

Millennium - A New Hope

Official Complete Walkthrough

(by Aldorlea Games)



Introduction

Welcome to Millennium - A New Hope! This is the first 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

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 accessible through the main menu (press "Esc" to access it!)

WALKTHROUGH

1) Green Grass

A note about the maps: if you find them too small please increase your zoom!

You start your adventure in the village of Green Grass. Marine is a teenage girl who is trying to help out her father by taking an herbal treatment to her grandpa in his stead.

If you don't know very well how to play make sure you read all the tutorial books that you find on your way! There's one just next to Marine's house!



You should start by exploring the village and talking to all its inhabitants. You'll find a few potions and gold coins hiding in barrels and chests as well as a couple of orbs that will be useful later on in the game!

Two things you should keep in mind:

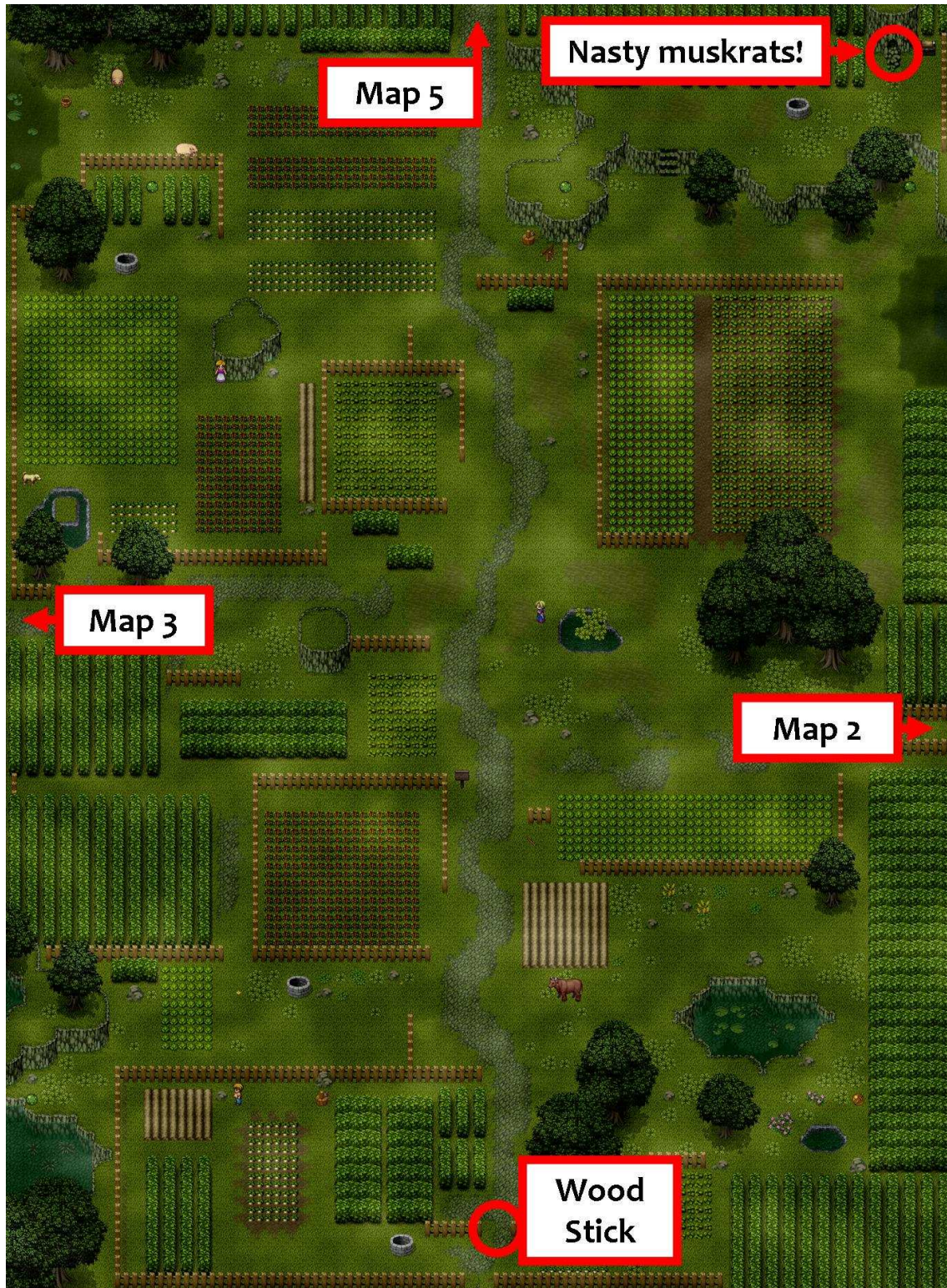
You can rest for free as many times as you want and need in Marine's bed inside her house (make sure you check the cupboards there too for a few supplies)!

Dahl's shop doesn't have a big selection of items but you should definitely buy the Broken Paladin Helmet as well as a couple of Biscuits. Later in the game when you're in need of money and have a few items that you can sell for money make sure you come here when you can as he'll give you the best market value for your items! Other merchants will offer you less money!

Once you've explored the whole village, head out into the fields!

2) Green Grass Fields

Start by picking up the wood stick and reading the tutorial regarding fights if you don't know how to tackle them as from now on you'll be encountering a few fat bees and dragonflies. Make sure you equip both the stick as well as the broken paladin helmet you got from Dahl's shop!



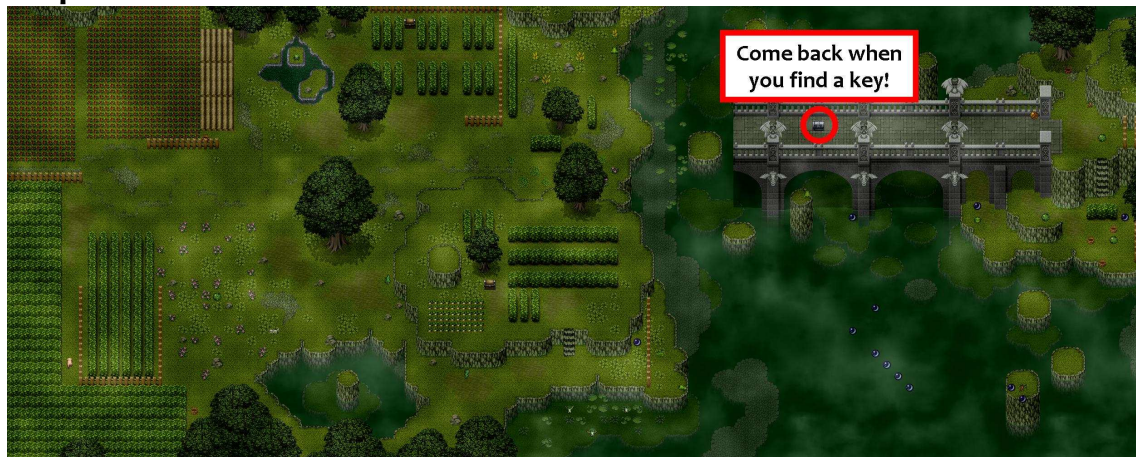
Explore around. Make sure you check the wells as they sometimes have some money or items inside. Pick up baskets, orbs and money bags! And check chests for items! Once Marine is a bit stronger level 5 and above you can defeat the Muskrats by having her cast Green Orb!

Then if you should probably start by heading north into map 5 before exploring the other areas as you'll soon gain a helping hand!

After Jeanne joins you then go around explore all the other maps before heading out into the world map!

Here's what you can find in each area...

Map 2:



^^There are a couple of madragores that will be useful later on and a Battle Knife that although Marine can't use someone else will eventually be able to.

Take notice of the locked chest and make sure to return to this map once you find a key to open it!