



0. Basics

0.1 Where Are Good Help Pages

Steam has no walk through, but a good advisor for the quests and sidequests:

<https://steamcommunity.com/sharedfiles/filedetails/?id=2977053936>

Problem with this page is, that it is parted in several different categories and not along the timeline.

Walk through? Look in YouTube under those tags:

Mike Fringe, ASTERIGOS Walkthrough FULL GAME, MontyX, Asterigos (German) or Zhain Gaming. The order is also the completeness of the performance, from Mike (best) to Zhain.

In this page you can find all documents:

<https://steamcommunity.com/app/1731070/discussions/0/6164890302177523851/>

For the Side Quest I recommend [Akifini's Gaming](#) on YouTube.

0.2 Where are the Saves

You find the saves in

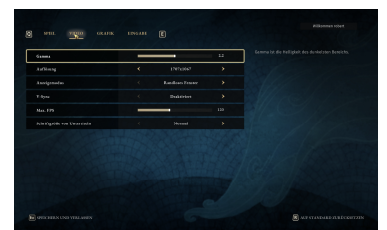
C:\Users\[Username]\Saved Games\AcmeGS\Asterigos\Saved\SaveGames

0.3 What's Important for the Game

First: you have no maps. That's what I miss really. Sometimes you run around and cannot find the right exit or way. And if somebody says, you need a 3D map for this game, then take a look at the Tales of Berseria and enjoy the genius solved 3D maps. Since Google Earth everyone has a map ☺.

You have to talk and knock on all doors, to get all quests. Sometimes the timeline is relevant, if you want to reach certain aims. Refer to the help in Steam. You cannot really jump or climb everywhere. If you are on a border, there is no way around.

Some parts of the game are very dark. If you adjust the Gamma to 2.8 or higher the sight is much better.



0.4 Keyboard

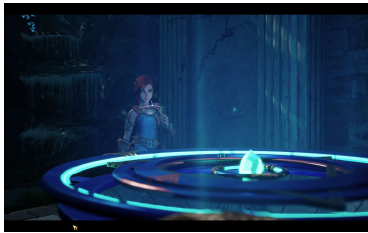
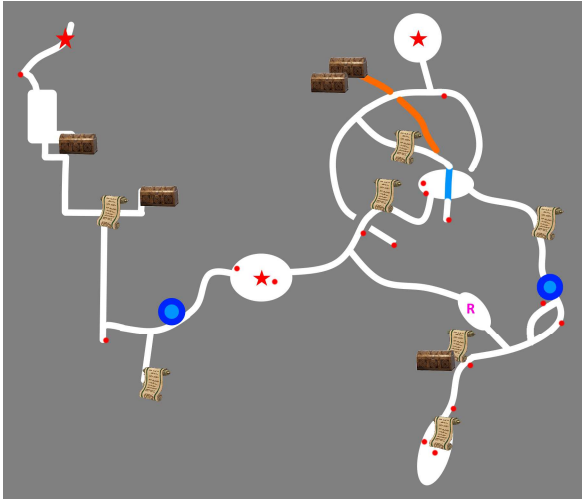
Default for the special attacks are **[Z] [X] [C] [V]** (German Keyboard is really Z!) That's not very useful in fight. I changed it to **[F1]...[F4]** and the collidings to **[F5]...[F6]**.

0.5 Start a New Game

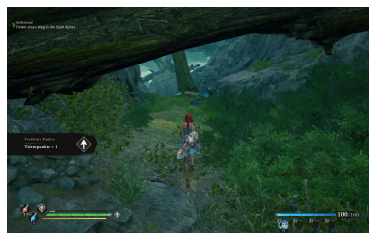
After a first walkthrough you might want to start a new game from the beginning without carrying all over. Then switch off your net connection, delete all saved games, but only those. The other files contain your key mapping and all other stuff. start the new game without the net and you have a new game, beginning with null. But the new cloth will be carried over ☺.

1. Outer Rim – The Way to Apheres

As you have no maps in this game I tried to paint a map. It's a free hand painting, no length or area have a mesure. The big blue points are Stellarsphere, red stars are bigger enemies and red points are loot. Right, chests are chests and papers are papers. The "R" is a rabbit. The blue line here is a bridge The orange line is dangerous. Now to the start.



Hilda awakes in a forest. Take the weapon, the letter and some loot and go to the end. You find a fence and slay it with your sword. Only this formation of fences can be destroyed. Forward you find a wagon with a chest and a letter. The chest is closed and we follow the thief. On the left side you see a small cave with a rabbit, but we slay it later. Stairs up you see the first Conduit. Activate it and if you die, you will transported to the last sphere you touched. If you rest or respawn on a sphere, you regain health and other points, but all enemies, you have slayed, will respawn, except the bosses. Good idea for levelling, bad idea, if you have to return to the area. Behind the sphere is the way to the first fight. Try the special attack on the racoon (or what ever) in the ball with [Z] or your coice. [1] fills up your livepoints, [2] your attackpoints for special attacks. Take your weapons on the stone and go left to the log. Don't use the Talent points now! Find a paper, cross the log and after the fight go left. Don't get to near to the edge straight forward, you cannot return! After the next fight cut down the tree and jump down to the rabbit. After some hits it will run away and you follow over the log quick! You get your first additional attribute point. Now go back to log and and the chest you left behind. You get your first **Gift of the Nexus**. Now back to the first log over the canyon and jump down. In one direction loot, in the other three enemies. Reach the area with the poisonous plants and go left for the next chest. There is another one left from the first, but unreachable now. Cross also the plants on the opposite side and find a paper, enemies and loot. Back to the poisonous plants go next crossing right for loot and then prepare for the first real battle. The "Fire Pig" runs three times in your direction and then stand still. Use you special attack and hit, hit, hit. If your LP's running low, evade with [Space], drink with [1] and/or [2] and return to battle. Reward are big points and a Fire Concentrate. Now go back to the log over the canyon and proceed until you reach the edge to find the next bigger enemy, a gigantic crocodile.



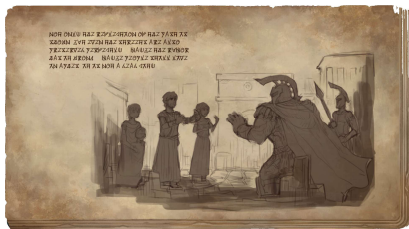
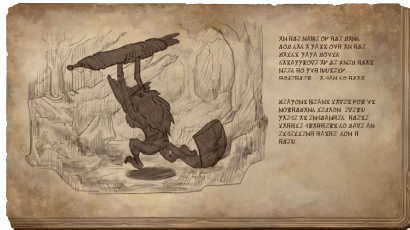


For this monster take the same strategy like at the Fire Pig. You get it down fast and Crocodile Dundee drops a dagger of the North Wind Legion. Some loot at the exit and you stand at the walls of Aphen and the next Conduit. Activate it and proceed. Before you enter the tunnel, you see left a grave with a plate. Fallen brothers of the North Wind Legion. Enter the tunnel, left a silver chunk and the through the sewer to the light. Find a paper at the end and find out, that Hilda cannot swim! A hero cannot swim. Deep water is the death! Baywatch wouldn't let Hilda at the beach! Incredible! On the right end is a chest and then over the ladder down and out in the sun. On the right side of the door is the next chest and in the middle of the plaza a blue lightning. Activating it you see a recorded scene of the past. You can skip them, they are always only for the understanding of the story. Next you meet the Strong Man and fight, but you can't win the fight. Take it as a training. At last it getting dark and you will awake in the Shelter.



1.1 What You Should Have

Journal



Items



- All documents from the Outer Rim
- Five documents from Shelter

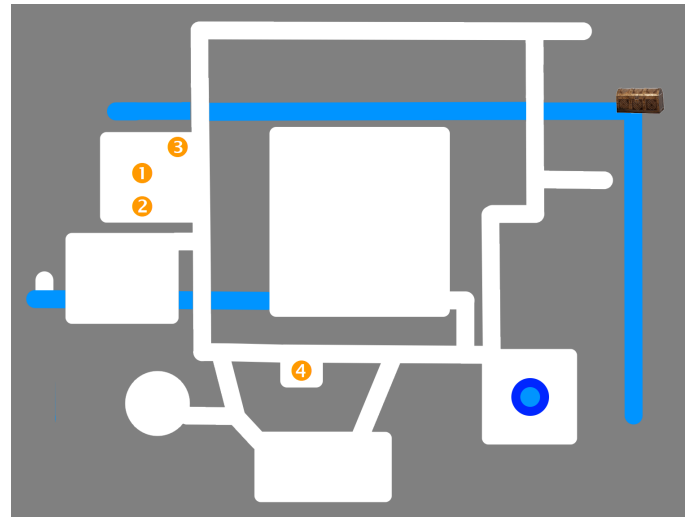
2. The Shelter

Hilda awakes in the Shelter. ❶ is Minerva, ❷ is Roxane, ❸ is Bion and ❹ is Vulcane. There will be more guests in the shelter later. There are much more ways in the shelter, but all are not relevant.

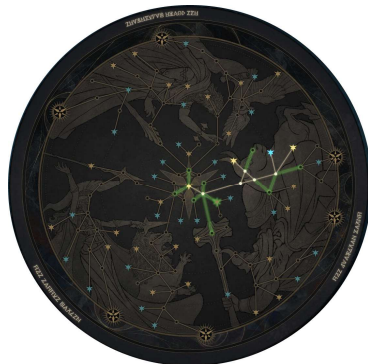
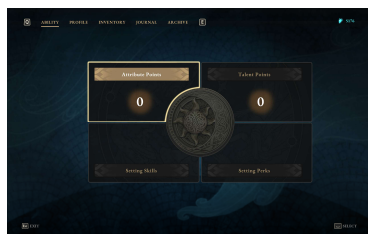


After a more than long introduction in the problems of Aphen you have the next very boring job to do: Speak to all four people and do all conversations.

Relevant are only golden topics, but I am not sure, whether the others also influences the game. Btw: done topics are only dimmed, better would be color. You can find documents in the shelter: two at the shrine, one near the beds at the bottom of the shelter, but most come automatically.

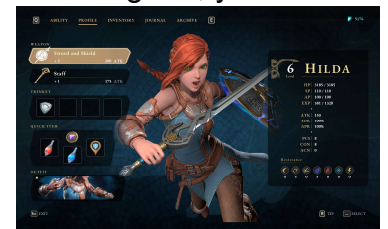


2.1 Improving Skills and Weapons



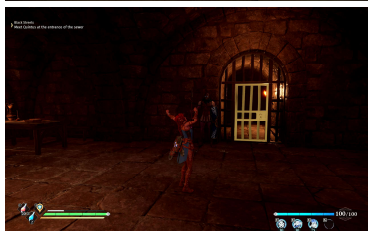
First menu point you can reach with **[Tab]** is Ability. In subpoint AP you can distribute the points to different categories. Use **[R]** to see the meaning. For the first give 50% to LP and the rest to AP. More important is Talent Points. Now you have to decide, which weapon will be your first, which your second weapon. If you play the game for the first time, I recommend Sword and Shield as primary and the Staff as secondary. Staff is a distance weapon and this is rather important. If you use Sword and Shield the most important skills are **Northwind Protection** and **Aegis Wirwind**. With those two you can beat every boss. Get them first and then improve your staff. In the category Setting Skills you can choose and position four attack skills for the fight. In the last point Setting Perks you can disable and enable minor skills. Disable? What that's for? If you got a skill and find out, it's not so good, you can disable it. For example the skill gives you more attack, but minors your HP. Finally in Profile you can adjust your trinkets, useable items and weapons and also your dress.

Look, if you can improve your weapons. Again sword and shield first.

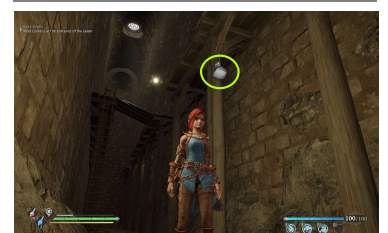
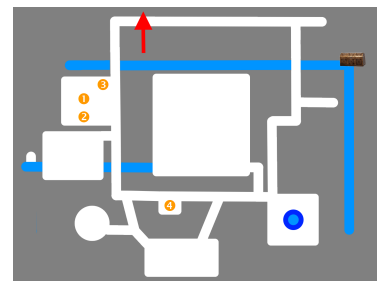


3. Black Streets

3.1 Ghettos



Now to your first mission. Therefore go to Minerva, interact and choose War Table. Click on the left area and hear (or not) the story of the task. Minerva tells you to go to the left, her left! You find an illuminated door with a guard. Enter and press **[4]** to get more light. Follow the tunnel and learn to jump. On the other side is loot. Stay on this side and go to the ladder at the end. You see loot hanging under the other way, shoot it with the staff, climb **down** to get it. At the end, where you come from, is also loot. Follow the way and climb up again. You find at ❶ a message from Clitus. If



you want a real complete journal, you have to go back to Minerva in the shelter and report her ☹. Behind the statue is loot and up above again. You can do it later.

The chest is unreachable behind the poisonous plants. Save it for later. After the Conduit you reach a free area. Right an Echo and on the left side near the waterfall some chests. Hit them and you get loot. Now go near the village. You see a man begging for Stardust and will be shot by Ruffian. Defeat him. In the Black Streets you have to knock on every



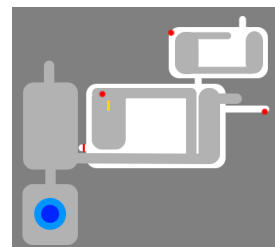
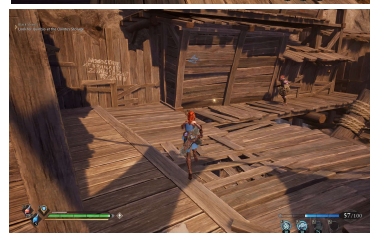
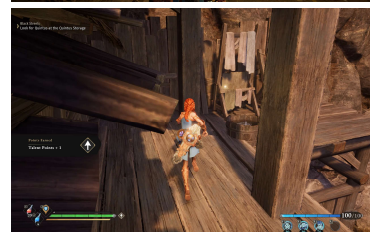
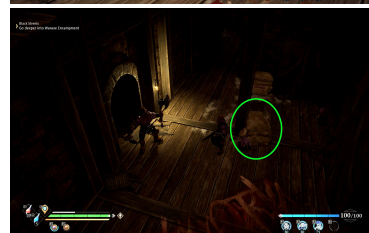
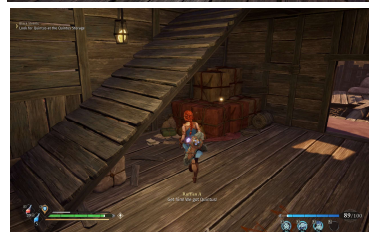
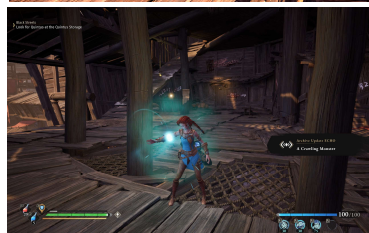
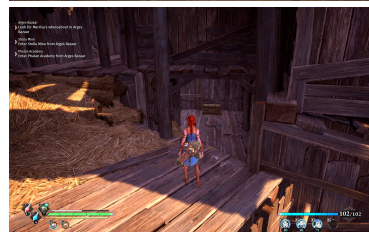
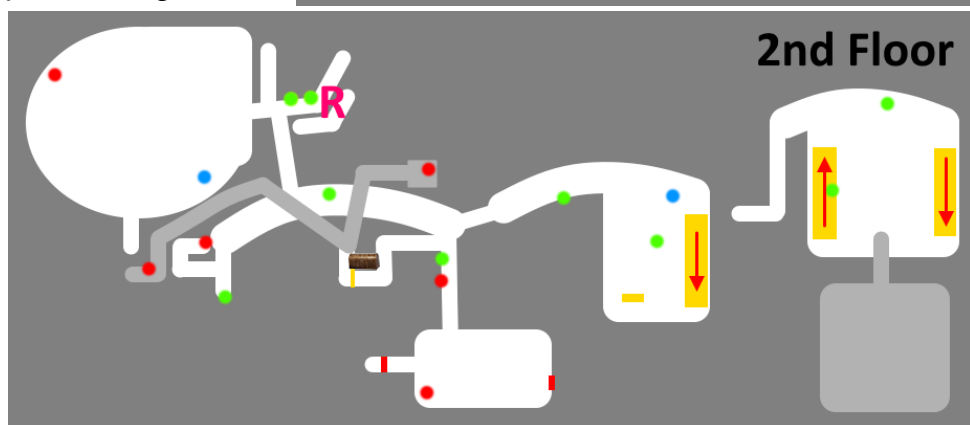
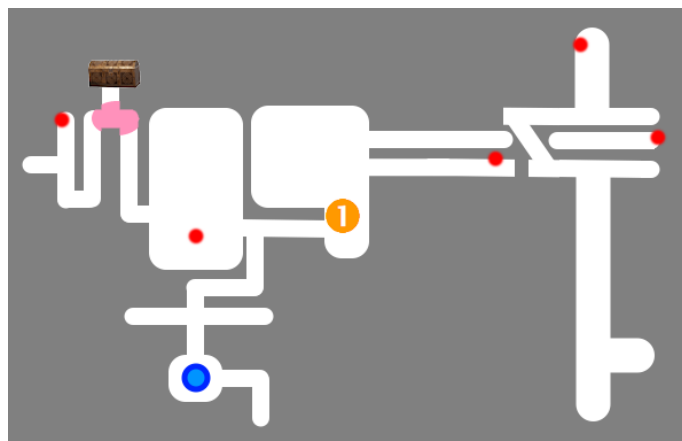
door and find a lot of papers and posters to get all documents for the Archive. I marked all posters and doors green, yellow are ladders or stairs. If an area is one floor up, it's light gray. Red bars are blocked doors at the moment. After the first enemy go to the double green points. First you gossip on the door, then examine the paper on the wall. Go right and find a rabbit and

for god sake it can also not swim and you can catch it at the cataract. Cross the bridge and go right. Go up to find the loot. After some fights you find a tunnel. On the right side are a lot of posters, one is from the Axe. Go in the tunnel, to the right is a broken wall, hit and find loot. In the room behind you find two closed doors and loot, beside two enemies. Go back and at the end of the tunnel left (door!). At the hay look down and see a chest. Then follow the way up, slay a enemy behind the corner. Use the ladder and go over the bridge and left. At the end is a pot with water with the loot. Back to the watchtower and the to the ground over the roofs. Go over the bridge at the waterfall, knock at the door and enter the next area. Enemies, an Echo and a flyer. Stairs up on the table a paper and on the right side a door to knock. Go in the house and find under the stairs another paper. Go upstairs and save Quintus. Talk all topics and get the Element Enchantite and the possibility to switch between the elements. Behind the door and some wood is the next Conduit.

3.2 Inner City Rampart

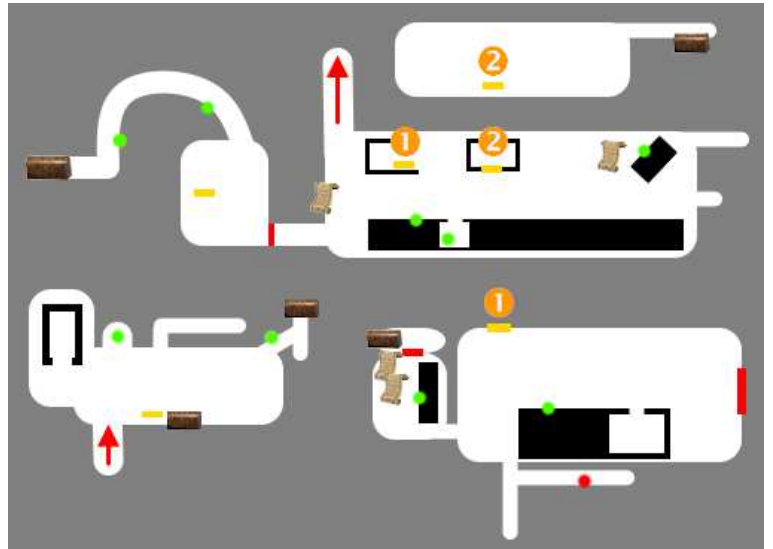
Go to the edge and see a skit. After that we test the new ability of fire. Quintus said something about the flour and explosive. Change to Fire [F6] and default [F2] to let them explode. Nice method to kill enemies. You also can explode if you are too near.

Clear the area and leave at the exit upper right corner.

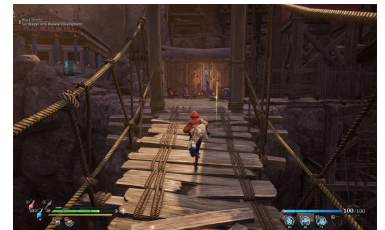


3.3 Ghettos

You enter the next area in the lower region. Immediately right is a small corridor with loot. Then go left, find two papers and knock on the door (black) for a longer conversation. Then break the wood to reach the chest. Go back, gossip on the door and eliminate the only enemy at the gate to the inner circle, which remains closed. Climb down the ladder and reach the next area. The exit will be the tunnel at the end. But for now gossip at the second door, find a paper and an enemy in the second, a



paper at a pile near the sloped hut and knock on the door. You get the task to find some glowing eggs. Then use ladder at ② and get the chest. Back to the middle area you cross the bridge with the waterfall. Don't miss the little paper on the pile. Destroy the wooden barrier and enter a small room. The ladder inside leads to the first area you reached under Quintus' store. Go out and over the roofs. First door gossip, get the chest and start a sidequest by talking to the man in the hut. The quest is annoying: You have take his gift, run over the bridge to the saintess, talk, go back and so on. At the end you have to choose, whether revealing her identity to him or not. I choose to reveal in both causes. Then go the last time back to the saintess and talk to her. You hear a melody and the quest is finished.



3.4 The Saintess Shrine

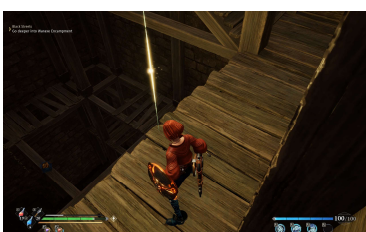
Being on this side, let's clear the area. Left is the real shrine with an echo and nothing more. You can pray inside, but nothing happens. Wait until later. High above hangs loot, shoot it with the Staff. On the small gangway on the right is a ladder, which leads to a chest. Then eliminate the three enemies and knock on the last door and agree to pay. A fight follows, but you get a notice in the journal. The chest at the end is secured by a



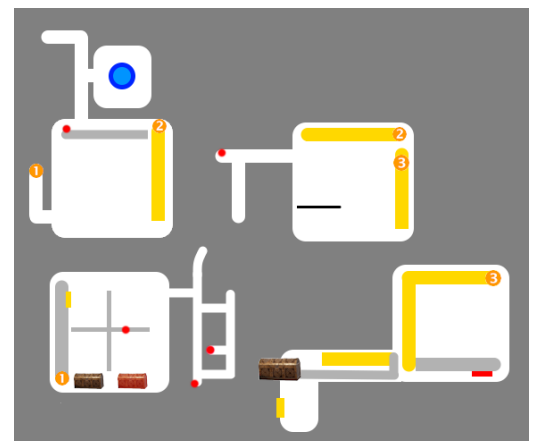
enemy, if he didn't come out during the fight. You can reach the upper area, but you cannot interact with the ladder. This comes later.

3.5 Inner City Rampart Part 2

Explanation or the map: you enter through the tunnel at the upper left corner. As you enter the next area there is one stair to the underground, the map below. After returning from the underground you use the yellow stair ② to reach the second floor. Here is also the exit (left with loot). And in the lower right corner is the third and fourth floor.

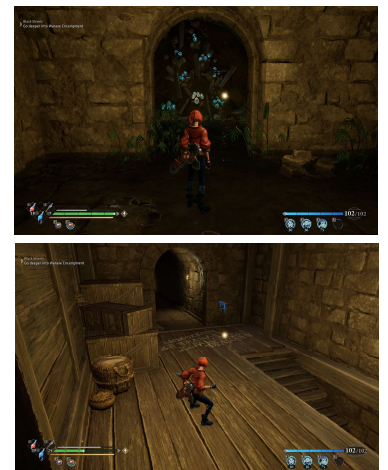


Ok, let's start. Go down and look down. You see loot in the middle and jump down to the lower level





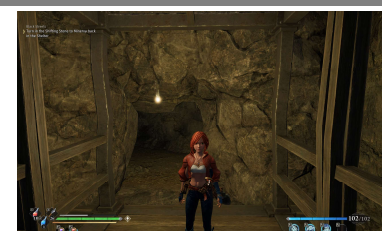
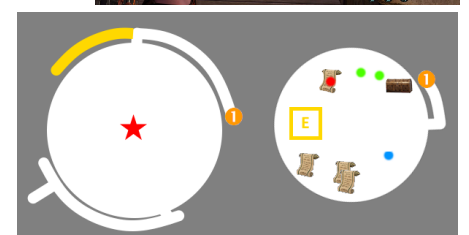
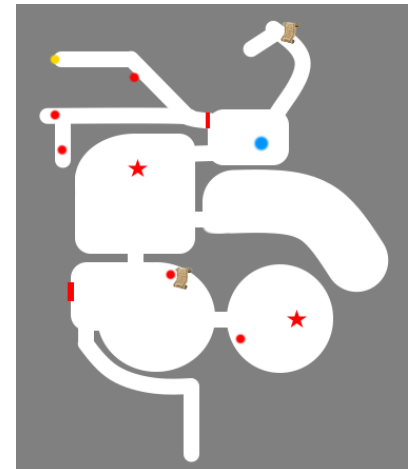
right. Walk over the small planks and reach the loot. Then walk back, jump again twice and find the ground floor. Two chests, left is a mimic. You can test it with the Staff, the aim is red. Shoot from the distance and avoid to be swallowed. The fight is not so hard. Leave to the sewers and find a bag of Quintus and the glowing eggs. We deliver them later. Return to the first floor with the ladder and go further up. You reach at the top a closed door. Enter the exit and follow the way, where you can release the unreachable ladder from the first section. Return and go up to find a chest over some planks. All done and we can exit the area with the tunnel with the fish sign.



3.6 Waraxe Encampment



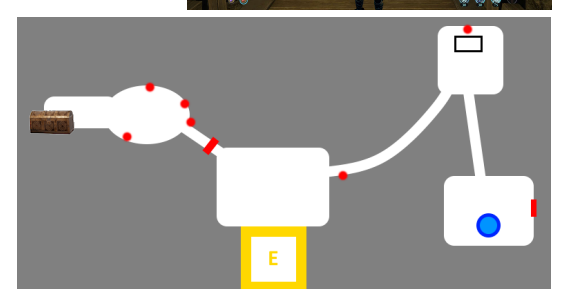
You enter the center. Slay some enemies, see a Firedog, which you kill later, open the left gate to area 3.3 and see you against Decimus. A bigger guy as his fight. With Northwind Shield and Shield Attack he is done in a few seconds. Quintus runs in and has some answers to your “important” questions. Need for completment? After the new gate on the left is a breakable wall. The way behind leads to tree loots, one hanging around, second is left of it and the last is under the gangway. After you released the ladder (or not) go back and enter the central tower. Take the paper and find Baraad, the boss. The fight is with Northwind Shield and Shield boomerang easy. After the fight leave right of his throne and go again right down to the treasury. Hilda runs automatically to the searched item, the Shifting Stone. You also get the Upper Granary Key. But before you can use it we should do more important things. After you gathered all items in the treasury use the elevator. Enter it and turn around. On the way down you see a tunnel, which contains a rabbit. This will be done on the way back. At last you enter the



3.7 Darkwater Swamp

As you see on the map is on the right a Conduit and this will be activated. The water to the Conduit is just not so deep that Hilda drowns. Activate the Conduit and return to the elevator. On the left side are poisonous plants to burn and then a swampy area with harder enemies. Be prepared! Take the

glowing eggs after the fight.

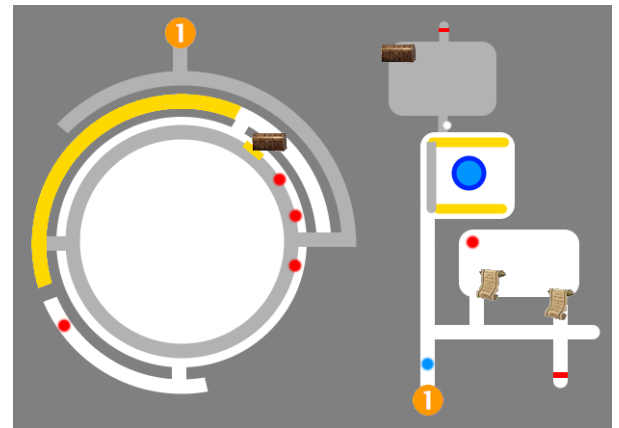




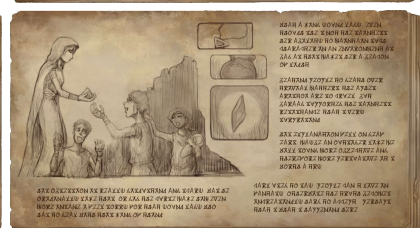
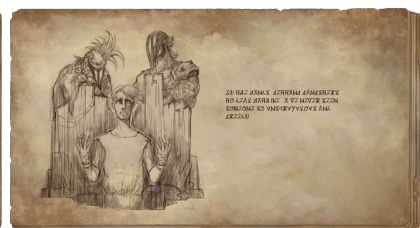
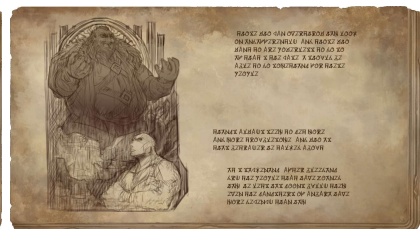
Stairs up you find an exit to a bridge.

An echo and then the next area. Clean it, get the papers and the loot, activate the Conduit, open the chest and

leave the area. Oh, don't miss the Dogtag of Uriah at the tunnel (white point) to the northern area. No, you cannot leave the area now, you have to knock on some doors. In the first area, you entered, is

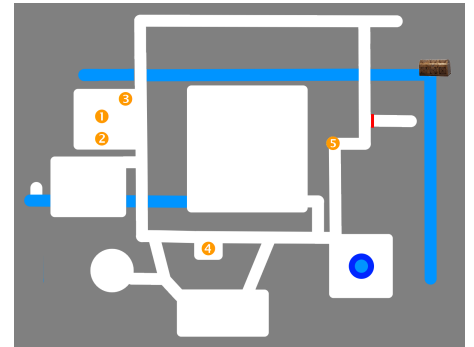


Journal



If the second picture is not complete, you have forgotten to knock on one or more doors.

Items



Documents

- Black Streets complete
- Cloaka Rhodos complete until Phalan Trail Investigation Report

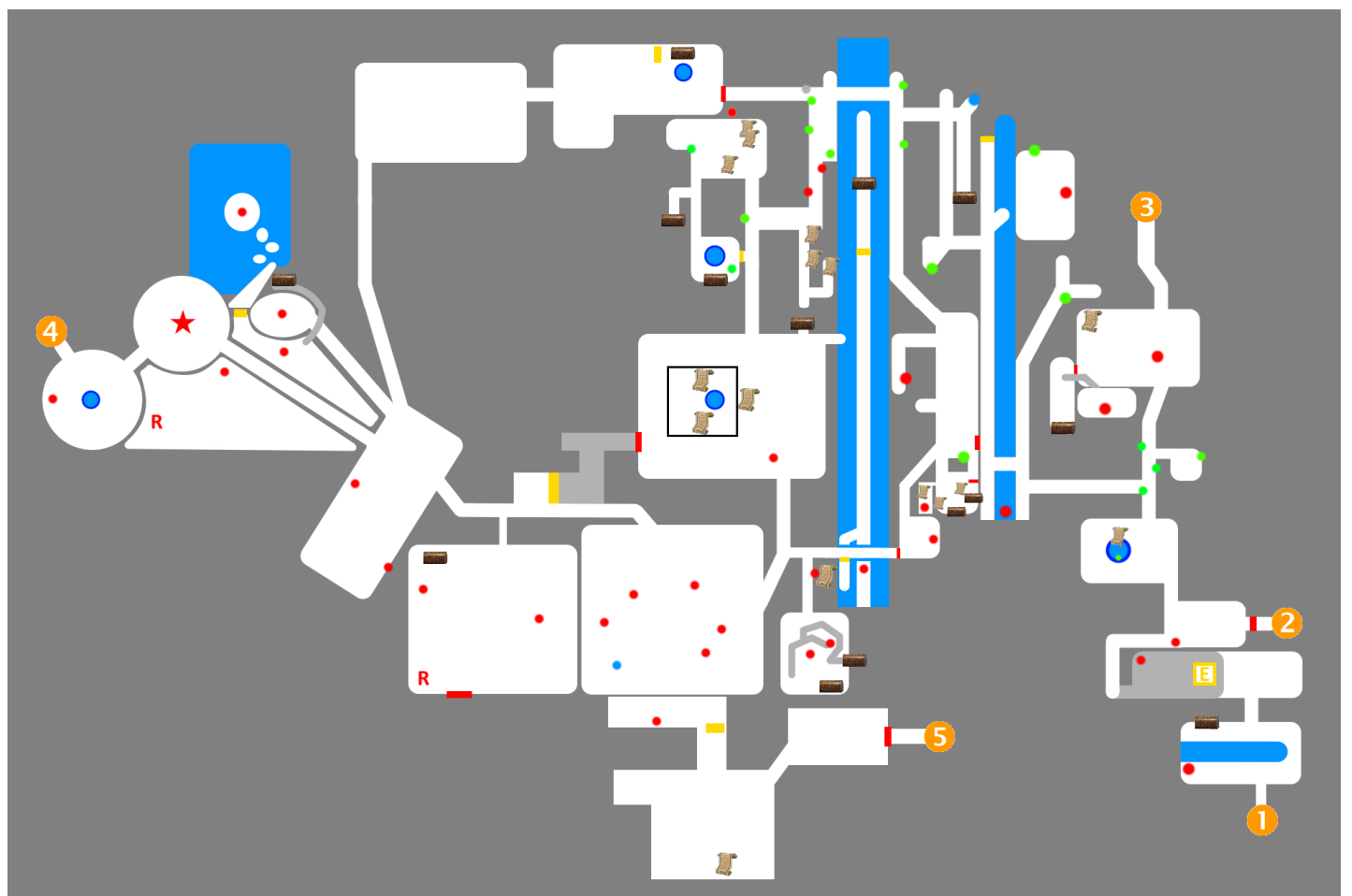
4. Arges Bazaar



We have a new guest in the shelter, Quintus ⑤. Talk to him and give him the the bag with his goods to improve the store. He gives you also a key for his store. Before you leave talke again to all inhabitants to get new informa-tions. Go to Minerva and get three task at one (and you have to take all). First aim is the

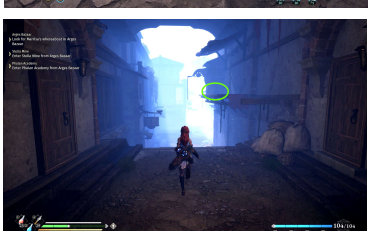
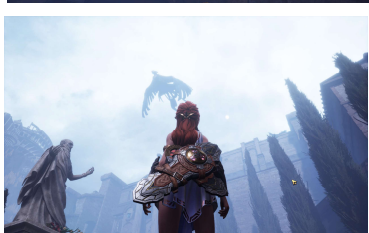
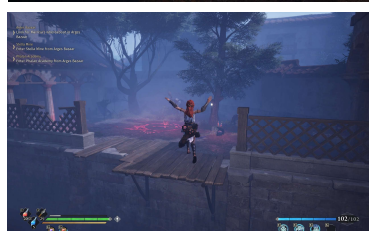
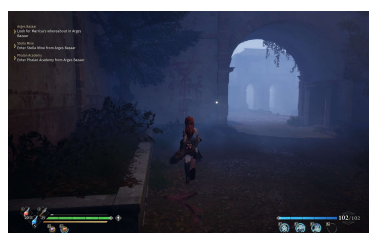
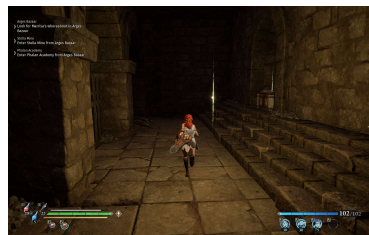


bazaar. Leave through the door near Quintus.

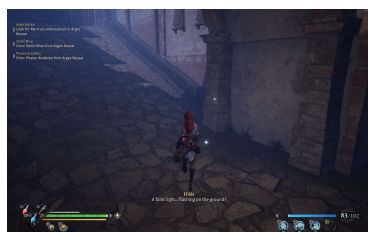
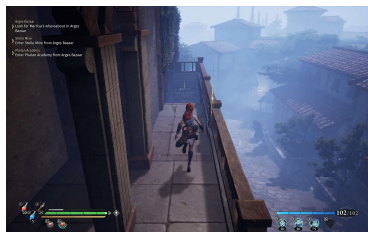
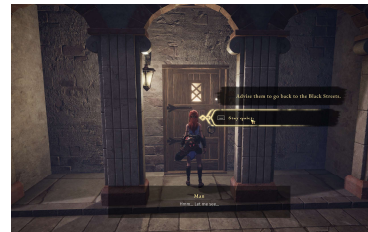
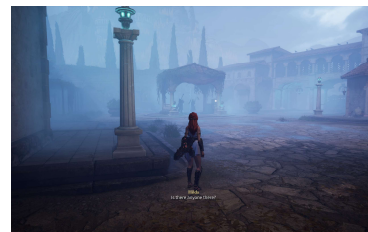


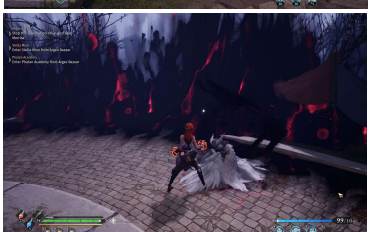
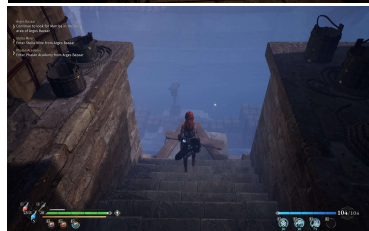
This map was hard work. At ❶ is the start. ❷ can be opened later and leads to the street, where you first fought against Bion. ❸ is the way to the Phalan Trail, ❹ the exit to the Theater and at ❺ you can go back to Black Streets.

4.1 Find Marissa

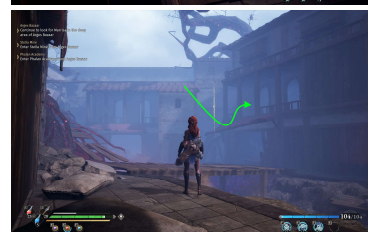
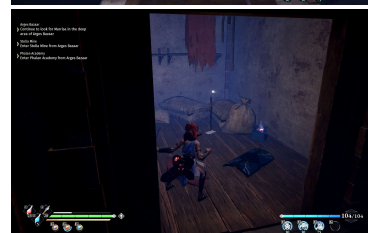
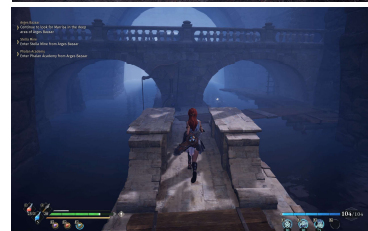
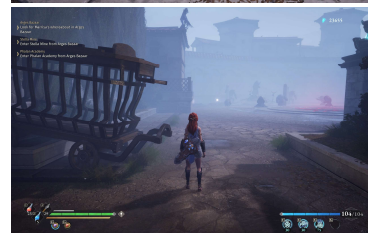


After you passed the channel and want to go up, wait, there is a chest on the left. After defeating a new enemy, use the elevator and leave to the town. Rightside is in the wagon a loot, and the door will open later. On the next plaza you see two persons disappear, find a sight of the Northwind and a stone on the outside. Go straight and find two illuminated doors. The right one is interesting. Knock and start a long time quest: later you will find a document. Next door is also not a knock. Choose „Stay quiet“ for the next document later. Go further and find the smthy. First delete the monster, get the loot on the waggon roof, then go up again and jump on the red roof to find a chest. On the right side of the exit you find Roxane’s tools. Return to the two doors and go right. Before the arc you find on the floor a hint. In the backstreet right you can investigate a sign on the wall, don’t know, whether it is important. Hit some occultists and knock on the door. Pay the stardust (really important!!) to get the **Collection of Aristophanes’ comedies**. Jump down in the channel. Find loot and go on the other side up again. Jump over the channel for enemies, loot and a document. The street up you find an occultist, an Echo and a chest. Go through the arc and see the end boss for the first time, but it is a long way to the harpy. First you go to the door on the other side and find another clue of Marissa. One door to knock and ont to get the task to deliver stardust to the other side of the chanel. After delivering you get the **Butterfly Comb**. Return to the first door and you can keep the comb, which gives you three more salves to carry with you. Document in the corner! Return first to the other side and follow the road. After some enemies, loot behind a wagon and at the chanel, you find Quintus’ sign and inside his storage a thief. First let him go for a small bag, then kill him for the large bag. Two chests, two documents and a breakable wall with another document and loot on a tree. Behind the storage again some enemies and loot. Go the street back and cross the chanel for the next street. There is loot up on the gangway, you can jump to it over the sacks. There is a spider web on the right, behind a chest with paper and ink.



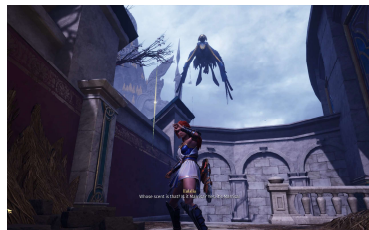


The follows a Fallen Sign on the ground and around the corner three Werwolves and a document. Leave to the small plaza and to the lower street. Go right for a longer fight against the Ethrus Cultists. At the tree a paper on the ground, two documents at the wooden board, a fallen sight at the edge and loot in a cabin. Leave through the other street to find at the chanel the next chest and later a Conduit. Upstairs is another chest and a document. Climb up the ladder and jump down. You reach the Guardian Shrine. At the plaza a lot of enemies, best defeated with the Staff from the distance. After the fight go to the shrine and the priest gives you the Ice Enchantite, good for extinguishing fire. Try it on the two magical fires at the plaza. Left is a stair and a breakable wall with a chest. Through the arc you reach the chanel and jump over, but run. Following the passway left you reach after a ladder a chest. Return and go more right, climb over the chests and reach a plank. After the bridge you can jump and find loot in the middle. On the bridge is on one side a wagon, which can be opened, the other side leads back to town. Two werwolves and plants blocking the way to the next chest. Go after the plants right and find loot and a document. After clearing the area and opening the chest look up. First you go over the plant to the room before you to find loot, then over the broken another chest. Leave the area to the main road and see Eulalia again. This time she is aggressive. Forget everything on loot on the Lion Plaza for now, we will return later. Run from defilate to defilate and avoid the feathers, a full package can be deathly. First a wall then the wagons. You leave to the right, still running. In the following street some harpy and a cultist are waiting. The stair up you can open a door to the Guardian Shrine. On the left side is a small stair to a square with a chest and a rabbit. Loot is on the side of the Lion Plaza and hangs on a tree. Return to the street and see the theatre. Go left first for a loot and if you use the branch of the plant you find inside the house another one. After a fight with the cultists there are red-black spheres around the place. In one of them is Marissa, randomly. The others contain enemies. After a talk with Marissa go the stairs up to find a Conduit and a rabbit between the trees. Now you enter the theatre to find the documents, which Marissa mentioned.

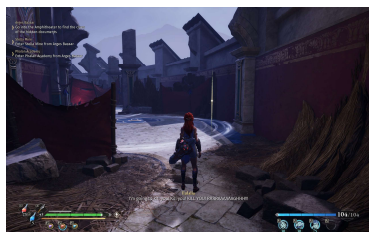


4.2 The Theater

Entrance from the Conduit and first floor, right the second floor and below the roof floor. Both doors are locked, go the right stairs up to find a chest and on the left end loot and an item called **Brilliant Stone**, important for a quest later. Back to the left stair (the chest is in the locked room) and after the documents up to the



roof ❶. Meet the cry bird again look at the floor, if she wants to kill you. There



are circles, where the ground will be shattered.

Hurts a lot. Fight your way to ❷ and jump down to the second floor. At the fountain a document and loot, the chest

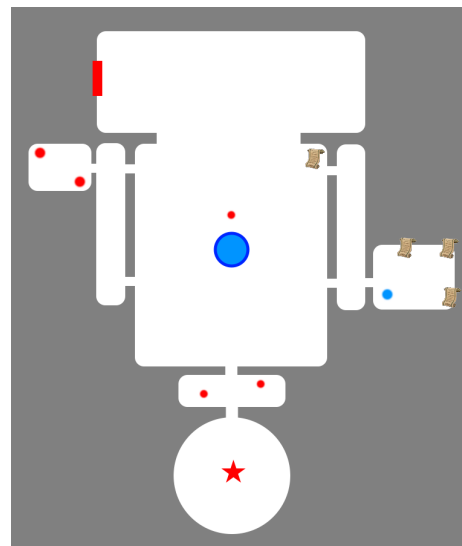
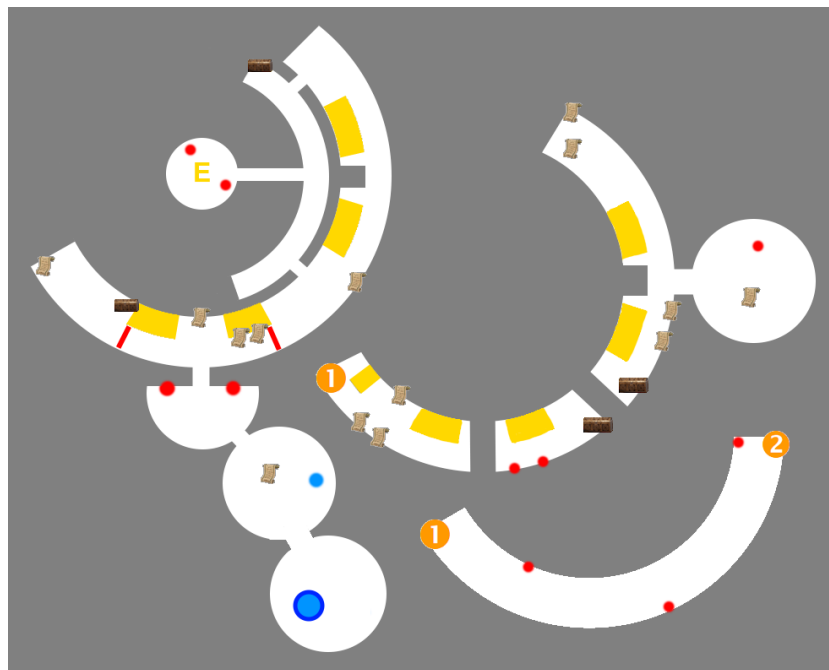
is mimic. At the end of the floor two documents. Go down to the first floor, get the chest in the inner circle and open the door at the left end. Then enter the elevator room. Take the loot and be prepared



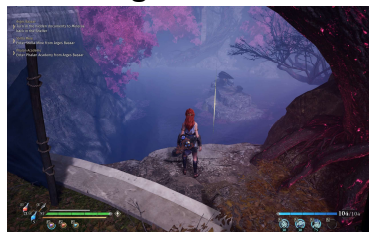
for the boss fight. But Eulalia is a piece of cake, if you know how. In the first part until she comes down just run. Use **[Alt]** to have always a look on her. If she throws feathers, roll. The birdy lands and is an easy aim. Hit with all you have. After half of her live points release

the aim and go for the harpies now coming. Eulalia will still throw feathers! Then she lands again and this is her end.

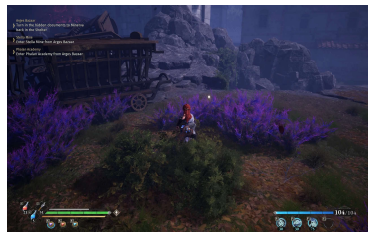
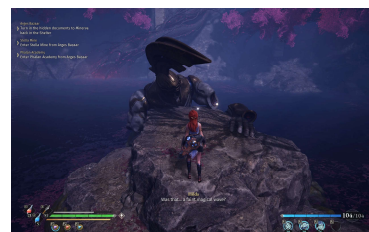
Look for the stairs, take the loot and the **Exhibition Room Key** and go to the Conduit. Behind is a mark from papa. Loot in the left room and a mini quest in the upper right corner. A harpy ask you to open the box in front of her and bring the **Delicate Starite Mirror** to Polymnia. Then go to the left room and find the documents Marissa mentioned. Naturally we stay to examine the rest of the town. Go down to the first floor and open the Exhibition Room with the key. A chest right beside the entrance and a poster at the other end. The theater is finished.



4.3 Things To Do in Town



You leave the theater and go north, where you freed Marissa until you see the see. Climb down and jump to the island. You find here the **Demanded Colossus Core**. Return and go the stairs down. Left you can go over the stone bridge and find a chest. Jump down to the scattered wagons, take the loot and leave to the street to the north. Right (after the loot in the backstreet) a door. Knock and go through the talk. Deliver the mirror. You get some journal entries. Follow the street, kill some enemies and reach behind the portal a plaza. Climb up the ladder left, get the chest



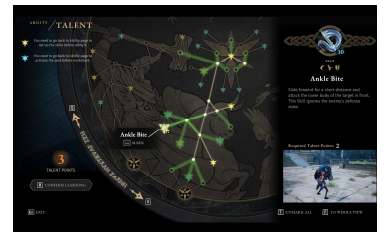
and start a new side quest at the door opposite of the Conduit. Pay the stardust!



After opening the gate return to the Lion Plaza, where Eulalia attacked you first. Gather all loot and climb on the lower side into the destroyed building. A ladder and a door opens the way to a small plaza. At the end are two enemies and after the victory you find a document, but only if you “kept quiet” at the door at the beginning. At the end of this section you can open a door to the Black Streets. Return to the first Conduit, where you started. At the right door you can knock again and **“Tell the Truth”**. You hear the sound of a finished quest, but there is more. Fastest method is to go to the Conduit and interact to respawn here. Then save the game and reload it. Return to the door and you find a knife. Now the quest is finished. Last task you can do is opening the door with the magic fire. You reach the street, where you first fought with Bion. All done, return to the shelter.



After talking the first time to Minerva, end the conversation and start again. Now you can give the papers you found in the theater to Minerva and Marissa appears in the shelter. Again talk to all, give Bion the dogtag of Aporio and let Marissa sing the first song. Accept her wish to look after her parents. Give Quintus the goods of his store to upgrade the shop. Upgrade also your weapons. With the AP’s look that you get the **“Ankle Bite”**. It’s very useful for enemies with a shield.



4.4 What You Should Have Items



Documents

- All documents from Aphas Bazar except the last four.
- Cloaka Rhodos complete until Phalan Trail Investigation Report

Journal



Gift of Nexus



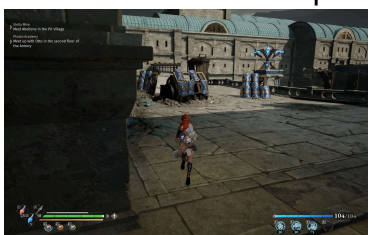
5. Phalan Academy



Go to Aphas Bazar and to the smithy. After that you find the way to the Phalan Trail. The first part of the academy is easy. You examine the two building in the first area. Leave the first building and look to the rocks to find a rabbit. after that meet Emenides. The following section on the great plaza is just a cleaning job. Take the lions first, then go in the building left and then go to the shrine left. Defeat the enemies and go in the shrine. Here you find the **Military Ceremony Costume**. At the

Conduit you meet Otto. After a longer talk you are alone again. Fight your way to the great plaza and keep hiding. The two ballistas at the end aim very well! Run from hide to hide and then go the right stairs up. You enter an area with three floors (white, grey, black). Most of the enemies can be shooten from the ground. At the red loot point in the upper area you can deactivate the ballistas in the center zone. The loot beside the stairs is on a pillar and the jump is not easy. Try and die?The exit on the lower right side is a dead end now, a ballista guarding the area, but you can save and take the Echo. Go back to the main plaza, take the loot, document and Echo and go the stairs

up to fight your way to the Lion Pit. The black area is under the ground. The red point in the pit is now a document later a important item. There is and exit on the first floor ③, unavailable now, we use the



upper one ④ to proceed. Again a hide and seek against the ballista. Enter the Armory and find Otto. Talk to him to get a new entry in the journal. Look at the blue sign and enter the center. Clear the upper area and use the elevator.

5.1 First Aim to Get the Glory End

You want to reach the Glory End. Ok, it's not so different from the Good End, but it is an aim. For the first "Glory End Point" you mustn't kill one of the smithes. I would say, don't even tickle them with your sword. All have to survive. For this you have also save the smith with the broken tools.

