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Absolver guide 2018

Comprehensive guide – Absolute by Collobb a massive guide this is very out of date. (special thanks to REDDIT –u/who kimpity; leave a BIG LIKE for this awesome dude) Walkthrough for Absolver's single-player path, to be taken as a progress guide only! Absolute Walkthrough Starts After the opening cinematics you will start the game next to a waterfall. There is only one way to go at this point, so follow the path until you reach the PlainS Adal. Plain to top Adal right and start the tutorial area. There are many haters here, and you'll learn the basics of combat. Make sure you break all doors to get more xp. After defeating all the enemies you will come through a containment that tells you to defeat Silane. Head up the stairs on the right and defeat the enemy. Head further up the stairs and two beat two more haters (you should level up at this point). You can ponder spending points at your attributes. Head forward and defeat the next opponent. Just down the stairs are a door on the right side which is a shortcut back to where the door is shut was. Open it and then head forward and undo Silan. You should again level up at this point. Head back and open the closed door now and talk to Talem. Once your finishes will be able to practice in your fighter stacks. Continued to advance and defeat the enemies in front of them, who they thought of the ambush. This will take you to a cutting scene with the next area: Pont Guidance. Guidance Bridge heads forward, after the path and inside the structure here. Here will be the first altar you'll find at Absolver, allowing you to participate in a variety of multilayer modes. Use it to save your progress and then talk to the man here. He will tell you about some goals that you must undo calling People marked. Once finished you can go three different ways. Heading the triangle door like on your left will take you to Central Harbor. Heading up the longest of the two stairs here and following the path will take you to the Tower of Adal. Heading up the short set of stairs and out the door will take you to Hunt Path. You can select any of the three. Hunt Path Head forward down the hill, after the path here. Up ahead you'll see a tiny fork with an NPC on the right and a way to go on the left. Talk to him and then head left. Here top left under the bottle and face the two haters here. There is a Cairn here you can conch with Silan Bracelets. Remember you can heal if you needn't press left on the d-pad. Some more haters here, defeat them and pick up the gun in the wallet. There's an Altar just up the hill from this sword with a Cairn and Leather Shoulder Pads. Head under the log and undo the enemy here and then face Revario. It is not overly hard and you should be able to get it in a few tries. Long range attack, like kick, works well. It will grant earthquake power. If you head up the hill to the right behind him there is a foe and some cowardly. Tear Chef Overtop. If you head the hill on the other side you'll find Silan Chest armored in a cairn there. Head back to the Altar and decide where you want to go. You can either go through the poles and through the rocks to the mountain in that area and in the forgotten temple. Or you can continue along the nearby path leading across a wooden bridge and go to Bird Called Outpost. These three areas are all connected so no matter how you'll go in a big circle. Our heads forget ourselves right across the water and in the temple grounds. There are about half a dozen haters here, and some are harder than others. On the left is a Cairn who has Chef Teare's shoes. If you haven't spoken to the NPC in Hunting Path, it will be displayed here above you on the log or under the temple entrance. There's also a sword in the ground here. Up in advance on the right side of the temple is more haters and Chef Teare's pants in a cairn on the right. Just up front is an Altar. From here you can go three ways. Inside the temple and defeat Hail. He is rather tough, and feels works well against him, as does instantly doing any time he absorbs. He'll give you fast Punch and Shield. Once defeat heads back out and go to the Altar. From the Altar had left the temple and released the Uring Rider Elbow Pad on the ground and then headed straight up the hill. This will take you to birds called Outpost. Birds Call Outpost Directly Front is an Altar and then you can head to the village or top right. Going right will take you to hunting paths. Head to the village to defeat the enemies. There is a sword lying in the middle of circles here you can pick up. If you head up the hill on the left and defeat the enemies, you'll find a cairn in the building above the Boss in that area with Forest Gloves Forest. In the building below is the boss: Ama Sabbath. He uses the windfall technique and hits with a lot of high kick, so ducking is useful here. There are also swords nearby, that you can use if you need it. Just grab it with sprint and contend. After defeat Ama, you'll want to head in now to leave you as you look out of the building. Defeat the some enemies here and head up the hill at Columbarry Adalian. Adalian Columbarry head forward with up the steps here. Some Speaker shoes goalkeeper in a pot on the right as you come up the stairs. Inside the building will be a white light going up white. If you touch it you'll face Cargal & Kilnor in battle. He's a 2 on 1 fight, so it's quite difficult. You'll have to change target frequently and use healing as often as you can. If you defeat them you'll find the Curve sword. Then head forward and use the Altar on the left. Head up the path and defeat the enemies there. You can also find primary followers of the gold bottle on this path as well. Up front is a sword and another enemy. Once finished, head up the steps and into Adal's tower. Tower of Adal head advanced to their building you come to a door, which you must open. Head into it and across the small bridge and defeat the enemy here. Up front of the building is an Altar. At this point you can go 3 different directions: right, up or right. Right – If you head right to have an enemy here with a path leading up and it's about some umber leading back to Pont Guidance (if you've become here this first is where you'll start). Forward - If you head forward there will be an NPC here to tell you about the Gate to mark. If you head away from him some enemies there and after you defeat them you can either head up the tower or head out. If you head out there are more haters and eventually a gate that can only be opened after all these marked are dead. On the left side of the door is a Cairn containing: Fang Noble Shoes. To the right of the Gate is a few steps and many more haters. After defeat to let Cairn get there: Fang Lible Pants. There's also a sword nearby. If you look down, you'll see a pit on your left, and you lose there's no way to get there. There are a set of stairs near it, and a hole you can pass to the right (right side of the stairs) that will allow you to drop in the hole. From there you will fight Dormek who will release the silent power. There's also a Cairn who has: Elite Scout Belt. Now you can head up. Up - Heading the massive staircases, will take you to a market and eventually to a wide area outside with some enemies. The defeat and head down the path to the far end of this arena. There is a Cairn next to that path containing: Old Ritual Pants. In the building and throughout the rocket bridge, being a precautionary for not falling to your death. Make your way to the village and across another bridge to the Oratian Quarter. Oratian Quarter takes the ramp down and heads left to the Cairn Peak: Shabu Gad Hawk Pad. Then double back and hold down the ramp and head into the building and defeat the haters. At this point you can either go ahead, let or down the staircase on the right. Head left, defeat the tough foe here and head down the ramp to the back. You're going to be ambitious, so be careful. Defeat the enemies and then head around and into the building to get 2 more. Beating them will put you right where you'd have gone down the stairs earlier. Head forward with all the way left to find a Rangers foe including: Glove Glove Speaker. Then double came back to Talem, who is expecting the second floor near a nearby home. Talk to him and then head up the opposite ramp to him and through walking wooden. The top of the building arrives in Central Harbor. Central Harbor Once in Central Harbor head immediately down the steps on your right and contend their 4th Boss: Lamren. It uses the windfall technique and it will release Shockwave when beaten. Leave the nearby president to find: Hunter Pads. Then follow the path with the beat Here. You may head left or right, but right will take you back to Pont Guidance. So head left and down to the edge of the water and defeat the haters here and conch the Cairn at the far end to get: Elite Plate Scout. Then head back up and straight into the building area here. There are tons of haters and swords in the corner to the right corner. The right heading staircase here will place you where you enter the area. Explore the area you'll find an Altar, a Cairn up near the penetrate entrance: New Belt Uring. There's also a Keffir ritual being put on guard soil by a cancy up a few steps here. Near here there is a path leading to Rastian Coliseum. Rastian Coliseum heads right and speaks to Talem. Then head to the Coliseum and the white light touch there to contend Kuretz. It is relatively easy itself, but it does have some tons of insights to help him, and even if weak, they can be a pain. It drops Spike turtle release gloves. Smashing the skins into a room nearby finds: Loss of Prosperative Mask. Head through the door on the right of the Koliseum, almost where you entered. it's closed. Head down down and top right and defeat the enemies here and cowardly the water gloves of Cairn here. Then double back and investigate others below. If you head up the stairs immediately to the left here, there will be an enemy, a closed door that says you must defeat Jinn Mesca to open with a Shirt Gartherer Shirt in a skin you can break. There's also an Altar here. Drop down and head back up to the Koliseum. Head through the door on the left side of the collision. Defeat the haters and head all the way up the stairway to face Ristael. It released the power of gravity once defeated. Once finishing heads back a flight of staircase, and across some umber find some more haters and a path. Head to the door and relax the Cairn to find: Tear Chef Masks. Then continue down the path of the Oratian Quarter. Oratian Quarter Ahead you will see what looks like a man talking to a statue. Head left and defeat the haters. Behind them in some rubbles is a Cairn who has Fang Lible Anbatop. Double back and head to the archive to get an Altar around the bend. Head forward, via another archway and defeat the enemy near the statue. Left is a gate with Tribal Pants. Double back and head towards the open area of another door. Head up and read on the right and you'll see familiar ground. Get the door here and talk to the NPC that will tell you about starting a school. At this point you need to head to the Adal tower and open the Gate is marked with top of Essex Reserves. Essence Reserved defeat the enemies here and then heads up the stairs. There are a couple more haters here with a stairs on the left and one on the right. Head up the left stairs and defeat the haters along the way. Keep heading the stairs (they all lead to the same place) until you come to a cairn with the Bend Eye Mask. Then keep titles raised, he enemies. There is a sword in a ring-like area here and then a huge flight of steps leading just above. At the top of these stairs left another flight of stairs. This will take you to the imperial quarters. Imperial Quarter head ahead and leave until you see a tree in a small courtroom and then head right. There is only one way to head at this point, despite appearance. Here there will be a circular library with the NPC Mentor you can talk to and it will tell you about some stories in Rastian. Once finish talking, make your way across and head up the stairs, and then again up another set of stairs. There are two staircases but they all go to the same place. Eventually you'll make your way to an outdoor Altar with a light white light ride up front. Earn it in Risryn's fight. After you undo it you will receive the Absolute Cloak with the Risryn sword. You will be transported to Pont Guide where you will start the trip all over the tough opponent. adversaries.

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