



0. Start

0.1 Preamble

This game is worth the money. If you want to make a perfect version you will need about a month. To finish the game story it's about 20 hours. The game is divided for me in **Story** and **Loot**. You can finish the story without gathering all loot, but you have to find a minimum of loot to get the strength for the final fight. I parted this walkthrough in two sections: **Story** and **Loot**. Last is again divided in the dungeons of the Tartarus, difficult chest, holy tasks and other parts in the game. I found only german versions of good walkthrough. Steam has a russian walkthrough and a japanese. So I made this one in English. And I had a problem: the voices in English are awful! No intonation and incredible pronunciation. So sorry, but the videos are with English subtitles and menus, but German voices.

0.2 The Ubisoft Problem

The game comes from Ubisoft. And they want you to use Ubisoft Connect. No problem with that, but if you do it, you get always screenshots of other players in you map. That sucks. At Steam you can find a link to fix this problem:

https://drive.google.com/file/d/1Rfv2sP4VNDc8mais54I7orR4E8k1895_/view

I'll put the fix on my page too. Many thanks to Creeper of Doom ☺.

0.3 Where are the Saved Games?

If you play with the patch they are in the game directory under Saved Games. If you play without the patch you will find them under

C:\Program Files (x86)\Ubisoft\Ubisoft Game Launcher\savegames\[Some numbers]\62326.

Search for 62326, I think, it's the game number. And: saved games without patch are not compatible with the Ubisoft saves. If you want to restart the game: The whole directory with saved games are cleared, so save in another directory, before restarting.

0.4 Other Help Pages

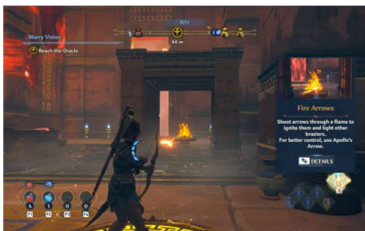
I can recommend the side

<https://www.gameswelt.de/immortals-fenyx-rising/komplettloesung/komplettloesung-guide-fuer-quests-tartaros-gewoelbe-schatztruhen-ambrosia-305549>

It is German, but nearly complete and with a lot of videos for the dungeons. The best map is on <https://www.ign.com/maps/immortals-fenyx-rising/golden-isles>.

1. Clashing Rocks

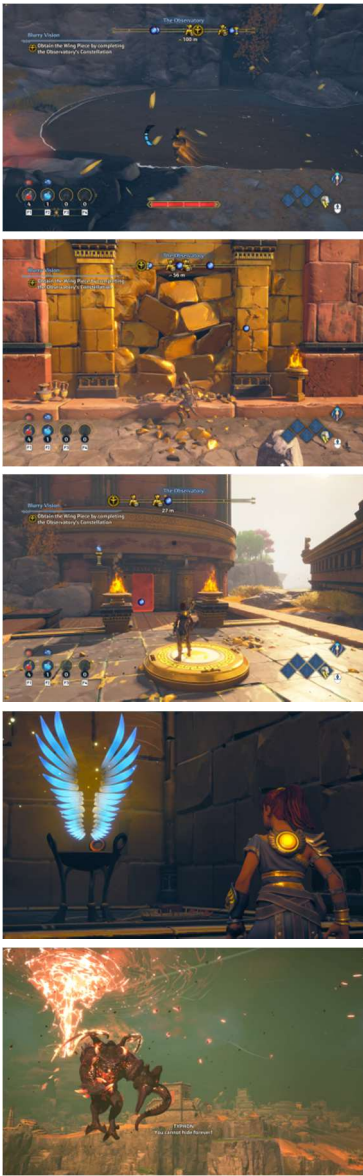
1.1 Story Line



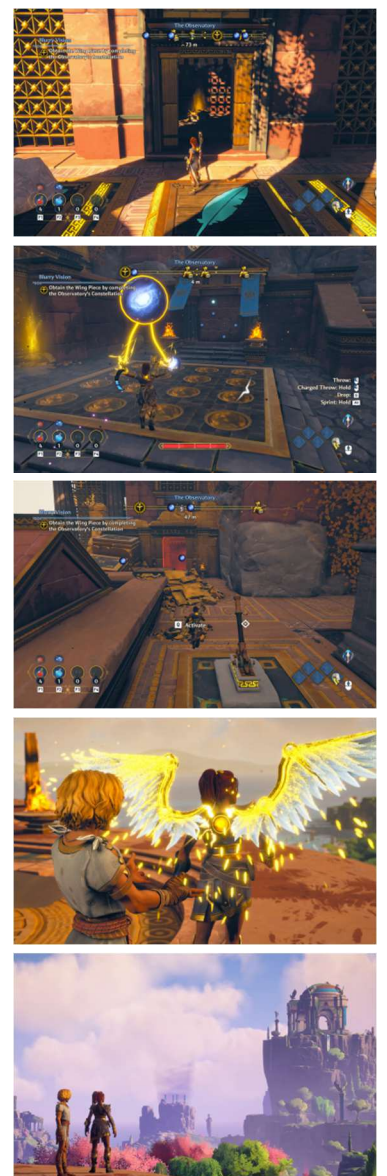
Choose your level and I recommend **Story**. You can skip the intro, but then you also miss the start of the story. Animated scenes cannot be skipped, only the painted cutscenes with spacebar. When you finally get control at the beach you climb up the cliff and Fenyx climbs everything! Spiderman is a rookie! And ... the next story. Find a sword and make your first fight. Next job: Climb up the statue of Hermes. Watch your Stamina Bar and search for plateaus to rest. On its head scout the area for events. Listen to the sound and reveal as much as you can. Then jump from the head in the lake and go to the rift, where the beast disappears. On the way gather item. If there is something under water there are bubbles. Then jump into the deep. No, it's not the end and you are in the first dungeon **Passage in the Abyss**. You find a chest, the axe and your wings. With the axe you can cut glowing trees (with Heavy Attack key) and gather **Golden Amber**, best to see at night (Press [T] and hold). Return to the other side of the water and go to the bridge. Press [Space] and hold to jump higher. If you fall, you can climb up on the other side. After the bridge right is a **Myth Challenge Navigation**: reach the light in time, use **Fast Run**. At the end you gather two Coins of Charon. Go left and climb up. Go left and the way back to meet a Gorgon and get after defeating the **Bracers of Herakles** for more power. The chest nearby is blocked. Take two stoned animals and put them on the empty switches. Helm **Mane of Pride**. Reach the turtle shaped rock and climb up for a chest, Golden Amber in a tree and a gem on the head. From the head you can see bubbles in the lake, another chest. The next vault is closed, put the two cubes on the switches. You can also access the left one on the pillar from the distance. Then jump into **Odysseus's Struggle**. After the rift swim to the left coast and find the first Lyre. Play it and note the sequence of the tones **241** for the big lyre. Go over the bridge and find the "helpless" stranger. After defeating the enemies a cutscene follows and you are in the temple. Stand on the switch and shoot an **Apollo Arrow** through the fire and steer it on the left fire pot. Enter the oracle and see another scene. The stranger tells you to meet at the observatory.



But before you enter the rift **The One-Eye Giant** in the temple. Chest gives **Helm of the New Olymian**.



Leave the temple and go upstairs. After the bridge go left and see a pond. Swim / walk through the tunnel and find on the right a chest in a temple. Three switches. One rock in the pond right, one smaller around the corner left. And now? Stand on the switch in the middle and make a fast run into the open door. A new helm, the **Stoneglare Mask** and a switch inside to leave the room. Go around the corner and climb to the next temple. There is a crystal to hit with the weapon and on the other side a weak wall with a ball. Throw a stone or use the axe. Take the ball and bring it to the constellation riddle. Look at the wall and put it on the right position. Next ball right, light the second fire by shooting an lighted arrow on it. Last two balls are behind a barrier, climb on the left side up and jump down to the balls. Use the first ball in the switch, get the other one and put it out and fetch the last one. Collect 8 coins and get your wings. Go up again and after the longer stair climb up to the observatory. Looong scene. Your wings will be repaired and the thief turns out to be Hermes. After you pushed Typhon back in the Tartaros Hermes tells you to meet in the Hall of the Gods. Here ends the story line on the Clashing Rocks, but there are a lot of chests unopened and you didn't played the big Lyre.



1.2 Chests and Loot on Clashing Rocks

It's important to get all Ambrosia. With Ambrosia you can add a life chunk. With the Bolts of Zeus you can add a stamina point. First the upper islands.

1. One chest is on the west side of the upper left island. You can fly there from the



observatory. A warning says, that you need a godly power for the chest, but that is not correct. In the ceiling is a hole,

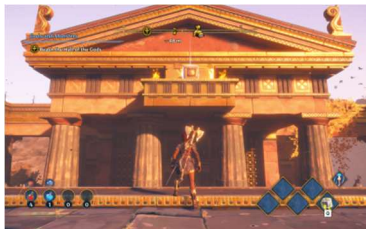
jump up (not so easy) and see a big block. Push the block clockwise around the hole and then you can drop it. **Bristled Helm** The two chest above are story line.

2. This chest is in the temple behind the observatory. Open the weak wall and shoot and arrow through the mesh to the flames and out to the fire pot on the observatory platform.

Valor of the Soldier Helm



3. This chest and lyre is near a waterfall. You have to use three switches to open the gate. First is from the seaside. Then you enter the cave and see the second. For the third jump into the water as find some bubbles. Dive here, swim up and find the last one. **4341**



4. That's again a chest with switches. First is in front of the temple. Now go right and find a fire basin in a tree and a cave. In the cave go up and jump down to find a switch behind a grid. And a block inside use the power to pull the block on the switch. Now shoot and fire arrow to the bowl and open the gate in the temple. Third switch is diving. First climb up and see a cube on the roof. Put it on the switch. Enter the pavilion, jump down and dive at the hole to the third switch. Exit on the same way. Around the corner is a statue. Throw a stone at the weak wall over the barrier and open the gate with an arrow. Now you can enter the temple to find a lyre and a chest.

5. put two sheeps left on the pedestal.

6. Just a hint for this chest: with the axe you can scatter the pillars for weights. And the minotaur is not so easy at the moment. Use [1] (default) to eat some pomegranate during the

fight. **Hubris of the One-Eyed Giant**

7. The chest is under water and with a switch. You get the **Skin of Pride**

8. After gathering all small lyres go to the big one and shoot with the bow on the strings. Oh, don't want to look for all? Here are the tones: **241**, **4341** and **31244**.



9. The chest is easy, but very important. On the right side is a **Bronze Pot**. This pot will be for Ares a big embracement.

And this finishes the first part of the loot on Scattered Island Part one. On the small islands in the south enemies very strong. Spare them after you visited the Hall of Gods or better after free Aphrodite. I tried it once and

had big problems with the small amount of LP and SP.

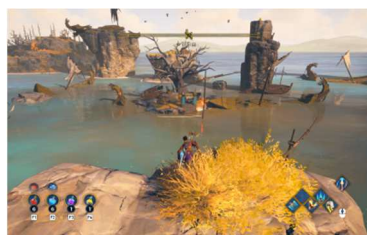
If you want to challenge yourself: You should have enough Pomegranates with you for the monsters on the high rocks. Use Apollo's Arrows for the Cyclops on the large island. This fight last very long, if you don't have more power. Change between the armor with Stamina Chunk +1 for flying and climbing and Health Chunks +1 in fights.

1.3 Collected Items after Part 1



1.4 Chests and Loot on Clashing Rocks Part 2

You upgraded your weapon (sword!) at the Hall of the Gods, you improved your LP and know to change your armor for more SP and LP? Good, you have a chance!



10. First beam you to the Big Lyre and fly to the Odysseus Challenge on the first island in the south. After all axes you always have to light up a fire bowl. Do the circle (or perhaps twice ☺) and get the message, that you have to find three offerings for the grave behind.

Now to the high rocks. Travel back to the

statue of Hermes and reach the highest point. If you climb up to from here start to the Ambrosia rock. Good point to reach the next rock.

11. Here is a night chest. Sit down and rest 'til nightfall. Defeat the enemies and open the chest to get a **Midnight Fragment**. Hint: kill the little once first, then the one with the big shield falls down and is easy.

12. Fly to the rock with the crystal in the north and then to the ship wreck, hanging on the rock. You see the entrance to the next chest. On the left side is a hole in the ceiling with a block. Fetch it with Hercules power and throw it into the weak wall on the other side with the next block. **Visual for Mane of Pride** On the top of this rock are some enemies and loot.

13. Fly back to the rock with the crystal and look east. An entrance at the waterline. Again you get a warning, but one block is in the water left. Put it on the switch and jump from it to the roof hole. Here is the second block. **Visual Skin of Hidden Pride**

14. Now comes the big fight! You can reach the top of this rock from the rock with the night chest. The sphinx is hard and her beams deadly. Jump to meet her. Eat pomegranates when ever possible. The chest gives you the **Gale Wind Bow**.

Next stop is the rock in the east with the crystal and then to the south eastern rock. On top enemies and an **Offering of Wine**. In the east hangs a ship on the rock with a block.

15. Take the block for the chest in the next wreck. **Hubristic One-Eyed Giant Helm**. From here you reach the big island. Take the chest in the west, guarded from some chickens.

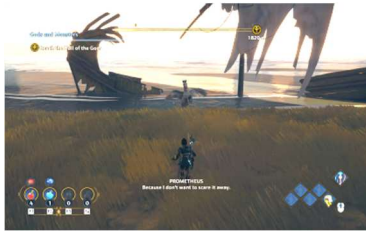
16. Then look down to the next terrible fight. First aim should be the minor enemies, but they are also strong. If your LP are low run away to the houses on the top and wait until you regain power. Save, if you killed one. Best method is to use Apollo's Arrows from the distance. After eliminating the "little" ones the Cyclops takes a long time to kill. I hided behind the big tree and shot the arrows on his head. Loooong fight! Reward is the axe **Eternity**.

You see at the barrier. One jump lower are big stones for the switch. Put them on the right side, so they don't hide the axe. Inside you find the next offering, a Soldier's Shield. Go to the Odysseus Challenge, hope you

opened the cave with the rocks. Shoot your arrow in a left curve to the fire bowl for another four coins. On the rock with the tree you find the third offering, a **Burial Ribbon**.

For the chest shoot down and rise the arrow up to get the aim in the building. **Stoneglare Armor** as reward.





From this rock jump/fly down to the beach north and **save** to repeat, if you don't be able to tame the mount. Go east to find your first mount, crouch and approach not slow, but very slow to tame the winged horse **Laurion**. This is one of the best mounts in the game.



Return to the Odysseus Challenge with the grave at the island to finish the hidden quest **A Proper Sendoff**. Now you can start the next area, if you finished this part after part one.

ign.com shows another mount, but only if you had preordered the season pass. Called **Spring**.



1.5 Collected Items



After 1.2:

7 Ambrosia
3 Zeus Bolt
20 Coins of Aron
Sword of Achilles (Story)
Axe of Atalanta (Story)
Bow of Odysseus (Story)
Broken Wings, Wings of Daidolos (Story)
Birstled Helm
Helm of New Olympian
Mane of Pride
Stoneglare Mask
Valor of the Soldier Helm
Hubris of the One-Eyed Giant
Robes of the New Olympian
Skin of Pride
Skin of Revels
Valor of the Soldier Brestplate
Bronze Pot (**Important!**)

In 1.3:

1 Ambrosia
6 Coins of Aron
Axe Eternity
Stoneglare Plate
Laurion

