

# Light Crusader FAQ/Walkthrough

by virtuekid

Updated to v1.05 on Jun 25, 2010

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|                               Light Crusader                               |
|                               Walkthrough and Save State Hack Guide         |
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|                                     |
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|                               Version: 1.05                               |
|                               Date: 25 June 2010                           |
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|                                     |
|                               Introduction                                   |
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This is my first FAQ. That sentence says a lot. I hope it makes sense and I hope that many readers find it useful. I put a lot of information in this and it took a lot of time to make.

I first played Light Crusader in 1996. I was just a young kid at a local Blockbuster looking for a good game to play over the school weekend. As I browsed through the games I saw Light Crusader.

Man, Light Crusader has an awesome art on the front of it. Here is this swordsman swinging his sword with all his might at these 3 green goblin type things. I loved the picture. So I rented it.

I loved this game. The first time I rented it I couldn't even get past the 2nd floor. I always got stuck on the N.E.W.S. puzzle. But I rented it a few times and the next thing I knew I was down on the fourth floor. Suddenly Blockbuster put the game up on sale. I couldn't bear the thought of never getting to play the game again, so I begged/pleaded my mom and sold my soul to the devil. Well I got the game. And I went on to beat the game, and eventually master it. Now I want to try to write a FAQ for it. Wish me luck.

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| Update |
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It's good to see that Nintendo allows for this game to be downloaded onto the Wii. This way, more gamers can discover this jewel of a game. I hope this FAQ can continue to help newcomers to Light Crusader. =)

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|                                     |
|                               Version History                               |
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- Version 1.05 (25 June 2010)
  - Additional strategies and information added to the FAQ.
  - Contribution section updated to reflect contributions.
- Version 1.04 (13 September 2009)
  - Entire FAQ remodeled to be friendlier on the eyes.
  - Updated Controls section to reflect Wii Controls
  - FAQ has been added to more sites. FAQ updated to reflect this.
- Version 1.03 (04 May 2007)

FAQ added to another site. FAQ updated to reflect this.

- Version 1.02 (14 November 2006)
  - More contributions added.
  - Table of Contents updated.
  - Puzzle Solutions changed.
  - Added Hex Value for David's current health.
  - Added contributor's names to my FAQ.
  - Version history updated.
  - Proofreading updates.
  
- Version 1.01 (01 April 2006)
  - Contributions section added.
  - FAQ updated with tips.
  - Table of Contents updated.
  - Version history added.
  
- Version 1.00 (10 February 2006)
  - Brand new! FAQ was posted to Gamefaqs for the world to see.

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| Table of Contents |  
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|                               Controls                               (YY2) |
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The controls for Light Crusader are as follows:

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|   Sega Controls   |
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Directional Pad - Move about the menus, or move David
A Button - Cast magic, or Confirm
B Button - Swing Sword, or Cancel
C Button - Jump, or Confirm
Start Button - Bring up your menu

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|   Wii Controls   |
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Digital Pad - Move about the menus, or move David
A Button - Jump, or Confirm
B Button - Swing Sword, or Cancel
Y Button - Cast magic, or Confirm
+ Button - Bring up your menu

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|                               Techniques                               (YY3) |
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There are several times throughout this FAQ where I will explain which type of attack is most effect against an enemy. Here's the list. Check it twice.

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|   Indirect Attack   |
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An indirect attack is when David is not directly looking at

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his enemy, but his sword swing still damages the enemy. This technique is useful for those situations where facing the enemy will either try to initiate conversation, or make David dive in the air instead of slash. This move is used a lot throughout Light Crusader.

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|         Dive Attack         |
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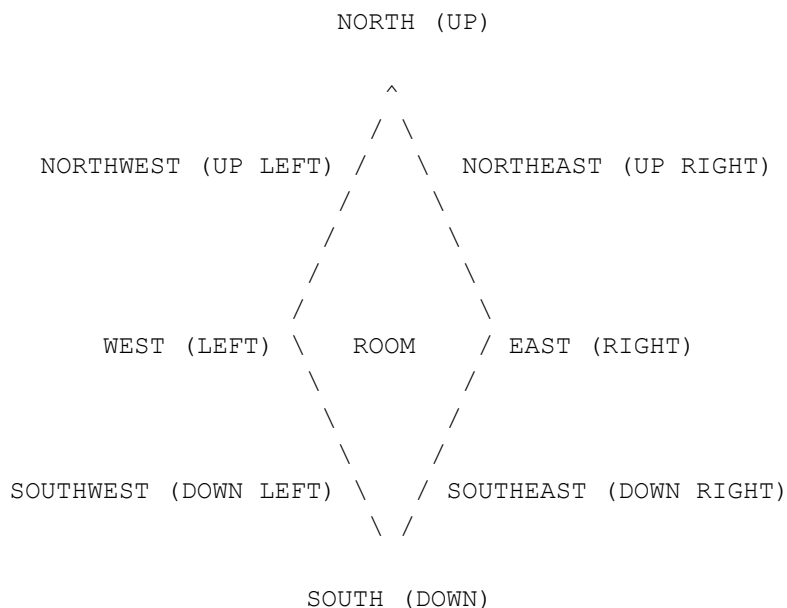
This attack is easy to do. Guesstimate the distance between you and your enemy, then launch David into the air and press the attack button. If you perform it successfully David will pretty much dive right into his enemy - sword first.

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|           Magic           |
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Yes, certain magic spells are techniques. =) 'nuff said.

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|                               Speech                               (YY4) |
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Light Crusader is a very visual game. Yes, this I know. So I will be using a few key words to describe directions in this game. Here is a type of picture describing which way is what in a common room.



This way when you hear me saying "northeast doorway" and "southwest wall" you'll understand what I'm saying.

Anytime I say "connecting room" I'm talking about a room that has no other purpose in life but to connect one room to another.

When puzzles get more and more complicated they will start to have multiple objects of the same type. When this happens I will identify the object with a number. For example say we are in a room with 3 silver balls. I will label them BALL 1, BALL 2, and BALL 3, and explain which ball is which.

I (frequently) use parenthetical qualifiers (to clear up issues) in my sentences (of this FAQ).

I think you are now ready to read my Walkthrough

=====O  
| The Beginning (YY5) |  
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When you first start the game, the intro plays. It introduces our main villain Bloodroke and our hero, David. It tells of how David arrives in Green Row on 'vacation' and ends up helping King Weedan find the town's missing villagers. Some vacation eh?

When you are given control of David, you'll find yourself standing in the main castle hall. The first thing I suggest you do is take the door on the northwest wall. You will be in a room with 3 more doors. The middle door is the Princess' room. The door to the left of her room is the Save Point, and the room to the right of the Princess' room is just a guest room. Go into the guest room. On top of the bookshelf is a Red Potion. To get it just jump on top of the table, from the table jump on top of the beds, and from the beds jump to the shelf. Once you have the potion leave the room.

After that, head back to the main castle hall and take the door on the southeast wall. In here is 3 more doors and an odd plant-lineup. Hiding behind the plants in the corner of the room is a chest with a pendant. Grab the pendant. Enter the southwest most room (the lowest room). In here is a crazy cook, rather, she is overly violent. Don't jump on the grill - you'll get burned. Don't eat that food! It's for the whole castle! Sheesh. Moving on.

Exit the kitchen. Enter the middle room. In here is The Oracle. There is no spoon. If you talk to her, she'll give you a hint about your first move in this game. Something's not right in the graveyard. We'll get to that. Exit this room. Enter the northeast most room (the uppermost room). This is a Teleport room. You'll find yourself here later. Exit this room, and then exit the castle.

Welcome to Green Row. The first area you're in has 3 buildings. If you talk to the people in this area, you'll get a little information about how people are disappearing. Creepy I know. The building by the crying girl is empty. The building beside it is a bar/shop. Inside are more speculating villagers and a shop where you can buy Steak, Apple, and Wine. The southern most building is a weapon shop that also has pendants. Nothing really of interest at this point in time. Follow the trail between the buildings and take the southeast path to the next area of Green Row.

In this area are 4 buildings. The northern most building is another empty house. The building beside that has a wonderfully gifted piano player. I strongly recommend you listen to her play. The building beside the skilled piano player's house is the house of a kind hearted </sarcasm> painter. The last building has a giant sign that says "INN". I reckon' this is an Inn. Inside you can either rest, buy magic elements, or buy Potions, Tomatos, and Water. Take the southeast exit in this area of Green Row.

Here you'll find a farmer and his cows. Nothing special here. Take the southwest exit from here.

=====O  
| The Graveyard (YY6) |  
=====O

Welcome to the Graveyard. This is the entrance to the 6 floor dungeon that

this game is composed of. Explore around this graveyard and you'll notice that there is a large square cut into the ground in the front of the graveyard. This is a secret door. To get this secret door open, head back to the third row of the graveyard and examine the tombstones on this row. The second tombstone from the left has drag marks to the left of it. Push this tombstone to the left. It will move and the secret door will be open. Enter. Walk down the hallway of intimidating gargoyle statues. Take the stairs you find in the end room. You are now on Floor 1 of the dungeon.

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|                                     First Floor                               (YY7) |
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Alright! Welcome to the first floor! The first thing you should see is a barred gate, a switch, and a room opposite the wall with the switch. Take the southeast door. You'll be in a room that has 3 green blobs, some blue-block obstacles, and another southeast door. Kill the blobs (or don't) and then head southeast.

I suppose this room is an introduction to the laser-pillars. These laser-pillars are great for opening doors. Striking the laser-pillar will make it change which direction the laser is shooting out of the pillar. Strike this pillar 3 times to make it point southeast, then push the pillar northwest. Once the pillar is in front of the door, the door will open.

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o-----o
|         Beat Them!         |
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It's a Beat Them! room. You must defeat 3 goblins in order to proceed. Do so. They hit really hard, I suggest either hit them then back off, or jump attack them. But don't stop moving. Once they are defeated, proceed into the next room.

This room has a treasure chest.... about 50 feet up in the air. The pillar it's sitting on can be destroyed with your sword. Attack the pillar until it's gone. Grab the chest to gain KEY 1. Now head back all the way to the first room. The room with the switch and the gate.

Flip the switch to open the gate then proceed inside. In here are 3 green blobs, a locked door, and an open doorway. Kill the blobs (or don't) then take the open doorway. In here are 3 doorways, one is blocked by a barred gate. The other is blocked by a common door, the last has no door at all. Take the common door (south of the open doorway). Your KEY 1 will open it. Enter.

Ahhh, your first (of many) block puzzle. Your goal is to push the silver block onto the giant orange tile to make the door open. First push the block southwest to make it fall down 1 step. Then push the block southeast to push it on the layer it shares with the orange tile. Now push the block southwest towards the tile, and northwest to put the block on the tile. The door should open.

In this room are 4 pedestal blocks, and a switch. The pedestal blocks will have 1 of each element (unless you already have the element). Flip the switch (A Door Opens Somewhere), exit the room. Exit the block puzzle room. Take the open doorway north of where you're coming from. In this room is a mountain of blocks with little floating tiles all around it. This is a type of jump test. To get to the treasure on the top, you have to jump from tile to tile all the way around this thing and up. The chest contains a Maximum Life.

There are 2 doors against the southeast wall. Take the southern most one (The one without a door). Jump onto the block-path and from there jump to the floating tile. Against the southwest wall are 2 rooms. In the southern-most room is a Fountain of Life. In the other room is a villager tied to a pillar. He'll tell you he was brought here by Men In Black (M.I.B.) Amazingly they didn't flash that memory out of his head, but whatever. Exit the room with the villager, and head back accross the nails back to the Maximum Life treasure chest room.

Take the doorway with the door swung wide open. In here is a room with water, floating tiles, and killer lillipads. Kill the lillipads (or don't) and head into the next room.

o-----o  
| Answer the Riddle! |  
o-----o

To answer the riddle, simply light all 4 lamp posts (to light them, strike them). A magical doorway will appear. Take this doorway. You'll find a chest with a pendant inside, and the connecting room has the resale cat. You can sell stuff to him (talk to him to initiate sales). Head back to the Answer the Riddle! room. Take the southeast door to find a save point. Save your game and then head to the southwest room. Here is your first boss fight.

O=====O  
| First Sponge Boss (B1) (YY8) |  
O=====O

Now you fight your first boss. I like to call him Spongebob FROM HELL but I'm pretty sure that's not his real name. In order to inflict pain onto this creature, you have to strike the eyeball sticking out of one of the holes on it's body. The eyeball likes to change which hole it's sticking out of constantly. Beware of the green worm like critters that shoot out of the holes. If there are no worms around, and no eye sticking out, beware! If suddenly the holes all turn red, get away fast - it's about to start shooting flames everywhere. The only other threat about this are the bouncing green balls it shoots. Keep an eye on your health and just power on through this guy. He's easy enough. Something to make a note of: The green balls when destroyed sometimes drop food (in case you get desperate). Once you defeat him, David will do his I-Know-Kung-Fu sword swinging technique (which magically replenishes David's health) and the door to the next area will open. Take the door.

O=====O  
| First Floor (Continued) (YY9) |  
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In this room are 2 treasure chests - one within easy reach (Maximum Life) and the other you must jump from moving platform to moving platform to reach (Key 2). Jump from platform to platform and get the KEY 2, then head out the southwest exit. In this room are some flame shooting pillars, and a treasure chest containing a Red Potion. Wait till the pillar stops shooting flames then maneuver past it. Head out the southwest exit. Your back to the beginning area. Take the southwest door. Back to the room with 3 blobs and a locked door. Kill the blobs (or don't) and unlock the door using KEY 2.

In this room is a strong-current water with floating platforms. Jump your way accross the room to the southeast exit.

o-----o

| Beat Them! |

o-----o

In this Beat Them! room is a sorcerer with 4 skeletons. This task can be accomplished in 2 ways. You can either kill the skeletons with the Turn Undead spell (Elements A,E,W) and then kill the sorcerer -- or you can just kill the Sorcerer which in turn will kill the skeletons also. Your choice. Once they are defeated, head into the next room.

Watch out! This pillar is shooting 4 lasers. 4 very unfriendly lasers. Simply walk clockwise between the lasers to avoid being harmed and head into the next room. It's Fire Sponge junior! There is a really easy way to defeat these creatures. If you stand DIRECTLY to the right of these creatures (just within sword range) and start attacking it, you'll be able to hit it, but it won't be able to hit you. You must be either DIRECTLY to the right or left of it. If you are being hurt, then you are not doing it right. Hrmph. Kill Fire Sponge junior (or don't) and move on to the next room.

This is your first exploding barrel puzzle room. To solve, simply push the barrel just a tad bit southwest, then push the barrel directly towards the door. It will fall off the platform and sit by the door. Strike the barrel to light its fuse, then get your distance. The barrel will explode and the door will open.

In this room is a gargoyle statue and 2 doorways, take the northwest doorway (the doorway the gargoyle is NOT facing). You'll see a woman being attacked by jello (Brings a whole new meaning to 'J' 'E' 'L' 'L' Ooooo It's aliiiiiiiiiiiive!). Or a woman who's having too much fun with jello. Strike the jello to save her, then head back one room. Now enter the doorway the gargoyle is facing.

Another wonderful barrel room. Push the barrel northeast. It should hit a wall very quickly. Get on the southeast side of the barrel, and push it northwest (towards the moveable platform). Do not push it all the way against the wall (You'll need to get behind it later) You don't have to push the whole barrel onto the platform, even a tiny slit of the barrel is enough, the entire barrel will go up. Once the barrel is on the platform, jump up to where the block is conveniently sitting above a switch. Push the block onto the switch. The platform will move up carrying the barrel with it. Push the barrel to make it sit on the Northeast edge of the platform. Then push the barrel southeast and it should fall onto a higher ground level than what it previously was. Push the barrel towards the door now. It should go straight to the door. Strike the barrel to light it and get away. The barrel will explode and open the door. Take the doorway.

This next room is simple enough. 2 moving platforms and at the top is a switch. Jump from platform to platform and flip the switch at the top (A door opens somewhere). Head back to the room where the woman was being attacked by Jello. The door is now open. Take it.

This room is windy. 3 blobs will be blown towards you. Kill them (or don't) and then work your way to the other side of the room. Every time the wind starts to pick up move David in front of a pillar. The pillar will hold him in place until the wind stops. There's a room on the northwest wall that has a Save Point. The northeast doorway is your goal for moving on.

A bomb puzzle room. A bomb sits atop a mountain of blocks, with 3 moveable blocks. There are multiple ways of solving this, but I will post the easiest one I know of. The block sitting on the ground should be moved into the jagged corner of the block mountain, forming a nice inverted L shape for



the mountain. The block on the first level of the mountain should be moved southeast until it is sitting on top of the first moveable block. Then it should be moved northeast until it is up in a corner. The top most block should be moved to where it is southwest of the bomb. Move the bomb southwest to put it on top of the moveable block. Then move yourself to the northwest side of the bomb, and push it southeast to make it fall down 1 level. Now push the bomb southwest to make it fall down yet 1 more level. Move yourself (carefully) to the northwest side of the bomb, and push it southeast. It should completely fall off the mountain. Now manuever the bomb to the door. There should be nothing to prevent you from doing that. Don't push the bomb up against a wall or you'll blow it. Strike the bomb to light the fuse and step away. Proceed through the now open doorway.

You are now in a water room with killer lillipads. Kill the lillipads and head southwest. Haha! I just got Gold Armour! I am lucky. (Check the armor section to learn how to get this armor). This next room is quite pointless. It's simply a connecting room. Take the next doorway.

In this room is a moveable clock-beam type (I'd like to see YOU come up with a better name) structure. The goal of this room is the move the block from one area of the room to the other side of the room using the clock-beam. Adjust the beam to where one end is close to the block. Push the block northeast and it should fall onto the beam. Jump over the beam to the north side of it, and begin to push it south. KEEP AN EYE ON YOUR BLOCK. If you suspect the block is about to fall off, simply move to where your block is on the beam, jump up and push the beam. The block should be put right back onto the beam. Adjust the beam to where the end your block is on is pointing directly at the orange tile. Once it is in position, Jump onto the beam and push your block off the beam onto the tile. The door will open. Moving onward.

In this room is a stairway surrounded by 4 pillars. The pillars have a magical barrier that prevents you from entering the stairway, don't worry about it for now. Just head through the doorway on the other side of the room. This next room has 4 doorways, one blocked. The doorway accross from yours has a Healing Fountain. Take the northwest doorway to move on.

You should now be in a room with 3 barrels, one of them elevated. The goal of this room is to get the elevated barrel to the doorway. To do this, first push the 2 barrels on the floor northwest into the corner (right beneath the elevated barrel). Both of the barrels should fit in the space provided. Once that's accomplished, push the elevated barrel southeast until it is sitting on top of the 2 ground barrels. Once it is on top of the 2 ground barrels, push the elevated barrel northeast until it falls off the ground barrels and on top of the platform. Continue to push the barrel northeast until it BARELY falls off the platform. Now push it towards the door (Northwest and then southwest). Detonate the barrel to open the door. Moving on.

In here is a treasure chest with a weapon upgrade (Rapier) and a switch. Flip the switch and equip the sword. Now head backwards 2 rooms. Back to the 4-way. The 4th doorway that was once blocked is now open. Take it (southeast). You'll be in a flame-pillar room. Avoid the flames and head northeast.

o-----o  
| Answer the Riddle! |  
o-----o

To get past this Answer the Riddle! room, simply turn off all the lamp posts (strike them). A magical doorway will appear, take it.

Inside is 700 gold and a red potion. Back to the Answer the Riddle! room.  
Take the northeast door.

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O=====O
|                                     The Dragon! (B1)                               (YYA) |
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For the most part, this dragon has a pattern. The dragon will perform 1 of 3 attacks, then he will swoop at you. He will repeat this over and over. The attacks he does are:

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|   Land-on-You   |
o-----o
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The worst out of those 3 attacks is the land-on-you attack. To be honest I don't know how to avoid that. It doesn't really hurt too badly though.

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|   Fireball Attack   |
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The fireball attack can be easily avoided by first heading to the left side of him (his neck will crane and it will look like he's shooting himself) - but don't stay there during the last shot, by the 5th shot you need to be back in front of him, because he'll move and if you're still beside him it will hurt you.

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|   Wing Flap   |
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When the dragon flaps his wings just deal with it. He's trying to mess up your position for when he swoops at you.

After he performs 1 of those attacks, he will swoop down at you. This is your chance to attack him. You have to jump up into the air (preferably from one of the platforms) and slash his neck or head. You'll know if you hit him because he shrieks. After he swoops he will try to attack you again.

Here's a neat trick I like to do with the dragon. If you time your jump just right from the tiles when the dragon swoops at you, you could land ON the dragon. If you land ON the dragon, you can slash at it multiple times. When it flies backwards, just walk forwards on it's head and you won't fall off. You'll eventually get knocked off most probably, but I've gotten at least 10 hits off of the dragon before doing this. It's pretty fun. It's all in the timing of your jump.

Deal with his attacks and kill him first (First one to die loses, y'know). David will do his I-Know-Kung-Fu Sword Swinging technique (which magically replenishes David's health) and the doorway to the next area will open. Take the door.

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O=====O
|                                     First Floor (Finished)                               (YYB) |
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In this room is a treasure chest (Maximum Life) and a villager tied by his feet hanging from the roof. Hop from pillar to pillar until you are on the tallest pillar. Then leap towards the rope holding the villager and slash it (I found that if you swing early in the air, you have a better chance of

hitting the rope instead of the villager). He will fall (face first) to the floor. Talk to him. He says the M.I.B. kidnapped him too. Funny. He tells you that the King should know how to get past the barrier to reach the 2nd floor of the dungeon. Take the now-opened doorway. Step on the teleport pad and you will find yourself back in the castle.

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O=====O
|                Back to Green Row (Talisman)                (YYC) |
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You are now back in the castle. Exit the teleport room and head to the main castle hall. Speak with King Weedan. He will give you a TALISMAN that will allow you to pass through the barrier of floor B1 so you can take the stairs to B2. Prepare your character any way you feel fit for floor B2 (steaks, rest, weapons, etc.). Go back to the teleport room of the castle and teleport back to B1.

Start traveling backwards through the dungeon of B1. From the dragon room -to- riddle room -to- flame pillar room -to- 4 way room. In the 4 way room you can heal up in the nearby Healing Fountain room (northeast) and the southwest room is the barrier room.

Pass through the barrier and take the stairs down to B2

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O=====O
|                Floor 2                (YYD) |
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Welcome to Floor B2. This is a big floor so I suggest you follow along closely with the FAQ so you don't get lost. Take the only doorway you can from the stairs. In the 4-way room you find yourself in, take the southwest room. In this next room, head straight accross the narrow hallway (AKA keep going southwest) and you'll find a teleport room! It would BEHOOVE you to remember where this room is. Exit the teleport room. You are now in a hallway with a red blob that shoots fireballs. I don't know about you, but I take sadistic pleasure in reflecting the fireballs the blob shoots at me back on him, to watch him kill himself. The room on the northwest wall is a Healing Fountain room. The room on the southwest wall (not the teleport room, but the one beside it) is where we need to go. You should be in a water room. The water has a current that pushes you southwest, and there are flame pillars. Jump around the pillars and navigate through the room. Take the only doorway given to you to move on.

You are not alone. There is some Wizard type Joe in the room, speak to him. He will tell you how the Wizard Guild cast a curse on his son. The reason he's down in the dungeons is to find the cure for his son: The 4 orbs that are inside this 'shrine' (B2). Goody two shoes David will volunteer himself to help and the Wizard guy will give you the GOLD KEY. The GOLD KEY will be used in order to unlock the 4 doors that guard the 4 orbs on this floor. The first door you must unlock should be in the room you are now in. Unlock it and proceed.

This room is kind of annoying. Strong winds blow you southwest. There are 2 flame pillars and an goblin. The goal of this room is to hit the switch located on the northwest wall (about 20 feet up). In order to reach that switch you must first flip the switch on the northeast wall (opposite the barred door). Flipping this switch will lower a platform you can use to reach the other switch. Flip the switch and then make your way to the once-barred door (I find that from the switch you can jump on top of the flame pillars and then make a great leap towards the once-barred door).

This puzzle will give anybody a headache. There are 4 switches. Hit each switch once. The door will open. Proceed.

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O=====O
|                Man-Eating 2 Headed Boss (B2)                (YYE) |
O=====O
```

In this room is a monster with 2 mouths, and inside one of those mouths is a man. Sucks to be him, aye? No seriously, we have to help this guy. This monster really isn't that difficult. Stand just within sword range of one of the swinging heads and when it gets close enough for David to hit it, ... hit it. Repeat until the monster is defeated. David will do his I-Know-Kung-Fu Sword Swinging technique (which magically replenishes David's health).

```
O=====O
|                Floor 2 (Continued)                (YYF) |
O=====O
```

Once the monster is dead, talk to the man you rescued. It will seem like he's crazy, but he's actually giving you the answer to a future puzzle. N.E.W.S. (Remember this!)

Anyways, head onward into the next room.

```
o-----o
|      Beat Them!      |
o-----o
```

In this Beat Them! room, you have to kill 4 Fire-shooting spirits. There's 2 ways to do this. You can either cast Turn Undead spell on them (Elements A,E,W), or you can stab them to death. Your choice. Once they are defeated you will get a treasure chest (maximum life) and the doorway will open. Proceed Hero, into Terror's Lair.

```
o-----o
|      Beat Them!      |
o-----o
```

In this Beat Them! room, you have to kill 3 goblins to proceed. You should be a Pro at this by now. David the goblin Slayer! So get to slashing and kill them. Once they are dead move on.

Enter and travel through the very pointless room into the Green Orb room.

```
O=====O
|                Green Orb Room                (YYG) |
O=====O
```

There's your first orb, the Green Orb, just WAAAAAAAAAITING for you to grab it. But first you must answer this puzzle. There are 4 tiles on the ground. Labelled 'R' 'Y' 'G' 'B'. Step on them in this order: RYGB. You'll hear a neat sound effect when you get it right, and the orb is yours for the taking.

How did I know that? Throughout the B2 floor are little pieces of paper that once all collected (5 pieces), you'll learn. It's from some dead guy (the first piece is found by his skeleton). It says:

"I finally discovered what is important - the combination of the four elements. Red indicates Number 1. Yellow indicates Number 2. Green indicates

Number 3. Blue indicates Number 4"

O=====O  
| Floor 2 (3 Orbs to Go: R. Y. B.) (YYH) |  
O=====O

Travel backwards now, from the Green Orb Room -to- useless Room -to- Beat Them! goblins -to- Beat Them! ghosts -to- Man Eating Monster Boss -to- 4 Switches Room -to- Annoying Wind Room -to- 4 Statue Room (GOLD KEY room) -to- Water current room -to- Fire Blob Hallway.

Yes yes, I know. That was a long trip backwards. In this hallway take the northwest door to the Healing Fountain room (if necessary). From the hallway take the northern most northeast doorway. You'll be in a spider-webbed room with a gargoyle statue and 2 doorways. Take the northwest doorway. Fight against the current in this water room and head into the next room. You'll find a skeleton with a scroll piece next to him (SCROLL 1). Open the door with the GOLD KEY.

You should find yourself in a room with 2 goblins and 2 skeletons. Kill them (or not) and head into the only other doorway. You'll find yourself in a room with a harmful laser pillar. There are multiple ways to solve this puzzle.

The easiest way is to push the laser pillar off of the platform on to ground level. Then hop on top of the laser pillar, and from there, jump towards the switch high up on the wall. Strike the switch and the platform will lower for you to jump on. Jump to that platform and hit the door switch. The door will open.

An alternate, longer way to solve this puzzle is to push the laser pillar on top of the platform just southeast of it. Once it is on top of the platform, head to the southwest corner of the room where a fire sponge junior is at, and flip the nearby switch. This will lift the laser pillar into the air. The laser pillar will then shoot the switch on the high area of the wall and lower the platform for you to reach the door switch.

ONCE YOU'RE PAST THE LASER PILLAR ROOM, You will find yourself in a room with a lot of statues. Take the nearby northeast wall doorway.

A bomb puzzle. Push the ground-level bomb onto the southeast orange tile (the lowest tile on the screen). This will lower a platform within jumping range. Jump onto that platform and push the bomb that is sitting on it off onto ground level (push it northwest). Push this bomb onto the other orange tile. Now both tiles should have a bomb on it. Read this sentence and the next fully and completely before proceeding. Strike the southeast bomb (the lowest bomb) and wait 1 full second (the bomb timer will go from 3 to 2) then strike the other bomb. Jump onto the platform within jumping range. Wait for the first bomb to explode, When it explodes, the platform will fly up into the air - Once within jumping range of the next platform, jump to it. The last bomb will explode and you can reach the treasure chest at the top. The chest has Gauntlets (gloves) Equip them and then exit the room.

Travel all the way southwest (past every statue) in the statue room and take the door at the end.

o-----o  
| Beat Them! |  
o-----o

You are now in a Beat Them! room, but before we beat the crap out of these 3 pathetic worms, take the open doorways on each side of the room. In the southern room is a woman being attacked by a ghost. That or she's just having too much fun with ghosts again. Attack the ghost to save her. The other room contains a bomb puzzle.

To solve this bomb puzzle, you must push the bomb onto the platform under the switch. Strike the bomb to light it, then go stand on the orange tile. Now you simply wait till the very last possible moment before it explodes to jump from the orange tile to the platform northeast of you. If you time it right, the bomb will go off, flipping the switch. The switch-flip will make the platform that YOU just jumped on fly up to the chest at the top. This one can be annoying, but I find that the main thing that matters is placement of the bomb. I try to keep the bomb more southwest than northeast. (Check SPEECH section of my FAQ if you don't know what I mean). The treasure chest contains a MUSIC BOX. The music box is the answer to another puzzle later on this floor.

Exit this room back to the Beat Them! room. These worms shouldn't be hard. At all. They are just annoying. Kill them and then enter the doorway that opens.

```
O=====O
|                Yellow Orb Room                (YYI) |
O=====O
```

Here you'll find a sign that says "Penumbra..." This is your only hint to the next puzzle. Walk into the next room. You'll see 4 statues. One statue holds a star, another a half-moon, another a full moon, and the last a dark moon. These 4 statues have to be put in a line. When I say line I mean up against each other, the first one in the line will be closest to the Yellow Orb, the last one in the line will be closest to the doorway. Line them up like this:

\*YELLOW ORB\*

Star  
Semi-Moon  
Black Moon  
Full White Moon

\*DOORWAY\*

Once they are properly lined up, you'll hear a neat sound effect and now you can grab the Yellow Orb.

How did I know that? To be honest, I would love to say that I am a space-freak and instantly knew the meaning of Penumbra, but the truth is I figured this one out with luck alone. I had no idea what to do and was just messing around when it suddenly lined up right and worked.

```
O=====O
|                Floor 2 (2 Orbs to Go: R. B.)                (YYJ) |
O=====O
```

From the yellow Orb room, travel backwards to the Beat Them! worms room -to- Statues Room -to- Laser Pillar room -to- 2 Skeletons 2 goblins room -to- Dead skelly room -to- Water current room -to- Spider web Gargoyle room.

Now from the Gargoyle room, take the northeast room (The room the gargoyle

is looking at). You are now in another fire blob hallway. Kill the fire blob (or don't) and take the southeast path. There's a save point! Save your game and head back to the fire blob hallway. Now take the northeast doorway by unlocking it with the GOLD KEY. You should be in a water room with killer lillipads. Kill the lillipads (or don't) and head into the next room. In this room is a bomb already ticking and a grandfather clock. Run over to the clock and strike it BEFORE the bomb explodes. This will freeze time. Nifty. Now move the bomb towards the blocked doorway. Once it's in place, strike the clock to start time. The bomb will detonate and the doorway will be opened. Proceed. In this room are 3 annoying worms. Kill them (or don't) and then proceed.

This spiked floor room can be annoying, but all you have to do is just maneuver to the other doorway and move on. If you don't want to get hurt by the spikes you can jump on every OTHER tile to get across faster.

Alright! A laser pillar, 2 blocks, and a moving platform. Jump up onto the mountain that holds the 2 blocks. You want to push the block that's higher up onto the ground by the laser pillar. To do that you just have to jump from the mountain - in the air MOVE BEHIND the block and push it to the ground. Once it's on the ground push the block until it is directly northeast of the laser pillar. Push the laser pillar onto the block. Strike the laser until it is pointing at the southwest wall (to prepare). Push the block (with the pillar on it) to the platform that has a switch-tile. Push the laser pillar onto the platform's MOST northwest edge. The moving platform nearby will automatically push the pillar onto the platform. Flip the switch and the pillar will raise up. Maneuver yourself to the southeast side of the pillar. When the moving platform gets close enough, push your pillar onto it. The pillar will fall and (hopefully) land on the moving platform. Once it's on the moving platform wait for the platform to be directly above the mountain of blocks, then QUICKLY push the laser pillar off. If you do it fast enough, the laser pillar will land ON the mountain of blocks, and then the moving platform will push it off the mountain and in front of the door. The door will open. Go in.

Inside the room is Thunder (weapon) and SCROLL 5. Equip and head out. From the laser pillar room, head southeast. You are now in a flame pillar barrel room.

This room can suck, there are multiple solutions to this puzzle but I am ONLY going to list the easiest most direct solution. You are suppose to put a barrel up in the air on the moving platforms OVER the fire...

but...

It's much easier just to push the barrel that's on the ground through the flame pillars when the timing is right. Yes, you will most probably get David hit once, maybe twice - but it's so much faster and easier. First get a good look at the room before attempting. TIP: For the last flame pillar, Push the barrel up against the wall where the switch is, then push it past the pillar - I find it easier that way (because you're farther away from the flames). Once you see your goal, just push the barrel past each flame pillar to the door, then strike the barrel and take the newly opened doorway.

THE FIRST THING you should do in this room, is strike the blocks against the southwest wall with your sword. They will shatter to reveal a hidden doorway. Take it. In here is a chest with a pendant. Exit back to the room you came from. You'll see a guy trapped in a cage. He bribes you with teaching you something to your advantage if you let him go. Let him go.

Then he throws out a little sentence. Hope it taught you something. I didn't learn anything honestly. Moving on, head into the southwest door.

```
o-----o
|         Beat Them!         |
o-----o
```

In this Beat Them! room, you have to kill 3 sorcerors. These guys can get annoying. They teleport here and there, shooting fireballs. I just jump around stabbing at them. Once they are dead, head into the door that opened.

```
O=====O
|                               Red Orb Room                               (YYK) |
O=====O
```

You are now in the Red Orb room, There are 4 Prong type structures. When you strike them with your sword they play a musical note. I will refer to the pitches as LOWEST, NEXT-LOWEST, NEXT-HIGHEST, HIGHEST. I will refer to the Prongs as UP, DOWN, LEFT, RIGHT.

The UP prong plays the LOWEST note. The LEFT prong plays the NEXT-LOWEST note, the RIGHT prong plays the NEXT-HIGHEST note, and the DOWN prong plays the HIGHEST note.

Orient yourself with what I just described, and when ready play the following:

```
HIGHEST (DOWN)
NEXT-LOWEST (LEFT)
NEXT-HIGHEST (RIGHT)
LOWEST (UP)
NEXT-LOWEST (LEFT)
NEXT-HIGHEST (RIGHT)
HIGHEST (DOWN)
```

The neat sound effect will play and you can grab the Red Orb.

How did I know that? The MUSIC BOX that we found earlier when played (in your inventory) plays the notes in order.

```
O=====O
|                               Floor 2 (1 Orb Left: B.)                               (YYL) |
O=====O
```

From the Red Orb room, work your way backwards. From the Beat Them! Sorcerer room -to- trapped guy room -to- flame pillar barrel room -to- laser pillar room -to- spike floor room -to- 3 pathetic worms room -to- bomb clock room -to- water lillipad room -to- Fire blob hallway.

Welcome back. In fire blob hallway, take the southeast room to the Save point. Save. Then from the fire blob hallway, take the southwest door (the door closest to the save point room). This room may look a little familiar to you. It's the first room you saw when you first got to floor B2. Open the barred gate door using the GOLD KEY and proceed onward to the last orb. Travel through the water room to the next room.

There are 3 doors in this laser room. Before doing anything, just take one of the already open doorways. You'll find yourself in a room with a skeleton and a SCROLL 2. Well, to the right of scroll 2 are some wall-blocks that your sword can shatter. Shatter the blocks to find a switch. The switch opens a



magical doorway. Take the magical doorway.

Inside is a chest with the SEXTANT! What is the SEXTANT you ask? Why it's a portable transporter. You can teleport to any other transport room with this (provided you have already been there before). Travel backwards to the skelly room -to- The laser room.

Now push the laser pillar southwest until the laser pillar is pressed up against the nearby gargoyle statue. After that, push the laser pillar northwest until it hits the wall. If this is done properly, before the pillar reaches the wall, you should reveal a magical doorway. Take the magical doorway. Inside this room is a chest with a Green Potion. The Green Potion fills all of your magics to 99. Charkan showed me this hidden room. Thanks, Charkan! Go back out to the laser pillar room.

Don't push the laser pillar, but instead just hit it 3 times. The door will open.

This room can be annoying. Your goal is to make one of those goblins stand on top of the orange tile. How do you get them to cooperate? Push them. Yes, they will hit you, but it must be done. Sometimes this is annoying because you'll put the goblin in the right spot, but then he'll walk off it. Here's what to do. Push a goblin onto the platform, then quickly jump over to the switch on the wall. Hit the switch and the platform will raise the goblin up. Now push the goblin onto the orange tile. Keep an eye on your health. Once you have accomplished this, head into the open doorway.

Now you're in a room with a half-spiked floor, and a fire sponge junior. The goal of this room is to get the barrel across the spikes and to the door. Kill the sponge monster first. VERY CAREFULLY maneuver yourself behind the barrel (on it's northeast side). When the moving platform gets close enough to the barrel, push the barrel onto it. When the barrel gets close to the next moving platform, push the barrel onto it. QUICKLY JUMP to the northwest side of the barrel, to ensure you will be able to set up for your next push. This next push is TRICKY. If you push too hard, the barrel will be up against the wall and you lose. If you don't push it hard enough, it will fall on the spikes and set off the barrel and you lose. You have to just barely tap the directional, hard enough to push it off the platform, but no harder. It should hopefully land on the very edge of the safe land. Begin pushing the barrel towards the door. There's a chance that you might not be able to get on the southeast side of the barrel for the final push to the door, but if the barrel is close enough, the door will open regardless. Light the barrel and pass through the doorway once open.

This room has a treasure chest on top of a pillar, with 4 lamps around it. In the corner of the room is a platform. The platform will move in response to the lamps. If you hit the southeast lamp, the platform will travel southeast. If you hit the northwest lamp, it will travel northwest. Your goal is to guide the platform towards the treasure chest. You want the platform to push it off the pillar. The easiest way to do this is to hit the southeast lamp, WATCH THE PLATFORM'S SHADOW, and then quickly hit the southwest lamp when the timing is right. It should push the treasure chest off the pillar (and most probably on top of the lamp). If it lands on top of the lamp you can push it off with David's jump. The chest contains a Maximum Life. Take the northeast doorway.

In here are 3 barrels stacked on top of each other. The goal of this room is to push each barrel to the edge of the barrel it's sitting on - to form stairs. Then from the top barrel - jump to the SCROLL 3 at the top. Once you grab the SCROLL 3 exit this room, then take the southeast doorway from

the lamp room.

o-----o  
| Beat Them! |  
o-----o

In this Beat Them! room, there are 3 Fire Sponge Juniors. They are quite easy to kill (especially if you read my technique on how to kill them without getting hurt). Kill them and then proceed into the opened doorway. The fire sponge junior closest to the blocked door will drop SCROLL 4. Once you pick up SCROLL 4 you will have the complete scroll. Reading that will provide the answer to how to get the GREEN ORB.

O=====O  
| Blue Orb Room (YYM) |  
O=====O

In this room is a giant compass, with N, E, S, and W (North, East, South, and West) The goal of this room is to move the compass needle to each direction in the correct order. So, what is the correct order?

N.E.W.S

North, East, West, South

This compass can be a little annoying to move, but there really shouldn't be too many issues with pointing it. Once you have put those directions in, a neat sound effect will play and the blue orb will be yours to grab.

How did I know that? On the other side of B2 we rescued a man from a monster, When David speaks to him he says N.E.W.S. (although David wonders if he hit his head).

O=====O  
| Floor 2 Boss (Genie) (YYN) |  
O=====O

Once you have gathered all 4 orbs, the man who gave you the GOLD KEY will come out from the floor (magic! whoosh!) and reveal that he used you to gather the orbs for him, and that he is actually Bloodroke, leader of the Wizard's Guild. He takes the orbs from you and then sends you down to B3 to fight a monster.

When you land (because it's a long fall) you'll see your foe. It's like a half-man half-genie type critter. To be honest I don't know what he is. He flies around the room usually just out of reach, then he'll zip down and smack you with his staff. He's really annoying. He'll also zoom to the back wall, then release like 4-5 tiles that follow you around trying to hurt you.

There are many ways to defeat him, I'll share my favorite way. When you first land head to the CENTER of the NORTHWEST wall (This wall is decorated with 2 giant golden circles and a little golden circle inbetween them. Stand a little below and in front of the little golden circle). (aka right behind him) Once there, face towards the center of the room and just start swinging your sword. See he likes to fly around alot, but almost every time he comes down to smack you, if you are positioned right - he'll just get hurt and then fly back up. Then when he tries to cast the tiles, SOMETIMES you can interrupt him with your hits. And 90% of his fireball spells will hit the wall trying to get to you. He's really not that tough. Just stab him till he dies. David will do his I-Know-Kung-Fu Sword Swinging technique once he's defeated (which magically restores David's health) and you can head

on to the next room.

0=====0  
| Floor 3 (YYO) |  
0=====0

Welcome to floor 3. The first thing you'll see are the stairs leading back up to floor 2. You end up coming from the gargoyle statue on B2. Anyways. On B3, take the first doorway you see (The one Northeast of the stairs). In this room is a chest (Maximum Life) and a door leading to a Healing Fountain Room. Once you've got that Maximum life and are healed up, head northwest from the stairs. You'll find a doorway leading to a room with 3 fire blobs and a barred gate door. To get the gate up, all you have to do is flip the switch that's up at the top of one of the block mountains. It's too easy. Flip the switch and proceed.

What's this!?! Human slaves digging? Yes, the goblins are living under the city (in B3) and making the humans dig tunnels for some reason. Take the only other doorway available from there and you'll find yourself in a room with 2 goblins holding boulders over their head. It would BEHOOVE you not to walk under them. Head on into the next room. You'll find yourself in a Save Point room. Save your game. Head into the next room.

You are now in a goblin town. I will not guide you on a tour through every area of this place, because some of the rooms here are pointless town zones. Instead I will guide you where you NEED to go to beat B3. From this room, take the northwest doorway. And from the room you find yourself in, Take the northwest doorway.

o-----o  
| Answer the Riddle! |  
o-----o

In this Answer the Riddle! room, all you have to do is repeat the light pattern the pillars display by striking the pillars in order. Each time the order gets longer and longer. This particular room will only do 4 lights then let you pass. Answer correctly then proceed to the next room.

From this room go through the northwest doorway.

You will find yourself in a room with 3 bombs and a clock. A 3 second bomb, a 6 second bomb, and a 9 second bomb. INSTANTLY upon entering this room strike the clock to freeze time. Push the 3 second bomb (the bomb closest to the clock) onto the orange tile. Then unfreeze time and watch the bomb push the tile down. Once the platform drops ALL THE WAY to the floor (about 1 full second) freeze time again. Push the 6 second bomb (southwest bomb) onto the platform. Unfreeze time and wait for the 3 second bomb to explode, lifting the 6 second bomb up. Once the 6 second bomb is ALL THE WAY UP, freeze time again. Push the 10 second bomb (which is on the ground level) up against the mountain of blocks. This will be your stepping stool. Jump on top of the 9 second bomb and then jump on top of the mountain. Push your 6 second bomb all the way to the barred door. This is cool because your 6 second bomb will defy gravity and stay in the air (time is frozen, after all). Once your bomb is placed in front of the door, head back to the clock, strike it to start time. Hop on top of the 9 second bomb and then on top of the mountain before your 9 second bomb explodes. Your doorway will be standing open for you.

In this room, DO NOT take the immediate northwest doorway you see. Not yet at least. Instead take the northeast doorway further down the trail. It's a

healing fountain. Heal up and exit the room. NOW take the northwest doorway.

O=====O  
| Water Dragon and Rider (B3) (YYP) |  
O=====O

This room is a water room. Out of the water is a dragon, with a mage/wizard riding on it's neck. The easiest way to kill this dragon is to jump into the water. Move David directly in front of the dragon. Tap UP on your Directional pad. You should be looking to the right of the dragon (or from the dragon's view, the left). Jump up and slash your sword. David should just swing his sword, not do a dive. If he does a dive you are still looking at the dragon, you need to be looking up, not directly at the dragon. Try backing up if this keeps happening. The dragon is not tough. He casts a few spells. Like fireball and lightning. If you are doing the technique for killing him properly, you probably wont even get hurt. It's pretty easy.

Once he's dead David will stand on top of the water. He will do his I-Know-Kung-Fu Sword Swinging technique (which magically replenishes David's life) and then you'll be good to go. You'll also fall back into the water. Ha. Head into the next room.

O=====O  
| Floor 3 Continued (YYQ) |  
O=====O

This room is pretty simple. 3 blocks, you, and 4 tiles. Push 3 of the blocks onto tiles, and then stand on a fourth one. The doorway will open. Go in.

In this room is a laser pillar, 2 bombs, and 2 switches. Move the laser pillar into the south corner of the room. DO NOT STRIKE IT. Then push the bombs on each side of the pillar (Northwest, and Northeast) To prevent yourself from accidentally striking the pillar, you can leave a little bit of space between the pillar and the bombs.

When everything is in position, strike the left bomb, wait 1 full second, then strike the second bomb. Now jump onto the platform and enjoy the ride.

Inside the chest at the top is COSTUME. Very handy tool. I will use it a lot for the rest of the game.

Now it's time to travel back, back, back. Back to the 4 tile room -to- water dragon room -to- connecting room -to- 3 bombs room -to- The long hallway room -to- Answer the Riddle! Light pillar room. This is where you need to be. From the Answer the Riddle! light pillar room, take the southeast door. In this next room you should have to choose between 2 southeast doors. It really doesn't matter which door you take, we are simply heading from one end of the town to the other.

Put on your COSTUME. Take the upper southeast door. In this room continue to walk southeast and enter the doorway you find (should be a straight line path). You'll find yourself in a Healing Fountain room. From here take the southeast doorway. The first thing you should see are 2 cows and an goblin. Walk around them and take the uppermost southeast path. You should be in a room with a crossbow wielding goblin and a barred door. Wearing the COSTUME, Speak to the guard. He will insult you and then open the door. This next room is simply a connecting room. Follow the path. Now you should be in a room with 2 ground-level doorways, and 2 air-level doorways. 1 doorway up in the air is reachable by floating platforms. Jump

up the floating platforms and take the doorway. You'll notice in this room there is strange object on the wall. We will come back to this later. For now simply proceed onward into the next room. In here is a goblin guarding a pile of blocks. BEHIND the blocks is a treasure chest containing POWER (gloves). Get the gloves and equip them. Then head backwards to strange object room -to- platform room. Take the southern most southwest door.

In this room are 4 goblins guarding a narrow path from one doorway to the other. Either kill all the goblins and pass through the room, or don your COSTUME and walk through. Your choice. This will lead to a room with 3 doorways to choose from.

The northwest doorway leads to a tunnel with a human slave you can speak to. The southwest doorway is a healing fountain, and the southeast doorway is a Boss.

```
O=====O
|                4 Legged Spider (B3)                (YJR) |
O=====O
```

This boss can be pretty easy. All you have to do is move David right up to the spider's face and start swinging like crazy. When the spider moves backwards simply follow it. When the spider moves forward it will push David along. It attacks in the following ways:

```
o-----o
|      Fireball      |
o-----o
```

The spider extends it's body into the air, and begins to shoot fireballs at David. It will shoot 10 fireballs before the spider comes back down. To avoid getting hurt keep David moving. This is the most powerful attack the spider has. The farther away from the spider you are, the easier it is to avoid the fireballs.

```
o-----o
|      Arm Swing     |
o-----o
```

It stretches one arm out, then brings it in to hit you, then it repeats for the other arm.

```
o-----o
|      Earthquake    |
o-----o
```

The spider jumps up, and when it comes down it casts Earthquake, simply jump twice, starting right when the spider casts the spell to avoid being hurt.

Once you have defeated it, David will do his I-Know-Kung-Fu Sword Swinging technique (which magically replenishes David's health) and the doorway to the next room will open.

```
O=====O
|                Floor 3 Continued (After Spider)                (YYS) |
O=====O
```

In the next room you'll see 3 floating platforms (2 of them moving) and 2 giant brown balls swinging on ropes. The goal of this room is to jump from platform to ball, to ball, to platform, to platform - so you can flip the

switch up on the wall. It's not really difficult, the best advice for this room is "Slow and steady" I find my lack of patience causes me to jump way too early. Once you flip the switch, head onward to the next room.

Inside the end room you'll find a treasure chest with a TAP HANDLE. Now head back through the 2 brown ball room -to- The spider room -to- the connecting hallway room -to- The 4 goblin guard room -to- the 4 doorways room. This is where you need to be.

Once again, jump up the platforms and enter the doorway. In the room with the strange object, open up your inventory and use the TAP HANDLE. David will place the handle on the wall. Exit the room from where you came.

The previous room is now filled with water, and you can reach the other doorway now by swimming through the water. Take the other doorway. In this room is a barrel, block, and orange tile. Simply push the barrel on to the orange tile. Light the fuse and quickly jump on top of the lowered platform. When the barrel explodes it will lift you up to the top where there is a switch. Flip the switch and take the now opened doorway.

Now you should be in a room with 2 barrels, a floating platform, and a barred door (on the other side of a mountain) The goal of this room is to get the barrel on the higher level moved off the mountain and to the door. Here's how to do that. Push the barrel that is on the lowest level southwest until it falls on the ground. Once it's on the ground, push the barrel under the floating platform - this will prevent the platform from falling when the other barrel lands on it.

Once the barrel is under the platform, maneuver behind the highest level barrel and push it southeast onto the floating platform. Push it until it's past the obstacles that block it from falling off the mountain's northwest side. Once you are past the obstacles, push the barrel northwest and to the door. Detonate and move on.

```
o-----o
|           Beat Them!           |
o-----o
```

In this Beat Them! room, you have to defeat 3 worms. It's too easy. Do so and move on.

I hate this room. In this room you should see a switch, and 3 floating platforms. You can only jump onto the lowest platforms, the other 2 are out of reach. The goal of this room is to flip the switch, and use the falling giant brown balls as STEPS between each platforms. What makes this room tricky is the fact that you can accidentally kick the balls off instead of land on them, and screw up the stairs. The easiest way to accomplish this is to ensure David is high enough in the air BEFORE you move him over towards the ball. At the top is a treasure chest containing KEY 3.

Grab the KEY 3 and travel back to Beat Them! room -to- 2 barrels room -to- barrel block room -to- Water current room -to- TAP HANDLE room. Once again, open up your inventory and use the TAP HANDLE. Exit the room from where you came. The water is now gone. Take the northern-most southwest room. Follow the path into the next room. You should be back at the room with the goblin guarding the door. Take the southern-most southwest doorway.

Once again we are going to travel accross the goblin city. Take the doorway on the other side of the cows you see. You should be in the Healing Fountain room. Take the northwest doorway. Walk straight northwest and take

the doorway you see (should be straight ahead). In this room you should see another northwest doorway. Take it. You're back in the Answer the Riddle! light pillar room. Answer the riddle to proceed.

Now see the barred door straight in front of David? You can open this door with KEY 3. Do so and enter. You'll find our old B2 friend. He will give you the STONE TABLET he found and tell you that the Princess may be able to read it. We'll be paying the Princess a visit, but not just yet.

First we're going to take care of some bonus treasures on this floor.

Exit the room. In this narrow hallway, jump up the 2 platforms and enter the upper doorway. In this room use the TAP HANDLE. Exit the room. The previous room is now filled with water. Use the water to maneuver to the other upper doorway. In this room are 3 fireblobs. Kill them (or don't) and proceed onward.

This room should have a barrel, and 2 swinging balls - one swinging quickly, one swinging slowly. The goal of this room is to move the barrel past the swinging balls to the barred door at the end, without having the balls knock the barrel onto the spikes. Move the barrel to the southeast end of the land strip and when the time is right - push it northeast past the swinging balls. Once you get past the 2 balls place the barrel by the door and detonate it. Enter.

o-----o  
| Answer the Riddle! |  
o-----o

In this Answer the Riddle! room, there are 4 pillars of light, each light emits a note. You have to repeat which notes the pillars play. It will end up playing a total of 11 notes. I hope you're good at the game "Simon" - because that's exactly what this is. After you get all 11 notes right, a chest will drop from the ceiling with CHAIN MAIL (armor) inside. Equip and exit.

Head back from the swinging ball room -to- fireblobs room -to- water current room -to- TAP HANDLE room. Use the TAP HANDLE in your inventory to make the water in the previous room disappear. Once you have used the TAP HANDLE, exit this room. The water should be gone.

You have reached a crossroads point in this FAQ. There is an optional section of the dungeon up ahead. The reward is a sword called "Lightning" which is better than "Thunder". If you don't want to go through this part of the dungeon, skip ahead to the next section, labeled:

"Floor 3 Continued (After Optional Area)"

(You can copy this 3 letter code: YYU, press CTRL+F and paste it to find the next section easier.)

o-----o  
| Optional Section of Floor 3 (YYT) |  
o-----o

Start at the room outside the room where you got the STONE TABLET. It should be a long hallway with 2 platforms that lead to an upper doorway. Open up your inventory and use the Costume. You'll be dressed like a white goblin (Don't discriminate). Now head into the southwest doorway. Talk to the guard you see in this room. He'll insult you (YOU SMELL LIKE A HUMAN! - Oh yea! Well you look like one! Oooo!), but he'll open the door for you.

I use to have the hardest time with this puzzle. To me - it was the hardest puzzle in the game. But thanks to you FAQ readers out there, I have been emailed a solution that is so much easier! My thanks goes out to Rocko for emailing me an easier solution to the puzzle.

This puzzle is broken down into steps.

Step 1 - Dropping the Block.

Push the block one square southeast.

Push the block onto the ground and push it out to the center of the big open space.

Step 2 - Adjusting the Barrel

Push the barrel to the southwest edge of it's platform. This should only take a slight nudge. You'll notice it's not lined up with the edge. We want it to be lined up with the edge.

Push the barrel against the southeast edge. Just like the southwest ledge - this should only be a slight nudge. You'll notice it's not lined up with the edge. We want it to be lined up with the edge.

Step 3 - Moving the Block

Move the block to the southeast side of the barrel.

Step 4 - Load the barrel

Push the barrel onto the block.

Step 5 - Kick Ball

Kick the ball Northeast  
Kick the ball southeast. It will roll towards the block and barrel. The barrel will stop the ball. The barrel MAY be moved slightly by the ball.  
Kick the ball southwest. It will fall to the floor and go up against the southwest wall. Kick the ball southeast. It should now be leaning against the platform where our button is.

Step 6 - Push Barrel

Push the barrel off of the block and over to the raisable platform -- BUT NOT AGAINST THE WALL. Once the platform is raised we will need to make sure we can push it to the door.

Step 7 - Victory

Stand between the giant ball and the button.

Read this sentence and the next completely before doing any other action. Kick the ball and QUICKLY jump onto the button. The platform should raise and the giant ball should roll under the platform, holding it up. Get off the button. Push the barrel to the door. Detonate!

Congrats!

The next room you walk in will have 4 lamps, 2 giant red balls, 1 silver



ball, an orange tile, and lots of wind. The goal of this room is to get the silver ball onto the orange tile, using the lamp posts to change the wind direction.

I will refer to the lamps as UP, DOWN, LEFT, and RIGHT.

First thing you should do is kick the giant red ball that's off by itself and force it to join the other 2 balls in the corner. Strike the DOWN lamp. The red balls will be against the wall with the silver one beside them. Strike the LEFT lamp. The silver ball will fly a little more forward but you'll notice is stuck against the wall. Give the silver ball a kick out from the wall and it will fly to the left corner of the room. Strike the DOWN lamp. Strike the RIGHT lamp. Kick the silver ball a tad bit to the left. It will fly to the corner close to the orange tile. Strike the UP lamp. Manuever yourself to the proper side of the silver ball and kick it on to the orange tile. Enter the opened doorway.

In this room is 3 goblins. 1 on the ground level with a mace, the other 2 up on platforms with boulders. Take the first open doorway you see. In this room is a chest with a Red Potion. Exit the room. To open the barred gate in the 3 goblins room, simply push one of the boulder holding goblins off their platform, then jump from floating platform to floating platform until you reach the switch at the end. Flip the switch and the barred gate will open. Go in.

You'll find yourself in a useless connecting room. Take the room it connects to.

```
o-----o
|         Beat Them!         |
o-----o
```

In this Beat Them! room, you'll find 3 Shield Guards. These people can be annoying. They block entirely too much and when you least expect it throw their shield at you, or lower their shield and strike you with their sword. The easiest way I've found to defeat them is to use Thunder magic (Elements A,E) and cast it from a distance. Sometimes it fries them instantly. These guards have a small chance of dropping the Armor "Bronze". And in the chest they are guarding is the weapon "Lightning" Equip.

Time to head back. Back to the connecting room -to- 3 goblins room -to- serious windage room -to- hardcorepuzzle room -to- guarded doorway room -to- Narrow Hallway. Here's where we need to be.

```
O=====O
|         Floor 3 Continued (After Optional Area)         (YYU) |
O=====O
```

Take the southeast wall doorway to be back in the light pillar room. Take the southeast doorway to exit there. Take the southeast northern doorway from this room. This room twists like a snake and has pillars running down the middle of it. If you head directly southeast there should be a Fountain Room straight ahead. You can heal up there. From the fountain room, head through the northeast door. You should be right back in the twisty snake room. Continue to head northeast from the room you came from and you should head straight into a northeast doorway.

This room should have a clock beam that is rotating. Below the clock beam is a spiked floor. On one side of the clock beam is a barrel. On the other side of the room is a blocked door. And then near your doorway is another

open doorway that leads to the Fighting Tournament room (See FAQ section FIGHTING TOURNAMENT Prefix: YZ5).

Jump on the island with the barrel and push it southeast until the barrel is at the edge. When the time is right push the barrel off of the platform and onto the moving clock beam. Very quickly jump from where you are towards the center of the clock beam. when you land immediately begin pushing the barrel off of the beam on to the land strip where the blocked door is. If you fail and fall off, the barrel will slowly move towards the center of the clock beam (or it will fall off). Just jump back on the beam and push it off again. Once you get it to the door blow up the door, PUT ON YOUR COSTUME, and move on.

Speak to the guard northwest of your current position. He'll insult you and open the door. Go inside. You should be in a room with 4 treasure chests - Maximum Life, Orange, Tomato, and Wine! Exit the room. This time head to the other end of the hallway and speak to the guard at that end. He'll insult you and open the doorway. Go in. Speak to the royal goblin you find inside. He'll tell you about how Lord Bloodroke is looking for a Stone Tablet (Kinda like the STONE TABLET we have in our inventory! Ha.) You can use KEY 3 to open the barred gate on the other side of the room. Open it and proceed in.

In this room you'll see written on the floor

I R O N  
G A T E

For now ignore this and go through the only open doorway available to you. It's the teleport room! Teleport to the castle.

```
O=====O  
|                Green Row (The End of B3)                (YYV) |  
O=====O
```

Now that you're in the castle go visit the Princess (She is in her room, northwest of the main castle hall). Speak to her and she will translate the STONE TABLET. You learn about the creation of Ramiah, and that there was once a King named Garriott who with the help of 8 mages created a powerful sword called Light Crusader. With this sword Garriott was able to banish the evil demon Ramiah and seal his power inside four orbs. You also learn that Light Crusader was also sealed within the shrine.

Never forget the name of King Garriott.

Do whatever business you feel you need to do in Green Row, and when prepared take the teleport room back to floor B3.

Once you are back in B3 exit the teleport room. You are now back in the IRON GATE room. The floor has the following written on it.

I R O N  
G A T E

In order to open the barred door you must jump on the following:

G A R R I O T T

Yes - spell out the name Garriott. After all, didn't the STONE TABLET say to never forget his name?

Once you step on all the letters the door will open. Enter and take the

stairs to B4.

```
O=====O  
|                               Floor 4                               (YYW) |  
O=====O
```

Welcome to the 4th floor. This floor has an outer ring, and you are standing in it now. If you check your map you'll see you're at the top of the screen. The outer ring goes all the way around the edges of your screen. And since this is a ring, you have two paths to choose from, RIGHT, or LEFT. I will describe both paths. In my honest opinion the LEFT path is easier.

```
o-----o  
| LEFT PATH |  
o-----o
```

If you want to take the left path, from the stairs go left (west). Take the southwest doorway you find. You'll find yourself on an ice floor with 2 giant brown balls swinging around. The balls will try to knock you off of the ice path and on to the spikes, simply jump like crazy and navigate through this room. Take the door on the other end of the ice path.

Now you're in a room with fireballs shooting like crazy across a narrow ice path. I find this easy to avoid by simply exiting the room from where you entered, then re-entering and HOLD the southwest directions. Most of the time David just runs right through all of the fireballs without getting hit.

In this room are 3 fire sponge juniors blocking a narrow path leading to the next doorway. I simply jump on top of the moving platform, and then from there I jump over the sponges to the doorway. =) Next room.

This next room can be annoying. The goal of this room is to knock out the ice under the laser pillar, then use the laser pillar to open the blocked doorway. The hardest part about this room is actually getting David BETWEEN the ice pillar and the wall. Sometimes it's easier to just destroy the pillar totally and then get between the laser pillar and the wall. If you can manage to get David there, you are in the clear, simply slice the ice blocks, Point the laser southeast, then give the pillar a push southwest. The door will open. Proceed.

In the next room are 2 zombies. Kill them (or don't) and travel across the room and take the southeast door. In this room are 2 doorways, the doorway you want to take is at the furthest end of the hallway. Travel down the hallway and take that door.

In this room are 2 fireball banshees. Kill them (or don't) and then take the northwest doorway open to you. Do not take the northeast door at the end of the hallway - that will take you to the end portion of the RIGHT PATH. I repeat: Take the northwest doorway. Now please skip ahead to the --NOW WHAT-- section.

```
o-----o  
| RIGHT PATH |  
o-----o
```

Although this path is shorter, it is also a little bit harder. From the stairs go right (east). Take the southeast doorway you find. You'll find yourself on an ice path (very narrow) and 2 barrels. Along the narrow path's

edges are fast moving platforms. The goal of this room is to slide one of the barrels across the winding ice path to the barred door at the end. The difficulty is in moving the barrel. A slight nudge will send the barrel sliding non-stop towards the spiked floor. What will stop it? The moving platforms. You have to push the barrel at the right timing to make the barrel hit the moving platforms and stop the barrel. Then you re-time, and re-push in another direction over and over until you reach the door. This can be... annoying. Time your pushes and get the barrel to the door. Easier said than done. Once you have accomplished this feat, detonate the barrel and enter the doorway.

In the next room is a goblin with a crossbow and an open doorway. Have fun killing the goblin and take the doorway when finished. The next room has a block on ice and a button against the wall. Have David kick the block in the direction of the button AND THEN quickly move David against the door. Press against the door until the block hits the button and opens the door - enter quickly - the block will not hold the button down for long.

The room after that holds 3 annoying skeletons sitting on 3 islands made of ice. Hop from island to island and make your way to the doorway on the other side. Take it. In the next room take the immediate northwest door you see. Please read on in the --NOW WHAT-- section.

```
o-----o
| NOW WHAT |
o-----o
```

Okay, you've chosen your path and are now in the room I need you to be in... I'm sure you're starting to love spiked floors. I am going to call this room BIG SPIKE ROOM - and I will reference this room later, so I want you to memorize where this room is located (Check your map) The very first door on your right that you can see is a Teleport room, grab the teleport point (for your SEXTANT). Once you are back in the spiked floor room. Jump northwest onto the next land strip. There are 2 doors - one on your right, one on your left. The door on your left (southwest wall) is a healing fountain room. Heal up if necessary. Now notice the lamps on the side of the walls? The lamps when struck will summon a moving platform to move to your area. Honestly - You don't need them. After all there is a healing fountain room right beside this room. Make your way (either by platform or by jumping on the spikes) to the north corner of the room. Take the northeast doorway you see there. It's a shop! However, the wizard won't sell you anything. He keeps asking for a CREST. Exit the shop.

Now from where you're standing - on the opposite side of the room (across the spikes) there is a treasure chest with a pendant in it just waiting for you to get to. You can either manipulate the moving platform, or you can power jump across the spikes. Once you've gotten your pendant and are ready to drive on, move David back to the healing room (in the southeast side of the room). Take the doorway on the other side of the Healing Room doorway.

In this next room are 2 zombies and 2 lamp posts. I don't know if the lamp posts have a purpose in life. Kill the zombies (or don't) and head into the next room. You'll find yourself in a connecting room. Take the southeast doorway (across the hall from your doorway). In this room you'll find the following on the floor

```
OXO
XOX
OXO
```

The goal of this puzzle is to make the X's disappear. To make them disappear, simply jump on them. So have David jump on each X, they will turn into O's. Once the floor is completely O's, the door will open.

Ahhh, a Ball puzzle. Haven't seen one of these in awhile. The goal of this puzzle is to push the giant ball accross the wind hallway, using the wind and ONLY the wind to guide the ball into the orange tile. This is all a matter of timing. I have measured the time you should wait until you kick the ball. It is 5 full seconds. Now I realize that some people may measure 5 seconds faster or slower than others, so I have also devised another way to time yourself for kicking the ball. Here it is:

Exit and Re-enter the room. As soon as you enter the doorway begin pressing the jump button as fast as you can. After you do 14 jumps, walk over and kick the ball. The 14 jumps will be stunted, because David will be hitting his head on the doorway, but I have found this to be an accurate way to measure this puzzle. If you are a slow button masher, do 13 presses. You'll know if you're fast or slow in the following manner - Fast people will have their balls be blown against the wall by the wind. Slow people's ball will get past the wind, but not line up right with the orange tile. So whichever case you are in, decide on whether you need to speed up or slow down.

Inside the treasure chest is a Relayer sword. Equip it and leave the room to the XOXO room -to- the connecting room. From here go northwest and take the first door on your left. You'll find a poor villager tied to a stake. Set him free and exit the room. Take the northwest wall doorway in the connecting hall.

In this room you'll see 2 doorways and a switch. Flip the switch on the wall and take the doorway that opens. It's the farmer! And he's hacking at the ground with his plow for some sad reason (must be the food they are being fed). Exit the farmer's room and take the northwest wall doorway.

```
o-----o
|         Beat Them!         |
o-----o
```

In this Beat Them! room, the room's northwest wall is a giant mirror. The only way you can see the 2 zombies you must kill is by keeping your eye on the mirror. BEFORE you beat them however, push against the center area of the mirror and you'll find a secret doorway. Inside is a chest with a pendant. Exit the room and complete the Beat Them! task. Take the doorway that opens once you kill the zombies.

In this next room are 2 silver balls, a button on the wall, and a poor villager trapped inside a pen. Setting him free is easy. The ball CLOSEST to the button (BALL 1) should be pushed southeast. It will hit the wall. Now push it northeast - it will hit the small obstacle on the floor and stop. Now push the OTHER ball (BALL 2) southeast. It will hit the same obstacle. Now push BALL 2 southwest. It will hit BALL 1. Now manually and continually push BALL 2 against BALL 1 until BALL 2 is lined up with the button on the wall. Push BALL 2 into the button. Talk to the villager. He wants you to take him with you to rescue his wife, but is told no by David. =) Take the other doorway into the next area.

Yay! </sarcasm> More ice and spikes. Simply navigate your way through the ice and over the spikes to the next doorway. Watch out for the fire sponge juniors.

In this next room is a chest containing the CREST. Grab the CREST. If you want you can now shop at the Guildsmen shop. Now it's time to travel back. Waaaay back to the BIG SPIKE ROOM (the room I told you to memorize it's location). Once you are at the BIG SPIKE ROOM heal up at the fountain. Now take the only southeast wall doorway from the BIG SPIKE ROOM. (Yes, back into the Outer Ring of the B4 floor). Kill or avoid the fireball banshees and travel west. Take the doorway at the end of the winding path. In the next room take the first doorway you see (it will be on the northeast wall). Inside are 2 mages standing guard by a barred door. Now that you have the CREST you can speak to the guards. Talking to the left guard will open the door (Please proceed).

You'll find yourself on yet another wonderful ice floor with spikes. There is also a harmful laser pillar in the room. Avoid the lasers to the best of your ability and maneuver your way down the ice path and take the southeast wall doorway. Inside is a gold bag sitting on top of a mini-mountain. The only way to get to the top is to hop on the moving platform. The only thing that can be difficult about this is that the platform moves in response to David's movements. If you move up, it moves down, if you move left, it moves right (and vice versa). The easiest solution - As soon as you enter the room make David turn left (his left) and you'll find yourself walking straight towards the platform. As soon as the platform is in David's range, make David jump AND at the top of his jump, move him straight forward. He'll land on the platform. From the platform jump to the gold (900 gold! Wow!). Exit the room. You're back in the ice room. Take the only other doorway you haven't taken it (The northeast wall doorway).

```
o-----o
|       Beat Them!       |
o-----o
```

In this Beat Them! room, your opponents should be very familiar. It's 4 Davids and a Summoner! You can either kill all 4 Davids and then kill the Summoner, or you can just kill the Summoner (which will de-summon the Davids). Once you have defeated them, take the southwest wall doorway. You have just rescued another villager! Exit this room back to the Beat Them! room. Take the northeast wall doorway.

Don't move about carelessly in this room. Notice the statues in this room? See how they point? If you cross the line their hand is drawing, your directional pad will get inversed. Up will become down, left will become right (vice versa). To avoid this from happening, simply do not cross any statue's hand point line. First take the doorway on the southeast wall. Then take the doorway on the northwest wall.

```
o-----o
| Answer the Riddle! |
o-----o
```

Before you answer this riddle, take the open doorway to your right. In this next room kill the fire sponge junior, then take a moment to observe the floor. Notice the arrows pointing? Walk directly down the middle of the arrow to it's point. You will be transported to another room. In this room is a treasure chest containing DRAGON (armor) Equip and exit. Exit this arrow room back to the Answer the Riddle! room. It's another game of 'Simon'. The 4 pillars will light up in a certain order, playing a certain tune of notes. Once they finish you have to repeat the notes by striking the appropriate pillars. This particular puzzle will give you a total of 9 notes before opening the doorway. Once you finish take the door.

When you enter you'll see a Necromancer talking to 3 mages about a traitor

they must execute. As soon as he finishes talking he'll disappear and the 3 mages will attack. Kill the 3 mages (same way as always) and then speak to the traitor. He will give you some information about Ramiah and then open the door to the next room. Take it.

```
O=====O
|                Giant Scorpion Boss (B4)                (YYX) |
O=====O
```

This boss is pretty easy. He walks from side to side often. His pinchers open and close in front of his face. His tail whips around behind him and occasionally shoots fireballs or tries to sting you.

To hurt him you must stab his head when the scorpion pinchers are spread apart. Be careful not to still be in the area when the pinchers close back in to protect the face.

The scorpion uses the following attacks:

```
o-----o
|      Wall Slam      |
o-----o
```

The scorpion's pinchers will freeze in place and about 3 seconds later the Scorpion will dash forward. If you are still in front of him he will bash you into the wall and damage you. The best way to avoid this is if you see his pinchers freeze, get out from in front of the scorpion. Get to the side.

```
o-----o
|  Insta-Wall Slam  |
o-----o
```

Every other pincher cycle the scorpion will try to slam you into the wall without a warning.

```
o-----o
|      Fireballs     |
o-----o
```

The scorpions tail occasionally casts multiple fireballs. They don't hurt too bad, but if the computer decides to be cheesy and spam this move, it could become a pain.

```
o-----o
|      Pinchers      |
o-----o
```

The pinchers are constantly closing and opening in front of the face. You have to be between the pinchers to strike the face, so the pinchers is what will damage you the most. Your goal is to be up on the face striking it when the pinchers are open, and when the pinchers start to close, get out of the face area so you wont get hurt. As soon as the pinchers open back up, move back in.

My main recommendation is that when the pinchers close in and you are forced to move away from the face - Also move away from the scorpions front side. He can do surprise dashes that leave no warning signs.

Once you defeat the scorpion David will do his I-Know-Kung-Fu Sword Swinging technique (which magically replenishes David's health) and the doorway to the next area will open. Take it.

In this room are 3 pathetic zombies and a chest containing KEY 4. Grab the key and exit. It's time to do a lot of backtracking. From treasure room -to- scorpion room -to- traitor room -to- Answer the Riddle! room -to- Pointing statues room -to- 4 David's room -to- ice floor room -to- Mage guard room. Here's where you need to be - the room with 2 mages guarding the door you just came from. Take the southwest door and you'll find yourself back in the Outer Ring of B4. Head west (left) and take the northwest doorway you find at the end. In the room with 2 zombies take the first doorway you see. It should be straight ahead of David.

In this room you'll find a locked door, and an open doorway. Go in the open doorway. It is a Save Point room. Save your game. In fact, it would BEHOOVE you to save your game. Heal your character to full life. Use water magic (Heal spell) if necessary. When your life is full and your game is saved, unlock the door with KEY 4 and enter.

In this room is another XOXO puzzle, however this time the letters are intertwined. Hitting one letter affects the letters around it in a + sign pattern.

OXO  
XOX  
OXO

However the solution to the puzzle is the same as the last. Simply jump on the original 4 X's. To break it down even more, jump in the following spots.

OXO  
XOX (jump on the spots labelled with an X)  
OXO

If you hit the right letters, the 4th jump will solve the puzzle and the door will open. Take it.

Boy, this room sure did freak me out the first time I played this game. Inside the room are 4 pillars and a sign. The sign reads "Trial by fire!" and after you are finished reading it a trap will be set off. If you don't read the sign after about 3 seconds a voice will shout out "Trial by fire!" and the trap will set off anyways.

The trap sucks. It can be very deadly. Fireballs from every direction will start to endlessly fly at you. Keep a constant eye on your health and do your best to survive the onslaught. After awhile the fireballs will stop and the door to the next area will open. If you are still alive you passed your Trial by fire. =)

Now a way to MINIMIZE damage in the Trial by fire! room is to as soon as you enter the room QUICKLY QUICKLY QUICKLY move towards the sign, jump on top of the sign, and then jump on top of the nearby pillar and begin to jump nonstop. After 3 seconds the trap will set itself off. You will avoid many fireballs with your jumping this way. Every now and then you'll still be



struck by a fireball and possibly knocked off the pillar, but you can maneuver yourself right back onto the pillar and keep jumping. This is the best way to minimize your damage. I only get hit like 4-8 times this way.

o=====o  
|                   Extra Crispy Floor 4 (After Trial by Fire)                   (YZ0) |  
o=====o

Now that you are well-done you'll find yourself in another statue-pointing room. Navigate around the statues and ignore the skeletons (or kill with Turn Undead spell - Elements A,E,W) and take the southern most room on the southwest wall. It's a healing fountain room, and since we just came from a Trial by fire!, I think we could all use a little more health. Heal up and then go back into the statue room. Now take the other southwest wall room. It leads to a Beat Them! room.

o-----o  
|       Beat Them!       |  
o-----o

In this Beat Them! room there are 3 worms. Too easy. Kill them and move into the next room. I do believe this is the first circling fire ring you've come accross so far in this game. Jump up onto the nearby floating platform, from there jump to the top of the yellow mountain, and from there jump to the top of the yellow pillar. While on the yellow pillar, face the fire ring and begin swinging your sword. When you hit a fireball with your sword you will destroy it. Destroy all of the fireballs to make the ring disappear. Once the ring is gone you can grab the chest (Maximum Life) in the center.

NOTE: If you jump through the fireball ring and grab the chest, it will instantly banish the fireball ring. I'm just not a good acrobat. Maybe you are though... Showoff.

Exit the treasure room, and exit the Beat Them! room back to the Statue pointing room. Take the last door left for us to choose, the door on the northwest wall.

As soon as you enter this room you will hear a bomb ticking. Waaaaaay on the other side of the room is an already ticking bomb. You have to push this bomb to the locked door you saw on your way towards the bomb. It will be a close call, but it is do-able. It may probably take you two tries. In fact, I usually just 'take one forthe team' and end up getting blown up with the bomb to get the door open.

o=====o  
|                   Invincible Armor Boss - Light Crusader (B4)                   (YZ1) |  
o=====o

'Welcome courageous one! You are here after overcoming many difficulties. But I wish to put you to the test once more to see if you are worthy of wielding Light Crusader'

The boss is... Floating Armor? Or so it seems. Every attack you attempt on the armor will be in vain. You cannot damage the armor in any way. Not with your sword, not with jump attacks, and not with magic. So how do you kill it? You don't. Weren't you listening?

The armor has several attacks, but it all comes down to one thing. He cuts you with his sword. Either the gloves or the sword will shoot out at you. If it's the sword, he's trying to stab you. If it's the gloves, he's trying

to grab you and pull you over to him.

If you very carefully observe the ground around the area of the armor, you may notice that there is a shadow following the armor around. There is some type of invisible person controlling the armor. Strike at this shadowed area of the floor and you will harm whatever or whoever that is controlling the armor. Repeat this until the armor is destroyed.

'Well done! You are truly worthy of using Light Crusader's power! You must gain 8 wizards' power to vanquish Ramiah.'

The first time I played this game, it took me a long time to figure out how to beat him because I was playing during the afternoon and there was a huge sun glare on the screen, so I couldn't really see the shadow following the armor.

Once the armor has been defeated, David will do his I-Know-Kung-Fu Sword Swinging technique (which magically replenishes David's health) and you will obtain LIGHT CRUSADER (weapon) Equip it and enter the newly opened doorway. It will lead to a connecting room that leads to a room with the stairs to B5.

```
O=====O
|                                     Floor 5                               (YZ2) |
O=====O
```

'Enter the realms of your mind's chaos! I've prepared eight worlds for you! Wander throughout eternity!'

I love floor 5. Why? Because it's simple. The design for floor 5 is:

```
[ST]
[SP][CR][TR]
[HF]
```

ST = Stairs to B4  
SP = Save Point  
HF = Healing Fountain  
TR = Teleport Room  
CR = Crystal

Now to explain the Crystal. The crystal is a gateway to 8 different mini-worlds. You have to travel into each of the 8 mini-worlds and rescue a wizard from them. To travel to the world, simply touch the crystal. What are the worlds you ask? I shall list them.

1. DARKNESS WORLD
2. NINJA WORLD
3. COWBOY WORLD
4. LAMP/ZOMBIE WORLD
5. FUTURE WORLD
6. ICE WORLD
7. ARMY 1 WORLD
8. ARMY 2 WORLD

Now the next (and very important) question to ask is "How do I choose which world I'm going to when I touch the crystal?"

If you'll notice the Crystal's shape, you'll see that at the top of the crystal it has a jagged end. This jagged end of the Crystal serves as a Pointer. Depending on WHICH gargoyle statue the crystal is pointing

at will determine which world you go to. There are 8 gargoyle statues, I'll list which gargoyle goes to which world by their design.

The #'s represent the above world list.

5		*~::~::~::~::~::~::~::~::~::~::~*~::~
6	4	1. DARKNESS WORLD            5. FUTURE WORLD
7	3	2. NINJA WORLD                6. ICE WORLD
8	2	3. COWBOY WORLD               7. ARMY 1 WORLD
1		4. LAMP/ZOMBIE WORLD        8. ARMY 2 WORLD
		*~::~::~::~::~::~::~::~::~::~::~*~::~

So if you wanted to go to the Darkness world, simply wait till the Crystal was pointing directly south and then enter the crystal. Now for a walkthrough of each world, in numerical order.

```

*~::~::~::~::~::~::~::~::~::~::~*
| 1--DARKNESS WORLD--1 |
*~::~::~::~::~::~::~::~::~::~::~*

```

From the teleport room, take the northwest doorway (the only doorway). In this room you'll see 4 spinning crystals. Notice that only 1 crystal is spinning counter-clockwise. Strike the other 3 crystals to make them spin counter-clockwise and the door will open.

Be careful in this next room. There are enemies that are completely cloaked in a darkness. You don't have to beat them to proceed, but you should be aware that they ARE there and they CAN hurt you. The next room has a harmful laser pillar. Simply walk counter-clockwise with the lasers to avoid getting hit at the start. Head down to the other end of the room and you'll see a switch up on the wall. Jump up and strike the switch with your sword. The door will open. Moving on.

This next room has a laser pillar (harmless), a button, and a treasure chest out of reach. Push the laser pillar against the button to make the chest fall. Inside are IRON GLOVES (gloves) Equip them and move on.

```

o-----o
|         Beat Them!         |
o-----o

```

In this Beat Them! room, there are 4 goblins shrouded in darkness. The easiest way to beat them is to put on the COSTUME and then smack them to death with indirect blows (reference SPEECH section of FAQ for more information). Defeat all 4 shrouded goblins and proceed onward.

```

o-----o
|         Beat Them!         |
o-----o

```

This Beat Them! room wont be so easy. It's 3 Shield Guards shrouded in darkness. I suggest casting the Lightning spell to defeat them (Elements A,E). They are the boss of the DARKNESS world. A wizard will appear when you have won and take you back to the Crystal room.

```

*~::~::~::~::~::~::~::~::~::~::~*
| 2--NINJA WORLD--2 |
*~::~::~::~::~::~::~::~::~::~::~*

```

This one's kinda fun. Take the first doorway given to you (northeast wall).

```

o-----o
|         Beat Them!         |
o-----o

```

You get to fight 4 ninjas in this Beat Them! room. They are practically a clone of the mages in previous floors. They teleport around throwing stars at you. Just jump around stabbing at them till they are all dead. Once they are dead a doorway will open, take it. You are in a connecting room. Take the next doorway presented to you. It's another awesome fireball ring. Hop on the lowest platform, from there jump to the lowest boxpile, to the medium boxpile, to the highest boxpile, to the nearby floating platform. This time it will be easier to jump directly to the chest to make the fireball ring disappear. The ring is harder to chop because of the range. Either way get the chest (Maximum Life) and then proceed onward.

```
o-----o
|       Beat Them!       |
o-----o
```

You would think that when a game shouts "Beat them!" at you, that the game actually has more than just 2 ninjas to stop you. Instead they have just 2 ninjas. Dispose of them quickly and be on your merry way to the next room. A connecting room - take the next doorway.

```
o-----o
|       Beat Them!       |
o-----o
```

Now THIS is a Beat Them! room. There are 6 ninjas. This can get quite chaotic. Just jump around stabbing them till they are all dead. You'll rescue the wizard and be teleported back to the Crystal room.

```
*~::~::~::~::~::~::~::~::~*
|  3--COWBOY WORLD--3  |
*~::~::~::~::~::~::~::~::~*
```

Well if there's one thing you CAN'T say about Light Crusader, it's this: "There is no cow level." There's a lot of cows in this game. Take the only doorway presented to you. There's a barrel, a flame shooting pillar, and the gate. But what's this fourth object? Why it's a switch. Flip the switch and the flame pillar will turn off. Blow up the door and proceed. =)

Now there's another barrel, another gate, but this time 3 flame pillars... along with 3 switches. Flip all 3 switches to turn them all off. Detonate the door and move on.

```
o-----o
|       Beat Them!       |
o-----o
```

In this Beat Them! room, you'll have to fight 4 cowboys. Basically they are like the crossbow goblins, except they don't walk. Just don't stop moving and take them out, 1 by 1. It's really easy. Once they are defeated the door will open. Proceed.

4 flame pillars surround and trap a barrel. The goal of this room is to push the barrel out of the pillar-barrier and against the door. Manuever David inside the 4 pillars when they are not blowing fire. Time it right and push the barrel out against the door when the flames are off. Detonate the barrel and move on.

```
o-----o
|       Beat Them!       |
o-----o
```

In this Beat Them! room, you have to take out 3 cowboys. There are also 3 barrels to play with. A funny thing that usually happens with me is one of the cowboys usually shoots the barrel right when I walk in,

exploding and hurting himself.

Now you're at the boss of the COWBOY WORLD, an oversized worm thingy. It tries to bounce onto your head but if you keep moving it just ends up looking like a retarded worm. It can also fly. I think this worm is related to the Tremors worm. In order to hurt this worm you have to strike it's head (The ball leading the rest of balls). Keep an eye on your health and take him out. Once he is defeated you will have rescued another wizard and will be teleported back to the Crystal room.

\*~::~~::~\*  
|4--LAMP/ZOMBIE WORLD--4|  
\*~::~~::~\*

This world is super easy. Take the first doorway presented to you.

o-----o  
| Answer the Riddle! |  
o-----o

In all of the Answer the Riddle puzzles of this world, the answer is to strike the lamp that lit up LAST. Answer appropriately and move on.

o-----o  
| Beat Them! |  
o-----o

3 zombies. Too easy. Take them out and move on.

o-----o  
| Answer the Riddle! |  
o-----o

Same solution as the last. Beefed up from 2 to 4 lamp posts. Move on.

o-----o  
| Beat Them! |  
o-----o

3 zombies AGAIN. Still too easy. Take them out and move on.

o-----o  
| Answer the Riddle! |  
o-----o

Same solution as the last. Beefed up from 4 to 6 lamp posts.

o-----o  
| Beat Them! |  
o-----o

6 zombies. NOW we're talking. The easiest way to defeat them is to put David into a corner, have him face the zombies and then start swinging. Every time you hit a zombie they \*usually\* back off for a moment. Thus you can just keep beating them back until they all die. They are the boss of this world. After that the wizard will be freed and you'll find yourself back in the Crystal room.

\*~::~~::~\*  
| 5--FUTURE WORLD--5 |  
\*~::~~::~\*

I love the gravity feature in this world. Proceed on through the doorway. This first room contains 3 spheres that shoot lasers at you. This room also has a device that affects gravity. There are 4 settings: 10G (heavy), 1G (normal), .6G(lightest), .5G(light). This may seem confusing how .6G





falling bomb so you can always just move. Destroy the mortars (or don't) and then move on to the next room.

o-----o  
| Beat Them! |  
o-----o

It's 1 soldier and 2 mortars. I suggest you destroy the mortars first as they are the bigger threat. Once they are destroyed/killed the door will open. Move on.

o-----o  
| Beat Them! |  
o-----o

It's 4 mortars. So long as you keep moving this will be easy. Destroy the mortars and then move on. The boss is up ahead, so heal up.

THE TANK! This is a tough boss. Probably the toughest boss on FLOOR 5. Keep a constant eye on your health. In order to hurt this tank you have to be stabbing the rotating cannon's base. To do that you have to be standing on top of the tank. The easiest way to get on the tank is to press up against the wheel/tracks and then do a jump slash. David usually can get up top this way. Then start stabbing the cannon's base like crazy. This tank has like 80 different ways to kill you:

FLAME THROWER - Flames will shoot out at David, causing a constant damage rate of about 5.

MISSILES - The tank launches heat-seeking missiles that lock on and follow David

COMBINATION - The above 2 mixed in interesting ways... =)

I find that I have to use 2 steaks in order to survive this fight. I suggest bringing about 5 or so food products.

Once you defeat the tank you will rescue a wizard and find yourself standing in the Crystal room.

\*~::~::~::~::~::~::~::~::~::~\*  
| 8--ARMY 2 WORLD--8 |  
\*~::~::~::~::~::~::~::~::~::~\*

Take the only doorway presented to you.

In this room are 3 mortars and 1 soldier. Kill them (or don't) and then move onward.

o-----o  
| Beat Them! |  
o-----o

4 soldiers. Keep moving and they wont be able to shoot you. Kill all 4 of them and then proceed onward. The next room is a connecting room. It has a Healing Fountain in it. Heal up and then proceed to the next room.

o-----o  
| Beat Them! |  
o-----o

More like Beat It! There's just 1 weird robot thing in this room. It walks really funny. It tries to hurt you by launching missiles that follow David. The best way to prevent this is to do circles around him right up against him. He'll spend all his time just running in circles trying to face



you. To hurt him you have to stab the head of the robot dead on in the front. With Light Crusader equipped you do serious damage to this little robot.

Charkan supplied me with the quickest and easiest way to defeat this robot. As soon as you walk in the room, cast spell Freeze (Elements A,W) on him. This causes the robot to glitch and not raise his head to an elevated level when you fight him, thus allowing you to quickly dispatch him without the annoyance of having to jump all the time.

Also, you can use the freeze spell over and over to prevent the robot from spamming his missiles.

This robot has the chance of dropping the armor Geddon.

Thanks, Charkan!

Once it is defeated head on into the next room.

```
o-----o
|           Beat Them!           |
o-----o
```

This is the boss of this world. Only 4 soldiers again. The only thing that could make this harder is the fact that you have less maneuvering room. Defeat them and you will free the wizard and find yourself back in the Crystal room.

```
O=====O
|           Floor 5 Boss (After 8 Wizards Rescued)           (YZ3) |
O=====O
```

To get to the boss of Floor 5, you must first rescue all 8 wizards. Once you have accomplished this, speak to one of the wizards in the Crystal room, they will all team up to cast a spell that opens a portal to the Necromancer. Enter it to face him.

This guy has some pretty simple attacks:

```
o-----o
| Circling Spike-Balls |
o-----o
```

At the beginning, there will be periods where he has 2 little spike balls that circle him. If you touch these balls you will get hurt. However, this is the best time to attack the Necromancer, he is mostly wide open. He just wont sit still! HOWEVER, when his life is dangerously low, he will have 3 little spike balls that circle him. You still have to attack him however you can.

```
o-----o
|50 Rock Shield = 50 Fireballs|
o-----o
```

The Necromancer will float high out of reach, when he comes back down he'll be surrounded by about 15 or so rocks. He is invincible and can't be hurt at this time. He'll fly back up into the air. Prepare to dodge. The rocks that were surrounding him will turn into fireballs and fly towards David. Dodge as

many as you can. (Keep moving)

o-----o  
| Wind Slash |  
o-----o

When his life gets about to 25% he'll start throwing little slashes of wind at you. They don't hurt very much, and they can be reflected too with your sword. An annoying thing about this is that he'll dash from side to side of the room, so it's somewhat difficult to hit him.

When the Necromancer is defeated, David will do his I-Know-Kung-Fu Sword Swinging technique (which magically replenishes David's health) and then he'll be teleported BACK to the Crystal room.

Notice now that the stairs to B6 (The final floor) are revealed (A gargoyle statue is moved aside). Save your game and head down to B6.

O=====O  
| Floor 6 (YZ4) |  
O=====O

Before we begin FLOOR 6, I would advise that you pay a visit to the castle. Go to the kitchen and you'll notice the cook is gone. Now you can grab the LADLE off of the table. The LADLE will cure you of poison if you are standing in water when you use it. Once you've gotten the ladle take the teleporter back to B5. Now while you are on B5 revisit the DARKNESS WORLD (Crystal pointing DOWN). Take the first doorway given to you. Back in the rotating Crystals room, you'll notice that NOW there is a magical doorway open. Take this doorway.

o-----o  
| Beat Them! |  
o-----o

In this Beat Them! room are 3 shield guards... but if you haven't noticed, they aren't moving. Press the button on the wall. The guards will start moving. Defeat them and a chest will drop from the roof. Inside it is CRYSTAL (weapon). Too bad we have Light Crusader, yes? Now exit DARKNESS WORLD and take the stairs down to B6.

From the stairs, take the southeast doorway. You'll find a mage and a villager. Defeat the mage to rescue the villager. Then go back to the stairs and take the other doorway. In here you'll find 2 balls, 2 orange tiles, and 2 locked doors. You wont be able to open both doors at the same time, so first we are going to take the northeast wall doorway. Here's how to solve the ball puzzle.

We shall call the larger brown ball BALL 1, and the small silver ball BALL 2. Kick BALL 1 southeast. It should hit the wall. Kick it southwest, it should hit the boxes and stop. Now kick BALL 2 southeast. It should hit the wall in the same spot BALL 1 once did. Now jump on top of the boxes by BALL 1 and kick BALL 1 northeast towards BALL 2. It should end up hitting BALL 2. Now use BALL 1 to push BALL 2. Once BALL 2 is lined up with the narrow passage between the boxes, kick BALL 2 southeast. It will stop between the two orange tiles. To open the northeast doorway, kick BALL 2 northeast. To open the southeast doorway, kick BALL 2 southwest. Take the northeast doorway first.

Inside is a mage and a villager. Save the villager by defeating the mage. Exit back to the ball puzzle room. Re-solve the puzzle but this time

kick BALL 2 on to the southwest orange tile. The southeast doorway will open now. Take it. You are now in a connecting room. Take the southwest doorway.

You'll find yourself in a room with strong winds and a barrel. The goal of this room is to detonate the barrel as it's being blown by the gate. As soon as you enter the room jump over the obstacle to be standing beside the barrel. Face the wall and swing your sword 9 times (for timing) and then push the barrel southwest. The wind should carry the barrel slowly to the next set of crates. Move David over to the barrel again. Wait till the wind is gone and then adjust David to be ready to push the barrel southwest again.

This next part is all about timing. Your goal is to light the barrel while it's sitting beside you, then when the timer hits 1, push the barrel off the boxes and the wind will carry it to the door, where it will detonate and open the door. The best way I've found to do this is to wait till the wind completely stops, then strike the barrel, as soon as you see the number 1 over the barrel, push it.

If at any time you fail, simply take the southeast wall doorway. This will loop you back around to the top of the hallway. Repeat until successful.

Once you've blown the door open proceed onward. You'll find yourself in another connecting hallway. Just take the door at the end. In this room is a silver ball, 2 pillars, 2 orange tiles, and 2 barred gates. The first gate we are going to take is the northwest doorway. To open the northwest doorway kick the ball southwest, it will hit the pillar. Now kick the ball southeast. It will hit the proper orange tile. Proceed.

This room annoys me. There is a treasure chest up high on boxes. To reach it you must jump from ball to moving platform (reflex) to standard floating platform. The easiest way I see to do this is as soon as you enter the room, walk straight towards the ball. Jump on top of the ball, now face the platform that only moves when you do. Wait for the standard platform to move out from over your head, then jump towards the platform that moves only when you do. It should dash towards you and you'll land on top of it. Now you QUICKLY have to jump straight up and land on the other platform, otherwise it will push you off. From this platform, jump to the treasure. You get the HOLY SWORD (weapon). This is a handy weapon, it sometimes casts the spell "Turn Undead" (Elements A,E,W). Once you've gotten the sword go back to the ball puzzle room.

To enter the northeast doorway, kick the ball northeast. It will hit the pillar. Now kick it southeast. It will land on the appropriate orange tile. Enter the doorway.

You'll notice in this room that there is a path of tiles above you connecting two doorways. You'll be there sooner or later, for now just take the only doorway you can. In this next room walk straight and take the first doorway you see. It's a save point. Now go back to the hallway and take the first turn and then enter the first southeast doorway you see. There's a villager inside. Speak to him then exit back to the hallway. Now continue down the path and take the very next doorway you see (northeast wall). It's yet another villager. Speak to her and then exit back to the hallway. Travel southeast and take the only doorway that's left.

You'll find another winding hallway. Once again the game taunts you with floating platform bridges and a treasure chest out of reach. Don't worry, we'll come back to those. Take the only doorway you can. It's a teleport room. Learn the teleport point and then travel onward.

In this ball puzzle room, you'll see that there is a door on the northwest wall. Taking it will do no good. It's a dead end. We have to solve the puzzle to get over this mountain wall. To solve this puzzle I shall call the giant brown ball BALL 1, and the small silver ball BALL 2. The first thing you should do is kick BALL 2 northwest. It will hit the obstacle and be between the platform and the orange tile. Now kick BALL 1 southwest. It will hit the wall. Now carefully maneuver yourself between BALL 1 and the wall and kick BALL 1 northwest. It will hit the obstacle. Now go stand on the platform and kick BALL 2 southwest. It will be stopped by BALL 1 conveniently on the orange tile. Leap over to the other side.

Once you are on the other side of the mountain wall, take the southeast doorway. Travel down the connecting hallway. You'll find yourself in a room with 3 worms. Kill the worms (or don't) and take either of the 2 doorways on the south wall. It's the old man from Green Row. Talk to him and then exit back to the hallway. Now take the northwest doorway. It's the treasure chest! I told you we'd be back to there. Inside is a SILVER KEY. Once you have the key, travel back to the ball puzzle room.

Now take the northeast doorway. Inside this room are 2 banshees, a locked gate, and an open doorway. Use the SILVER KEY to unlock the gate and then enter. Travel down the hallway into the next room. There is a villager there who asks for water, say Yes and then he'll tell you 'The mirror! There's a pathway in the mirror!'. Right now you should have no clue of just what he's talking about. Exit back to the banshee room.

Kill the banshees (or don't) and then take the northwest doorway. You'll find yourself in a room with a giant mirror. Take the southwest doorway. It's that dead end I warned you about earlier. Go back to the mirror room. Now if you press against the mirror you'll find that near the northeastern side of the mirror there is a secret doorway. Take it.

```
o-----o
|           Beat Them!           |
o-----o
```

It's a mage on steroids. He's really annoying but it's nothing you haven't faced before. Take him out in the same way you've taken out the other 50 billion and then proceed onward.

This next room has 3 Shield Guards, and a barrier. There are two ways to destroy the barrier. The easy way is to simply cast Earthquake (Elements A,E,W) and the barrier will shatter! Charkan showed me this trick. Thanks, Charkan!

The other way is to kill a specific shield guard. It's the shield guard who starts out closest to the northwest wall. Once he dies the barrier will be destroyed. Move onward to the next room. You'll find yourself in a connecting room. Take the next doorway at the end.

Why look! You're on top of the platform bridge. Cross with caution. In here you'll find our beloved Chef, beating the crap out of a goblin with her frying pan. She'll tell you that the wizard's guild has kidnapped the Princess. Take the northwest doorway (not the one you came from). In this room is a chest containing the final Maximum Life. Exit back to the Chef room. Take the southwest doorway. It's a healing fountain room. Heal up and exit back to the Chef room. Take the nearby southeast doorway. It's a save point room. Save your game. Now take the doorway on the southeast wall near the Chef.

o-----o  
| Beat Them! |

o-----o  
In this room, there are 2 fire sponge juniors. It's too easy.  
Defeat them and move on.

o-----o  
| Beat Them! |

o-----o  
This Beat Them! room is a little more old school-ish. They have  
3 goblins like the good old B1 use to. Defeat the 3 goblins and then move on.

o=====o  
| The Fat Fairy Boss (B6) (YZ5) |  
o=====o

I really didn't know what else to call this guy. This little guy isn't a  
matter of being tough, but rather a matter of being annoying. Here are his  
moves:

o-----o  
| Fire-Circle |

o-----o  
He'll start spewing fire out of his mouth and then spinning in  
a circle. The fire does heavy damage but it's easy to avoid.

o-----o  
| Fall On You |

o-----o  
Yes, he'll fly up into the air and when he comes down he'll try  
to land on you.

o-----o  
| Healing |

o-----o  
This is what makes this guy annoying. He'll throw out a white  
pyramid that circles him. During this time DO NOT STRIKE HIM OR  
THE PYRAMID. Any damage done to him during this time will replenish  
his health. Just wait for the pyramid to disappear and then  
continue your attacks.

o-----o  
| Fireball |

o-----o  
He can also throw multiple tiny fireballs at David at a very rapid  
rate. Just avoid them by constant movement.

Once he is defeated David will do his I-Know-Kung-Fu Sword Swinging technique  
(which magically replenishes David's health) and the doorway to the next room  
will be opened.

o=====o  
| Floor 6 Continued (After Fairy Boss) (YZ6) |  
o=====o

o-----o  
| Beat Them! |

o-----o  
What a rest break eh? You just fought a boss and now have to  
Beat Them! It's 2 mages on steroids and they are very annoying. Defeat them

like you always do and move on to the next room.

It's the Princess! Speak to her and she will explain WHY Bloodroke hates King Weedan. When she's finished speaking the door will open. Take it.

In this room is a barrel, 2 silver balls, 2 platforms, and 3 orange tiles. The goal of this room is to get one of the silver balls OVER the mountain and onto the orange tile on the other side to open the blocked doorway. This room is difficult because you have very little room to manuever between the balls and it's too easy to accidentally kick a ball in the wrong direction. To explain this I shall call the silver ball closest to David's doorway BALL 1, and the other ball BALL 2.

Very, very carefully, push the barrel northwest until it is lined up with the orange tile. Now nudge the barrel slightly northeast until it is also lined up with BALL 1. Now very, very carefully, kick BALL 1 northwest. It will hit the barrel and stop. Now kick BALL 2 northeast. It will hit the mountain. Kick BALL 2 northwest. It will stop on the platform.

Now very, very carefully, push the barrel southwest until it is right BESIDE (NOT ON) the upper orange tile. Now push the barrel southeast until it is lined up with the lower orange tile. Now push the barrel northeast until it is lined up with BALL 1. Now using the barrel push BALL 1 until it is lined up with the upper orange tile. Now kick BALL 1 southwest onto the orange tile. The platform will raise BALL 2. Now push the barrel onto the lower orange tile. The other platform will lower.

Very, very carefully, kick BALL 2 northeast, then kick BALL 2 southeast. BALL 2 will be on the second platform. Now detonate the barrel. The platform will raise BALL 2. Now kick BALL 2 southeast. The door will open. Move on.

o-----o  
| Beat Them! |  
o-----o

I hate these mages. I really do. Defeat the 3 mages presented to you and move onward. You're on the first platform bridge you saw ages ago when you first entered B6. Cross it.

o-----o  
| Beat Them! |  
o-----o

This room gives you 3 skeletons to defeat. Skeletons cannot be killed by the normal means of just stabbing them to death, no sir. There is only one true way to kill the undead - Turn Undead spell. You can either equip the spell (Elements A,E,W) or you can equip the HOLY SWORD you got earlier, it randomly casts Turn Undead. Kill the skeletons and move on to the next room.

This room is an easy barrel puzzle. I wonder why it's not located on the first floor? There are 2 switches and 1 barrel. You have to push the barrel from platform to platform, using the switches to change elevation and move the barrel to the barred door. Push the barrel southeast to make it drop one level, now push the barrel on top of the platform southeast. Put it on the EDGE of the platform, do not push it up against the wall. Now flip the switch to the left (the west switch). The platform will raise the barrel to the 2nd level. Now push the barrel northeast until it's up against the yellow mountain. Now push the barrel northwest until it's on the EDGE of the 2nd platform. Hit the right switch (the east switch). The second platform will raise the barrel up to the top level of the mountain. Now push the barrel off the yellow mountain and to the door. Strike the barrel to detonate and

proceed into the next room.

You'll find yourself in a mirror room. For now just travel on to the next room. In this room are 12 treasure chests, all containing WINE. I find WINE to be rather useless so I suggest you just go back to the mirror room. Now press against the mirror and you'll find in the northern section there is a secret doorway.

o-----o  
| Beat Them! |  
o-----o

In this room are 2 goblins, but before you beat them, travel into the open doorway available to you. It's our old friend from floor B3. He'll tell you the secret to defeating Ramiah. Exit that room back to the Beat Them! room. Kill the 2 goblins and proceed onward.

o-----o  
| Beat Them! |  
o-----o

In this room are 3 white fireblobs. Sadly they are immune to fire, so reflecting their own bullets back at them will not work. Kill them however you see fit and then move on.

o-----o  
| Beat Them! |  
o-----o

In this room there are 3 Davids you must fight. However before you fight them take the open doorway available to you. In this room there are 2 bombs, 3 switches, 3 platforms, and 1 light pillar. Push the light pillar to the CENTER of the ground platform and then strike the pillar 3 times to make it's light shoot the northwest wall. Now push each bomb NEXT TO an outer layer switch (as in the left switch, or the right switch, NOT the center). WITHOUT STRIKING THE SWITCHES, Strike the bomb by the left switch, then strike the bomb by the right switch. Quickly move over to the slightly elevated platform. The left bomb will go off, raising the first platform. Jump from there to the second platform. The second bomb will go off, raising the pillar's platform. The pillar will strike the third switch, taking you to the treasure at the top. The chest contains PIDGE (armor). Equip it and go back to the Beat Them! room. Take out the 3 Davids however you see fit. Then take the doorway that opens.

You'll find yourself in a winding hallway. Take the first doorway you find (northeast wall). It's a Healing Fountain room. Heal up and exit. Travel down to the end of the winding hallway. There are 2 doorways. Take the southeast one. It's a Save Point room. Save your game. Now take the final doorway. Inside is the last boss.

o=====o  
| Ramiah (Final Boss) (YZ7) |  
o=====o

As you enter you'll see 4 platforms, Bloodroke, and a giant object holding 4 orbs. Bloodroke will sacrifice his life to bring Ramiah to life. The first thing you should do when you get control of David is jump up onto either the northern most LEFT platform or the northern most RIGHT platform. You'll wind up standing beside the orbs that Ramiah holds in his hands. Use indirect jump attacks to attack the orbs until they shatter. Shatter all 4 orbs. Once all of the orbs have been shattered, jump onto Ramiah's leg. Place David where one leg is on Ramiah's shorts and one leg is on Ramiah's leg. Face the head of Ramiah and jump up and slash. You should end up doing

indirect attacks on Ramiah's head. This is how you beat Ramiah. Just keep this up. Every now and then Ramiah will hit you with either Thunder, a laser beam, or Judgement, but you should be able to dodge Thunder and the laser beam from where you're standing. If he hits you with Judgement you can just reposition yourself back on his leg when it's over and continue to fight him.

Once he is defeated you will have beaten the game. Enjoy the ending!

```
o-----o
|ANOTHER WAY|
o-----o
```

I received a contribution from Kevin B. with an alternate way to defeat Ramiah:

"Before fighting Ramiah, be sure that you have your Earth element maxed out at 99. While fighting Ramiah, shatter the orbs as usual. Once they're destroyed, however, don't bother attacking his face with sword attacks. Simply jump up as usual, but cast Earthquake multiple times each time that you jump. If you hadn't noticed before, if the spell discharge from your hand happens to touch an enemy, it damages them. You'll be able to do more damage in less time this way."

Thank you Kevin B. for your contribution!

```
O=====O
|                Fighting Tournament (B3)                (YZ8) |
O=====O
```

This section of the FAQ is dedicated to the tournament you can compete in on the B3 floor of the dungeon.

First we'll discuss the location of the tournament. Please take a moment to look at your map of B3. It's mainly a center core, with 4 branches out of the core. The section you want to examine is the core. The core is basically a square with tiny blobs on the outside of it. The tournament room is the EAST corner of the main core. I sketched a little ASCII art for you. Hope it helps.

T = Tournament room.

```
  /\  /\  /\
 /  \/  \/  \
 \  /    \  /
  \/    /\
 /      / T\
 \      \T /
 /\      \/
 /  \    /  \
 \  /\  /\  /
  \/  \/  \
```

Go to the Tournament room.

The tournament room is an excellent place for making money. You have to be in COSTUME to be able to join the fights though. So simply put on your COSTUME before talking to the Goblin in the room. He'll ask you

'Shall we test our strength?' Say yes. You will be entered into the fight.



The screen will fade to black. When the screen fades back in you'll find yourself standing in the ring with 3 other goblins. The sound "Beat them!" will play and the fight begins. The goal is to defeat the other 3 goblins in combat or to ring them out without you yourself dying or falling out of the ring.

The best part about all of this is that it's super easy to cheat this game. While the game is busy saying "Beat them!" simply have your goblin push off the other 3 goblins out of the ring. By the time they are able to move only 1 goblin will be left and he's already halfway off the edge. =)

The reward is usually 9 bags of 20g, 180g per fight. Since a fight takes about 20 seconds you can earn around 540g per minute.

```
O=====O
|                               Enemies                               (YZ9) |
O=====O
```

This is a short list of enemies and a good method on how to beat them.

-----Blobs-----

Blobs (regardless of their color) are pretty easy to beat. Most of them all you need to do is walk up and slash them, then back off for a moment.

-----Goblins-----

Goblins are easy, but they hit really hard. The truly easiest way to kill a goblin is to put on the COSTUME and then kill them with indirect blows. But you wont have that option during the first 2 floors, so for those floors just do some classic jump attacks. And don't sit still if they have a crossbow.

-----Fire Sponges-----

There is a method to defeat these sponges without getting hurt. Approach just BARELY within sword range of a sponge on either it's direct LEFT or direct RIGHT. You will be able to hit him but he wont be able to hit you.

-----Lillipads-----

Killing lillipads are fun and easy. Use simple jump attacks. They are also great to kill for 2 other reasons. They can drop 110g, or they can drop Gold Armor (the best armor in the game). So I have a field day slaying these poor critters.

-----Fire Banshees-----

These guys are easy to kill so long as you don't sit still. Their fire can hurt, especially if you take multiple hits. Either cast Turn Undead spell (Elements A,E,W) or stab and run until they die.

-----Worms-----

These creatures are pathetic. Easy to kill and they don't do much damage. When you strike them they generally get knocked away from you. So you can quite easily control where the worms are going.

-----Shield Guards-----

I hated these guys because they blocked way too much. The easiest way I've found to kill them is to simply use the Thunder spell (Elements A,E) on them from a distance. It usually hits a group of them and does a decent amount of damage to them.

-----Skeletons-----

You can't really kill a skeleton using the normal means of sword stabbing, air diving, and elemental damage. No sir, the only way to kill a skeleton is to cast Turn Undead on him (Elements A,E,W). The sword HOLY SWORD randomly casts this spell too, so you may also slay the skeletons with the HOLY SWORD.

-----Mage-----

These guys are super annoying. They teleport all over the room and never sit still long enough. Besides using Judgement (A,F,E,W) which is a no-dodge spell, the best way I've found to kill them is to jump from spot to spot stabbing like crazy. When the mages duplicate themselves there is a trick to determine which mage is the real mage. The real mage is always facing David. So if you see a Mage with his back turned to David, he is not real.

-----Davids-----

The clones of you. These guys can cast spells or stab at you, just like you. Once again using spells is truly the easiest of easy ways to kill Davids. I prefer using Judgement (all elements) but if you're tight on elements then try using Thunder (Elements A,E).

-----Cowboys-----

Cowboys are easy, they don't move and they shoot every certain amount of seconds. So long as you keep moving it's too easy to walk up, stab, then walk away. Repeat until he falls. They can drop the gloves "Mitt"

-----Mortars-----

Mortars are easy because they can't move. Just like the cowboys all you have to do is walk up, stab, then walk away. Repeat.

-----Soldiers-----

Soldiers are just like mortars and cowboys. They don't move and shoot every certain amount of seconds. They are too easy to defeat. Just walk up, stab, then walk away.

-----The elements-----

The elements in ICE WORLD are easy. They don't do very much damage at all. Just stand on a platform opposite of the one you want to kill. When the element lowers itself to shoot you - jump stab at it. You'll most likely hit it.

-----Orbs-----

Orbs from the FUTURE WORLD are easy. They are just like the cowboys, soldiers and mortars. They don't move but they shoot every few seconds. Simply stab them and walk (or hop in that world) away.

| Spells (YZA) |  
 O=====O

NAME:	ELEMENTS REQUIRED:	DESCRIPTION:
Wind	AIR	Throws a wind slash
Fire	FIRE	Throws a fireball
Earthquake	EARTH	Creates a small earthquake
Heal	WATER	Heals David 10 HP per use
Fire Wind	AIR, FIRE	Throws heat-seeking fireball
Thunder	AIR, EARTH	Casts a lightning bolt
Ice	AIR, WATER	Freezes an enemy
Meteor	FIRE, EARTH	Throws giant boulder
Cure	FIRE, WATER	Cures poison
Guardian	EARTH, WATER	Fairy protects David for short while
Needlecrack	AIR, FIRE, EARTH	5 lasers shoot outward and forward
Confuse	AIR, FIRE, WATER	Spinning fireballs decimate enemy
Turn Undead	AIR, EARTH, WATER	Instantly kills the undead
Shield	FIRE, EARTH, WATER	Shield protects David for short while
Judgement	AIR, FIRE, EARTH, WATER	Unblockable damage to all enemies

O=====O  
 | Items (YZB) |  
 O=====O

This section of the FAQ will cover the items in the game Light Crusader. What they do, how much they cost, how much they heal, etc.

--FOODS AND POTIONS--

ITEM	WHAT IT DOES	WHERE TO FIND	SELL PRICE
Blue Potion	Cures poison	Drops, shops (35/25g)	20g
Red Potion	Heals 100 HP	Drops, shops (210/150g)	50g
Green Potion	99 of every element	Wizard shop (3000g)	1501g
Odd Potion	Turn invisible	Wizard shop (4000g)	2000g
Black Potion	Poisons David	Wizard shop (200g)	250g
Chicken	Heals 60 HP	Drops	40g
Steak	Heals 100 HP	Drops, shops (100g)	50g
Fillet	Heals 60 HP	Drops	40g
Egg	Using breaks this	Drops	70g
Broken Egg	Heals 10 HP	Drops	10g
Fish	Heals 60 HP	Drops	40g
Tomato	Heals 60 HP	Drops, shops (80g)	40g
Corn	Heals 10 HP	Drops	10g
Apple	Heals 10 HP	Drops, shops (20g)	10g
Orange	Heals 10 HP	Drops	10g
Banana	Heals 10 HP	Drops	10g
Cherries	Heals 10 HP	Drops	10g
Bread	Heals 30 HP	Drops	20g
Cheese	Cures Poison	Drops	20g
Water	Cures Poison	Drops, shops (30g)	20g
Honey	Heals 15 HP	Drops	20g
Wine	Cures Poison	Drops, shops (30)	20g

o-----o  
 |NOTE |  
 o-----o

Kevin B. pointed out to me something I had overlooked. Here is his contribution:

"It's always best to have Steak in your inventory, rather than Red Potions. Red Potions don't get used automatically, and that can have a negative impact on an intense battle. Foods are always used automatically; potions are not. Since Steak heals 100HP (just as Red Potions do), there's no reason to waste inventory space with Red Potions, especially when you consider how easy it is to get Steak in this game."

Thank you for your contribution, Kevin B.!

o-----o  
| -SPECIAL ITEMS- |  
o-----o

PENDANT-----

Description:	Where to find:
The pendant ressurects David when he dies and puts him back at the room entrance.	Drops, shops (1100g)

BOTTLE-----

Description:	Where to find:
The bottle must be used while standing in water. The bottle will be filled with water and turns into a Water bottle in your inventory.	Saved State Hacking

BOOTS-----

Description:	Where to find:
The boots are what you use in the future world where you can alter gravity. Using Boots allows you to jump super high	Saved State Hacking

LADLE-----

Description:	Where to find:
This item must be used while standing in water. This item will cure David of poison. You can only get this item AFTER you've reached floor B6.	Kitchen (After B5)

SEXTANT-----

Description:	Where to find:
A device that lets you teleport to already known teleport rooms at any time. It is found on B2 while trying	Floor B2.

to get the Blue orb. Reference  
'FLOOR 2 (1 ORB LEFT B.)'  
Reference link: [YYL](#)  
to learn where to find this.

KEY 1-----

Description:	Where to find:
--------------	----------------

A key found on B1 and used to reach the Fire Sponge Boss.	Floor B1
---	----------

KEY 2-----

Description:	Where to find:
--------------	----------------

A key found on B1 and used to reach the Dragon boss.	Floor B1
--	----------

KEY 3-----

Description:	Where to find:
--------------	----------------

A key found on B3 used to unlock 2 doors. One room has the Stone Tablet inside, the other room leads to the IRON GATE puzzle.	Floor B3
---	----------

KEY 4-----

Description:	Where to find:
--------------	----------------

A key found on B4 which unlocks a door leading to Light Crusader and all of it's trials.	Floor B4
--	----------

GOLD KEY-----

Description:	Where to find:
--------------	----------------

Given to David by Bloodroke on floor B2. Used to reach the 4 orbs scattered about floor B2.	Floor B2
---	----------

SILVER KEY-----

Description:	Where to find:
--------------	----------------

Found and used on floor B6 to reach a villager who needs water. The villager gives a vital clue to a puzzle.	Floor B6
--	----------

TALISMAN-----

Description:	Where to find:
--------------	----------------

Given to David by King Weedan. Used to pass through the barrier on floor B1 and take the stairs to B2.	Castle (King Weedan)
--	----------------------

SCROLL (COMPLETE)-----

Description:	Where to find:
Gives the answer to the GREEN ORB room puzzle.	All over Floor B2

RED, YELLOW, GREEN, AND BLUE ORBS-----

Description:	Where to find:
4 orbs scattered throughout floor B2. A necessary tool for the resurrection of Ramiah.	All over Floor B2

MUSIC BOX-----

Description:	Where to find:
Gives the answer to the RED ORB room puzzle.	Floor B2

COSTUME-----

Description:	Where to find:
Obtained on floor B3 and used throughout B3 to get past guards. When equipped goblins will open locked doors for David.	Floor B3

STONE TABLET-----

Description:	Where to find:
Found on floor B3. Translated by the Princess. The stone tablet contains the story of King Garriott, and how he sealed away Ramiah using the sword Light Crusader. This tablet also gives the clue to the IRON GATE puzzle.	Floor B3

CREST-----

Description:	Where to find:
Found and used on floor B4 to access the guildsmen shop and to have guards open locked doors for you.	Floor B4

TAP HANDLE-----

Description:	Where to find:
Found and used on floor B3 to change previous rooms by filling them with water, so that David can access other doorways that were once inaccessible.	Floor B3

O=====O

Here is a complete list of the weapons, armor, and gloves  
in the game Light Crusader.

o-----o  
| Weapons |  
o-----o

NAME:	WHERE TO FIND:	SPECIAL:
Long Sword	Starting weapon	N/A
Rapier	Floor B1	N/A
Thunder	Floor B2	N/A
Lightning	Floor B3	N/A
Relayer	Shop (1500g)	N/A
Crystal	Floor B5	Casts Ice spell
Holy Sword	Floor B6	Casts Turn Undead
Light Crusader	Floor B4	N/A

o-----o  
| Armor |  
o-----o

NAME:	WHERE TO FIND:	SPECIAL:
Plate	Starting armor	N/A
Chain Mail	Floor B3	N/A
Bronze	Drop, shops (2000g)	N/A
Dragon	Floor B4	N/A
Pidge	Floor B6	N/A
Dillo	Save state hacking	N/A
Geddon	B5 Drops (Soldiers, B5, Boss)	N/A
Gold Armor	B2 Drops (Lillipads)	N/A

o-----o  
| Gloves |  
o-----o

NAME:	WHERE TO FIND:	SPECIAL:
Gloves	Starting gloves	N/A
Gauntlets	Floor B2	N/A
Power	Floor B3	N/A
Kaiser	Shop (1000g)	N/A
Iron Gloves	Floor B5	N/A
Power Gloves	B5 Drops (Ninjas)	N/A
Mitt	B5 Drops (Cowboys, Ninjas)	N/A
Scratcher	B5 Drops (Ninjas)	N/A

o-----o  
| NOTE |  
o-----o

Special thanks to Fry Guy for pointing out where the Mitt can be found.  
Special thanks to Kokochan for pointing out where the Geddon armor can  
also be found.

Special thanks to Charkan for pointing out yet another location where  
the Geddon armor can be found.

0=====0  
| Saved State Hacking Intro (YZD) |  
0=====0

So, you want to edit your saved state file of Light Crusader? Well before we can even get into this topic there are some prerequisites you must first meet.

You will need the following:

- (1) A hex editor. I use Hex Workshop, you can download Hex Workshop at BreakPoint Software's website (<http://www.bpssoft.com>)
- (2) Gens - An emulator program that can create saved states. I cannot guarantee that if you use a different emulator that this FAQ's info will be accurate. You can download Gens off of their homepage (<http://gens.consolemul.com>)
- (3) A ROM of Light Crusader. There are many sites where you can download this.
- (4) A basic understanding of the hexadecimal numbering system. A short tutorial on Hexadecimal is available at the bottom of my FAQ. It is labelled HEXADECIMAL TUTORIAL (Prefix YZG).

0=====0  
| Creating the Saved State (YZE) |  
0=====0

Open up your Light Crusader ROM using the Gens emulator. Start a new game. As soon as you are given control of David in the castle, go to the File menu, and click "Save State As...". Give your saved state a name and save it somewhere on your computer where you can find it.

Now open up whatever Hex editor you are using, and open up your saved state in it. Now you should see a crapload of Hex values.

EXAMPLE:

```
00AE FFDC 985F 26AB  
BA62 00FF EA88 F544
```

Every 2 numbers together form an OFFSET. So in the above example there are 16 OFFSETS displayed. Offsets are how Hex Editors show your position in the code. The bigger your offset number, the deeper down into the code you are.

Most Hex editors have a Find Offset feature of some sort. If you have Hex Workshop you can go to the Edit menu and choose "Goto..." and enter in your offset value. It will take you straight to the offset you want to edit.

These are the values that make up your file. But don't go changing random objects! Listed in this FAQ are what offsets (AKA section of Hex) control what in Light Crusader.

0=====0  
| Saved State Value Locations (YZF) |  
0=====0

NOTE: I apologize but I have been unable to find the location of David's



Max Health. If anyone knows where these values are please email me and I will post it to this FAQ with full credit to you.

o-----o  
| Health |  
o-----o

WHAT:	OFFSET:	MAX:	NOTE:
Current Health	F4D0 F4D1	2710 (10000)	This is David's Current Health I still don't know where David's Max health is, but with 65,535 Current Health on David, you are still practically invincible. I find that 10,000 is a good number because if you go too big of a number, David will die in one hit, no matter how weak. 10,000 is plenty of health.

o-----o  
| Magic |  
o-----o

WHAT:	OFFSET:	MAX:	NOTE:
Air	115A8	63	How much air magic you have. Max=99
Fire	115A9	63	How much fire magic you have. Max=99
Earth	115AA	63	How much earth magic you have. Max=99
Water	115AB	63	How much water magic you have. Max=99

o-----o  
| Gold |  
o-----o

WHAT:	OFFSET:	MAX:	NOTE:
Gold	114A0 114A1	FFFF	I do not recommend putting in FFFF Instead enter the following: EFD8

Gold takes up a total of 2 offsets. Thus making the maximum value FFFF (65,535 gold). However if you have 65,535 gold and then you grab another piece of gold, your gold will rollover back to zero. So I think you would be better off putting in about 55 thousand gold and not worrying about the extra 10 thousand. =)

55 Thousand gold = D8EF

o-----o  
| Weapons |  
o-----o

WHAT:	OFFSET:	MAX:	NOTE:
Weapons	115AC	FF	Which weapons you have. FF for all.

o-----o  
| Armors |  
o-----o

WHAT:            OFFSET:            MAX:            NOTE:  
Armors           115AD            FF            Which armors you have. FF for all.

o-----o  
|            Gloves            |  
o-----o

WHAT:            OFFSET:            MAX:            NOTE:  
Gloves           115AE            FF            Which gloves you have. FF for all.

o-----o  
|            Inventory            |  
o-----o

WHAT:            OFFSET:            NOTE:  
Inventory           11578 - 115A7    You have 48 slots in your inventory. Every  
offset (2 numbers) equals one item. Fill  
the inventory however you please with the  
item list below.

o-----o  
|            Item List            |  
o-----o

00 Empty	10 Tomato	20 Ladle	30 Red Orb
01 Air	11 Corn	21 Cube	31 Yellow Orb
02 Fire	12 Apple	22 Bottle	32 Green Orb
03 Earth	13 Orange	23 Sextant	33 Blue Orb
04 Water	14 Banana	24 .	34 Music Box
05 Blue Potion	15 Cherries	25 .	35 Costume
06 Red Potion	16 Bread	26 Gold Bag	36 Stone Tablet
07 Green Potion	17 Cheese	27 Boots	37 Crest
08 Odd Potion	18 Water	28 KEY 1	38 Tap Handle
09 Black Potion	19 Honey	29 KEY 2	39 .
0A Chicken	1A Wine	2A GOLD KEY	3A KEY
0B Steak	1B Gem	2B SILVER KEY	3B SPECIAL
0C Fillet	1C Pendant	2C KEY 4	3C SPECIAL
0D Egg	1D Ring 1	2D KEY 3	3D SPECIAL
0E Broken Egg	1E Ring 2	2E Talisman	3E SPECIAL
0F Fish	1F Bag	2F Scroll	3F SPECIAL

-----  
-----The items below will not work and may even freeze your game.-----  
-----

40 Long Sword	50 Gloves	60 Scroll 1	70 Steak
41 Rapier	51 Gauntlets	61 Scroll 2	71 Filet
42 Thunder	52 Power	62 Scroll 3	72 OEUF
43 Lightning	53 Kaiser	63 Scroll 4	73 OEUF CASSE
44 Relayer	54 Iron Gloves	64 Scroll 5	74 POISSON
45 Crystal	55 Power Gloves	65 Element	75 TOMATE
46 Holy Sword	56 Mitt	66 Air	76 MAIS
47 L. Crusader	57 Scratcher	67 FEV	77 POMME
48 Plate	58 .	68 Terre	78 ORANGE
49 Chain Mail	59 .blank	69 EAV	79 BANANE
4A Bronze	5A .blank	6A Potion Bleau	7A CERISES
4B Dragon	5B .blank	6B Potion Rogue	7B PAIN

4C Pidge	5C .blank	6C Potion Verte	7C FROMAGE
4D Dillo	5D .blank	6D Potion Juane	7D EAU POTABLE
4E Geddon	5E .blank	6E Potion Noire	7E MIEL
4F Gold Armor	5F .blank	6F Poulet	7F VIN

80 JOYAUX	90 CLE ARGENT	A0 .	B0 DE DRAGON
81 PENDENTIF	91 CLE 4	A1 .	B1 HET
82 ANNEAU 1	92 CLE 3	A2 .	B2 HAINE
83 ANNEAU 2	93 TALISMAN	A3 .	B3 HAILLE
84 SAC	94 PARCHEMIN	A4 .	B4 OR
85 LOUCHE	95 ORBE ROGUE	A5 LONGUE EPEE	B5 GANTS
86 CUBE	96 ORBE JAUNE	A6 RAPIERE	B6 GANTELETS
87 BOUTEILLE	97 ORBE VERT	A7 TONNERRE	B7 PUISSANCE
88 SEXTANT	98 ORBE BLEU	A8 ECLAIR	B8 DESTRUCTION
89 .	99 MUSIQUE	A9 RELAYEUSE	B9 GANTS DE FER
8A .	9A COSTUME	AA CRISTAL	BA GANTS FORTS
8B .	9B TABLETTE	AB EPEE SACREE	BB RECEVEUR
8C BOTTES	9C ECUSSON	AC L. CRUSADER	BC GRATTE-DOS
8D CLE 1	9D ROBINET	AD DE PLAQUE	BD .
8E CLE 2	9E .	AE MAILLES	BE .
8F CLE DOR	9F .	AF DE BRONZE	BF .

C0 .	D0 ROTER TRANK	E0 BROT	F0 .
C1 .	D1 GRUNER TRANK	E1 KASE	F1 STIEFEL
C2 .	D2 GELBER TRANK	E2 TRINKWASSER	F2 SCHLUSSEL 1
C3 .	D3 GRAUER TRANK	E3 HONIG	F3 SCHLUSSEL 2
C4 .	D4 HAHNCHEN	E4 WEIN	F4 GOLDOFFNER
C5 FRAGMENT 1	D5 STEAK	E5 EDELSTEIN	F5 SILBEROFFNER
C6 FRAGMENT 2	D6 FILET	E6 ANHANGER	F6 SCHLUSSEL 4
C7 FRAGMENT 3	D7 EI	E7 RING 1	F7 SCHLUSSEL 3
C8 FRAGMENT 4	D8 KAPUTTES EI	E8 RING 2	F8 TALISMAN
C9 FRAGMENT 5	D9 FISCH	E9 TASCHE	F9 SCHRIFTROLLE
CA .	DA TOMATE	EA SCHOPFLOFFEL	FA ROTE KUGEL
CB LUFT	DB KORN	EB WURFEL	FB GELBE KUGEL
CC FEUER	DC APFEL	EC FLASCHE	FC GRUNE KUGEL
CD ERDE	DD ORANGE	ED SEXTANT	FD BLAUE KUGEL
CE WASSER	DE BANANE	EE .	FE SPIELUHR
CF BLAUER TRANK	DF KIRSCHEN	EF .	FF KOBOLDKOSTUM

```

O=====O
|                               Hexadecimal Tutorial                               (YZG) |
O=====O

```

Put very simply, Hexadecimal is a different way of counting/displaying numbers. Normal people use the decimal numbering system. What's the difference you ask? The number of characters in the system. Observe!

Decimal Numbering System:

0 1 2 3 4 5 6 7 8 9

00 = Zero

99 = Ninety Nine

That's the decimal numbering system. This hopefully isn't new information to you. With these 10 characters, we can express any number we want. If we wanted to express the number Nine, we would simply use the 9. If we wanted

to say Ten, we would use BOTH a 1 and a 0 to form 10. Now, moving on...

Hexadecimal Numbering System:

0 1 2 3 4 5 6 7 8 9 A B C D E F

00 = Zero

FF = Two Hundred Fifty Five

Interesting, yes? As you count up in the Hexadecimal system, the value Nine would still be written out as 9, however, the value Ten would now be written with A. Why? Because we haven't used up all the characters available in this numbering system. So if Ten = A, Eleven must be the next letter up

Ten = A

Eleven = B

Twelve = C

Thirteen = D

Fourteen = E

Fifteen = F

And since Fifteen uses up the last character available, Sixteen, which is the next number, will have to be 10. Make sense? The next thing you need to understand is how to convert between the two.

The easiest way is to use a calculator! Ha! Windows XP has a built in calculator (Start, Run, Calc) that when viewed in Scientific Mode will let you punch in a number in decimal, click the Hexadecimal button and PRESTO! You've got a Hex value.

... If you want to learn the manual way - read on.

First we'll use a decimal example. Take the number 5421. 5421 is

$$(5*10^3) + (4*10^2) + (2*10^1) + (1*10^0)$$

Which translates to...

$$(5*1000) + (4*100) + (2*10) + (1*1)$$

Which translates to...

$$5000 + 400 + 20 + 1$$

Notice how each number is a different power of 10? The 1 is a 10 to the zero power. The 2 is a 10 to the first power. The 4 is a 10 to the second power. The 5 is a 10 to the third power. As the numbers go from right to left, the power of 10 increases by 1.

Hexadecimal is the same way, except NOT with  $10^x$  but rather  $16^x$  Yes, Sixteen to the power of whatever.

First, Take your Hexadecimal value and write it out. We'll use the Hex value 63 for our example.

63

Now take the first number on the RIGHT (the 3) and multiply it by  $16^0$  power

$$3 * 16^0 = 3$$

Anything to the power of zero will always equal 1. So 3 times 1 equals 3. Write that answer somewhere to the side.

Now take the NEXT number from the RIGHT (the 6) and multiply it by  $16^1$  power.

$$6 * 16^1 = 96$$

Any number to the power of one will always equal the original number. So  $6 * 16 = 96$ . Now write that number off to the side.

Once you've finished multiplying with every number, take the numbers you have written to the side, and add them together:

$$96 + 3 = 99$$

That's your answer. 63 (HEX) = 99 (DECI)

I will only do one more example. Let's take the Hex value of

ABEF

First, take the first number on the RIGHT (the F). Don't forget that F is 15. Multiply:  $15 * 16^0$

$$15 * 16^0 = 15$$

Any number to the power of zero will always equal one. So fifteen times one equals 15. Write 15 off to the side.

Now take the next number from the right (The E). Don't forget that E is 14. Multiply:  $14 * 16^1$

$$14 * 16^1 = 224$$

Any number to the power of one will always equal the original number, so Sixteen to the power of one equals Sixteen. Sixteen times fourteen equals 224. Write 224 off to the side.

Now take the next number from the right (The B). Don't forget that B is 11. Multiply:  $11 * 16^2$

The power of two =  $16 * 16$ . This equals 256.  $256 * 11 = 2816$ . Write 2816 off to the side.

Now take your final number (The A). Don't forget that A is 10. Multiply  $10 * 16^3$

The power of three =  $16 * 16 * 16$ . This equals 4096.  $4096 * 10 = 40960$ . Write 40960 off to the side.

Now take all the numbers you put to the side and add them up

$$40960 + 2816 + 224 + 15 = 44015$$

You have finally finished. ABEF = 44015.

I realize this is difficult, but you can always just use the calculator. I simply included this in case someone actually wanted to learn it. I hope it was successful. If you have any questions, feel free to email me.

In this section I'd like to give special thanks to those who have contributed to this FAQ. It is always appreciated. Knowledge is power!

My special thanks goes to:

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Fry Guy  
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For being the FIRST person to point out to me that the Mitt's (gloves) can be dropped by the cowboys you fight on B5. Before then I simply had it listed as a Save State Hacking Item. Thank you Fry Guy!

-----  
Kevin B.  
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For sending me an email on a faster way of defeating Ramiah and a note about Steaks vs Red Potions. I know jumping 50 times while stabbing at Ramiah's head can get old. So thank you Kevin B. for sharing this helpful technique!

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ArmorofDreaming  
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For sending me the HEX values of David's Current Health! Thank you!!

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Rocko  
-----

For giving me a MUCH EASIER solution to the floor 3 puzzle I was having a hard time with.

-----  
Kokochan  
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For giving me information on the Geddon armor, and Mitt gloves.

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Charkan  
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For giving me information about the Green Potion on floor B2, pointing out alternate methods for beating the 2 legged robot boss on floor B5 Army World and getting Geddon from it, and pointing out that you can use the earthquake to destroy the barrier in the Shield Guard room on floor B6. Thank you, Charkan!!

Now if anyone has any contributions they can make - please do. I will not hesitate to post it on this FAQ.

Well. We laughed a little, cried a little, and beat the crap out of hundreds

of goblins. I hope this FAQ was helpful to you in some way. This is my first FAQ so I hope it turns out alright and that people can understand it.

I'd like to thank the following people:

Sega and Treasure for making and publishing this great game.

My parents for buying me this game years ago when I was a kid =)

My friend Bryan for helping me BEAT this game years ago.

My friend Bryan's house for having the magical properties necessary for us to conquer any game issue we may have had. That house is truly remarkable.

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and to Gamefaqs.com, HonestGamers.com, NeoSeeker.com, & MyWii.com.au for posting this FAQ on their site.

If you need to contact me for any reason (i.e. Correction, Questions, Comments, Criticism etc.) I can be reached at [virtuekid@yahoo.com](mailto:virtuekid@yahoo.com)

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