

Millennium 4 - Beyond Sunset Official Complete Walkthrough

(by Aldorlea Games)

<http://www.aldorlea.org>



Introduction

Welcome to Millennium 4 - Beyond Sunset! This is the fourth episode on the Millennium game series by Aldorlea Games.

This Document will provide you with:

- **In-game maps**
- A detailed walkthrough for the **main quest**
- **All the Side-quests and their solutions**
- **Secret rooms'** locations
- Monsters' weaknesses
- Promotions Information
- Battle Strategies
- General Hints and tips

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.

As episode 4 starts Marine has the rules of the Martial Law showdown explained to her by Mystrock's Wise Sage. Then with only 6 days to find the remaining 4 warriors Marine and her friends won't be able to sleep much as night time also becomes working time! Will they succeed? Play and find out!

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.



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

- Mouse Control (optional) and Keyboard
- Options Menu, Party Switcher and Questbook Log are all now accessible through the main menu (press "Esc" to access it!)

WALKTHROUGH

Let's Begin

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

Another note about the maps: if you find them too small please increase your zoom - the resolution at which they were saved is high enough for you to see much better than the A4 page limitation size!

Once you reach the Southern lands of Myst there's not much you can do before crossing a mountain named Firth of Fourth.

- Make sure to use Marine's skill called "**Strategy**" and pick one among the three. We recommend the "attack before anyone else" one as it will often give Marine an extra-hit before the fight even starts.
- You can also grab a **Witch Hat** hiding in a tree nearby (on the left). Unless you're importing and have more effective equipment, it is wise to equip it on Marine so she can call Jeanne easily in most fights with her skill "**Call Jeanne**".

You should also have a look at all your characters equipment and suit them up as best as you can before entering the mountain. If you want to use different characters, you can change them using "**Party**" in the Main Menu. You only got **three Kimonos** from Mystrock though so either use a non-warrior character (like Dee or Merline), who can equip other armors or leave your most resistant warrior without a Kimono!

We recommend the following party to support Marine:
Benoit - Abu - Salome.

- **Benoit** with the Hero Key and Power Ring has a very strong attack. We recommend you keep him all through the game as he is the best hand-to-hand fighter of them all. Plus, he can heal.

- **Abu** is a pretty decent fighter all-around and can cure many status ailments with his spells. Most notably, he can **cure K-O** whenever one of your characters is "killed". Additionally, his "**Voodoo Sign**" is an attempt to inflict K-O on an enemy.
- **Salome** is weak at fighting but her restorative spells are useful if you need to cure or heal your party. However we do not recommend you use her attacking spells (such as Tai-kick) as they are costly in SP and not very efficient. Only do so if you are out levelling up your characters.

Please note:

- All the characters will improve in **hand-to-hand fighting** as they fight and use the "normal attack" command. It is part of their progression as Martial Artists. Some are naturally more gifted than others in that Art. You can check the level of expertise they have (and the number of hits they did) if you go in the "Equipment" menu and look at their "weapon" (top/right part of the window).

Level 1 - starts at 0 hits

Level 2 - starts at 20 hits

Level 3 - starts at 60 hits

Level 4 - starts at 150 hits

Level 5 - starts at 400 hits

Level 6 - starts at 1000 hits

- Jeanne is a tiny fairy that can be your "**5th character**" whenever Marine summons her using her spell "Call Jeanne". You'll probably find it interesting that if you are surprised by the enemy side, Jeanne will automatically show up - in that case the best choice with her is to use **Boost > Boost Defense**. Jeanne can cure most of the states, so use her CURE option if you need a full treatment quick - for instance if you are paralyzed, have vertigo or even are venomed.

1) Firth of Fourth

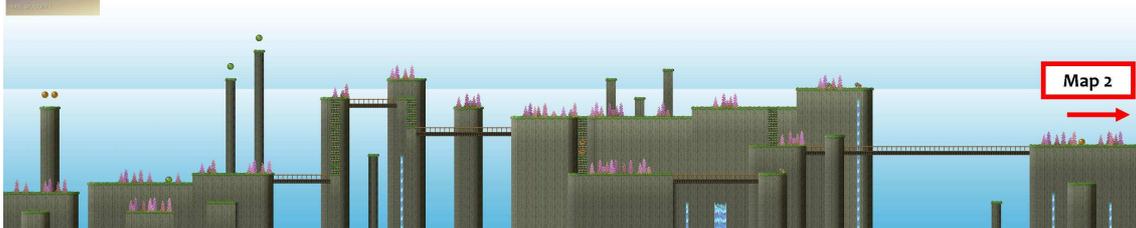
A lot of monsters around here (even kings) are susceptible to armor break and/or weapon break. If you're importing Merline equipped with the Water Pistol will be a plus in your party, otherwise you may want to rely on Benoit and his Hand Skills to do the job!

Cool Tip: Abu's Voodoo Sign kills the Jumper (Gorilla) in one blow!

Here are the maps you'll be crossing! If you can try leaving money bags behind as you'll soon find an object which will allow you to increase their content!

Jeanne will automatically show up if you get ambushed, so rely on her boosting spells to improve your battle chances - especially the Boost Defense one so the damage you receive is lower!

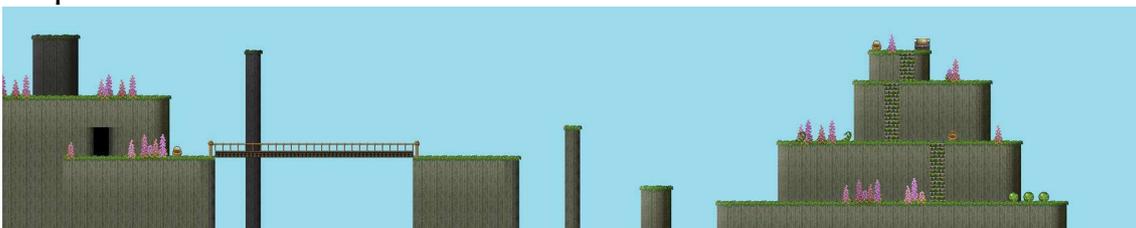
Map 1:



Map 2:



Map 2A:



^^ Get another Power Bandana in this map! It'll help, especially if you're not importing!