



# Strategy Guide Preview Pages

Behind-the-scenes

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# Contents

**NOTE:** The contents have been cut for this preview of the strategy guide. The full guide has **71** pages filled with useful information and tips.

Contents .....	2
Game Basics .....	3
World Map .....	4
Walkthrough: Act I .....	5
Quests .....	7
Character Strategies.....	8
Skills .....	9
Enemies.....	10

## Walkthrough Tips

Throughout the walkthrough you will find many maps. Below is a list of the abbreviations you may find on them:

- C – A treasure chest can be found here.
- Continue – Where you should go to continue in the walkthrough.
- Return – Where you have come from, entering this map, if you follow the walkthrough.
- A yellow line – This indicates how you must travel through the map to continue to the next area. Only used for complex areas.

# Game Basics

The game can be played by **keyboard** and by **mouse**. At the bottom-right of the screen are three icons that can be used to access the Menu, Quests or to Save.

To change the game's options, go to Menu and then System. Press F5 and F6 to adjust the screen size. If you're not playing in Windowed – Regular mode, you must move the mouse around a bit into the top-left direction of your screen for it to appear in-game. Make sure you see the game cursor and not the white Windows arrow.

Press and hold F7 at any time to return to the Title Screen (without saving).

## Interaction

### **Moving around:**

- Left-click on the desired location.
- Use the arrow-keys or WASD.
- Press and hold Shift to run in non-hostile areas such as villages.

### **Menu access:**

- Click on the icons at the bottom-right of the screen.
- Press Escape or X.
- Press Q or W to switch between party members in the Skills / Equipment / Status menu.

### **Interacting:**

- Click on a character, item or enemy to interact. The mouse will change according to what the interaction will be.
- Walk up to a character and press Enter or the Spacebar to interact.

### **Messages:**

When a message appears on the screen, left- or right-click, or press Enter or the Spacebar, to close the message box.

Points where you can leave an area are indicated by the name of the following area, unless you will still be within the same 'region'. If the next area is indicated by a name, leaving the current area will cause all the enemies to re-appear.

## Battles

The battle system is quite straight-forward, yet also strategic. At the top-right corner of the screen is a counter that displays how many actions you have left this turn. By using the mouse or the left/right keys you can switch between active party members to decide the order of actions. This allows for a lot of strategy.

Most skills have an area of effect, indicated by a bright blue shape around the target. Any other enemies within this area are also affected by the skill or spell.

## World Map

Below are images to show you around the world map. Because the world of The Princess' Heart is so vast, it has been split into several maps. Please refer to these images when trying to find your way on the world map while following the walkthrough.



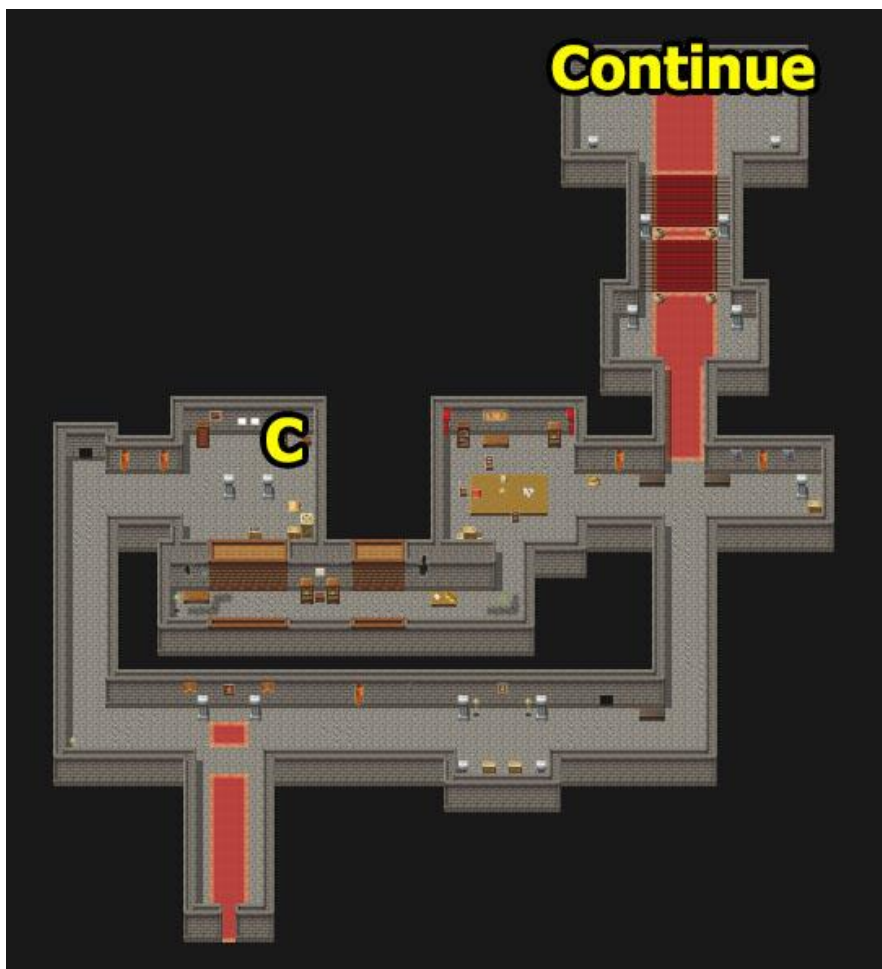
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# Walkthrough: Act I

At the end of the introductory scene you will fight two guards. These are basic enemies and are easy to defeat. Gavin can use Leadership before anyone else acts to increase the party's damage output, but it isn't necessary.

<b>Guard</b>		<b>Skills &amp; Misc</b>
<u>Health</u> : 70	<u>Defense</u> : 14	Attack
<u>Strength</u> : 18	<u>Speed</u> : 12	
<u>Spellpower</u> : 8	<u>EXP</u> : 1	<b>Treasure</b>
		Potion

After the fight you will find yourself on the following map:



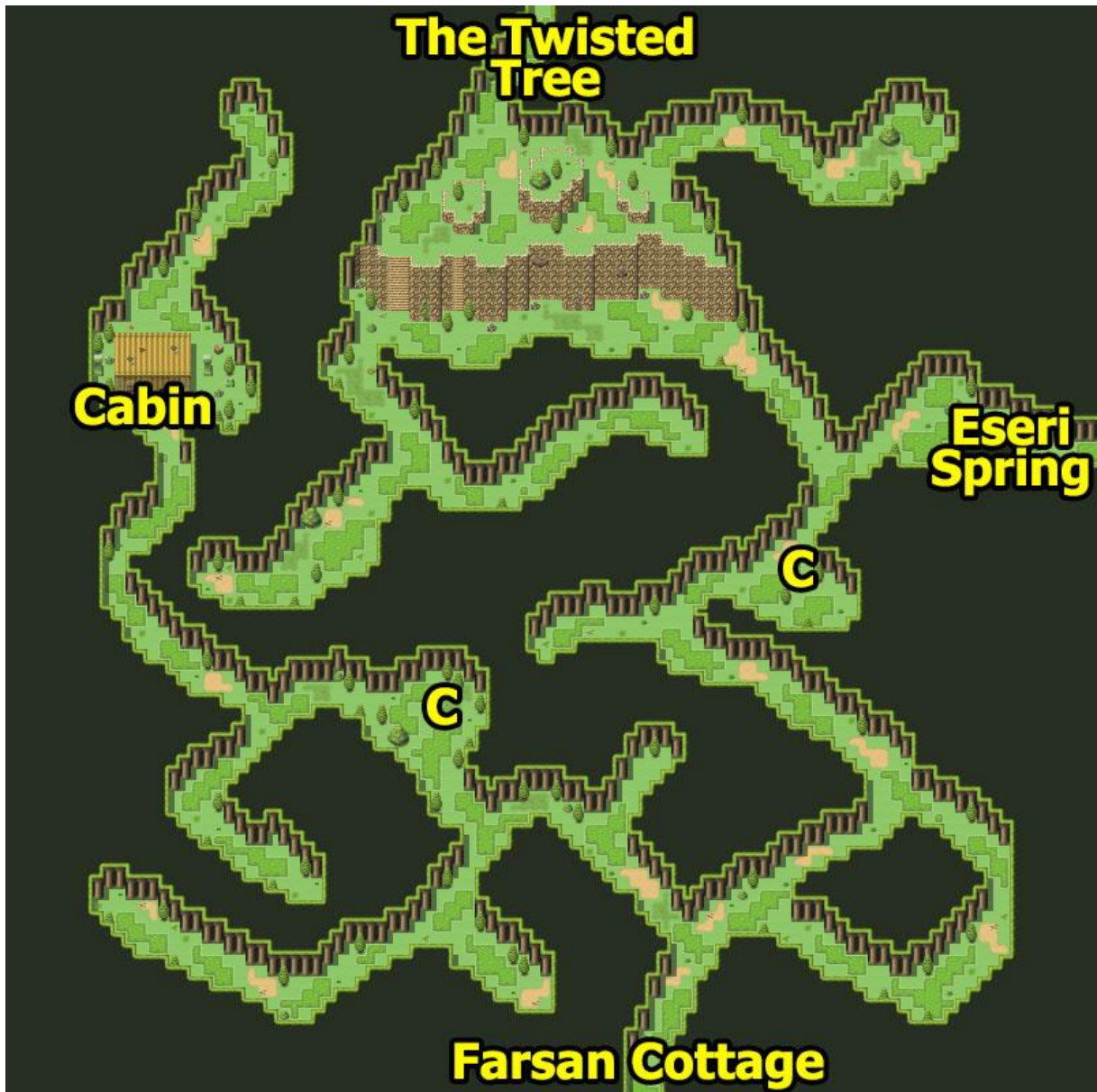
Grab the chest (indicated by the 'C') as the contents will be useful later on. Go into the Skills menu to learn/unlock skills for each character. Proceed to 'Continue' for a boss fight against two guards and the captain. Again, this is a straightforward fight. Use the potions you have acquired to keep your health high.

<b>Captain</b>		<b>Skills &amp; Misc</b>
<u>Health</u> : 180 <u>Strength</u> : 24 <u>Spellpower</u> : 10	<u>Defense</u> : 14 <u>Speed</u> : 18 <u>EXP</u> : 4	Attack

After a couple of cutscenes you will be at the **Farsan Cottage** with **Thony** in your party. You can heal for free next to Aerin's bed. Go down the stairs. You can buy items from Liqan's father, Wing. Sell the items dropped by enemies to make money.

**Tip:** Vendor prices will increase automatically over the course of the game based on your party's average level.

Leave the cottage and go north-west to **Valwall**:



The side-quest **Splendor** can be activated at the **Eseri Spring**. See the **Quests** section of this strategy guide for more information.

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## Quests

Below is an overview of all side-quests in the game. The reward for most quests is **3 Journey Points**.

Quest Title	
<b>Who</b>	The NPC or event that starts the quest.
<b>What</b>	The short quest description that is displayed in your Diary.
<b>Walkthrough</b>	A full walkthrough on completing this quest.

Quests that are directly related to the main storyline (the "Main Quest") can be found at the Walkthrough section.

Little Emily	
<b>Who</b>	Taindan Samsworth @ Maplefield House
<b>What</b>	Taindan's daughter, Emily, seems to be possessed by a demon.
<b>Walkthrough</b>	<ul style="list-style-type: none"> <li>• Speak with Taindan Samsworth.</li> <li>• Speak with Lelah @ Lelah's Haven south of the world map, near the Solvo Cavern.</li> <li>• Speak with Taindan Samsworth.</li> <li>• Go into the barn next to the house and speak with Emily.</li> <li>• Speak with Taindan Samsworth.</li> </ul>

Golem Research	
<b>Who</b>	Sam Isor @ Snowline Port: Magic Shop
<b>What</b>	Sam is doing research on animate anthropomorphic beings.
<b>Walkthrough</b>	<ul style="list-style-type: none"> <li>• Speak with Sam Isor.</li> <li>• Travel to the Solvo Cavern.</li> <li>• Fight Solvo Golems until you acquire 2 HQ Metal Eyes. They have a 20% drop rate.</li> <li>• Speak with Sam Isor.</li> </ul>

Not My Job	
<b>Who</b>	Dergan Rakil @ Snowline Port: Guardhouse
<b>What</b>	Wildevew Watchtower has been infested with creatures.
<b>Walkthrough</b>	<ul style="list-style-type: none"> <li>• Speak with Dergan Rakil.</li> </ul>

- |  |  |
|--|--|
|  | <ul style="list-style-type: none"><li>• Travel to the Wildeview Watchtower north-east of Snowline Port.</li><li>• Defeat the two Wild Lamias at the bottom of the watchtower.</li><li>• Speak with Dergan Rakil.</li></ul> |
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## Character Strategies

This section will give you helpful tips on how to best play with each character.

### Aerin

Aerin's spells all have an Area of Effect. Fire, Ice, Frost Shards and Electric Bolt are circular and work best when used on an enemy surrounded by others. Blaze and Thunder are vertical and are best used on a target below another enemy. Flaming Twister, Blizzard and Lightning hit *all* enemies and are best used at the start of a battle when all the enemies are still present.

The main three elements in the game are Fire, Ice and Thunder. In the Enemies section of this strategy guide you can look up which spells will be most effective against which enemy. The weaknesses vary greatly. It is recommended to use Thony's elemental break skills and Nightmare to increase Aerin's damage output.

### Thony

When Aerin and Thony are both active party members, it is a good idea to first let Thony use the Break skill that weakens the enemy against the element that Aerin will be using. For example: if you want Aerin to cast Fire, first have Thony cast Fire Break.

Light and Darkness are basic spells that can be used when you need Thony to deal damage. Light is particularly effective against the enemies in the last area of the game, as they are weak to Divine magic.

Life Drain is a great offensive spell that also heals him. It is best used when Thony has taken damage. Life Release can be used in a tight situation to transfer health from Thony to an ally. The damage he takes is half of the recovered health, and the healing effect is quite strong. This is best used when Thony hasn't taken any damage. This skill is particularly useful in the beginning of the game when you're still low on items, but slowly decreases in use.

Nightmare has a large area of effect and puts enemies to sleep. It can be used in tight situations and for crowd control. It is particularly effective against Xainal-Tarag. You can basically break the game by putting all his ice spikes to sleep, waiting for their shield to go down and then destroying them all quickly with Area of Effect skills.

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# Skills

This section shows all available skills in the game. Most are taught with Scrolls, but some are automatically learned as your characters level-up.

## Aerin

Fire			
<b>Magic Cost:</b>	5	<b>Type:</b>	Fire
<b>Power:</b>	100	<b>Target:</b>	Enemy
Deals moderate fire damage.			

Blaze			
<b>Magic Cost:</b>	14	<b>Type:</b>	Fire
<b>Power:</b>	200	<b>Target:</b>	Enemy
Deals strong fire damage.			

Flaming Twister			
<b>Magic Cost:</b>	10	<b>Type:</b>	Fire
<b>Power:</b>	100	<b>Target:</b>	All Enemies
Deals moderate fire damage to all foes.			

Ice			
<b>Magic Cost:</b>	5	<b>Type:</b>	Ice
<b>Power:</b>	100	<b>Target:</b>	Enemy
Deals moderate ice damage.			

Frost Shards			
<b>Magic Cost:</b>	14	<b>Type:</b>	Ice
<b>Power:</b>	200	<b>Target:</b>	Enemy
Deals strong ice damage.			

Blizzard			
<b>Magic Cost:</b>	10	<b>Type:</b>	Ice
<b>Power:</b>	100	<b>Target:</b>	All Enemies
Deals moderate ice damage to all foes.			

Thunder			
<b>Magic Cost:</b>	5	<b>Type:</b>	Thunder
<b>Power:</b>	100	<b>Target:</b>	Enemy
Deals moderate thunder damage.			

# Enemies

Here's a full list of all regular enemies in the game. The strategy on bosses is given in the Walkthrough section instead.

<b>CASTLE OF ABERTAWE</b>		
<b>Guard</b>		<b><u>Skills &amp; Misc</u></b> Attack  <b><u>Treasure</u></b> Potion
<u>Health</u> : 70 <u>Strength</u> : 18 <u>Spellpower</u> : 8	<u>Defense</u> : 14 <u>Speed</u> : 12 <u>EXP</u> : 1	
<b>Captain</b>		<b><u>Skills &amp; Misc</u></b> Attack
<u>Health</u> : 215 <u>Strength</u> : 24 <u>Spellpower</u> : 10	<u>Defense</u> : 14 <u>Speed</u> : 18 <u>EXP</u> : 4	
<b>VALWALL</b>		
<b>Wasp</b>		<b><u>Skills &amp; Misc</u></b> Attack Poison Sting  <b><u>Treasure</u></b> Insect Wing  <b><u>Weak to:</u></b> Anti-Insect, Anti-Flying, Fire
<u>Health</u> : 35 <u>Strength</u> : 12 <u>Spellpower</u> : 8	<u>Defense</u> : 12 <u>Speed</u> : 18 <u>EXP</u> : 1	
<b>Boa Constrictor</b>		<b><u>Skills &amp; Misc</u></b> Attack  <b><u>Treasure</u></b> Snake Skin  <b><u>Weak to:</u></b> Anti-Serpent, Ice <b><u>Strong to:</u></b> Fire
<u>Health</u> : 65 <u>Strength</u> : 15 <u>Spellpower</u> : 10	<u>Defense</u> : 12 <u>Speed</u> : 14 <u>EXP</u> : 1	
<b>Tarantula</b>		<b><u>Skills &amp; Misc</u></b> Attack Spider Web  <b><u>Treasure</u></b> Spider Leg  <b><u>Weak to:</u></b> Anti-Insect, Fire <b><u>Strong to:</u></b> Thunder
<u>Health</u> : 130 <u>Strength</u> : 20 <u>Spellpower</u> : 10	<u>Defense</u> : 14 <u>Speed</u> : 16 <u>EXP</u> : 2	

## IZDUL-KALAG'S CRYPT

Bat		<b>Skills &amp; Misc</b>
<u>Health</u> : 50 <u>Strength</u> : 16 <u>Spellpower</u> : 10	<u>Defense</u> : 12 <u>Speed</u> : 18 <u>EXP</u> : 2	Attack  <b>Treasure</b> Bat Wing  <b>Weak to:</b> Anti-Flying, Thunder <b>Strong to:</b> Fire
Ghoul		<b>Skills &amp; Misc</b>
<u>Health</u> : 70 <u>Strength</u> : 18 <u>Spellpower</u> : 10	<u>Defense</u> : 16 <u>Speed</u> : 10 <u>EXP</u> : 3	Attack Blood Claws  <b>Treasure</b> Ghoul Eye  <b>Weak to:</b> Fire <b>Absorbs:</b> Ice
Banshee		<b>Skills &amp; Misc</b>
<u>Health</u> : 130 <u>Strength</u> : 20 <u>Spellpower</u> : 14	<u>Defense</u> : 16 <u>Speed</u> : 18 <u>EXP</u> : 4	Attack Mist  <b>Treasure</b> Ghost Dust  <b>Weak to:</b> Fire <b>Absorbs:</b> Ice

## WHITELYN RIDGE

Grey Bird		<b>Skills &amp; Misc</b>
<u>Health</u> : 85 <u>Strength</u> : 23 <u>Spellpower</u> : 16	<u>Defense</u> : 18 <u>Speed</u> : 20 <u>EXP</u> : 5	Attack  <b>Treasure</b> Talon  <b>Weak to:</b> Anti-Flying, Fire
Cockatrice		<b>Skills &amp; Misc</b>
<u>Health</u> : 140 <u>Strength</u> : 28 <u>Spellpower</u> : 18	<u>Defense</u> : 22 <u>Speed</u> : 24 <u>EXP</u> : 7	Attack; Shriek <b>Treasure</b> Red Feather <b>Weak to:</b> Anti- Flying, Ice <b>Absorbs:</b> Fire