

# Henteria Chronicles 3 : Walkthrough + Saves

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### 1. Save Descriptions

-Transfer the **save** folder provided in the game files into the **www** folder. If there is already a **save** folder in **www**, you can directly copy-paste the saves in there. Don't forget to also copy-paste the **config.rpgsave** and the **global.rpgsave** files as well.

-In case you are wondering, in any save provided, all the choices taken before the start of the save are all choices that lead to the **NTR Ending**.

-Once the end of the game has been developed, proper saves will be added for the beginning of each **Ending**, so you don't have to replay the whole game if you don't want to.

-In case you're using one of the saves, remember to set the POV and colored/non-colored choices according to your playstyle

#### Saves:

1. Start of 2<sup>nd</sup> half of the demo version (right after Leto is woken up by Lily and Cyanna)
2. Start of Update 1
3. Start of Update 2
- 100.** End of the current content (all scenes unlocked)

## 2. Walkthrough

### Basic controls + info :

- 1) Arrow keys to move around
- 2) CTRL to skip and SHIFT to bring up a text backlog
- 3) Volume, dash, portraits, POV and color-coded choices can be modified in the in-game menu, either on the first page or by clicking on “options”.
- 4) If you’re stuck, you can consult the quest journal in your character menu. You’ll be able to find useful information on the quest you’re doing. You can turn off/on the quest window at the top right corner in the option menu.
- 5) If you’re looking for something in particular in this walkthrough, press CTRL+F in Windows or Cmd+F in Mac to open a search bar and type in keywords.

### Quests (by numerical order)

**Quests 1&2:** those two quests are extremely straight-forward, and it should never take you more than 30 seconds to find and reach the next objective. If it does, you most likely have run into a bug.

**Quest 3:** Explore the church with Haylen. There are 6 objectives in total. The first three are directly to your right and left, and in front of you. The second 3 are on the second floor, being the second floor itself and the 2 room further away: the dining room/kitchen and the bathroom.

After the cutscene, go back to your room, talk to Cyanna before checking the wardrobe. After Haylen comes knocking on the door, interact with Cyanna again. Once you’re able to walk again, head upstairs to the bathroom, then check the dining room. Watch the cutscene, wake up and walk towards the center of the church. Haylen will ask you to go to the 2<sup>nd</sup> floor of the shed (just west of the church). You will find Haylen’s ring, see a few cutscenes, then tasked with speaking to Cyanna.

After you’re done, you’ll need to find the read-haired girl you’ve met in the shed.

- 1) She’ll be in the upper-left corner of the city, above the greenhouse.
- 2) Then, in the lower-right corner of the map, left of the tavern.
- 3) Near the market stall with the yellow cloth (a bit right of where you found her first)

After that, a rather long series of short cutscenes will happen. Once you're free to move, go back to the church and head towards Haylen. This will conclude this quest.

**Quest 4:** Leave the church to check on Haylen and Lily. After that, you'll be tasked with handing five pamphlets around town.

Here's a map of where you can find the people to which they should be given:

1) Near the tavern



2) Near the statue at the center of the map



3) Near the pond left of the map



4) One of the stalls in the open market



5) At the small park right of the map



After the cutscene, head with Rose to the open market to pick up the vegetables, then go to the dining room in the church. You will see a pretty long series of cutscenes, before you're allowed to move again. To end the quest, all you have to do is to speak to Haylen.

**Quest 5:** After you're done talking with your two friends, go check on the recruit to your left, then leave the bordello's premises by stepping on the arrow south. After that, interact with the blue flowers, then head north and put a flower in front of each memorial stone. Watch the cutscene, leave the forest, and go to your new apartment east of the district, right above the casern. Go to sleep, go through the dream sequence, then watch another cutscene with Lily and Cyanna.

After that, you need to meet up with Cyanna outside your apartment. Talk to her until you can move again inside the casern. Pick up a uniform in the chest to the right of the casern, then go to the 2<sup>nd</sup> floor and talk with Sergeant Alys.

Once free to move, you need to visit three locations. First, go to the tavern and talk with the owner inside. After that, you will need to go to the open market and step on the glowing tile, where you will see a cutscene during which you will play your first duel of Triple Trident. Once you're done, go talk to Jazon near the church, then head to the center out the map, south of the statue of King Flavian, and interact with the forest elf standing on the stairs.

Stenia and Cyanna will join your party and ask you to head to the Duke's Manor, which can be accessed through the road leading out of the Harbor District, right above the tavern. There, you'll have your first meeting with this game's main antagonist: Duke van Villian.

After parting with Cyanna and Stenia, go back to the church to talk with Jazon. This will lead to a cutscene, a full scene (if you have Reminiscent POV on), and you will be able to move again in the evening, where you'll be tasked with visiting Haylen inside the church.

Talk to Cyanna in front of the church, try to enter the toilets, then watch the ensuing cutscenes. You can now visit Rose at the castle by leaving the Harbor District through the exit north of the district (there's a mini-scene between Jazon and a barmaid behind the tall house south of the church that you can miss).

Talk to Geoffrey, talk to Rose, and then her mother, listen to what they have to say, then go back to your bedroom to sleep. This will be the end of Quest 5.

**Quest 6:** Leave your apartment. Once you have, Cyanna will join your party, and you will have to once again leave the district through the northern exit to watch a cutscene with Geoffrey. After that, the game will skip three days and show a few cutscenes. Once you're free to move again, check the Scented Letter in your inventory and click on it for your next objective.

Before that (or after), you can also talk to the NPC with a man-bun left of your house to challenge him to a Triple Trident duel. You can also talk to Stenia nearby.

Reading the letter will give you your next objective: for the third time, you will need to leave through the northern exit to meet Rose. After doing so and watching the cutscenes, it will be time to leave the city to go kill some monsters. To do that, go through the eastern exit (above the tavern) on Lundath morning and keep walking right to step on the arrow tile.

After listening to the commander's short speech, talk to him near his tent, then to the blonde soldier north of the map. Exit the map with Eddie and Sergeant Alys, then talk to the red-haired militia in front of the tent. After doing so, head inside your tent on the left and step on the glowing tile to sleep and trigger a relatively long series of cutscenes.

Once you're able to move again, leave the main camp to the militias' camp, listen in on the soldiers' conversation before stepping in front of the leader's tent. After seeing the scene, leave the militias' camp and go back to your tent to sleep.

Once back home, you will meet with Lily, Haylen, and Cyanna, and meeting with them will also mark the beginning of [Quest 7 \(Lily\)](#) and [Quest 8 \(Haylen\)](#) (both are still WIP in the demo version). Cyanna will ask you to rest up first, then come talk to her the next day, Wedath morning, in her office on the 2<sup>nd</sup> floor of the casern. Quest 6 will be over after you have done so.

**[Quest 7:](#)** First, meet up with Lily on Lundath morning on the 1<sup>st</sup> floor of the tavern. Then, you will have to talk to her in different locations after each cutscene: 1) the docks, near the bridge, 2) in Nezar's greenhouse, north-west of the city, 3) Lundath morning, back on the 1<sup>st</sup> floor of the inn.

After the cutscenes, you'll be able to move again on the next day (Wedath morning), and tasked to find Lily. She will be in the magic shop. After talking to her, you will be tasked with standing guard near the tavern and wait for a package. Once you get it, the timeframe will have changed from morning to evening. Head back to the magic shop, see the cutscenes, and you will be done with this quest.

**[Quest 8:](#)** Go talk to Haylen on the first floor of the church on Fridath morning. After having watched the cutscene, you'll be told to come back to the church on Soldath evening.

Speak with Jazon near the church, and watch the dinner cutscene, until you find yourself back outside the church. Head to the shed and take a nap on the pile of hay. After waking up, try to exit the church grounds to see another scene. Once the quest is finished, you can go back to the church to catch glimpse of Haylen through the window.

**[Quest 9:](#)** Go speak to Nezar, the owner of the Magic Shop, in his store in the north-western part of the city. He will talk about gifting you some of his artifacts. During your conversation, the Duke's men will show up and ask you to go talk with him in his manor.

His manor is accessible through the eastern exit of the city, above the tavern. Talk to the guard, and he will let you through. Then talk to Meredith near the stairs, and go step on the glowing tile in the eastern wing. After a few cutscenes with Rose, go back to the Duke's wing and knock on his door. After you've had a lengthy discussion with him, go back to your house, speak to Nezar in front of your door and let him explain about the Binding Orbs he's set up in your room. Go to sleep and watch the scene (depending on your POV).

Afterwards, head to the north exit of soldath morning and talk to the man on the stage. After that, exit the map and be met with a short cutscene of a militia man telling you to meet with the Duke on Lundath morning.

(You can also go to the Tavern the very same day, on soldath evening, to see an optional events with your guard friends and the fangirls you met at the ceremony).

Go to the manor, watch the cutscenes, and go speak with the Duke in his room on the 2<sup>nd</sup> floor. After the cutscene with him and Rose, you'll be free to move around. Go back to your room, speak with Rose, then go to sleep until Wedath morning, during which you'll need to visit the casern.

Have a talk with Cyanna, watch the cutscenes, then speak with Alys on the 1<sup>st</sup> floor of the casern, after which you'll once again be tasked to speak with Cyanna in her office. Once the casern episode is finished, a new Triple Trident will appear in front of the building (if you have beaten all the other opponents so far).





Make your way back to the casern the next day, and speak with Eddie in front of it. After everything has been said and done, you'll find yourself on a beach, tasked with killing as many snakes as possible (3 in total). Click on the ones with a yellow "?" on their head, and the story will progress automatically to one last cutscene event for this short beach episode.

Once back in the city on Soldath morning, you'll meet up with Cyanna. After a short chat, go back to your room and wait there. A cutscene with Cyanna and Leto will play. After that, try to go to bed. If you play with the Partial PoV on, your last objective will be to read the book on your table (and snoop around the casern, if you're feeling adventurous). With the Omniscient PoV, simply going to bed will be enough for you to finish this quest.

**Quest 10 (WIP):** You'll hear a voice calling you from outside your house on Lundath morning after waking up, so go check it out. Eddie will ask you to meet her at the Peacekeeper tower, south east exit of the map (through the docks). Talk to her and Cyanna there, and watch the cutscenes. Once free to move again on Fridath evening, go to sleep and wait for Eddie outside your house on Soldath morning. She won't be there, and you'll then have to look for her near the tavern. Talk to her, watch the cutscenes, and she will then ask you to look for the blue-hair militia around the tavern. Check inside the guard tower near the tables outside, then go back to speak with Eddie. You'll both be heading to the training grounds now.

After watching the scenes at the training grounds and the commander's office, it'll be Soldath evening. Speak again with Eddie on the training grounds, then go to the tavern and step on the glowing tile on the ground. After that, go back to the casern, specifically the commander's office, to get back your sword you forgot there. Leave the casern, and you'll have reached **the end of Update 2.**

### **3. Freeroam events + mini-stories (be aware of potential spoilers!!!)**

**Freeroam events (from the start of Leto's adulthood, some may not be accessible right away):**

**NPCs:**

1. After being woken up by Lily and Cyanna, the toilets outside the tavern, Soldath evening
2. After starting as a city guard, on the docks, on Lundath morning
3. After starting as a city guard, in the house left of the northern exit, on Soldath evening
4. After coming back from the monster pacifying campaign, right of the tavern, on Wedath morning.

5. After the first discussion between Leto and Duke van Villian, in the Duke's room on Fridath morning
6. After the first scene between Rose and the Duke, in Leto and Cyanna's backyard on Wedath evening.
7. After returning from the medal ceremony, outside the Duke's manor (window), Soldath evening
8. After having a drink at the tavern with Beni and Vanen, outside the inn (window), Soldath evening (disappears after completing objective 11 of MQ9)
9. Before and after visiting the Duke (after coming back from the medal ceremony), outside of the manor (office window), Lundath morning
10. After finishing Haylen's first quest, right above the forge, Soldath morning.
11. After Eddie (blone elven girl) threatened to arrest the militia for hiring a prostitute, Fridath evening (disappears after completing objective 9 of MQ10, after seeing the scene between Eddie and the militias in the casern's armory)
12. After the episode with Eddie and the blue-haired militia in the casern's armory, one of the beds on the 1<sup>st</sup> floor of the casern, Lundath evening
14. After the episode with Eddie and the blue-haired militia in the casern's armory, in the shed near the church, Fridath morning

#### **Side+Main Characters:**

1. Right after finishing Haylen's first quest, by the window at the church, Soldath evening
2. (Partial PoV only) Right after going to bed after reading with Cyanna (end of MQ9). You'll wake up in the middle of the night, then you can check the casern. (The event will disappear as soon as you proceed with the next objective)

#### **Mini-stories:**

##### **1. The guitarist**

- step 1: after the first meeting between Jazon and Haylen, left of the northern exit
- step 2: after Leto comes back from the monster pacifying campaign, same place
- step 3: after Leto comes back from the 2<sup>nd</sup> monster pacifying campaign (sea serpents), same place

## 2. The couple owning the fish shop

-step 1: after the start of Leto's adulthood, left of the tavern

-step 2: after Leto comes back from the monster pacifying campaign, north of the fish shop (behind the houses), Soldath morning

-step 3: after Leto retrieves his sword her forgot in the commander's office, east of the magic shop (in a back alley), Wedath evening

## 3. The two guards

-step 1: after Leto speaks to Cyanna in her office (after the monster pacifying campaign), above the statue of King Flavian (center of the map), Wedath evening

-step 2: after attending the medal ceremony, they'll be north on the inn on Fridath morning

## 4. The mom and the bully

-step 1: after Leto comes back from killing sea serpents, near the house south of the greenhouse, Soldath morning

*--A huge thanks for playing this game, and I hope you enjoyed yourself. I want to make this an even more pleasant experience for everyone, so consider leaving your feedback -positive or negative- and subscribing to my Patreon if you can.--*