

# aldorlea games

rpg and adventure specialists



## ASGUAARD

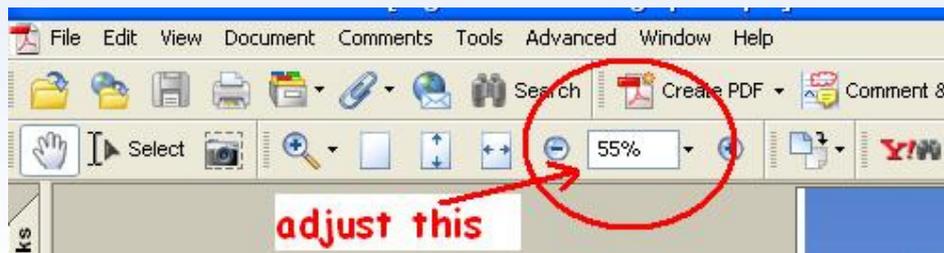
### Official Strategy Guide

From



Get ready to begin yet another Aldorlea saga. Indinera has created a wonderful game with in-depth storyline bordered with harsh realities to satiate our hunger for a game that leaves a lasting impression on us. The music effects are remarkable and well thought. We couldn't have been able to complete the walkthrough without the extensive help, maps and information available at the Aldorlea forum. Special thanks to dee0227, RPGeez, loof123, west, drakov, D-Squall, jbs, VKVern, LizzyBug, Anonymouzz, mihail861998, nanchan, Tom Biafar, bucabeach and Moonian, and last but not the least Surfergranny for the maps, magical rooms and hidden locations. The storyline is not revealed so that you can enjoy the game. There are no spoilers as far as the story line is concerned, but for the game play, there will be mentions of secret rooms, magical rooms, etc. But don't worry, they are listed at the end and their links are provided in game just in case you need to refer to them. There are tons of hidden items that you can discover! To enjoy more RPGs and adventure games from Aldorlea, don't forget to visit [Aldorlea games](http://aldorlea.com)(aldorlea.com). For more free walkthroughs, visit [Over Cloud 9](http://overcloud9.com)(overcloud9.com).

**P.S: If you find the text screen too large, then click on the 'View' tab or adjust the screen resolution by the percentage that suits your need.**



If you are in a hurry and need direction for some particular area, click on that area name listed in the 'Contents' to get there directly(This is a demo so the links won't work).

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## **IMPORTANT TIPS:**

- ✦ Press ‘escape’ key to pull up the game menu anytime during game play except in battles. You can check items possessed by your party members in the inventory, equip/remove weapons and armors, see status effects inflicted and general stats of your party, use particular skills of your team members (e.g. heal), save the game (recommended after every 10 minutes to save game progress in case of power loss, sudden computer shutdowns or unexpected battles where you’re unprepared) or exit the game.
- ✦ Since the game offers four game play modes and weapons to choose in the beginning, so the things like special weapon related powers or skills or gold collectible may vary accordingly.
- ✦ The enemies drop non-usable items like blue gem, etc. you can sell those items at shops to increase your gold. Also each shop has different value of each good. So find the shop which buys your items at the highest price for profit. Mercantile skill once learned can help you sell items at higher prices and buy items at lower prices.
- ✦ There are numerous green fairies that can let you save your game in any dungeon and heal your party. Make good use of them.
- ✦ There is no journal in this game, so use the talk feature of one of your party member to know what to do or where to go next in the game.
- ✦ Talk to everyone in the village as they give hints to many things. Also don’t forget to buy equipment, items, etc from shops before leaving any village or town.
- ✦ Fighting strategies can vary from dungeon to dungeon and is also different for difficult monsters (from now to be referred as ‘bosses’). I may recommend some strategies for the extremely difficult ones, but in general you should practice planning your own battler team and tactics. The armor and weapons also play an important part to decide how good you can defend/offend the enemy.
- ✦ Use the ‘ctrl’ and ‘f’ key together on your keyboard to find things that you are particularly looking for in the walkthrough in a hurry. Make sure that the spelling of the word you type is correct or else the keyword you are searching for may not be found highlighted.

- ✧ Each area that you enter will be also referred as 'screen'. For convenience sometime I may refer like "go back by three screens", etc. this means that starting from the current area (screen) you go back to the previous area and then to the previous of this area and then to the previous of the latter again through the passages you have followed.

**The Beginning**: At the very beginning of the game you'll be asked to choose a game mode. I would like to quote Indy in describing them-

- **Normal**: as the name suggests, everything is balanced 😊 -the player strength, battle encounters and difficulty, game item finds, etc.
- **Easy**: more money to gain, stronger characters to play with; but too easy to feel the challenge.
- **Hard**: "Hard Mode has harder battles". And the characters are weaker too. Other features are all the same. Indinera likes challenging hard core gamers with this mode.
- **Story**: "Story Mode has easy battles, very low encounter rate and more money. Story Mode gives a huge boost to your characters and a minimum of 50 steps between encounters." The mode pre-selects the encounter rates unlike in other modes. This mode concentrates more on the story than battles or any other things. Which is why, there are many little finds which are available in other modes but not story mode. Some of the game quest items or people are also differently placed in this mode.

After you are done selecting the modes, you'll be asked to choose the enemy encounter rates in every dungeon-

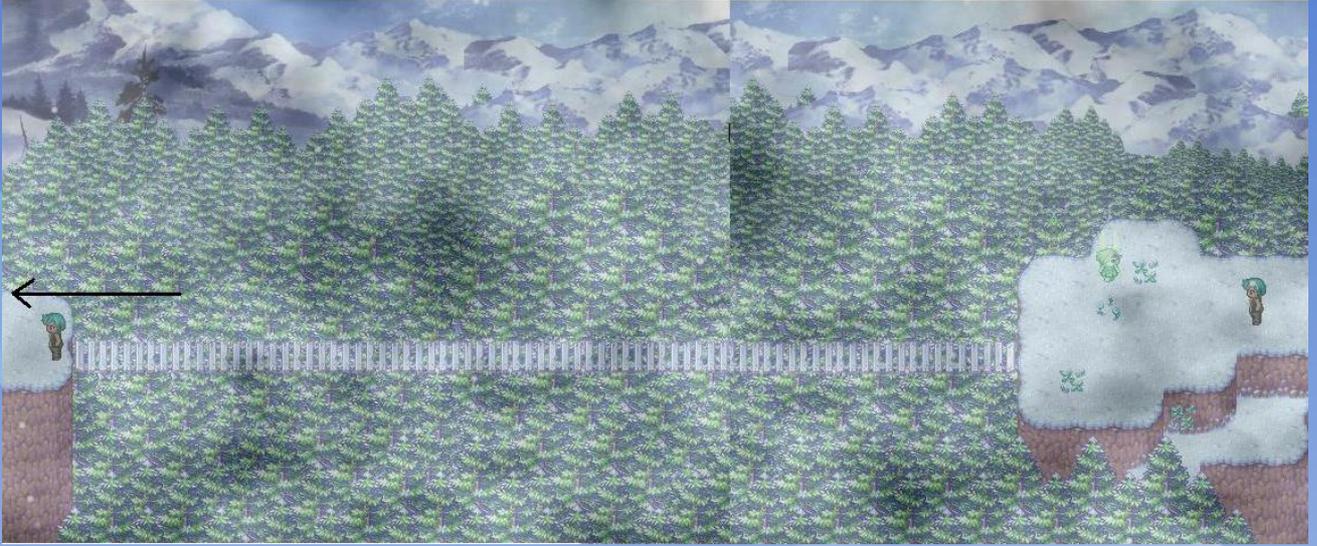
- **Normal**-where you'll face a monster in a dungeon after you walk every 18 steps.
- **Low rate**- where you'll face a monster in a dungeon after you walk every 25 steps.
- **Maniac rate**- where you'll face a monster in a dungeon after you walk every 10 steps.
- **Very low rate**- where you'll face a monster in a dungeon after you walk every 40 steps.

The game begins then after. You are in control of your main character; he seems lost in the present situation. Go through the door onto the next room. Pick up the wooden branch as indicated by the small blue arrow. You can rest at the couch, again pointed by a blue arrow) to heal your character for free. Walk into the blue arrow pointing the exit from this place.

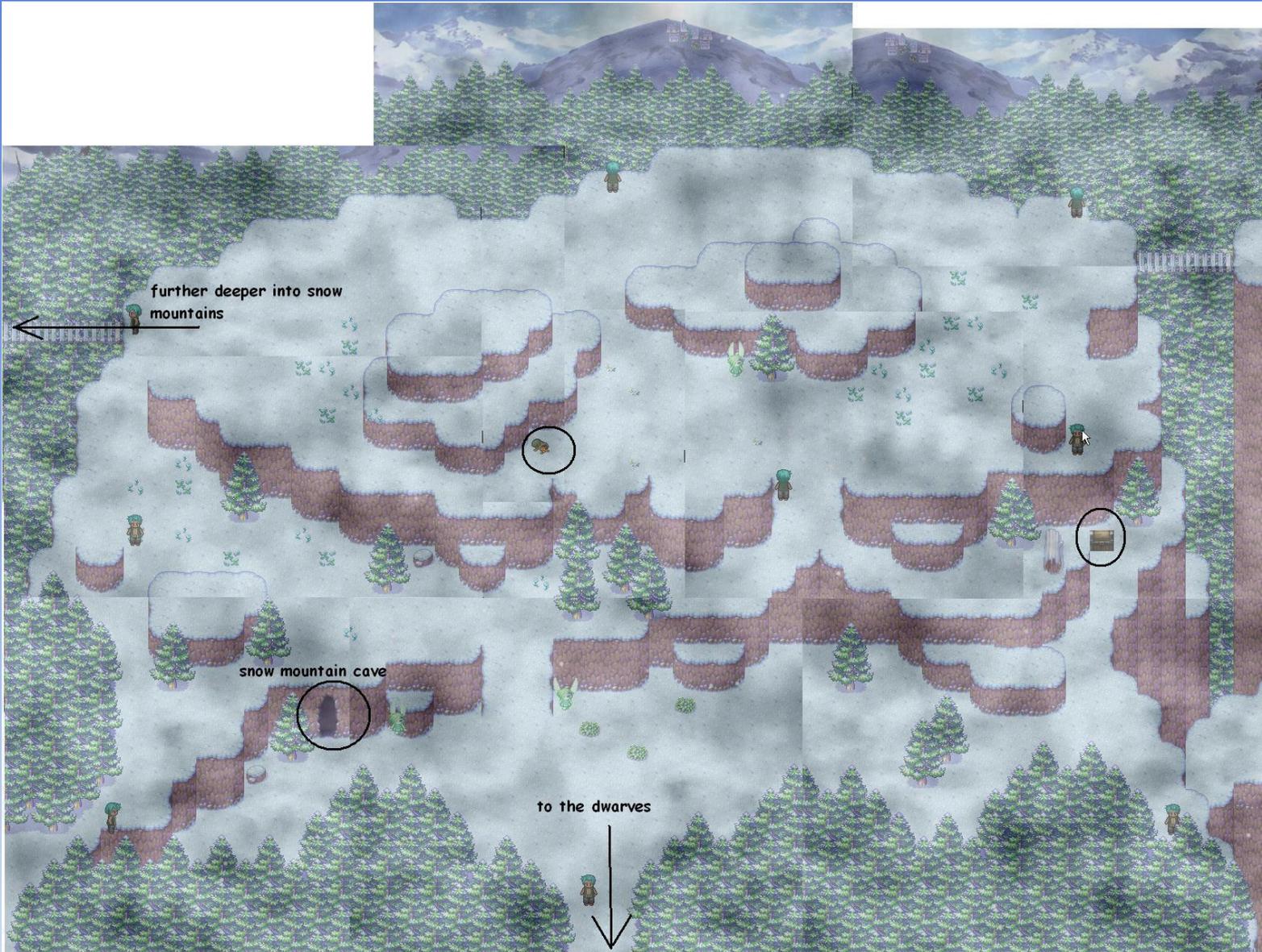
Now you are all on your own at the Snow Mountains.



Press enter at the empty barrel to your right to get a fur hat and equip it. A bit to the lower left is another empty barrel with 62 gold coins (gold amounts may vary in each game mode). Keep walking along the snow covered path and jump across small gap denoted by the blue arrow. In the next area, save at the save fairy.



**Move across the bridge onto the next screen.**



**Pick up the gold bag and chlorea potion from the chest. Remember the spot marked as 'to the dwarves' in the map, we need to come back here later. Enter the snow mountain cave and walk up to the end; open the chest to get an ice shield and a energy powder from the statue near it. Exit the cave and go westward into further deep into the snow mountains.**



There you can gain 5 HP and full recovery by the red fairy. Return to the previous screen, save and go the path marked as 'to the dwarves'; the game takes you to a cut scene. Watch it carefully, now you can select a name for your character. You can choose to keep the name chosen by default or can add for characters to it. Press the 'esc' key to completely wipe out the default name 'Glen' and select alphabets to form a name. When you're done, select 'Ok' to confirm it. Observe the conversation carefully. When Grom asks whether your main character (let us call him as Glen for convenience) would like to join him, select yes. He'll gain 2 HP. If you select 'NO' then you won't gain any HP. The game will take you to the Roya village.

**ROYA:** Follow the conversation carefully; you'll have to select weapons for your characters. Choose wisely. Grom will also give 500 gold to begin your journey. Refer the Roya village map in the next page of the following page. Explore the village and talk to everyone. Collect the old steel helmet from the box as marked in the map.

- Talk to Grenna to learn the expert eye of tiger skill for both your characters. He will refer you of Tibor who can teach you fighting tactics in this village.

- **Goofy can teach you spells, but you need to come back here later when you've acquired a party member who can do learn it. He will also speak of Hectorius who can teach you important skills at Savioropolis.**
- **Golum will leave hints of Kaia who can teach you 'Guru' of rune finding skill at Savioropolis. Also he can teach Rune finding skills once there is a suitable party member in your team.**
- **You can also return to the Elders in the tower to learn Guru Skills once you have mastered the kindness and meditation.**
- **Ganeal can help you master iron skill when you reach the expert level. He will speak of Guru Samael of Astany, Middle lands.**
- **Your party can be an expert at musculation from Ghalford at an expense of 400 gold. He will tell you about Gordom who is located at Port Siren and is known for his 'muscularity'.**

**Buy at least one of all items from the item shop and lot of health restorative items as you'll need them later; purchase weapons/armors from the weapon shop keeper. Buy 99 empty phials and when ever you are even one short of them, buy another to keep the numbers 99 (you'll know why later). You may buy either of a staff or a bow in extra for a future member. You can return here to learn bow mastery once you have someone who uses bow in your party. Don't forget to equip the armors and weapons. There is a teleportation crystal blinking at the center of the village; you can use it for teleporting from one place to another for 100 gold. Save and walk towards the south of Roya to the exit.**