

MediEvil Resurrection FAQ/Walkthrough

by LightspeedEXE

Updated to v3.4 on Oct 25, 2005

This walkthrough was originally written for MediEvil Resurrection on the PSP, but the walkthrough is still applicable to the PSX version of the game.

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###      Complete Walkthrough FAQ by Netborg      ###
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NOTE: My PSP is now not working, so I have to wait until more come in stock in the UK. Be PATIENT, and stop moaning at me on the boards.

MediEvil Resurrection Complete Walkthrough FAQ - Version 3.4
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liamlightspeed[at]hotmail[dot]com [explained below]

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--o--01|Intro--o--

/INTRO\

Welcome to my guide to what could be one of the greatest games to exist - MediEvil. This FAQ will help you in every portion of the game, from Weapon Locations, to beating the bosses.

MediEvil Resurrection is a remade version of the original MediEvil for PS1, just with some new levels and remade locations. The game allows you to play as a dead warrior who has been 'Resurrected' to achieve a true hero status, and defeat the evil warlock who killed him. Along the way, you will have to complete 'missions' to open new paths and find special items to allow you to continue on your journey.

If anyone notices any typos, or has any FAQs that I could use for the future 'FAQ Section', then please contact me by e-mail:

= liamlightspeed'at'hotmail'dot'com =

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# This is used to avoid any webbots that may scan for my e-mail and #
# fill my inbox with spam. Replace the 'at' with '@' and the 'dot' #
# with a '.' #
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--o--02|Story--o-- /STORY\
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'The Legend of Sir Daniel Fortesque'

For generations, children have been told the story of Sir Daniel Fortesque, the hero who died courageously at the Battle of Gallowmere saving the land from the evil sorceror, Zarok. In fact Dan was a bit of a coward, forced into battle and falling in the very first wave of arrows.

One hundred years later Zarok has returned, turning day into night and raising an undead army to conquer the land. But Dan has also been resurrected and given a second chance...

Is evil finally about to triumph over good?

Will Dan be a convincing hero or a complete coward?

Can he ever earn the respect of the true heroes of Gallowmere?

And is Al-Zalam really a powerful genie or just a hustler squatting in Dan's head?

It is time the past was consigned to the history books once and for all. The answers lie only in the future...

[From the MediEvil: Resurrection Handbook]

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--o--03|Playing The Game--o-- /PLAYING\
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Before you become Sir Dan, you're going to have to learn how to master the basic controls, and learn what everything in Gallowmere does. So read through this, and make sure your prepared for the adventure ahead...

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>--03\a|Controls /CONTROLS\
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BASIC MOVEMENT

Analog Stick/Directional Buttons	Move
X Button	Quick Attack/Read Books
X Button (held)	Darting Attack
Square Button	Slow Attack
Square Button (held)	720 Degrees Slash
Triangle Button	Daring dash
Triangle Button (with shield)	Daring dash attack
Circle Button	Jump
Left Shoulder Button (held)	Walk
Left Shoulder Button (held with shield)	Shield from damage
Right Shoulder Button (tap)	Re-Centre camera
Right Shoulder Button (held)	Retain Mode
Select Button	Inventory
Start Button	Pause Menu

RETAIN MODE

With the Right Shoulder Button held down, Dan enters Retain Mode, where he will stay facing the same direction until the Button is released. This mode is useful when facing enemies behind you or to your sides, or when near particular obstacles.

Analog Stick Right/Right Direction Button	Sidestep Right
Analog Stick Left/Left Direction Button	Sidestep Left
Analog Stick Up/Up Direction Button	Forwards
Analog Stick Down/Down Direction Button	Retreat
Circle Button	Jump

For an explanation the attacks that can be performed in Retain Mode, see 'The Weapons' chapter in 'The Inventory' section

>--03\b|Game Screen /SCREEN\

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| 1           3 |
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```

- [1] Health Meter
- [2] Life Bottles (if collected)
- [3] The Chalice and Percentage Completed (If Chalice is transparent, then it hasn't yet been collected)
- [4] Gold Coins
- [5] Current Weapon and Weapon Status (Only for the Club, and Ranged Weaponry)
- [6] Current Shield and Shield Status
- [7] Targeting Sprites

>--03\c|Game Mechanics /MECHANICS\

ENERGY LEVELS AND LIFE BOTTLES

On the Left side of the Game Screen is the green Life Bar, where you can see Sir Dan's current Health. Try to avoid the bar becoming empty as that will result in Dan dying. Again.

On your quest, you will find three types of Health Object:

LIFE BOTTLES

Collecting a Life Bottle results in you gaining a 'second lifebar' in the sense that when your Life Bar empties, the Life Bottle will refill your health to the amount of health contained in the Bottle. There are a fair few to find, so make sure you follow this guide to find them all!

HEALTH VIALS

Running out of Health on your quest? Need a bit more energy? Then pick up a Health Vial! Using one of these will restore 50 units to your Health bar, so if you're in a tricky situation, find one.

These are also sold by Shop Gargoyles for 100 GC - but one shop sells them for a bargain of 50 GC...

HEALTH FOUNTAINS

Stepping into a Health Fountain will restore a lot more of Dan's health than a Health Vial, but they have a limited amount of energy. Use these wisely! And once they're gone.. they won't regenerate until you leave the level...

THE CHALICE

One of the most important parts of Dan's quest is to make amends for his cowardly past and prove himself a true hero. So, the Legendary warriors of Gallowmere have set up the Chalice Quests which will allow you to gain their respect.

In all levels except Gallowmere Plains, Dragon Island and Zarok' Lair you will be able to find a Golden Chalice - though they are hidden away, so only those who are good explorers, or those using this guide will be able to find them.

The Chalice Quests involve defeating enemies to free the souls that Zarok has stolen to fuel his vile henchmen. Everytime an enemy is defeated, their stolen soul is added to the Chalice. You must also find the Chalice in the levels and fill it up to 100% to allow access to the Hall of Heroes.

HALL OF HEROES

The Hall of Heroes is the final resting place for the bravest heroes of Gallowmere where their exulted souls spend an eternity reminiscing about their greatest triumphs.

Since Sir Dan isn't a true hero just yet, he can only earn the right to enter the Hall by completing the Chalice Quests. Each time access is granted, Dan will be confronted by one of the True Heroes of Gallowmere who will give him new items.

TREASURE

Gold Coins are all over Gallowmere - mainly due to the fact that they ARE the main currency. Collect as much Treasure as possible - you can use it to buy supplies for your quest.

SHOP GARGOYLES

The shifty wheeler-dealers of Gallowmere; these Gargoyles are easy to notice due to being a noticeable red, unlike their green cousins. To do business, simply give the Gargoyle a whack. 'Supplies' allows you to purchase health and ammo, while 'Services' is choosed to repair your shields.

>--03\d|The Map Screen

/MAP\

During your Quest in Gallowmere, you will be seeing a LOT of the Map Screen. It's very simple to navigate though.

When you leave a level, you will arrive on the Gallowmere Map. Dan's Skull marks your current location. To move to a new area, move the Analog Stick in the direction you want to move (from areas available to you). Press X to enter a location, or Square to save your game. In each location, there are two 'icons'. A flag and a chalice. When you complete an area, the White Flag will change to green; completing the

Chalice Quest for that level marks illuminates the Chalice Icon.

--o--04|Characters--o--

/CHARACTERS\

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I'm sure you're interested to find out exactly which characters you shall be meeting in the game, and so this section of the Guide will cover just that.

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>--04\a|The GOOD

/GOOD\

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So, who exactly is on your side in MediEvil. While it may not seem like there are that many, there are a fair few. So, this part of the guide will introduce these people to you.

==

Sir Daniel Fortesque

Sir Dan was a professional soldier in life (though his duties were mainly ceremonial). In reality, he was hardly the hero that history remembered him to be. Can he overcome his cowardice and become the true hero in death that he wasn't in life?

Al-Zalam

Al-Zalam was a mighty genie until a run-in with Zarok left him locked into Sir Daniel Fortesque's empty skull! He likes to remind people of his halcyon days often. For this reason, he harbours an enormous grudge against Zarok, which he has in common with Sir Dan. Ultimately this shared purpose can turn their uneasy alliance into something of a friendship.

Death

Death is weary and sardonic, yet retains an air of engaging charisma and elegant charm. If he ever had any real enthusiasm for his job, it's been long gone. However, he has two key redeeming features that shine through his aura of melancholy resignation: His comprehensive knowledge of Gallowmere, and a sneaking admiration (and almost paternal regard) for the undead knight Sir Daniel Fortesque, whom he sees as his only hope of gaining some peace from massively increased workload.

The Forest Witch

New Age hippy dippy crone, the Forest Witch is obsessed with gaining revenge on her sister, the Pumpkin Witch. She is also the guardian of the path to the 'Shadow Demon Gate'.

The Pumpkin Witch

A schizoid bint, who dedicates her entire life raising her surrogate pumpkin family and protecting her precious Anubis stone, the Pumpkin Witch has two distinct sides to her personality: Cloying, motherly and sickeningly twee, mixed with a cunning and nasty witchiness!

The Voodoo Witch

A skinny Afro-Caribbean who has the power to see the future in her less than reliable gypsy crystal ball. She is found in the first tent on the left in the Undead Carnival.

King Peregrine

The ghost of the long dead King of Gallowmere, King Peregrine is a

friendly, chatty, old gentleman with a military background.

The Town Mayor

Plump local businessman and self-proclaimed pillar of the community, a collector of antiquities and votes is the Town Mayor. He likes pie.

Dragon King

The Dragon King is a rather erudite and neurotic dragon (of the Dragon chattering classes). This beastie cannot abide adventurous types, so one should not be too hopeful of a friendly welcome, or indeed a generous send off for that matter.

Fairies

These are baby-faced gangster forest folk. Who wear one leaf. Not a good sign.

The Harbor Master

The Harbor Master is a prissy, pompous and petty jobs-worth. Although he attempts to project a tough and official air, he secretly 'harbours' repressed affection for the rugged violent pirates that he deals with on a daily basis.

[Special Thanks to the Official MediEvil Resurrection site for this info]

>--04\b|The BAD /BAD\

==

Now in EVERY game, there is always someone who wants you dead. Charming, innit? This section of the guide will cover those enemies so you know who you are facing. Please note that henchmen characters (Zombies and the like are covered in a different part of this guide).

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Zarok

Zarok is a creepy, bitter and twisted soul who has vowed to destroy Gallowmere. He is petty and vain yet intelligent, terrifying and evil yet charismatic, tough and dangerous yet at times campier than a Caravan park. This ancient Wizard has spent a century nursing his hatred of Fortesque

Lord Kardok

Kardok, the legendary battle centaur, is Zarok's second in command and a more daunting opponent it would be hard to imagine. Thankfully Kardok is not as cool and collected as his stern appearance might suggest, and the heady thrill of combat often causes him to rear up excitedly on his hind legs in a dance of carefree exhilaration.

[Special Thanks to the Official MediEvil Resurrection site for this info]

>--04\c|The HEROES /HEROES\

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On your regular Journeys to the Hall of Heroes, you will meet some of Gallowmere's greatest heroes. There are 9 Heroes in the Hall, while the tenth one isn't possible to meet.

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Canny Tim

He was a marksman of a Crossbowman part of the cavalry led by Sir Dan, and killed Zarok's champion Lord Kardock by shooting him in the eye at

three hundred yards away. He was killed during the battle himself. Before the battle he mentions that he had told stories of heroism and ghosts with his comrades that would keep them up all night scared.

[Gives you the CROSSBOW and the HEROES CROSSBOW]

Stanyer Iron Hewer

In addition to being the strongest man who ever lived Stanyer Iron Hewer was unsurpassed in his skill as a blacksmith. He was equally happy pounding on his anvil at home as he was pounding on someone's head in battle. It was said that his only fear was the end of the village smithy as the focus of manufacture in favor of more centralized units - as if!

[Gives you the WAR HAMMER]

Bloodmonath Skull Cleaver

Born a humble peasant to one of the nomadic tribes from the East lands, Bloodmonath Skull Cleaver gathered an army of horsemen and swept over half the civilized world. When he finally died (attempting a single handed attack on a garrison in the North while armed only with the spike on his helmet) he was the strongest peasant of his day.

[Gives you the BATTLE AXE]

Karl Strunggard

Karl Sturnguard spent most of his formative years under siege at his family castle. With his impregnable magic shield Sturnguard's motto was 'the best form of attack is defense'. Sadly his shield couldn't protect him against poor eating habits and he died during a post battle feast while swallowing a large sausage he had failed to chew.

[Gives you the SILVER/GOLDEN SHIELD]

Imanzi Shongoma

Trained from birth in all forms of combat, Imazi Shongoma was the warrior queen of a tribe of Amazons. The bold and the beautiful Shongoma banished all males from her territory except the handful she kept on to mow the lawns of her people.

[Gives you the SPEAR]

Megwynne Stormbringer

A full time mother and homemaker, Magwynne Stormbinder had to defend her settlement from barbarian raiders while the menfolk were away on a hunting trip. She fought off repeated attacks armed only with a pitchfork and a rolling pin and with one arm holding her baby. Legend has it that the Gods, impressed by her indomitable courage, intervened and added thunder bolts to her arsenal. She won the battle with a couple of bolts to spare on her husband when he finally returned.

[Gives you the LIGHTNING]

Dirk Steadfast

Dirk Steadfast was a fearsome opponent thanks to his magic sword and a firmly held belief that 'only women defend themselves - real men are always on the attack'. He was a friend and contemporary of Karl Sturnguard and was with him even to the end: it was whilst Steadfast was explaining his views on Sturnguard's shield during a feast that the latter had his tragic and inexplicable accident.

[Gives you the MAGIC SWORD]

Prince Ravenhooves

Descended from the finest centaur blood stock RavenHooves the Archer was the last prince of his people. A proud and haughty aristocrat he was an accomplished hunter, sportsman, duelist, playboy, raconteur, and three

times Derby winner.

[Gives you the LONGBOW, FLAMING LONGBOW and the MAGIC LONGBOW]

Woden the Mighty

Truly the hero's hero, Woden the Mighty, was fearless, single-minded, and uncompromising. Unbeaten in combat, he inspired raw fear in friends and enemies alike, not to mention in close family members and pets.

[Gives you the BROADSWORD, HEROES SWORD and the LONGSWORD]

[Special Thanks to Chris Patti for this!]

--o--05|Walkthrough--o-- /GUIDE\
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And so we enter the most important part of any Guide - the Walkthrough. Each Section will tell you how to master that level - including the 'Chalice Quest' and secret items/areas.

==

>--05\a|Dan's Crypt /CRYPT\
"Dan's Crypt- The best place to go if you're looking for a Dead Dan."

Items and Weaponry to get: Life Bottle 1, Wooden Sword

Artifacts: None

Runes to collect: Time Rune

Money: 50 GC

After watching the FMV Intro, you will enter Dan's Crypt, where Part 2 of the intro will start. After watching it, run forward into the Main Hall. You will see that you are surrounded by many glowing books, so walk over to each one and press X to read. Once all are read, face the Rune gate and go into the left room. You will then acquire LIFE BOTTLE 1! This will now be replaced by a Health Vial everytime you revisit. In this room you will find Dan's Diary, The Artifact Guide and The Enemy Guide. Read through each one, then cross the main hall into the right-hand room. Stepping through this door will acquire you a WOODEN SWORD. So everytime you lose it, return here to pick up another one. The right-hand room is the Training Area - along the walls you will find guides to each weapon - more made available for each weapon you collect - some books on the types of attacks and some training dummies. Read up on each book, and if you want practice some attacks on the dummies. Then head to the room behind the dummies. In here is a room with a lava river. At the moment, Lava will kill you, so jump over it and collect the TIME RUNE. Then walk into the chest to get 50 Gold Coins. Jump back over the Lava, and walk up to the Rune Gate. The Gate will now open, and you are free to go. Talk to the Gargoyle before leaving though for another tip. Then, exit the Crypt.

>--05\b|The Graveyard /GRAVEYARD1\
"The Graveyard- You wouldn't catch me digging Graves in my Yard. Spoils the ambience."

Items and Weaponry to get: Short Sword, Club, Health Vial x1

Artifacts:

Runes to Collect: Earth Rune,

Money:

Welcome to the Graveyard! Start off by going down the hill, then go

right. When you get to a cross junction, take the left turning. In here lies the SHORT SWORD! Equip it straight away, then pick up the 3 coin bags to get 30 Gold Coins. head back out into the main area and your first group of enemies will pop-up! Take out the zombies, and have the Short Sword area to your left again. The right leads to a dead end, while straight ahead lies the exit. Talk to the green statue for some information about whats going on. Go through the gate and carry on down the hill. Watch out for the new type of zombie wearing the grey jacket. These guys are a bit stronger than your average zombie. When you get to the Y Junction, take the right-hand turning and cross the bridge. Here comes another new enemy - the Zombie Guard. These guys are very strong, so beware. After beating him, pick up the EARTH RUNE. Head back over the bridge, and take the other fork. Beat the two zombies and enter the soon-to-be enemy filled area. Grab the Health Vial if you need it, and whoop some zombie butt. For the moment, head past the small tomb, and go to where the wall at the end is. You will find the CLUB there. Equip the club, and you will discover that THIS weapon has a

>--05\c\Cemetery Hill /HILL\

"Cemetery Hill- An excellent name for a blues singer."

Items and Weaponry to get:

Artifacts:

Runes to Collect:

Money:

>--05\d\Dan's Crypt Revisited /CRYPT2\

"Dan's Crypt- The best place to go if you're looking for a Dead Dan."

Items and Weaponry to get: Health Vial, Wooden Sword

Artifacts:

Runes to Collect: Time Rune

Money: 50 GC

Upon entering Dan's Crypt, equip your club, and make sure your health is good - the next Chalice Challenge is coming up. Go forward into the Main Hall, then walk towards the wall on the left of the Rune Gate. Smash this wall with your club, then equip your best weapon, and your shield if you still have it. Beat up the mummy in this room to get 100% in the Chalice. Then equip the Spade, and dig in the hole to find the Chalice. Simple as pie. Then go back through the Training Room and get the Rune Key, read up on some weapon combos in the books, grab the Health Vial in the entrance to the study if your low on health, read Dan's Diary for some updates, maybe read the Enemies Handbook if you want. Then, head back to the Rune Gate, go through the gate and leave Dan's crypt to enter the Hall of Heroes.

>--05\e|Hilltop Mausoleum /GLASS\

"The Hilltop Mausoleum- Think of it as a kind of pet shop. But with less fragrant purchasing choices."

>--05\f|Return to the Graveyard /RETURN\

"Return to the Graveyard- We went there earlier. If you have reasonable short-term memory you might remember it."

>--05\g|Gallowmere Plains /PLAINS\

"Gallowmere Plains- The less beautiful relative of Gallowmere Fetching."

Items and Weaponry to get: Woden's Brand
Artifacts: Carnival Tickets (8)
Runes to Collect: None
Money: ???

Welcome to the cross junction! Gallowmere Plains may appear like a very small place at first, but you havn't gone to the Undead Carnival yet! If you want to, you can just run straight to your next location, but if you decide to follow this guide, we're going to go and take a look at the carnival. Run towards where the shop is (the BEST shop in the game) then stop, and look for the tiny orange tent. Seen it? Good. Run into it and you'll arrive at the carnival. now you may be wondering "How do I get the Woden's Brand?" Well, to do that you have to win the Mini Games! At this particular point, the best Mini-Games to play would be Arrow O' Fate, Weapons Master (though you can't complete yet), and the Ballista one (forgot the name). Also, visit the first tent on the right from the enterance to find the Voodoo witch! She will tell you about secret areas in each of the levels, so listen to her. She's good. Done in the carnival? Return back through the tent. If you want to, you can visit Lazy Farm for two other Mini Games. But, we won't just yet. We are moving on! If you want, go to the shop and purchase some cheap-ities. Then look for the gate that looks like a castle enterance. We are heading for Sleeping Village!

>--05|h|Welcome to the Sleeping Village /VILLAGE\

"Welcome to Sleeping Village- Where Zombies gamble like poorly co-ordinated Spring Lambs."

>--05|i|Inside the Asylum /ASYLUM\

"Inside the Asylum- here be fire-breathing monsters, headless ghouls and... oh actually no, that's somewhere else. This is the one with the mad people in."

>--05|j|Sleeping Village /VILLAGE2\

"Sleeping Village- Where you can buy the mayor off for the pie."

>--05|k|Scarecrow Fields /SCARECROW\

"Scarecrow Fields- Prepare to be scared. If you're a crow."

>--05|l|Pumpkin Gorge /PUMPKIN\

"Pumpkin Gorge- Not George. Gorge. Pumpkin George hasn't been around these parts for a long time."

>--05|m|Back to Gallowmere Plains /PLAINS2\

"Gallowmere Plains- Big, flat, and home to a circus! What are you waiting for?."

>--05|n|Enchanted Forest /FOREST\

"Enchanted Forest- You need a very specific micro-climate and a loamy

soil to produce an enchanted forest."

>--05\o|Pools of the Ancient Dead /POOLS\

"The Pools of the Ancient Dead- You didn't know the Ancient Dead played pool did you? Ahhh, everyone has to have a hobby you know!"

>--05\p|Scurvy Docks /DOCKS\

"Scurvy Docks- Pirates and smugglers aplenty! But not much in the way of Vitamin C."

>--05\q|Dragon Island /DRAGON\

"Dragon Island- Islands with Dragons on were once considered quite the fashionable property development."

>--05\r|Return to Dan's Crypt /CRYPT3\

"Dan's Crypt- The best place to go if you're looking for a Dead Dan."

Items and Weaponry to get: Chicken Drumstick, Health Vial, Wooden Sword
Artifacts: None
Runes to Collect: Time Rune
Money: 50 GC

We are back in Dan's Crypt. Firstly check up on Dan's Diary, the Enemy Handbook, and the Artefacts Guide. Grab the Health Vial if you need it. And now, we are going to go to the last secret place in Dan's Crypt. Equip your Dragon Armour, and go through the Training Room to the Lava Room. With the Dragon Armour on, jump into the lava, and follow it round into the tiny room next door. Raised above the lava is a platform. Jump on, and grab the Chicken Drumstick weapon. May not seem like much, but it is awesome. Now, go back through the lava, get the Rune and Money, read up on some Weapon Guides if you want then leave the Crypt. Time to hit the Haunted Ruins!

>--05\s|Haunted Ruins /RUINS\

"Passage to the Haunted Ruins- If a person were determined to make their way to the Haunted Ruins, they could do a lot worse."

>--05\t|Ghost Ship /SHIP\

"Onboard the Ghost Ship- How do ghosts tie their ship up at the docks? Surely the rope would slip between their ghostly fingers."

>--05\u|Preparation /PREPARE\

>--05\v|Zarok's Lair /LAIR\

"Zarok's Lair- Ooooooh. Scary."

--o--06|Enemy Handbook--o-- /HANDBOOK\

==

So, just who will you be fighting in the game? This section of the Guide will cover just that: Who they are, how you fight them and where they are found. Descriptions are from the Enemy Guide located in Dan's Study.

==

Zombies

Description: Your common or garden zombie is a slow-witted goon head of monumental proportions. It seems a shame to hurt such feeble-minded weapon fodder, but they will likely insist on trying to bar one's progress and eat one's brains. A few well placed sword swipes are the order of the day, which should effectively teach them to mind their own business.

Located at: The Graveyard, Gallowmere Plains

How to beat: Depending on the power of your weapon, these guys can be very easy to defeat or more of a medium level. Dan's arm needs to dish out three hits, while the magic sword dishes out death in one hit.

Zombie Guards

Description: What these freaks lack in intelligence, they attempt to make up in sheer bulk! Slow of movement and brain power, if a venturer cannot dispatch these hulking dullards with relative ease there is simply no hope for the future of the once fair Gallowmere!

Located at: The Graveyard, Gallowmere Plains

How to beat: These guys can take a few hits before dying, so be careful when fighting them with a weak weapon. Using the Charged Quick Attack also works wonders.

Skeleton Warriors

Description:

Located at: Cemetery Hill, Return to the Graveyard, Gallowmere Plains
Zarok's Lair

How to beat:

Headless Zombies

Description:

Located at: Gallowmere Plains

How to beat:

Mummies

Description:

Located at: Cemetery Hill, Hilltop Mausoleum, Gallowmere Plains

How to beat:

Imp Thiefs

Description:

Located at: Hilltop Mausoleum

How to beat:

Imp Flamers

Description:

Located at: Hilltop Mausoleum

How to beat:

Wolves

Description:

Located at: Gallowmere Plains, Return to the Graveyard,
Sleeping Village

How to beat:

Boiler Guards

Description:

Located at: Welcome to the Sleeping Village, Sleeping Village,
Zarok's Lair

How to beat:

Head Bangers

Description:

Located at: Gallowmere Plains, Inside the Asylum

How to beat:

Mr Mad

Description:

Located at: Gallowmere Plains, Sleeping Village

How to beat: Firstly- ONLY fight Mr Mad after completing the Chalice Quest of Sleeping Village and leaving the level, or in Gallowmere Plains. Killing Mr Mad before completing the Sleeping Village level will result in you LOSING some spirits from the Chalice!!! You have been warned. I suggest an Charged X/Square attack to beat him.

Mrs Mad

Description:

Located at: Gallowmere Plains, Sleeping Village

How to beat: Firstly- ONLY fight Mrs Mad after completing the Chalice Quest of Sleeping Village and leaving the level, or in Gallowmere Plains. Killing Mrs Mad before completing the Sleeping Village level will result in you LOSING some spirits from the Chalice!!! You have been warned. Mrs Mad seems much tougher than her husband, so watch out for that frying pan. Use a few Charged Attacks to dispatch her.

Nellie Mad

Description:

Located at: Gallowmere Plains, Sleeping Village

How to beat: Firstly- ONLY fight Nellie Mad after completing the Chalice Quest of Sleeping Village and leaving the level, or in Gallowmere Plains. Killing Nellie Mad before completing the Sleeping Village level will result in you LOSING some spirits from the Chalice!!! You have been warned. Simply put, Nellie is TINY - therefor very hard to hit. Equip a powerful weapon and use repeated Quick attacks on her. Or equip the hammer and pound her. Your choice.

Hay Monsters

Description:

Located at: Gallowmere Plains, Scarecrow Fields

How to beat:

Scarecrows

Description:

Located at: Scarecrow Fields

How to beat:

Wheat Daemons

Description:

Located at: Scarecrow Fields

How to beat: These guys DO NOT die. You can't fight them, nor would I suggest it. They hide in the wheat fields in Scarecrow Fields, so DON'T come off the path!!!

Mecha Imps

Description:

Located at: Scarecrow Fields

How to beat:

Pumpkin Plants

Description:

Located at: Gallowmere Plains, Pumpkin Gorge

How to beat:

Pumpkin Bombs

Description:

Located at: Pumpkin Gorge

How to beat:

Shrubbiters

Description:

Located at: Enchanted Forest

How to beat:

Dragon Toads

Description:

Located at: Enchanted Forest

How to beat:

Shadow Demons

Description:

Located at: Enchanted Forest, Haunted Ruins

How to beat:

Armoured Knights

Description:

Located at: Gallowmere Plains, Pools of the Ancient Dead

How to beat: There's only one way to beat these guys: shoving them down a pit or into a dead pool. They are practically invincible to everything you throw at them, so equip your best weapon and knock them into that pool.

Ghouls

Description:

Located at: Pools of the Ancient Dead

How to beat: You will only need to fight these guys once and that is on the wall in the Pools of the Ancient Dead. When you get the warning about ghouls jump into the fenced circle (very low) and then select yes when it appears. DO NOT QUIT this mode until you get the notice about all ghouls being dead.

Undead Warriors

Description:

Located at: Gallowmere Plains, Pools of the Ancient Dead

How to beat:

Smugglers

Description:

Located at: Gallowmere Plains, Scurvy Docks

How to beat:

Pirate Crew

Description:
Located at: Gallowmere Plains, Ghost Ship
How to beat:

Pirate Officer
Description:
Located at: Ghost Ship
How to beat:

>--06\b|Bosses /BOSES\

Stainglass Demon
Description:
Located at: Hilltop Mausoleum
How to beat:

Stone Wolves
Description:
Located at: Return to the Graveyard
How to beat:

Mad Axeman
Description:
Located at: Inside the Asylum
How to beat: And so the battle against a deranged psychopath begins.
The simplest way that I found was to stand near him, and move out of the way when he attacks. When his axe gets stuck in the ground begin your own attack against him. Be careful though, as when he gets the axe free he spins around - similar to the 720 degrees cut that Sir Dan does. Sometimes, he launches his axe on a chain so dodge this then go and get him while he attempts to pull his axe out. When he starts to charge at you, hide behind one of the spiked pillars. Do this for all four pillars and he will die. The end of 'Mr. Axey'.

Pumpkin King
Description:
Located at: Pumpkin Gorge
How to beat:

Demonettes
Description:
Located at: Enchanted Woods
How to beat:

Dragon King
Description:
Located at: Dragon Island
How to beat: [There are 2 sections to fighting this guy, so make sure you are prepared - have the hammer equipped when you enter Dragon Caves]

Stone Guardians
Description: The Stone Guardians aren't officially listed as a boss, but they are in there own way. These are the two big guys that you must face after activating the defence system in the Haunted Ruins.
Located at: Haunted Ruins

How to beat: After they come alive, run back a bit and allow them to come close to you. You have to do the next part quick due to the time limit. When they get near to the hall in the wall, dart forward and continuously hit one of them until it falls down the hole. Do the same for the next one and the two are beaten.

Pirate Captain

Description:

Located at: Ghost Ship

How to beat:

Fazguls

Description: Fazguls - Zarok's Elite Bodyguard. Immortal to nearly all weapons, there is only ONE WAY to fight them. It begins with A and ends in NUBIS STONE. Can you guess? Good luck with this fight!

Located at: Zarok's Lair

How to beat:

Lord Kardok

Description:

Located at: Zarok's Lair

How to beat:

Giant Serpent Zarok

Description: Why is it that nearly ALL Sorcerer type villains turn into serpents? Must be something to do with being slimy, or having a bad personality. This fight will be your very last, so make sure you are well prepared for it. It's going to be tough... but hey? No pressure.

Located at: Zarok's Lair

How to beat:

--o--07|Version History--o-- /VERSIONS\

Version 1.0:- Skeleton Version of Guide started

- Two Dan's Crypt Guides done
- Most of the Playing the Game section done
- ASCII Art Logo Done

03/09/05

Version 1.8:- All characters for The Good entered

- All characters for The Bad entered
- Started the Enemy Handbook section
- All Enemies/Bosses listed in Enemy Handbook
- Strategies completed for Stone Guardians, Zombies, Zombie Guards and Mr. Axey

05/09/05

Version 2.4:- All Locations listed with their Tom Baker quotes

- All Enemy and Boss locations listed into Enemy Handbook section
- Contents contains all level names with their Search Code. May change Search Codes though
- Started writing strategy to fighting Dragon King

07/09/05

Version 3.0:- Listed up all the new hosts for the Guide

- Wrote both Gallowmere Plains and Return to Dan's Crypt. Both complete now
- Updated Contents appropriately
- Added another person to Special Thanks
- Added another Tom Baker quote to the Gallowmere Plains level that I have just discovered
- Listed all the heroes in the hall. Now to write the descriptions!
- Began writing The Graveyard
- Added Strategies for beating the three Mads - Mr, Mrs and Nellie
- All Search Codes changed on contents
- Boss Descriptions added for the Fazguls and for Giant Serpent Zarok
- The guide looks like it's taking shape, nay?

10/09/05

Version 3.4:- Listed up all the info on the Heroes in the Hall

- Put Chris Patti down in the 'Special Thanks' section for his help with the Heroes data.

25/10/05

--o--08|Ending--o--

/ENDING\

SPECIAL THANKS

Sony Computer Entertainment:

For creating the PSP and for releasing such a great handheld console!

Cambridge Studios:

For recreating one of the best games to exist!

Dominic Cahalin:

For his great information on the mini-games, and for contacting me!

My Step-dad, Malcolm:

For buying me the game on September 1st!

The good people of the MediEvil Resurrection board on GameFAQS:

For giving me a good reason to write this guide, and for their tips that they have given me. You rock guys!

Chris Patti:

For gathering so much information on the Heroes in the Hall of Heroes!
Thank you so much!

--o--09|Legal--o--

/LEGAL\

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