

Landstalker Crypt Puzzle FAQ

by GoTaS

Updated to v3.0 on Mar 6, 2007

L A N D S T A L K E R

Crypt Puzzle FAQ

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A. Introduction

Well, once upon a time, I was bored one day so I decided to pop old Landstalker into my Genesis and play that for a while. I started a new game, and after about 2 straight hours of play, I got to the dreaded crypt in Mercator city. I remembered how tough (or annoying) this could be for a person who is playing it for the first time, so I decided to right this FAQ. (Also, some of my friends were bugging me about it. {Seven years later, I can't remember who was "bugging" me about making this FAQ...})

This FAQ is strictly for the Crypt Puzzles. You won't find much else here.

B. Updates and Revisions

Version 1.0 10/8/00 - This is the initial release; therefore, I have yet to update anything!

Version 2.0 11/8/00 - Okay, I added the names to puzzle #9 and to puzzle #10. Whee!

C. Walkthrough

Ah yes, finally onto the Walkthrough! {Oh man.}

Puzzle 1-

Betty Ross (226 to 291)

"BETTY STITCHED A BORDER
YELLOW, RED, AND WHITE
IF EVERYTHING'S IN ORDER
EVERYTHING'S ALL RIGHT"

Three blobs now fall down after you read this. One is white. One is dark orange (this is supposed to be the yellow one). And the last one that falls down is a redish-silvery color (this one is supposed to be red...). This puzzle is fairly simple but it can be annoying. Usually, people follow the pattern in the puzzle and kill the yellow one first, the red one second, and the white one last. Actually, you are supposed to do this in reverse order. Kill the white one first, the red one second, and the yellow one last. If you do this right, you should hear a bell chime and the candles would go out.

Puzzle 2-

Ruby Silent (220 to 280)

"RUBY LIVED IN SILENCE
SHE NEVER MADE A SOUND
NOR ACTED OUT OF VIOLENCE
'TIL THEY PUT HER
IN THE GROUND"

Two blobs drop down after you read this. Most people make a mistake and go to attack the two blobs. This you should not do. All you need to do for this puzzle is stand still after reading the words for 15 - 20 seconds until you hear the bell ring. Don't worry, though. The blobs will not come up and attack you.

Puzzle 3-

Jack Skywalker (199 to 266)

"JACKY COULD INTUIT
THE WAY TO WALK ON AIR
AND IF YOU'LL JUST HOP TO IT
HE MAY STILL BE WALKING THERE"

After you finish reading about Jacky Skywalker, (do you

think he is related to Luke in anyway? Har har!{Oh god}) go down the stairs and walk to the wall on YOUR (not Nigel's) right. Then, head straight down until something invisible is blocking your path. Now, jump a few times while still holding down and you will see that you are beginning to rise into the air. Keep on jumping until you can't go any further (at this point you should be at the bottom of the screen) then turn and walk to YOUR left (not Nigel's). Walk until you fall off of the invisible platform and you should hear the bell ring.

Puzzle 4-

Maria Hysterica (202 to 276)

"MARIA WAS A JEALOUS WIFE
SHE THREW THE POTS AND PANS
I THINK SHE EVEN TOOK A LIFE
WITH A BOULDER IN HER HANDS"

The key to this room is to never swing your sword at all. If you do, you will not be able to complete the puzzle. Once you walk in, you will see a boulder on the right side of the room. You will need this so pick it up and put it at the bottom of the stairs. Walk up and read the text and a monster will drop down. Try to run around it to the bottom of the stairs and pick up the boulder. If you get hit, that's okay, no big deal, just try not to swing your sword at it in anger. With the boulder in your hands, have the monster follow you around the room. Jump up onto the stairs and off again so you can get the monster on the stairs. This is probably the only good shot you have to throw the boulder at the monster so take it. Jump up and throw the boulder at it. If you just stand and try to throw the boulder at the monster, Nigel will just drop it. This is why you have to jump to throw the boulder. If you hit it and it dies, the bell will chime and the candles will go out. If you killed it with the boulder and the bell didn't chime, you probably swung your sword at least once.

Puzzle 5-

Jim Bright (186 to 222)

"JIMMY LOVED TO CAMP
BESIDE A SHINING LIGHT
READING BOOKS BY A LAMP
IS HOW HE GOT SO BRIGHT"

This puzzle is fairly simplistic, but it can get annoying if you don't know what to do. After reading the text, a switch falls down at the bottom of the stairs. If you go and jump on the switch now, two monsters will fall down and attack you, and your chance at solving the puzzle will be ruined. Instead, why don't you go and PICK UP the switch. Yes, it sounds strange, but you can pick the switch up. Now, with the switch in your hands, go and set it down near

any one of the two candles and then jump on it. You will hear that bell chime again and the candles will go out again.

Puzzle 6-

Larson E. (177 to 246)

"LARSON E. HAD A ZEAL
FOR THINGS THAT WERE NOT HIS
THAT IF YOU STEAL
YOU'RE SURE TO FAIL THE QUIZ"

Oh joy! {Oh god} Another puzzle where you have to wait. Four treasure chests will fall down. There is nothing in any of them, so don't open any of them. Just jump around the room for 15 - 20 seconds and entertain yourself until the bell rings and the candles go out. If you do open the treasure chests, although, a text box will open up and it will 'Alas! The chest was empty' and four monsters will fall down and attack you. Poor Nigel. This must be pretty tough for him.

Puzzle 7-

Dirk the Dark (222 to 249)

"MURDERING DIRK WAS ABHORRED
AS VICTIMS PILED HIGH, YET
HE WHO LIVES BY THE SWORD
SHALL SURELY DIE BY IT"

After reading this, three white skeletons and one dark skeleton fall down. Can you guess which one is Dirk? Of course, the dark one. The three white skeletons tend to want to fight you, while old Dirk stays behind and watches the fight. The key to this room is to kill Dirk before you kill all of the other skeletons. This may sound easy, but is very difficult. Have the three white skeletons chase you up to the left wall (your left, that is) and then, when they are coming towards you, run around them and towards Dirk. This tactic may not work most of the time, but it is the best one. You can kill Dirk in 3 or 4 shots. Once you do, you hear that bell again and the candles go out.

Puzzle 8-

Whodini (77 to 125)

"HERE LIES WHODINI
MAGICIAN WITHOUT PEER
HIS BODY WAS SO SKINNY
HE'D TURN THEN DISAPPEAR"

Simple enough. After reading that, a box drops down near the bottom of the steps. Run down and pick it up. Then, run back up to the top of the stairs and place the box against where it reads 'Whodini 77 - 125'. Jump onto the

box then jump onto the top tier and walk forward. You should walk through an invisible wall. It is right in the middle at the top of the screen. Once you walk through the secret wall, the bell will once again chime with the candles going out.

Now you can go across the river! Yay! Once you get on the raft, a mummy dude appears and say that there are more puzzles 'over there' meaning the other side of the water. Don't worry. There are only two puzzles.

For these next two puzzles, I have none of the information that goes with it (but now I have the names), but I will explain what to do. During my later updates, I will add the puzzle and the 'dates'. Okay? Good.

Puzzle 9-

Dead and End (199 to 276)

"WHEN YOUR HEART'S DESIRE
IS ON A DISTANT SHORE
IT TAKES A BALL OF FIRE
TO OPEN UP THE DOOR"

Something unfortunate happens in this room. I wont tell you, though, because I don't want to spoil it for you (and also because I don't want to type out those stupid ****SPOILER!**** tags.). Anyway, go and read the puzzle and a flame will come down and begin to chase you around the room. Lead it to the door, and as it is coming at you, JUMP so the flame hits the door and opens it.

Puzzle 10-

Aside the Shadow

"EVIL IS BESIDE ITSELF
WITH ANGER AIMED AT THEE
BUT IF YOU STEP ASIDE
WITH STEALTH
THE TRUTH WILL SET YOU FREE"

This isn't so much a puzzle as it is a boss battle. This 'puzzle' is so confusing, I don't rightly get it. Although I don't remember much of the text {YOU DO NOW}, it says something about how you shouldn't attack the mummy dude directly, but how its spirit walks off to its side. Try to get the mummy dude down at the center of the bottom of the screen. Then, when he is there, run to YOUR left and go to the top of the first set of stairs (there are two sets in this room) and face down again. Begin to swing your sword and the mummy dude should start to get hit. Remember, he needs to be in the center at the bottom for this tactic to work.

-End of Walkthrough-

D. Credits and Thank You's

{Seven years later, revamped}

Me.

E. Copyright Stuff

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F. Contact

If you want to ask me any questions about Landstalker, my
E-mail is dorkcrack@yahoo.com. Also, you should E-mail me
using that address if you want to use this FAQ in any way.

G. Other Projects

Not gonna happen.

Don't even try to fake it. Don't even try.