

UNDEFEATED

Aldorlea Games
www.aldorlea.org

Introduction:

Congratulations for picking “Undefeated”.

This game will provide hours of entertainment, exploration and fights.

This Guide will help you in your journey, providing:

- Detailed, annotated maps of all areas
- A full walkthrough of the main quest
- Hints
- Battle strategies

At the end – so you don’t see them if you want to do them without any help – are details of the side quests and locations of the secret rooms.

You can use a mouse or arrow keys, or a combination of them, throughout the game. You do, though, have to make 2 choices before the game begins. The first is to choose either visible or invisible enemies. The second is to choose the level of difficulty you want: Easy, Normal, Hard or Legendary. These 2 choices are for the whole game and cannot be changed later on.

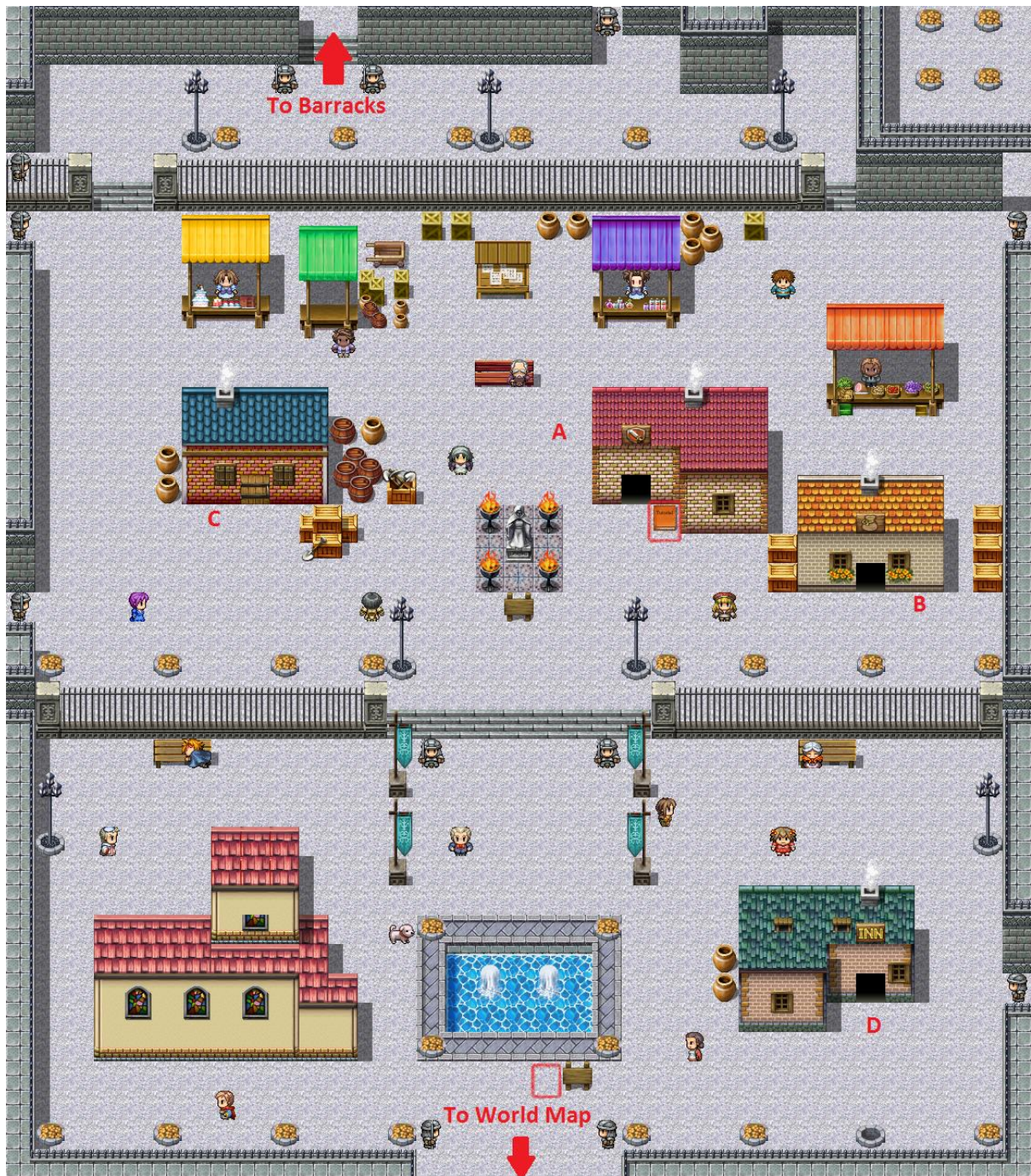
1) ESHLEY BARRACKS AND TOWN

After a short cutscene you start in the male dormitory of the barracks. Get Marcus to speak to (click on) all the people you see, and even check out the bedside lockers, to learn more about your fellow conscripts. Speak to Bastien for him to join your party. Leave the dorm.

In the hallway, collect Fela, who also joins the party. You will see an orange **Tutorial** book. There are several of these in the game, and each one contains information and tips.

Go down the stairs and exit the barracks to the Parade Ground, speaking to the soldiers you see to get more background information. Continue left until you come into **Eshley Main Square**.

Speak to everyone; there are quests to be collected, and some useful information.



- A** - Weapon and armor store
- B** - Item store
- C** - Accessory store – not open yet
- D** - Inn
- Tutorial Book. The second box shows where a book will appear when you are able to leave the town.

When you are ready, return to the dorm to move the story forward.

2) DURLLING WOODS

You begin this with healing items issued by the army – they don't want you killed now they've spent some money on your training! There is also a doctor who will heal you free of charge. Use him when you can to save your items for later.



- A - Doctor
- B - Sergeant

Enemies

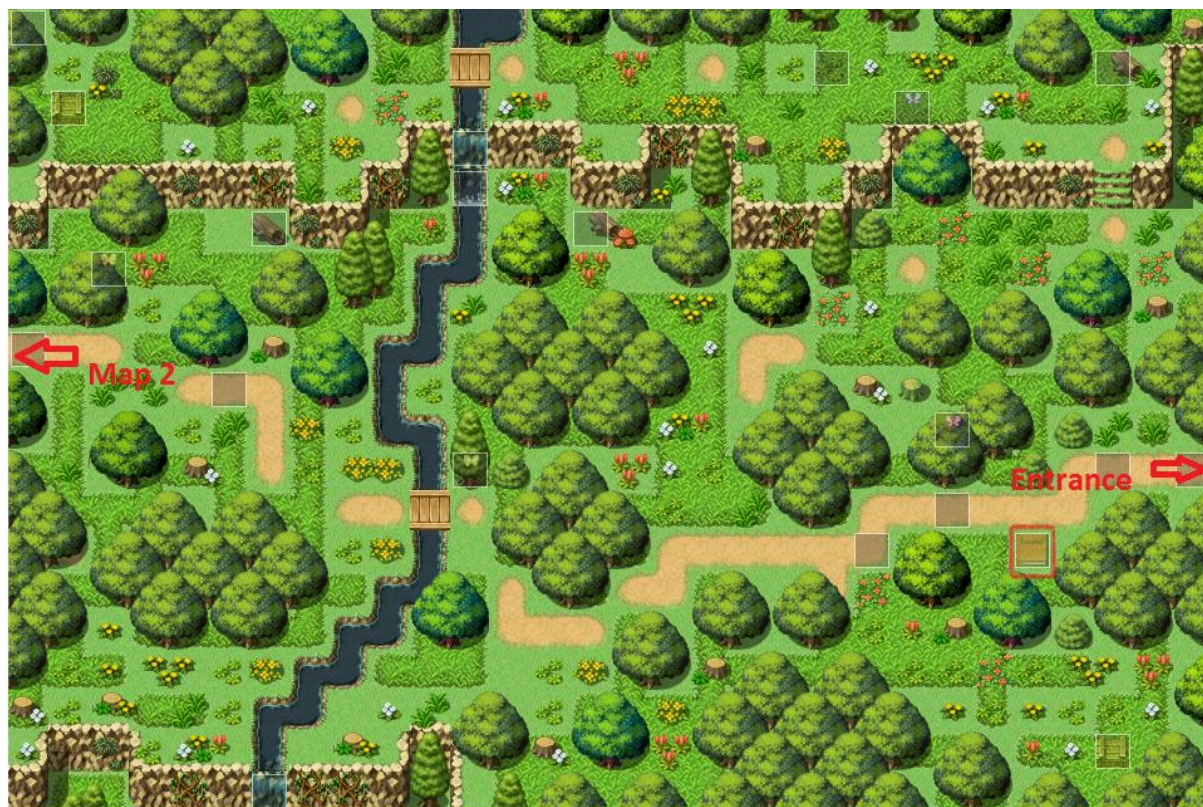
From now on you will be encountering enemies. If you are playing with visible enemies they disappear after you defeat them, but re-spawn if you leave the map and re-enter. They also re-spawn when you load a game. This can be useful if you want to do some levelling up in an area where you can easily heal up. If you are playing with invisible enemies they are present all the time. Both visible and invisible enemies vary on each map, so you will get a changing pattern of fights.

Forest Slime They can inflict paralysis. At level 3 Fela learns the skill 'Cure' which heals paralysis and poison. Until then, if only one member of the party is paralysed try and finish the fight without using an item.

Woodland Spider can inflict poison. Until Fela has Cure, this must be healed with an item or by the doctor.

Woodland Rat hits hard and may use 'Bodyslam' which stuns.

Woods: West 1



 - Tutorial Book

Read the Tutorial as there are extra features about battles that some games do not have. You will see a Save Crystal on some maps. This is to remind you to save. You can still save anywhere except in battle.

The route is shown by the dirt path. There are *always* items to be found off the main route in any area you visit. These can be in chests, logs, lying on the ground, in crystals, crates and so on. Exploration is worthwhile!

On the next path, as well as the main route to Map 4, you will see an exit to Map 3. Many areas have these side maps which you do not need to visit to complete the main story, but which contain items which will help you a lot.