

Lost Kingdoms FAQ/Walkthrough

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LOST KINGDOMS

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0. Version History

1-10-04: Ok, this is my first update. I added my email address and contributing policy to the introduction. I also added the character section and added the credits section to the table of contents [forgot about that, oops]. I also had to rewrite all the numbers in the guide and the table of contents, so I'm bumping my guide up to version 2.0.

1. Introduction

This is my first game walk thru ever. I think I did a pretty good job, but that's just me. Anyway, regarding the game, I could definitely say that Lost Kingdoms is my favorite gamecube game. The game is about the epic journey of Katia, a young princess set out to save her defenseless kingdom from the Master of Cards. But she sets out with nothing but a deck of cards to protect her and save her kingdom, and you must help her. This game is addicting, frustrating and very fun all at the same time. I can almost guarantee you that if you love Zelda you will want to play this game nonstop. But before we get to the lovely walk thru, read through the sections before it. I think you'll find them very helpful.

Questions and Contributing:

If you have any questions, email them to me at allyg8tor@wi.rr.com.

If you want to contribute to the guide, I need two things basically. First, I need a card list. Also, I saw something about secret levels on some other faqs [they're not bonus levels though]. If you have any information on those bonus levels, it would be greatly appreciated. Also, email them to me at allyg8tor@wi.rr.com. Be sure to include your username or I can't give you any credit!

2. Battling

Battling is [obviously] a very important aspect of the game. In most other games, the hero or heroine is equipped with a weapon [like a sword, or ax, or gun or something along those lines], but in Lost Kingdoms, you are equipped with cards. Cards will be your ONLY protection. You will not have a shield or

sword or anything else.

I suggest you use your cards sparingly. You only have 15 in the beginning of the game, but can have up to 30 per deck. You can also use each card ONLY ONCE PER LEVEL. It wouldn't seem like you would need 30 or even 15 cards to defeat a level, but you would be surprised.

There are several strategies I have found that work well for battling. Here they are:

STRATEGY A: get to know your cards and how they work. [see Card Types for help]

STRATEGY B: send out independent monster types [see Card Types for help] to slash at your enemies while you hide behind anything you can [rocks, trees, buildings, etc.]. You can also use an independent monster to distract your enemy while you use a weapon or summon type monster on your opponent [see Card Types for help].

STRATEGY C: shield yourself with cards. How? You can't be hurt the exact second you throw a card onto the field. The enemy's attack will be deflected and you will have another monster on the field. Pretty good deal. Also, if an enemy is attacking you and you are trapped [stuck in between two rocks, cornered, etc.] use a summon type monster [see Card Types for help] to attack your opponent and get you out of your bad situation. You also cannot be hurt while a summon type monster is on the field. Beware, this only lasts a few seconds.

STRATEGY D: practice. Experiencing battles is the best way to get better at them.

CAPTURE THROW: in battle, if you weaken a monster so much that it is near defeat, you can capture it and use it to defend you in the future. That's called a capture throw. If you use one of your cards on the monster while holding down the L button, and if you defeat the monster using that card, it will then belong to you. It's definitely much better than buying cards from Gurd.

3. Characters

Princess Katia Jerbere:

Princess Katia is the heroine in this game. Upon her father's orders, she gets the castle's RuneStone, and some sacred cards, and sets out to save the world. It's up to you whether she succeeds or not.

King Jerbere of Alanjeh:

King Jerbere is [obviously] Katia's dad. His people love him and respect him for his honor and courage. Unfortunately [don't read this if you want to be surprised] he passes away later in the game.

Helena:

Helena is a beautiful woman with her own deck of enchanted cards, like Katia's. She is twisted and warped beyond imagination. In three of the levels you'll encounter her.

Gurd:

Gurd is a very old woman that owns a card shop you will frequently visit. She is disliked by neighbors, but she could care less. She is very much interested in cards, but right now, more interested in Katia.

Alexander:

Alexander is very much interested in [Red] Fairies. He's obsessed with them, so if you see any on your journey, bring them back to his house so he can study them.

King Zelnan:

King Zelnan is the ruler of Grayl. Like King Jerbere, he is very noble and respected by his people. He was a warrior of legend in his younger days, and also forged an alliance between Grayl and Alanjeh.

Thalnos [aka: The Enchanter]:

Thalnos is the evil guy you're going to be trying to get to the whole game. Everyone has heard of him, but no one has ever seen him. Katia will be the first.

Note I summarized and edited the character files on the official Lost Kingdoms website for these.

4. Controls

Controls are an important part of any game. This section shows which buttons on the controller do what.

4A. Controls in Battle

X, Y, A & B: summon the monster shown on that button's card. See below:

```
Y[]<-monster on card shown=monster you can summon  
B[] []X  
[]A<-button that summons monster
```

D STICK: move around the battlefield

L BUTTON: Combined with card button [X, Y, A or B]=capture throw [see battling]

C STICK: select/adjust view

START/PAUSE BUTTON: [obviously] pause game

4B. Controls out of Battle

A BUTTON: Activate switches [or levers], open chests, doors, etc. and climb ladders

D STICK: Move around the level [or when you're at the map, [out of a level] choose your destination]

C STICK: select/adjust view

START/PAUSE BUTTON: [obviously] pause game

5. Different Screens

I thought it would be important to be familiar with all the screens of Lost Kingdoms, so I made this section. Hopefully it will help some of you.

5A. Regular/Battle Screen

TOP LEFT-HAND CORNER: Hit points [note: you start with 50 hp, then when you get Alanjeh Castle's Runestone, your hp goes up by 50. Then, both times you defeat Helena, your hp will go up.]

BOTTOM LEFT-HAND CORNER: Card deck [shows next card that will be in your hand][appears only in battle]

BOTTOM RIGHT-HAND CORNER: Your hand [the four cards you can use to battle foes. See battling for further help][only appears in battle]

TOP RIGHT-HAND CORNER: Map of the level. You are the red triangle, treasure=red dots, things important to the level=yellow dots

5B. Map Screen

Use the D stick to choose your next destination, whether it may be the apothecary, the fairy house, or the next level.

5C. Start/Pause Screen

By pressing Start/Pause on the controller, you reach the start/pause screen. Use the D stick to choose an option.

DECK: Here you can edit your deck, view your deck, rename your deck, delete your deck, copy your deck or create a new deck.

SYSTEM: This is where you save your game. You cannot save in the middle of a level. You can also load a new game or select your options.

ABORT: By pressing Abort during a level, it will mean you quit your current level.

6. Cards

Cards are obviously one of the most important things in Lost Kingdoms, so this section was born.

6A. Card Attributes

When you battle, small icons will appear over enemy cards/monsters. There are five icons, which also means that there are five different card attributes. Each attribute has an advantage over another attribute, except for the fifth one. See below:

WATER:
Icon: water drop
Advantage over: fire

FIRE:
Icon: flame
Advantage over: wood

WOOD:
Icon: brown oval
Advantage over: earth

EARTH:
Icon: green square
Advantage over: water

NEUTRAL:
Icon: purple eye

Advantage over: N/A

6B. Card Types

Besides having an attribute icon, cards also have a type icon. There are only three different icons for types, but type icons I believe prove much more

helpful. The three different icons are a sword, a spell book and a dragon.

The sword indicates that the card is a weapon-type, which means it attacks the enemy with an equipped weapon. This kind of card appears instead of you, but only for a split second. All of these cards [besides maybe one or two] can be used multiple times. You also must be right next to the enemy for [most of] these cards to inflict the enemy with damage. An example of a weapon-type is a lizardman.

The spell book indicates an independent monster. These are my personal favorite, as they stay on the field until their last breath, which sometimes can be the whole battle. Also, you can send them out as a distraction, because they attack on their own. An example of an independent monster is a man trap.

The dragon indicates a summon-type. These are somewhat like the weapon-type. They're hard to explain, you'll know what I mean when you play one. The best way I can explain them is to say that they appear instead of you and they attack only once but powerfully. A lycanthrope is a good example.

Note If you don't know what the example monsters look like, press start, go to inventory, go over the colored cards [not black and white] and look at the blue bar at the bottom of the screen for the name.

6C. Transforming Cards

Each card has a certain number of experience points they need to get to before you can transform them to their next form. Not all transformations are good, so learn from mistakes. Some advice is to wait until all the transformations are possible, then read the info on each one and choose the one you think is best.

Note you transform cards at the Apothecary

6D. Copying Cards

As with transforming cards, each card needs a certain amount of exp. points before you can make a copy of that card. Copies are useful, but unless your card transforms into something useless, I recommend transforming before copying, because once you transform or copy, all the cards exp. points needed for the copy or transformation are taken away.

Note you copy cards at the Apothecary

6E. Buying Cards

If you're low on cards or just want some new ones to make your deck better, you can buy an array of cards at the Apothecary. This is especially helpful if you need more of a card but don't have enough exp. points to copy.

7. Blue Fairies

Blue fairies are really annoying sometimes. They can heal you and bring back cards, but they can also lead you into battle, then fly away. It's hard to tell which will lead you into battle, but if they fly away when you chase them, it's likely to be one of them.

The best thing about blue fairies is that if you're low on health and NOT in a battle, if you just stand in one place for a while, lots will fly into you and get your health up.

8. Editing Your Deck

After a few levels, you'll have new cards you want to add to your deck. There are only two ways to do this. The first is during a level at a deck point you can add cards you earned in that level. But if you want to add other cards, press start, then press edits your deck. Press A over a card that's not in your deck to put it into your deck. If your deck is full and you want to put more cards in, weak cards from the first level should be the ones to go. If you want, sell cards you don't want any more. Every few levels, be sure to update your deck.

9. Magic Stones

Whenever you're battling, pink and/or blue stones will fall from the enemies. Be sure to pick these up [all you need to do is run into them] because they enable you to summon monsters from cards. If a card in your hand or on top of your deck is gray, that means that you don't have enough Stones to summon it and if you do, you'll lose hp. The more powerful the monster, the more Stones it needs.

Note Be sure to pick up Stones quickly, because they disappear after a while

10. After A Battle

Whenever you defeat all the monsters in a battle, there will be two screens that pop up. The first screen will tell what monsters you killed and how many. The second screen will say how many Stones you picked up and how many exp. points you earned and which card/monsters earned them.

11. Bonus Levels

Any time during the game you can unlock the bonus levels by entering the Apothecary and selecting the option: Talk To Gurd. She'll give you the first bonus level. After you clear one, you'll need to talk to her to get the next one. I suggest you wait until you are into the later levels of the game to unlock them, though, because they will be lots easier that way. Here's a mini walkthru to the Bonus Levels.

11A. Bonus Level 1: Dahl-Nok Valley

Walk forward and a scene will play. A pig will chop down the bridge. Go right when you get to what is left of the bridge. Follow the edge until you get to a tree with bees buzzing around it. Press A next to it when you get an exclamation mark to battle a giant bee. It's not hard. All the yellow dots on the map are trees infested with bees. Go to the wall and follow it until you see the same thing: A tree with bees. Press A to battle another bee. From that tree, follow the wall to the next tree. Fight the bee, and then follow the opposite wall. Don't go through the entrance you see. Go past the big rock and follow the wall by the tree. When you see a ledge, remember it, but go past it and keep following the wall to the next tree. After you defeat the bee, go back to the ledge and down the ladder in the front and center of the ledge. Fun across the river and get the cards in the chests. Climb up the ladder, use the Deck Point and don't run up the hill. Turn right and follow the wall to the next tree. Once you finish the battle, go to the next one [right beside the one you just cleared]. When the bee is dead, keep going along the wall, get the chests and run forward a little for the next battle. After you're done, go to the final tree [it's on the left-hand side].

Bonus Cards: 1 giant bee, 2 venus spiders, 3 orcs

11B. Bonus Level 2: Gromtull Desert

This level is nearly impossible to guide someone through, as where the sand worm tunnels to is random. What you have to do is find the worm four times. No matter what, it will only go down 50 hp each time, except for the last time when it will go down 100 hp. Also, the map doesn't show where the worm is. Try as hard as you can to dodge other battles. A sand cloud means that the worm has tunneled there and if you walk up to it, you'll battle it.

11C. Bonus Level 3: Rohbach

This level is similar to Dahl-Nok Valley. You have to find three trees and battle the tree-protectors [always includes a Sasquatch] to reach the tree and get the Herbs. Start by going up the hill, staying on the path until it ends.

Keep going forward [on the left wall] until you see a tree. Go to the tree, battle the protector and get the Herb from the tree. Keep following the right wall until you see a chest. Run onto the ice and get the Red Fairy in the sled. Go around the ice until you see the Deck Point. Use it if you need, then go right to the tree, fight the protectors and grab the Herb from the tree. Run to the wall opposite the side you're on and run through the opening. Remember to stay on one of the two sides. At the very top, you'll see the final tree. Fight the protectors, then get the last Herb to clear the level.

Bonus Cards: 1 sasquatch, 2 crystal roses, 3 elephants

11D: Bonus Level 4: Lumsted

What you need to do in this level is clear the fog from the wells by tossing Herbs into them. Start by going left from the Deck Point along the path. Go forward at the fork, don't turn down yet. Keep following the path until you get to the next fork. Turn left and go up the stairs. Turn left again and on the side of the house is a well [it looks like a smokestack in the ground]. Go up to it and press A to toss the Herbs into it and stop the fog from coming out. Go back down the stairs [you might get into a battle] and back to the first fork you saw. Use the Deck Point if you need to, then go left. Go into the graveyard and on the left side there will be a well. Toss the Herbs into it, then go back out and turn left. Go behind the house and towards the old, dead tree. Go up the stairs and toss the Herbs into the final well.

Bonus Cards: 2 sea monks, 2 running birds, 2 hands of pain

11E: Bonus Level 5: Lake Bestriel

Begin by going straight forward. Be sure you stay to the left side. Continue along the edge until you see a set of greenish stairs. Go down them and on the bottom will be a unicorn card. Pick it up, then go back up and keep following the edge until you see a stone tablet sticking up out of the ground [it's in front of three treasure chests]. This will take a while. Press A in front of it [by the side closest to the treasure] and offer the Magic Stones to form a bridge. Cross the bridge and battle the monsters. Go to the next tablet and offer the Magic Stones, forming another bridge. Cross it [big surprise]. You'll have to battle a Hydra which is VERY hard. Try not to let the gas hit you and use independent monsters as a distraction while you attack from behind. After you defeat it, go to the tablet across from the bridge you crossed on and make a bridge to cross. Get the Cleansing Stone from the chest and go back to the island you battled the Hydra on. Create the only bridge you still can and cross it. Battle the monsters. Do the same for the remaining island until you reach the mainland. Go up to the statue on your right and place the Cleansing Stone in its hands [with A].

Bonus Cards: 1 Hydra, 2 Demon Skeletons, 3 [sorry, I don't know the name]

Good job! You finished the Bonus Levels!

12. Walk Thru

Well, now it's time for the in-depth walkthru. This will tell you basically everything you need to know for each level. I constructed this while playing the game, so nothing should be unclear if you think about it. Hopefully this will help some of you!

12A. Level 1: Alanjeh Castle

When you start a new game, you will create a name for yourself, then you'll see words on the screen. Read this if you want, you don't really need to. After the words are done, a scene will play. A warrior tells you that Black Fog is at your gates. Then, a message from your father says to get Alanjeh's Runestone and guard it with your life. Katia will stand up and you'll have control of her. Run forward out of the room. Keep running forward until you get to a big red dome on the floor [a map]. Take a right. *****Note all directions in the walk thru are in the perspective that you are seeing through her eyes, so it would be her left and her right.***** Run down the stairs, open the doors and get the Runestone from the chest. The Runestone will attach itself to the base of Katia's ponytail. This will boost your hp to 100. Now two skeletons will appear, but you only have to battle one because the game takes care of the first one.

Boss: Skeleton

Send out an independent monster [if you have one] to distract the skeleton while you get close to it and use a weapon-type monster to attack it three times. If the skeleton isn't dead yet, use another weapon monster. While you are battling, be sure to pick up Stones.

To clear the level, go back out of the room and to the old woman. Her name is Gurd and she owns the Apothecary. The screen you see next is an overview and rating of the level and how well you did. The more stars you get, the more bonus cards you get to pick [3, 2, or 1 at random].

Bonus Cards: 1 skeleton, 2 fairies, 3 birdmen

12B. Level 2: Plains of Rowahl

Level 2 is where Gurd preps you for the rest of the game. ALWAYS be on the lookout for treasure on the map. In these chests are cards, which you can add to your deck later.

Follow the path until you get to the first battle [but leave it for treasure]. It's probably a good idea to figure out what your cards do in this level. The things you'll battle here [not including the boss] are mandragoras, hobgoblins

and man traps. Watch out for the green gas that the hobgoblins spray, it will poison you. And DON'T step on the green weeds in the ground [mandragoras] Use battle strategies to defeat the enemies.

As you follow the path, you may find cards laying on the ground. Pick them up.

In your third battle [against two hobgoblins] destroy the covered wagon to get the mummy card after battle. Keep going along the path until you get to a sign. Next to the sign is a blue jewel on a stand. This is called a Deck Point. Press A in front of the Deck Point to get your hp full and add your new cards [from chests] to your deck. Keep going on the path until Gurd leaves you. Enter the camp for a boss fight.

Boss: Sand Golem

I sure hope you used your cards sparingly, because you'll need them here! First, kill the 3 very annoying hobgoblins with weak cards. Then use everything you've got left on the sand golem. If you run out of cards, don't panic or abort. Run around the crates, because when the Golem goes underground, he probably will come up hitting one or more crates, inflicting his hp. By defeating the Sand Golem, you clear the level.

Bonus Cards: 1 Sand Golem, 2 mandragoras, 3 hobgoblins

Apothecary

This isn't a level, but your cursor automatically goes here after you clear Plains of Rowahl. Here, you can buy cards, the types of cards depending on where you are in the game. Sell worthless cards, or cards you don't want if you have more than 30 cards. Later in the game, you'll be able to transform and copy cards. Talk to Gurd to open your next level, Blessoon.

12C. Level 3: Blessoon

Follow the path until you see a red, circular pillar almost as tall as you. Go up to it and when you see an exclamation mark appear over your head, press A. Only stray off the path to rotate these things [Capstans], or to claim treasure that is remotely near your route. You will probably have to battle. Use monsters and strategies you're familiar with. Don't forget to pick up Stones. Go back to the path and go between the ruins of the two houses you see on the other side. Keep going until you see a yellow capstan. Go back to the path, go forward until you see a Deck Point and use it. Go around the fountain, behind it and continue along the path. Get off the path at the bend and turn left until you see a blue capstan. Go back to the path and follow it. Next to it on the left side will be a green capstan. Rotate it [with A] and a gate will open. Keep following the path until it's blocked by rubble. Turn right. When you see 3 pots, press A in front of each one for cards. Go past the door [not through] and get the treasure on the other side. Now go through the door.

Follow along the wall until you see a campsite. Go toward it. A man who calls himself Alexander will tell you all about Red Fairies. Look for the four treasure chests near his camp and open them. Also, from now on be on the lookout for Red Fairies from now on. Now, go across the bridge, heal and edit

your deck at the Deck Point and get ready for a boss fight.

Boss: Fire Golem

This boss isn't easy because none are, but it's not all that hard. If you have them, send out independent monsters [skeleton, man trap or maybe a hobgoblin]. Get far away from the Golem when he jumps. After he comes down from his jump [and the attack is finished], hit him with powerful, close attacks. When your Dragon Knight is in your hand, use it well as it is your only attacking water-type right now.

Bonus cards: 1 fire golem [useful throughout the whole game], 2 lycanthropes, 3 plague rats

12D. Level 4: Burial Grounds

Don't start following the path yet. Instead, grab a Red Fairy out of the tombstone next to you [by pressing A when you get a ! above your head]. Now, start heading up the path. Whenever you get into a battle, use cards you're familiar with and strategies you like. Basically, all you will battle are skeletons. Keep following the path until you see the gate. Once you go through, turn left to get a skeleton card from a chest. Near the chest is a well with a Red Fairy [press A when you get the !]. Near the well is another chest with a skeleton card. Now that you're done with that, get back on the path. Keep going forward. From now on, don't read any tombstones, as most will get you into battles. When you see a gate blocked with rubble, go through the gate next to it. Get the treasure and keep going straight. When you see treasure chests, get the cards and add them to your deck and heal at the Deck Point. You will see four tombstones with colored dollar signs on them. Hit them in the order of yellow, green, white, red. A gate will open, so go through it for the boss fight.

Boss: Necromancer

This boss has two skeleton friends, so take them out with weapon-type monsters first. It's best to use independent monsters on him while you use long-range summon monster attacks. If there's a yellow skull chasing you, just keep running because it will disappear eventually. Wraiths and Dragon Knights are really helpful here. Good luck!

Bonus Cards: 1 Necromancer, 2 Wraiths, 3 Ghouls

12E. Level 5: Shayel Passage

You'll start behind a rock. Turn to your right and stay next to the wall.

From now on, always stay to the wall in order to dodge unnecessary battles. Continue along the wall until you see a green tube-like thing coming out of the ground. Press A [when a ! appears over your head] to break the tube and battle the creature inside [a Flayer Spawn]. Stay on the wall by the tube, go around the turn and stop when you get to a wall. Go across, open the tube and fight the flayer spawn and Draganoid. Then continue up the stairs, staying close to the wall [of course]. Once you cross the bridge, open the third tube and fight a flayer spawn and water hopper. Keep going, opening 3 chests on your way. Close by on the same side as the chests is another tube. Fight the giant crab and flayer spawn. Open the chests nearby for two new cards. Keep going, turn left and use the Deck Point. Cross the bridge and go straight until you see the final tube. Fight the water hopper, Draganoid and Flayer spawn. Skeletons are a good choice here. You'll see a room with torches. If you go straight, you'll see a waterfall [it's really steep, but short]. Remember it, but go past it for now. You'll see treasure and a Deck Point. Get the treasure, use the Deck Point, and go past to the room with torches. Get ready for the boss fight!

Boss: Mind Flayer

This battle is pretty easy. Like the previous enemy, this thing has friends helping it [oh, joy]. They're flayer spawns, and not terribly hard, so try to take them out first. Then, hit him with powerful long-range attacks. Man traps, Lycanthropes and Birdmen are great here.

Unlike most levels, this one isn't over yet. You out a key from the boss fight, which you'll use to get out of here. Leave the torch room the way you came. Remember that waterfall? Go back to it and slide down. See the white switch at the bottom? Press it. You'll see a gate open. Go to the other side of the passage. Go left, staying on the wall. Once you get to a cluster of barrels, hurry through the gate before it closes. Go forward and get the treasure. Behind the chest will be a pile of rubble. Press A to get a fairy. Go to the other side and go into the big opening [it doesn't have any sewer water]. You will most likely battle one last time. Once you're done, go to the door and open it with the key you got to clear the level.

Bonus Cards: 1 mind Flayer, 2 Giant crabs, 3 Draganoids

12F. Level 6: The Castle Grayl

You'll start in a really small, ugly room. Hit the switch on the knight closest to the door. One of the knights blocking the passage will move, so go through. Run along the wall [again]. There will be a battle [sorry, no dodging it!] with two red lizards. Use strong [not really strong though, save those for the boss!] water cards to defeat them quickly. Keep going until more knights block your way. Hit the switch on the knight on the left side in the middle. Go through the opening and keep going along the wall. Grab some treasure and hit the switch on the third and fourth knights on the left and the second closest knight to the door [on the right]. Go straight through the opening. Soon you'll see three chests and a Deck Point. You know what to do. After you're done, go up the stairs and watch the scene.

Boss: Helena

This battle is pretty hard. A good strategy is to get close to her, wait until she uses a summon-type, count to 2, then use your own summon-type. Also, don't go after her monsters. Only attack Helena, unless the monsters are hurting you badly. If you could corner her, that would work well too, since it's almost impossible to keep her in one spot.

Once you beat Helena, talk to the king [he has his sword stabbed into the floor]. He tells you to take the Runestone which boosts your hp to 150 [YAY!].

Talk to him again and he'll give you a key [I think, I'm not sure] Go to the door to clear the level.

Note To get the next level, you MUST go to the Apothecary and talk to Gurd.

12G. Level 7: Bridge of Sarvan

To start, just run along the side. You'll definitely get into some semi-hard battles, so be prepared. Grab treasure whenever you see it, too. When you see stairs, go down them. Turn to the right and then turn the switch you see right. Then go to the side opposite you and turn the switch you see left [it MUST be in that order]. Go back up the stairs and find the bridge that the switches opened [it's next to the stairs on the right side]. Go across it and you'll see a lever so pull it. Go back across the bridge, down the stairs and up the stairs the lever went down. Keep going until you see a small gap next to an arch. Go down the stairs causing the gap. Once you get to the bottom turn right and stay RIGHT next to the stairs [or you'll have to battle 2 chimeras]. Go under the bridge to the back of the platform. There will be two chests, containing a sand golem and a crystal rose. Go back up and keep going straight, grabbing all the treasure. Eventually you'll reach the end, clearing the level.

Bonus Cards: 2 evil eyes, 2 sirens, 2 gold butterflies

12H. Level 8: Kenadrie Castle

This is the easiest level EVER. Just sit and watch the scene!

12I. Level 9: The Yyprek Mines

Begin by following the train track. At the end is a cart, which has a Red Fairy inside. Now, turn left and get another Red Fairy. Slide down the cliff

and talk to the soldier. Listen to him, then follow him. He'll lead you into four fights, but it's worth it to not have to navigate yourself. He'll leave you at 3 chests and a Deck Point. Get the treasure and use the Deck Point. Then slide down the cliff to fight the boss.

Boss: Puppetmaster

As always, the boss has sidekicks. This time they're two Caterpokers. After they're gone, distract him with an independent monster while you use good, strong summon monsters on him. If you have a fire golem, use that because it works as both defense and an attack.

Once you defeat the Puppetmaster, run over to the chest for a Runestone. That will clear the level.

Bonus cards: 1 Puppetmaster, 2 Juggernauts, 3 Catoblepas

Note Talk to Gurd at the Apothecary to get the next level

12J. Level 10: Bernden Field

This level is a battlefield. Begin by following the path [you'll battle a Dragon Knight which will open a door] through the door. Stay to one of the walls [it doesn't matter which] until it leads you to an opening. In the next area, go to the center. There will be a skeleton that comes to life when you hit it. It's a zombie dragon that's being enchanted by a lich. Battle them. It doesn't matter which one you kill first, though, because they're both equally hard. Use fire monsters as they're both wood. When you defeat them, don't forget to claim your prize: a zombie dragon card. Search the battle field because it's not a card you want to leave behind! Go through the doors you just saw open. Get the treasure and use the Deck Point. Follow the path until you reach the boss fight.

Boss: Beelzabub

This thing is really hard. Hit him with close attacks while he's distracted by independent monsters. Also, be sure to take out his Archer trees first. And most importantly, DO NOT go under the rain cloud.

Bonus Cards: 1 lich, 1 beelzabub, 4 archer trees

12K. Level 11: Castle of Whyt

Head left along the wall closest to you. Grab the red fairy and talk to the

dying guy for a card. Go into the room behind him and pull the lever. Go back out and go straight across the main room to the small room on the opposite side. Talk to the dying guy for a card, then go into the room behind him and pull the lever. Go back out. Go straight until you see an entrance. Go into it. Go straight until you see two elevators. Step onto the one on the left side for treasure. Then go onto the one on the right. Go onto the second floor. Turn to the right and run straight until you see a Deck Point. You know what to do. Go back to the elevator but don't get on. Turn left and go into the room. You will have to battle here, but I can't say what because the monsters are different every time. Once you're done battling, get a key from one of the dying guy and grab the Jack-o-Lantern from the chest. Leave the room. Cross the room and go into the room on the other side. Battle, pull the lever and leave. Turn right and go up the elevator you see. Get ready for the boss!

Boss: Chaos Knight

I'm not sure if this level has a boss or not, but I'll just say it's the Chaos Knight. Take out his Ghost Armor friends first with strong fire cards. Use your zombie dragon and other strong cards on the Chaos knight. There's not much strategy besides that.

After you finish the battle, hit the switch on the statue closest to the door on the left side. Go through the doors and talk to the dying guy to clear the level.

Bonus Cards: 1 chaos knight, 2 ghost armors, 3 tiger mages

12L. Level 12: Grenfoel Church

Go to the right wall of the church. Get the wizard card from the chest. Go through the opening in the gate and stay to the wall until you see a chest. Open it for a blue candle. Run out of the gated area and around to the next gated area [with a chest]. Open the chest for a green candle. Stay along the wall until you see an altar. Go to the green pedestal and the blue pedestal and put the candles on them. Go to the other side of the church and do the same thing to get the last two candles. Go back to the altar and put the red and yellow candles on their pedestals. You'll see a door open, so go through it. Once you're down the stairs you'll see a chest. Open it for a Runestone [that boosts your hp to 250!].

Boss: Vampire

Helena is responsible for this boss. I thought he was pretty easy though. Kill the great demons first, then get him. Use your zombie dragon to do some good damage. Only other thing I can really say is good luck!

Bonus Cards: 1 vampire, 2 great demons, 3 night mares

112. Level 13: Coliseum

Ok, nothing too hard here. Well, besides fighting Helena of course.

Boss: Helena [again]

Use the same strategies as the last time you battled her. Again, use the zombie dragon for lots of damage. And, also again, don't bother with her cards if they're fighting your independent monsters. To tell you the truth, I really do think she's easier this time. Well anyway, good luck!

Once you defeat Helena, watch the scene play and get the final Runestone [which comes with an hp boost to 300!]. After the scene finishes, the level will be cleared.

Bonus Cards: 1 zombie dragon, 2 cockatrice, 3 Sasquatch

12N. Level 14: Mt. Jarndunn

Start along the path until you get to a fork. Go to the one on the left. You will ALWAYS get into a battle with two efreet. They're tough, but not that bad. If losing cards worries you [for ANY battle] run to edge of the battlefield and abort the battle [costs one card], which is way less than you'll lose in battle. Continue forward and go across the bridge. Run left and follow the edge of the land to the treasure. Keep following it to a broken tower with a sphere at the top. Go across the bridge, get the treasure, use the Deck Point and run left for a boss fight.

Boss: Red Dragon

Dragon knights are GREAT here! They're water type so they hurt the dragon a lot. As usual, kill the side kicks first [two hands of fire]. Use your Zombie Dragon if you can, but if not wraiths and banshees are great here too.

Bonus Cards: 1 red dragon [GREAT card], 2 Behemoths, 3 hands of fire

120. Level 15: Ruh-Arok Temple

Begin by walking forward to the fork and turning right. Stay to the wall to avoid battles. Just keep going forward until you get to the end of the

passage. Press A in front of the sphere to open doors. Go back to the fork and through the doors you saw open. Stay to the side and keep going forward until you reach the two sets of stairs. Go up one for a white gem. Go up the other set for a long passage that eventually leads to a Sphere which opens another set of doors. Go back to the fork and through the doors the sphere opened. Go up the stairs for the black gem and again go back to the fork. Activate 2 switches with the gems. Go into the passage, staying to the side. Grab the treasure, and then go up the stairs. Go into the room with the blue and yellow rug for a semi-hard boss fight.

Boss: Black Dragon

As usual, kill the pesky sidekicks [2 Steel Skeletons] first. Hit the Black Dragon with your zombie dragon and red dragon [if you have it]. Krakens are GREAT here, and throughout the rest of the game. Stay as far away from the Dragon as you possibly can. If you have a Hydra, it'd be smart to use that too. This guy isn't really all that hard, so you shouldn't have much trouble beating him.

To clear the level, go up the stairs, through the doors and watch the scene play.

Bonus Cards: 1 Black Dragon, 2 Goblin Lords, 3 Steel Skeletons

12P. Level 16: Broch Black

Congratulations! You made it to the final level. But don't celebrate just yet. This level is just plain HARD. I mean, it's GOTTA be, it has two bosses. Start out by staying to the wall. Keep going forward until you get to an eyeball with wings [I'll call it a teleport]. Ok, so go up to the teleport and teleport [duh]. Go to the teleport on this platform that you didn't just come through. Keep doing this until you reach one with two treasure chests. Open the chests. There's a Stone of Darkness that unlocks a door in one of them, but I don't remember what's in the other one. Ok, go back to the mainland the same way you came. Now, go back to the first fork in the level and to your right. Open the door with the Stone of Darkness. Go forward until you reach a teleport and teleport [again, duh]. Use the other teleport and do that again at the next platform. Ok, this platform has three teleports instead of two. Go to the teleport to your right. Next go to the teleport to your left. Use the one straight ahead. Ok, now you're back on land. So stay to the wall and go into one of the side openings. In the left side opening is a battle with two puppetmasters [oh joy]. To your right is a battle with two vampires [it keeps getting better!]. You must complete both battles, so get started! They really aren't hard, so hopefully you'll have no trouble. Once you beat all four of them, go through the opening that just opened. Grab the treasure and use the Deck Point. Get ready for the first boss!

Boss 1: Thalnos [a.k.a. The Enchanter]

This guy is like Helena. The differences are: he's smarter, he has better

cards, and he's a whack job [wait, that's the same...]. Well anyway, he's pretty hard. As with Helena, don't pay attention to the independent monsters, just him. Krakens are wonderful here. Also, make sure you have LOTS of water birds and Mind Flayers [I recommend at least three of each]. If you want you can try using weapon-type monsters, but I don't think you should because when you get close, he'll most likely use a Dragon Knight.

After you beat Thalnos, get ready for a very hard, very strange battle. [oh, and don't worry if you only have a few cards left... they're all back for the final battle].

Boss 2: God of Destruction

As with Thalnos, Krakens work very well here. Water birds and Mind flayers will be your saviors in this battle. When you see white rings coming out of the god, don't attack because he will GAIN hp instead of lose it. His little element statues pop up out of no where to attack, so ALWAYS be on the move. Also, stay to the edge because he has an explosion attack that will take you down to one hp. If you have a Hydra, that will do wonders.

Well, congratulations on beating the game! You can now redo levels for higher rankings or to get fairies or to just do them again.

13. Copyright stuff

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14. Credits

The first person who I really need to thank is my brother. He operated the game for me while I wrote this. He also helped me figure out a few levels, and he beat Thalnos for me.

Someone else I'd like to thank is Activision, and more specifically, the game creators, because I LOVE THIS GAME!

I'd also like to thank gamefaqs, because they inspired me to write this guide.

As of right now, no one besides my brother and I have contributed to this guide, and if you'd like to be the first, I really need a list of all the

cards! Your name will be at the top of the guide for helping me.