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Oceanhorn 2 walkthrough

Oceanhorn 2: Knights of the Lost Realm has been keeping me up at night for weeks now. Every waking moment, wondering how many more items I must search for, and how many more dungeons there are to delve through. Well, I no longer need to worry nor even think about it, for I have been through the entirety of Oceanhorn 2: Knights of the Lost Realm, and written down my full experience so you don't wander into any trouble at any step of the way. In this guide we're going to go over some of the basic mechanics you need to know to play Oceanhorn 2, and then below you'll find links to all ten parts of our full Oceanhorn 2 walkthrough, which you can browse for any dungeon or puzzle solution you could possibly want. We've got full step-by-step instructions on how to complete the entire game, so there's no way you'll get stuck. Just read through our tips below, and make sure to bookmark this page for everything you need to know about Oceanhorn 2: Knights of the Lost Realm guides: Part 1 - Pirate Hideout, Galactoss, Arne Beacon, and more Part 2 - Saving Trin, Arne Invasion, Hoverbike, and Sernoa Station Part 3 - Sernoa Station, White City, L'Istrait, Deep Jungle, and more Part 4 - Owru Chief, Deep Jungle treasure, Owru Shrine, Beacon Underground, Firebird Boss Solutions Part 6 - Submeria, The Great Lagoon, Thunderstones, and more Part 7 -Thunderstones, getting the Diving Helmet, entering Ootheca, and more Part 8 - Ootheca Dungeon, Demon Turtle Yurmala Boss, Invasion of Great Lagoon and more Part 9 - Source, Well House, High Philosopher's House, Escaping Prison, Prototype Spiderbot Part 10 FINAL - Riskbourne Citadel, Saving Trin, Reclaiming Gear, Beating Mesmeroth, Final Boss Want more? Check out our 10 other Oceanhorn 2 tips, guides and walkthroughs! CLICK HERE TO VIEW THE LIST » Approaching Arne Beacon is a simple enough task, but finding a way to get the gate open isn't. You'll meet GEN outside of the gate, but he won't be of much help. The lever to open the gate is found behind the large arch structure you passed by, up on a platform, and instead you'll need to throw an item at the lever, either a spear or a barrel, in order to get the gate open. Nothing too much to note in the first few rooms of Arne Beacon, but it's good to know what to expect of dungeons from this point forward. Head downstairs and defeat any monsters you find, Find the ladder to climb up to the higher level, where you will open up a gate blocking the path forward down below. After you go through the gate, the path you were taking will crumble. Luckily you can climb up the vines lining the wall to continue. Fire is the key for this next room. You can pick up a barrel and walk into the flaming fire pit in order to set if alight, and then you can throw that barrel at the wooden gate blocking the exit. You can also take some fire for the other wooden gate upstairs, which is blocking a treasure chest. The red crystal in the passageway is a Bloodstone, and you can finally begin your adventure properly. Once Master Mayfair is done with his exposition, he'll give you a new gun which can cast spells at range. This Caster Gun will also be important in puzzles. In the next room you can jump off the staircase onto the nearby box to get an item, and another item hidden behind it. Behind the staircase there's some pots and a switch. Place an item on the switch or have a character stand on it, and you'll find a secret underneath the alcove, below where the exit to the room is. Once you climb the staircase pick up the item, stand near where the barrier has a gap, and shoot the lamp on top of the raised platform with your caster gun to open the path forward. You'll find the exit in the next room, and you'll have looped all the way back to your home again. From this point on, the real game begins. If you want more walkthrough content like this, make sure to let us know in the comments section below! Sep 1, 2020 Apple Arcade + iOS + Android ... Sep 1, 2020 Oceanhorn 2: Knights of the Lost Realm has been keeping me up at night for weeks now. Every waking moment, wondering how much more of the game is left, how many more items I must search for, and how many more dungeons there are to delve through the entirety of Oceanhorn 2: Knights of the Lost Realm, and written down my full experience so you don't wander into any trouble at any step of the way. 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You'll meet GEN outside of the gate, but he won't be of much help. The lever to open the gate is found behind the large arch structure you passed by, up on a platform. You won't actually find a way to get up to the platform, and instead you'll need to throw an item at the lever, either a spear or a barrel, in order to get the gate open. Nothing too much to note in the first few rooms of Arne Beacon, but it's good to know what to expect of dungeons from this point forward. Head downstairs and defeat any monsters you find. Find the ladder to climb up to the higher level, where you will open up a gate blocking the path forward down below. After you go through the gate, the path you were taking will crumble. Luckily you can climb up the vines lining the wall to continue. Fire is the key for this next room. 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You'll find the exit in the next room, and you'll emerge out of a dark tunnel and onto a beautiful beach. Take the ladder to the left, and you'll find you'll have looped all the way back to your home again. From this point on, the real game begins. If you want more walkthrough content like this, make sure to let us know in the comments section below! Sep 1, 2020 Apple Arcade + iOS + Android ... Sep 1, 2020 Oceanhorn 2: Knights of the Lost Realm has been keeping me up at night for weeks now. Every waking moment, wondering how much more of the game is left, how many more items I must search for, and how many more dungeons there are to delve through. Well, I no longer need to worry nor even think about it, for I have been through the entirety of Oceanhorn 2: Knights of the Lost Realm, and written down my full experience so you don't wander into any trouble at any step of the way. 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