**Dragon Raja Rifts**

Guide written by Kagamin (S2 Valhalla) v1.27

*Rifts* are hidden mini-game instances that we can find across the world of Dragon Raja.

**Finding Rifts**

The Rifts show up as a glowing, blinking sparkly purple spot in the game world. If we find these Rifts, we can use our vision skill *Third Eye* to find the entrance (**circled in purple below**).

The *Third Eye* skill is toggled via the button below our character portrait in the upper left of the game screen (**circled in red below**).
These entrances will appear as an odd black glowing "fluffy" ball once we activate our Third Eye skill (circled in purple below).

Interact with the entrance to enter.

Once inside a Rift instance many of these mini-games will require us to activate our Third Eye vision skill to find clues, where to go or to see hidden puzzles.

Rifts show up and disappear randomly.

Sometimes only one person can be inside each Rift at a time. If someone else is inside, the rift entrance will disappear until they come back out.
If a “Line” (channel) is full, you can switch to another Line.

*Thanks Pipi (S2 Valhalla) for the above info!*

There are various types of puzzle instances for these rifts.
Some of these puzzles are easy, while some are harder.
Rift rewards:
Each Rift instance can reward us with up to 100 Rift Fragments.

Combine 600 Rift Fragments into 1 Rift Key
A fragment from another world, exhibiting a strange attraction for each other. Combine into Rift Key for a chance to get one of
Magic TransQuest
Premium Alloy
Mirage Potion
EX Catalyst
etc.
Rift Puzzle Types

Every time we enter a rift, we are assigned a random puzzle and location. Most of the puzzles will require us to use the **Third Eye** skill before we can see the puzzle or clues. Our character will “talk” and give us clues as to what we should be doing inside the Rift so keep an eye on the character dialogue pop-ups.

The Red to Green puzzle

This puzzle requires us to have the **Third Eye** skill active, otherwise the puzzle itself will be invisible.

If you can’t find the puzzle, go to a wall and follow it in one direction (i.e. clockwise) with the **Third Eye** skill active until you find the puzzle. Below is a solution for this puzzle in which we have to turn all of the red glowing stones green.

This puzzle can be solved by activating all four of the corner stones (2, 3, 4, 5) and the middle one.

**Order:** 1 -> 2 -> 3 -> 4 -> 5

**Alternative order:** 2 -> 3 -> 4 -> 5 -> 1
Breaking the Enchantment (blue-glowing cubes)
Enter the blue-glowing cubes when they show up. Avoid the red AoEs.

There is a variant of this puzzle where we have to break one enchantment, talk to an npc that shows up where the cube was then kill bats that show up.
Dice rolling
Talk to the NPC girl and roll the dice up to five times. If you get an even number you’ll get a reward chest chance. If you roll an odd number everything will disappear and monsters will spawn, which we can kill for rift fragments.

We can choose to stop rolling and collect our rewards at any time.
Run around and look for reward chests and kill monsters (bats)
This is an easy rift: run around with the **Third Eye** skill active and look for chests to open.

The chests usually drop down from the ceiling. Bats may show up that we can kill for extra Rift Fragments.
Known rift locations (approximate coordinates):

Chizuru: 237,179
Chizuru: 105, 205

Rift info and credits goes to AnnaBanana and Errisu (S2 Valhalla)
Siberia Harbor: 163, 227
Siberia Harbor: 221, 114

Rift info and credits goes to AnnaBanana and Errisu (S2 Valhalla)
Siberia Harbor: 325, 319

Rift info and credits goes to AnnaBanana (S2 Valhalla)
Siberia Harbor: 369, 340
Paradisio Outskirts: 88, 39
Paradisio Outskirts: 67, 90

*Rift info and credits goes to AnnaBanana and Errisu (S2 Valhalla)*
Paradisio Outskirts: 102, 111

Rift info and credits goes to AnnaBanana and Errisu (S2 Valhalla)
Icy Lair: 174,115

Rift info and credits goes to AnnaBanana and Errisu (S2 Valhalla)
Icy Lair: 217, 141
Hydras: 335, 137
Hydras: 354, 155

Rift info and credits goes to AnnaBanana and Errisu (S2 Valhalla)
Cassell College: 220, 295

Rift info and credits goes to Riz (S2 Valhalla)