

Night of the Stars

(a game by Aldorlea Games)

Official Guide

www.aldorlea.org

Welcome to the official guide of Aldorlea's *Night of the Stars*.

This guide features:

- a complete walkthrough for the main quest
- detailed, annotated maps of all dungeons
- battle hints and tips with enemies' main features
- solution to all 21 sidequests
- location of all 21 relics
- location of all 15 secret rooms
- general hints and tips

PRESENTATION

Night of the Stars is a complex game that features a lot of interactivity and optional stuff.

Therefore, it rewards attention to details and gives a great deal of freedom to the player, allowing them to wander off the beaten track (which, in this case, would be focusing on the main quest).

This guide provides you with the solution to solve all sidequests, locate all optional areas and secret rooms, and get your hands on all the relics.

GAME MECHANISMS

VISIBLE ENEMIES

This game has a limited amount of enemies.

Some visual encounters permanently die after you've killed them once, whereas others will take several kills or even a specific level of experience.

The only exception is the final dungeon, which has some enemies that will forever respawn.

MASTERING THE TECHNIQS

Spells and skills (called Technics as a whole) improve if you use them.

There are 2 thresholds for most cases: 20 and 70 uses (respectively lv2 and 3), with Piper's Resurrection being the only exception.

Some of these technics require conditions to get a +1 Use, and can't just mindlessly be spammed to achieve mastery.

For instance if a skill requires the enemy to be poisoned to generate extra (massive) damage, you will get a +1 only if said conditions are met.

Another example is if a skill require the skillcaster to have less than 50% of their total HP to generate the maximum damage, it will not get a +1 if it's used with the skillcaster having MORE than half of their HP.

On the other hand, some technics require no condition and get a +1 for each use.

VOCABULARY

This game uses abbreviations for item, weapon, skill and armor descriptions.

1st batch:

- HP, MHP = Hit Points, Maximum Hit Points
- MP, MMP = Magic Points (to use SPELLS), Maximum Magic Points
- TP = Tactic Points (to use SKILLS)
- ATK = Attack
- DEF = Defense
- MAT = Magic Attack
- MDF = Magic Defense
- AGI = Agility
- LUK = Luck

2nd batch:

- HIT = Hit Rate (accuracy)
- EVA = Evasion Rate
- CRI = Critical Rate
- CEV = Critical Evasion Rate
- CNT = Counter Rate
- MEV = Magic Evasion Rate
- MRF = Magic Reflection Rate
- HRG = HP Regeneration
- MRG = MP Regeneration
- TRG = TP Regeneration
- REC = Recovery Rate
- PHA = Recovery Rate from items
- TCR = TP Charge Rate
- PDR = Physical Damage Rate
- MDR = Magical Damage Rate
- FDR = Floor Damage Rate
- EXR = Experience Rate

Symbols:



The A icon in the description field means Normal Attack (ie A Lost +15% means you have 15% extra chances of inflicting Lost when attacking normally with this item equipped).



The I icon in the description field means Immunity.



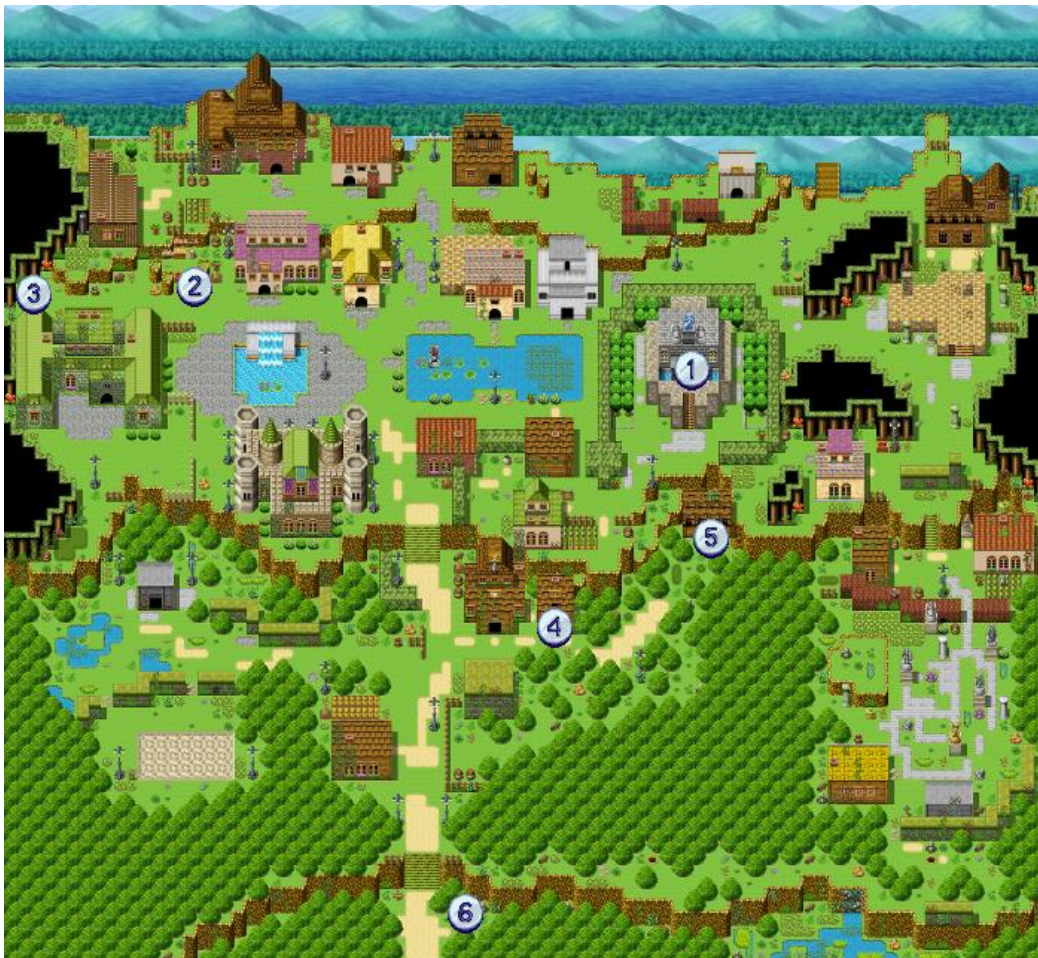
The R icon in the description field means Resistance (ie **R Poisoned *40%** means you have 40% chances of getting poisoned with this item equipped).

PART 1: WHAT YOU CAN DO BEFORE ENTERING THE HOLY SHRINE

The game starts with relatively few things to do, although you can check out the barrels, crates, mushrooms etc in town for items.

You can also get in touch with your fellow townspeople and learn more about the lore.

- (1) Get the blessing from Peter at the Church of Faust.
- (2) Buy all veggies from Adele (if you can't or would rather not, start with the onions, then the potatoes).
- (3) Check out the well on the middle/left side of Faust - attention, this can be checked at various points in the game for better rewards, eg each time after getting a new demigod, the reward will be better than the previous. Up to you to decide when best use the reward, because it can only be checked once.
- (4) Touch the green potion at the General Store to trigger a response from the hero. You may also want to buy a couple ocarinas just in case.
- (5) Find the Eye of the Void in the Abandoned House.
- (6) Check out the black cat towards the entrance (to the right, partly covered with trees).



PART 2: THE HOLY SHRINE

This is your first dungeon.

Most of it is about checking stone monuments and activating switches.

While it's not all that hard to progress if you are observant, this guide will make it easier for you with a step-by-step walkthrough of this shrine.

Enemies at this point aren't particularly threatening but you should try "training" your skills and look for Instawins. *Instawins?*

This is the name given to a battle victory performed before the second round. Instawins have the great effect of boosting your hero's experience, allowing him to get stronger faster. If a certain threshold of instawins is reached, he also gets permanent stats boosts.

Instawin threshold in the Holy Shrine: 10.

In order to get as many instawins as possible, use a lot of the onions bought from Adele. This allows you to instakill Nightdusts using your hero's Blaze spell.

Whenever he gets Bleeder, use this often too, so that it reaches Lv2 (20 uses).

Needless to say: this guide indicates the road to progress, but feel free to explore extra rooms and collect treasures. This will make your game easier!

Holy Shrine: 1st floor

Check out the monument (1) and the switch (2).

Then walk to the top/right and check out the monument + switch (3)

Finally, head to the top/left (4)

