



ROAD TO COMPLETION  
**ARISE: A  
SIMPLE STORY**



# THANK YOU PATRONS

Your financial support is the only reason why I'm able to continue creating quality Road to Completion Guides  
All of you are truly the best!



# SEARCH

- Press CTRL + F to pull up the search function

Search Method 1 - Type the name of the item, collectible or trophy

Search Method 2 - Copy or type the letters (or) trophy icon followed by a space, then an “\*” ( Example - A\* )

- Using the Search Function, press up or down to quickly find a specific item, collectible or trophy



Trophies (34)

Memories (59)





ROAD TO COMPLETION

**ARISE: A  
SIMPLE STORY**

**01**





GO

SHE





Touch Dandelions





GO

Touch Dandelions



M \* Memory (01/59)  
Touch Dandelions



M \* Memory (02/59)



M \* Memory (03/59)



Touch Dandelions

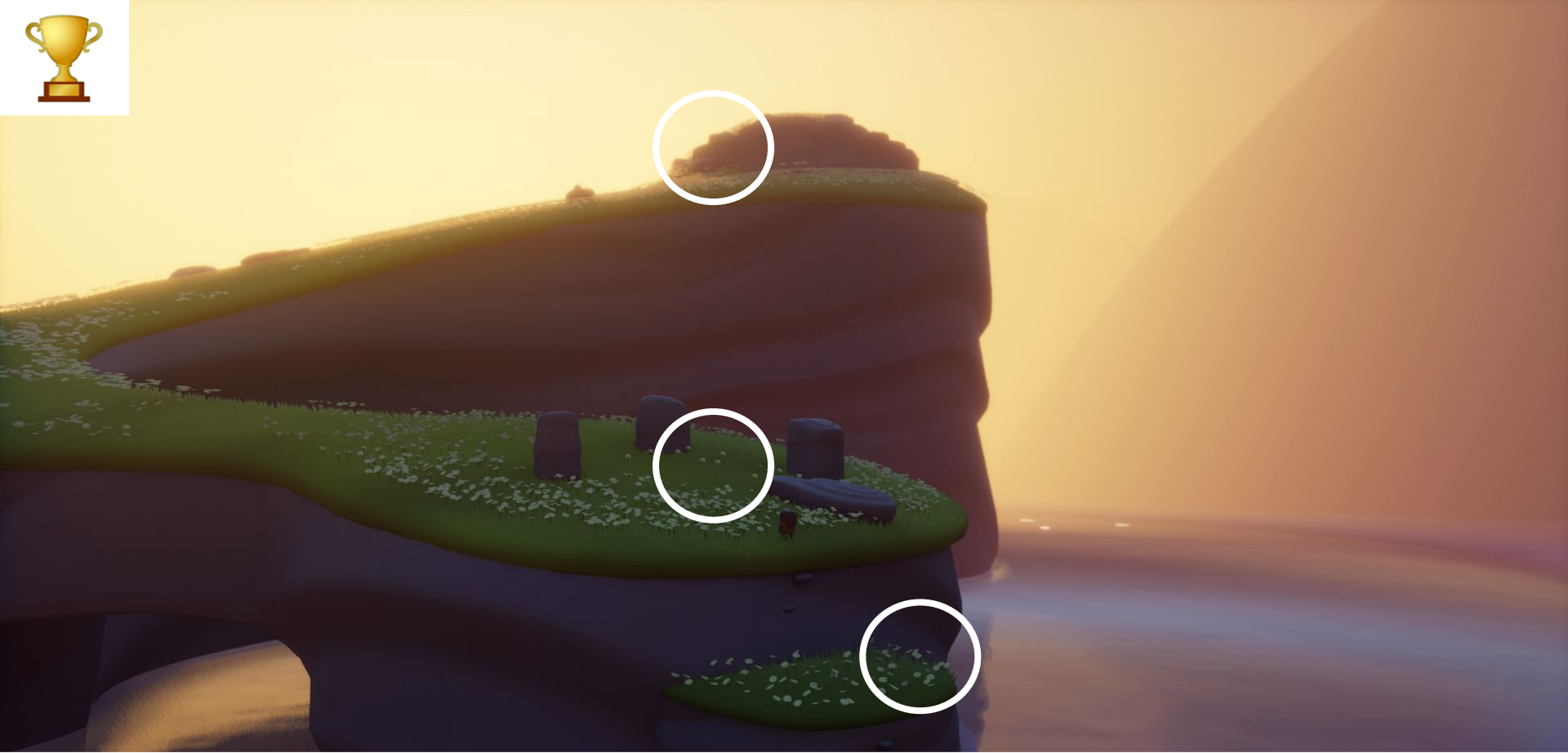


Touch Dandelions  
M \* Memory (04/59)

GO

GO





 \* GONE WITH THE WIND - Touch 200 dandelions (01/34)





M \* Memory (behind mound) (05/59)

 \* SHY GUY - Get all collectibles on level 1 (02/34)

 \* SHE - Finish level 1 (03/34)



ROAD TO COMPLETION

**ARISE: A  
SIMPLE STORY**

**02**



GO

JOY





M \* Memory (06/59)



Touch all Drew Drops



GO



GO

M \* Memory (07/59)  
Touch Drew Drops





Touch Drew Drops



GO

M \* Memory (08/59)  
Touch all Drew Dops



GO

HOLD





GO

Touch Drew Drops



GO



M \* Memory (09/59)



Touch Drew Drops



Touch Drew Drops



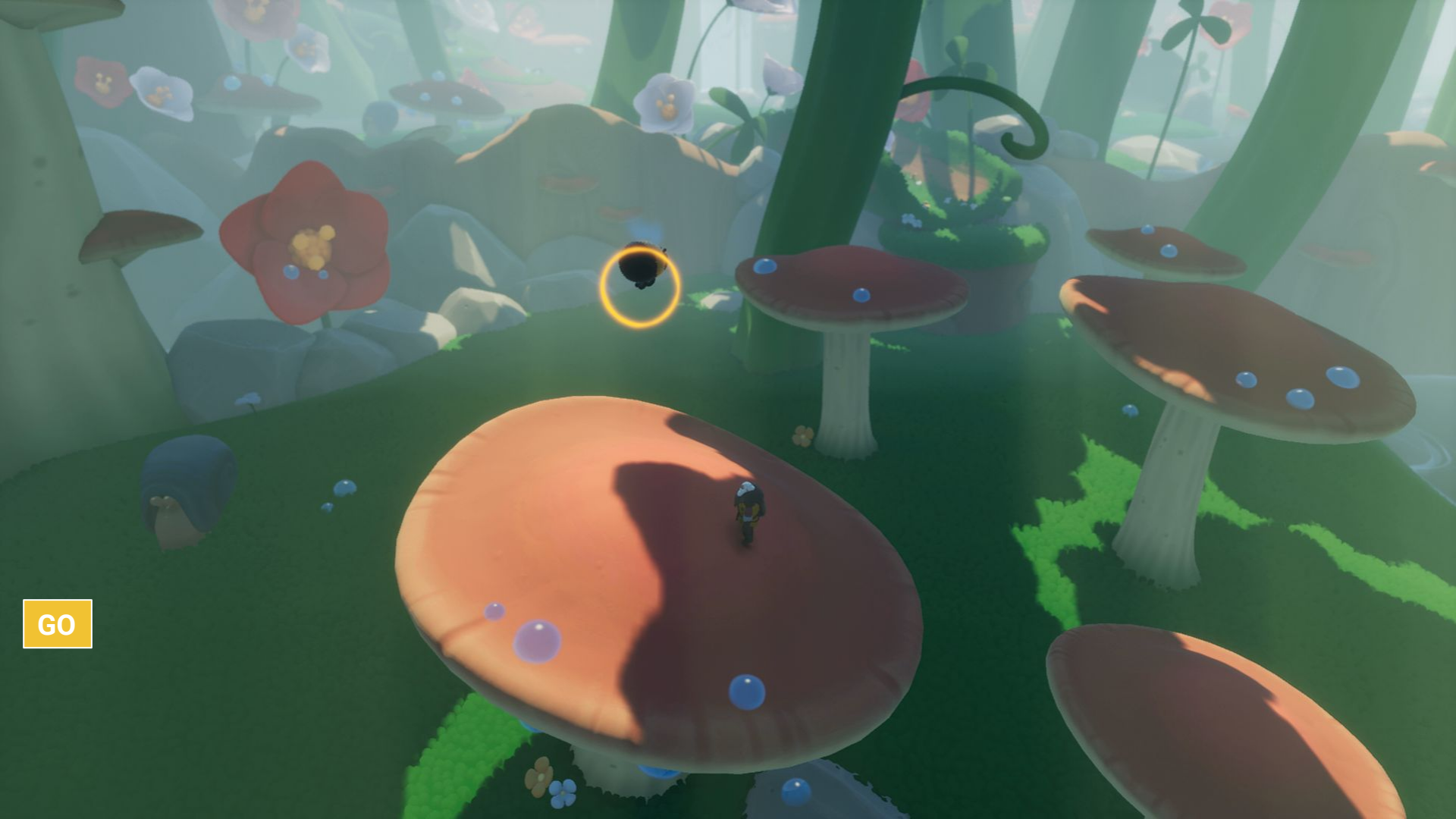
GO



Touch Drew Drops

 \* BUBBLE ADDICT Explode 100 drew drops on Level 2 (04/34)

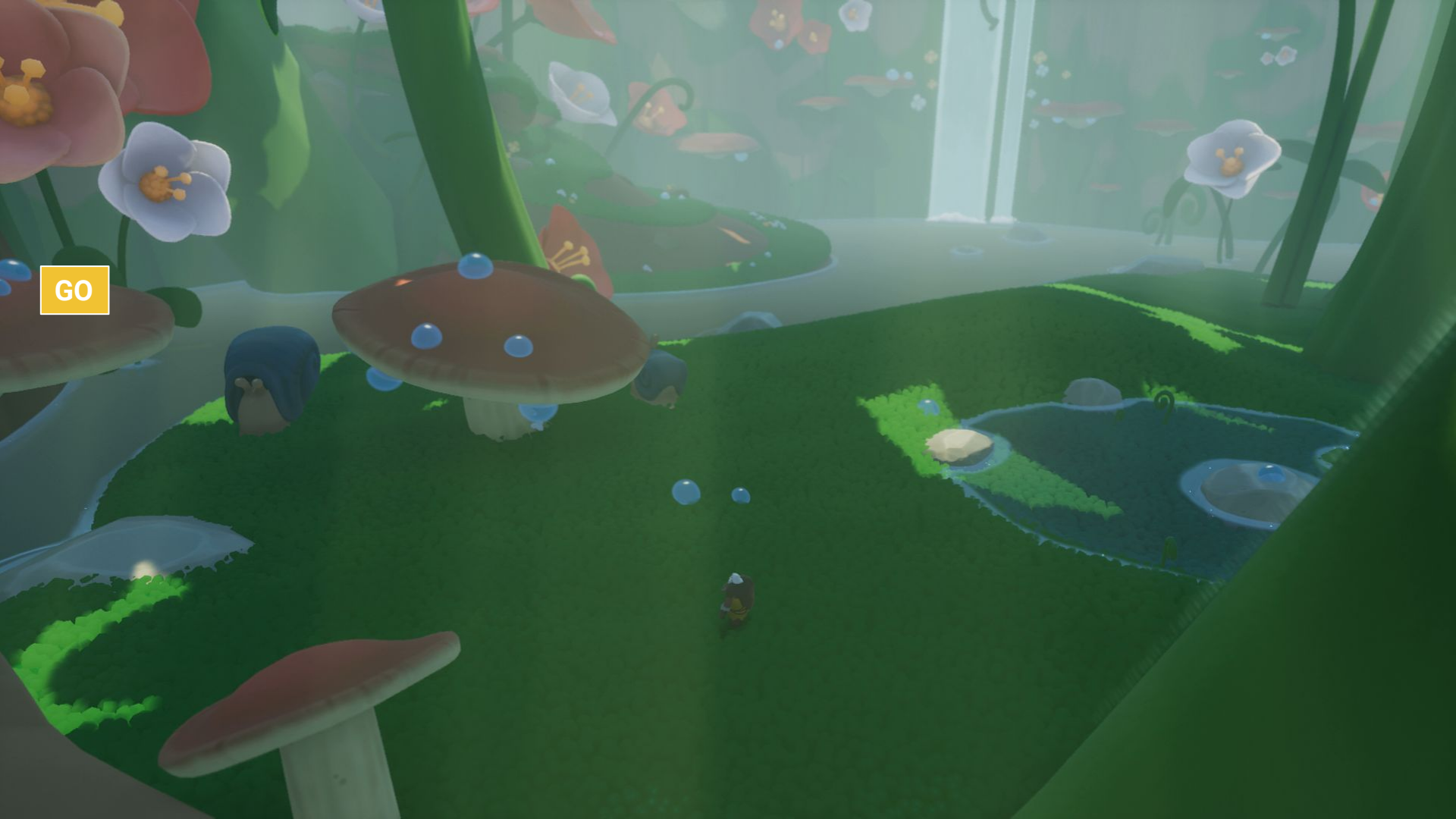




GO



M \* Memory (10/59)



GO



GO



GO



M \* Memory (11/59)

GO



GO





GO





GO

GO



M \* Memory (12/59)



GO



GO



M \* Memory (13/59)

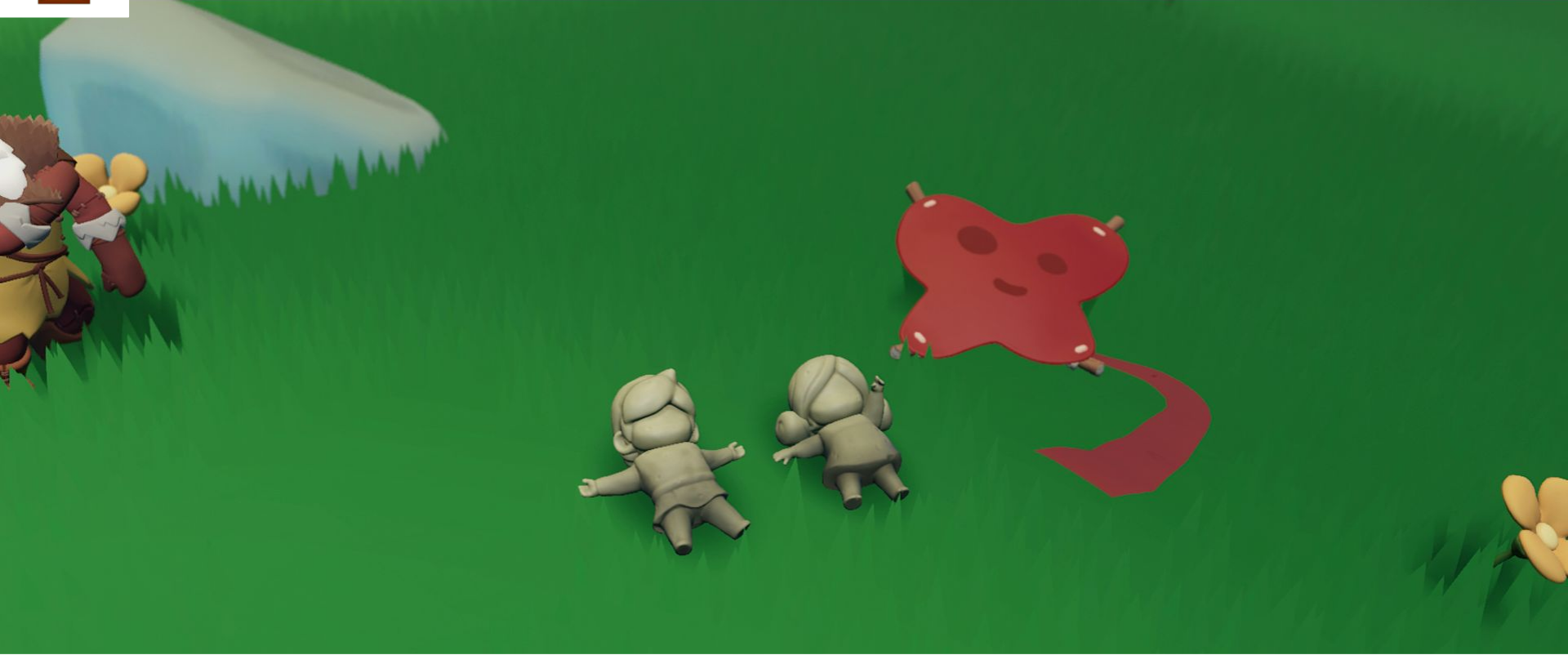
 \* **JUST KIDDING** - Get all collectibles on level 2 (05/34)

GO









 \* JOY - Finish level 2 (06/34)



ROAD TO COMPLETION

**ARISE: A  
SIMPLE STORY**

**03**



GO

AWAY

A stylized, low-poly forest scene with a teal and green color palette. The word "AWAY" is written in a glowing, white, hand-drawn font in the center. The background features large, dark tree trunks and foliage, with a bright light source on the left creating a lens flare. In the foreground, there are several grey, rounded rock formations and small, glowing yellow lights scattered across a grassy field. The overall atmosphere is mysterious and ethereal.



M \* Memory (14/59)  
Touch Bush



GO

Touch Bushes



Touch Bushes (right)  
M \* Memory (left) (15/59)



Touch Bushes (left)

M \* Memory (right) (16/59)





Touch Bushes (left)



GO



GO

Touch Bushes (left)

M \* Memory (right) (17/59)

GO





M \* Memory (18/59)



GO

GO



A dark, atmospheric scene from a game. The environment is dimly lit, featuring a large, textured rock formation on the left and a large, leafy tree on the right. A small character is visible on a grassy slope in the middle ground. In the background, a small structure with two glowing yellow lights is visible on a hillside. The overall mood is mysterious and dark.

GO





M \* Memory (19/59)



Touch Bushes



GO

Touch Bushes

GO



Touch Bushes



Touch Bushes



GO

GO

GO







GO

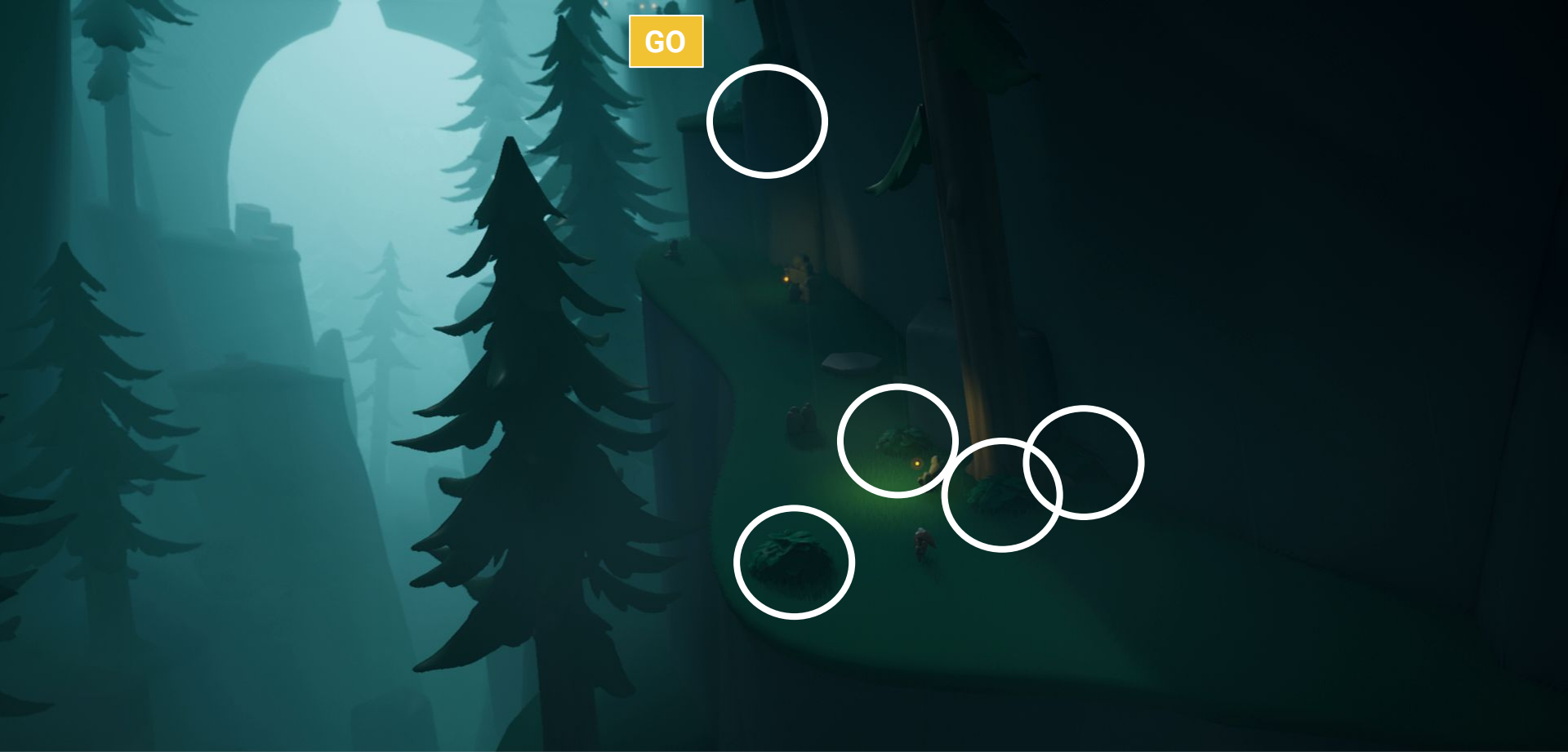
M \* Memory (20/59)

A dark, low-visibility scene, possibly a night-time outdoor setting. The image is mostly black with some faint, indistinct shapes. A prominent yellow rectangular button with the word "GO" in white capital letters is located in the lower right quadrant. The background appears to have some faint, blurry light sources or structures, but they are not clearly identifiable.

GO



Touch Bushes



Touch Bushes



GO

Touch Bushes



GO



M \* Memory (21/59)



Touch Bushes





Touch Bushes

 \* **BUSHMAN** - Step on 50 passable bushes on Level 3 (07/34)



M \* Memory (22/59)

 \* THE EXPLORER - Get all collectibles on level 3 (08/34)



 \* AWAY - Finish level 3 (09/34)



ROAD TO COMPLETION

# ARISE: A SIMPLE STORY 04

A character with dark, curly hair and a brown tunic is standing in a vast, snowy landscape under a starry night sky. The character is positioned in the lower center of the frame, with a small shadow cast behind them. The landscape is composed of rolling, snow-covered hills and a few snow-covered rocks in the foreground. In the background, there are several large, rounded hills, one of which has a small, glowing light source on its peak. A yellow rectangular button with the word "GO" in white capital letters is positioned above the character. The overall scene is illuminated by a soft, blue light, suggesting a night or twilight setting.

GO

ALONE



GO



M \* Memory (23/59)

GO







Avoid being touched by sorrows

GO



GO

A dark, atmospheric scene from a video game, likely during a rainstorm. The environment is a forest with large, dark, angular rock formations and tall, thin trees. The ground is covered in green grass. In the center-right, a small character wearing a blue hat and a dark coat is standing on a grassy ledge. The scene is illuminated by a soft, warm light from the bottom right, possibly a fire or a light source, which casts a glow on the ground and the character. The overall mood is mysterious and somber.



M \* Memory (24/59)

A character wearing a blue hat and a dark, heavy coat is walking through a lush green forest. The character is carrying a glowing lantern that illuminates the path ahead. The forest is dense with tall, thin trees and thick grass. The lighting is soft and atmospheric, with a warm glow from the lantern contrasting with the cool, blue tones of the surrounding environment. A yellow button with the word "GO" is visible on the right side of the screen.

GO



GO

GO



GO





GO



GO





GO

M \* Memory (25/59)



GO



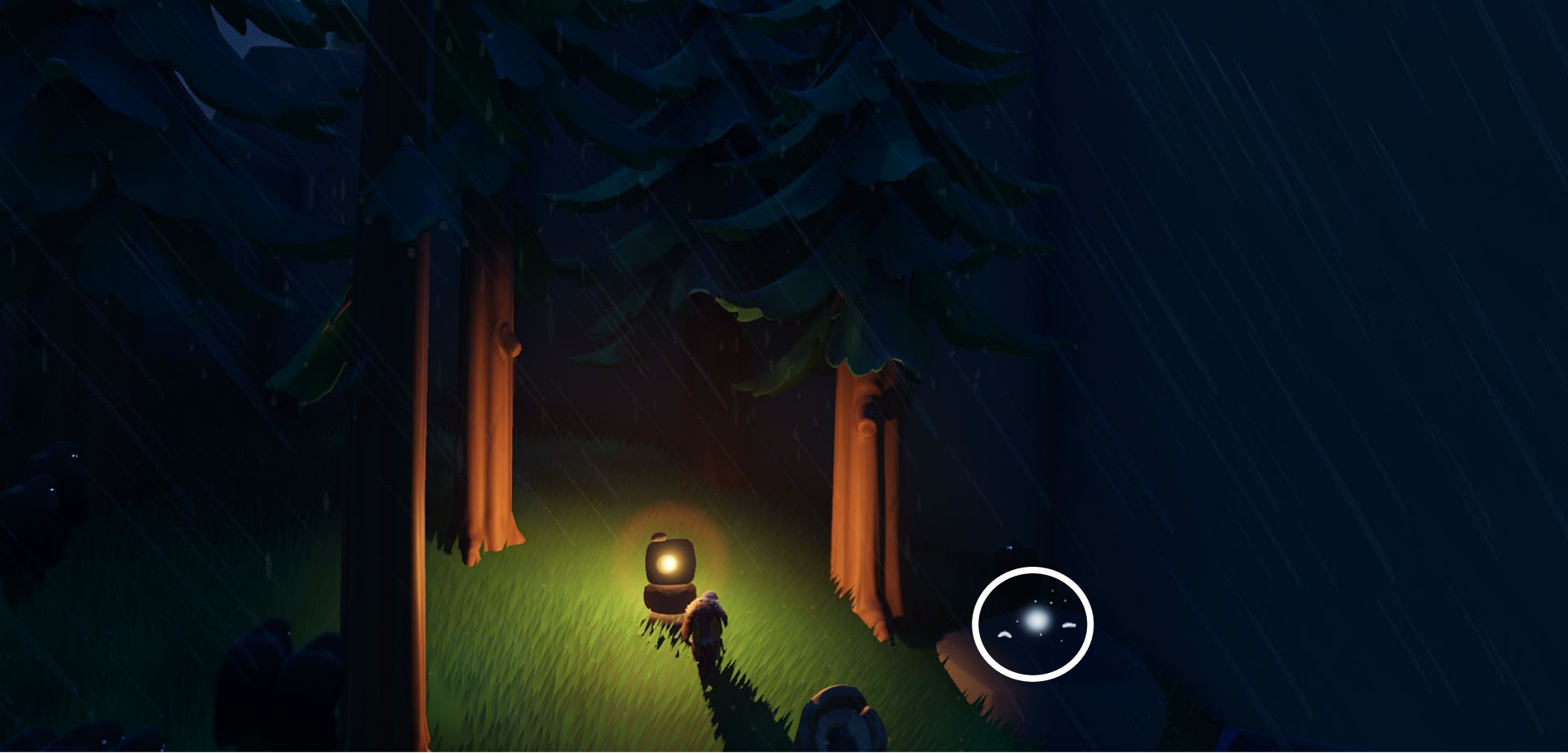
M \* Memory (26/59)  
Die on purpose

GO





GO



M \* Memory (27/59)  
Die on purpose



GO



GO





M \* Memory (28/59)

 \* **SORROW COLLECTOR** - Get all collectibles on level 4 (10/34)

Die on purpose

GO





 \* **ALONE** - Finish level 4 (11/34)

 \* **SORROW** - Finish level 4 without being touched by a single sorrow (12/34)



ROAD TO COMPLETION

**ARISE: A  
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**05**



GO

# ROMANCE







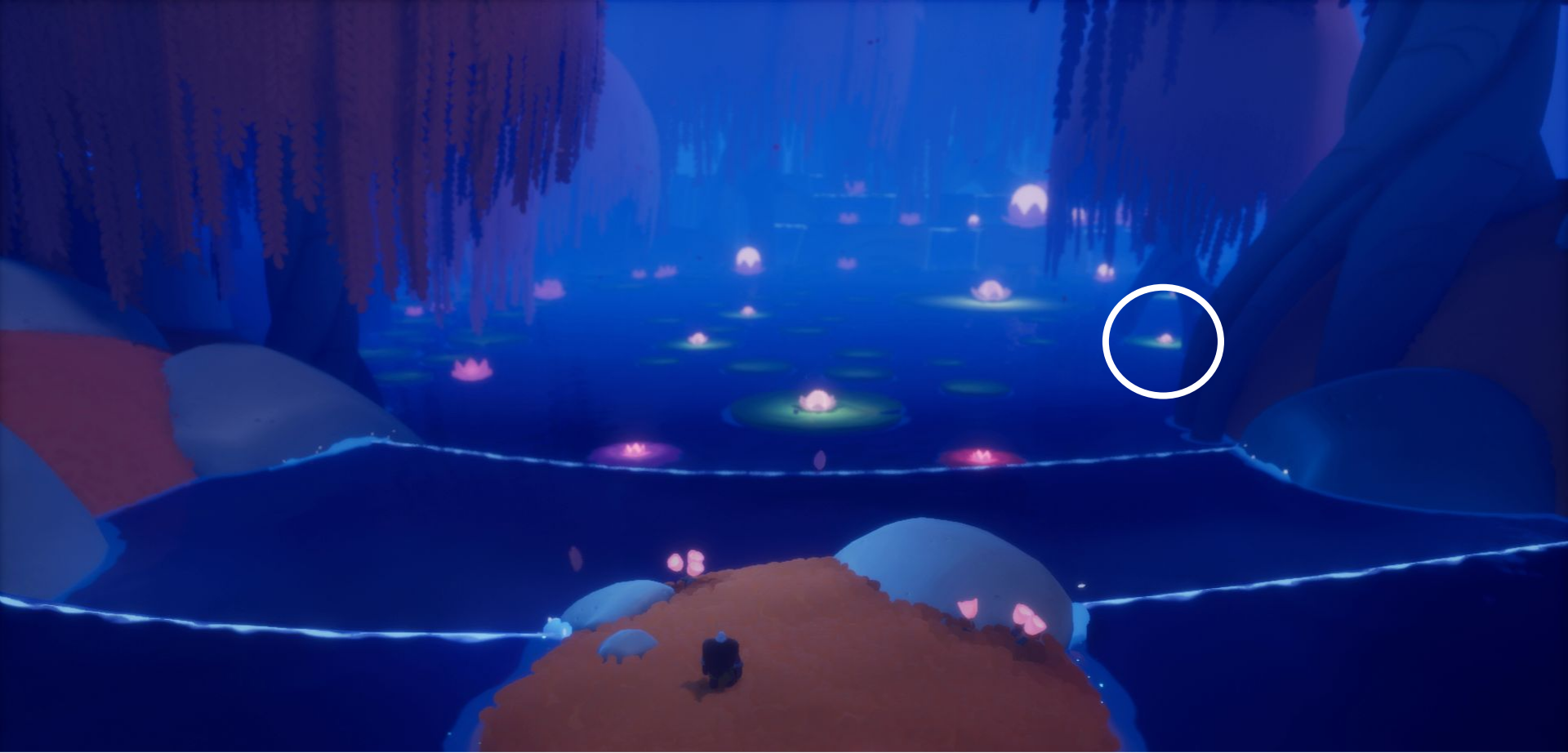
M \* Memory (29/59)



GO



Do not touch purple flower/pad on left



M \* Memory (30/59)

GO





GO



GO

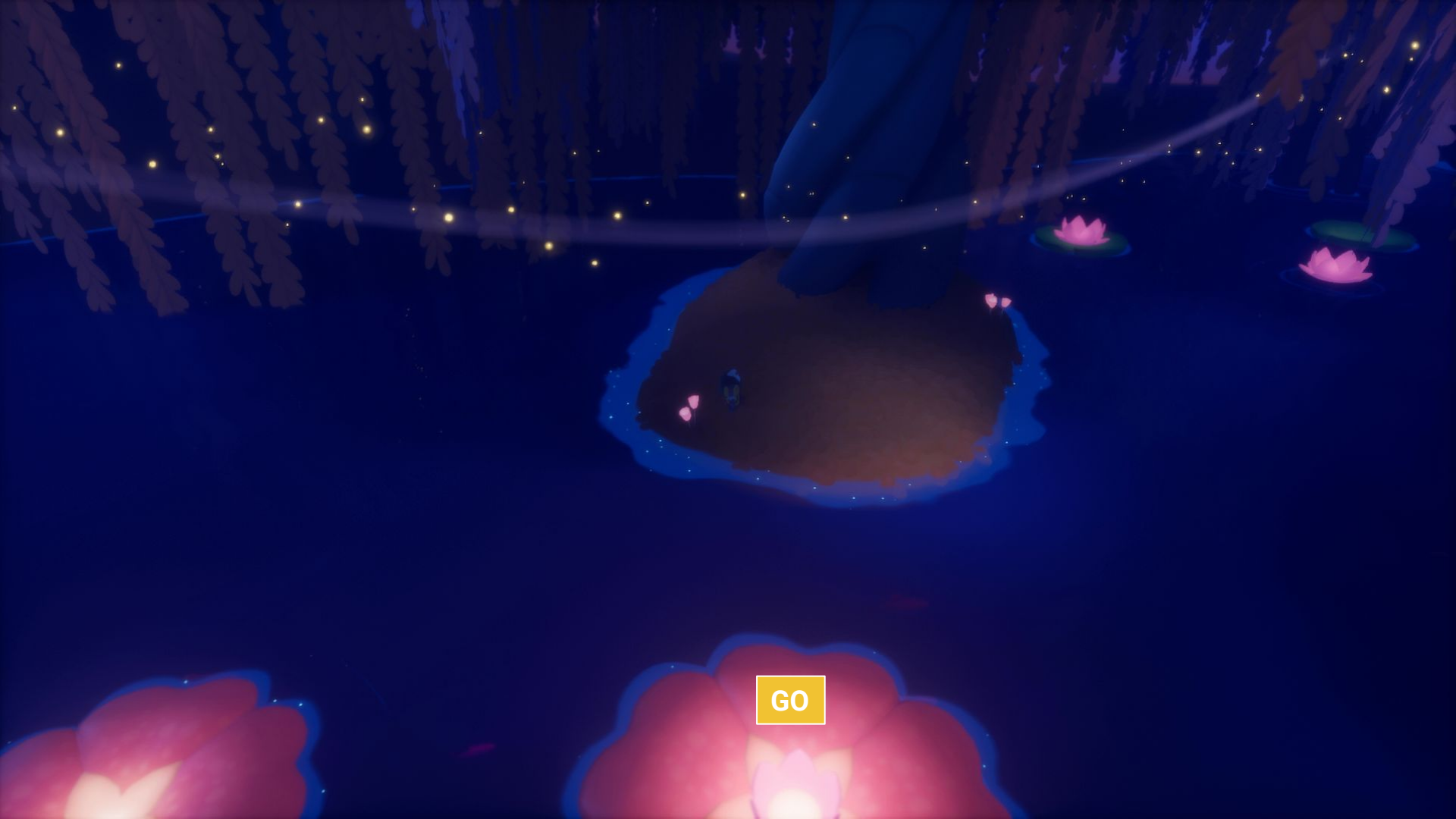


GO

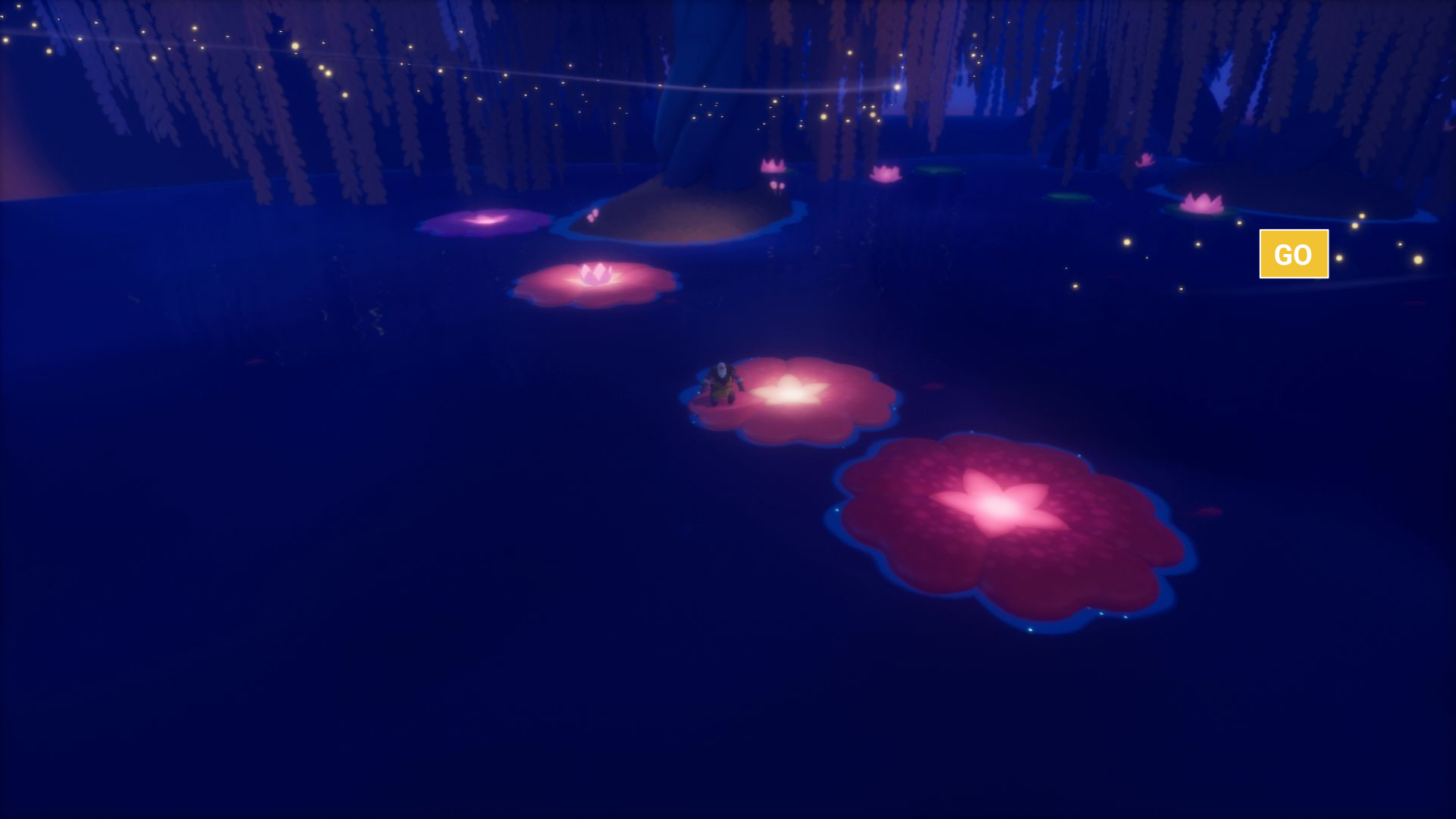


GO





GO



GO

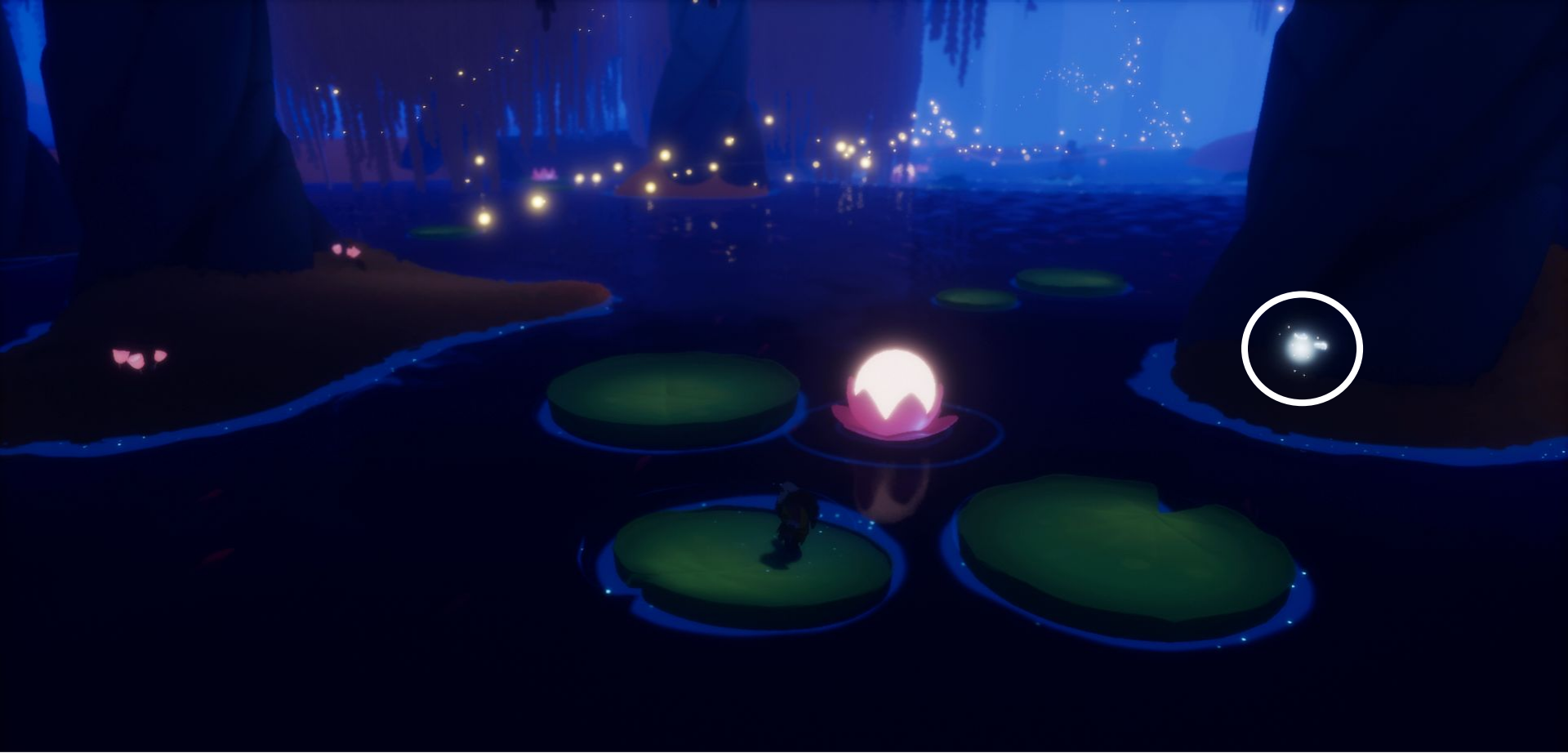


GO

HOLD  
R2



GO



M \* Memory (31/59)



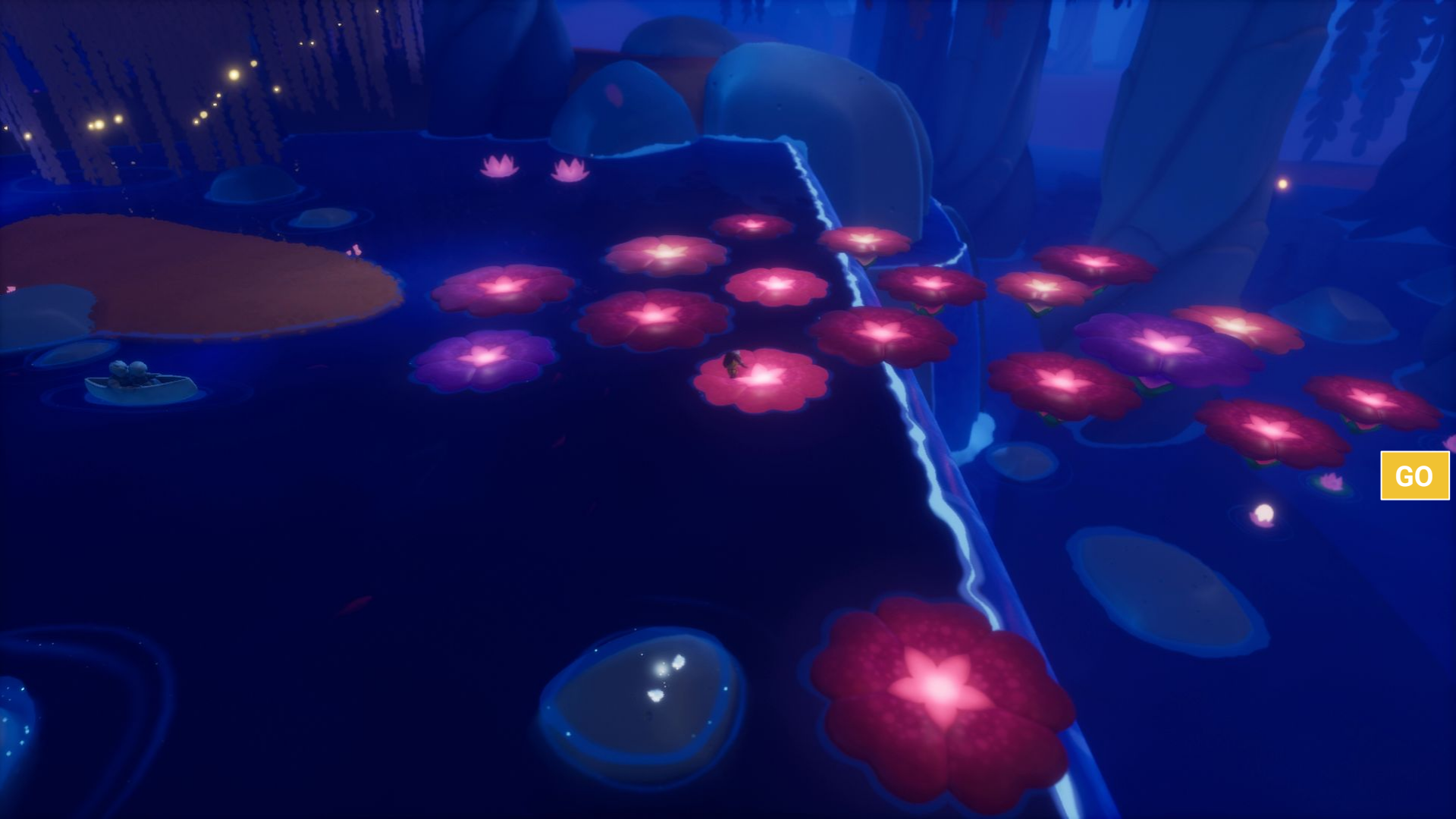
GO



GO

M \* Memory (32/59)





GO



GO



M \* Memory (33/59)

 \* DANCER - Get all collectibles on level 5 (13/34)

GO







GO



GO



 \* ROMANCE - Finish level 5 (14/34)

 \* PURPLE HATER - Finish level 5 without stepping on a single purple flower (15/34)





ROAD TO COMPLETION

**ARISE: A  
SIMPLE STORY**

**06**



GO

GO

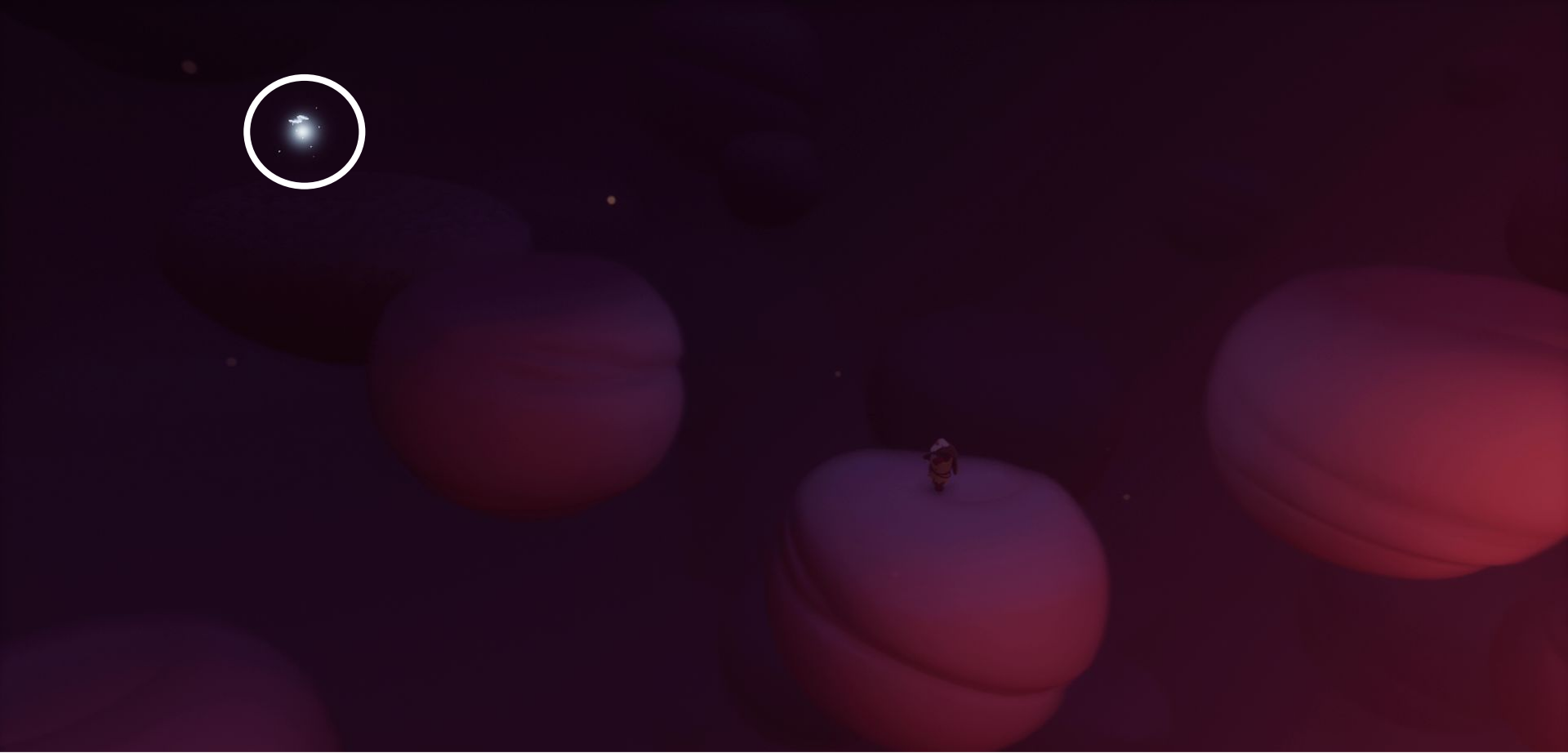


FRUIT



GO

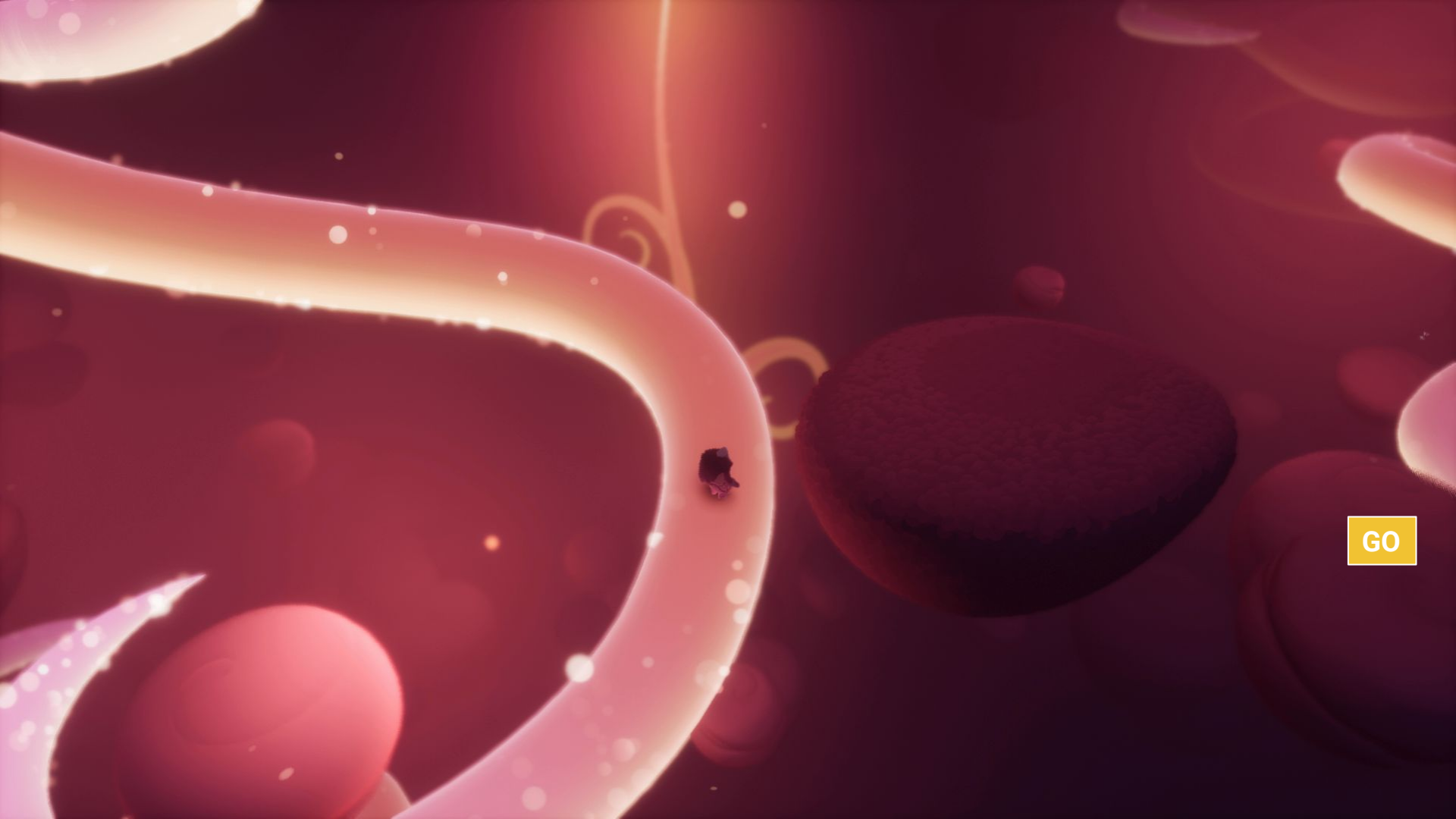




M \* Memory (34/59)



GO



GO





M \* Memory (35/59)



GO

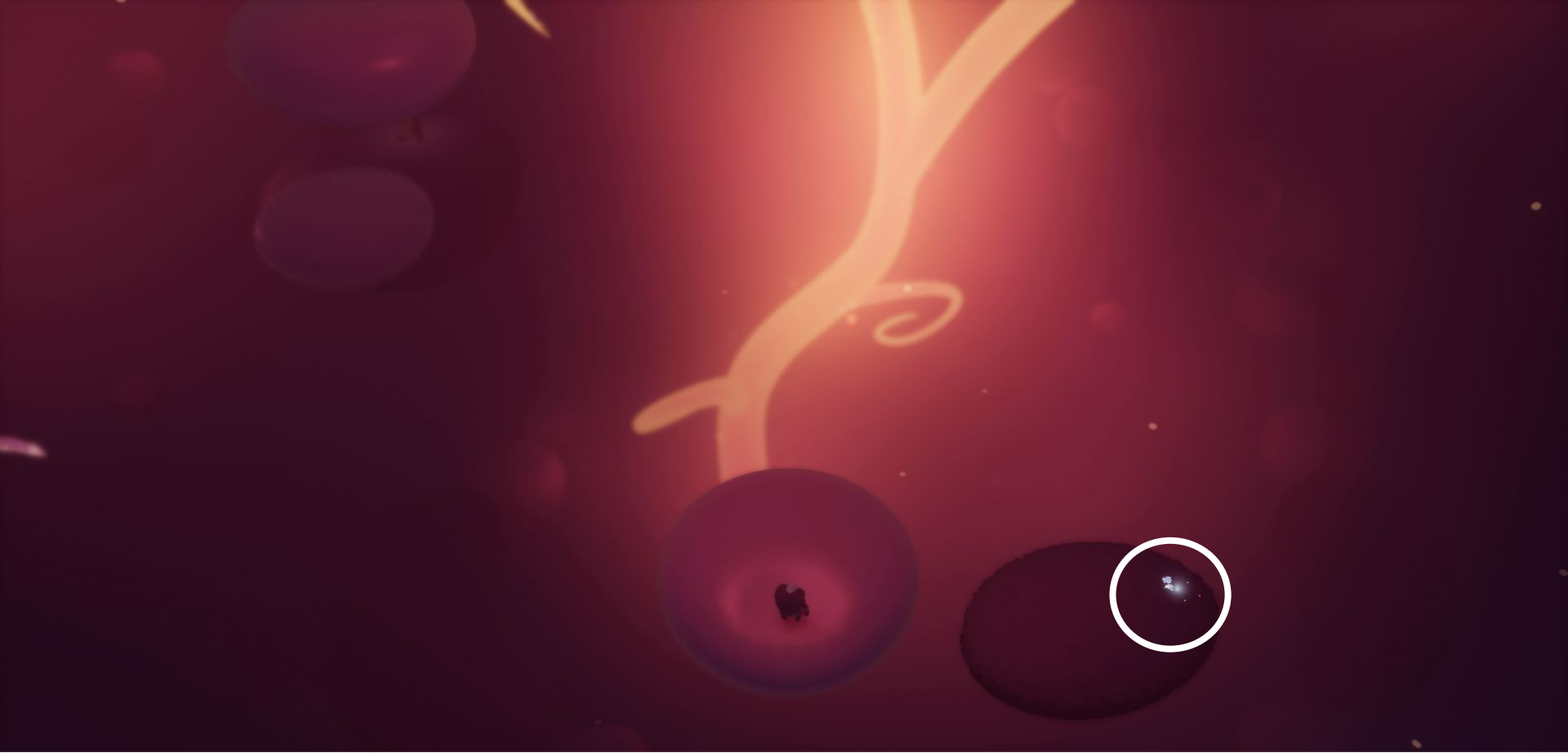
GO

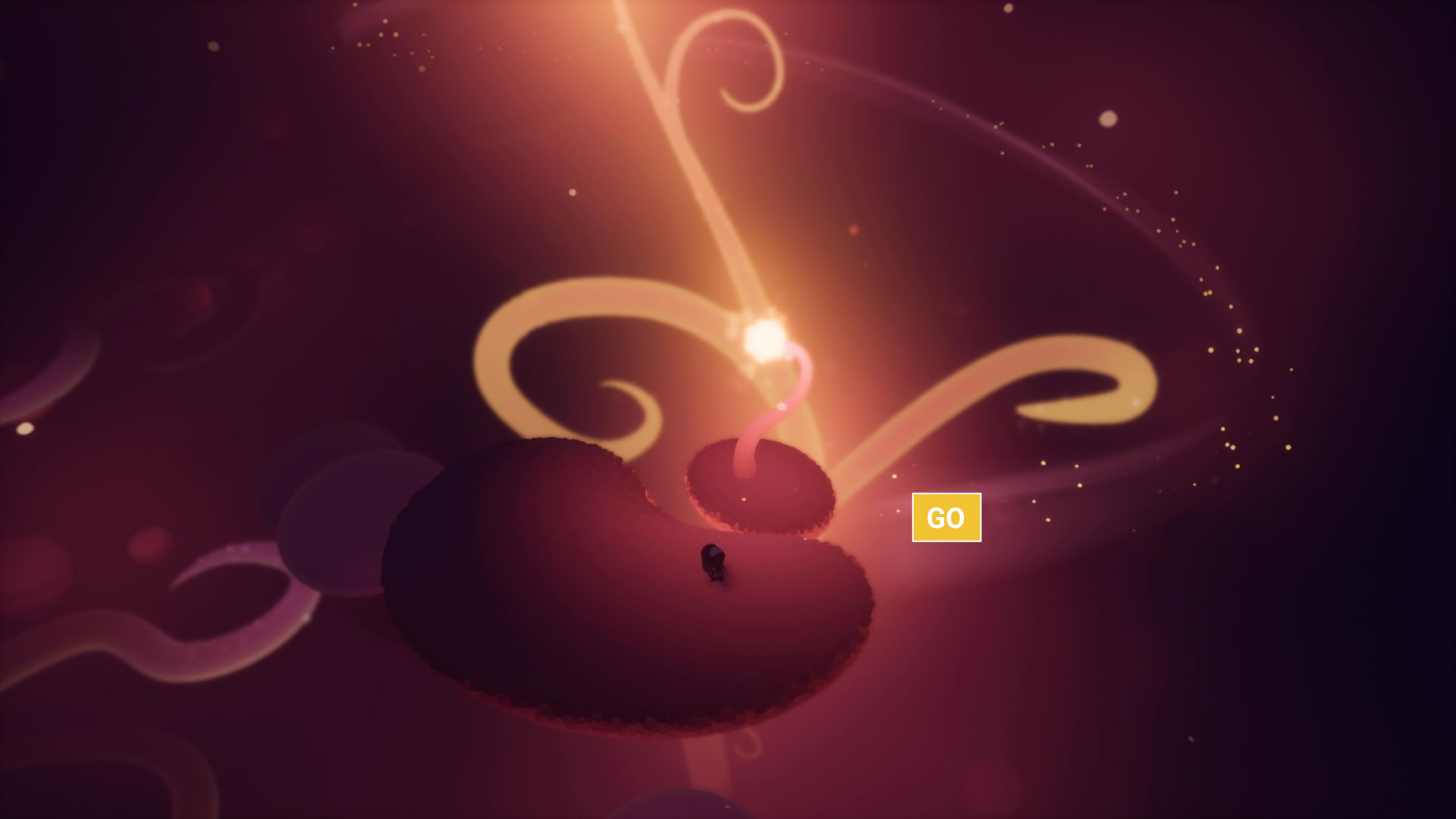






GO





GO

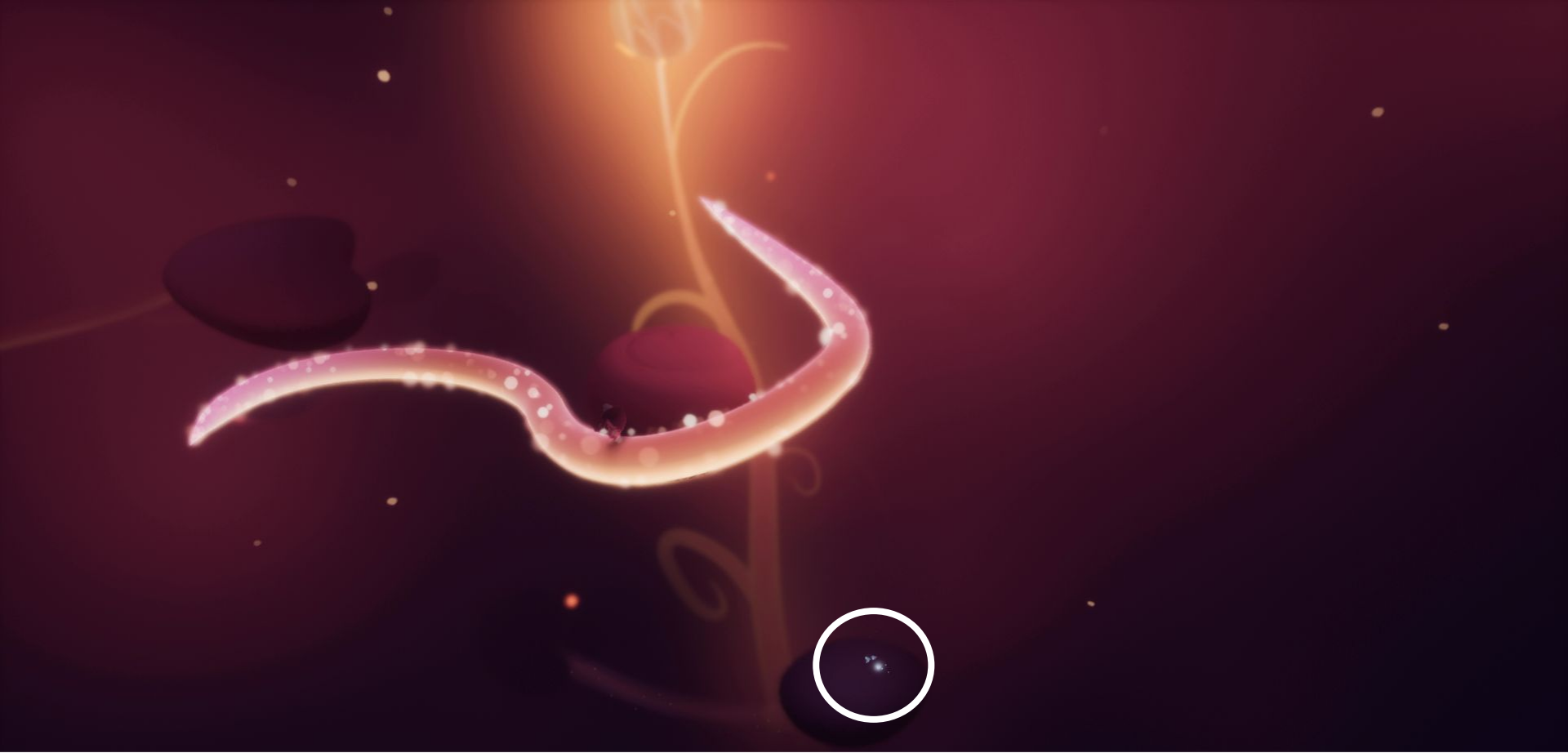


GO





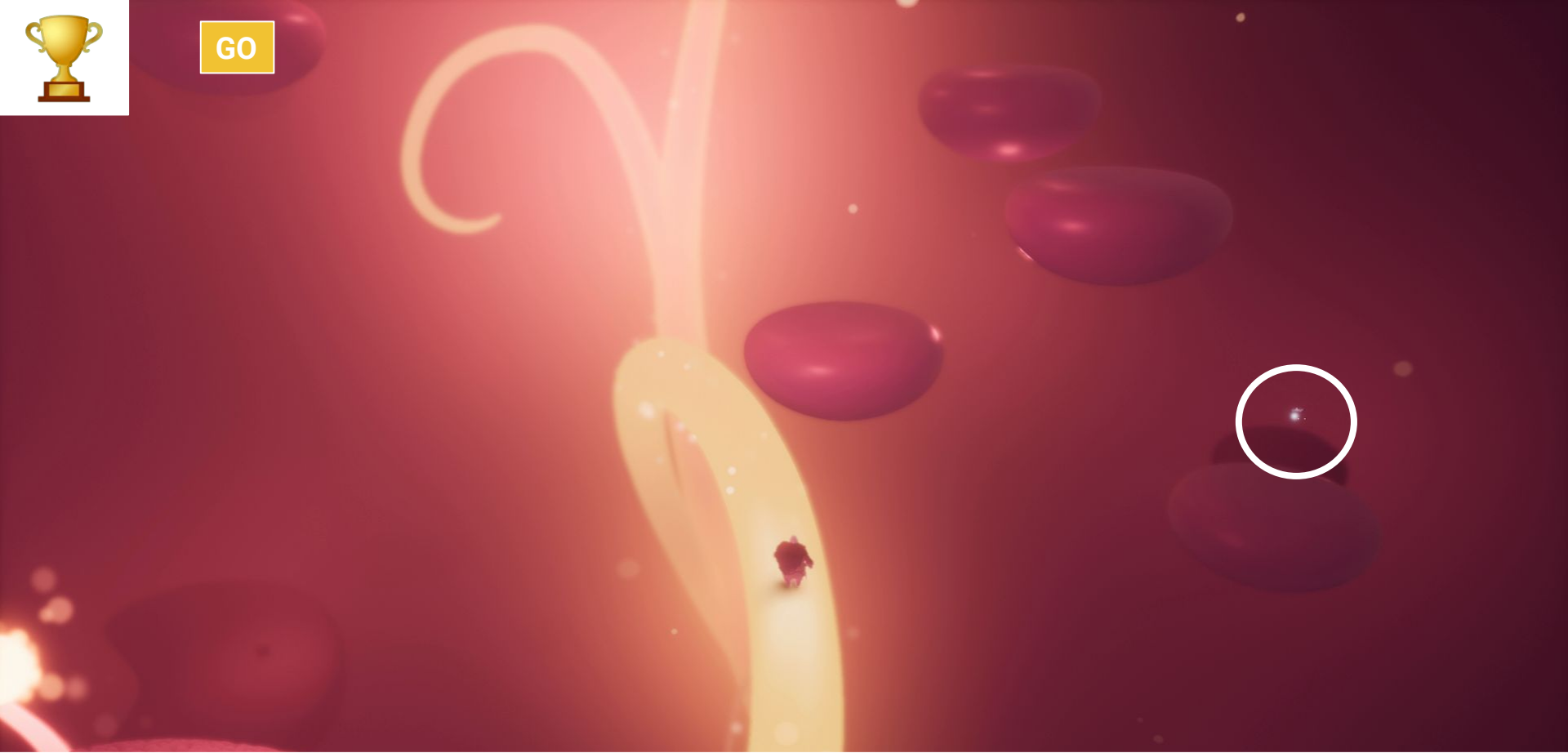
GO



M \* Memory (37/59)



GO



M \* Memory (38/59)

 \* HEATER - Get all collectibles on level 6 (16/34)



GO



 \* BOUNCER - Perform 100 jumps on jump pads on Level 6 (17/34)



 \* FRUIT - Finish level 6 (18/34)



ROAD TO COMPLETION

**ARISE: A  
SIMPLE STORY**

**07**

# ASHES





GO

(move the weeds)





GO



M \* Memory (39/59)

GO



M \* Memory (40/59)



GO

Do not touch the fire for the rest of the chapter

GO



GO





GO





M \* Memory (41/59)

GO

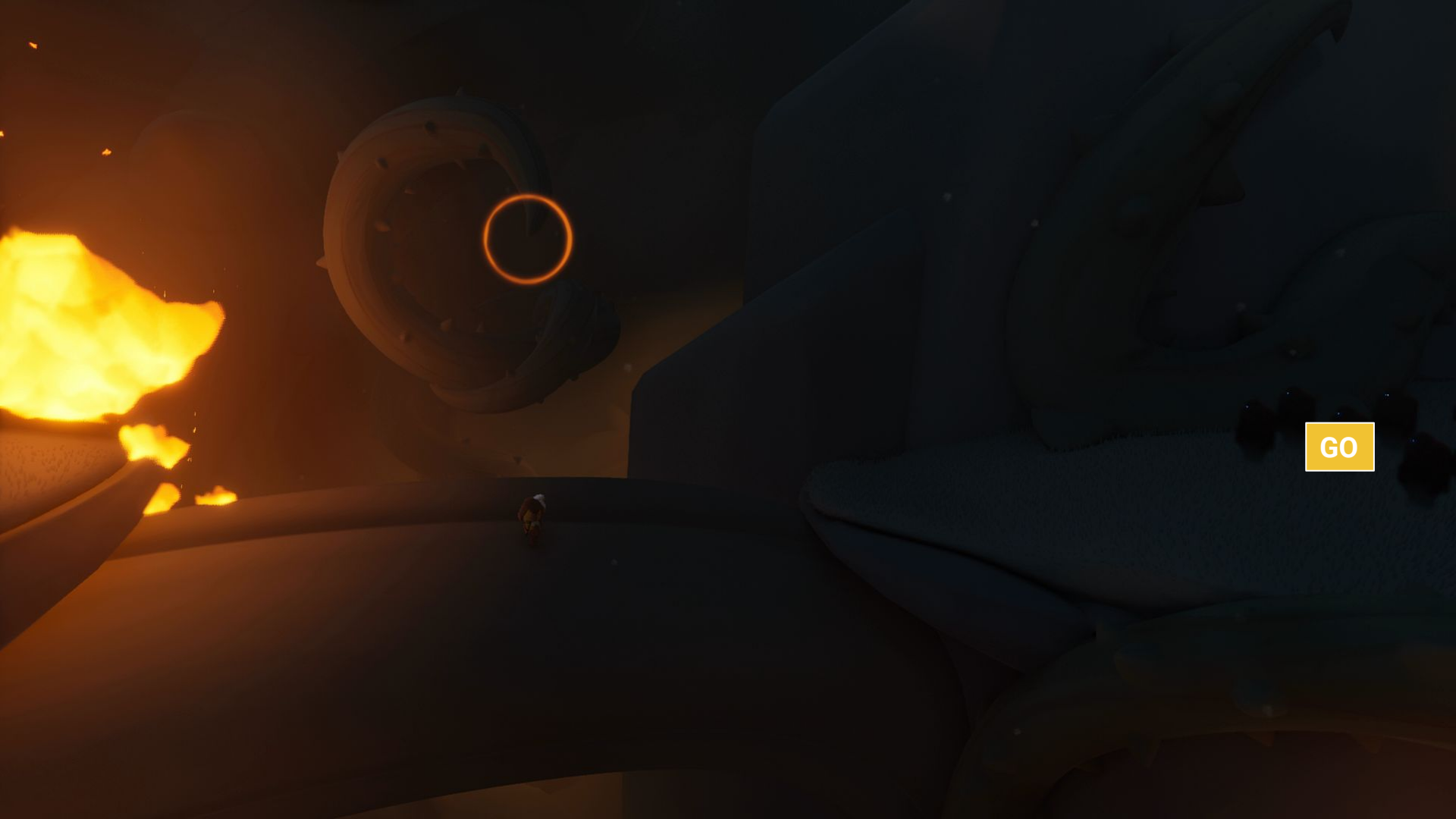


A dramatic scene with a large fire in the background and a small figure in the foreground. The fire is bright orange and yellow, with thick smoke rising from it. The foreground is dark, with a small figure standing on a ledge or platform. The overall atmosphere is intense and mysterious.

GO

GO





GO





GO



GO



A 3D rendered scene of a volcanic landscape. In the background, a bright yellow and orange volcano is erupting, with a large plume of smoke and ash rising into the sky. The foreground is dominated by dark, jagged rock formations and a path of grey, textured ground. A small, yellow and black character is visible on the path, moving towards the viewer. A yellow rectangular button with the word "GO" in white capital letters is positioned in the center of the scene, slightly to the right of the character. The overall lighting is warm and dramatic, with the volcano's glow illuminating the surrounding environment.

GO

GO




The image features a dark, almost black background with a subtle, embossed texture. A glowing orange path, resembling a stream of light or a trail of fire, winds across the lower right portion of the frame. In the center, a small, bright orange rectangular button with the word "GO" in white capital letters is positioned. The overall aesthetic is mysterious and futuristic.

GO



 \* **ASHES - Finish level 7 (19/34)**

 \* **FIRE SAFETY - Finish level 7 without touching fire once (20/34)**



ROAD TO COMPLETION

**ARISE: A  
SIMPLE STORY**

**08**



Replay Chapter - Ashes



M \* Memory (42/59)

 \* **VANISHING MEMORIES** - Get all collectibles on level 7 (21/34)

[Back to Limbo, ...Yes](#)

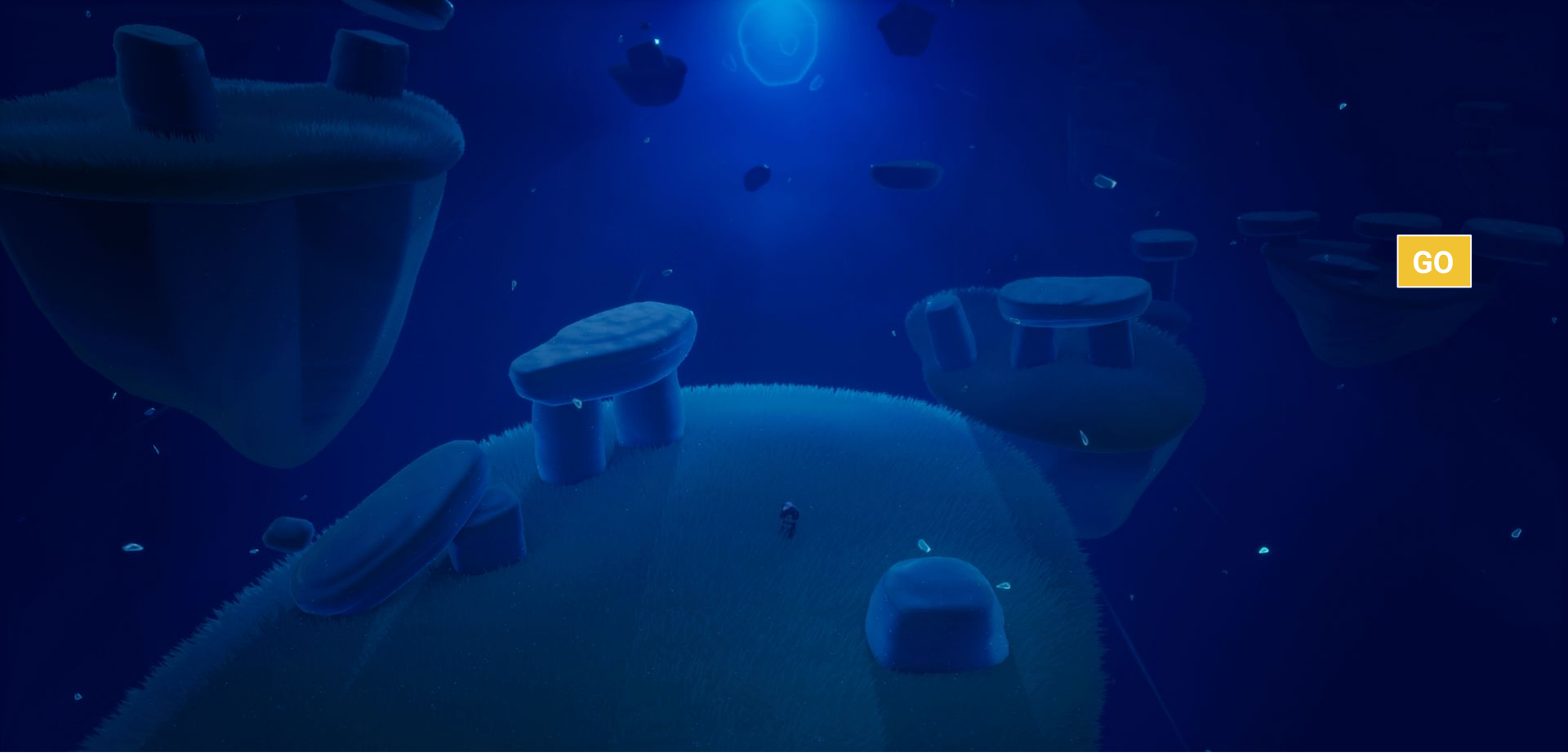


GO





SOLACE



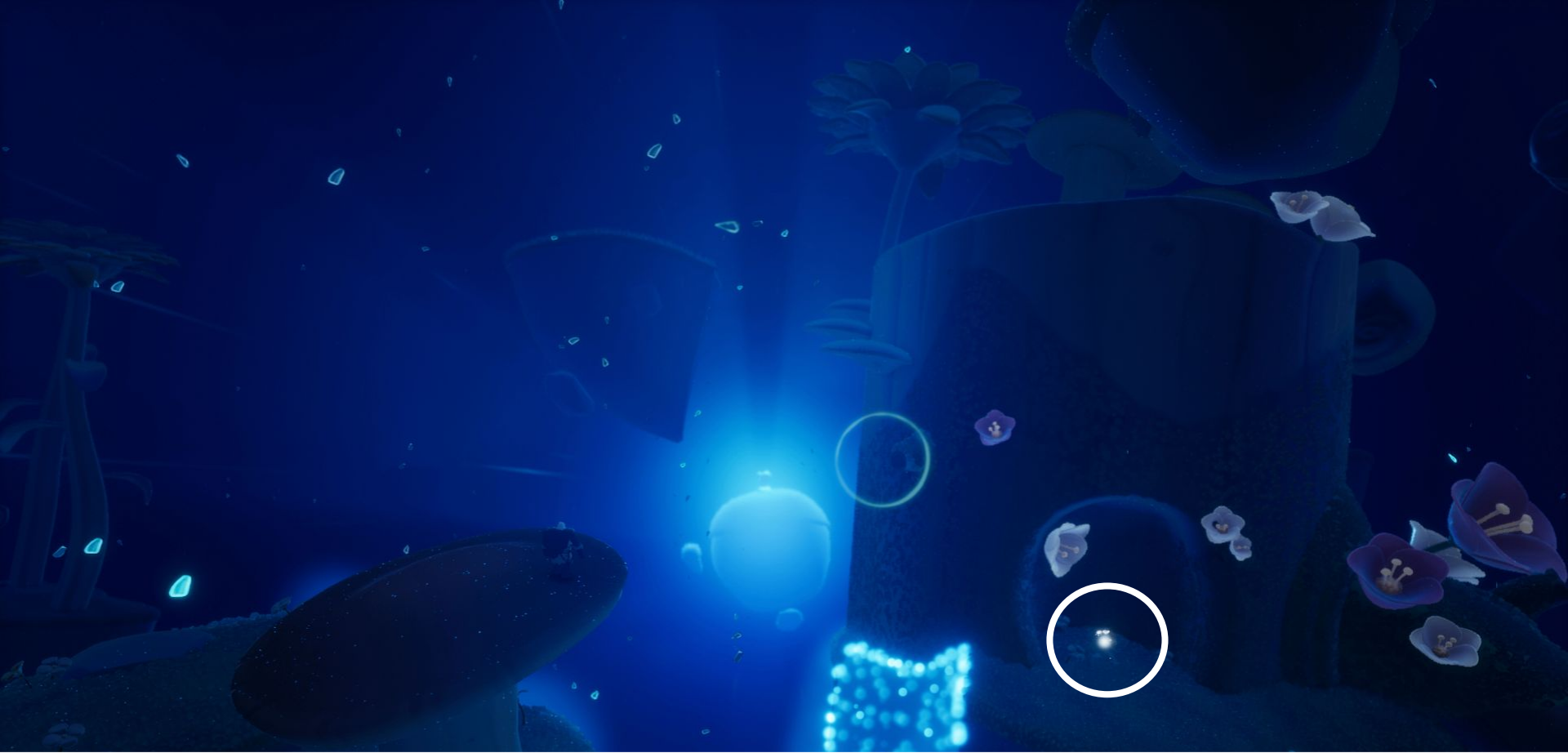
GO

Do not die for the entire chapter



M \* Memory (43/59)





M \* Memory (44/59)

GO





GO









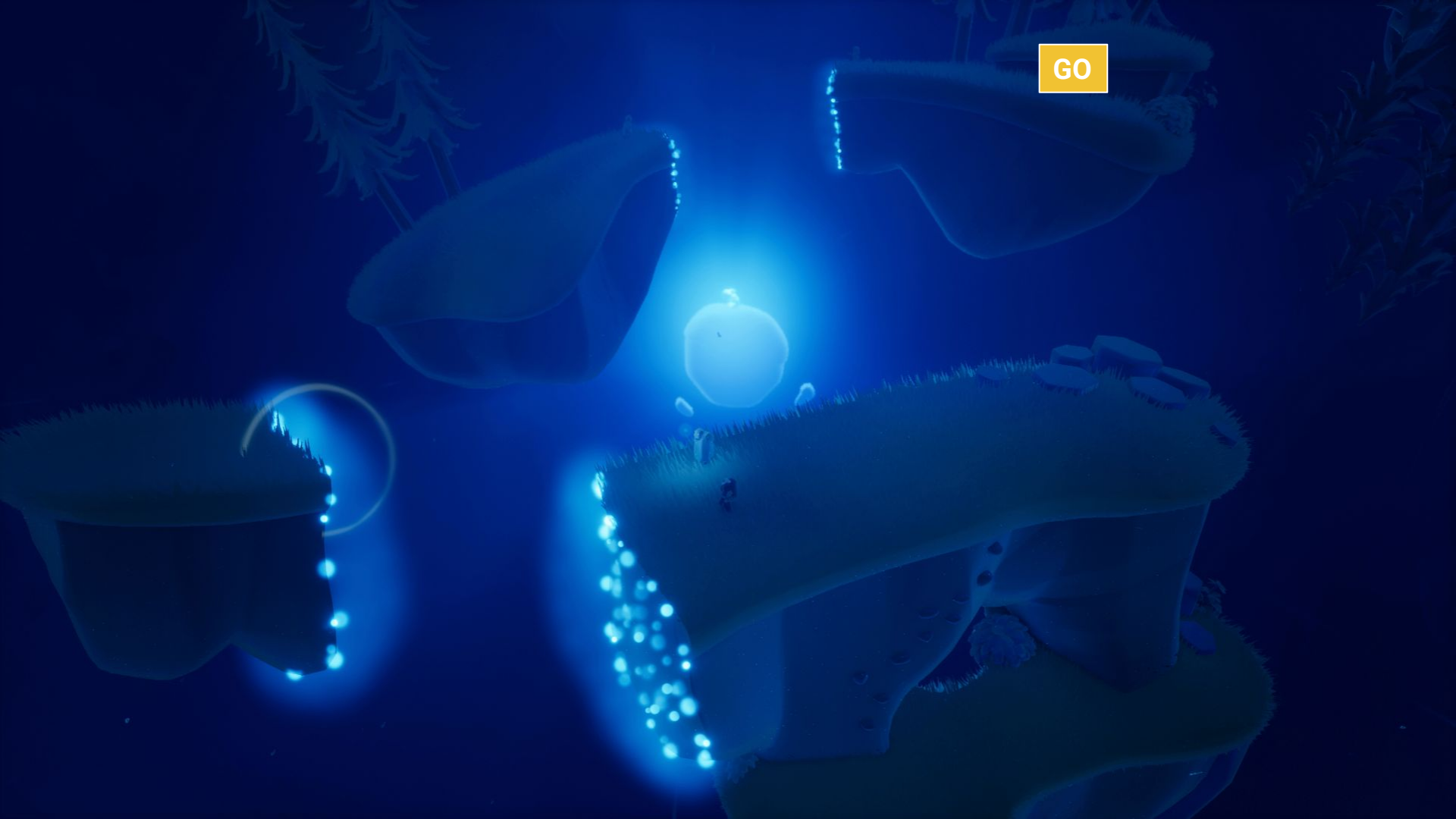


GO



M \* Memory (47/59)

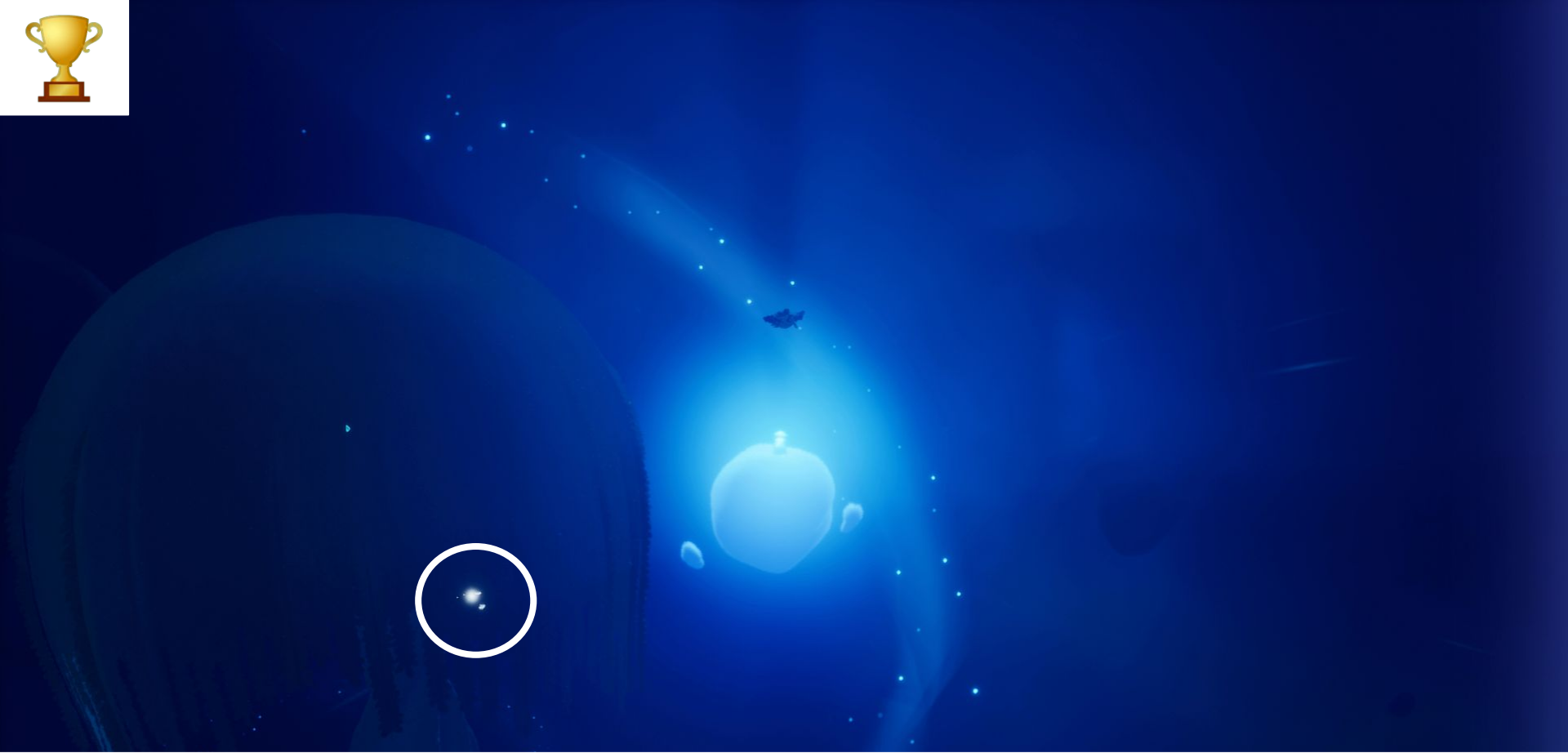
GO





M \* Memory (48/59)





M \* Memory (49/59)

 \* REMEMBER WHEN - Get all collectibles on level 8 (22/34)



GO

 \* SOLACE - Finish level 8 (23/34)

 \* GRAVITY MASTER - Finish level 8 without dying (24/34)





ROAD TO COMPLETION

**ARISE: A  
SIMPLE STORY**

**09**

GO



GO





M \* Memory (50/59)

A stylized, blue-toned winter landscape. In the center, a waterfall flows down a rocky cliff. To the left, a small, cozy house with a chimney sits on a ledge. The scene is filled with snow-covered trees and falling snowflakes, creating a serene and nostalgic atmosphere. The word "OLD" is written in a glowing, white, sans-serif font in the upper center of the image.

OLD



GO



M \* Memory (51/59)



M \* Memory (52/59)





GO



M \* Memory (53/59)



GO



GO

GO





M \* Memory (54/59)



GO

Saving



GO







GO



M \* Memory (55/59)

 \* TIME GOES BY - Get all collectibles on level 9 (25/34)

GO





GO




GO

GO





 \* OLD - Finish level 9 (26/34)

 \* WARM GUY - Finish level 9 without dying of cold (27/34)



ROAD TO COMPLETION

**ARISE: A  
SIMPLE STORY**

**10**



GO





Do not die for the entire chapter  
M \* Memory (56/59)



GO

GO





GO



M \* Memory (57/59)

GO



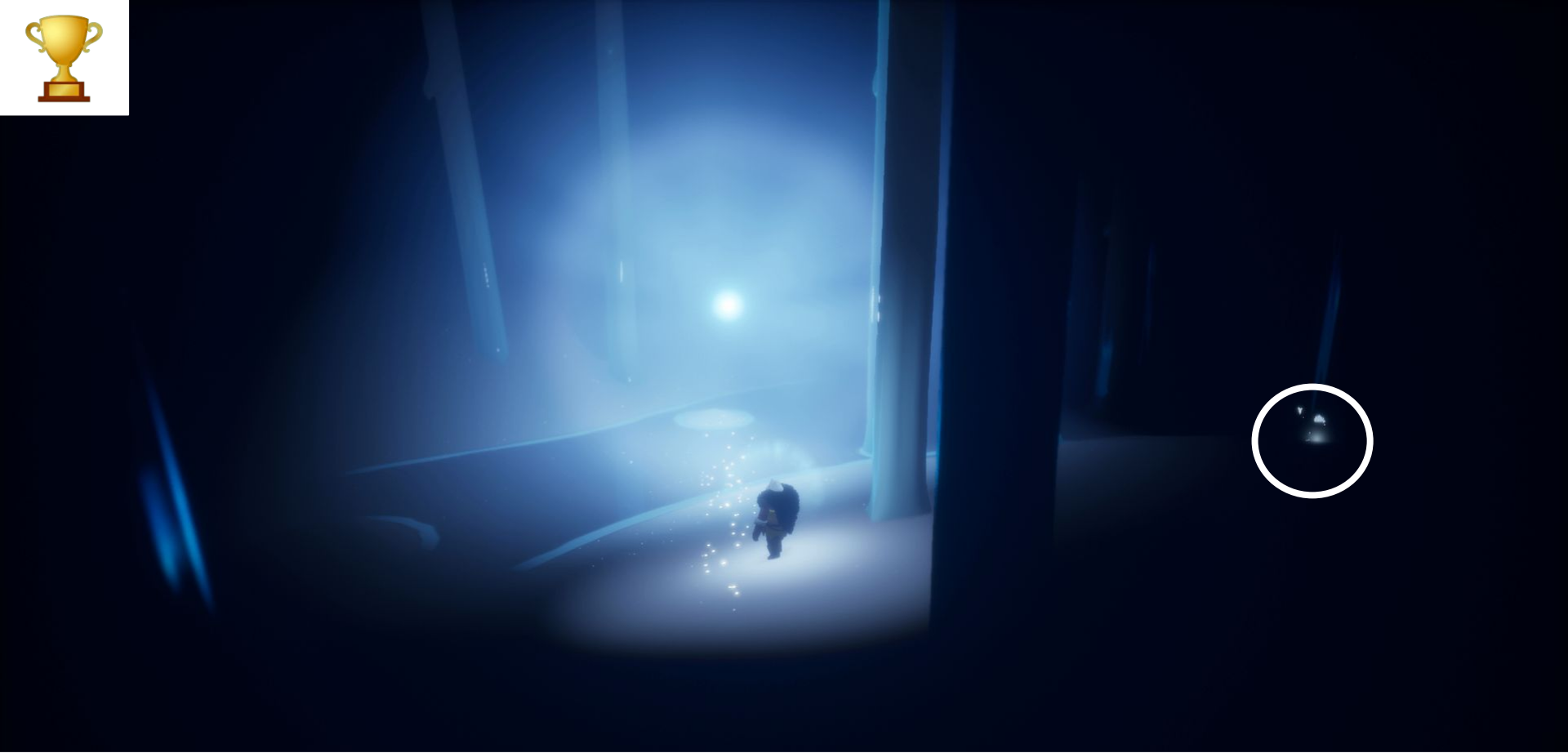


M \* Memory (58/59)



GO





M \* Memory (59/59)

 \* **LAST BREATH** - Get all collectibles on level 10 (28/34)

 \* **PERFECT MEMORY** - Get all collectibles in the game (29/34)



 \* HOPE - Finish level 10 (30/34)

 \* CARING PARTNER - Finish level 10 without dying (31/34)

HOPE





GO



 \* LAST KISS - Finish the game (32/34)

··· PICCOLO STUDIO ···

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GAME DESIGN



... CONTINUE ...

START NEW GAME

MEMORIES

SETTINGS

PLAYER 1

SquareOneGames

PLAYER 2

Press anything to join

 \* ALWAYS TOGETHER - Activate co-op play (33/34)

 \* PERFECT LOVE - Get all trophies in the game (34/34)