

Cornerstone Walkthrough

Intro cutscene.

Borja:

- Tyrim wakes up in the startzone.
- Push the giant rock to the bank and jump on it and jump again onto shore.
- You see the pass to get back to the village is blocked by caved-in rocks.
- Tyrim's friend Olof will call down from a rock ledge above and direct you up to where he is.
- Turn right and go up the mountain.
- Take out the wood post under the giant stone block.
- Use the fallen stone block to jump to the next ledge.
- Olof will try to give you a recipe but it blows into a branch above the cave-in.
- Pick up a rock and throw it at the branch to drop the recipe.
- Run over and get the Crate recipe.
- Go back down and collect at least 21 wood. Each wood piece gives 3 wood.
- Craft a Crate with 15 wood.
- Place the crate at below the ledge you want to climb up and use it as a stepping stone.
- You can pick up the crate from above to use on the next ledge to save some wood, if you want.
- Jump over the gap and down to the red flower.
- Take the flower to heal yourself from the injuries from your fall.
- Meet Olof at the glowing checkpoint.
- Olof will jump down to the village below and fall badly.
- Jump down into the water to avoid losing health.
- Go to Olof to learn he had broken his leg and needs a splint.
- Notice the camera pan to the sheep at the waterwheel.
- Run over and talk to the shepherd who needs to fix his fence and find his 3 missing sheep.
- Run to the right and notice the broken fence.
- Fix the broken fence with wood. (There's wood across the creek if you need more.)
- Go on to the house on the shore and find a sheep behind the house, one inside the house, and the third on the shore.
- Pick each of the sheep up and take them back behind the fenced enclosure.
- Talk to the shepherd and you will get enough wool for the splint.
- Go back to Olof and repair him.
- Olof will ask Tyrim to take him back home.
- Notice the camera pan up to a house on the second level, showing a house with 2 red shields.
- Pick up Olof and take him to his house. Once you go inside, Olof will automatically go to bed.
- From Olof's house, go up another level and talk to Tyrim's mom, who's washing clothes.
- Tyrim's mom will state that a crow has built a nest on top of the chimney, causing smoke to come back into the house.
- You will have to come back to this later.

- Jump down the other side of the rise and see a glowing training dummy.
- Talk to the old man there to get combat training if you need it.
- Open the chest next to the training area to get a Wood Shield recipe.
- Enter the building the chest is lying next to.
- Turn left to get some stone, wood, and fire. (Will respawn after a time so can come back to collect more.)
- OPTIONAL RECIPE QUEST:
 - Talk to the bartender at the bar who wants a package retrieved from the docks.
 - Go to the docks and talk to the old man there who needs his crane fixed.
 - Fix the crane and the old man will put the package on the docks.
 - Take the package back to the bartender to get a Wood Spear recipe.
- Exit bar.
- Run back down to the docks and turn left.
- Jump over the fence and collect wool now lying around the sheep there. At least 21.
- Go up to and through the gate and talk to a blond round woman sweeping in front of her house. Her name's Malta.
- She'll ask you to investigate her basement.
- First craft a Stone Mace with 1 wood. You can also craft a Wood Shield for 15 wood and 5 stone, but it's not needed and stone is found more often outside the village.
- Go in Malta's house and defeat the skeleton.
- Come back out, talk to Malta, who will give you a Torch Stick recipe.
- Continue down and turn right to talk to the old man at the gate.
- He will say he lost his gate key to a crow and directs you to find it by climbing the clock tower near Tyrim's house.
- Collect a red bud to replenish your life bar if you need it.
- Go back to Tyrim's house and turn right.
- Climb up the ladder and follow the path.
- At the top, talk to the boy there who will point to the lighthouse portion blocked by a giant spider web.
- Craft a Torch Stick with 5 wood.
- Light it using the mounted torch hanging beside the boy.
- NOTE: You have a limited time before it burns out once it's lit, so move quickly!
- Use your torch on the giant web (run against it with torch lit) to burn it away.
- Open the chest on the top for a Hang Glider recipe.
- Craft a "Hang Glider" with 20 wool. Go back to the sheep if you don't have enough.
- Hangglide to the rooftop with the bird's nest.
- Pick up the nest to unblock the chimney and get the gate key the crow stole.
- Get off the house at the house's front door.
- Talk to Tyrim's mother who will direct Tyrim to find his sisters Vida and Birka.
- Go back down to the ground floor.
- OPTIONAL RECIPE QUEST:
 - Go back to the bar.
 - Talk to the man next to the fire pit.
 - He will ask Tyrim to get rid of some ghosts in the For Sale houses in the village.

- The ghosts will be blue orbs floating inside the houses.
- You will need a lit torch to burn the spirits away.
- So craft a Torch Stick and light it on one of the mounted torches or fireplaces near the target house.
- Attack the ghost with the torch in hand.
- The last 2 ghosts will be across the pool you jumped into when getting back to the village with Olof.
- To get across the pool, push the wood bar with platform around until it's in a position you can jump Tyrim across.
- Kill the ghost in the For Sale house on the right.
- Light the fireplace so you can use it to light future torches.
- Kill the sprinkleblossoms and use the bounce plant to get to a chest with a Wood Sword recipe.
- Kill the ghost in the house beside the chest.
- Go back to the bar.
- Talk to the man by the fire pit to receive that last house as a reward.
- Go back to that house and repair the door to claim it.
- Repair the trapdoor to make a ladder for easier access.
- NOTE: The house will also be Tyrim's man cave where trophies will be stored once collected.
- Climb back down.
- Go back to the main gate.
- Talk to the old man who says Tyrim can keep the key.
- Open the front gate in the village with the key from the bird's nest.
- Go right and follow the path (careful of sprinkleblossoms) to find Tyrim's sister Vida who says the other sister Birka is stuck on top of a ledge.
- Jump on the "bounce plants" to get to Birka. Or craft and stack crates.
- Birka will say she's waiting for her family that won't ever desert her and a skeleton will then appear.
- Defeat the skeleton.
- Pick Birka up and bring her back down to Vida.
- You will get the Axe recipe as a reward. (This quest is currently optional, but probably should be required.)
- Go back to gate and up the path, across the bridge.
- OPTIONAL POWERUP QUEST
 - Go left down the little stream where you'll see a wood awning structure on your left.
 - Knock down the two wood pillars.
 - Run up the wood plank and into the graveyard.
 - Defeat the skeletons there.
 - Use the smaller one's skull on the crypt door to open it.
 - Go in and take the golden fruit.
 - Maximum health will increase.
 - Go back out and push open the graveyard door.
 - Turn left and go back across the bridge.
- Go right.

- Fight the “sprinkleblooms” and “boombloom” to get on top of the mountain (hint: they don’t shoot if you’re behind them).
- Use a crate to get yourself up the final ledge.
- Go left and roll to avoid the spiders (watch for their shadows).
- Get to the bridge.
- Throw rocks at the bridge to make it fall down and go across.
- Go around to the back of the house and climb up the ladder.
- Enter the house through the chimney.
- The hermit tells you to get a mead barrel for him.
- The hermit says there’s a bunch in the bandit camp, if you dare. Though there are other places where you can get them. For instance, the village blacksmith near the bar.
- OPTIONAL RECIPE QUEST:
 - From the village gate, go across the bridge and up a ways.
 - Turn left down the path.
 - Go into the bandit camp.
 - On the left side of the camp, open a chest there to get a Mine recipe.
- Carry one mead barrel (the barrel type with a valve on the top) back to the hermit.
- He will give you the map of Nygard (worldmap) and the recipe for a Boom-Barrel.
- OPTIONAL RECIPE QUEST:
 - On exiting hermit house and crossing the bridge, you can run across the valley via a stone outcrop to the right.
 - At the end of the path over there is a cave with a tent.
 - The chest there will give you a Light Armor recipe.
 - You can pick up a better shield there too. Plus the skeleton’s ribcage can act as a weapon.
 - Break open the crates there to get more material, as well.
 - You can also carry a boom barrel out with you for the cave, if you want.
- Go back down to ground level.
- OPTIONAL QUEST:
 - Remember your starting point?
 - With the boom barrel, you can clear the cave-in and get back in.
 - Climb up the cliffs back to the health flower, but instead of going up to the checkpoint, go straight up to the ledge across from a chest.
 - Craft a hang glider and jump over to the chest to collect +10 max cloth
 - Go back out of the village.
- Follow the path from the gate out past the bandit camp.
- OPTIONAL QUEST:
 - Talk to the woman there and learn she’s an archaeologist and wants to read the runes on the runestone on a ledge above.
 - Run up to the runestone via the sloped rocks.
 - Defeat the flowers there.
 - Push the runestone down.

- If you want some more material, you can also craft a Boom-Barrel and toss it at the rock next to the runestone. Defeat the flowers in the cave and grab the resources there.
- Go back down and talk to the archaeologist.
- And get the ability to read the runestones.
- Continue under the hermit bridge and around to the right.
- Craft a boom barrel for 15 wood, 10 stone, and 20 fire.
- Use a boom barrel on the giant rock to open up the cave.
- Enter the cave on the side of the mountain at the end of the path.

Borja cave:

- Go across the patch of water to the table and chairs.
- Notice the spider web blocking your way.
- Pick up the table and place it in the water.
- Take the mace torch on the ground and fetch fire from the entrance. This one won't burn out, but it can be extinguished. (Or you can still craft a torch, if you want.)
- Jump across the water using the table as the last stepping stone.
- Set fire to the spider web to open the way to the back.
- Alternatively, you can craft a Small Boom Barrel and throw it at the web.
- Kill the 2 skeletons in the room.
- Use one of their heads on the door to open it.
- In the next room, kill the Rocklover wizards to disperse the tornado of objects. (Dodge the wizard's rocks. Plus, if you drop your weapons, the tornado may suck them in.) Get the red buds there, if you need life. Also can sneak to better get behind the wizards without them noticing.
- Use the crates to climb up to the ledge with the chest.
- Tyrim will automatically take the recipe for the Raft from the table.
- Open the chest to get a resource limit upgrade. (+10 to all max quantities)
- Go through the door there to a small room.
- Pull the lever to open a door to Malta's basement.
- Now exit Malta's house and go back to the docks.
- Craft the raft for 30 wood, 30 stone, 30 wool, and 10 fire.
- Jump on the raft and press E to man it.
- Press Shift to unfurl the sail and move out. (Press Shift again if you want to stop.)
- Sail to Dune, using the map (press M and click Back) to orient yourself. (Straight south from Borja)

Dune:

- Go up to the door and talk to the prisoner on the other side. Tyrim will say he'll find a way to free him.
- Go down the left corridor.
- Open the chest for an Onyx Sword recipe.
- Craft the sword if able.

- Kill the bandit in the right corridor. (Watch out for his power stomp that can knock you down and lose hold of your weapon and shield.)
- Push the lever on the side of the wall.
- Go back to left and pick up the gear on the table.
- Go back to right and place the gear in the gearbox to open the door.
- Kill the next 2 bandits and push the lever to open the next door.
- (You can alternatively craft a crate and get up to the center island area. Push down the ramp and walk over into a tunnel and come out into the same room.)
- Roll through the small hole in the door on the right.
- Go to the room in that right section and you'll automatically get the Cannon Turret recipe from the table.
- Get the key hanging by the door and use it to open it.
- (You can use a boom barrel to blast the rock on your left and get rid of some sprinkleblooms too, but you may want to save the resources.)
- Walk down the tracks to see on your left midway down there's an elevator lift.
- Notice the gears are missing. Need a total of 3.
- Continue down and kill the bandit at the end of the track.
- Use a small boom barrel to blast the rock to the right of the end.
- Climb up the ladder that falls down.
- Remove the rocks covering the tracks there. Careful of the sprinklebloom on the wall. (Can also toss a boom barrel to one-hit kill it.)
- Put an object in the mine cart to get it moving. Its torch will burn away the giant spider web.
- If that doesn't work, light a torch stick and burn the spider web away yourself.
- Jump down into the room and kill the bandit there.
- Notice the gear lying on the dresser.
- Leave it for now and go out to kill the other 2 bandits (1 in room next and 1 across the way) and 3 skeletons. (One of the skeletons explode so be careful.)
- Push the lever next to a giant door.
- Now take that gear and put it into the gear panel next to the lever to open the big door to bring you back to the elevator area.
- Turn right and put a rock on the minecart with the ladder to move it down its tracks to a platform.
- Avoid the exploding skeleton.
- Climb up the ladders and jump down into a room with another gear and a chest.
- Open the chest to get a Cannon Turret recipe.
- Take the gear to the elevator panel.
- Run back up the ladder that led to the sprinklebloom on the wall.
- Instead of jumping down this time, walk across the beams to kill the sprinklebloom and get another gear.
- Bring that gear back to the elevator panel.
- Go back into the large room and turn left. Run down the hallway to another large room with 2 bandits in there.
- Dispose of the bandits.
- A cotton tree is growing there, make sure you fill up your wool from it.

- Climb the ladders up all the way to the top. Avoid the exploding skeleton.
- Notice a table at the lip of a tunnel with a gear on it.
- Craft a hangglider and land in the tunnel.
- Take the gear, run down the tunnel, and see it leads back to the large room.
- Throw the gear down into the room.
- Take the gear on the other table there and throw that down into the room too.
- Take the hangglider up again and glide down to the ground floor.
- Take one of the gears you threw down and put it in the elevator panel.
- The 3 gears will start turning.
- Go to the elevator lift and pull the lever.
- You will now enter the mine.

Mine:

- Remove the wood pillar.
- Clear the track of rocks.
- Notice you can't push the door open.
- Jump over the doorway's wall to the other side.
- Remove the wood beam blocking the doorway.
- Open the door and return to the mine cart.
- Craft a torch stick and light the torch on the mine cart.
- Make sure the door is opened outwards so that the handle doesn't block the way.
- Run the cart through the doorway and over the water and burn the spider web.
- Run the cart down the track to light the torches on the wall.
- When it derails at the pit, run around to the new set of tracks running the opposite direction.
- Kill the sprinkleblooms there.
- Craft a torch stick and light it and the torches along this wall.
- Go in the next room but run back immediately to avoid the exploding skeleton.
- Go back in and run down into the pool.
- Craft a crate and climb up the other side.
- Kill the 2 skeletons there.
- Push the lever to open the door.
- Avoid the exploding skeleton. (You may also try getting the skeleton to explode before you open the door by putting Tyrin close to the door and running away to avoid the possible explosion.)
- Craft a torch and burn away the spider web.
- Light the torch on the mine cart.
- Push the mine cart down the path which will light the gunpowder trail.
- Take care of the exploding skeleton if the mine cart didn't take care of them for you.
- Then use the elevator that's revealed.
- When out of the mine, defeat the sand crab by dodging its charges and hitting it when it's dazed. Dodge around again when it burrows underground. Repeat.
- Repair the pole with 10 wood and 10 stone. Use the resource wells in the room to replenish (wood is on the ground against a wall, stone is on ledge you have to run and jump across to).

- Push the resultant lever around the pole until the prisoner is released (the cage would be crushed open).
- Talk to the prisoner who will tell you to get a blueprint and his toolbox to build a ship.
- Take the gear on the ground (it fell from the cage contraption) and place it into the panel.
- Push the lever to open the door.
- Sail to Himama. (Northwest of Borja)

Himama

- As you near the island of Himama, a camera pan will show you a woman looking over a ledge down at a camp of bandits.
- Skirt to the right of the bandit camp to follow a path up.
- Jump down and take away the wood pole to uncover the bounce plant.
- Use the bounce plant to jump to the top of the path and into the village.
- OPTIONAL QUEST
 - Talk to the man with the staff at one of the huts.
 - He will introduce himself as the Loremeister and ask Tyrim to bring back a trinket from Mokaga. (Which we'll visit later.)
- Find the woman named Tara at the ledge and she'll ask you to get rid of the bandits.
- Kill the bandits. You can sneak up on some of them to get some pre-emptive strikes in from behind. Also, remember your weapons will break after some use but then you can pick up the weapons and shields the killed bandits drop.
- While down there also talk to the man in the cage.
- Free the man by throwing an object at the frayed rope holding the cage up.
- The man will give you a +10 increase in max wood.
- Speak with Tara and get the key to the mill.
- Run behind Tara's house and up to the top of it via the walkway there.
- Now notice the windmills' rotating wood beams.
- Jump on and walk across both of them to reach a chest on the cliff with a Spear recipe.
- Then continue up the cliff.
- Jump down the gap to use the bounce plant to launch Tyrim to the other side.
- Craft a hang glider and jump down to the door and unlock it.
- Repair the ladder for 5 wood at the mouth of the opening to allow easier access later. (Leads down to behind Tara's house.)
- Enter the opening there.
- Run down hallway and you will fall down through a collapsed floor into a room of iron-barred cells.
- Open the chest there for a Speed Boots recipe.
- Walk around to the lever and pull it. Notice an iron-bar gate lifts, opening access to a hallway. But drops back down after a few seconds.
- Recommendation: first take the stone blocks away from the walkway to clear the pathway as much as possible.

- Craft the Speed Boots with 10 wool and 15 fire.
- Notice that there's a usage meter for the boots. Just like how the torch sticks would burn out, these boots will too. So be ready to recraft as necessary. There's a cotton tree next to the chest and a coal deposit in the stone alcove in back, if you need to replenish.
- Pull the lever and run around and roll through the gate that opened before it closes.
- At the end of the hallway is a room with a raised path.
- If you try to walk on it, each stone you step on would drop down so that – if you're not quick - you can't cross the room.
- If you yourself drop down, climb up a ladder and pull the lever to reset.
- **OPTIONAL POWERUP**
 - While the path is still raised, climb down the right side of the chamber.
 - Follow the wall until you see an alcove with a glowing pouch in one of the raised columns.
 - Get the +10 max wool
 - Go back up.
- For the needed speed, craft Speed Boots and run across. Careful of the turns, trick is to start turning before you get to the actual turn. May take a few tries to get the timing right.
- Follow the subsequent hallway to the next room.
- Run to the table and automatically take the toolbox.
- Another gate blocks your path.
- Notice the four square floor panels that light up as you touch them.
- Craft the Speed Boots and run across all 4 platforms before they reset to open the gate.
- Run down the hallway and out the opening back to the village.
- Go back to the docks.
- Talk to Olof if you want.
- And sail to Rockwell. (East of Borja)

Rockwell

- Run up the docks and you will meet a man asking for materials who will end up stealing all your resources besides fire and sail away.
- Continue on into the clearing and you'll find yourself chased by two exploding skeletons.
- Notice they spawn at the mine entrances on either side of the clearing. Also be careful of the purple puff plants which would release poison gas if popped.
- Continue on to the locked door at the end and talk to the guy behind it.
- He won't let Tyrim in until Tyrim proves he's not with the skeletons and agreed to open the door once Tyrim boards up the skeleton entrances.
- Find wool on the cotton tree against the wall and craft a hangglider.
- Run up the path that runs up that wall and jump across to the wood resource well. Collect and then wait for it to respawn to collect again to fill up your inventory of wood.
- Jump back down and run across to the other side.
- Hang glide to the opposite ledge with the rock resource well. Fill up there and jump back down.
- Repair each of the mine entrances with 10 wood and 10 stone to block out the exploding skeletons, avoiding the ones outside while you do, if possible.
- Run back to the locked door and talk to Song Qi to open it.
- OPTIONAL - COOKBOOK QUEST:
 - Talk to Song Qi again to learn some background about the island and receive the cookbook quest.
- Pull the lever in the room.
- Run outside and across the stone bridge that has now risen from the water.
- Enter the door to reach the Rocklover compound.

Rocklover Compound:

- Watch the camera preview of the compound.
- Enter the central antechamber.
- OPTIONAL (BUT USEFUL) RECIPE:
 - Sneak to the left and push a bookshelf out so that you can progress.
 - Enter the left wall's first room.
 - Defeat the rocklover(s) there.
 - Open the chest.
 - Get a Bandage recipe.
 - (You can also get a key in this room by taking a torch – light it outside the room at the bookcases - up the beds to the left side wall cabinets and burn away the spider web to reach the ramp to the key hung on the wall. This can unlock the door and take you to the 2nd floor library. But we're going to show you the more interesting way up. ;))
 - Go back to front door.
- Sneak to the right, past the rocklover at the bookcase and into a room with a rocklover running around.
- Hit the spider off the rocklover and he'll reveal that the crystal up top is the source of power for this place.

- Push the bookcase open to reveal the path up to the second floor.
- Craft a torch stick.
- Light it at the wall torch next to the passageway entrance.
- Run up the secret passage and burn off the spider web.
- Sneak past the rocklover in the room to see a gap in the path.
- OPTIONAL POWERUP:
 - Look down to the right and notice a chest surrounded by bookcases.
 - Craft a hang glider.
 - Jump down to the chest.
 - Collect +10 max stone capacity.
 - Push the bookcase out.
 - Run right and back up to the gap.
- Repair the bridge for 5 wood.
- (Or walk left and run around to use the trampoline plant against the wall to jump across.)
- OPTIONAL EXPLORATION
 - Run under the glowing archway.
 - There will be two doors at the far end that both lead into the library.
 - Kill the 2 rocklovers there.
 - Read the book to learn about library rules.
 - Notice the door and key.
 - Arrange the 3 movable bookshelves and one ladder so that you can get to the key: Push the ladder down to the end past the gap. Push the bookshelf at that gap in to fill it. Push the other 2 bookshelves to the end of their tracks, so as to allow jumping over to the catwalk and the key.
 - This key can unlock the door and take you back to the bandage chest room, if you want.
 - Run back to the gap.
- Turn right and run down to the common bath.
- OPTIONAL - COOKBOOK QUEST:
 - Talk to the prisoner sweeping the floor.
 - He will say he has the cookbook Song Qi wants and will give it to you in exchange for food from the kitchen on the 3rd floor.
- Get the key from the stall next to the prisoner and use it to unlock the door inside the baths that leads up to the 3rd floor.
- At the 3rd floor, exit the room and turn left.
- At the next room over, notice that it's a kitchen.
- Defeat the rocklover at the stove.
- OPTIONAL - COOKBOOK QUEST:
 - Notice the hanging pieces of mutton.
 - Take a haunch of mutton back down to the prisoner.
 - He will give Tyrim the fish taco cookbook, as promised.
 - Take the cookbook back to Song Qi.
 - Get a recipe for Heavy Armor.
 - Return back to 3rd floor kitchen.

- Notice there's a series of ramps up the side of the walls.
- Craft a crate and put it on the low cupboard.
- Walk up and around alongside the wall.
- Push aside the 3 crates there.
- Walk through the passageway.
- At the next room, stay on the walkway and look to the sides.
- Take the key on the wall.
- Return the way you came.
- **OPTIONAL EXPLORATION**
 - Exit the kitchen.
 - Go straight and enter the room on your left. (Defeat the rocklover and the skeleton if you want to explore in peace.)
 - In one of the prison cells is a checkpoint and a scroll giving insight on who's been crafting these checkpoints.
 - There's also a passageway up two ladders to a barred door. You will learn how to unbar it on the 4th floor.
 - Go back out and turn left.
 - Defeat the rocklover.
 - Repair the bridge.
 - Cross it to reach a classroom and read about The Fact of Life.
 - Go back to the kitchen.
- Use the key on the kitchen's locked door.
- Run up to the 4th floor and enter the dorms.
- Defeat the 2 rocklovers there.
- Climb up the ladder against the bookcase and run along it back to the doorway you entered from.
- Notice a barred door situated above the walkway.
- Craft a crate and use it to reach and take the wooden bar.
- That will open a way down to the 3rd floor prison.
- Jump down to get the key hung on the wall.
- Run outside and see the giant blue crystal at the center of the floor.
- **OPTIONAL TROPHY QUEST:**
 - Run to the right and around to the left.
 - Defeat the sprinklebloom.
 - Sneak into the room.
 - Defeat the wizard there.
 - Collect the Sneak Box trophy in the far right corner.
 - (Push aside the crates there and you can go down a passageway back to the 3rd floor classroom.)
 - Go back out to the crystal.
- Read the sign if you want.
- Hit the crystal with your weapon and shatter it.
- The 1st floor forcefield will disappear and rocklovers will storm out of the door.
- Go back to ground floor.

- Enter and defeat the rocklovers to disperse the wind spirit like you did in the Borja cave.
- Keep moving so as to avoid the elemental crystal attacks that pop up from the ground.
- You can use the resource wells at the four corners of the room to restock and climb the booktowers to the red buds to regain health lost.
- After defeating the rocklovers, enter the now open inner chamber.
- Go to the right and automatically take the Mad Goat Blueprint (for the boat).
- Run down to the giant book at the end of the room to get a cutscene saying how the rocklovers enter the Veil, and in order to follow, one would need to get a Code, a magic source, and a Bell.
- Sail back to Borja.

Borja:

- Speak with the prisoner you saved (Tomasu) and he will build the ship and give you the windsurfer blueprint.
- Enter the ship and sail to Himalu. (Far West)

Himalu:

- Find a dock and go ashore.
- Enter the elevator and pull the lever.
- Go to the doors and read the note to see the gate's been deserted.
- Go left and talk to Olof if you'd like.
- Enter Himalu.
- Go right and down the path.
- Craft a weapon.
- Jump across gap and defeat skeleton. (You can grab its mace after, if you want.)
- Run across to the house with a lit fireplace and talk with the man there, who asks Tyrim to find his brother and gives Tyrim the Mace Torch blueprint.
- Craft the Mace Torch and light it in the fireplace.
- Run out and burn the spider web blocking access to the next island.
- The wind will buffet Tyrim and blow out the torch if he's not in cover. So hide behind a wall during strong winds (Tyrim will raise his hands and slow down) to prevent torch extinguish.
- OPTIONAL POWERUP:
 - After going through the opening, walk to the right and up the stone and across the opening's arch.
 - Go down the other side to find a glowing pouch.
 - Collect it to get +10 max fire.
- Run across the bridge with the lit torch.
- Defeat the sprinklebloom and enter the house at the end.
- Automatically talk to Zunga who has lost his 2 daughters and asks Tyrim to bring them back.
- Light the fireplace there so you can come back to re-light the torch.
- Go out and defeat the skeletons around the gold door.

- Push the lever to open the door.
- Cross the bridge with a lit torch.
- Burn away the spider web.
- Go up the path, past an abandoned campsite with a checkpoint (and the past resident).
- Go up farther and see a boulder blocking your path.
- Jump to the ledge on the left and light the standing torch there.
- You can either then continue on the left around the boulder.
- Or preferably, craft a boom-barrel and blow the boulder up.
- Go up the path more, lighting another standing torch.
- Then light the torch at the elevator and go up.
- There, you will meet Ynza, a resident shaman.
- Ynza asks Tyrim to rid the Himalu graveyard on the opposite side of the undead skeletons by shattering the blue crystal there.
- Light the fireplace in the house.
- Cross to the graveyard via the turning windmills.
- Once in the graveyard, lure the exploding skeletons to the cracked stone gate.
- When the stone gate is shattered, go in and repair the ladder to the left for 5 wood.
- Then lure another exploding skeleton to the blue crystal at the tomb to destroy it.
- OPTIONAL POWERUP:
 - You can then jump off the ledge near the tomb, overlooking the bridge below.
 - You will land on a ledge with a glowing bag and a health bud.
 - Take the bag for a +10 max stone.
- Run back to Ynza.
- Receive +10 max stone.
- Then take the skull Ynza drops and put it in the door behind him.
- The door will open to reveal a lift.
- Enter the lift and pull the lever to go down.
- At the bottom will be a house with a lit fireplace and a raised bridge.
- Push on the raised half on Tyrim's side to lower it back down.
- Craft a hang glider.
- Hang glide down over to the right back to the island with Zunga's hut.
- Light the gold torch at the gold block to have the elevator lift Tyrim to the top.
- Run across the bridge to an island with 3 houses.
- Light the fireplace in the far house past the windmill.
- Notice the next bridge also has a fire lift on the other side, but the elevator is jammed to stay at the top.
- Run to the right and push the lever to open the golden gate there. Defeat the skeleton if it bothers you.
- Run across the bridge. (Time it to avoid the wind.)
- Use a torch to defeat the wisp.
- Throw a rock to lower the raised bridge.
- Go to the top and notice the rise you're on overlooks the next island with that stuck elevator.
- Craft a hang glider (there's a cotton bush in the yard there).
- Glide down to the stuck-elevator island.

- Push the beam out from below the elevator to lower it back down.
- Jump down and run across the bridge back to a fireplace to light a torch.
- Take lit torch and raise the elevator.
- Light the fireplace in the house across from the elevator.
- Continue to the right of the house and burn away the spider web. (Careful of the skeletons and sprinklebloom shots.)
- Run up to the top of the path, and you can craft a weapon and take out the sprinklebloom that was shooting at you and defeat the skeletons if you want.
- Notice the house at the edge of the cliff with a series of windmills forming a bridge of sorts.
- Light the fireplace in the house on your right if you need to (it was already lit when I was there).
- Repair the ladder at the house for 5 wood.
- Climb up to the roof.
- Jump across the beams of the windmills as they turn.
- The camera will then pan to show you a little girl.
- Go over and learn she's Zinna, one of Zunga's missing daughters.
- Repair the ladder beside her.
- Pick Zinna up and take her across the bridge, down the house wall, over across to Zunga's.
- Learn Lyntha, her sister, is at the entrance to Creepy Woods.
- Receive a +10 max wood for returning Zinna.
- Run back to the island where you found Zinna.
- Notice the raised bridge in the distance. It's the other half of the one you lowered earlier!
- Push that half down and you can run across to light your torch in the house.
- Run back to the house on Zinna's island and light the fireplace there.
- Defeat the ghost sentry in front of the elevator.
- Light the elevator and go up.
- Cross the bridge to the entrance to Creepy Woods and find Lyntha.
- Talk to Lyntha and learn the ways to survive the woods.
- You will need light and need to stay on the path in order to get to the castle.
- Then watch a cutscene telling the story of Zemitara's imprisonment by an impostor and her subsequent escape. So the current queen is not Zemitara but an evil spirit.
- Now take out your torch (you can take one from the collapsed skeleton if you need it) and light it.
- Make sure to use the checkpoint on the right.
- Carry the torch down the path and don't stray from it, or your torch will extinguish, the screen will swirl, and Tyrim will be damaged over time.
- You will be dodging skeletons, spiders, and a poison gas plant before reaching a clearing with skeletons and a closed door.
- Notice around the clearing, there are 4 floor panels like in the chamber at Himama.
- Craft speed boots and light up all 4 to open the door.
- Continue down.
- Roll off the spider.
- Burn the spider web.
- Cross a bridge.

- Defeat the skeleton there, and roll past the poison plant. Defeat or run past the next skeleton.
- Cross another bridge.
- Your way will be blocked by 2 toppled pillars and a skeleton.
- Defeat the skeleton.
- Craft a crate at the torchlit area, or you will be interrupted, since you can't craft and hold a torch at the same time. (There's a dead tree for wood if you need to restock.)
- Use the crate to hop over the left pillar and continue down the path.
- You will the way blocked by a boulder.
- Either lure the exploding skeleton over to the boulder or blow it up with a boom-barrel.
- Continue on until you come to a broken set of giant doors.
- Walk through the opening to reach the pyramid maze.

Maze:

- On entry, notice the doors blocking access forward and to the left. A frozen skeleton is on the right.
- Go to the right, past the skeleton (which will most likely crumble), into a room with a cell and another blocked door.
- Go into the cell and get the trophy pyramid in the left corner.
- Talk with the prisoner in the right corner, who turns out to be Ming An, Ming Liang's lost brother hiding from ghosts.
- Kill the Hollow spirit there that emerges. It stays phased out most of the time except when it's about to attack. Have a shield ready to block the attack and then hit back immediately to get some damage in. Repeat until ghost is defeated.
- Pull the lever and a gold container will drop to the ground.
- Place the container on the platform in the middle of the room and it will flame up and the doors will open.
- Go back to the entrance and go through the left door that is now open.
- Notice the cracked floor tiles and the piledriving stone columns.
- Time your run through those tiles to avoid being smashed. You may have to roll to make it. You can also use an alcove on the left midway to hide.
- EASTER EGG: Push against the wall at the end of the hallway to reveal a chamber with a Viking in, well, stone...
- Turn right and roll past the buzzsaws.
- Then roll again to dodge the flamethrower at the end of the hall and the skeleton.
- Turn right again and notice another closed door.
- Run past, turn right, dodge the flamethrower's flame that comes from behind, and enter a chamber with 2 ghosts and 3 pedestals.
- Defeat the tiki mask ghost by blocking its whirlwind blade attack and hitting it after for max damage. You can pick up one of its onyx swords after.
- Craft a torch and light the three pedestals' torches.
- The pedestals will rise up and down for a while.
- Climb up the ladder and jump across using the pedestals.

- Take the container on the ledge up there and place it on the platform back on the ground floor.
- The next set of doors will open.
- Defeat the skeleton that shambles in and go in the door it came out of for some health and materials.
- The door to the right of the ladder leads back to the entrance, so ignore that for now. (Watch out for the flamethrower!)
- Go through the door to the left of the ladder to another room with closed doors.
- ALTERNATIVELY:
 - Instead of jumping the pedestals. Climb the ladder first and run up the ramp to a stone ledge with a health bud and a checkpoint.
 - Craft a boom barrel and blow up the boulder blocking the opening.
 - Come to the top of a pyramid.
 - Pull the lever.
 - A container will drop onto a platform itself and open the a door. (The other door goes back to the prison cell room.)
 - Careful of the flamethrowers as you run back down.
 - Defeat the 2 ghosts there if you want to.
 - Enter the door to reach the same room. (Switch the right and left of the next few lines to match this orientation.)
- Jump over to the right side and pull the lever.
- Pick up the container that drops. (Notice gravity is a bit floaty for objects here.)
- Jump back and place the container on the platform in the corner.
- The closed doors of the room will open.
- Run through the left side door and come across another weird gravity room.
- Take a floating crate and situate it so that you can use it as a stepping stone to get across to the ledge with a lever.
- Pull the lever to call down a container.
- The platform will be slanted against the wall.
- You will need to throw the container over to the platform. You may not get it right the first try, so hit it with a weapon or throw objects against it to move it more.
- Once placed on the platform, the container will light up and open the closed doors.
- OPTIONAL DOOR QUESTS
 - You can open the other doors around the maze if you want.
 - Go over to the checkpoint in the room (we'll now call A for duration of this branch) and enter the door way right next to it.
 - (Notice the door leading left goes back to a past hallway.)
 - Fight the tiki skeleton and its two minions.
 - Craft a crate and jump up to the walkway and run up the ramp and tiles to a lever.
 - Pull the lever.
 - Go back and place the fallen container on the platform in the center of the room.
 - The door will open into another room of floating tiles with another closed door.
 - You can open that door by running back to the room A.

- Enter the cave that's also on the wall left of the checkpoint and run up to the opening.
- Craft a hang glider.
- Jump and glide over to the hole opposite.
- Run to the opening.
- Jump down to the right to a lever.
- Pull the lever.
- Take and place the container.
- The door opened will lead to an alcove you could use to hide from some more piledriving stone columns. Turn left and you can use it as a shortcut, but we'll go back to get the rest of the stuff.
- Go back to room A.
- From where you entered, go right into a hallway.
- OPTIONAL TROPHY:
 - Run down the hallway and fall through to a chamber below at a checkpoint... and Pan.
 - Talk to Pan to learn about his new girlfriend.
 - Walk towards the boulder and the small cave on the right.
 - Lure an exploding skeleton over to the boulder to destroy it.
 - Craft a crate and place it next to the small cave to use as a stepping stone.
 - Climb up and look to the alcove at the right and collect a catapult trophy.
 - Run through the opening and back up to the hallway.
 - Jump over the gap back to where you started.
- Turn left and enter a room with a bunch of floating tiles in the air and buzzsaws along the walls. A tiki head ghost is in the middle standing sentry.
- Pull the lever to call down the container onto a tile. (If you miss, you can retry.)
- Jump across using the floating tiles to reach the other side with a platform.
- Take the container from its tile on the way over.
- Place the container on the platform.
- Go back and go through the now open door.
- You'll see a grid of 9 platforms on the ground.
- Position and orient yourself so that Tyrim's facing the container when it's across the grid from him.
- Take the container.
- OPTIONAL POWERUP:
 - Put the container on the platform at the center of the grid.
 - A door will open on the right middle.
 - Defeat the skeleton.
 - Take the glowing bag for +10 max wood.
 - Take the container inside.
- Put the container on the middle platform of the left column.
- A door at the top right will open to reveal a passageway.
- Enter and follow it down. (Careful of the ghost. Also carry a skull with you, if you want a powerup later.)

- Time yourself to get past the piledriving stone columns. (You can hide in the alcove on the left. Here's where that optional door would be.)
- Once you reach the end of the path, turn left to get to a checkpoint.
- OPTIONAL POWERUP:
 - Bring a skull with you to the checkpoint.
 - Notice there's a skull door next to it, recessed in a short walkway.
 - Place the skull in the door.
 - Enter and retrieve a max health upgrade.
- Go back out.
- Jump on a floating platform and ride it to the end. Careful of the flamethrowers, buzzsaws, and the ghost. Avoid the buzzsaws. Stand on the far side of the flame jets to avoid some damage from the flamethrowers. And just take the hits from the ghost until you reach the other side.
- Climb up the ladder on the right to reach a checkpoint.
- Jump over to a ledge and face the line of 3 rotating flame poles.
- To the left of the 3 poles is a lever.
- Jump down and pull the lever.
- Run back to the right side of the poles to pick up the container.
- Go to the right top corner to place the container on the platform.
- Enter the left top opened door.
- Follow the path to another checkpoint.
- OPTIONAL POWERUP
 - Avoid the buzzsaw as you go to the end of the hallway.
 - Turn right and time yourself to go left through the piledriving stone columns all the way to the end.
 - Turn left then right, all the way down, then right, left, left.
 - Follow the path down to a room with a chest.
 - Collect crafting speed increase.
 - Go back to checkpoint.
- Avoid the buzzsaw and turn into the first opening on the right.
- Then right again and follow the path down, defeating skeletons as you go.
- You will see a hallway with a buzzsaw and a boulder across the way.
- Blow the boulder up with a boom-barrel.
- Go through the opening and follow the path, defeating skeletons, until you see an opening on your right that leads to a double set of doors.
- Enter the dark opening.

Courtyard:

- Open the doors by pulling the lever. (Replenish health at the health bud.)
- As you run in, camera will pan to show you Zemitara at her altar and the giant blue crystals on each corner of the courtyard.
- Notice there are 2 health buds at her altar.

- Zemitara will fly around with a blue glow around her, hurling series of lightning bolts and a powerful 3-ball energy blast. She will also land sometimes and suck the air to her. If Tyrim is near, he will suffocate, lose some health, and drop his gear, so watch out.
- Her spells will emanate from that glow, so it's best to cut off her power source.
- Go for the crystals.
- Shattering one of them would bring down a chunk of her health and get Zemitara to land and change to sword and shield attacks. (Don't shatter a crystal when she's on the ground. There's nothing to short out and hurt her if she's already down.)
- Hit her when she lands as much as you can.
- If you need health, go back to the altar or hide and craft a bandage.
- Hiding in a house will avoid the main barrage of lightning attacks but won't avoid harm from Zemitara completely though. Zemitara's 3-ball blast can collapse houses and her wind vacuum can still reach Tyrim sometimes through windows and doors.
- Houses, however, will also have weapons and shields and resources you can grab.
- Also look for resource wells at the corners of the courtyard near the crystals.
- Keep alive and you will whittle her down and she will be vanquished and disappear.
- When she dies, walk up to the ghost that appears at the altar and talk to him.
- Watch the cutscene, then walk back towards the entrance and a message will be prompted to return to the ship. Press "Yes"
- Sail back to Himama and talk to Tara, who reveals she is the lost queen.
- She will imbue Tyrim with the magic source he needs for the Veil.
- Sail to Mokaga (Far South)

Mokaga

- Feel free to talk to the sand salesman at the docks.
- Craft or borrow a windsurfer and surf up a ways until you find a small oasis. (not the one with a solid wood wall, and huts)
- Speak with the tall character (Wasabi), he will tell you of Mokaga's drought and to challenge his brother Mamba to a windsurfer race to bring the exiled back into the main village.
- Surf to the bigger oasis (with the wood wall and huts), and speak to the guard who says he'll let Tyrim in when he sees a kotte seed.
- **OPTIONAL BOSS AND WEAPON**
 - Surf south and then east until you see a giant ribcage tunnel to your right.
 - Go in there and see a cave at the far end at the top of a set of wooden ramps.
 - You'll need to traverse the mud springs by jumping across on rocks, columns, and planks.
 - Take giant rocks off the cranes to weigh down planks so that you don't fall in.
 - If you do fall and sink into the mud, you will respawn at the last solid ground you were on.
 - Be careful of the wobbling rocks when you jump on them and use their shift in height to help with some jumps.
 - When you enter the cave, you will see another elemental ringed by rocklovers.
 - Just like with Borja and Rockwell, defeat the rocklovers to disperse the elemental.

- Make use of the resource wells and health buds dotted around the area as needed.
- Once the elemental is defeated, roll a rock over to the chest pedestal and jump up to it. (Crafting a crate may have it be pulled in by the vortex the elemental may leave behind.)
- Open the chest to receive a Boomerang.
- Run up the stone path to the exit.
- Ride the kindly provided windsurfer back down to the desert.
- OPTIONAL POWERUP
 - Surf to the southeast end of the map to meet Hilda, who is staring at a stone head.
 - Notice that a pair of stone legs is on top of a cliff, supposedly where the head fell from.
 - Climb up to the legs and see a bag between them.
 - Collect for +10 max .
- OPTIONAL POWERUP
 - Surf to southeast where a giant dragon-like skull rests in front of a skull-gated pyramid.
 - Defeat a skeleton and take its skull.
 - Use the skull on the skull gate to open it.
 - Take the gold max health increase bud inside.
- LOREMEISTER QUEST
 - There's a south ruin completely enclosed.
 - Surf up the ramp next to it to fly into the enclosed area.
 - Notice the relic inside a mini pyramid.
 - Take it and your quest log will update to give the relic to the Loremeister on Himama.
- Surf northeast to a bandit camp on the east side of the map. (The only green oasis spot on the east middle.)
- Climb up the hill beside the gate and jump down into the camp.
- Unlock the gate by removing the bar on it.
- Sneak into the camp around the left, defeating sprinkleblooms and avoiding the crow in the cage which would most likely alert a bandit.
- Notice a platform with a basket on top and a broken ladder. If you read the sign next to it, you'll see the platform's basket holds kotte seeds.
- Repair the ladder and climb up.
- Steal a kotte seed from the basket.
- Go back to the gate area.
- Place the seed in the windsurfer carriage. Be sure to close the carriage lid before setting off!
- Ride the windsurfer carrier back to the village gates.
- Speak with the guard again who will let you in.
- As you walk through the open gates, admire the kotte tree growing in the center pool of the village.
- Run to the back of the village to a shaded platform, where Mamba stands.
- Speak with Mamba to challenge him to a race to let Wasabi back in if Tyrin wins.

- Mamba will agree to the challenge and tells you to meet him at the canyons, south of the village.
- Talk to Mamba at the stone arches of the race track.
- Say Yes to the prompt to start the race.
- RACE DETAILS AND STRATEGY:
 - The race will be timed according to Mamba's best time, signified by a receding gray bar on the top right.
 - If you time out, the game will send you back to Mamba where you can speak to him to try again.
 - Though getting through within the time limit is obviously important, don't focus on just speed.
 - Use your brake to help drift and give time to orient yourself on trickier areas, like ramps.
 - Remember, walls and ramps are your friends. You can surf up them for added advantage and the ramps will definitely help shave off some time and distance.
 - Might be obvious, but do avoid walls and mud pits. They will block and slow you down and sometimes even knock you off. If you do get knocked off, just jump back on your windsurfer again.
 - Also, water will sink the windsurfer and respawn you at the water's edge, so be careful.
 - Feel free to use the whirlwinds for speed boosts but don't force yourself to try for them.
 - Towards the end, you will come to a bridge. Do not fall off or you will have to circle around back up again. Use brake to make sure you're in control of your trajectory before crossing.
 - Once you cross the finish line, the screen will fade and Tyrim will be back at Mamba.
- Talk to Mamba again after you've succeeded and he will agree to let Wasabi's group back into the village and return to the village himself.
- Surf back to Wasabi and tell him the good news.
- Wasabi will give Tyrim a key to the library.
- Find the library in the middle of the map and insert the key in the pentagon panel.
- A cube will then appear that you have to bring across to the scales, but first you have to make the bridge stable by pushing the large blocks underneath the broken pillars.
- When you reach the other side, you then have to put the cube in the door to open it.
- Once inside, defeat the wisp at the center of the area with a torch.
- Tyrim will notice the symbols on the floor seem to mean something.
- Notice that each floor symbol points to a stone scale with a gold plated symbol.
- You have to place the weights on the scales so they show the right icon displayed in the middle.
(East: Gou-Hai – dragon head, West: Himalu - Tree on clouds, North: Borja - goat horn)
- When all three match, a cutscene will initiate and a small pyramid will appear. The pyramid carries a treasure map that shows how to solve the big puzzle.
- You will have to find the individual scales on the map by the same compass directions and have those scales' gold symbols match the ones you just made.

- WEST SCALE
 - The west one is easiest to enter. There's a big hole in the side of one wall.
 - Defeat the crab if it gets in your way.
 - Notice that there's a block on the scale that kept the gold plate from showing the tree symbol.
 - Remove the block to restore the tree symbol to the scale.
- NORTH SCALE
 - The north scale will require some windsurfer skill.
 - The walls are intact but there is a stone ramp that is pointed towards the scale's ruins.
 - Surf your way up that ramp and over into the scale courtyard.
 - Put the block onto the left lift to change the symbol to the goat horn.
 - Ride your windsurfer up the sands back out.
- EAST SCALE
 - The east scale is trickier to get to.
 - The ramp you need to surf on is in two parts and is narrower, much like the bridge at the library.
 - If you aim yourself well, you can surf across and into the scale courtyard.
 - Be sure to cancel your sail so that you don't sail back out before your task!
 - Put the block onto the right-side lift to change the symbol to the dragon head.
 - Ride your windsurfer out.
- Once all three are activated a cutscene will show you a lever has appeared in front of the big column in front of the pyramid in the middle of the map.
- Surf to the ruins north of the green pyramid.
- Notice the ramp next to it.
- Surf up the ramp and fly into the courtyard.
- Push the lever and then the big pyramid will rise.
- Once it has risen, enter the pyramid.
- A ghost will be at the center of the room.
- Talk to it to get some background on the Emu civilization.
- Take the scroll at the back of the room for the code you seek.
- Open the chest at the right to receive an increase in crafting speed.
- Then leave the pyramid and go back to your ship.
- LOREMEISTER QUEST
 - If you collected the relic earlier, travel to Himama.
 - Give the relic to the Loremeister.
 - The Loremeister will leave Tyrim a wrapper.
 - Which gives +10 max fire.
- Travel to Gou-Hai. (Far east)

Gou-Hai

- Speak with the Viking prisoner at the docks who needs to free himself from his cage.
- The metal gate leading up to the prisoner's platform is locked.
- Notice there's a house to the right of the docks marked STORAGE, but it's locked.
- You will need wool, so if you have less than 20, find a way inside.
 - Go around to the back of the storage house and defeat the sprinklebloom.
 - Push away the planks that cover a small hole.
 - Roll through the hole to find a cotton tree inside the house.
 - Take your fill.
 - Unbar the door and exit.
- Go down the path and see a tower on the right with a crow cage at the door.
- There are no guards around so you don't need to worry about the crow.
- Just enter the tower and repair the ladder with 10 wood.
- Climb up to the top of the tower.
- Craft a hangglider.
- Glide down to the prisoner's platform.
- Push the lever around so that the prisoner's cage is above the circle panel on the floor.
- The cage will fall apart.
- Talk to the Viking prisoner and watch the cutscene that gives some background on the island, telling of the loss of Ju-Long's wife that drove him to paranoia that Vikings were responsible, which led him to oppress Gou-Hai and imprison or chase away all Vikings that draw near.
- Run down the ramp out the now-opened metal gate.
- OPTIONAL POWERUP
 - Go up the path again towards the house to the right of the main gate.
 - Push the stall blocking the doorway away to the left.
 - Enter and take the pouch on the table to the right of the entrance.
 - Receive +10 max wood.
- You can try the main gate, but all you'll find is a note that says none are allowed entry.
- Walk to the left of the main gate.
- Defeat the sprinklebloom next to a pile of bamboo and a checkpoint.
- Open the gate with the key from the prisoner.
- Climb the ladder up into Gou-Hai castle grounds.
- You'll see a propaganda flyer claiming Ju-Long as savior.
- As you walk farther, you'll be stopped by a voice and the camera will turn to reveal a pair of eyes behind a door.
- The eyes of a Citizen will mention how Gou-Hai isn't so fair anymore and ask Tyrim to take a message to a house with red smoke coming out of its chimney. The citizen will also say he and his friends like Vikings and will recommend Tyrim sneak past guards to better avoid detection. (House 1)
- Keep walking down and see your way blocked by a closed gate.
- Turn left and walk across the bridge to a cart.
- Push the cart to gain access to an open gate.
- Notice the opened gate there had a fuel tank installed next to it, along with a dispenser.
- Walk through the gate and start sneaking.

- Keep sneaking ahead past the guard that's walking around the giant tree in the middle. The crow may alert the guard so be aware.
- NOTE: if you want to fight the samurai guard, you need to dodge his rush attacks and attack from behind when he smacks into a wall and stuns himself.
- At the other side, activate the dispenser to get a fuel tank.
- Put the fuel tank on top of the pot-like engine next to this side's garden gate.
- Go in and see the house in front of you is blowing red smoke out its chimney.
- Talk to the eyes at the door to learn the rebel leader can get you to Ju-Long through a passage.
- He will also give you the next message to take to the next red smoke house. (House 2)
- Move on around to the left.
- Run and roll to avoid the fire of the dragon head.
- Run around the flamethrowing dragon head and take away its fuel tank.
- You can then carry this fuel tank over to the next gate up ahead to your left.
- Follow the fuel line to the gate's engine and place the tank on it.
- Alternatively:
 1. You can venture into the patrol area of the samurai guard and find a broken dispenser at the far right corner and fix it for 8 wood, 10 stone, 3 wool, 5 fire.
 2. You can craft a boom barrel and blow out the cracked wall behind the dragon head flamethrower.
- If you need to fight this samurai, there is an option to install the fuel tank to re-arm the dragon head flamethrower, but it may be more trouble than it's worth since it harms you and barely harms the samurai.
- **OPTIONAL POWERUP**
 - Turn right and around the red chimney house (now actually with green smoke).
 - Climb up the ladders to the top of the house and grab the bag.
 - Receive +10 max wool.
 - Climb back down to the gate.
- Turn left and run down the path towards the larger area.
- Look to your left and go behind the poison puff plant and a giant pot to get to and activate a checkpoint.
- Continue down to the end of your path and notice where the engine is for that gate. (There will be another engine on your left but that will only lead back to where you came from and open the way for a samurai guard to come through if it notices you.)
- Look around the area. Notice the cart and the glowing yellow lights hovering above a bamboo catwalk.
- Push the cart over to the catwalk.
- Notice the dispenser on the ledge next to the wall.
- Go around the catwalk to the glow.
- Take out the wood pole there.
- A portion of the catwalk will drop down to reveal a ladder.
- Climb up the ladder and use the cart to jump across to the dispenser.
- Take the fuel tank to the far gate's engine and install it.
- After the gate opens, notice the house beyond is another red smoke house.

- Talk with the eyes there to get another message. (House 3)
- Go around to the house to the left.
- Notice you'll pass a gate on your left.
- Go around the corner to the right and see two dispensers across from each other.
- You can take one of the dispenser's tanks and open the gate you just passed.
 - Just follow the fuel line around the building to a stack of crates.
 - Behind the crates will be the engine.
 - Install the fuel tank to open the gate.
 - The gate leads back to where you came in from the docks.
 - Go back to the 2 dispensers.
- Farther down are a dragon head flamethrower and a black samurai with a fuel tank on his back (he'll shoot fire at you if he gets close).
- Here there are quite a few ways to open the next gate.
 1. You can take one of the dispenser's tanks and toss it across the area, run to the right to avoid the flamethrower and climb up and sneak across the catwalk down to the other side to your tossed tank and the gate.
 2. You can dodge the dragon head and take its fuel tank and run across to the engine, avoiding the samurai to the gate.
 3. You can avoid or disable the dragon head, sneak up behind the samurai and steal his tank and go to the gate.
 4. You can also skip the gate. Craft a boom barrel and blast the cracked wall on the right after you've sneaked past the samurai via the catwalk. But that would skip the checkpoint, and you would have to go back around for it if you want it.
- Install the fuel tank in the engine to open the gate.
- Get the checkpoint next to the giant Ju-Long statue.
- Then get the fuel tank behind the dragon head flamethrower on the left.
- Also notice the dispenser next to the dragon head's engine.
- Take the dragon head's tank to the gate on the right of the statue and install the tank into the gate's engine.
- Go back for the dispenser's tank.
- Sneak into this next area.
- Go right and install the dispenser's tank in the gate engine to allow a shorter trip back if you respawn on the other side later (since you're doubling back, it can happen).
- Also get the health bud at the left of that gate if you need it. (Remember this spot. You'll make use of it again, most likely.)
- Next, go back to the gate you entered from and sneak along the left wall.
- You may end up having to fight the samurai on your right, but just keep on that path and you will reach a larger area with a giant statue surrounded by bamboo scaffolding.
- Notice there's two gates here with engines. You can try the fuel dispensers and unlock those gates to reach the area with the single catwalk, but you might draw too much attention.
- Keep to the far left and sneak until you see the samurai with the tank on his back.
- Sneak up behind him and take his tank.

- Then sneak over to the turnstile and turn it so that you start facing away from the two gates. Look up and you should see the platform connected to the turnstile connect two catwalks above you. You'll need it later.
- Sneak, if you can, up the ramp to the catwalks of the scaffolding and install your tank into the engine next to a ladder and a cotton bush. (You will need a hangglider later so collect some wool if you're low.)
- The engine will run a bamboo platform lift.
- Ride the lift up to the top of its height.
- Fix the ramp there for 10 wood.
- Run up the ramp and take out the wooden beam stuck in the pole.
- Go back down and push the lever out to move a platform up above.
- Notice the fuel tank on one of the catwalks on the same level.
- Pick up the fuel tank and carry it with you back up the ramp and around the back of the statue and back to the front.
- You will see an engine.
- Install the fuel tank and see the lift next to it start moving.
- Ride the lift up to the top and get off.
- Jump from the platform across to the suspended ramp.
- The ramp will lower a bit as you walk across. So you most likely will have to jump to the catwalk across the way.
- Follow the catwalk around the back of the statue head, past a resource crate, and make a right towards the overhang.
- Craft a hangglider.
- You will see another series of ramps down past the wall and red smoke coming out a house to the left.
- Hang glide down to those ramps and sneak down to ground level.
- Notice the gate you glided over has an engine on this side.
- Also notice the samurai guard in front of the house.
- First sneak by the samurai if you can.
- Make your way down the path to a dispenser that you will see on your left.
- Take a tank back to the gate and install it on the engine there, so you won't have to climb the scaffolding again to return.
- Now defeat the samurai. Use the health bud next to the engine as needed.
- Talk to the eyes in this house's door and get another message to pass on. (House 4)
- The eyes will also tell Tyrim he may need to backtrack for the next house. Look around for red smoke.
- The next house indeed is back at the checkpoint before the cart-and-catwalk area. (You can use a fuel tank to open one of the gates at the giant statue - if you haven't already - for a shorter way back.)
- Talk to the eyes and receive a new message for the next house. (House 5)
- Run back to House 4 and continue past the dispenser to the end of the path. (You will also run past a gate on your right. If you have a spare tank from previous dispensers or enemies, you can install a tank here, but with the last gate you opened, you should be covered well.)
- Take the right side past the crow cage (careful it doesn't alert anyone).

- Take the ramp to the left and sneak up to the crane.
- Notice the giant stone hanging from the frayed rope. It's right above a samurai standing guard.
- Take a loose stone next to the crane and throw it at the frayed part of the rope.
- The giant stone will fall on the samurai, crushing him and clearing the path for Tyrim to the next gate.
- Jump off the ramp and notice a dispenser in the corner.
- Take a fuel tank and install it on the next gate's engine.
- Go through the gate to find yourself in a quiet area.
- Go to the red smoke house on your left and talk to the eyes there to get a new message. (House 6) This pair of eyes should tell you the next house would be your last stop.
- You can continue on down the left but you'll see another locked gate.
- The quickest way to get a fuel tank would be to follow these steps:
 - Notice the carts and catwalks.
 - Push the carts so that they form a bridge between the two sets of catwalks.
 - Climb up the ground level ladder, go right, and jump across the carts to the catwalk and ladder up to the roof. (The left side also has a ladder that goes to the roof which holds a resource crate.)
 - From the roof, you can look down over into a small courtyard with two dispensers and a checkpoint.
 - Go down into that courtyard.
 - Activate the checkpoint.
 - Take a fuel tank from a dispenser and unlock the gate that leads back to the quiet area.
 - Take the second dispenser's fuel tank and go back out.
- If you unlock this gate with the fuel tank, sneak in and turn a left around the house to find a health bud.
- (Alternatively, you could go to the left of the gate and find a cracked wall. Craft a boom barrel and blast it.)
- You'll find yourself in the courtyard right before the main castle doors.
- Feel free to disarm the dragon head turrets if you want. You can use their tanks to open more gates back into previous areas, but it's not required.
- Sneak up to the main doors and go to the left of the doors down into a small area with a hanging ladder.
- You can jump on the ladder and climb to the roof.
- Run around to the left and find a raised ramp.
- Push down the ramp and run across to the next roof.
- Turn right and jump down to the catwalk.
- Sneak along the catwalk past the samurai guards.
- Turn left into the next area.
- OR you can craft a boom barrel and blast the cracked wall to the right of the hanging ladder (careful of the poison puff) and run directly in.
- You will see a dispenser and another red smoke house.

- If you'd like to make your return easier, take the fuel tank from the dispenser and install it in the gate engine farther down past the house.
- Talk to the eyes that have the name Ying Fan.
- If you've gone to all 6 houses before this one, Ying Fan will let Tyrim in.
- On entering, Ying Fan will chat with you about how the rebels will clear the Viking name, though Tyrim did help the rebellion.
- Climb the ladder down into the sewers.

Gou-Hai sewers:

- Talk to Reize who acknowledges Tyrim's help.
- Walk down the tunnel to the intersection. The way down farther ahead is blocked by a spider web.
- Go down the left and get the mace torch at the end. Careful of the skeletons. There's also a fire resource well there if you need it.
- Go to the right end and light the torch. There's also a wood resource well there.
- Use the lit torch on the spider web.
- Run down to a room with a ledge. Dodge the exploding skeleton.
- Craft a crate and jump up to the ledge at the end. (Or you can craft a boomerang and repeatedly throw it at a large reinforced crate to your left and use that.)
- After that, you can also re-use that crate and jump up to the ledge to the right. Run up to the top to kill 2 splinterblooms that may cause you trouble otherwise.
- Go into to the next room with a pool of water with a floating crate, a crate and stone resource well to your right, and a lever at the pool's edge.
- Pull the lever there and notice the water drains.
 - Look down into the drained pool and see the pipe, 2 crates at the bottom, and a semi-raised platform.
 - Notice the ticking sound. That's the countdown to when the water will fill back in.
 - It takes about 20 seconds before the water starts filling back in.
 - Drain the water again.
- Go down into the empty pool.
- Put the crates under the platform.
- Wait for the water to come back in and raise you back up.
- If you placed the crates correctly, the platform will rise up on the crates with the water.
- Jump on the platform and then across to the other side of the pool.
- You will see a giant boulder ahead of you and a tunnel on your right.
- Now there are two ways to get past this next portion. Go back for resources as needed.
- 1. Boulder
 - Run down the tunnel and lure an exploding skeleton to chase you back to the boulder and blow it up.
 - Or just craft a boom barrel for the task.
 - Go down the resultant tunnel.
 - Take care of the exploding skeleton and the sprinklebloom.
 - You will come out into the next area.
- 2. Tunnel

- First get rid of the exploding skeleton in the tunnel.
- At the end of the tunnel, you will see a spider web.
- Craft a torch.
- Go back to the pool and notice the torch above the platform.
- You can light your torch on the pool's torch by jumping from the platform. BUT the water will douse the lit torch when you come back down.
- You need the platform higher.
- Remember the other crate?
- Go back across the pool and pull the lever again.
- Take the crate at the entrance to the room and put that one below the platform too.
- When the water rises again, the platform will now be higher and you can light the torch without dousing.
- Burn away the spider web at the end of the tunnel.
- Roll underneath the iron bars.
- Follow the tunnel and dodge the exploding skeleton.
- Enter into the next room.
- There are 3 skeletons in this room, an iron gate down the next path, and a skull door.
- OPTIONAL POWERUP:
 - Defeat the 3 skeletons there.
 - Take a skull and put it in the skull door.
 - Go in and claim a max health increase.
- Keep going down the next path.
- Jump through the hole in the iron gate.
- Then go through a broken set of doors into a storage room with a samurai knight patrolling it.
- Sneak to the right and notice a gate and engine at the other end of the room.
- You need to keep sneaking around to the left bottom corner where there's a table and 3 fuel tanks lying around there.
- Get a fuel tank and sneak back to the gate.
- Install the tank in the engine to open the gate.
- Roll under the iron gate you come across next.
- Follow the path down and get a health bud if you need it.
- Enter into the next room with another pool, a lever, and a turnstile.
- Notice the gate on the other side is down and blocking the way.
- Pull the lever to drain the pool and notice that actually the gate is being pushed up by 3 crates.
- Jump down into the drained pool and take out the crates from under the gate.
- The gate will drop down, opening the way for you.
- Wait for the water to come back in and swim back to where you started.
- Push the turnstile so that the platform connected to it is over the pool.
- Jump across the pool, using the platform.
- Go down and turn right into another tunnel.
- Jump through the hole of the next iron gate.
- Go into the next room.

- If you go out the opposite set of doors, you'll see a gate barring the way forward. You will need another way out. (There is a wood resource well there if you need it though.)
- Go to the left side of the room and find a sign and a broken panel.
- Read the sign which tells you the gears for the panel have been packed up.
- Repair the panel with 5 wood.
- Since the gears are packed up, you will need to unpack them.
- Pick up and throw crates against the wall or ground to break them.
- Inside, you will find items, many of which will be gears.
- You need to then install 3 of the gears in the panel.
- Pull the lever to open an access hatch.
- Run up the ramp into the hatch opening.
- You will find yourself in a shack on the emperor's courtyard.

Courtyard:

- OPTIONAL POWERUP:
 - Run around to the left to find a chest.
 - Open it for crafting speed increase.
- Exit the shack and make sure the checkpoint to your left is activated.
- Crouch down to start sneaking.
- You will need to turn right and follow the path to the right, making sure to avoid patrolling samurai.
- If you do get seen by a samurai, you can run away or fight it, your choice. Remember when you fight them, the samurai are most vulnerable when they attack. They either knock themselves dizzy or stand still as they try to flame you.
- Go through one entryway guarded by a caged crow.
- Make sure to keep moving past, preferably the opposite direction of where it's posted.
- The second area of the courtyard will have two towers in the middle that you can climb up a ladder to the top. They're good for hiding from chasing samurai and getting an overview of the area but not much else.
- Keep going through another entryway with a crow to an area with a giant Ju-Long statue.
- Turn right and go down to the wall and turn right again.
- You will find an opening that leads you to the gate. Notice it needs a fuel tank.
- You will need 3 fuel tanks total.
- Sneak back into the courtyard and follow the samurai with fuel tanks on their backs.
- Take one from his back. (You can still get the tank if the samurai attacks you by waiting for it to stand still while flamethrowing and running around to the tank and grab it.)
- Use the tank to open the first gate
- Notice there's 2 more gates behind it.
- Go back and repeat the process of take and open gate twice to reach Emperor Ju-Long's quarters.
- You can admire the room and the model of the city but you can't do anything with the sleeping emperor right now.
- So walk up the ramp in the house.
- Open the chest to replenish resources.

- Pull the lever to call down the lift.
- Ride the lift up to meet Ju-Long there, who confronts Tyrin for sneaking in and starts combat.
- Defeat Ju-long:
 - Ju-long attacks by rushing like the samurai guards you encountered before.
 - So like with those samurai, have Ju-Long charge into a wall and stun himself. Hit him when he's dizzy. You can also hit him from behind when he's not dizzy, but only if you're lucky since he often keeps moving.
 - When you hit him, he teleports away and leaves a resource box you can loot.
 - You can also aid your fight by getting Ju-Long to run into the 4 oil containers spread out on the roof. (You'll know he's been hit when he turns black.) Then run by a dragon head flamethrower and lead Ju-long into its flames. (You can take out the dragons' fuel tanks after you've used up the 4 oil containers.)
 - Also, be careful of poison gas that would occasionally spew out of the holes in the floor.
- Once Ju-Long is defeated, walk up to the bell.
- An in-game cutscene will play and you'll be teleported back to Gou-Hai docks.

Now you have

- the bell
- the code
- and the blessing
- so set sail for the Veil!

The Veil

- Sail north until you see a bank of fog. Sail into the fog to enter the Veil.
- When you enter the Veil, you can choose to dock at the right and restock materials and activate a checkpoint.
- Sail straight forward between two hanging braziers.
- Make a left and see your way blocked by a water gate.
- Jump off the ship and swim between the bars to the stone structure.
- Climb the ladder to get up and you'll notice a blocked door.
- Take the wooden beam from the door.
- Enter the room.
- Pull the lever.
- Run back out and you'll see the water gate lower.
- Board your ship and continue.
- You eventually come across an intersection: a gate on your right and a waterway on your left. Don't go left, that leads to a dead end.
- Turn right and dock at the stone structure.
- Swim to the ladder and climb up. Restock on wool at the cotton tree if you want.
- Notice the ladder up to the roof.
- If you run around to the door, you'll see that the door here requires a key.
- If you, by chance, have a spare key, good for you, unlock the door.

- If you don't have a spare key, climb up to the roof.
- Notice the boarded up opening.
- Take a weapon and smash the boards.
- Jump down into the room.
- Get the key.
- Unlock the door from the inside.
- Pull the lever.
- Go out and board your ship and continue on.
- Follow the waterway down to a 3rd water gate.
- Swim up to the structure and climb up. Restock on fire at the coal deposit if you'd like.
- Run around and notice the door got caved in by a large boulder.
- Climb up to the roof where you can restock on wood at the top of the ladder and stone at the far end of the roof.
- Craft a boom barrel.
- Toss the boom barrel at the boulder to blast it.
- Enter the room.
- Pull the lever.
- Go out and board your ship and continue on.
- You will eventually come across a large statue holding a bell and a ringer.
- The camera will pan up and show you the full statue with 2 bells flanking it on either side.
- Leave the steering wheel.
- Go back to your bell.
- Ring the bell.
- Notice the bell on the right of the statue would ring in response.
- Take your ship down the right-side waterway.
- Similarly, at every group of bells you come across, ring your own bell to see which respond and follow the ones that are ahead. (You will meet some single corner ones that will respond. Taken together with the ones ahead, those are meant to help you find the way back.)
- You will eventually come out into a clearing with a giant 3-layer stone cake-like structure on an island labeled with compass points.
- Each layer, on closer inspection, is a dial with its pointer pointed North.
- You can climb up those dials via the pointers and push against the pointers to turn them.
- Take out one of your treasure maps that shows 2 statues and the circles with compass points.
- You will need to push:
 - the top dial to the SouthEast
 - the middle dial to the West
 - the bottom dial to the NorthEast
- After you do so, the 2 statues will part and reveal a pathway up.
- Follow the path and walk down between the torches down a giant corridor (panels on the walls are names of some high level backers written in the Nygard language).
- Speak to each of the spirits you come across, they won't harm you.

- The first will be the Emu spirit you saw in Mokaga. The next 2 will be spirits in the headdresses of the Himama and Himalu ghosts. Each will give you clues as to what the rocklovers are doing.
- Keep going down until you come to a pair of giant double doors.
- Go in the dark sliver of an opening between them.
- You will appear in a room with a wooden door, a checkpoint, and four resource wells to restock materials to your content. You can also take the scattered skeleton's weapon and shield, if you want.
- Enter the door to start your final fight.

Throne room:

- You'll find yourself in a large throne room.
- Walk until the cutscene starts. The camera will show you all the rocklovers channeling energy into the center platform where it coalesces into giant elemental rock lord.
- The Rock Lord will attack in 4 ways:
 1. Throw icicles that embed themselves in the ground and explode after a time.
 2. Upheave the ground under Tyrim and blast a spike of crystals up.
 3. Send giant floating rocks to attack Tyrim.
 4. Suck in air to draw Tyrim in. (Careful, don't fall into the abyss.)
- Defeat all the Rocklovers in the area while avoiding the attacks of the Rock Lord.
- Each Rocklover will barrage you with spell attacks but will require only one hit to defeat. So you don't need a strong weapon for them.
- The hardest part would be to reach the Rocklovers, since they're on various platforms around the room. I recommend crafting a hang glider and only craft weapons when you're near a Rocklover, since if you fall into the abyss, you lose your weapon. And you will fall.
- Each defeat of a Rocklover will deplete a section of the Rock Lord's health bar.
- When enough Rocklovers are defeated to fully deplete the Rock Lord's health, the Rock Lord will collapse with only its head left.
- Go to the center platform to face the head.
- The head will attack you by slamming face down where Tyrim is standing, so keep moving and rolling out of the head's shadow.
- When the head is facedown on the ground, you'll see 3 crystals sticking up out of the head.
- Attack those crystals when you can.
- When you destroy all 3 of the crystals, the Rock Lord head will also collapse.
- The back of the throne room will then open up to reveal a jail cell behind the throne.
- Make your way carefully to the throne and run down to the jail cell.
- You'll notice eyes and shadows there.
- Grab the key.
- Unlock the jail cell to free the Viking men.
- The ending cutscene will play. Congratulations!
- Then the credits will roll while Tyrim is on an island of green grass with sheep and stones.
- You can also grab a windsurfer and surf around.
- The sandy patch might be interesting too.

- When you're finished with the credits and/or your fun, go to the stones and climb up to the dark doorway.
- Enter the doorway and receive the prompt "Go back to Borja?"
- I'll leave that up to you to decide. Suffice to say, you'll have the chance to try to get items that you haven't yet and explore to your heart's content.
- Thanks for playing!