

Millennium 3 – Official Guide

(by Aldorlea Games)

<http://www.aldorlea.com>



Introduction

Welcome to Millennium 3: Cry Wolf! This is the third episode on the Millennium game series by Aldorlea Games.

This Guide will provide you with maps, hints and tips as well as a detailed walkthrough for the main quests in the game.

Plot Summary

In Millennium you play as a teenage girl named Marine. Marine sees an opportunity to improve the life to those living in the country by challenging those in power in the oppressive city of Mystrock via an ancient martial law.

This law states that if 13 warriors are able to defeat the 13 in power they have the right to establish a new government. As such, with only little time until the following elections, Marine is in a race to gather warriors to join her side.

Marine's secret weapon to all is a little fairy called Jeanne who has been helping her through her journeys. However, the two had a quarrel at the end of episode 2 and Jeanne is seemingly gone!

As episode 3 starts Marine has just registered Benoit, Jezabel and Abu in Mystrock bringing her list up to 6 warriors and is now ready to go look and recruit further members to her cause. Enjoy!

Characters

The good...

Marine – the main character in this story. She's young in age but wise far more than certain adults! She's kind, strong and almost fearless. She has a crazy passion for jumping!



Jeanne – Marine's little fairy friend, who took housing in Marine's earring. The two get along quite well and Marine has learned to count on Jeanne's helping hand in battle. How will she manage without her, now that the two have quarreled?



And also....

Benoit



Karine



Hirado



Dee
Abu
Jezabel
Gravitron
Piu-Piu

All of them are friends Marine gathered in her past adventures.

And the bad...

Lord Dragon
Borgon
Kusinov
Merryll

All of them belong to the town of Mystrock.
They seemingly despise the peasants living in the country and occasionally do not miss a chance to bully them.

Options

- Difficulty Modes:

Hard, Normal, Easy and Story

- Visible versus Invisible Monsters
- Guided or Non-Guided Path

Green arrows help you not to get lost.

Controls

- F5 to trigger the Options Menu.
- Mouse Control (optional) and Keyboard
- A (like Ally) to trigger the Party Switcher
- S (like Sidequest) to trigger the Questbook

WALKTHROUGH

1) Hidden Shack and Cave

Please note: this guide contains a glossary of monsters' weaknesses at the end – feel free to check it whenever you need it!

As you start the game Marine is alone in a Hidden Shack. She says the others have left and she should go join them.

Explore this small area and get the orbs and the Battle Staff from the chest in the right corner. To exit go through the cave entrance.



As soon as you enter the cave you'll notice Merryll blocking your path – you know better than to believe and trust him but unfortunately Marine doesn't...

Merryll joins you and you'll experience in first hand how powerful he is at fighting. Take advantage of that and thoroughly explore the cave as there are some goodies to collect. Don't miss out on secret room #1 indicated by an arrow on the map and make sure to check the pillar in it as it'll give Marine the Heal spell.



When you're done exploring and want to head out just take the Northeast path and talk to the second character barring your path – Kusinov this time!

ATTENTION: You can't come back and explore this area again (both the shack as well as the cave) so make sure you've got all you want before talking to Kusinov!

Yep, those Mystrock Lords were up to no good and they give Marine quite a beating – you're not meant to win this fight in case you're wondering! Marine will faint and next thing you'll be in the world map area of Mystrock Territory with the whole party.

2) Getting Ready and Heading East

First things first – make sure Marine is healed up and check everyone's equipment!

You'll notice Merline is level 1 and can hardly equip anything.

If you're not importing you'll also notice that you don't have that many restorative items with you – so it's probably a good idea to fight a few monsters in this area as you'll get a big variety of them, they won't be too hard to defeat and most importantly they'll often drop meats or money!

If you are lucky you will encounter Thieves and Assassins.

Both have a lot of money, especially the Thieves! Therefore it can be useful to train in this map for about 10-15 minutes and gather some money.