

MWBW@M@MMXiM8M M@W iXXS MMMMM .r;; MBZMMMMMZMM MMM87.rriWW00B0M M0BW@M M@M
MBB@M@W@MM M0Mia0MM :7X MMZ r7SxR 7@8aZM82MZM : MMMB.S;M00BB0M M800BM M@M
M0BWM@WW@MM MZBW WMMM.iS,BMW ;SSSX,8MWMZSSMWZM S: MMMM.2 MB000BM M000BM MMM
M@0WM@M@W@MM M0Mia0MM :7X MMZ r7SxR 7@8aZM82MZM : MMMB.S;M00BB0M M800BM M@M
MMB@MW@M@W@MM M0Mia0MM :7X MMZ r7SxR 7@8aZM82MZM : MMMB.S;M00BB0M M800BM M@M
MM8W@W@M@M@M BB2X0MMMS:SXS2MS2S7iMBB0B880BBB0M 7X7XrZ.MM: W2MMMM:@W00Ma7M@M
MM8WW@M@W@MM M0Mia0MM :7X MMZ r7SxR 7@8aZM82MZM : MMMB.S;M00BB0M M800BM M@M
MM0BW@M@W@MM M0Mia0MM :7X MMZ r7SxR 7@8aZM82MZM : MMMB.S;M00BB0M M800BM M@M
MM@8WW@M@W@MM M0Mia0MM :7X MMZ r7SxR 7@8aZM82MZM : MMMB.S;M00BB0M M800BM M@M
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MMMMB00@MM80WWWMM M0Mia0MM :7X MMZ r7SxR 7@8aZM82MZM : MMMB.S;M00BB0M M800BM M@M
MMMMaWMMMM@ZW@M0 M0Mia0MM :7X MMZ r7SxR 7@8aZM82MZM : MMMB.S;M00BB0M M800BM M@M
MMMMXMMMMMMMM@M7i :WM,MZ0MMMZ M0Mia0MM :7X MMZ r7SxR 7@8aZM82MZM : MMMB.S;M00BB0M M800BM M@M
MMMMZ@MMMMMMXMMMMiSM@BM.WM@BW0Ma M0Mia0MM :7X MMZ r7SxR 7@8aZM82MZM : MMMB.S;M00BB0M M800BM M@M
MMMMMMMMM0 BBMM M0Mia0MM :7X MMZ r7SxR 7@8aZM82MZM : MMMB.S;M00BB0M M800BM M@M
MMMMMMMM .i;@MMBW@ M0Mia0MM :7X MMZ r7SxR 7@8aZM82MZM : MMMB.S;M00BB0M M800BM M@M
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MMMMMMMMMSi. . . . ;SMW .7S7:M ::ZMMMMMMMMMMMMM,iXS7i iMM@ZMMMMMMMMMSMMMMMMMM
MMMMMMMMMMMMMMWZX77780.2MM;X;SM80Zr @MMMMMMMMMMMMM,:S@;,Z ,.MMMMMMMMMMMMMMMM
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MM

^The Game starts with a still scene of a bearded Viking face looking up at an artifact, the Eye of Odin. His open hands and helmeted head are the only parts of him that are visible. On the right text appears and fades away.^

994 A.D.
<fades away>

VIKING SORCERERS
HAVE CREATED AN
ARTIFACT OF
INCREDIBLE POWER
AND EVIL ...
<fades away>

THE EYE
OF
ODIN
<fades away>

^The animation changes. On the lower left is Goliath, wings outstretched. Behind him is a large fire and Castle Wyvern, with smoke pouring out of the rampart windows. More text appears to the right of Goliath.^

MAD WITH POWER,
VIKING INVADERS
OVERRAN CASTLE WYVERN.
<fades away>

LEVEL 1
EVIL AWAKENS
<fades away>

--Goliath proceeds through Castle Wyvern, destroying any Vikings that oppose

him.--

***How true is this section to the story of the animated series?

Not very. 'Gargoyles' does start at Castle Wyvern (located in Scotland) in the year 994 A.D and Vikings are invading the castle. The Eye of Odin is not does not appear till much later in the 'Gargoyle' universe. I think the first mentioning of it isn't until Avalon, Part I which is the 34th episode and doesn't involve the Vikings at all. No reason is given for the Vikings raid on Castle Wyvern, other than the obvious that they're Vikings and that is what Vikings do. Also the Vikings ransack the castle during the day when Goliath is gone and, unlike the first level seems to insinuate, the Vikings are not fully entrenched. In the show they simply ransack the castle, destroy the Gargoyle statues (Gargoyles turn to stone during the day), take some prisoners and leave. Goliath and the few remaining Gargoyles fight the Vikings away from the castle. On a side note, when Gargolyes die they do not turn into a pile of dust. That is unless they were killed in stone form. Gargolyes are flesh and blood during the night, not composed of rock.***

<after the level ends>

^The text is on the left, on the right is an angry Goliath, eyes red as he dives towards the screen. The sky and the opening to a large cavern are visible behind him.^

THE VIKING ARMY
INVADED THE ROOKERY
IN A SAVAGE ATTEMPT
TO DESTROY THE
GARGOYLE EGGS, AND
THE ENTIRE RACE.
FOR ALL TIME

LEVEL 2
SIEGE OF THE ROOKERY

***How true is this section to the story of the animated series?

This part was made up by the game designers. Like I mention earlier the Vikings attacked the castle because they are Vikings, not because of some personal vendetta against Gargoyles. The Rookery was the one save place in Castle Wyvern. Most of the Gargolyes who survived the attack--four out of the five--were in the Rookery (Broadway, Lexington, Bronx and Brooklyn). Also Goliath's eyes do not turn red when he is angry, they turn completely white. Demona's eyes (female Gargolye) turn red.***

--Goliath goes to the Rookery and smites some more Vikings. After the boss of level 2 is defeated the Eye of Odin flies from his body and flies off the screen.--

^Goliath now crouches still on the burning castle's ramparts. Dawn has just cracked and illuminated the ocean water. Goliath has turned to stone.^

THOUGH THE VIKING
ARMY WAS ROUTED,
GOLIATH WAS BLAMED
FOR CASTLE
WYVERN'S
DESTRUCTION.
<text fades>

AS PUNISHMENT, HE
WAS CURSED TO
SLEEP IN STONE
UNTIL THE CASTLE
RESTED ABOVE THE
CLOUDS.
<text fades>

HE WAITS ...
<a bright flash illuminates the screen>

^Goliath is still in the same stone position but instead of Scotland in the background one can see tall skyscrapers and two blue searchlights.^

A THOUSAND YEARS
LATER, CASTLE
WYVERN WAS REBUILT
ATOP A SKYSCRAPER
IN DOWNTOWN
MANHATTAN ...
<text fades>

ABOVE THE CLOUDS.
<text fades>

HE WAITS NO LONGER.
<text fades>

LEVEL 3
STONE AND STEEL

***How true is this section to the story of the animated series?

At least they kept the part about the Gargoyles waking up in Manhattan. Goliath was not blamed for the destruction of Castle Wyvern. The HUMAN Captain of the Guard betrayed his own people and let the Vikings in. The Vikings captured the princess and killed the stone Gargoyles. Goliath and the few who remained went to take vengeance on the Vikings and the castle's mage, Magus (May-gus) thought that the princess was killed in the fighting. He cast a curse on all the Gargoyles but Goliath, that they would remain in stone until the castle rose above the clouds. It was all a big misunderstanding though. Goliath saved the princess (she was in the way when he was taking revenge) and Magus soon realized his mistake. He couldn't reverse the curse so Goliath instead asked to be frozen in stone with the rest of his clan. The story so far as failed to mention any of the characters but Goliath and completely passed on interesting plot twist. It would have taken them about 5 more still screens a 10 more lines of text to get the story right.

Fittingly Goliath wakes up in New York with no explanation and the same health he had when he slew the Viking in the Rookery. Stone sleep heals Gargoyles, that's why they do that. After 1000 years you'd think Goliath would gain a little bit more health back. Also there is no volcano underneath Castle Wyvern and the Rookery is not made of molten magma.***

--Goliath awakens near a museum. As soon as he comes near it the Eye of Odin emerges and summons creatures and machines to kill Goliath. All of level 3 is spent with Goliath pursuing the Eye and the Eye keeps summoning creatures and machines. At the end Goliath defeats the Eye boss.--

^Goliath stands in the lower left of the screen. A opening in the cave he is in illuminates him and the menacing creature standing behind him. Dawn is about to arise but Goliath is still awake, his eyes glowing red with menace. The creature towers over Goliath, holding a ball of green energy in its right hand.^

THE CURSE WAS LIFTED,
BUT AN ANCIENT EVIL
STILL HAUNTS GOLIATH.
<text fades>

THE EYE OF ODIN HAS
SURVIVED TO BECOME
A WEAPON FOR A NEW
KIND OF ARMY.
<text fades>

LEVEL 4
SUBTERRANEAN TERROR

***How true is this section to the story of the animated series?

Instead of introducing the actual characters of the Gargoyle universe, the game has made the Eye of Odin some kind of uber villain. None of the other Gargoyles have been mentioned and there is still no explanation as to why the tower was brought to Manhattan and raised above the clouds. The Eye of Odin is not an evil artifact. It is the eye that Odin exchanged for wisdom. It is a very powerful item that will grant its wearer immense strength but it doesn't have a mind of its own and if it did it wouldn't remain in a museum for a 1000 years just to fly out at the exact moment Goliath awakens. What a lame bad guy, give me Xanatos any day.***

--Goliath is now on a train for some reason. When he reaches the front black robot Gargoyles attack him and as their red leader hovers off to the side. One would think that this is the Steel Clan, but unless Xanatos (in the show he pilots the red Gargoyle machine) has been eating a steady diet of explosives it probably isn't.--

^Goliath stands on a rock as white hot liquid metal is poured in front of him. The light from the splashing liquid allows us to see Goliath's back and unfurled wings.^

THE PATH TO THE EYE OF
ODIN LEADS GOLIATH TO
THE BIRTHPLACE OF THE
LETHAL ROBOTS THAT
SWARM THE CITY.
<text fades>

LEVEL 5
THE FORGE

***How true is this section to the story of the animated series?

This is exactly like the show! Except for the part about the train, the Steel Clan not being piloted by Xanatos and the "lethal robots that swarm the city." Not only is this story completely unfaithful to the Disney version, it isn't very good or interesting (Unlike the actual story which is pretty sweet).***

--Goliath trudges through the dangers of the forge doing some of the most ridiculous things a Gargoyle can do until he finally reaches the end and

finds... DEMONA!--

^A female Gargoyle (you can tell because of her voluptuous curves) stands between two jagged metal outcroppings, her wings fully extended. Wires run down from the top outcropping to her head. Embedded into the upper outcropping is the Eye of Odin. The female's eyes glow.^

THE FORCE BEHIND
THE EVIL ONSLAUGHT
IS REVEALED :

DEMONA.
<text changes>

WITH THE EYE OF
ODIN IN HER CONTROL
DEMONA IS NEARLY
INVINCIBLE.
<text changes>

BUT GOLIATH KNOWS
HE MUST STOP HER.

SOMEHOW.

DEMONA

M2 r;		7MM
XM7 M		Wi
MMM	. 0	,MB2
MM:	.0 @MMMMMMMr	MMWBM
MM	i2MMMMMMWMMW0WMMr	aWM8MSM
MM	M@0BMMMMMMMM8Z@M;	WMZZ0@XM
BMMW	M0MMMMMM MM8MB8MM7	0MMZ88B8SMX
M8@MW;	MMWM.@MW:rM BM00BM.	2aMZZ888WSaM8
:M800M02	M MMrr;Z07SirM88MM	8ZWMZ88000WiWMM
rM;@880MBi	MMM7r;S;7aMMWBM	WMMMB8Z888880M.MMM
MSZ08880MZB	MM@X@2rMMM@MS BMMM0Z888888880Z.MMM	
MM M08888@MM@8.	MMB@M;ii2XZ8MMB8880000888880WX;MMM	
MMr8B00088880MMM@WiMa28XX22aS27;7BW800080888880BW.WMMM		
aMW.@00888880888WMZ0Z	8aSS22S2S2SX;@W080888880888B8 MMMM	
MM 0B800808000B2aa	SMZ22SXi7;;r7iSWW0Z888000008MiSM@MM	
MM87@000880800888MW;	ii. Z8SraMMMM,WZBZ8MW080888080BW MM@MM	
rMM M0808088808088M	SMMW@WB@@,Siii8@00B800088@rim@MMi	
MM2SB88080088080Z0M0BMMMZ:	8M@MMM8Z80MMM8S7X2XW8888880@ MMWMM	
MM @000080000808@;	WMMMMMM@WMM MM@0ZZ08;2XirM8Z000880@rXMWMM2	
MMXaB8880888888000M.:M.;	72@MMX IMM8BBiXr;0M8Z08880800W M@WMM	
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iMM M800080080080WwrSMM	MSS2XiWmiZ M.2MM@8ZZ888808B808MiaMW@MM	
MMZSW0000808880M:7:Ma	:8Xr;i:BMMBMM280MMBZZ88808888ZBZ08W2XMWMM	
MM;008888B8008800ir@M	:M07ZWMM2@MMMMMM,MZ8080888880ZBZ80BZiMWW@M7	
MM @00888B80088WZ7MM	MMM0MMMim2;8M, MB088BBW0800ZW800B8:MWWWMM	
MMM M80808W8BWWBMiMW	28 X rM 02SM 7MZ@MMMMMW0880800B8:MWWWMM	
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MMB7@8000ZMM.	@SM MaW ., MX Ba22Z@7 M. iM@WZ888B0:MWWWMi	
;MMSSB0000BMS	,@M iMSBi70 MM MS222ZM,	;MW8800B0;MWWWMM
WMMi0B0000@M	7M SB8207 MMM, .MX2a220@	MM8008B8XMWWWWWMr
@MM:MW@B80M0	XMZ M82ZX a; SM:X22SaMi	M0808WXZMWWWWWMM
WMM;MWWWMM0MB	M ZW2SB :::; MMX72S2a@2	M8008@;@MWWWMMB
ZMM2 ,MMMB	MZSMi :rr MM@BZS2aM	:M0800M.M@WWWMM

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;MMW      MMM      8WS7MM ;r MM@MaX2ZM      rM0B@MM M@WWWWMM
MMM2      XM      M0XWM :rS MMMa722M      MMMMMMM;M@WWWWMM
M@Mi      X2rMM SZ  MMBiZZM      MM      OM@WWWWMM
M@Ma      Maa;MM 2S  SMMaZ7M2      MM@WWWWMM
MMMM      MZXMM Bi  ,MMM;7MX      MM@WW@Mi
MMM      .WS7M8      :MMMZ7BM      MM@WW@M
MMM      ;W2;MW      OMM0S8M0      WMMWWMM
MMM      M8XSMS      M20X22BMM8      ;MMBWMi
,MM      M82Ma      MBrS2SMMXZMMWX      2MWWW
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MM      M0M      MS2M ,@MMMMMMMMMMMMMSM@MZ.
W      r@8M;      @MXM      ;iS0MMM@MM
M      MM8@,      M2M      MMA.MM,
      ZWXZMMMMi      MZM0M      aMZ M
      MWBMM      ;MM7@      MM M;
      iM@MM      MaWB      SM X2
      WMM8@M@M;      XMaWMi      : Ma
      MMMWMMMM      M028Ma      : S
      MMiMMM8M      iM2B2MMMM2
      MBBMM@BMMM
      MM @MM
      i

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<OVERATED ASIDE: Damn she's fine>

***How true is this section to the story of the animated series?

Well in the show Demona does try to kill all the humans and does become an adversary to Goliath. However she never actually dons the Eye of Odin and she never unleashes a horde of robots upon Manhattan. Also in the show they actually explain why Demona doesn't like humans, how she survived 1000 years, and why she hates Goliath. I guess the developers of the game didn't want to add too much 'filler' because it might complicate their GIANT PLOT HO- err story.***

--Goliath battles Demona and the Eye of Odin defeating them both.--

^Goliath appears gliding above Manhattan with his wings unfurled and the sun about to dawn in the background.^

DEMONA AND THE
EYE OF ODIN HAVE
BEEN DEFEATED.
EVIL HAS BEEN
VANQUISHED.

<text fades>

AND AN ANCIENT
SENTINEL HAS
BECOME A NEW HERO.

<the credits roll-- at last>

***How true is this section to the story of the animated series?

Here's what this story has in common with the cartoon:

-Goliath is in it

-Demona is in it

-The Eye of Odin is in it

-Vikings attack Castle Wyvern

-Goliath sleeps for 1000 years due to a spell and awakes in Manhattan

RED MACE SWINGER: Basic enemy. Easy to kill with throw. Stand outside of his range and press the A button. If you are too close when you hit throw, the enemy will hit you first and stun you. Can also be beaten with a few slashes. The easiest way to kill these Vikings is to stand still and wait for him to approach you. Hit A when he gets in range.

SILVER DISC: Grants Goliath invincibility for a short time (your life bar will begin flashing)

Move right and avoid the falling catapult shots. When you see the stone obstruction jump over them and flap to avoid the fire balls. Jump onto the wall and climb up. If you want life climb up the stone tower and destroy the three Archers. At the top level is a full life pick up.

ARCHER: Fires arrows at Goliath. Takes only one swipe to kill. Arrows are annoying when they hit you mid jump but they do give you another mid air flap when hit.

SMALL GOLDEN GOBLET: Restores a small amount of life

LARGE GOLDEN GOBLET: Completely restores life

Drop down and fight the next enemy. Use throw to kill the Viking and you'll get a Large Golden Goblet.

AXE THROWER: In addition to its up close swings this enemy will throw an annoying long range axe which comes back to it. Get close enough to it that it begins to swipe at you and hit A. The key to Throwing someone is to stand the proper distance away. Remember that the hit detection of this game is poor so you don't need to be too close to defeat an enemy. You can also defeat this enemy with numerous swipes.

Climb up the wall and Jump onto the platform. Jump and flap over the spikes and then fall, collecting the Small Golden Goblets if you need the health. At the bottom move slightly to the right to get a running start and then DIVE ROLL into the wall to your left. Move all the way to the left and collect an extra life.

DIVE ROLL (Run+B) and DIVE ATTACK (Jump+A) are needed to break walls, floors and other structures that impede Goliath. Recognize what Goliath can break so that you can get more pick ups and more easily navigate your way through the level.

Move right out of the structure and latch onto the tower's wall. Climb up to the top and Jump and Flap right to grab the pick up.

GOLIATH HEAD: This pick up gives you another life

Drop down and move right, jumping and ducking to avoid the flaming log projectiles. When you reach the shooter climb up the wall and grab the pick up. At the top will be an Axe Thrower. DIVE ROLL the wall to your right and then DIVE ATTACK the ground to advance. Another Axe Thrower will be waiting for you. DIVE ROLL the wall to your left. Move to the far left for a Large Golden Goblet and grab the Disc. DIVE ATTACK the floor. A Mace Swinger will be meet your arrival. Move right, defeat the next Mace Swinger and advance to the next screen.

Screen 2

Jump straight up and grab onto the wall. Move up for a Small Golden Goblet and

drop back down again. To your right you'll notice a large wooden thing with a chain attached to it and a gate. If Goliath grabs onto the wooden thing or climbs on top of it, it will lower and the gate will raise. Hooray for pulleys! Jump up for another pick up and move right. Stand on top of the wooden block and raise the gate run off it and DIVE ROLL under the gate, killing the archer in the process. Move right avoiding the falling drips and duck under the gate.

Jump up to grab a life pick up. Move all the way right and climb up the tower. A flame ball will strike the tower from the outside, stopping you from ascending. Jump to the other side while avoiding the hurtful drips. Jump back to the right to avoid the flame on the wall then back to the left. Move up and jump to the right, climb up and attack the Viking.

VIKING POT MASTER: This Viking really likes his pot. He spends his whole life with a large bowl and drops the bowl's resin onto climbing Gargoyles. This guy is always high. High up on the screen that is. He'll drop stuff from his high vantage point. The bowl is always smoking and because of its hallucigenic properties the Viking can't tell when you're nearby. Once you reach him he dies in one slash. He allegedly follows the Eye of Odin because it's "Far out" and "Trippy."

Move left and fall down, collecting the goblets. To the left is a Mace Swinger. Further left is a catapult. Jump on it to be launched to a higher catapult. Use that one to launch yourself left or jump and flap left. Drop down and fight the Mace Swinger. DIVE ROLL the wall to your left then exit move back right and climb up the wall. Grab the Silver Disc, drop back down and move through the wall you broke. Climb up quickly and kill the Pot Masters. DIVE ROLL to the right and climb up the right wall, avoiding the drips. Kill the Pot Master.

You'll notice a breakable wall to your right but the platform you're on doesn't extend all that way. Don't worry you can still DIVE ROLL that wall just do it from the platform and you'll extend the roll into the wall. There will be a Mace Swinger, an Axe Thrower and an Archer on the other side. Jump to the left over the Mace Swinger and dispatch of him first. Move right and jump over the Axe Thrower and take out the Archer. If you throw the Axe wielder to death you'll sometimes get a Large Goblet. Move to the right, avoid the drip and climb up the wall. Kill the Pot Master and move left.

You can go two ways here. You can move to the left, fight an Axe Thrower, DIVE ROLL into a wall, and fight a Mace Swinger and another Axe Thrower. Or you can latch onto the wall above the Pot Master--beneath the spikes--and jump and flap your way onto a platform. Once you reach that platform (either way) jump to the right. Move right, kill the Archer and get the Large Golden Goblet. Now move right to exit the screen.

Screen 3

Jump up to get a goblet. Move right, destroy the Pot Master and jump onto the wooden block. Run off it and dive under the gate. Climb up the right wall, dispatching of the Archer when you reach the top. DIVE ATTACK the ground to the left, DIVE ROLL the wall to the left. Climb up the wall, jumping back and forth to avoid the stationary flames. Two Axe Throwers await at the top. Climb up on the wall and then the ceiling to reach a small goblet. Then go right and pass under the arch and climb up the wall. At the top is a goblet. Move to the left and DIVE ROLL to get invincibility. Destroy the Archers by getting to the platforms beneath them and then jump-flap-swipe them to death, landing on the platform you jumped from.

On the first ledge on the right side you'll notice a free guy trapped behind a breakable wall. However there isn't enough space to get a running start to DIVE

ROLL instead move up and to the left and DIVE ROLL from that opening, hurling your way across the screen into the wall. When you reach the top you'll get to the most entertaining part of the level.

DIVE ATTACK the wall to the right to grab a small goblet. Your objective now is to climb up the walls, avoiding the flaming log projectiles. Jump on the right wall and climb up, avoid the log and position yourself above the impact spot of the left log launcher and beneath the right log launcher. Wait for the log to fire and jump to the left wall. Position yourself in a similar fashion, above the impact spot but below the launcher. Wait for the log to fire, jump flap to the right and climb up the wall. This next jump is a little different because you can grab onto the wall beneath the impact spot. Jump to the left and grab on. Position yourself just below the impact spot. This part takes good timing. Right after the log impacts and the other launcher fires, climb up and jump flap to the right. Quickly climb up a slight distance (if needed). You have a small area to position yourself in--once again above the impact spot, below the launcher. Jump to the left after the launcher above you fires. Delay your flap slightly so that the launcher on the left doesn't hit you mid flight and so that you don't run into the spikes on the left wall (keep your altitude constant). Position yourself in the familiar area. After the log fires, jump to the right, climb up and left on the ceiling, jump flap yourself to the left wall and jump right onto the rampart. DIVE ATTACK from the platform to the left to break a wall and get a Large Goblet. Move right to reach the boss.

RE-FLAP: When Goliath is damaged in the air he gets another flap. Use this flap to your advantage, don't fall all the way... fool!

Final Boss: Lightning Strike

This boss is very easy to defeat. His movement pattern is basic. He'll teleport to a platform near to you and either swing his hammer or summon some lightning from the sky to hit you. Simply move to the ground beneath the lowest platform and use a Jump Attack right as he appears. Aim for his feet and he'll dissappear when you swipe him. He'll then try to teleport to the exact same spot. Repeat until he his dead. I suggest standing slightly to the left of the platform so if jump to high by accident you won't accidentally reach the platform and break the loop.

MAP OF BOSS AREA:

```
l      _____      l
l      _____      l
l      _____      l
l      _____V_____ l
l      _____      l
l      _____G_____ l
```

KEY

G= Goliath

V= Viking

l= area walls

_____ = platform

MAP OF BOSS AREA = map of the boss area

~~~~~  
Level 2- Siege of the Rookery  
~~~~~

The bad guys are still the easy and pick ups are readily available. A few more wrinkles have been added, most notably Goliath's ability to grab onto something

and swing his way higher. Lots of fire to dodge but the boss is the easiest in the game. After you get the hang of jumping from thing to thing you will look back on this level with the fondest of memories. You'll recall the time when the Viking didn't want to go swimming so you playfully picked him up and threw him into the lava. Ahhh he twitched for hours.

Screen 1

TO FIGHT OR RUN, THAT IS THE QUESTION: For the first two levels I'd recommend fighting pretty much everything you see until you get a feel for the controls and the level. Later on though I'd recommend running from all the bad guys, except for the ones that are in key areas (a platform that you'll fall down to repeatedly, near a wall you have to break etc.). Sometimes the bad guys drop good pick ups that give you life or a free guy so there is some incentive to fighting.

Goliath will fall down between an Axe Thrower and a Mace Swinger. Press right as you fall to avoid the Thrower and jump over the Swinger's head. Notice that if you throw the Mace Swinger into the lava he'll twitch for a long time. Avoid the lava it hurts you. Mover right and jump flap onto the ceiling crawl across it. Dodge the fire balls.

You'll notice a fire ball launching up at a spiked contraption. If you jump at the contraption when it is closed you'll grab on and swing yourself, if it's open the spikes will hurt you. Time your jump swing across and grab onto the chain. That chain will trigger a fire vent which will propel you up the level. Later you pull chains that deactivate the vents so that you can fall. A Mace Swinger will be under the chain.

Let the vent push you up the shaft and flap to reach the left wall. Climb up and either jump right and kill the Archer or move left. Let the vent push you up and flap up to the wall. Grab on and climb, kill the Archer on the left and then the Axe Thrower and Mace Swinger on the right. Pull the chain and drop down to where the vent was. Two Axe Throwers, a Mace Swinger and an Archer await. If you want to run from them jump over them and stand where the fireball launcher is. When it releases a plume of smoke straight up jump and let the draft force you upwards.

SWINGER: You can grab an object that allows you to swing from two side, the right and the left. Grabbing from the right will swing Goliath to the left and vice versa. Sometime it's best to grab something from one side, swing to the other and grab it from the other side so that you can glide the other way. Kind of complicated but you'll understand when you play.

Here you'll have to swing from spike to spike grabbing on when the things are closed. Jump flap to the one on the right and swing flap to the chain. Swing yourself on the chain repeatedly until the next contraption has closed. Then flap your way onto it and swing flap yourself to the right (you may need to swing left on that thing and then grab it again and swing back to the right). Grab onto that last one and swing flap your way to the platform. If you want you can jump flap your way to the last thing, swing left and grab the wall. Climb up it and you'll see a Sparkling Goblet. Jump to get and flap back to the platform.

SPARKLING GOBLET: The properties of this goblet are mysterious and known only to a few hardy souls. Maybe one day I'll be one of them.

Move right and grab onto the spike and swing your way to the disc. Grab it and move rightly as fast as possible, staying low to the ground. Kill the Axe Thrower and pull the chain. Wait for the fire ball to rise up and jump flap

your way left onto the large thing hanging from the ceiling. Wait for the spikes to close and then jump right and swing your way to the Large Golden Goblet--and the next screen.

Screen 2

Wait until the Mace Swinger approaches. Throw him for the easy kill. Move right and swing yourself across the gap. Kill the Archer and pull the chain, move left and drop down the hole. To the right is an Axe Thrower and four Small Golden Goblets. You should have full life so it's not really worth getting them.

Jump left onto the second set of closing spikes and swing over to the chain. Pull on it and swing right. Drop down to where the deactivated vent was. Go right and swing flap your way across the two traps, kill the Archer and pull the chain. Drop down to where the deactivated vent way. There is Mace Swinger under the second trap so be careful if you fall, 'cuz you know you might have to kick his ass or something.

After you drop move under the steel pincers. To your right will be an Archer and the vent you need to deactivate, to the left will be the deactivation chain. Jump to the left and flap to grab onto the ceiling. Work your way across, dodging the two fire launchers and pull the chain. Crawl back, go to the right and drop.

FLAP GRAB- Ceilings cannot be grabbed with just a jump. A flap and up on the controller must accompany the jump.

To your right will be a solitary Archer anxious to get killed. Don't disappoint him. Now run left and time your jump onto the trap so that the trap is open and the Archer won't shoot you. Kill him and pull the chain, drop down the chute. Move to the right, swing across the lava pit and go on to the next screen.

Screen 3

Go right and grab the goblets and the invincibility disc. Move back right and quickly grab onto the chandalier. The challenge here is to swing from chandalier to chandelier, avoiding the fireball that will knock you off. both side of the chandelier can be latched onto and the bottom will allow you to swing off of it. While invincible quickly swing from chandelier to chandelier and swing from the third one to the platform. If you jump up on the wall you can progress through the level or you can go get a secret life and some goblets. Grab onto the left side of the third chandelier and jump flap yourself up and to the right. You'll grab onto a slight under hang which will allow you to climb up. Climb up, move to the right and jump flap all the way left when you reach the end. Kill the Archer--one can only wonder what he was doing here--get the free guy and move right to get a small goblet. Climb back to where the free guy was and run jump and flap as far as you can to the right. A good jump will get you to the hidden passage. Follow it to the chandalier and move on.

Climb up the wall and keep moving right. Drop down to the ledge that is even with the next chandalier. If you fall from these chandeliers you won't die but you might land in a lava pit. There are also a few small golden goblets down there if you really need the life. Fire balls will shoot up on the right side of the first two chandeliers. Make your move right after they leave. The third chandelier is fireball free. Swing your way to its right side and time you jump to the steel trap. Swing flap your way off the trap to the fourth chandelier. If you move to the right side of the chandalier two Archers will shoot you. They might hit you mid air, which could cause you to fall so watch out. Either jump up and to the right to try to reach the ledge with the Large Golden Goblet

and one Archer or jump to the right and go to the next screen--the boss screen. Remember if an arrow hits you, Goliath can flap again.

I suggest swinging off the bottom of the chandelier and killing the Archer on the lower platform. That way you can jump back to the chandelier and now only have to worry about one Archer. Climb all the way up the right side of the chandelier and jump flap your way to the upper ledge. Swipe the Archer and take his sweet booty for your own--his treasure that is. Goliath is only interested in female human booty. You probably won't need this life for the boss (he's pretty easy) but your life gauge carries over from level to level. Even levels that are 1000 years apart.

Final Boss: MC Hammer

Usually bosses get harder as the level progresses but not him. He has a large hammer. I presume that if you get hit by it, it will hurt but I wouldn't know. Jump right next to him and tap B as fast as you can. The boss will be too busy getting stunned to attack back. Also if you remain on the platform where you start he'll hit his hammer against the ground causing part of the floor to drop, killing you.

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l           l
l           l
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l     V     l
l_._,_GJ_._l
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KEY

G= Goliath

V= Viking (he's tall)

J= Viking's Junk (hit him here!)

l= area walls

.= platform that will fall if you stand on it

,_____,= platform that won't fall

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Level 3- Stone and Steel  
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You slept for 1000 years and still have the same life you did in Scotland. For some reason you're in New York and for some reason you've woken up. Explanations? Please there's a flying eye to catch, no time for explanations. Man I hate this game.

Screen 1

Here we go again! Climb the wall on your left and grab the shiny goblet. Now move right. 1000 years later there's nothing to worry about right? The Eye of Odin has obviously moved onto to bigger and eviler things right? Everything is peaceful in the year 1994, so Goliath goes to check out the museum... oh no! The Eye! And now it has the power to summon even more powerful creatures (maybe he was saving them for later).

If you drop into the gap where the eye popped out of there is a small goblet. From here on out I suggest running from everything that can't be killed in one swipe--unless they're alone or in a crucial area--but if you insist:

MECHANICAL HYENA: This creature will die from a single throw but it's hard to get that throw. If you move to close he'll either set up his electric fence or fire a blast at you. If you wait for him to come to you he'll sometimes jump on

and drain your life but that's still the best strategy (waiting for him to approach you not the life draining thing).

Keep moving right and you'll see a:

MECHANICAL COCKROACH: One swipe to kill. These guys are the more mobile cousins of the Archer.

Either drop down and move right, dispatching the Hyena and DIVE ROLLING into an apartment for a goblet or cut straight to the chase and jump on the platform. Kill the Cockroach that is hanging from the next platform then grab onto it and crawl across. Go on top of that platform and kill the other bug if you want some goblets. Jump to the right and grab onto the top of that light post--it functions as a swing--and swing you way across. Waiting will be:

PISTOL FEET: This guy is the tougher more mobile cousin of the Archer. He takes only 3-4 swings to kill which can be had pretty easily on this guy. However his blast packs a wallop and will leave a mark. Throw him for a One Hit Knock Out.

Move right and bust down the wall. Three Hyenas will be waiting. Lure them out into the open one at a time and throw them. Once defeated DIVE ROLL the wall on the other side of the apartment. There you'll encounter a:

FLYING MACHINA: This is the Archer's flying cousin. One or two swipes will knock this bad boy out but he won't leave you any goblets. Most of the time this type of bad guy appears from a certain hole which never runs out of machina.

Remember how the Eye of Odin busted out of the museum ceiling window? Well Goliath is going to be even cooler and bust into it. Use the DIVE ATTACK to break the window and drop. At the bottom DIVE ROLL left and run through the building to get the pick up.

SPARKLING GOLIATH HEAD: I could tell you what this did but then I'd have to kill you. Then I'd probably feel bad so I'd find out what it does and leave you a note or something. Don't worry though I'd take care of you wife/mom/girlfriend/underage sister free of charge.

Go back right and break through the wall. Climb up the wall to the left and slide back down--there's nothing up there. Move right and you'll see Odin's eye. He'll drop two sparkly things which will turn into Hyenas. Since you know this stand in Throw range of one so as soon as it becomes a Hyena you can off it. Move right and grab the lamppost jutting from the wall. Swing your way up to the platform which will be occupied by a Hyena. Right above you will be a full life Goblet. Jump up and grab onto the pole that's coming out of the wall (it'll have a black flag hanging from it). Swing left to get the goblet, swing right to go to the next screen.

Screen 2

DIVE ATTACK the glass and drop down. DIVE ROLL right to break the wall. You'll notice a red set of pipes on the ground. Take note of these things. Hitting them will unleash a blast of gas that will send you up. Later you'll have to hit these things in mid air to climb higher. Smash the wall to your right to grab a pick up then break the pipes and glide up. On top of the building the Eye will drop two more Hyenas. Dispatch or run move right and DIVE ATTACK the glass. Break the wall and kill the two Cockroaches. Further up on the right wall will be a third one. Climb up on the left one till you see the roach then jump over and destroy him. Ascend the right wall till you come to the lights. Grab the light and swing up onto the platform, another Cockroach will come down.

PIPE SWINGING: Level 3 and 5 will have many pipes to swing from. It is not as simple as jumping near them at grabbing on--you have to make contact with a specific spot. Learn where the spot is to increase your swinging ability.

The next challenge is to swing far to the left from light to light avoiding the Flying Machina. When you reach the platform kill the machina and jump up to where Pistol Feet is waiting. Take him out and jump right on the light posts. You'll see a glass window, DON'T BREAK IT. It's a trick run right pass it and jump to the right. A Large Golden Goblet will be waiting. Get it and drop down and break the next glass window. At the bottom you can dive left and get a goblet (which you don't need since you have full life) or go right and into the next screen.

Screen 3

The Eye will drop two more Hyenas. Use the same strategy and ambush one as soon as it appears. Grab the lowest light and swing flap over to the platform. Grab the next lamppost and swing flap straight up to the next lamp. Swing from the left to the right to reach the platform. I recommend waiting at each platform, taking care of the machina and then moving on to the next platform. Jump left onto the lamp, swing to the pole and swing flap from left to right on it to the next pole. Swing flap up and swing flap left to the next platform. Grab the lamp and swing up to the large platform, just in time for the eye to drop a couple of Hyenas. Kill these and break the red gas pipes.

Use the gas to fly up and at the peak of your push flap and grab onto the light. Swing left and grab onto to pipe, propel yourself up, grab the light and swing onto the platform. Take care of good ole' Pistol Feet. Here it gets a little tricky. You'll have to break the gas pipe mid air. Swing from the lamp and give it a good swipe. If you fall you only have to do a small part over. The key to triggering them mid air is to land on them and swipe right when you're about to land on it (you can't actually land on it). The gas will send you up right under a pipe. Flap and grab it and swing right over the next pipe. Burst this with a swipe and this will send you straight up into a platform. You can grab the bottom of the platform but a Cockroach will shoot a good portion of life from you. Instead don't grab onto the platform until you swipe the roach. Keep using the gas to push you up. Once latched on, shimmy left and grab the lamp at the left corner of the platform. Use it to swing you on top where the Eye of Odin is waiting once again.

Ambush the Hyena's and grab the light, swing up left, up and to the right onto a platform with Pistol Feet. Trigger the gas to your left (from the platform) and move on up. Latch onto the bottom of the ledge and prepare to grab the light and swing up. You have to time it so that you don't get hit too badly by the two Pistol Feet's projectiles. Depending on your life you'll either want to kill the two Feet and get the large goblet or get the goblet and then kill the feet. Go to the smaller platform on the right, jump swing and jump to the next pole and swing over to the gas pipes. Trigger it and you'll be sent to the roof of the building. Dispatch the Cockroach. You'll see the Eye of Odin dart into a glass window--follow if you dare.

*****WARNING*****

You might want to go to the bathroom before you fight this guy. It could be a little embarrassing if you emptied your bowels in your pants.

Final Boss: Elevator Odin

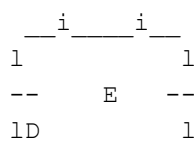
I always wondered who would win in a fight: a Viking or an Elevator. Finally I

have the answer to the question. When the Eye possess a Viking he's easy, but when it possess an elevator--watch out.

This boss is hard until you learn how to not fall off the elevator. The boss has four arms, two at the top and one on each side. As the fight begins you have a little time before the Eye of Odin corrupts this poor innocent elevator. Hop down to a side underneath the poking arm and slash when the arm emerges 4-5 good swipes will blow up the arm. Periodically the Eye will unleash green bursts that can knock you off the elevator. Just make sure you are pressing towards the Eye when the burst comes. That way you'll latch onto the wall as soon as you fall off. Now take out the arm on the other side and dispatch the two on the top. The Eye's electrical bursts are easy to predict, each is accompanied by a swirling of the Eye.

The ceiling breaks and Goliath can now become Optometrist Goliath M.D. Dr. Goliath prescribes heavy dosages of slash with the occasional run to the lower left corner and duck when the Eye pusses hurtful green balls.

MAP OF BOSS AREA:



KEY

- i= arm on top of elevator
- = arm on side of elevator
- D= ducking spot
- E= Eye of Odin
- ___= ceiling/floor of elevator
- l= wall of elevator

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Level 4- Subterranean Terror  
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Ah this level is easy. A new tough bad guy is introduced and he may be stronger, tougher and have more versatile attacks than Goliath but he doesn't have Goliath's ability to flee.

Screen 1

This level takes place on a moving train. Move right and you'll encounter the hardest regular bad guy of all:

SPANKY: I call him this not because he really is a Spanky or is weak in any way. I call him this because it's really the only thing I can do. If this guy and Goliath stood next to each other and went blow for blow Spanky would win. Add to that his ability to throw fireballs and a sweet dash attack... This guy should most definitely be run from. The only way I've seen to beat him without losing a whole lot of life is to stand at the edge of your slash range and hit B as fast as you can. Eventually he'll stop being stunned and swipe back at you but since you're so far away you'll re-stun him before it hits.

Jump pass him and you can break the train's ceiling and go left. There will be a Spanky and a Large Goblet at the end but if you don't have a lot of life Spanky will probably kill you and if you do have a lot of life why would you need the pick up? I'd go right instead. However pay note to this: as soon as you go from the second train car to the third a wooden thing will come rushing at you. Dodge this by ducking or take one on the chin and lose some life.

They'll come by periodically. Duck and wait and when one comes move and then duck and wait again. At the next car the wooden things will stop coming but a Pistol Feet will be waiting. You can no longer go right because some electrical thing (which is obviously is made of that material that strangely passes through wood but doesn't let Gargoyles through. You know what I'm talking about... it's... called... something like... oh yeah it's called bull****). Break the ceiling and enter the train.

Go left and blow through a door and jump over a pit to reach a small goblet which isn't worth it. However the Hyena that's in the train will follow you and fall down the pit. That way you'll be unimpeded when you go back right and DIVE ROLL the train door. Next stop Screen 2, please stand clear of the closing doors.

Screen 2

Jump through the ceiling, blow up the Flying Machina and move left to get a small goblet. To the right will be another Spanky and at the third train more wooden things will come at you. Now there is a twist though. In between the wooden things metal pipes will come. You have to duck under the wood and jump the pipes. Drop down into the first available train and go left to get a free guy. A Hyena will be waiting but you can DIVE ROLL past him pretty easily. Jump out and duck into the next train (you can destroy the Cockroach and grab the goblet above the train if you need the life). Proceed right and DIVE ROLL past the Hyena into the next screen.

Screen 3

A pit will welcome you. Jump flap over it and jump to the top of the train. If you have enough life you won't need to worry about the wood and pipes because a Large Golden Goblet rests a few trains up. If you don't you'll probably want to dodge those. Also you can go through the train's cars if you'd like but there are a few guys and some pits to fall into. Drop down after getting the goblet and jump flap over the pit. Quickly run right past the Spanky and DIVE ROLL to the bosses.

Final Boss: Steel Clan

Not much strategy here. The Black Steel Clan machines can be taken out pretty easily but there are six of them. Stay close to them and swipe at them before they can do their powerful charge attack. Occasionally they'll drop grenades on you but they aren't much to worry about and take a while to detonate. The charge attack will take a significant amount of life but it takes some time for them to set up. Before doing it they'll disengage from slash range and line themselves up from you on the same vertical height. Simply move to another height and they'll miss. However Goliath can't jump when he's slashing so don't go overboard with his slashes. Be conservative with the B button--as long as you don't get hit with a charge attack you'll probably win.

The Red Clan leader is easy. Slashing him will stun him and make him unable to attack. If he escapes being dazed run away from him and then ambush him when he pursues. Once again the one handed flying charge attack is the only attack of any consequence.

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Level 5- The Forge  
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I think they realized that the last level was easy and made this level super hard to make up for it. There are of interesting interactions with the

environment in this level, none of which make sense but all of which piss me off. You'll die more times here than you did on the rest of the levels combined. Then you'll discover what you're supposed to be doing in the level and you'll still die a bunch of times. And the last boss... ugh.

Screen 1

Advance right and jump from conveyor belt to belt. Jump over Spanky and flap to the wall. Latch on and climb up. A Cockroach will be waiting for you so you want to quickly climb up and jump to the next belt. A Pistol and a Spanky will be waiting. Keep running left. On the far wall dispatch the Cockroach and climb up. You might notice that on spaced in between some of the belts are small pits. If you fall into one of these you'll lose life. I guess it's some sort of blender pits. That makes sense because in most factories the conveyor belts lead directly to something that will destroy the object that was just made. Jump right and dodge the rocks that fall out of the large pipe. Keep running, jumping and dodging rocks till you reach the part of this level that pisses me off the most.

Throughout the level or 'La Forge'--as it prefers to be called--will be many walls that Goliath can sink his claws into. However if Goliath latches onto said wall flame jets will emerge and blast him. He can touch the walls just not latch on to them. He can also safely pass by the wall as long as he is riding on whatever elaborate contraption the game has in mind for him. The people who made this game are lucky I didn't get it 10 years ago when I could find out where they worked and lived. I have no chance of doing so now because after this shipwreck the most certainly got fired and probably beaten.

Well I guess I'll play by their rules and stop my vague threats. At the end of the belt you'll see a flame jet and a slowly descending lift. Duck under the jet and fall onto the lift. It'll take you down while you dodge flames until it descends into a pit of a flame. That makes sense because in most factories lifts are only used once and descend directly into pits of flame (it keeps the workers from loitering too long on the lift).

Grab the goblet at the bottom and jump flap right. Jump over Pistol and continue to the next platform. Make sure Pistol doesn't snipe you and jump over to the next one. Avoid Spanky and jump flap over to the awaiting Hyenas. Kill them both (you'll probably be back to this area) and move right. See that large vat of liquid hot metal? Now you get to grab onto that and go for a ride. Apparently Goliath can dig his claws into it and not have to worry about the metal leaking out and burning his hands off. Goliath is a tough guy but liquid metal killed the T-1000 and the T-1000 was most definitely hardcore.

The vat challenge is simple. There are three positions on the vat: right side, left side and bottom. Move Goliath from side to side so that he can avoid the exploding furnaces which are clearly in the background but still hurt. Here's the pattern you'll want to follow: right side, bottom, right side, bottom, right side, bottom, right side, bottom, left side, bottom. There may be one too many right side, bottom but you get the idea. At the end you must be on the bottom or the vat will rub you against the side of something and knock you off. If the furnace explodes on you, Goliath will fall and either die or land on a platform below. He'll have to do the vat part over again. When the vat nears the top jump off it to the right and pick up the goblet. Move right and evade tiny, jump to the next conveyor and jump flap latch your self onto the steel ceiling. Climb right and time your movements so that the furnace explosions don't knock you off. Drop onto the platform and jump flap you way to the final bos- err screen 2.

Screen 2

See that goblet above that suspicious looking lift? DON'T JUMP ON IT. TURN OFF YOUR GENESIS AND GO DO SOMETHING ELSE. Alright you've been warned. That lift does something that I've never seen done in a video game. For some reason when Goliath is hurt on that lift, the lift will stop supporting him and he'll fall. No the lift doesn't turn upside down or flip down it just stops supporting him. I have no idea why. Jump over the flames that the lift brings you near. The jumps are pretty easy if you add a flap to it. Let the lift take you into the invincibility disc and carry on. The lift will now go around in circles while Flying Machina attack you. If you get hit Goliath will drop (mysteriously) and you'll have to do it all over. Eventually the lift will take Goliath up and to the right where another lift will be waiting to take him left. Oh you have to be kidding me! Never mind that part is easy. Using the control pad allows you to steer the lift. Steer it up and jump onto the next lift which will take you left. In the lower right screen of this level is a free guy. You can get it or save it for a bonus in case you fall. As the lift moves left you'll want to duck the flames and swipe at any approaching robots. Grab the large goblet as you jump off the platform and go to the next screen

Screen 3

Hop on the lift and duck and jump your way around the exploding furnaces. At the end jump onto the platform and evade Spanky. Wait for the next lift and jump onto it. If you fall off your lift in this screen you'll probably die. Jump, dodge and swipe the machina until you are able to jump to the next lift. This lift will go straight down so you'll only have a little time to quickly jump to the next lift which will go straight up and only give you a little time to jump to the platform. Sweet-stationary-uninhabited-by-the-enemy ground! Jump flap over to the next moving lift. Here you have a choice. Kill the Pistol legs or hope that you can dodge their shots. The lift will unexpectedly dump you so be ready to jump to the second Pistol's platform. Land on his platform and jump flap off the to the left and into the next screen.

Screen 4

Right as I entered this screen (my first time playing) I said to myself, "You know what Overated, this level is cool but it could use one thing: a waterfall of red hot metal with metal pipes sticking out of it." Luckily there is such a waterfall in this game. I gave myself I high five and quickly gave the pipes a good jump. Don't bother with the first one, jump flap directly to the second pipe. Swing flap your way left and then pivot and swing flap you way right. From here on out you'll want to work quickly as the Flying Machina are going to be a hassle (if they shoot you though you do get another flap). At the top of the waterfall swing your way to the right wall and latch on. Quickly climb your way up. A new vat awaits!

Here you get to go from side to bottom to side on a new vat. The twist is that the vat tries to rub you off on nearby walls. and if you fall off the vat flames will activate from the wall and hurt you badly. The flames could activate at any time and hurt you badly but they won't do so if you're on the vat. Grab onto the vat's right side and move to the bottom. Move to the left when the vat reaches the starts going right (this is all about timing which is tricky to develop in this situation). Climb to the bottom when the vat moves up, climb to the right side when it starts to go left. You want to move slightly later than you'd think but after I told you this you'll probably move a little later than you'd like to. No easy way out here, you'll have to learn how to do it. Drop to the bottom, then left side then bottom then left side and finally bottom. If you fall off here you can either try to catch up to the vat or go back to the beginning and get a new one. Go to the right side, bottom and left side. Here's where it you have an option. If you're confident in your vat

riding abilities go bottom, right side bottom. However if you miss the move from bottom to right you'll fall all the way to the beginning. You can also just drop off and wait for the vat to make its small loop and jump on the right side when it comes by and transition to the bottom. Hop off the vat to the right to go to the next screen or go left and grab a large goblet.

Screen 5

This part is tough. A machine that produces bad guys will block your way. The only way to get by is to DIVE ROLL it but the enemies will often get in your way and block you. You have to be quick because it is near impossible to destroy the machine when a few guys are in your way. The first one is the Hyena machine. Immediately run right and DIVE ROLL it before it produces a guy. You can run past a guy--one very good thing about this game is that simply touching an enemy doesn't hurt you only if they hit you with an attack. Jump right onto the small platform, jump to the next platform with a Pistol on it, move right and jump to the pipe and swing yourself up and to the right for the next platform. Climb down the wall and quickly run right, ignore the furnaces you've got a machine producer to DIVE ROLL. Jump onto the tiny platform. Jump flap yourself as far up as you can onto the next wall and quickly climb up before the Cockroach can hit you. Destroy the two roaches that can interfere and drop down. You can either quickly DIVE ROLL the Cockroach producing machine or let it produce a lot of roaches so you can get some life back. Climb up the wall destroying roaches and move left and drop down. DIVE ROLL the machine.

There is a short cut that you can take here. Jump left onto the platform. The way you're supposed to go is to the left but to your upper right you'll notice a periodic flame and a Large Golden Goblet. Time your jump so that you grab onto the wall right when the flame subsides. Climb up and grab the goblet. You'll want to do the same to the next wall. Jump right after the flame appears and quickly climb up. Jump to the conveyor to your left. You'll have to DIVE ROLL from the conveyor back to your right and take out the machine. At last, Demona!

Final Boss: Eye of Odin Demona Style

There are three phases to this boss. The first phase is you chasing the Eye up to a platform. Strike the Eye once and it will explode the structure behind it and flee upwards. It turns three creatures into large beasts on its way. All are easy to kill and all will give you full life when defeated. Try to stand on in between the creatures' legs and head and swipe. The beasts will turn around more often giving you more chances to slash. The last one is a bit tricky to get to because sometimes spikes hang from the corner of the ledge and are in the way. Jump to the left of the spikes then try to flap over them. You won't make it but hitting the spikes will give you an additional flap. Flap again quickly and you should be able to reach the third beast.

Now Demona joins the fight. She is just a distraction though. Climb up the wall opposite of the giant golden protruding gun and jump towards the Eye of Odin. You'll need to flap to reach the distance and take a swipe at it. Repeat this until it reaches its third form.

The Eye has merged with Demona, creating a fiery powerful beast. This part is damn hard. Jump to the walls when the fire rock hits the main platform. Try to time Demona's comings and goings so you can predict swipe her instead of waiting to actually see her and doing more of a reactionary swipe. The main platform is the easiest place to hit Demona but if she charges into you and you miss your swipe you'll fall off the platform. When falling you'll often flap your way back up only to be hit by a rock and fall to your death. That's the easiest way to die so I recommend trying a few things. When you predict swipe

try to jump first and then slash, so if you miss she'll hit you and you'll just fall to the platform instead of off of it.

The absolute safest, and probably best way to do this, is to climb the walls and get to the middle of the ceiling. Demona can't hit you in that spot but you'll be able to see her bounce around. Time your drop so that you fall and slash her as she flies by. Make sure you land in the middle of the platform below. For most angles you want to drop as Demona bounces off the side wall. The best part of this strategy is that if you miss you can latch onto a side wall, climb to the top and try again without taking any/much damage. It takes between 10-15 swipes to defeat her.

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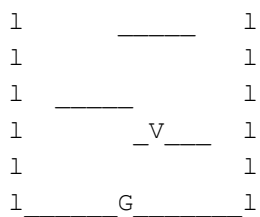
IV. BOSSES

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Level 1- Evil Awakens  
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Final Boss: Lightning Strike

This boss is very easy to defeat. His movement pattern is basic. He'll teleport to a platform near to you and either swing his hammer or summon some lightning from the sky to hit you. Simply move to the ground beneath the lowest platform and use a Jump Attack right as he appears. Aim for his feet and he'll dissappear when you swipe him. He'll then try to teleport to the exact same spot. Repeat until he his dead. I suggest standing slightly to the left of the platform so if jump to high by accident you won't accidentally reach the platform and break the loop.

MAP OF BOSS AREA:



KEY

- G= Goliath
- V= Viking
- l= area walls
- _____ = platform

MAP OF BOSS AREA = map of the boss area

Level 2- Siege of the Rookery

Final Boss: MC Hammer

Usually bosses get harder as the level progresses but not him. He has a large hammer. I presume that if you get hit by it, it will hurt but I wouldn't know. Jump right next to him and tap B as fast as you can. The boss will be too busy getting stunned to attack back. Also if you remain on the platform where you start he'll hit his hammer against the ground causing part of the floor to drop, killing you.

MAP OF BOSS AREA:

```

1          1
1          1
1          1
1      V    1
1_._,_GJ_._1

```

KEY

- G= Goliath
- V= Viking (he's tall)
- J= Viking's Junk (hit him here!)
- l= area walls
- _._= platform that will fall if you stand on it
- ,_____,= platform that won't fall

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Level 3- Stone and Steel  
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Final Boss: Elevator Odin

I always wondered who would win in a fight: a Viking or an Elevator. Finally I have the answer to the question. When the Eye possess a Viking he's easy, but when it possess an elevator--watch out.

This boss is hard until you learn how to not fall off the elevator. The boss has four arms, two at the top and one on each side. As the fight begins you have a little time before the Eye of Odin corrupts this poor innocent elevator. Hop down to a side underneath the poking arm and slash when the arm emerges 4-5 good swipes will blow up the arm. Periodically the Eye will unleash green bursts that can knock you off the elevator. Just make sure you are pressing towards the Eye when the burst comes. That way you'll latch onto the wall as soon as you fall off. Now take out the arm on the other side and dispatch the two on the top. The Eye's electrical bursts are easy to predict, each is accompanied by a swirling of the Eye.

The ceiling breaks and Goliath can now become Optometrist Goliath M.D. Dr. Goliath prescribes heavy dosages of slash with the occasional run to the lower left corner and duck when the Eye pusses hurtful green balls.

MAP OF BOSS AREA:

```

  _i_   _i_
1      1
--     E  --
1D_____1

```

KEY

- i= arm on top of elevator
- = arm on side of elevator
- D= ducking spot
- E= Eye of Odin
- ____= ceiling/floor of elevator
- l= wall of elevator

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Level 4- Subterranean Terror  
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Final Boss: Steel Clan

Not much strategy here. The Black Steel Clan machines can be taken out pretty easily but there are six of them. Stay close to them and swipe at them before they can do their powerful charge attack. Occasionally they'll drop grenades on you but they aren't much to worry about and take a while to detonate. The charge attack will take a significant amount of life but it takes some time for them to set up. Before doing it they'll disengage from slash range and line themselves up from you on the same vertical height. Simply move to another height and they'll miss. However Goliath can't jump when he's slashing so don't go overboard with his slashes. Be conservative with the B button--as long as you don't get hit with a charge attack you'll probably win.

The Red Clan leader is easy. Slashing him will stun him and make him unable to attack. If he escapes being dazed run away from him and then ambush him when he pursues. Once again the one handed flying charge attack is the only attack of any consequence.

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Level 5- The Forge  
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Final Boss: Eye of Odin Demona Style

There are three phases to this boss. The first phase is you chasing the Eye up to a platform. Strike the Eye once and it will explode the structure behind it and flee upwards. It turns three creatures into large beasts on its way. All are easy to kill and all will give you full life when defeated. Try to stand on in between the creatures' legs and head and swipe. The beasts will turn around more often giving you more chances to slash. The last one is a bit tricky to get to because sometimes spikes hang from the corner of the ledge and are in the way. Jump to the left of the spikes then try to flap over them. You won't make it but hitting the spikes will give you an additional flap. Flap again quickly and you should be able to reach the third beast.

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V. Information on 'Gargoyles' the Animated Series

It is the hope of all 'Gargoyles' fans that one day the show will be reborn and that Greg Weisman, Michael Reeves and the others who did such great work with the original series will get another chance. A possible live action movie has also been mentioned. It is very unlikely though that either of those things will happen. However that doesn't mean that you can't still enjoy the show and relive memories with fans. Here are some sites to help you keep the 'Gargoyles' flame alive.

<http://www.s8.org/gargoyles/askgreg/>

Here you can ask Greg Weisman, one of the creators of 'Gargoyles' questions about the show or browse through the already answered questions.

<http://www.gatheringofthegargoyles.com/>

Every year 'Gargoyles' fans get together to talk about the show, meet members of the cast and have a rockin' time (so I hear). This year's gathering is in Montreal. Find out more by checking out that link.

<http://www.animatedbliss.com/news.asp?TID=14>

Gargoyles Season 1 on DVD will be released sometime in 2004. For the latest news check out [animatedbliss.com](http://www.animatedbliss.com).

Usually this is the place were I put my disclaimer: questions, comments, feeling lonely blah blah blah then email me. However only two people have ever emailed me concerning my FAQs and those were about hosting my FAQs. 'Gargoyles' is different. I don't like this game but I really enjoy the show. By reading this FAQ you are now obligated to email. Say whatever you want I just want to know if this FAQ was actually read by someone.

-Overated
Overatedsan@gmail.com