

Arevan

The Bitter Truth

OFFICIAL STRATEGY GUIDE

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Welcome to the world of Arevan: The Bitter Truth! Our extensive experience of RPGs motivated us to come up with our first game, which is designed to appeal equally to both casual and challenge-loving players. Arevan is aimed to deliver amazing replay-ability, a deep story line, challenging puzzles and a remarkable game play experience! The guide covers all the aspects of the game ranging from maps, screenshots, side quests, battle strategy, puzzle solutions, game extras and the game endings. Heartfelt thanks to Reverie for helping with the boss battle strategies. We have tried to keep the guide spoiler light and have divided the game progress based on the main quests, so that you can carry on the game from where you left off. We shall not narrate the story which could spoil the suspense. For game endings, we have allotted a special zone at the end of the guide highlighting it to contain major spoilers, so if you want to do everything on your own, you need not peep into it!

You can visit our community/forum at www.overcloud9.com/forum for participating in any kind of game discussion. We have similar kinds of fun games in our collection at our main website Over Cloud 9. You can get those at www.overcloud9.com .

So let us begin the journey to unravel the mystery behind the secret murders... a plot with which our story begins with.

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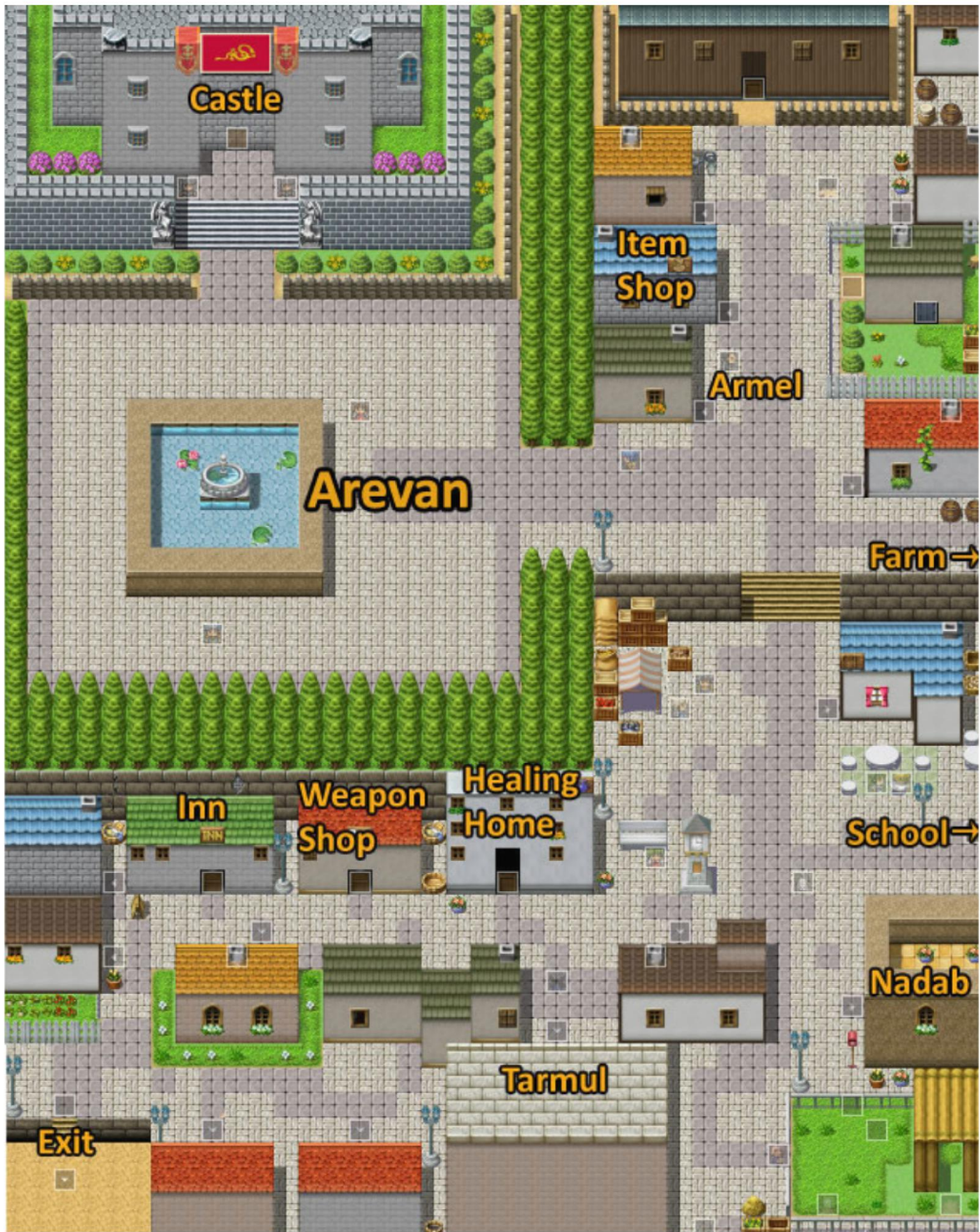
THE BEGINNING:

The game begins with a cut scene. After that you are taken to the tutorial. If you are new to playing RPGs, then it is recommended that you play the tutorial as it will help you pick up the basics of the game play. Whether you choose the tutorial to be on or not, you receive your first quest after the initial instructions are over. This is the point from where the game actually starts and you take over the control of your character Maurean.

IMPORTANT TIPS:

- a. Click anywhere to move your character; alternately you can also use the arrow keys.
- b. Click on the other people you see to talk to them. They might give you quests, hints, rewards, etc.
- c. Refer your **Quest Journal** from the game Menu to check what you should do next. This is helpful if you have received lots of quests or have resumed playing the game after a long time and have forgotten where you left off.
- d. Save the game whenever possible to avoid losing your progress in case of accidental power cuts or system shutdowns. Though in most cases, the auto-save will rescue even if you haven't.
- e. If you have forgotten the game controls, you can always refer the detailed **Help** section in the game Menu.
- f. You can turn on/off the Menu HUD by talking to Chirab at the school classroom anytime. If you turn it off, you can still access the Menu, Save and Exit options by pressing the 'Esc' key from your keyboard.
- g. You can adjust the walking speed of your character, choose game window themes, adjust music volumes, etc from the **Options** in the game Menu.
- h. The Battle System is explained in detail in the game Help section if you need any help on it.
- i. Characters can learn skills only when they consume skill pills and not on levelling up.

Once you are in control of Maurean, explore the classroom and speak to everyone. Dorby will give you a side quest if you accept it. Exit the classroom and then the school by clicking on the white animated arrow. These arrows can be found pointing entrances or exits of all places. Exit the school to the Arevan school yard, and then enter the main city of Arevan.



AREVAN: Refer the map of Arevan, given above, to explore the town. The side quests receivable from here is-

WHO	WHERE	WHAT QUEST
Dorby	Classroom	Dorby's Challenge
Armel	Main town	Armel's family heirloom
Nadab	Nadab's House	Fertilizer for Nadab

Upgrade and equip Maurean's weapons and armour, buy a couple of skill pills and healing items. Also don't forget to buy some Arevan Runes from Tarmul. It will help you to back track quickly when you are in a hurry.

MEET FATHER- Visit the castle and talk to the King. You'll be filled in with the details of the murders and your next plan of action. Once the conversation is over, explore the castle and the town before you exit to the World Map. Enter the Arevan Mountains from the World Map.

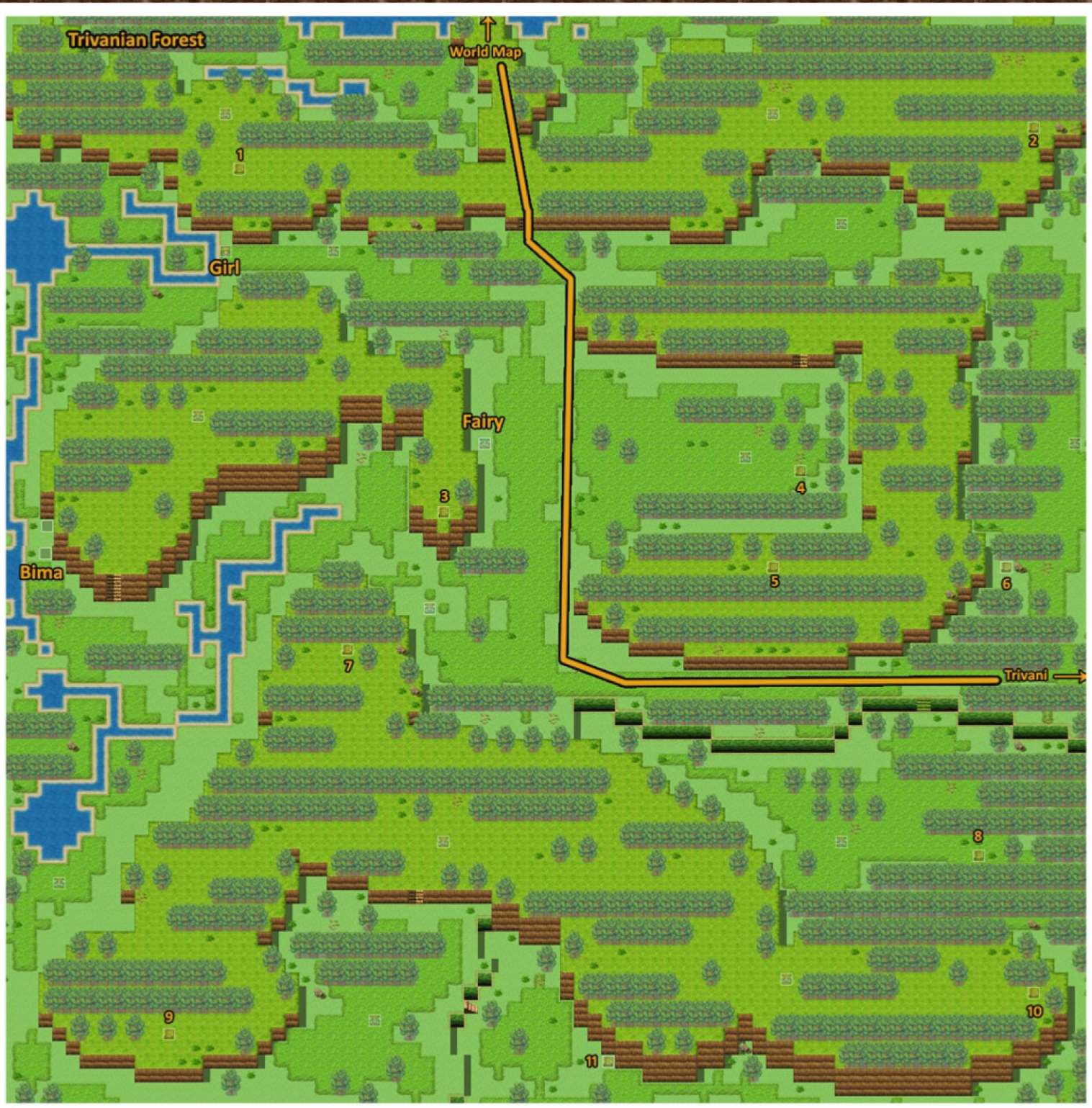
AREVAN MOUNTAINS- The next page contains the mountain map. The orange line indicates the path you need to follow to reach the end of the mountains. Try to pick up the chest items as they will save you from buying common stuff and also contain any special item that can help you fight the difficult monster of the dungeon . Almost all dungeons have a difficult monster to defeat (these are optional monsters marked as 'Boss' on the dungeon maps). On defeating it, you can either eliminate all the ordinary monsters of the dungeon or get a gift from the pink fairy. The fairy is present in all dungeons. Each 'Boss' is different and unique, and killing all bosses in all dungeons calls for a special reward. The boss battle strategies are discussed towards the end of the guide (see Content).

Don't forget to buy the boat Rune from Tabaku as it will be very useful for accessing your boat quickly. The location of the pink fairy is marked as the 'Fairy' on the map.

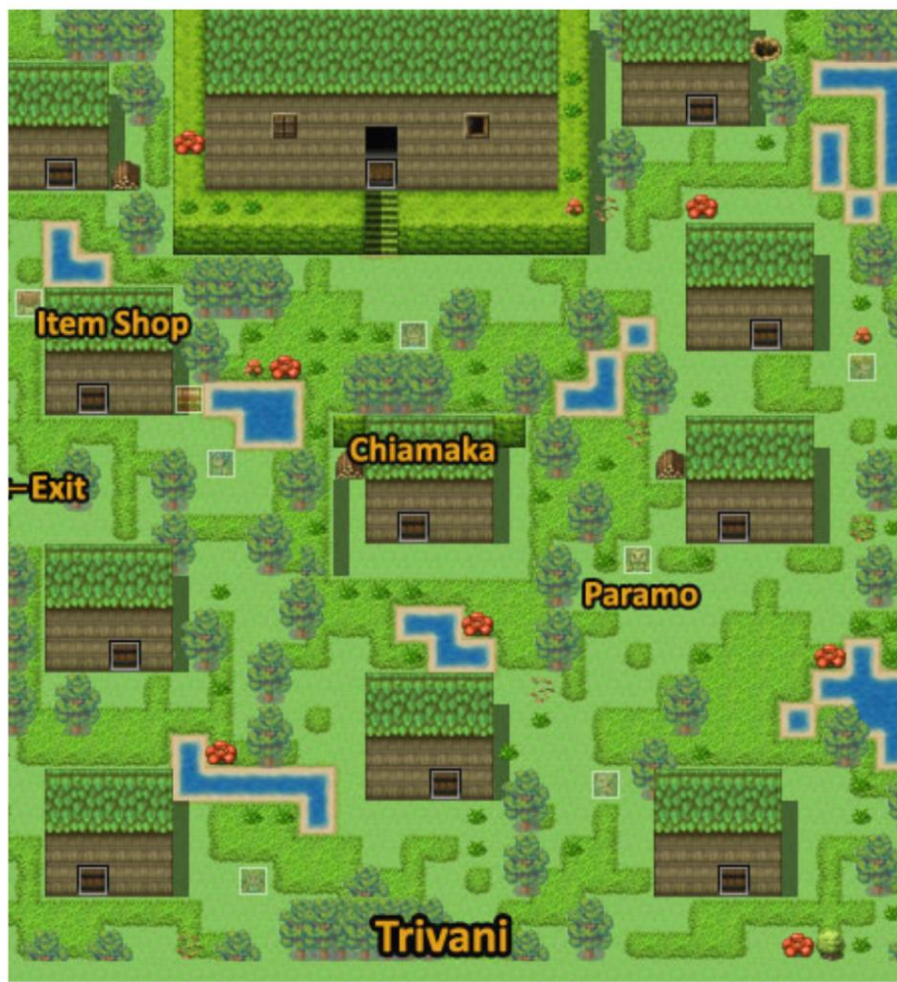




WORLD MAP- After exiting the Arevan Mountains, you'll find the boat waiting for you on the right shore of Arevan continent. Before taking off with it, it is recommended that you explore the Trivanian Forest towards the south of the continent.



TRIVANIAN FOREST: This forest doesn't have any boss. Collect the chests found there and move on to Trivani following the direction shown in the map.



TRIVANI: Explore this little tribal village. The people here speak a different language, while only some speak sense. Quests receivable here-

WHO	WHERE	QUEST
Chiamaka	In her hut.	Lost Love

Paramo can also help you complete another quest later in the game. Chiamaka's husband can be found at Trivanian forest after receiving this quest. Her quest, along with the others, is discussed at the end. When you are done exploring, exit to the World Map and embark the

boat. Use the map to locate Copernicus. That is where we need to head next. Disembark from the boat by pressing 'Enter' or clicking at the empty patch of land close to Coper Land's entrance. We need to go through Coper Lands to reach Copernicus.

COPER LANDS- The next page contain the map of this dungeon. It is advised that you do not end up exploring the Enki Caves now as the enemies are quite difficult there and it will eventually lead to a dead end for now. Also without any other member in your party, it is recommended that you poke at the green car later. Collect the chest items and move on to Copernicus.

