



# STARGAZER

Strategy Guide



## *Welcome to Stargazer....*


Welcome to the official guide of the first ever Amaranth/John Wizard collaboration, Stargazer.

Magic has long been extinct in the world until one night a reluctant beetroot farmer, big time dreamer, and lifelong stargazer, saw a star plummet from the sky for the first time. The town from which he comes is controlling and oppressive, and against the orders of the authority, he knows he will live to regret it if he doesn't follow this lifelong dream of his. He must go see the star for himself.

When he makes his way to the landing site, he sees the damage the star has caused in the forest. Still, he can't turn away and leave until he sees it for himself. He moves closer toward the wreckage and finds... a girl.


And with her, magic was returned to the world.

But in the Village of Redpaw, there is no place for magic so the stargazer must give up everything he has ever known to protect the star. Together they must go on an amazing journey to find out who she really is, where she came from, why she landed, and what she must do to save the world.





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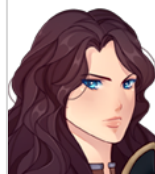
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# The World of Stargazer

## A World Torn Asunder

The different nations of the world once lived in harmony well enough until the chancellor decided that the way of his town was the best way. He began to expand slowly into the other towns and there was war amongst all the nations. But to his disappointment, the other nations did not take it lying down.

When the fighting became too expensive and time consuming, he decided to back off and focus on his own town's progression once more.

Fifty years later, although most of the fighting has stopped, there has never again been true harmony between the nations.

## Redpaw Village

The people of Redpaw Village are forbidden to indulge in creative pastimes. The chancellor believes only in efficiency and he appoints unnegotiable careers to each person.

## Oakhaven

Oakhaven, or as it is sometimes called, the archery town, prides itself on discipline and control. While it is not one of the larger towns, the people work hard and live in peace with one another.

## Rosegarde

Rosegarde is the largest town and thrives, despite the damage the old wars caused. The town is now self-sufficient and spends its time taking care of its own people and making sure to stay, above all else, beautiful.

## Grimsby

Grimsby is largely a mining town also run by the chancellor. Nearly everyone who lives there is a miner but the town is not the bristling place it once was, as most of their mined goods are exported for profit.

## Techbase Omega

The tech people are the most advanced in all of the world, spending their time increasing their knowledge and creating more and more devices to make their lives easier. They use their swamplands to conduct experiments.



## Party Members

### Aura

The only thing the fallen star knows about herself is that her name is Aura and she fell from the sky to do something important... she just doesn't know what it is yet. In the meantime, she'll find out that she's mischievous, adventurous and always wants to help others reach their dreams. Right, Aura?



### Zach

Zach is from Redpaw Village, where the chancellor has forced him to be a beetroot farmer, despite his hatred of the vegetable and lack of desire to do physical work. At heart he's a dreamer who wants nothing more to look upon the stars at night, until the day that he actually meets one. Now, he'll do anything to help Aura find out who she is.

### Detective Scarbeck

You don't need to be a detective to see that Scarbeck is an important part of the team... but it doesn't hurt. He is an expert on body language and subtle hints and is always up for a good mystery. He's also the king of tracking devices and is the only one who knows how to work gadgets in battle.



*The rest of the characters are in the full guide.*



## Prologue

*They said magic didn't exist, but I knew they were wrong.*

*At night, when I saw the stars, I could feel their energy.*

*I vowed that if a star should fall, I would be there to catch it.*

*-Zach*

### The Crash Site

As the game begins, you start as Zach who has witnessed a falling star and is rushing to find it. Begin by heading straight up the mountain, talk to the locals along the way.

But look out for sneaky paths a little out of the way, because they might lead you to gold!

### The Governor and the Stargazer

When you get up to the governor he will tell you to leave but you're not going to listen to him, are you? Go talk to the suspicious girl and climb up the ladder to continue. Then, keep heading up until you find that star!





## Chapter 1: A Star is Born

### Aura's first friend

After the cut scene, you are now playing as Aura. Head out of Zach's house and you will quickly be approached by a young girl, Penelope. Follow her to her house to pick a stylish new outfit. Remember that you'll be wearing it for a while so choose wisely.

### The Princess Butterflies

After she gets her mom out of the way, Penelope will reveal her true nature to you. To find her gang's base, head right until you see a wall with a cage door. Go through, head right again and you'll find a cave. That's the base.

But feel free to explore the town and get to know some people first.



### Tip

If you happen to notice any red flowers around town, take note of where they are. You'll need them soon!

### The Initiation

#### Buying Apple Ciders

At the bottom left of the town, you'll find a building with a sign that has a picture of a bag on it. This is a food and item shop, you'll see many of them around the many towns. Inside here is where you can buy ciders.

#### Collecting Red Flowers

To find the red flowers the twins want for their base, you'll need to look around the town. They are scattered all over the place but for the five easiest ones, read on.

**Flower 1:** The first one is easy, you would have passed it getting to the base. It's outside the cave and to the left.

**Flower 2:** Just outside the wall where you walked under the cage door.

**Flower 3:** Walk left some more and it will be a few steps up from the path.

**Flower 4:** Walk left from there and you'll see it a few down from the path next to a tree.

**Flower 5:** Continue left some more and the final flower will be by Penelope's house (where you got your dress).

### Stealing the Coveted Item

Once you have the flowers and cider, head back to the Princess Butterflies base and speak to the girls you completed the tasks for. Then you can speak to Madeline for your last initiation.

To find the boys base, head to the very left side of town and go downwards from Zach's house. Then go left to get to Redpaw Hill. Once there, head down the stairs and follow the path to another cave. That's the boy's base! Steal the coveted item and return to the Princess Butterflies base for your initiation ceremony.

Head to the park in the centre of town to become an official Princess Butterfly.



### Revenge of the Butterflies

#### Scrapyard Thieves

The scrapyard is located at the bottom right side of the town. Head to the right and the girls will instruct you from outside the wall to push the box out of the way. Go talk to Vern, the owner.



#### Timothy's mom

Head right and follow the path up until you see a house with two doors and a nice garden. That's where Timothy lives. Speak to his mother and report your findings to the Princess Butterflies. Next, head back to the boy's base to post a note on the sign outside and the plan will be underway.



## Find Crow's Beak Tavern

Once you've escaped town, the way to the Crow's Beak Tavern is left, but if you go up you can find a money bag and roasted beetroot.

Once you've done that, go back and go left this time and follow the rough path that will lead you to a campsite. Go in there to find a letter to someone called Merl, you will need this later. Then continue on the path toward the tavern.

Once you cross a bridge, before heading up the stairs, go right to collect some gold. Then, continue along the path until you see a strange metallic device, known as a bear tracker. Talk to the bear tracker at your own risk, but take note of where it is, you'll need to find it later.

Continue following along the path until you see a strange looking rock. This is a meteor. You'll find many of these in your travels, some easier to get than others, but try to collect as many as you can because they are used to level up Aura's special abilities.



### Tip

Each meteor you collect will also increase Aura's MP, meaning she can use more magic abilities before running out.

Next, go upstairs and follow the path until you find a pocket knife. You'll need it later. Then, head back to this spot and go right.

Both of these paths will eventually lead you the same way but going downstairs will lead you to more enemies so you can collect more gold and experience. Continue following along the path until you come across two sets of stairs next to a ramp.

First, head left to find a roasted beetroot

Then, go down the path next to the stairs to fight foxes and find some gold coins.

Finally, return and head down the stairs this time and follow the path until you get past a waterfall. Take the ramp up to find an apple cider, then continue right and you'll come across a bird statue.

## A Visit to the Summit

Before doing anything, activate this bird statue. You'll find many of these around the game that you need to activate for later on. The tavern you've been looking for is at the end of the lower path, but first, head up to check out the town's summit.

Along the way, make sure to follow all paths as far to the right as you can as there will be gold, a meteor and a compass that you will need for later.



Continue heading up, stopping to fight enemies along the way, until you get to the summit where you will spend the night.

## The Crow's Beak Tavern

Go back down and head to the tavern. Talk to the guy out the front to organize some new armor. He'll tell you to bring him yellow fox hides.

Head inside the inn.

The guy to your left will sell weapons. You might not have enough for all of them right now but you will return here again later. Straight ahead is Merl, whose letter you found earlier. He will ask you to bring three items that you might have already. To your right is the pirate Lucy who you just saw arrive. By the counter is Barshtomp, another pirate. By the window is Charlie, one of the tech guys who built the rude bear trackers you've seen around. Finally, if you want to buy any roasted beetroots and apple ciders, talk to the man behind the counter.

## Pirates

After speaking to everyone inside the tavern, head back out and you'll notice a path to the right of the tavern. Head up there to find the pirate ship. Speak to Shabadoo. Then you'll need to head back to the woods to find the captain.



Head back the way you came, activating the bear trackers as you go.

You may recall this cave from earlier that Zach decided not to enter because of the bears inside. Well, now it's time to go in, but first, you'll need the yellow fox armor from Tanner.

## Bear Cave

Now that you've levelled up and got some gear, it's time for your first cave.

Captain Shybeard will give you a shovel to dig around the cave in the holes.

The treasure is to the right but head up first for a roasted beetroot. Follow the path and head down once you see some stairs. The hole down there will give you some gold. Continue following the path until you see the hole near a bear. Naturally, this is the correct one! Defeat the bear and you will now be allowed aboard the pirate ship!

Make your way back there to sail to a new land.



*Thus ends the walkthrough preview.*



## Miscellaneous Side Quests

### Chapter 2:

#### Ruby

To find the special plume for Ruby, go up these stairs in Evergreen Forest



Follow the bridges until you get to a cave entrance. Go inside to fight birds and get gold. The exit will take you to the mountain.

#### Mountain

Follow the path along, fighting the birds as you go. Follow the path upwards, keeping an eye out for items along the way. When you get to the top, go right and down the hallway to find a meteor. Then, continue back on your journey up and out of the cave. To the right is some gold. Grab that then go left across the bridge. Here you'll find the Special Plume for Herb.

## Beautifying Rosegarde

The Beautification Society in Rosegarde will have three quests for you to help beautify Rosegarde. Speak to Princess Geneveve on the west side of Rosegarde to get things started.

### Beautification 1

After speaking to Princess Geneveve, Hildhilda will give you a quest to collect 10 butterflies from Evergreen Forest. But first you will need a bug net.

#### Bug net

Go back to the town and cross the bridge to your right just up from the wall. Head right to find the shopping district of Rosegarde where you can buy items and that. In the item shop, you can buy the bug net and also a meteor! If you don't have enough gold, go back to the forest to fight enemies.



#### Butterflies

**Butterfly 1:** Go up to Evergreen forest. Up the first set of stairs is the first butterfly.

**Butterfly 2:** Go right and there's the second.

**Butterfly 3:** Go right from where you cross the bridge

**Butterfly 4:** Keep following the path or go down to find a butterfly and a chest.

**Butterfly 5:** To the right near the summit blocked off bit.

*You will need Zach in your party to complete the quest*

When you are given your reward, decide what you want to do with it carefully as it can change the ending of the game!

### Beautification 2

There is an entrance into Amber Way on the hill with the Beautification Society members. Go into Amber Way and speak to Wenhilda. She wants a grim flower for her garden. To get the grim flower, you will need to complete the grim flower quest, listed in chapter 3.



### Beautification 3

The final quest will involve speaking to Bloomhilda who is by Princess Geneveve. She will ask you to plant 10 flowers in Rosegarde to make the town more beautiful.

Flowers can be planted in the little patches of dirt throughout Rosegarde. There are 6 on the left side, 1 in the middle, 1 in the King's Landing and 2 on the right side of Rosegarde. You can check how many you have left to do by looking how many flowers are left in your inventory. Once you have finished, head back to Bloomhilda who will reward you.



*All side quests in the full guide.*



## Scarbeck's Gadget Quests

Scarbeck will periodically receive cat-mail throughout the adventure. Cat mail will bring a new quest for Scarbeck to complete which will reward him with a gadget which will also become available from all gadget dealers throughout the world.

### Exploding Bubblegum

You'll receive your first cat-mail after meeting up with Crableg in Rosegarde. Now you need to find a man behaving conspicuously on the right side of town.

Follow the path back down and head right past the shopping district. You'll find a big water area. Keep heading right and then go down some stairs where a weirdo in a hat is jumping around.

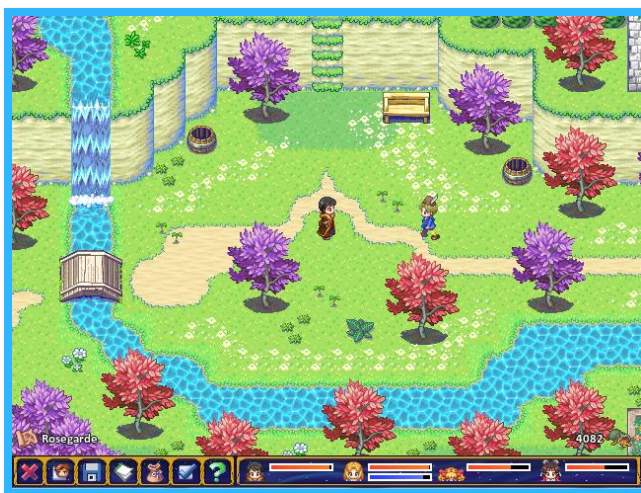
That's him. Answer with the following:

*Behind the vase*

*It still isn't*

*If it was family*

Scarbeck will receive an exploding bubblegum gadget which he can use to deal damage to all enemies in battle. Gadget dealers will also now sell this gadget.



*All gadget quests in the full guide.*



## Meteor Fragments

### Chapter 1 – Bear Woods

1. In the bear woods, you can't miss this one.
2. Near the top of Mt. Tamborine, take a right at the gold fox.

### Chapter 2 – Oakhaven, Evergreen Forest, Rosegarde

1. Find arrows for Melvor in Oakhaven.
2. Mushroom Cave in Evergreen Forest.
3. Puzzle Cave in Evergreen Forest.
4. Inside the Bird Beak Cave in Evergreen Forest.
5. Inside the Forktongue Caverns on Serpent's Peak.
6. For sale at the Rosegarde general store.
7. In Amber Way go into the round building and out the back.
8. Go to Amber Way from the Beautification Society area, enter the back of the round building and complete the puzzle cave.

*Find all meteors in the full guide.*





## Firewing Map



### Map Locations

1 – Redpaw Village

2 – Bear Woods Tavern

3 – Oakhaven

4 – Rosegarde

5 – Grimsby

6 – Grim Crossing

7 – Techbase Omega

8 – Techbase Alpha

9 – Norkeep

10 – Darkwing Shore

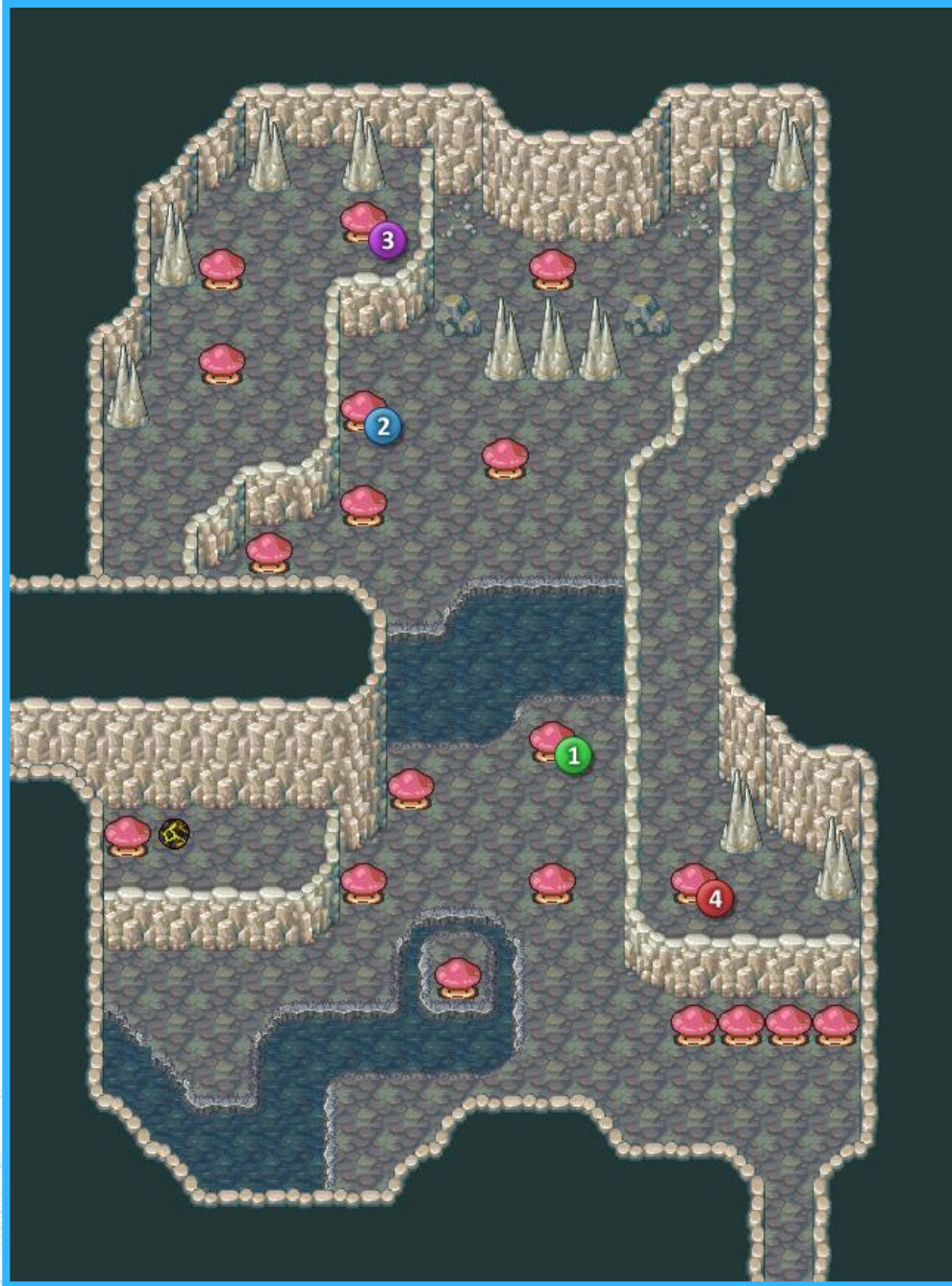
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## Meteor Puzzle Caves

### Evergreen Forest Mushroom Cave

Jump on the number mushrooms.



## Evergreen Forest Puzzle Cave

Push the rocks into the water in the order indicated.



*More meteor caves in the full guide.*



## Challenge Puzzle Caves

### Rosegarde Puzzle 1

Use the mushrooms in the order shown and then step on the yellow squares.



*More challenge solutions in the full guide.*