

Millennium 5 - The Battle of the Millennium Official Complete Walkthrough

(by Aldorlea Games)

<http://www.aldorlea.org>



Introduction

Welcome to Millennium 5 - The Battle of the Millennium! This is the fifth and final episode on the Millennium game series by Aldorlea Games.

This Document will provide you with:

- **In-game maps**
- **A complete and detailed walkthrough for the entire game**
- **All the Side-quests and their solutions**
- **Secret rooms' locations**
- **Monsters' weaknesses**
- **Rare items and equipments' locations**
- **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, having already enrolled all her 13 warriors, Marine is now making the best of her short time until the showdown training herself and her friends so they don't look like fools when they're face to face with their opponents in the arena!

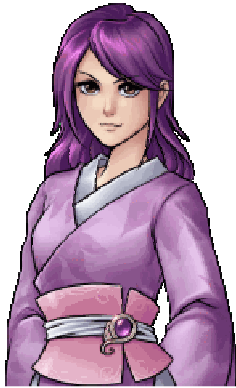
Marine's secret weapon to all is a little fairy called Jeanne who has been helping her throughout her journeys.

As episode 5 starts Marine convinces the Bear - the most powerful of her 13 warriors - to take them all to a place not know by many, so they can train without fear of further Mystrock interferences! However, is really outside interference the only thing that may jeopardize their goal? When inside quarrels and animosities start being more and more apparent will Marine be able to keep her friends together?! What happens when their leader falls?

Characters

The good...

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

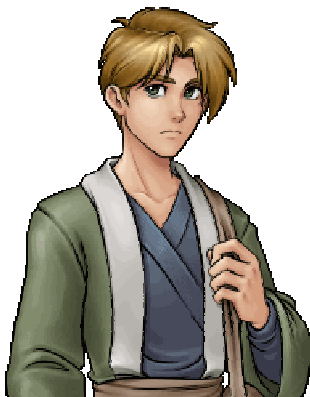


Jeanne – Marine's little fairy friend, who took housing in Marine's earring. The two get along quite well and Marine has learned to count on Jeanne's helping hand in battle. Furthermore, Jeanne has the power to sort of read people's minds or intentions and so she often tells Marine her opinion on matters!



And also....

Benoit



Karine



Hirado



Dee
Abu
Jezabel
Gravitron
Piu-Piu
Merline
Jack
James
Salome
Wolfgang
Mom
Bokden
Bear
Old Suzuki

All of the above are friends and relatives that Marine gathered in her past adventures.

And the bad...

Lord Dragon
Borgon
Kusinov
Merryll
Mai
Hitomi

...and others! They all 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. You don't play with them but you often see what they're planning and scheming against Marine's party!

Options

- Difficulty Modes:

Hard, Normal, Easy and Story

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

Green arrows can help prevent you from getting 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) Ancient Myst

A 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 standard size!

After the game's intro you'll gain control of your party in a place called Tartarian Pass. The Bear says he wants to watch and see how Marine and her other recruits fight, so for now you'll only be able to play with the 12 lead characters (the Bear won't fight either as he's supervising!).

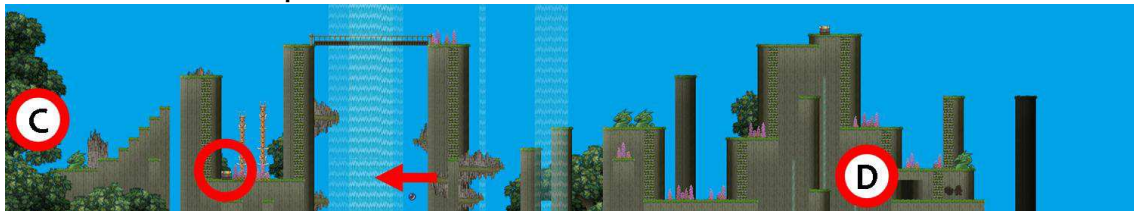
Given how you'll need all 13 to be fit for the showdown it's recommended you put in your party some of the least leveled fighters - in Hard Mode and just in the case you are struggling a bit, make sure to switch to reliable members such as Benoit, Karine, Bokden etc. Old Suzuki starts quite low when in comparison to others but as he gains levels you'll soon discover he can pack a punch and dodge plenty!

Re-arrange equipment as best you can - if not importing you won't have many options. If importing, consider using items that give more than one hit or offer counter-hits or counter-spells as these will allow your characters to gain hand levels faster. The Virtuoso Belt in particular is fantastic to increase hand points.

A note about hand points: since your 13 main characters (Marine-Benoit-Karine-Hirado-Abu-Jezabel-Jack-James-Salome-Wolfgang-Bokden-The Bear-Old Suzuki) are Martial Artists, they need to hit with their bare hands to improve their attack and defense points. You can check their "Hand Level" by going in the Equipment Menu and checking their "Weapon". Level 6 is the maximum level you can reach.

Seeing how Marine is compulsory in the party and how calling Jeanne is one of the best strategies to keep your party healthy without the use of many consumable items - it is highly recommended you give her a Watch of the Gods so she can recover enough MPs to be able to keep calling Jeanne every single fight if needed! It is particularly recommended to summon Jeanne when facing several of those Titan Beetles which can use nasty spells and hit hard.

Tartarian Pass map 2:



C) To Tartarian Pass map 1

D) To Tartarian Pass map 3

Before moving on to the right (D), it is recommended you start your game by retreating back to the left (C). You can first get the Dark Bandana from the close by chest (open red circle on map), though!

The red arrow indicates a spot where you can jump left to get a few blue orbs!

Tartarian Pass map 1:



A) To Ancient Myst - world map area

B) To Tartarian Pass map 2

You won't get any battles on the map above. Just a couple of XP baskets and orbs for you to pick up (items hidden in the foliage are indicated as well as the places where you can jump up to get them). Take the exit in A to reach the world map area of Ancient Myst.

Ancient Myst world map area doesn't have a whole lot to explore but monsters here do drop some healing items and money so it may be a good idea to spend a bit of time here leveling up and gathering resources if you are not importing a previous save file from MM4 and/or you don't have a lot of healing items.

Here's what you can expect from the **monsters** in this area:

- **Tukulu** - very slow and will mainly try to inflict states such as poison, cold, etc. on your entire party if given a chance. They don't have a lot of HPs but they will counter-hit if you don't kill them in one blow. They always drop 26 gold coins and occasionally you may get a Tukulu Pearl, which you can later sell for extra cash!
- **Soldier Crab** - they can only do basic single hits. They have slightly less HPs than the Tukulus and will sometimes drop Crab Meat.
- **Mother Crab** - they may defend; cast a single hit, a double hit or a weaker but hit-all attack. They're fairly powerful so if your party is not very strong have Marine call Jeanne first and foremost while remaining members defend. Have Jeanne boost defense and attack and then only try to tackle this creature. Mother Crabs are particularly sensitive to Blind (if you are importing the Light Cap may work well or otherwise you can try to use some Blindness Powder). Damaging its attack with Benoit's Slash Hand can be quite effective. Less effective but possible is damaging its defense (Hirado's normal hits have a chance to do that) or taming it (Jezabel's normal hits have a chance to do that). Old Suzuki's Dai-Sakuu skill can be quite powerful as he levels up and becomes stronger and if you're using Karine remember that her Fighting Spirit skill will make her incredibly stronger. Defeating a tough monster deserves a nice reward and you may indeed get one as Mother Crabs occasionally drop Elder Mandragores!
- **Titan Beetle** - these are the second hardest monsters in the area after the Mother Crabs. They'll show up accompanied by two soldier crabs - so quickly get rid of those and then focus your full attention on the Beetle. Titan Beetles may attempt to paralyze one of your party members, do nothing at all (not even defend)

or hit you (and they do hit hard!). They're 100% susceptible to attack damaged but that is not the only way to tackle them if you want to save up on Benoit's SPs. They're also fairly susceptible to paralyzed, stunned (hint: Karine's Scare does it to all for oSP!) and defense damaged statuses. Even tamed can be achieve although with lower chances. Having Jeanne around to heal and boost your characters up is enough to defeat them too. Better be safe than sorry and have weak party members defend in case one blow from the Beetle doesn't just instantly kill them. Beetles won't drop any items but they are worth quite a lot of experience so it pays off to fight them if you're keen on leveling up fast!

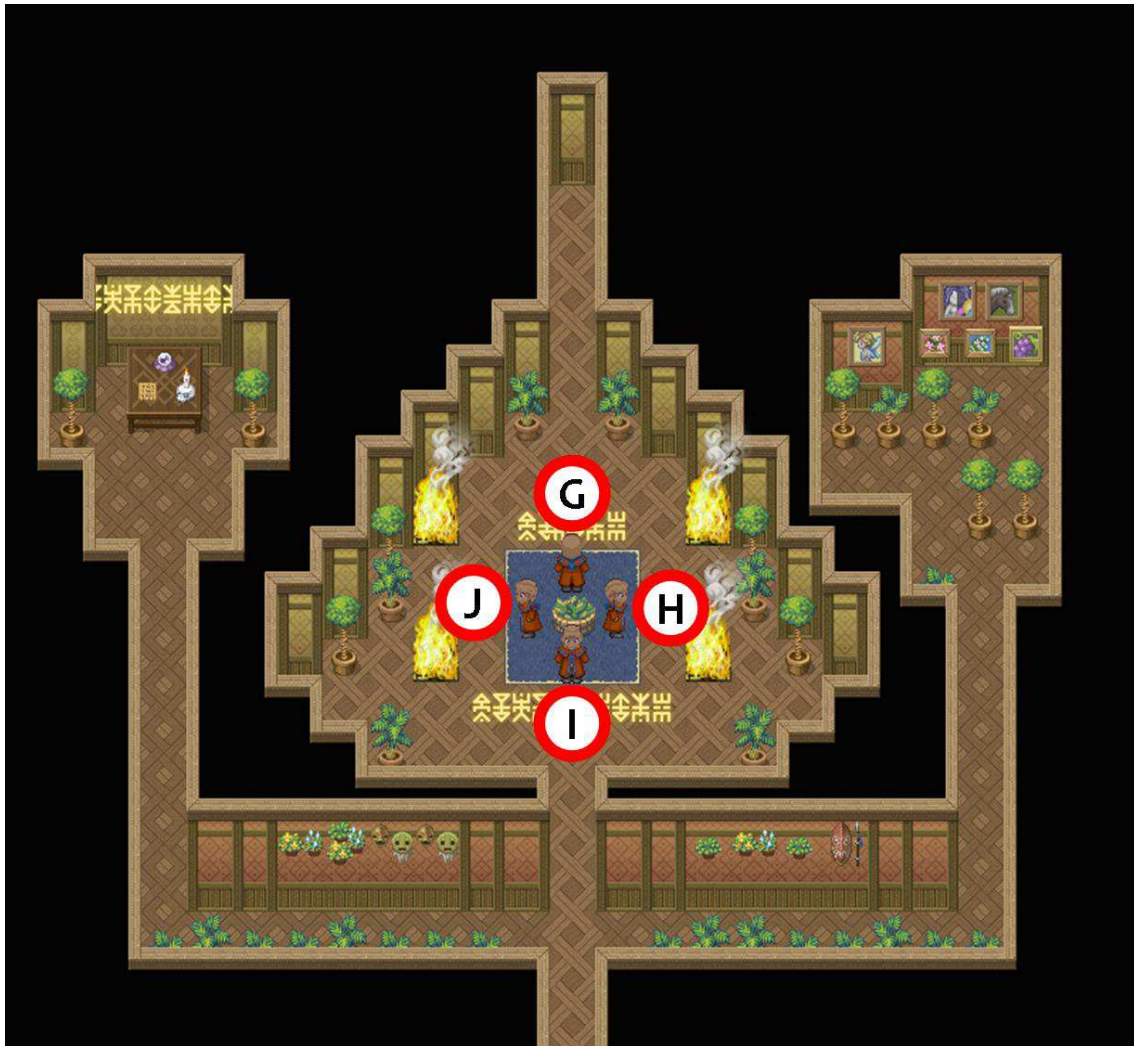
Ancient Myst:



- A) Exit to Green Grass Area - blocked until final sequence of the game
- B) Tartarian Pass
- C) Malaw Guild
- D) Side-quest #1 item
- E) Seal of the Brave
- F) Malaw Ancient Javelin

Pick up the Malaw Ancient Javelin (your team of fighters won't be able to use it but someone else will, soon enough) as well as the Seal of the Brave (if you're not importing this is a good accessory item for Marine). Go into the only building visible on this map - the Malaw Guild!

Malaw Guild:



G) Offers Master Strength and **Side Quest #01**

H) Offers Master Mind

I) Offers Master Resistance

J) Offers Master Speed

Check around with your mouse for items - there are 2 Philosophical Pages on the table, an Earth Heart on the top middle wall, an Elder Mandragore on a pot to the right as well as 2 Mandragore Dusts and a Power Root in the bottom corridor and the area to the right.

Don't upgrade anyone to Master Strength just yet. Completing **Side Quest #01** will drop the price from 1500G to just 500G.

To complete this quest, first accept it and then step outside and about two steps to the Guild's right side you'll find the missing item. Give it to the Guru and quest complete!

At this point in the game you won't have enough money to upgrade many characters (even if you're importing because even if you have items to sell you can't do it until you find a shop).

Things to keep in mind:

- Marine, Abu, Wolfgang, Benoit and Old Suzuki all have a chance to return to this Guild at a later point than everyone else when you'll have more cash! So consider upgrading other characters first!
- Jack is the only one that won't be able to return here after a cutscene that is about to take place!
- James, Salome, Hirado, Bokden, Jezabel and Karine will be able to return after Jack but not after you reach the first shop in the game! This point of no return is mentioned ahead in the guide!
- James can't be Master at Speed!
- Speed will make characters attack faster but also will increase their accuracy and chances of evading an enemy attack! Characters that will never be good in resistance will benefit more from extra speed than extra resistance! Old Suzuki is a good example of this! Bokden, Jack, Karine and Jezabel are other characters that can greatly benefit from extra speed.
- Mind will boost certain skills such as for instance "Heal" but will also decrease damage suffered by enemy spells. Salome, Hirado and Benoit for instance can better profit from extra mind power!
- Resistance will help decrease damage suffered by enemy' attacks. Characters that will never be fast enough to evade most attacks will benefit more from extra resistance than extra speed! James will surely profit from extra resistance! Others include Wolfgang, Hirado and Abu!
- Strength will increase the damage your characters will inflict with direct hits! Seeing how defeating your enemies faster will also decrease the amount of damage you can take from them, you

may want to have all your characters upgraded to Master level!
Remember Hand Skills are also based on strength and not mind!
So Benoit should definitely get Master Strength!

- The recommendations above are fairly general and probably best suited for non-imports. If you're importing you should keep in mind that the promotions you have picked can influence which parameters are better suited for each character, so have a look at their status menu and see for yourself which parameters seem to be best for each!