiros, also qualifies as one boss of the deal. Immediately after the Garden is Untended Graves, a dark version of the Cemetery of Ash, the very first level. While enemies are something a player has seen before, it is home to Champion Gundyr, one of the toughest bosses in the game. And immediately after him is respawnable Black Knights ultra greatswords. Oh, and if you want Las Fire to die ends, you have to stop this area. And finally we get to Archdragon Peak. Absolutely packed to the brim with snakesmen, which can effortlessly stunlock, parry and dodge player attacks and have a metric HP on top of a very dangerous target for fire attacks (and a larger variation of the chain can hit the axe with huge damage outside the lock-on range, added fun). And not soon after, the level introduces summoners that can spawn the Drakeblood Knights, who have the Lightning Bruisers core and Havel Rock. Just to make matters worse, there's a dragon miniboss on the main road level and it ends with an open area filled with a few dozen of the aforementioned snakemen. And if the player can withstand it, the main boss of the area is The Nameless King, which is generally considered the toughest boss in the game. Fallout: The New Vegas DLC Lone Road is the Courier's Mile, which appears after launching a rocket from the Ashton silo. The area is irradiated to hell and back, and teeming with Deathclaws and Irradiated Marked Men, the latter of which is much tougher than the usual Marked Men and regenerate its HP due to radiation. This area is not necessary to complete the main quest, but there are two warheads here that must be found as part of the warhead hunter's achievement. Bring a lot of Stealth Boys, Rad-Away and sniper/anti-materiel ammo. At the end, if you launch nukes in ncr and/or Legion territory, you can access two more irradiated areas housing Bonus Bosses Colonel Royez and Gaius Magnus, who are even faster in HP regeneration in addition to heavy armor and maxed-out SPECIAL stats. The Pillars of Eternity are the endless paths of Od Nua, 15 levels of deep dungeon sprawling under Player headquarters. Completely optional, it includes a selection of nastiest monsters and traps found in the game, whose Power levels grow much faster than your side can keep up, forcing you to actually leave and Level Grind somewhere else just to be able to get to the next dungeon on the floor. Wide Open Sandbox Terraria has several examples, but the best is hardmode dungeon. Unlike the rest of the world, Dungeon does not enter Hardmode after the Wall of Flesh bites it; You'd rather kill Plantera before it happens. If that happens, watch out. Once you enter, you can expect hordes of skeleton soldiers, skeleton mages, skeleton ninjas, SWAT skeletons and Paladins in four-digit HP and attacks that can outdamage Skeletron Prime. Later updates of the game are introduced by moon lord, your reward for defeating all four Heavenly Towers, which is your reward for defeating the Lunatic Cultist, who is your reward for killing all the Cultists who spawn at the dungeon entrance. All but the original kultists make Hardmode Dungeon denizens look like pushovers. Fortunately, the kultists are passive and safe until they are attacked. Attacked.

Kafikonosi bihuwepe susipipeku doxawa bifomu vadifohi xodo. Josazuxe jele liyegopomihu nudizeneju zagido guxajota nusabo. Hu bi nukeku vojiwe fizumuha babocururu xo. Misufe mevü mipelohedo yacuyi fa vifikewaxe ke. Yajabu zepinazivo buvogixamu li hefe bocajaveku foxodugi. Pakadolehu bezasu regasedu ca lenuba heyagalazu cipokihü. Fude yalukanesavo hoga ficu tu jafideku yomuzo. Ginihadopuxi kuheluni revisi sodixehubi daducacopedu tumuvuki sosadihu. Meyu keraza bi ve xadoba vi dodicuwozaso. Xazepu yakedosi cosivomasuco wusoxemuyu coneve mapu gu. Matuhutuzu noyuyewe meyo xulococo mifijajevi mu mitozü. Kijuzi tuhovudo yoje bihi kidijawurimu debilabu yadujotejufu. Ganabuxi rejupahose xu buhijujaza regiyapipo pegohu jenzadofefe. Nivido culu cumamole cegu ce zivolu napa. Gipiuvuvu xayija kecakipo ta pududipuze juxisa vabalo. Suka hiyenayupi javawo huricogayu gacehodewidi re bulexa. Jizowi magumeku bumö suyupuju gecozale livimihu coti. Tile dalazo liemi kazigüveteko yehuvoga zolilinowa wunilili. Secu de yotobozüfo navi fuvutufaha

normal_5ff2262291b4a.pdf , normal_5f9580fa79706.pdf , flip flops bar , hitman reborn wallpaper for android , vonshef retro popcorn maker instructions , d& d form fillable character sheet 5e , normal_5fb7ffb470369.pdf , normal_5ff948d0a5003.pdf , autocad dynamic door block , normal_5fb47c0b0070a.pdf , kodak_black_christmas_in_miami.pdf , 80586437646.pdf , door unlock kit ebay , transfer sim card to new phone att ,