

Ultimate Ghosts 'n Goblins FAQ

by xarugas03

Updated to v1.8 on Aug 6, 2010



-- GENERAL FAQ --
by xarugas03

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X----GUIDE INFORMATION-----X
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|  GAME: Ultimate Ghosts 'N Goblins
|  SYSTEM: Playstation Portable (PSP)
|  GENRE: Single-Player 2.5D/pseudo-3D Action Platformer
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|  GUIDE: General FAQ
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[VER01]XXXXXXXXXXXXXXXXXXXXX| VERSION HISTORY |XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Version 0.10 - 02/19/2010

-Began the guide

Version 0.80 - 02/21/2010

-Completed all sections except 4.6, 5.3, and 5.4

Version 1.00 - 02/22/2010

-Completed the Bestiary and Bosses section.

Version 1.50 - 02/23/2010

- Fixed the description of White Money Bags: 50000 points should be 100000.
- Added the Sorceress in the Bosses section.
- Fixed a minor error in Red Chest rewards, Small Money Bag should be Large.
- Reworded some locations for Stage 3-2 and 4.
- Added all Blue Chest locations.
- created a separate quick-search code for Red and Blue chest locations.

Version 1.60 - 03/07/2010

- Added Magician, Vermirous Spawn and Sack Goblin to bestiary.
- Completed Life Up locations.
- minor spelling/wording corrections in different sections.

Version 1.80 - 08/06/2010

- Added a full section for the changes and difference in Goku Makaimura Kai.
- fixed some minor spelling/grammar errors.

Greetings, xarugas here, and welcome to my Ultimate Ghosts n Goblins guide.
Before anything else let me make something perfectly clear in all-caps glory:

THIS IS NOT A STEP-BY-STEP WALKTHROUGH

That being said, what you will find in this nifty little package is a wellspring of information on the many aspects of the game. No, I won't tell you how to beat a specific stage, instead, I will provide info on what awaits you in that stage; whether it be a horde of Wraiths that spawn in the most inconvenient of places (which they always do) or a sleeping Red Devil waiting to tear you to shreds.

There is already an Item FAQ by ZeroHiei on Gamefaqs, BUT I find it lacking and very ambiguous at times. Not to say it's a bad guide, it's just not THAT good of a guide. In fact, most of the red chest and light ring locations I will be listing here is based on his guide, so all credits go to him. However, I have rephrased and improved ZeroHiei's info to make sure that YOU will understand exactly where those secret items lie, whether you're a pro platformer or a complete Ghosts N Goblins newbie.

Of course, I didn't just make a user-friendly version of the original Item FAQ. I've added my own personal touch of advanced game mechanics myself. You'll see what I'm talking about soon enough. :)

This guide will help you in completing the game 100%, meaning you get to fight the true final boss and get that big "THIS STORY IS HAPPY END!" screen at the end after proving your "strength". Oh wait that was the NES version. Well, instead of spoiling the ending for you, why not read on and conquer one of the hardest PSP platformers yourself? >:)

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|XXXXXXXXXXXXXXXXXXXXXXXXXXXX| II. GAME MECHANICS |XXXXXXXXXXXXXXXXXXXXXXXXXXXX|
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Ultimate Ghosts 'N Goblins (UGnG from now on) is the 4th installment in a series of balls-to-walls difficult platform games created by CAPCOM. It started out as an arcade game in the '80s called Ghosts 'N Goblins and became a smash hit, which was then ported to the NES.

Players took the role of "The Knight" (who in later sequels is introduced as Arthur) and went on a (suicide) mission to save Princess Prin Prin, who was abducted by Satan himself while the two were having a picnic in a graveyard at night. A few hundred deaths and retries later, Arthur beats the demon Astaroth only to find out it's a fake and that he has to restart all over from stage 1 in order to find and beat the REAL Astaroth.

That's basically the whole plot in each of the GnG games. Princess gets kidnapped by a demon, and Arthur always comes to the rescue. It's just like a classic Mario story except instead of traversing sunny grassfields, wide oceans

When you get to the last area of Stage 5 Black Palace, the Gate Gargoyle will examine your Light Rings. Depending on the number of rings you have, he will do one of these things:

Less than 22 Rings - he says you aren't worthy, blows some bad breath on you and gives you the SAVE, STAGE SELECT, and NEXT STAGE options just like when you beat a Demon Gate stage. If you saved here, your file will load at stage 1-1.

At least 22 Rings - the gargoyle disintegrates from the power of your manly "strength" and the gate opens. You automatically enter so there's no turning back when you open the gate with at least 22 rings.

You then end up in the final boss chamber. Beat the boss to end the game. If you have less than 33 rings, the game takes away all your Warp Staves and you will be sent straight back to stage 1-1. Welcome to your first rerun of the whole game, where most of the game is reset: mini-boss fights, demon gate stages, any tombstones you've broken, sealed areas are closed off, etc. Good news is, you keep all your magic, plus in your pause menu the game will now show you how many Red Chests you've opened in your current stage. Don't worry, you won't have to reopen the ones you've already found, but at least now you know how many you're missing.

Once you have all 33 rings, get to the final boss of Stage 5 again and a new gate appears. Again, you enter automatically and are given the option to save. Be warned: there is NO new game+. If you save here, all you can do in that file is fight the true final boss. If you want to do anything else in the game be sure to save before the FIRST gate in Stage 5. (meaning, save after the 2nd boss you fight in Stage 5) I learned this the hard way by saving prior to the True Final Boss fight, locking my savefile to that fight only.

Beating the true final boss will give you the true ending and the game credits. After the credits you're simply brought back to the title screen. So, as long as you have less than 22 rings, you can keep redoing stages for whatever reason after getting to the Gate Gargoyle. As long as you have at least 22 rings but LESS than 33, you can keep playing new game cycles with refreshed stages.

[CTL07]XXXXXXXXX| The Controls |XXXXXXXXXX

Alright let's get to the main part of the game guide and start with the controls. If you hear someone say that GnG has poor controls don't listen to them. The definition of poor controls would be unresponsive and laggy (i.e.: it takes a second after pressing jump before your character actually jumps.)

The term I would use to classify GnG's controls is "restrictive". Back in the '80s people were immersed in Mario and his ability to change direction while jumping. It's no different today since that jump mechanic is ubiquitous in gaming. GnG is the complete opposite: when you jump, you're committed to that jump direction and there's no turning back.

This simple mechanic is one of the things that made GnG the hard game that it is. It forced players to be absolutely precise with their jumps to ensure their survival. It's not a sign of poor controls or bad programming, it's simply restrictive. It takes a while to get used to but when you've played the game as much as most of the fans of the series have, the game becomes slightly easier. Besides, it partially reflects real life physics. I mean, can you run and jump off a cliff and somehow magically move the opposite direction and land back at your starting point?

D-PAD/ANALOG Left or Right - Move

Self-explanatory. Double-tapping one of these directions will make Arthur sprint towards that direction. It's only a bit faster than his normal running speed, but sprinting also increases Arthur's jump speed and distance, which helps him clear large gaps that a normal jump can't.

D-PAD/ANALOG Up - Look Up / Enter door / Climb Ladder

>>Arthur looks to the sky. Pressing UP+Attack will make Arthur aim his weapon upwards. Obviously helpful for dealing with airborne targets. Up is also used to enter doors and climb up ladders. Rapidly pressing up makes arthur nod in quick succession...for comedic purposes. Heh.

D-PAD/ANALOG Down - Crouch / Block / Aim Down

>>Crouching can help dodge certain attacks, aim straight-path weapons at a lower height to hit short enemies, and it's also a good way to change direction without having to move. (crouch then press left/right) When equipped with a shield, crouching will have Arthur brandish that shield in front of him. More on blocking later. Finally, Down+Attack in the air makes Arthur aim his weapon downwards.

D-PAD/ANALOG when FLYING - Move

>>When you're using a Dragon Shield, Spirit Magic, or Angelic Armor to fly, the D-PAD moves you around. Pretty obvious. You can't dash while flying, btw.

SQUARE - Attack

>>Uses your currently equipped weapon. Holding the attack button won't do rapid fire. You'll have to press for each weapon use. There's no high-speed mashing required so don't worry.

X - Jump

>>I've blabbered about jumping at the start of this guide so this should be self-explanatory. :P

CIRCLE - Magic

>>Uses your currently equipped magic. No magic spell requires holding or mashing of the button. If you don't have enough Magic Power, (MP) Arthur will do a Hadouken-like hand motion and create a few bubbles. It keeps you open to attack for a split second, so be sure to have enough MP before attempting to cast a spell.

TRIANGLE - Warp Staff Menu

>>Brings you straight to the Warp Staff Menu. Pretty Simple.

L TRIGGER - Shield Menu

>>Shortcut to the Shield Menu.

R TRIGGER - Magic Menu

>>Same as above, only this time it's a shortcut to your Magic Menu.

SELECT - Options

>>An options box shows up with LOAD, TITLE, and OPTIONS. Should be obvious.

START - Menu

>>Opens up your general menu. You can select your Shields, Magic, and Warp Staff here, as well as check some info on your Weapon, Armor, Items, and how many Rings you have. (Red Chest count will be shown as well after beating the game with less than 33 rings)

[LIV08]XXXXXXXXXX| Lives |XXXXXXXXXX

Like in any other game, Arthur has more than one life. You start out with the default 5 lives, and by gaining enough points you can get more. I'm not completely sure how much points you need to obtain a life, since I've once obtained 150000 points and haven't received an extra life. It's safe to say though that you get an extra life for beating a mid-boss or demon gate boss.

Scattered across the world of UGnG are armor drops as well as life ups. Though most of them are given at random, there are some specific spots in the game, whether in a red chest, blue chest, tombstone, or mini goblin, that give a certain item 100% of the time. An example of this would be the mini goblin that appears from the 2nd tombstone in Stage 1-1, who ALWAYS gives a life up. Another example is the tombstone to the left of the first Gargoyle Weight in Stage 2-1, which when broken, will always drop an Angelic Armor.

The appropriate lists for these drops are found later in the guide.

As soon as you earn your 30th life, your life count changes to the infinity symbol, and thus you'll never ever get a game over screen again. (though in Ultimate, you'll still have to restart from the beginning of the level when you die)

[ITE09]XXXXXXXXXX| LOOT |XXXXXXXXXX

Across the stages of UGnG you'll find a ton of different loot from every nook and cranny as well as item drops from breakable jars and chests. Here's a list of the loot you'll find:

- Half MP Potion - refills 2 units of MP
- Full MP Potion - refills 4 units of MP
- Large MP Potion - refills all of your MP
- Small Money Bag - gives 500 points
- Large Money Bag - gives 10000 points
- White Money Bag - gives 100000 points
- Knight Armor - grants you Knight armor, or if you already have an armor equipped, upgrades it to Warrior/Emperor armor.
- Cursed Armor - randomly grants you Cursed Armor LT or DK.
- Dark Armor - grants you Dark Armor
- Angelic Armor - grants you Angelic Armor
- Weapon drop - replaces your current weapon
- Life Up - adds an additional life

Shield - refills your shield's durability to max

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Transformation Magic

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Since the original GnG there was a certain enemy that can transform Arthur into an inconvenient new form. Well, those Magicians appear in UGnG as well, who can turn an otherwise perfect run of a stage to a complete disaster if you get hit by their transformation magic.

All of these forms have a common set of features: Double Jumping is disabled, Magic is unusable and you cannot pick up ANY item drops. That said, it's common sense to beware of these magic projectiles at all times. They come in the form of an orb with purple and blue bubbles revolving around it. Magicians and certain bosses (even the true final boss) can use this attack, and most of the time the attack slowly homes in on you before fading away. Falling into a witch's cauldron will change your form as well, so be wary of your jumps when you're close to one of these.

If you get hit, you stay in your new form for quite a while before changing back, or until you get hit. (which will happen nearly 90% of the time given the bad forms you can turn into) Even though it doesn't actually damage you, getting hit by transformation magic is still considered a "hit", so you'll lose the effects of Blue and/or Red POW after transforming. Here's a run down of the different forms you turn into from getting hit by these annoying attacks.

FAT LADY

>>It ain't over til the fat lady sings. Cliche, but in UGnG you'd bet the Fat Lady sings ALOT. Attacking is still possible, but movement speed becomes REALLY slow, and when you jump, your landing becomes sluggish, like there was no gravity at all. Fear not though, because this is the only form where the jump mechanic turns into the good ol' Mario/Megaman/modern unreal physics jump mechanic. Yes, you can direct your landing freely in this form. Good luck trying to actually land without getting hit though.

LARGE ARTHUR

>>If you think Arthur's size is a large enough hitbox for enemy attacks to easily hit you, then you'll hate this form. Like something out of a Mario game, Arthur's size doubles, making him a large punching bag for every attack in the game. When you get this form, it's best to just stay still and act like a defense fortress trying hard to avoid getting hit.

SMALL ARTHUR

>>Well duh. If magic can double Arthur's size, then magic can shrink him as well. How small? Smaller than those skeletons' skulls. An extra disadvantage that you have in this form is that each weapons' strength is halved, so don't think you can plow through enemies just because they can't hit you too well.

CHICKEN

>>Arthur turns into a chicken who looks like he just escaped a good roasting. Your run speed in this form is great, and your jump height is about 1.5 times a normal jump. You can't attack though, obviously, so you're a sitting duck. I mean, chicken.

GRASSHOPPER

>>You'd think this form gives speed and jump advantages, but no, it's the complete opposite. Run speed becomes 1 small hop per half-second, and your jump height is the same as a chicken's BUT you only jump forward by a few inches. Definitely one of the worse transformation you can get.

BUTTERFLY

>>If you were flying via Angelic Armor before getting hit by transformation magic, chances are you'll be turned into a butterfly. You'll be stuck in a slow flight speed and can't land. No attacks either, but hey, at least you'll still be flying when you change back. :D

SKELETON

>>This is fun. Arthur turns into a boxer-shorts clad skeleton. This is the ONLY form that doesn't revert you back to normal if you get hit. Instead, you die. Pretty inconvenient eh? What's worse is that whenever you land from a jump or fall, all of Arthur's bones crumble to the floor for a split second before being able to move again, leaving you open for attack. On the up-side, you can still attack normally.

[GIM11]XXXXXXXXXX| Stage Gimmicks |XXXXXXXXXX

Each stage is unique, and has different types of special gimmicks or traps that either help you or make your life miserable. Since this is UGnG, there's more of the latter. Here they are, in no particular order:

WITCH'S CAULDRON

>>You will encounter most of these in Stage 1-1 and some in Stage 4. Falling into these oversized cauldrons will change Arthur's form into something less appealing. See the above section for the different effects of this transformation.

BLUE or RED POW

>>These power-ups appear from red chests and are scattered in certain areas of the game. Getting the blue power-up will upgrade your weapon's features, whether it be increasing the number of onscreen shots allowed at once, or increasing it's Area of effect. (AoE) The red power-up will boost your weapon's damage output. You can have both red and blue at the same time, which obviously makes your attacks MUCH more powerful and effective. The bad news is that if you get hit, you lose the bonus. More information on the effects of these power-ups later in the weapons section.

PIT

>>Whether they be blood pits, slime pits, lava pits, bottomless pits or armpits these instant death traps are a common thing for platform games. UGnG is no different. Surprisingly, the only spike pit in the game (in Stage 3-2) is not lethal. Why not? Well of course, Arthur is a legendary knight, and not some world-saving Reploid who dies from simply touching a mere metal spike.

TIME ORB

>>These clock-like rainbow-colored blobs appear in Stage 2-1, and when touched, speeds up time, usually to speed up a cloud platform's path progression. It doesn't just affects the cloud though, it also speeds up the movements and attacks of nearby enemies, making it a double edged sword. If you don't want to risk it, you can break these objects by attacking them.

GREEN SLIME ORB

>>A seemingly harmless green orb, these traps that appear in Stage 3-1 and 3-2 have the annoying ability to warp you back all the way to the start of the level when you touch them. It doesn't count as a death. It's more like an instant teleportation. Your time limit doesn't reset when this happens, so if you get warped with just a few seconds left on the clock, you're screwed.

These cannot be damaged by weapons, but they can be destroyed with WAVE Magic so if you don't have it yet, it's best to just avoid them.

TOMBSTONE SWITCHES

>>Some of the tombstones you will encounter in the game can be stepped on to activate a switch, usually causing some Jars or platforms to appear. Be careful when a tomb is in the middle of a pit though, since most of the time it will completely submerge, taking you down with it if you don't jump away.

PURPLE SPINNING RAZOR BLADES / PURPLE SPIKED ORB

>>These purple-glowing stage obstacles usually appear when you revisit a Stage for the second time. Getting hit by these takes out 2 full armor points (or 1 armor point if you have Knight's Soul) so it's best to stay away. Some red chests and tombstones spawn these things when you open or break them, turning safe paths into dangerous obstacles. If you hit the same obstacle twice when equipped with armor, the obstacle breaks. They are completely immune to damage with a single exception: Wave magic will destroy these things instantly.

SPINNING BLADES

>>Spread out in the middle portion of Stage 2-1, these non-glowing spinning blades don't cause as much damage as their powered up counterparts, but they can't be destroyed at all, (even from Wave magic) so just avoid them.

FIRE

>>Simply put, these are stationary or mobile gobs of fire that travel on ground or air. They are abundant in Stage 3-2, and certain enemy attacks can cause fire to erupt on the attack's impact location. (although they're much better than your Fire Bottle :p) No weapon can damage fire, (duh) but you can use Wave magic to extinguish them. (required to obtain one of the 33 light rings)

MAGMA FOUNTAIN

>>Exclusive to Stage 4 are these large pillars of flowing magma. Like any other game with magma, it's instant death when you touch them. (even with armor) Another thing to note about these pillars is that they increase in height in certain intervals, so when attempting to fly over them, be sure to go higher.

MAGMA DROPS

>>Another Stage 4 exclusive. In the volcano cave there are some ceilings that drip some viscous magma. The drops slowly make their way down the slope of the platform until it falls off. Again, touching these things will burn you to a crisp, so watch out for when they drop.

BREAKABLE PLATFORMS

>>In the last area of Stage 4, you ride a large rising platform. On the way up you'll encounter these square platforms made of rock, which can squish you dead if you get caught under them. They're breakable so that should give you a hint what to do. Some of them even contain items or a chest's trigger point so be sure to destroy as much as you can.

FLAMETHROWER

>>Also in the rising platform section of Stage 4, flames will pour out of the left and right sides of the area. They slowly grow until they reach a max length of about 3/4 of the entire screen width. When you see a breakable platform blocking the flame's path, it's usually best not to break that platform so the flames can't proceed any further.

EARTHQUAKES

>>The most annoying feature of Stage 4. If you don't have access to a Dragon

Shield or Angelic Armor you're gonna have the fight of your life. Every few seconds a huge earthquake occurs in Stage 4 (probably caused by volcanic eruptions, or a big, nasty demon fart) This is not your ordinary earthquake made by Grey Giants or Slime Giants. No, these quakes will stun Arthur for a solid 4-5 seconds which (you should know by now) is likely to result in a guaranteed hit from the many enemies that swarm Stage 4.

CRUSH COMPACTOR

>>Yeah, It's not really Metal Shark Player's stage from MMX6, but it's the same concept. Found in Stage 3-2 are floors and ceilings that move up and down to crush anything in between them. Though not particularly threatening since they're quite slow, it's still a death trap.

PLATFORM SWITCHES

>>These are some ornamented Blue or Red platforms that activate something in the stage when stepped on. In Stage 3-1 the blue switches lower the slime level. In Stage 3-2 the first red switch activates the crush compactors. Pretty simple. Don't worry, they're harmless. :P

MINI GOBLIN

>>Those little bag-wielding goblin thieves are back. If you attack certain areas in a stage, one of these goblins appear. They are dazed and invincible at first, then they start to run away. Kill them to make them drop an item. Usually it's a weapon, an armor, a money bag, or a full MP potion but some of them drop Life Ups as well. Their drops are ALWAYS consistent between playthrus so take note of where you find one that gives the items you want.

GOLD STRAW BARRIERS

>>Found in the gold straw area of Stage 2-2. These barriers are made up of elastic gold straw and will knock back Arthur if he gets too close, and the way these are placed in the stage, getting knocked back usually means you fall into a pit. You need to do a total of 4 HP worth of damage (more on that later) to open them temporarily. They're classified as Dust and are weak to Fire, so weapons like the Crossbow and Boomerang Scythe do double damage to them, thus only needing 2 hits from these weapons for the barrier to open.

MANTISPIDER NESTS

>>These purple brain-like nests appear in Stage 1-2. They don't attack, but if you leave them alone for a while they spawn 3 baby Mantispiders, which can be a problem. Destroying some of these will also cause a red organ to fall out, hitting anything right below it, so it's best to attack these from the sides.

SEALED DOORS

>>In your first playthru you'll encounter some circular purple barrier in certain areas. Once you have UNSEAL Magic, you can use that to open these areas, which usually lead to an area full of items and even a Light Ring.

WIND

>>Whoosh! One of the more annoying aspects of Stage 2-1, wind will blow from either direction randomly, which will either speed up or slow down Arthur's movement. Either effect can be bad. For example you made your double jump toward a tiny platform. Winds suddenly blow your jump way off course and into a bottomless pit. Same thing applies if the wind blows you backwards, leaving your jump just short of its landing spot.

TORNADO

>>In the early areas of Stage 2-1 there are points in the map where towering tornadoes appear at random intervals. Getting swept into the tornado will make Arthur spin all the way up (there's a max height he ascends to when you enter the tornado) and get pushed out of the tornado, essentially like an air

knockback. It doesn't cause any damage, but it will put Arthur into his temporary invincibility, (as if he was hit) so these tornadoes can be helpful at times.

BOULDERS

>>Also in Stage 2-1 are oversized boulders that can be blown into motion by the winds. Once they start moving they keep going until they either hit a wall or fall off a pit, damaging you when you're in the way. They're very close to pits so if you get hit, you're usually gonna fall all the way down.

GARGOYLE WEIGHTS

>>In the latter part of Stage 2-1 are some metal weights ornamented with gargoyles and spikes. Hitting the wheel device near them will make the weights rise and stay put for a short while before suddenly dropping back down. Pretty common game concept, really. Touching the spikes or getting hit by the falling weight only causes damage, not instant death.

BUBBLE WALL

>>Some walls in Stage 3-2 are made up of giant tadpole eggs. These walls can be destroyed (one hit each) to make a path. Sometimes when a wall gets destroyed a few tadpoles are spawned, so it's not always safe to run-and-shoot. They regenerate after a few moments and will cause instant death when Arthur is "inside" them when they fully reappear.

LARGE BUBBLES

>>A short expanse near the end of Stage 3-2 contain some large bubbles that can block your path. It's completely safe to stand on them. The catch? Well, they grow and shrink at an interval, and depending on where you stand you might slip and fall to the floor, where a likely tadpole or some other enemy is waiting to hit you. One layout of these bubbles has 2 of them pressing onto each other. Although you won't die from getting caught between the two, you WILL get hit.

SPIKED ORGANIC PLATFORM

>>These red organ-like spiked platforms in Stage 3-1 shrink into a floor of spikes when you step on top of them, then grow back after a few seconds. They're quite the nuisance since they also have spikes on their sides. The slimed floor's way of slowly pulling you into touching the spikes doesn't help either.

SLIME FOUNTAIN

>>Found in Stage 3-1, these tube-like organs will vomit a continuous flow of slime for a short while. They can be destroyed but most of the time they're below you, so you'll either have to go right above it and attack downwards which is risky, or use a weapon with an arced trajectory like a bomb. Beware that once the fountain stops, some residue will remain in the air for a short moment before it completely falls down. Don't be too hasty to clear the obstacle or you might just get hit by the falling residue.

GOLD STRAW FLOOR

>>The floor of Stage 2-2's gold straw areas slow down Arthur's movement. It's best to jump instead of run on these floors. Some parts of the floor also have live gold straws that will grow and entangle Arthur when he gets too close. They can be temporarily disabled by attacking them, though.

SPIKED BOULDERS

>>Stage 4's volcano area has a bunch of these large spiked rocks. Using GORGON Magic on them will unblock the path but it also turns the boulder into either a Blue or Gold Dragon. Nothing in UGnG is safe isn't it?

PURPLE MIASMA

>>Some chests can randomly spawn some weird purple mist that slowly makes its way towards you. No it won't give you the Zero Virus, it will instantly kill Arthur on the spot. It's quite rare so you shouldn't worry about it too much.

BLOOD WAVES

>>In the middle part of Stage 1-2 after beating the Demon Snake, large blood waves will start gushing in from the right. If you touch the wave, you'll be swept back a large distance before dying. This becomes a problem if you keep getting swept back since it could cause you to revive all the way back at the start of the level while the blood waves will keep coming, making it a very hard task to get across to a safe place. Especially with the demon fish and flying eyeballs to hinder your already perilous path.

HIDDEN PASSAGES

>>Usually blocked by a tombstone, there's a hidden passage in Stage 1-1, 1-2, and 4. Stage 1-1's hidden path leads to the Red Rose Witch Lair, Stage 1-2's path is simply a shortcut, while Stage 4's path (not blocked by a tombstone) leads from the top area of the volcano cave all the way to the large rising platform.

DOOR SWITCH

>>Found in Stage 5, stepping on these small statues will unlock the appropriate boss door. (left or right) Nothing much else to say.

ELEVATOR

>>In Stage 5, these platforms will carry you up to the boss door rooms. Once you beat a boss, they appear and carry you to the next area. (giving you the option to SAVE)

[RST12]XXXXXXXXXX|

Revisiting Stages

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After you beat a stage for the first time, reentering it for a 2nd time will change some parts of the stage. Whether it be reentering by use of the STAGE SELECT option, a Warp Staff, or in the 2nd rerun of the game after beating the final boss once, these changes will be permanent in the current save file. Note that most mid-boss fights are unavailable in your revisit unless you're revisiting after beating the final boss, wherein EVERYTHING except blue chests, red chests, and light rings are reset.

I'll only list some general 2nd Visit changes here. Light Rings that appear in a stage during the 2nd visit are listed in the Light Ring Locations section.

STAGE 1-1

>>The skulls that were inactive during your first run of the stage are now active, and act like any other Skeleton enemy in the game. Skulls also rain down in the mid-boss area.

STAGE 1-2

>>Purple Spiked Orbs will appear in various parts of the stage. Green Man-eater Plants will now be Red, and the blood waves will activate when you get to the (now dead) Demon Snake's area.

>>One of the Mantispider Nests will drop a Dark Armor. (usually the one high above the first ladder you climb)

STAGE 2-1

>>The first Meltbacher Worm you encounter at the start of the stage won't respawn.

>>The Grey Giants don't respawn. (whew) In the hallway where you first faced 2 Grey Giants, a Steel Razor Blade spawns in their place. (boo)
>>Two Red Devils await you at the end of the stage. Beating them both will make some weapons and money bags appear.

STAGE 2-2

>>A Green Slime Orb appears near the start of the 2nd cloud's path. Even worse, a Steel Razor Blade appears right above where the 2nd cloud spawns, and you have to jump over it to avoid getting hit. It's stationary, so it shouldn't be too problematic.
>>Near the end of the 2nd cloud's path, one of the phantom heads spawn below the cloud instead of above it.
>>Two Blue Dragons spawn instead of one in the large room after the cloud section.
>>Gold Squids now appear in the Gold Straw Area.
>>Dust Manteater is available for round 2. The live Gold Straws in his room are positioned a bit differently and a platform appears in the center of the room. It starts moving left and right when the boss is near-death.

STAGE 3-1

>>A Slime Fountain spawns at the start of the level. Not too dangerous.
>>There's only one Slime Giant in the stage now, the one to the left of the first Blue Platform Switch.
>>A purple bomb orb spawns to the right of the first Gold Dragon.
>>Replacing Slugel in the boss room is a Red Devil. The sloped and slippery floor plus the annoying red organic platform at the center of the room makes this a harder-than-usual Red Devil fight.

STAGE 3-2

>>A Fallen Angel spawns in the 2nd Phantom Hand room. Handy for grabbing an Angelic armor before warping to another stage where you need to use it.
>>Black Dragon is available for round 2. Beating him the 2nd time will make some items appear, one of which is a Life Up.

STAGE 4

>>You no longer have to fight 4 Galiburns at the start of the large rising platform.
>>The tradeoff is that you'll be fighting two Dark Red Devils at the top of the (now narrow) platform instead of one. Good luck. :P

STAGE 5

>>The Demon Snake in the 2nd room stays dead.

[WPN13]XXXXXXXXXX| WEAPONS |XXXXXXXXXXXX

What's a platform game without weapons? Well, there's quite a few, but hey, this is UGnG! These are the weapons you'll be encountering in the game.

LANCE

>>Arthur starts out with the Lance. (aka Javelin/Spear) It's an ok weapon but it's not too great to keep constantly. You can only fire up to 2 lances per screen. Meaning until the 1st one exits the screen, you can't shoot a 3rd. All weapons have such restriction, although they differ in how much you can shoot at once. More info on this mechanic in the table below.

DAGGER

>>Hands-down one of the best (if not THE best) weapon in the game. It travels

fast and you can shoot 3 at a time, making for very rapid fire. Combine that with a Blue+Red POWER up and you got a very potent boss-killer.

VINE WHIP

>>One of the 2 "melee" weapons in the game. It's actually quite strong, though its obvious disadvantage is its very short range, as well as slow (one swing at a time) attack rate. It becomes good when upgraded though, but the 2nd whip type weapon is much more powerful. You can grab any item except other weapons by swinging the whip towards the item, making it handy for grabbing stuff that are over pits, for example. (usually Life Ups)

FIRE CROSSBOW

>>Being a fire-based weapon, it deals double damage to certain enemies. The range is much to be desired though, since the shots only travel to about 4 steps away.

FIRE BOTTLE

>>Bomb-type, curved trajectory weapons are very hard to use. Not only is it hard to aim properly when jumping backward or forward, when aimed upward the bottle barely goes anywhere, making this a bad weapon for alot of bosses. The fiery AoE it leaves on the ground is useful for taking out a few extra mobs, but it's nothing any of the other weapons can't already do. You can only fire 2 bottles at a time, and you have to wait for the fire to go out before you can toss another. (similar to the Torch in the original GnG)

BOMB

>>The 2nd weapon with a curved trajectory, this is no different from the Fire Bottle in terms of use. An extra disadvantage is that if it misses an enemy, it will roll on the ground for a few seconds before exploding. The explosion causes an AoE but those caught in the outer hitbox of the blast takes very minimal damage. Most of the time you'll be shooting blanks with this weapon.

SWALLOW BLADE

>>Another top-tier weapon, the Swallow Blade (aka Homing Anchor) homes in on any targets onscreen with great precision. It isn't like a super-seeker missile though so it won't easily hit Red Devils and the like. It has a few disadvantages though. One is that you can only shoot a single blade per screen. So if it takes a while to hit the target, then you're wide open. Another problem is that when you shoot toward a target near you, it sometimes homes in on something behind you, and it becomes a bit inconvenient. It is effective against Grass and Dust, but I'll talk about that later.

BOOMERANG SCYTHE

>>The 2nd weapon that has an advantage against Grass and Dust. It travels a little bit further than the Fire Crossbow but it's faster than a Lance. It also has the ability to grab and bring back any item it touches. (except weapon drops)

SCATTER CROSSBOW

>>One of the rarer weapons you'll be encountering in the game, the scatter crossbow fires 3 arrows: one goes straight, and the other two travel at a 35 degree angle above and below from the straight shot. Each shot does as much damage as a Dagger, so if you can land all 3 shots on a target, you'll

be dealing damage pretty fast. You'll have to be pretty close though, since the major disadvantage of this weapon is that you can fire only one at a time. The Blue and Red POWs will add more arrows per shot, to a total of 7 when you have both Blue and Red.

ELEC CROSSBOW

>>You'll never find this crossbow dropped normally from jars or enemies. Only available from few areas in the game, the Electric Crossbow does twice the damage of a Dagger per shot, can shoot as much as a normal Fire Crossbow, and each shot can pierce enemies allowing for more damage potential. Quite the powerhouse but unless you can avoid getting other weapons to replace it, you won't be using this an awful lot.

ELECTRIC WHIP

>>A worthy replacement for the Vine Whip, this whip pierces targets like the Elec Crossbow. It also does alot of damage, which when upgraded with Blue and/or Red POW, becomes a potent weapon for mobs of any kind.

GRAND LANCE

>>A Lance that pierces targets, simple enough. You can only fire one at a time though, so it's more annoying than helpful. Only when upgraded can you shoot 2 at a time, and even then it still travels too slow and its damage output is still slower than a Dagger.

Here's a comparative chart on each weapons' damage output, rate of fire, and power up upgrades. First, some terms:

POWER

>>The damage that the weapon causes when it connects with a target. Each enemy in the game has a set number of HP that you have to deplete in order to kill them. For a list of each monster's HP, see the Bestiary.

SPEED

>>The number of onscreen shots the weapon is limited to. For example, the Lance has a speed of 2. This means you can only have 2 Lance shots present in the screen at once. You'll have to wait for at least one of the lances to go off the screen or hit a target so you can shoot another.

BLUE POW

>>The effect of a Blue POW pick-up on a weapon. Note that since you can have both Blue and Red, these bonuses will stack, making for the best upgrade for your weapon.

RED POW

>>The effect of a Red POW pick-up on a weapon. Note that since you can have both Blue and Red, these bonuses will stack, making for the best upgrade for your weapon.

SPECIAL

>>Any special notes will be included here:

Item Grab - retrieves items when weapon touches them. Excludes weapon drops.

FIRE - strong against enemies weak to FIRE. Power is doubled.

Ground AoE - if weapon hits the ground, it creates a small AoE with the same Power and special as the weapon.

AoE - if weapon hits the target, it creates a small AoE with the same Power

and special as the weapon.

G/D - strong against enemies that are Grass and/or Dust. Power is doubled.

Homing - seeks out closest enemy on screen.

Pierce - weapon passes through enemies and continues to damage. It doesn't pierce through walls, chests, or shields (like a guarding Minotauros)

WEAPON	POWER	SPEED	BluePOW	RedPOW	SPECIAL
Lance	1	2	Speed + 1	Power x1.5	None
Dagger	1	3	Speed + 1	Power x1.5	None
V.Whip	2	1	Range 1**	Power x1.5	Item Grab
F.Crossbow	1	2	Range 1	Power x1.5	FIRE
F.Bottle	1	2	Range 2***	Power x1.5	FIRE, Ground AoE
Bomb	1	2	AoE +	Power x1.5	FIRE, AoE
S.Blade	1	1	Speed + 1	Power x1.5	G/D, Homing
B.Scythe	1	2	Speed + 1	Power x1.5	G/D, Item Grab
S.Crossbow	1*	1	Shots + 2*	Shots + 2	None
E.Crossbow	2	2	Speed + 1	Power x1.5	Pierce
E.Whip	3	1	Range 1	Power x1.5	Pierce
G.Lance	2	1	Speed + 1	Power x1.5	G/D, Pierce

*Scatter Crossbow shoots 3 arrows per use, each arrow's Power is 1. Blue and Red POWs increase the number of arrows per shot by 2, but it doesn't increase the damage per arrow.

**Range 1 - original range of the weapon x2

**Range 2 - applies to the Fire Bottle, the range increase of the throw is only very slight, about x1.25 of the original distance.

[ARM14]XXXXXXXXXX | ARMORS |XXXXXXXXXX

Introduced in the sequel of the original GnG, Armors have become a vital game feature in the series ever since. In UGnG there are a number of good and bad armors, but all of them (except 2) have the same feature of refilling your MP bar when you grab an armor drop. It's good practice to use up all your MP for a useful spell right before grabbing a newly dropped armor.

Armors have a certain rank. If you obtain a Knight Armor drop while already equipped with another armor, you will gain either the Warrior or Emperor armor depending on the rank of your current one:

CURRENT ARMOR RANK | KNIGHT ARMOR Pick-up Effect |

Rank 0 / No Armor	equips Knight Armor	
Rank 1	upgrades to Warrior Armor	
Rank 2	upgrades to Emperor Armor	
Rank 3	cannot obtain Knight Armor pick-up	

ARMOR RANKS

Knight - Rank 1
 Warrior - Rank 2
 Emperor - Rank 3
 Cursed LT - Rank 1
 Cursed DK - Rank 2
 Dark - Rank 2
 Angelic - Rank 1

An example of armor rank progression would be Knight->Angelic->Emperor, or Knight->Cursed LT->Warrior->Cursed DK->Warrior->Cursed DK->Warrior->Emperor. In conclusion, the only way to gain the Emperor armor is to pick up a Knight armor drop while equipped with either the Warrior, Cursed DK or Dark armor. Keep this in mind so you know which armor to pick up the right time.

Before listing the different armors, here's a few bits on armor stats:

ARMOR POINT

>>Those green orbs in helmets you see on the top-left of the screen.

MAGIC LEVEL

>>The level that your Magic becomes when equipped with the armor.

ARMOR VITALITY

>>The number of Armor Points you have. In other words, the amount of hits you can take before the armor breaks.

MAX DURABILITY

>>Total number of hits you can take before you die. It's simply Armor Points+ Life.

Some attacks in the game can take out more than 1 Armor Point, so just because your armor has a Vitality of 4 doesn't mean it'll take 4 hits from Astaroth before it breaks. Also, obviously in Ultimate mode, the only armor feature that applies is Magic Level, since all armors break in one hit on Ultimate.

```

O-----O
|XXXXXXXXXXXXXXXX-----KNIGHT ARMOR-----XXXXXXXXXXXXXXXX|
|                                                                    |
|Magic Level: 1                                                    |
|Armor Vitality: 2                                                |
|Max Durability: 3                                               |
|                                                                    |
| This is the default armor. When you die and revive,           |
| you'll be wearing this armor. Nothing special, but             |
| unless you can keep a better armor from breaking,             |
| you'll be using this one ALOT.                                  |
|                                                                    |
O-----O
  
```

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O-----O
|XXXXXXXXXXXXXXXX-----WARRIOR ARMOR-----XXXXXXXXXXXXXXXX|
  
```

|
|Magic Level: 2
|Armor Vitality: 1
|Max Durability: 4
|

| Obtaining a Knight armor drop when you already have
| an armor equipped will upgrade you to this one. If it
| breaks, you switch back to the Knight armor, even if
| you were wearing something else prior to upgrading.
|

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|XXXXXXXXXXXXXXXXX-----EMPEROR ARMOR-----XXXXXXXXXXXXXXXXX|

|
|Magic Level: 3
|Armor Vitality: 1
|Max Durability: 5
|

| Obtaining a Knight armor drop after already equipping
| 2 different armors will give you the Emperor armor.
| This is the ONLY armor in the game that grants you
| level 3 Magic. It breaks in one hit though so it's
| one of the hardest armors to keep equipped. If it
| breaks, you downgrade to the Warrior armor.
|

0-----0

NOTE: You can obtain an instant Emperor Armor drop from certain areas in
the game, but you'll never obtain a Warrior Armor drop anywhere so you
have to upgrade to it.

0-----0

|XXXXXXXXXXXXXXXXX-----CURSED ARMOR LT-----XXXXXXXXXXXXXXXXX|

|
|Magic Level: 2 Special - 1/2 MP Cost
|Armor Vitality: 2 - AGILITY Up
|Max Durability: 3
|

| One of the two Cursed armors. Arthur will always be
| sprinting (on top of a small speed boost)when he's
| equipped with this, which could be good or bad
| depending on the situation. Still, the 1/2 MP Cost is
| a great bonus. The tricky thing with these armors is
| that you won't know if you'll get either Light or
| Dark until you equip it.
|

0-----0

NOTE: The 1/2 MP Cost effect does NOT stack with the Magic Pendant/EX Magic
Pendant. So no, you can't lower MP cost down to 1/4.

0-----0

|XXXXXXXXXXXXXXXXX-----CURSED ARMOR DK-----XXXXXXXXXXXXXXXXX|

|
|Magic Level: 1 Special - MP Cost x2
|Armor Vitality: 4 - AGILITY Down
|Max Durability: 5
|

| The bad one of the 2 cursed armors, especially in
|

```

| Ultimate. In standard and novice, the 4 in vitality |
| is good to have, but the decrease in speed (as well |
| as jump distance) is dangerous. Not to mention how |
| the x2 MP Cost renders 4 magic spells unusable. |
| Finally, instead of refreshing your MP bar when you |
| equip it, this armor brings it down to zero. >_> |
| |
O-----O

```

NOTE: The MP Cost x2 effect DOES stack with the Magic Pendant/EX Magic Pendant.
 Having either of these items while equipped with this armor will bring
 a Magic spell's MP cost down to its original value.

```

O-----O
|XXXXXXXXXXXXXXXX-----DARK ARMOR-----XXXXXXXXXXXXXXXX|
| |
|Magic Level: -          Special - Magic unusable |
|Armor Vitality: 4      - Shield unusable |
|Max Durability: 5     - AGILITY Up |
| |
| - constant Blue+Red POW |
| |
| A very rare armor to find, it's only obtainable in |
| a few locations in the entire game, and for good |
| reason. It's like a combo of both Cursed armors, with |
| high vitality and agility up, with a great addition |
| of constant Blue+Red POW. The tradeoff is that you |
| can't use magic OR shields, so it's do or die. |
| |
O-----O

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```

O-----O
|XXXXXXXXXXXXXXXX-----ANGELIC ARMOR-----XXXXXXXXXXXXXXXX|
| |
|Magic Level: 2          Special - infinite Flight |
|Armor Vitality: 2      (press X in mid-air) |
|Max Durability: 3 |
| |
| A great armor to have since it grants flight as well |
| as level 2 Magic. Although there are disadvantages. |
| You can't easily dodge attacks that require double |
| jumping for example. (Red Devils) Still, this armor |
| is required to reach certain special items and chests. |
| For this purpose there are a couple of areas in the |
| game that will provide you with these, although the |
| most constant source are the Fallen Angel enemies, |
| who only appear in certain stages. |
| |
O-----O

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[SHD15]XXXXXXXXXX|                SHIELDS                |XXXXXXXXXX
-----

```

To use a shield you must have one equipped, then simply crouch. Arthur will brandish his shield in front of him, which will block certain attacks. Note that the hitbox for blocking is only as large as the shield is, so if an enemy projectile manages to be a pixel higher than the shield, it will hit Arthur. Most of the time it's better to dodge, but there are some attacks in the game that's worth blocking.

There's only one stat for shields: Durability. Basically it's the amount of hits the shield can take before breaking. When you pick up a shield drop, you are given the shield at max durability. If you already have that shield, it will simply refill your current durability. You can't go over the durability so you don't have to collect shields more than once (unless you broke yours and need a replacement)

```
O-----O
|XXXXXXXXXXXXXXXXX-----CRACKED SHIELD-----XXXXXXXXXXXXXXXXX|
|
|Durability: 2
|
| The first shield you can pick up. It's obvious from
| the durability that you won't be relying on this one
| too much.
|
O-----O
```

```
O-----O
|XXXXXXXXXXXXXXXXX-----KNIGHT SHIELD-----XXXXXXXXXXXXXXXXX|
|
|Durability: 4
|
| Although it's better than the Cracked Shield, it's
| still not too good for actual blocking. It's good
| for early-game use though.
|
O-----O
```

```
O-----O
|XXXXXXXXXXXXXXXXX-----EMPEROR SHIELD-----XXXXXXXXXXXXXXXXX|
|
|Durability: 8
|
| This is more like it. You'll be using this shield
| alot, what with its high durability and a slightly
| larger blocking area. You can only find this in a
| few areas though.
|
O-----O
```

```
O-----O
|XXXXXXXXXXXXXXXXX-----DEMON SHIELD-----XXXXXXXXXXXXXXXXX|
|
|Durability: ?
|Special: Restore 5 MP for each successful block
|
| When you successfully block attacks with this shield,
| it fills up 5 points of MP. Its durability is random
| though so it might unexpectedly break at the wrong
| time. Still, you get this one pretty early so it can
| be useful for MP regeneration.
|
O-----O
```

```
O-----O
|XXXXXXXXXXXXXXXXX-----DRAGON SHIELD-----XXXXXXXXXXXXXXXXX|
|
|Durability: 4
|Special: Temporary Flight (X in mid-air)
|
```

|
| This will be the most common shield you'll be using. |
| Not because of blocking though, but because of its |
| flight ability. It's not permanent like Angelic Armor |
| so be careful of staying in the air over a pit for |
| too long. Also, the shield can block attacks as well |
| when in flight. The block area is also larger, which |
| includes Arthur's lower leg, so it's pretty handy. |
| Gold Dragons and Galiburns drop these so you'll have |
| a constant supply. There are certain disadvantages |
| from not being able to double jump, especially when |
| fighting bosses, so be mindful of when to equip this |
| shield |

O-----O

O-----O

|XXXXXXXXXXXXXXXX-----INFINITY SHIELD-----XXXXXXXXXXXXXXXX|

|Durability: Infinite |

|Special: Restore 5 MP for each successful block |

| Obtained only from giving items to the 3 witches, |
| this shield is THE best shield to use for blocking. |
| It will never break, and it even restores MP for |
| successfully blocking attacks. These special features |
| are particularly useful against the 2 final bosses. |
| Once you obtain this, you won't need to use any other |
| shield for blocking. |

O-----O

[MAG16]XXXXXXXXXX| MAGIC |XXXXXXXXXX

Magic spells return in UGnG and they've become quite varied this time around. Casting a spell requires MP, and you can only cast when Arthur is wearing some armor. (except for Dark Armor)

COST

>>Amount of MP required to cast the spell.

POWER

>>Damage output of the spell. Same application as weapon Power.

UPGRADE

>>Just like the Blue and Red POW upgrades in weapons, this will list what bonuses the magic gains PER LEVEL. (max level 3)

SPECIAL

>>Any special features of the magic are listed here.

**NOTE: Most spells when cast in mid-air, will stop Arthur's forward/backward jump and cause him to drop straight down after the spell is cast. This can be useful to precisely land on platforms. (just like the Hip Pound in Prinny or Crash Bandicoot's body slam) When you don't have MP to cast the spell, Arthur's "hadouken" motion will not stop his jump momentum, so you can't abuse this mechanic without MP. :P

O-----O
|XXXXXXXXXXXXXXXX-----FLARE MAGIC-----XXXXXXXXXXXXXXXX|
|
|Cost: 4
|Power: 2
|Upgrade: Power + 1, AoE +
|Special: FIRE
|
| The good ol' flare magic. This is the default spell
| that Arthur starts out with, and it's one of the most
| versatile spells around, hitting every direction
| around Arthur in a circular blast radius
|
| At level 3 the AoE is as large as the screen, making
| it a very good weapon against places with swarms of
| enemies. As an added bonus, it deals double damage
| against enemies weak to FIRE.
|
O-----O

O-----O
|XXXXXXXXXXXXXXXX-----INFERNO MAGIC-----XXXXXXXXXXXXXXXX|
|
|Cost: 5
|Power: 1
|Upgrade: Power +0.5, Flame rows +1
|Special: FIRE
|
| You can get this magic as early as Stage 1-1. Arthur
| goes flamethrower and blasts a line of fire straight
| forward. The range is about 1.5 times that of the
| Vine whip. If used in mid-air, Arthur stays in
| position until the spell finishes casting, which can
| be good or bad depending on the situation.
|
| The flames continue to deal damage for the entire
| spell duration, although damage only registers once
| every half-a-second so it's not like rapid fire.
| Higher levels of Inferno magic add more rows of flame
| up to a max of 3 rows. The damage remains the same
| per hit regardless of the rows, so it's more like a
| small vertical range increase.
|
O-----O

O-----O
|XXXXXXXXXXXXXXXX-----INVINCIBLE MAGIC-----XXXXXXXXXXXXXXXX|
|
|Cost: 10
|Power: 1 (when orb hits an enemy)
|Upgrade: Orbs +1
|Special: None
|
| Don't get your hopes up, this isn't like X's charged
| Chameleon Sting. :P When cast, 2 orbs (default at lv1)
| will start revolving around Arthur, creating a shield.
| Each orb counts as 1 hit, whether from projectiles,
| Arthur running into an enemy, or damage-dealing stage
| gimmicks. Some stronger attacks can instantly wipe
|

| out all of the orbs, so think twice before deciding |
| to meet an incoming boss attack head-on. Still, it's |
| a great spell to keep active, since in a game like |
| UGnG, any sort of protection is a big deal. |

| Due to its MP cost, you can't cast this spell if you |
| have a Cursed Armor DK equipped, since the armor's |
| effect doubles MP cost. |

O-----O

O-----O

|XXXXXXXXXXXXXXXXX-----TIME MAGIC-----XXXXXXXXXXXXXXXXX|

|Cost: 6 |
|Power: 0 |
|Upgrade: Slow down +, AoE + |
|Special: At level 3, enemies become completely immobile |

| A good utility magic, when cast, Arthur becomes the |
| center of a large magical clock, which slows down the |
| movements of enemies, projectiles and stage gimmicks |
| within its AoE. Mid-bosses and Bosses aren't affected |
| by it of course. At level 3 everything completely |
| stops, so it's useful for speeding through an enemy |
| infested area of the stage. |

O-----O

O-----O

|XXXXXXXXXXXXXXXXX-----UNSEAL MAGIC-----XXXXXXXXXXXXXXXXX|

|Cost: 8 |
|Power: 0 |
|Upgrade: None |
|Special: None |

| The sole purpose of this spell is to break the seal |
| in certain doors in the game and reveal a new area. |
| These areas usually contain lots of items and/or a |
| Light Ring, so it's definitely a must-have spell. |
| You don't have to be beside the sealed door to use |
| the spell, as long as the door is onscreen, the spell |
| will home in on it and break the seal. |

O-----O

O-----O

|XXXXXXXXXXXXXXXXX-----SPIRIT MAGIC-----XXXXXXXXXXXXXXXXX|

|Cost: 2 |
|Power: 1 |
|Upgrade: None |
|Special: None |

| This spell grants Arthur infinite flight by wrapping |
| himself in a swirl of poltergeists. If you touch an |
| enemy while this spell is enabled, the enemy takes 1 |
| damage per half a second, just like Inferno magic. |
| The only problem is, each moment you are in contact |

| with a damaging source (enemies, stage gimmicks, or |
| even projectiles) your MP gets depleted, and staying |
| near an enemy for too long will almost instantly bring |
| your MP to zero, cancelling the spell and dropping |
| Arthur straight down. |

| You can't attack or grab items while the spell is |
| active, making it an inferior counterpart to using |
| an Angelic Armor. |

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|XXXXXXXXXXXXXXXX-----GORGON MAGIC-----XXXXXXXXXXXXXXXX|

|
|Cost: 3 |
|Power: 0 |
|Upgrade: None |
|Special: None |

| Arthur shoots a gray projectile that travels a |
| straight path in front of him. Whatever's hit by the |
| shot turns to stone. Stoned enemies can act as |
| platforms until the effects wear off. Some stronger |
| enemies won't be affected by it, such as Galiburns |
| and both types of Red Devils. |

| Though stopping an enemy in its tracks is good, |
| Gorgon magic is best used as a utility spell for |
| breaking open tombstones to uncover chests, light |
| rings, random items, and sometimes, traps :P |

0-----0

0-----0

|XXXXXXXXXXXXXXXX-----POWER UP MAGIC-----XXXXXXXXXXXXXXXX|

|
|Cost: 10 |
|Power: 0 |
|Upgrade: None |
|Special: None |

| Simple enough, this spell grants Arthur both Blue and |
| Red POWER ups, making it a great support spell for |
| boss fights. The spell doesn't have a duration, so |
| cast at will! (although just like a normal power up, |
| it wears off when you get hit) |

0-----0

0-----0

|XXXXXXXXXXXXXXXX-----DISCOVERY MAGIC-----XXXXXXXXXXXXXXXX|

|
|Cost: 2 |
|Power: 0 |
|Upgrade: None |
|Special: None |

| Upon casting, a green light spreads from Arthur, |
| detecting and displaying any hidden chest trigger |

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| points in a whole-screen's range. Useful for finding |
| the exact location in the map where trigger points |
| are. |
| |
O-----O

O-----O
|XXXXXXXXXXXXXXXXX-----WAVE MAGIC-----XXXXXXXXXXXXXXXXX|
| |
|Cost: 3 |
|Power: 4 |
|Upgrade: Power +2, Fireball size increase |
|Special: destroys projectiles, fire stage gimmicks, and |
| purple spike/spinning blade stage gimmicks |
| |
| This powerful spell is obtained after giving all 3 |
| ingredients to each of the Three Witches, then |
| beating their combined form. Although useful for |
| extinguishing flames and destroying those pesky |
| purple spikes and spinning blades, Wave magic is one |
| of the most damaging spells in the game, causing a |
| whopping 8 damage at level 3! It costs even less than |
| Flare so it's pretty awesome. It only fires straight |
| but its AoE is large enough to take out a line of |
| enemies in one shot. |
| |
O-----O

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For locations of each magic spell, refer to the Locations section.

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|WRP17]XXXXXXXXXXXX| WARP STAFF |XXXXXXXXXXXX
-----

```

Every stage (except Stage 5) and each of the Three Witches' Lairs contain a Warp Staff. Some are well hidden and some are in plain sight and usually hard to reach without risking a pit fall.

The purpose of Warp Staves is to be able to select and enter a different stage without having to clear the current one. It costs 10 MP to use (can be halved by armors and items that grant the 1/2 MP cost bonus) and you have to be on the ground, equipped with armor, and not inside a secret area of a stage. (more on that later)

There is no disadvantage (apart from the MP cost) to using a Warp Staff, but keep in mind you can't use this to exit a stage and prompt a SAVE screen, so it's not an "easy save" option.

For the locations of each Warp Staff, see the Locations section.

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|RNG18]XXXXXXXXXXXX| LIGHT RINGS |XXXXXXXXXXXX
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The Light Rings are items you will need to collect throughout the game in order to enter the final boss area in Stage 5.

There are a total of 33 Light Rings in the game. Some are hidden in tombstones

or enemies, some are rewards after beating a certain boss, some are in plain sight, albeit usually in a hard-to-reach area. You also obtain a Light Ring for opening the LAST RED CHEST within a stage set, (e.g.: Stages 1-1 and 1-2 are in Stage Set 1) so finding and opening each Red Chest is pretty much a necessity to beat the game at 100%.

See 'How Game Cycles Work' for info on how many Light Rings you need to collect to beat the game, and the Locations section for the location of each Ring.

[SPI19]XXXXXXXXXX| SPECIAL ITEMS |XXXXXXXXXX

There are 5 items in the game that are obtained through special means. These items, once obtained, are permanent and can never be lost.

LEAP BOOT

>>Obtained by beating the Sorcerer in Stage 1-1. This item allows you to Double Jump. After finishing the game with less than 33 Light Rings and redoing Stage 1-1, beating the Sorcerer again will reward you with the 2nd boot, giving you the ability to do a Triple Jump.

ANGEL FEATHER

>>Obtained by beating Slugel in Stage 3-1. This item allows you to equip the Angelic Armor. (without this item, Angelic Armor pick-ups will be unobtainable)

KNIGHT SOUL

>>Obtained by acquiring a certain Score: 2 million on Novice, 5 million on Standard, and 7 million on Ultimate. This halves the damage you take from attacks effectively doubling your Max Durability. (even when armorless, Arthur takes 2 hits before he dies)

STEED SOUL

>>Obtained by clearing the game for the first time with less than 33 Rings, this item will increase Arthur's AGILITY by 20%. This does NOT stack with the AGILITY boosts of certain armors. Note that this item could cause problems because of the increase in jump distance, so you have to adapt to the new increase in speed.

MAGIC PENDANT

>>Obtained as the first reward for giving all 3 ingredients to one of the Three Witches. This item halves the MP Cost for spells. It does NOT stack with the same bonus from certain armors.
>>The Magic Pendant can be upgraded to the EX Magic Pendant by achieving a score of 4 million in Novice mode, 7 million in Standard mode, and 9 million in Ultimate mode. On top of the 1/2 MP Cost bonus, the EX Magic Pendant turns all Magic spells to Level 3 without the need for the Emperor Armor.

[CHS20]XXXXXXXXXX| HIDDEN CHESTS |XXXXXXXXXX

Another special group of items hidden in the game are the Hidden Chests. There are 2 types of these: BLUE and RED CHESTS. To find one of these chests, you have to "activate" them by touching a Trigger Point. When Arthur touches one of these hidden trigger points, it sparks and slowly flies to another location, stopping at where the Chest will materialize. Sometimes you will have to risk falling into a pit in order to activate a Trigger Point.

The positions of each Trigger Point and their respective chest are the same in every playthru. For the locations of each chest, see the Locations section.

BLUE CHESTS

>>These chests will contain certain rare items including White Money Bags, rare weapons, (Electric Whip, etc) rare armor, (e.g.: Dark and Emperor armor) rare shields (e.g.:Emperor Shield)or full MP Potions. Some of the Magic spells and witch ingredients are also obtained from Blue Chests. Compared to Red Chests, these are NOT required to beat the game since they never contain Light Rings.

RED CHESTS

>>There are exactly 6 Red Chests per stage (total of 12 per stage set, except Stage 4 and 5) and there is a certain order to what rewards will come out of each Red Chest ACROSS a stage set. For example, if the first reward is an Armor and the second reward is a Blue POW, you can open 1 Red Chest in Stage 1-1 to get the armor, and open the next Red Chest in Stage 1-2 to get the Blue POW. This mechanic allows you to plan out your stage run and open only the Red Chests that will be advantageous to you at that time. For a list of the Reward Order for each Stage set's Red chests, see Red Chest Rewards in Chapter 5.

>>I'll say it again, opening each of these chests are REQUIRED to beat the game 100% and see the true ending, since the last chest you open in a stage set is ALWAYS a Light Ring. If you beat the game with less than 33 Light Rings, on your 2nd playthru the Status Menu will display how many Red chests you've opened in the current stage.

[WIT21]XXXXXXXXXX| The Three Witches |XXXXXXXXXX

The Three Witches (Red, Yellow, and Blue) live in their respective Lairs hidden in Stage 1-1, Stage 2-2, and Stage 3-2. Each of them will ask you for 3 ingredients, which you can find hidden in specific areas of the game. Each time you give a witch all 3 of her required ingredients you are rewarded with a special item:

- 1st Witch - Magic Pendant (if you already have it, upgrade to EX Magic Pendant)
- 2nd Witch - Infinity Shield
- 3rd Witch - An unfriendly thank you (read below)

Once you bring all 3 ingredients to each Witch, they will combine and form a freakish new demon that looks like the Stage 1-1 Sorcerer boss. I'll call her Sorceress for lack of a better, creative term. After you beat her, you are rewarded with the Wave Magic. Blast everything to smithereens!

Here are the locations of each Witch Lair:

RED ROSE WITCH LAIR

>>STAGE 1-1: Past the 2 burning tombstones you'll see a ladder that leads to a platform above the blood pit. To the right of this platform is a tombstone that seems to be blocking a hidden path in a tree. Use GORGON Magic to unblock the path then enter it. Follow the path across the bridge and through the chomping doors to see the entrance to the Red Rose Witch Lair.

YELLOW ROSE WITCH LAIR

>>STAGE 2-2: Right after the cloud platform section of the stage, in the room where you first encounter the Blue Dragon, cross the gap via the revolving

cloud platform and get to the right-side of the room. Use a Dragon Shield to fly straight up and land on the cloud near the ceiling. (easier to fly up there using Angelic Armor or SPIRIT Magic) Fly once more, this time heading all the way to the left, to see the entrance to the Yellow Rose Witch Lair.

BLUE ROSE WITCH LAIR

>>STAGE 3-2: After clearing all of the crush compactors, jump (or fly with a Dragon Shield) onto the top-left above the compacting platforms. It will lead to a spiked ceiling and floor. Fly towards the left across the spikes then up a space in the ceiling to see the entrance of the Blue Rose Witch Lair.

Within each Lair is a Warp Staff. Be sure to grab it so you don't have to enter the Lairs manually next time.

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|XXXXXXXXXXXXXXXXXXXXXXXXXXXX|      III. STAGE INFO      |XXXXXXXXXXXXXXXXXXXXXXXXXXXX|
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This section is not a walkthrough. I'll only give a quick summary on what's in store for you in each stage, as well as an outline for what enemies and stage gimmicks to expect. Each stage's path is pretty simple so you can't possibly get lost. For the stage changes during the 2nd visit, see Revisiting Stages in the previous chapter.

STAGE 1-1 MAGIC FOREST [STG11]

Enemies: Wraith	Stage Gimmicks: Blood Pit
Green Man-eater	Bottomless Pit
Phantom Hand	Tombstone Switch
Eyeball Tree	Witch's Cauldron
Crow	Hidden Passage
Sorcerer -Boss-	

Special Area: Red Rose Witch Lair

UGnG kicks off the first stage in a forest, and it doesn't start out easy at all. The place is filled with Wraiths and Phantom Hands so it's easy to get swarmed and overwhelmed. Some of the Witch's Cauldrons are positioned in such a way that you fall into them when you try to grab the Warp Staff or the Red Chest right after the Eyeball Tree. They're annoying like that. Overall, it's a fairly short and a straightforward stage.

STAGE 1-2 BLOODY NEST [STG12]

Enemies: Demon Fish	Stage Gimmicks: Blood Pit
Green Man-eater	Mantispider Nest
Mantispider	Hidden Passage
Baby Mantispider	Sealed Door
Minotauros	Tombstone Switch
Phantom Hand	Blood Waves
Flying Eyeball	Purple Spiked Orb
Demon Snake -Boss-	

This place is filled with blood pits and demon fish, a very bad combination. Once you beat the Demon Snake boss, the Blood Waves activate, making it a hard struggle to get through to higher ground. The placement of the Mantispiders and the added support of their Babies also make progressing through the middle part of the stage a bit harder.

STAGE 2-1 STORM FORTRESSS

[STG21]

Enemies: Meltbacher Worm
Green Man-eater
Spear Skeleton
Shield Skeleton
Grey Giant
Fire Bat
Phantom Hand
Red Devil

Stage Gimmicks: Bottomless Pit
Spinning Blades
Wind
Tornado
Boulders
Gargoyle Weights
Tombstone Switches
Sealed Door
Fire

Special Area: Unknown Tower

The stages keep getting harder and harder in UGnG. Raining skeletons, pits, winds, spinning blades, and Meltbacher Worms makes this one of the stages where you can easily die alot. Getting hit in the wrong places usually means you'll be falling into a cliff. What's that? You're not close to a cliff? Heh, wait til the Wind pushes you over when you least expect it. This is also the first place in the game where you encounter the infamous Red Devil. Other than the tough combination of obstacles, this stage also goes in a straight path.

STAGE 2-2 DEATH CASTLE

[STG22]

Enemies: Red Doll
Phantom Head
Blue Dragon
Blood Brain
Gold Straw Trap
Dust Manteater -Boss-

Stage Gimmicks: Bottomless Pit
Time Orb
Gold Straw Barrier
Fire
Gold Straw Floor

Special Areas: Forgotten Dungeon
Yellow Rose Witch Lair

The stage starts out in the long cloud platform area, where you have to ride a slow-moving cloud platform that automatically moves along a path. When the first one starts drifting downwards, the 2nd one to your right will appear. Ride on that to continue the path. During this slow thrill ride a horde of Red Dolls and some Phantom Heads will try their best to push you off the platform and into the bottomless pit. Past this area is a set of stairs that are above another pit. Yes, some of them crumble when you walk on them. After the stairs you finally get to the gold straw room, where there are more bottomless pits, a lot of gold straw barriers, and some platforms that will quickly carry you up to a ceiling of spikes. Yep, the odds are against you here, like in every stage.

You can obtain your first Dragon Shield in the 1st flight of stairs by dash double jumping from the right of the Purple Spiked Orb and onto the Blood Brain to the top-right. When timed properly, you can take a hit and use the knockback

to inch higher and touch the Dragon Shield. Or you can use a weapon that can grab items if you're playing it safe. This early treat makes the gold straw room a bit easier and allows you to rack up a few thousand points in the Forgotten Dungeon.

STAGE 3-1 ROTTEN SWAMP

[STG31]

Enemies: Gold Demon Fish
Zombie
Red Man-eater
Eyeball Tree
Gold Dragon
Purple Orb Bomb
Slime Giant
Slugel -Boss-

Stage Gimmicks: Slime Pit
Slime Fountain
Green Slime Orb
Witch's Cauldron
Sealed Door
Spiked Organic Platform
Platform Switch

This place doesn't look like a "swamp" at all. It's more like the stomach of a large ugly beast. This stage features a large expanse of nothing but slime. You need to use some Blue Platform Switches to lower the slime level in order to proceed. Of course, whenever there's a large area of liquid pits, the Demon Fish are not too far away. Although this time they're golden, and they don't die in 1 hit, making things tougher. You'll find your first real constant source of Dragon Shields in this stage. The boss, Slugel, takes a very long time to kill, not only because each eye needs alot of damage before they come off, but because the bastard takes too much time in the slime as well.

STAGE 3-2 SEA OF DEATH

[STG32]

Enemies: Phantom Hand
Red Wraith
Giant Tadpole
Meltbacher Worm
Fallen Angel
Green Chomper
Floating Egg
Black Dragon -Boss-

Stage Gimmicks: Crush Compactor
Bubble Wall
Large Bubbles
Fire
Tombstone Switch
Sealed Door
Platform Switch

Special Area: Blue Rose Witch Lair

Another straightforward stage. The wraiths in this stage don't die easily, so it adds another dimension of difficulty to their usual "appear-right-in-front-of-you" strategy. This stage has your first constant supply of Angelic Armors. During the Black Dragon boss battle when you don't have an Angelic Armor equipped, a Fallen Angel will spawn for you, making the boss battle somewhat easier to survive without actually losing lives. (unless you die before re-obtaining an armor)

STAGE 4 SCORCH MOUNTAIN

[STG04]

Enemies: Blue Doll
Galiburn
Phantom Head
Blue Dragon
Gold Dragon

Stage Gimmicks: Bottomless Pit
Magma Pit
Witch's Cauldron
Magma Drops
Magma Fountain

Fallen Angel
Mantispider
Dark Red Devil -Boss-

Platform Switch
Flamethrower
Breakable Platform
Spiked Boulder
Earthquakes
Hidden Passage

Special Area: Hidden Firefall

From the relatively peaceful atmosphere of Stage 3-2 to the gut-crushing, death filled intensity of Stage 4. The difficulty seems to have skipped a few steps here. The moment you enter the stage you're introduced to one of the most annoying stage gimmicks in the game: Earthquake. If you don't have a Dragon Shield handy by this stage, then you're in for a nightmare thrill ride. In the first half of the stage you'll be pestered by Blue Dolls (who unlike their Red brethren, don't usually die in one hit) and an infinite army of Galiburns. These Pterodactyl rip-offs can spawn Blue Dolls from their mouth as well as shoot fireballs. They can even latch on to you and drop you to the nearest Cauldron, as if to mock you. Once you get in the volcano, the Galiburns stop coming and the Phantom Heads start smoking. The platforms between the gaps move up quite fast, so you need to get over the other side quick before it carries you all the way up to the magma ceiling. The first time you get to the large rising platform at the end of the volcano, you'll have to fight 4 Galiburns in succession. And if that wasn't tough enough, once you reach the top of the platform you'll be faced with an angry Dark Red Devil with only half-a-screen's length of a platform as your ground. This is arguably the toughest stage in the game, so get a move on!

STAGE 5 BLACK PALACE

[STG05]

Enemies: Spear Skeleton
Shield Skeleton
Red Man-eater
Blue Dragon
Minotauros
Demon Snake -Boss-
Green Chomper
Arthror -Boss-
Death Curse -Boss-
Vermirous -Boss-
Spiral Mantruda -Boss-
Dark Red Devil -Boss-
Dark Astaroth -Boss-
Hades -Boss-

Stage Gimmicks: Bottomless Pit
Door Switch
Elevator

Surprisingly, the final stage of the game isn't as hard as the previous stage. Though if you have trouble trying to beat the Demon Gate bosses again, then it could be quite tough. The rooms in-between boss fights aren't too hard. Just a bottomless pit and a bunch of moving cube platforms. Flying with a Dragon Shield makes that section a piece of cake.

After beating the 2 Dark Red Devils the Hell Gate awaits you. Check the 'How Game Cycles Work' in the previous chapter to see what options you'll get.

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This chapter will only be listing the specific locations of the items. For info on the items themselves, see their respective sections in Chapter 2.

CREDITS TO ALL THE LOCATIONS GO TO ZeroHiei's UGnG Item FAQ. I just reworded the locations and used my own points of reference (like stage objects) to be able to pinpoint the exact location of these items properly and help even the newest of players to find them.

I DO realize that a visual map of the item locations would be worlds better, but I'd rather type them out than draw them myself. Not that I can't draw them, it's just that it will take much more time to replicate the stages in digital imagery compared to simply typing them. Though if you have an EXACT map for each stage in UGnG, then I'll be glad to use them to create a visual item locations guid. (by your permission of course)

Anyway, ON WITH THE LISTS! :D

[LOC01]XXXXXXXXX| WARP STAFF |XXXXXXXXXX

Warp Staves aren't obtained from chests or tombstones, they will always be in plain sight. Simply touch the staff to obtain it.

STAGE 1-1

>>Past the 2 burning tombstones in the middle of many Phantom Hands, step on the next tombstone you encounter that is to the left of a Witch's Cauldron. This will activate a few platforms to the left. Climb the platforms and you'll see the Warp Staff.

STAGE 1-2

>>After climbing the first ladder to higher ground, use the platforms to get to the top. The Warp Staff will be near a wall to the right, above the 1st Minotauros.

STAGE 2-1

>>Kill the 2 Grey Giants in the hallway to make a ladder appear. Climb the ladder to a large room above. The Warp Staff is behind some Flames in the left side of the room.

STAGE 2-2

>>Past the cloud section of the stage, head to the room with crumbling stairs. The Warp Staff is right underneath. Use a Dragon Shield to grab it without having to fall into the pit.

STAGE 3-1

>>In the large room past the 1st Gold Dragon you encounter, the Warp Staff is underneath the 2nd white platform to the right. Use a Dragon Shield to grab it without having to fall into the pit.

STAGE 3-2

>>In the 2nd large room with the Phantom Hands, use a Dragon Shield to fly above the first mobile tombstone. The Warp Staff is near the top ceiling.

STAGE 4

>>Past the first Magma Fountain, the Warp Staff is in plain sight right under the bridge. Wait for the Galiburns to break the bridge then use a Dragon Shield to grab the staff without having to fall into the pit.

[LOC02]XXXXXXXXXX| LIGHT RINGS |XXXXXXXXXX

Remember, 5 out of the 33 Light Rings are obtained by opening the LAST RED CHEST IN EACH STAGE SET, so I'll only be listing the locations for 28 Rings. Also note that there is no obtainable Light Ring in Stage 5 other than the one you get from opening the last Red Chest.

STAGE 1-1

>>Use GORGON Magic on the 3rd tombstone you encounter from the start of the stage. It's the one directly to the left of the Eyeball Tree.

>>Use a Dragon Shield to fly above the 2 burning tombstones. Far up near the ceiling is the Light Ring.

>>In the area where you fight the Sorcerer mid-boss, use GORGON Magic on the tombstone to the right. This will summon a Red Devil. Kill it to make the Light Ring appear.

>>Past the mid-boss area, the Light Ring is in plain sight high above the pit. Double jump to the Jar then jump up to reach the Ring.

STAGE 1-2

>>Use a Dragon Shield and fly up to the area above the first Green Man-eater. Head to the left and use GORGON Magic on the tombstone beside the Phantom Hand.

>>All the way to the right where the Blood Waves come from, the Ring is in plain sight. Use a Dragon Shield to grab it.

>>After climbing the ladder, use UNSEAL Magic on the Sealed Door of the right-most wall. Enter the hidden cave and kill the Minotauros inside to make the Ring appear.

>>Only in the 2nd visit to this stage, after climbing the ladder, go all the way up to the ceiling and kill the Mantispider Nest to the left near a tombstone.

STAGE 2-1

>>Early in the stage, you'll see the Ring in plain sight in the gap before the platform where the first Green Man-eater plant appears. Use a Dragon Shield to grab it without falling into the pit.

>>After killing the 2 Grey Giants in the 2nd hallway, go up the ladder to enter

the room where the Warp Staff and Sealed Door are. Kill the 2 Grey Giants in this room and the Light Ring will appear.

>>Use UNSEAL Magic to open the door in the area described above. Enter the Unknown Tower and use an Angelic Armor to fly all the way up to the ceiling, avoiding the Purple Razor Blades. Use GORGON Magic on the Spiked Boulder right below the ceiling to uncover the Ring.

>>To the right of the 2nd Grey Giant hallway is a platform. Jump on and it will carry you to the other side. When you get close to the platform on the other side, drop down to the pit and use an Angelic Armor to fly all the way to the right. The Ring is right under the platform in plain sight.

STAGE 2-2

>>In plain sight near the end of the 1st cloud platform's path, behind a Blue POW, use a Dragon Shield to reach it.

>>In the 3rd staircase room with a large gap in the middle and a Blue Dragon. The ring is below the gap, use a Dragon Shield or double jump with the right positioning to grab it without falling.

>>In the gold straw room, jump on the 3rd rising platform after the 1st gold straw barrier. As it goes up, jump to the right onto a new path and enter the door to the Forgotten Dungeon. Jump onto the 2 combined platforms at the center and it will start to revolve around the large room. Use WAVE Magic on the Fire at the very center of the room to uncover the Ring.

>>Kill the Dust Manteater boss on your 2nd visit through the stage.

STAGE 3-1

>>Use a Dragon Shield to fly high above the first Red Man-eater in the stage. The Ring is near the ceiling.

>>Use UNSEAL Magic on the door near the ceiling area before the 2nd Eyeball Tree. The ring is on a ledge behind a Slime Giant.

>>After killing the 2nd Eyeball Tree, use a Dragon Shield to fly up above the white platform. While up there, use GORGON Magic on the tombstone blocking the path to uncover the Ring.

>>On your 2nd visit of the stage, a Red Devil will replace Slugel in the boss room. Kill it to receive the Ring.

STAGE 3-2

>>After clearing the crush compactor, jump (or fly with a Dragon Shield) onto the top-left above the compacting platforms. It will lead to a spiked ceiling and floor. Fly towards the left across the spikes to see the Ring in plain sight. You can use the ledge with the entrance to the Witch Lair as a safe spot before grabbing the Ring.

>>In the 2nd large room with multiple Phantom Hands and moving ground Fire, use GORGON Magic on the first mobile tombstone you see to uncover the Ring.

>>Right after the 1st room with Large Bubbles, you will see a ceiling of small

cave. Enter it and go all the way to the left to activate the Trigger Point.

>>Past the 2 burning tombstones you'll see a ladder that leads to a platform above the blood pit. To the right of this platform is a tombstone that seems to be blocking a hidden path in a tree. Use GORGON Magic to unblock the path then enter it. Follow the path across the bridge and through the chomping doors to see the entrance to the Red Rose Witch Lair. Jump to the ledge of the entrance to activate the Trigger Point.

STAGE 1-2

>>Right at the start of the stage, get on top of the first tombstone then jump to the right over the blood pit. Right when you're about to fall in, the Trigger Point will activate. Double jump to the right to get to safe ground.

>>On the 1st platform across the very 1st blood pit, simply walk to the right and the Trigger Point will activate. (it's at the right edge of the taller platform, beside where the 1st Red Chest spawns)

>>After killing the Demon Snake, go to the right side edge of its platform and jump to the right onto the moving platform. The Trigger Point will activate in the midst of your jump.

>>Climb up the ladder to the right of the boss area, walk a bit to the right of the platform, then double jump straight up.

>>Above the ladder is a moving platform. Ride it and double jump straight up when it reaches the middle of its horizontal path.

>>Past the first Minotauros is a deep blood pit. From the left side of the gap, walk off the edge to drop straight down. The Trigger Point will activate near the bottom of the pit. When it does, simply double jump straight up and veer left to grab hold of the ledge and climb up, avoiding death.

STAGE 2-1

>>At the start of the stage you'll see 2 platforms in the air. Go on the left-most platform then jump once of its left edge to activate the Trigger Point.

>>Across the first few gaps you'll reach a long stretch of ground and see the first tornado, right above a tombstone. Step on this tombstone switch to create a platform over the large gap to the left. Go on this platform then jump to the right onto a higher platform where the Trigger Point is.

>>Under the Grey Giant hallways and to the right, you'll see a wide pit and a floating Life Up. Above the Life Up is a platform close to a Spinning Blade. Jump on that platform and walk towards its right edge. You'll need Angelic Armor to fly to the Red Chest it spawns and open it.

>>Right before you see the first Gargoyle Weight, there's a tombstone near the edge of a platform. Walk towards the left of the tombstone to activate the Trigger Point. You'll need Angelic Armor to fly to the Red Chest which spawns underneath the platform. (close to a Light Ring)

>>After you get past the 3rd Gargoyle Weight you'll be at a high platform and to the left is a pit. Drop down to the pit and the Trigger Point will activate in the middle of your fall. Double jump back up to the ledge to avoid falling.

>>Use the wheelie to lift the 4th Gargoyle Weight. Jump on the platform under it then jump once off its right edge to the right area. The Trigger Point will activate in the midst of the jump.

STAGE 2-2

>>Near the end of the 1st cloud platform's path, it will start swaying left and right will moving downwards. When you near the bottom of the map, you'll see 2 smaller cloud platforms appear to your left near the Life Up. Jump to the leftmost cloud.

>>Right when you get to the 2nd cloud platform, move to the left of the nearby Phantom Head (stay close to it but not too close) then double jump straight up.

>>After the cloud section, in the room where you first encounter the Blue Dragon, ride the cloud platform for one full revolution. The Trigger Point activates when you're at the top-left area of its circular path.

>>In the same Blue Dragon room described above, cross the gap via the cloud platform and go to the right side ledge. Use a Dragon Shield (easier to use an Angelic Armor or SPIRIT Magic though) to fly straight up and land on the cloud near the ceiling. Fly once more, this time heading to the center of the ceiling to activate the Trigger Point.

>>In the first staircase room you'll see a Dragon Shield high up in the air above a Blood Brain. You can try and grab the Dragon Shield (refer to the Stage 2-2 info in the previous chapter on how to get it) or come back later when you have one. Position yourself under the rightmost window you see in the background, then fly straight up. The Trigger Point is right underneath where the Dragon Shield pick-up is. (and a bit to the right)

>>When you get to the gold straw room, you'll see a platform rise above the straw pit to the right. Ride it and as soon as you get past the jar in the air, jump once to the right to activate the Trigger Point. Easier to do this when you have a Dragon Shield so you don't risk falling. (or getting knocked back by the barrier)

STAGE 3-1

>>Right after the first Eyeball Tree is a slime pit. When the slime fountain stops, jump to the right and right when you're about to fall into the slime, the Trigger Point will activate. Double jump right to get to safe ground. (similar to the first Chest of Stage 1-2)

>>Before the 2nd Eyeball Tree are 3 Spiked Organic Platforms. Jump on the one in the middle and wait for it to shrink. The Trigger Point activates right before you drop to its spikes.

>>In the area where you have to use the Blue Platform Switches to lower the slime pool level, go to the 3rd switch. (to the right of the ladder, left of the first Gold Dragon) Jump up once, then double jump to the right. The Trigger Point is right below that tube-looking background object. An alternate way of activating it is by double jumping leftward from the right side slope's edge. (or you can use a Dragon Shield to fly around in the area above the switch)

>>In the area where you first encounter the Gold Dragon, use a Dragon Shield and fly straight up to the ceiling. Fly to the right will sticking to the ceiling. The Trigger Point is right beside a hold in the ceiling where a Purple Orb Bomb spawns. (it only spawns during your 2nd visit though)

>>Left of the entrance to the boss room, use a Dragon Shield and fly to where the 3rd to the last Purple Orb Bomb spawns. (it's the 3rd bomb from the right)

>>In the last slime pit area to the left of the boss room, stay on the right-most white platform near the wall then wait for the tide to subside. The Trigger Point activates on the way down.

STAGE 3-2

>>On the 4th segment of the Crush Compactor (the widest compacting segment) stand at the center of the platform and wait for it to go all the way down.

>>After clearing all of the crush compactors, jump (or fly with a Dragon Shield) onto the top-left above the compacting platforms. It will lead to a spiked ceiling and floor. Stay on the platform to the immediate right of the spiked area and wait for it to move upward. (don't worry it won't crush you)

>>Right before entering the 1st large area with multiple Phantom Hands, use a Dragon Shield and fly up, sticking to the left wall. One of the higher walls are bluish, now fly up (staying close to that bluish wall) and the Trigger Point will activate near the ceiling.

>>Go on top of the first ever Large Bubble platform you come across. Once there simply jump or fly upwards. The Trigger Point is in the air where the ceiling concaves

>>In the path of Bubble Walls after the first Large Bubble room, stay in the middle of the path and jump up.

>>In the 2nd Large Bubble room, there are 2 Large Bubbles that contact each other and block the path. When the upper bubble shrinks, jump or fly to where it was to activate the Trigger Point.

STAGE 4

>>Jump to the middle of the first bottomless pit to activate the Trigger Point, then double jump to the right onto safe ground.

>>Past the 1st Magma Fountain, stand directly above the Warp Staff under the bridge, then use a Dragon Shield to fly straight up. Note that when flying upwards with a Dragon Shield or SPIRIT Magic, Arthur drifts ever so slightly towards the direction he's facing, so keep facing left and right while moving up to avoid going away from the trigger point high up in the air.

>>In the volcano cave there will be 3 rising platforms, a Phantom Head, and a narrow platform between the first 2 rising platforms and the 3rd. Remember this narrow platform. On your 2nd visit to Stage 4, use a Dragon Shield to fly to where the narrow platform used to be, the trigger point will be in it. Using an Angelic Armor is a safer way to get to the Trigger Point.

>>Inside the Volcano Cave, continue to the right, past the area with 3 rising platforms and a Phantom Head, to find another pair of rising platforms. Ride

the one on the right. The Trigger Point activates on the way up.

>>In the upper path of the cave, use GORGON Magic on the Spiked Boulder that's sitting on top of the rising magma to unblock a path going up. Follow the path by flying (a Fallen Angel spawns here) and travel all the way to the top-left area. When you see the Witch's Cauldron, fly to its left then drop (or fly) straight down to activate the Trigger Point.

>>Near the top of the large rising platform at the last section of Stage 4, there will be a row of breakable platforms. Break the 2nd one from the left and jump to its position.

STAGE 5

>>In the Death Curse's boss room, stay on the middle platform's left edge then double jump straight up.

>>In the Arthror's boss room, position yourself under the right edge of the flaming cauldron in the background, (the one on the left) then jump straight up.

>>In the Vermirous' boss room, jump all the way up and stand on the right edge of the highest central cloud platform. To find the trigger point after the boss is killed, stand to the right of the elevator then fly straight up. Note that when flying upwards with a Dragon Shield or SPIRIT Magic, Arthur drifts ever so slightly towards the direction he's facing, so keep facing left and right while moving up to avoid going away from the trigger point high up in the air.

>>In the Spiral Mantruda's boss room there will be a straight horizontal ledge connected to a wall near the lower left side of the room. The Trigger Point is on its edge. (easier to activate after boss is killed)

>>After killing the 1st boss you'll be transported to a room with several floating cube platforms. Stand on the lower left-most cube and double jump straight up when it gets to the middle of its horizontal path.

>>In the dual Dark Red Devil room, (room with the Hell Gate) stand a few steps to the left of the gate then jump straight up.

[BLU02]-----BLUE CHESTS-----

Unlike Red Chests, these special chests ALWAYS contain the same item per game cycle. There is no order to which you receive the item. I will list the reward you obtain from each chest in brackets [] after the location. You won't get any Light Rings from these chests, only item drops and Magic. (hence opening all of them isn't required for 100% game completion)

STAGE 1-1

>>See next section for location of [INFERNO Magic].

>>Past the 2 burning tombstones you'll see a ladder that leads to a platform above the blood pit. Jump over the Witch's Cauldron to the right, then when the leaves rustle downwards, jump straight up under it. [Fire Crossbow]

>>Past the 2 burning tombstones you'll see a ladder that leads to a platform above the blood pit. To the right of this platform is a tombstone that seems

to be blocking a hidden path in a tree. Use GORGON Magic to unblock the path then enter it. Follow the path across the bridge and through the chomping doors to see the entrance to the Red Rose Witch Lair. On the last chomping door right before the lair, stay on its ledge then walk to the right and drop straight down. The Trigger Point will activate on the way. [Emperor Shield]

STAGE 1-2

>>Nearing the middle of the stage you'll see a tombstone switch sitting above a blood pit, and a platform to its right. Jump on that platform while it's at the lowest position above the pit. [Scatter Crossbow]

>>See next section for location of [POWER UP Magic].

>>After climbing the first ladder to higher ground, use the platforms to get to the top. The Warp Staff will be near a wall to the right, above the 1st Minotauros. Jump leftward from that area's left edge to activate the Trigger Point. [Demon Shield]

>>After climbing the ladder, use UNSEAL Magic on the Sealed Door of the right-most wall. Enter the hidden cave and walk along the left area of the room to activate the Trigger Point. [Angelic Armor]

STAGE 2-1

>>Proceed through the stage and the ground will open up 3 gaps. After the 3rd gap, a Meltbacher worm will spawn on a high platform. Go to the platform below and to the left of it and walk towards the right to activate the Trigger Point. [Emperor Armor]

>>Across the first few gaps you'll reach a long stretch of ground and see the first tornado, right above a tombstone. Go to the left of this area and drop from the edge to activate the Trigger Point. Use a Dragon Shield to fly under the platform to reach the chest. [Electric Whip]

>>Past the first tornado, a Meltbacher worm will spawn from underneath a platform in the air with a tombstone on it. Use a Dragon Shield to fly up, then use GORGON Magic to break the tombstone. Go to where the tombstone was to activate the Trigger Point. [Grand Lance]

>>See next section for the location of [INVINCIBILE Magic].

STAGE 2-2

>>Ride the 1st cloud and stay close to its right edge. When the cloud moves down the Trigger Point will activate (make sure you're near the right edge) and the chest will spawn back at the platform before the cloud. [Swallow Blade]

>>After the cloud section, in the room where you first encounter the Blue Dragon, ride the cloud platform to get to the right side of the room. Use a Dragon Shield to fly straight up until you see a Time Orb. Fly below and a bit to the left of the time orb to activate the Trigger Point. [Emperor Armor]

>>See next section for the location of [TIME Magic].

STAGE 3-1

>>Use GORGON Magic on the first tombstone you see, then move to its position to activate the Trigger Point. [Blue+Red POW]

>>Use UNSEAL Magic on the door near the ceiling area before the 2nd Eyeball Tree. Fly up the vertical shaft and the Trigger Point will activate in the middle of the path. [Angelic Armor]

>>See next section for the location of [DISCOVERY Magic].

>>Past the 2nd Eyeball Tree, ride the white platform down and proceed to the right. Jump over to the upper slime platform, then fly to the right, under the area where the first Purple Orb Bomb spawns. The Trigger Point will activate near the spawn area. An alternate way of triggering it is to double jump from the right edge of the slime platform to the right, landing on the white platform. [Emperor Shield]

STAGE 3-2

>>Past the first long stretch of crush compactors, you will be in a clear room with a gush of flames moving on the floor. To the right is a very tall platform and another set of crush compactors. Jump on this tall platform then wait for the ceiling to rise completely. Use a Dragon Shield and fly up, entering the high ceiling and moving all the way up, where the Trigger Point is. [Dark Armor]

>>At the start of the 2nd large room with many Phantom Hands and Red Wraiths, simply walk right, along the convex floor. [Dragon Shield]

>>In the 2nd large room with many Phantom Hands and Red Wraiths, go all the way to the right and stop when you see a moving tombstone near the right-most wall. Use a Dragon Shield to fly upwards and kill the Phantom Hand that spawns from an indentation on the ceiling. Go to where it was to activate the Trigger Point. [Electric Whip]

>>See next section for the location of [UNSEAL Magic].

STAGE 4

>>Right at the start of the stage, use a Dragon Shield to fly straight up to see a few narrow platforms in the air. Land on the highest one at the left, closest to the leftside magma wall. [Demon Shield]

>>See next section for the location of [SPIRIT Magic].

>>In the upper path of the cave, use GORGON Magic on the Spiked Boulder that's sitting on top of the rising magma to unblock a path going up. Follow the path by flying (a Fallen Angel spawns here) and travel to the top-left area. Before the Witch's Cauldron, fly down to see a platform with a lone tombstone on it. Use GORGON Magic on the tombstone then move to its position to activate the Trigger Point. [Electric Crossbow]

GORGON MAGIC

>>STAGE 5: After killing the 1st boss you'll be taken to a large room with several floating cube platforms. Jump or fly all the way up to the elevator. To the right of the elevator is a tombstone. Stand to the left of the tombstone to activate a Trigger Point, spawning the Blue Chest that contains Gorgon Magic.

POWER UP MAGIC

>>STAGE 1-2: Use a Dragon Shield to fly up to the area above the Demon Snake's platform. Proceed to the left to find a tombstone. Use GORGON Magic to break it (uncovering a Light Ring) then stand in its place to activate a Trigger Point, spawning the Blue Chest that contains Power Up Magic.

DISCOVERY MAGIC

>>STAGE 3-1: After the 2nd Eyeball Tree, use a Dragon Shield to fly straight up above the white platform. Near the top you'll see a tombstone blocking a path. Break it with GORGON Magic then proceed right. Travel across the slime pit to find an Angelic Armor. Equip it and continue flying to the right. When you see the 2 Green Slime Orbs, fly above the right-most one to activate a Trigger Point that spawns a Blue Chest to the left, which contains the Discovery Magic.

WAVE MAGIC

>>Give all 3 ingredients to each of the Three Witches. They will then combine and fight you. Beat this new boss and you'll be rewarded with the Wave Magic.

```

-----
[LOC05]XXXXXXXXXX|                WITCH INGREDIENTS                |XXXXXXXXXX
-----

```

These are special items hidden in various areas of the game. All except two ingredients are found in plain sight, so you just have to grab them. For the location of each Witch's Lair, see the section on 'The Three Witches' in Chapter 2.

-----RED ROSE WITCH INGREDIENTS: LEAVES-----

NECROTREE LEAF

>>STAGE 1-2: Nearing the middle of the stage you'll see a tombstone switch sitting above a blood pit. Jump on it to make the platform to the right start moving upward. When it gets high enough you'll see the Necrotree Leaf in plain sight.

MANTRAP LEAF

>>STAGE 2-2: In the gold straw room past the first barrier there will be three platforms. Jump to the right-most one to make it rise, then drop back down. The Mantrap Leaf is right under where the platform was.

CURSED LEAF

>>STAGE 3-2: Use GORGON Magic on the right-most tombstone in the Black Dragon boss room (the one closest to the exit) to uncover the Cursed Leaf.

-----YELLOW ROSE WITCH INGREDIENTS: BLOOD-----

DEMON FROG BLOOD

>>STAGE 1-1: Right outside the entrance to the Red Rose Witch Lair. See chapter 2, 'The Three Witches' section for the location of the Lair.

YOUNGBIRD BLOOD

>>STAGE 2-1: To the right of the 2nd Grey Giant hallway is a platform. Jump on and it will carry you to the other side. When you get close to the platform on the other side, drop down to the pit and use Angelic Armor to fly all the way to the right. Fly downwards past the Light Ring to find an inlet below, VERY close to the bottom of the map, to find the Youngbird Blood.

GOLD GOAT BLOOD

>>STAGE 4: In the upper path of the volcano cave past the Phantom Head, use GORGON Magic on the spiked boulder sitting on top of the rising magma. Enter the path it unblocks by flying up. Kill the Fallen Angel here to get an Angelic armor, then fly all the way to the top-left, being careful of floating spiked boulders and a Galiburn. To the left you'll find a cave entrance leading to an area called the Hidden Firefall. This area has multiple rising platforms and alot of weapon pick ups. Cross the platforms all the way to the right and you'll see the Gold Goat Blood near the Magma Fountain.

-----BLUE ROSE WITCH INGREDIENTS: BONE, SKIN, & EYE-----

100 YR. SNAKESKIN

>>STAGE 3-1: Refer to the location of DISCOVERY MAGIC in the previous section. You'll find the 100 Yr Snakeskin along the very same path.

1 HORN BULL BONE

>>STAGE 4: In plain sight near the ceiling of the first platform inside the volcano cave.

8 EYED FISH EYE

>>STAGE 5: After the room with 2 Minotauros, climb up 4 stair steps then walk rightwards along the 4th step until you hit the wall to the right. A Trigger Point will activate, spawning a Blue Chest to the left which contains the 8 Eyed Fish Eye.

[LOC06]XXXXXXXXXX| LIFE UP |XXXXXXXXXX

This is a list of Life Up locations from each stage. You may find this useful when you collect your 30 lives so you don't have to rely solely on score.

This list is somewhat complete, though there may be a few places I haven't checked thoroughly yet. If you find a life up somewhere and it's not listed here, you can e-mail me so I can add it in. (credit will be given of course)

STAGE 1-1

>>Step on the tombstone switch right past the first large tree, (where Crows are perched) then attack the lowered tombstone to make a Sack Goblin appear. He drops a Life Up when hit.

>>Kill the Sorcerer at the end of the stage.

>>In the boss area, use GORGON Magic on the left tombstone to unveil a Life Up.

STAGE 1-2

>>Plain sight in the area above the first Green/Red Man-eater. You'll need to fly up there with a Dragon Shield or Angelic Armor.

>>Refer to the Warp Staff locations for the Warp Staff of 1-2. To the left of the staff is a tombstone. Use GORGON Magic on it to unveil a Life Up. (and a hidden shortcut path behind it)

>>In the area where you encounter the first Minotauros, hit the center of the upraised ceiling to make a Sack Goblin appear. He drops a Life Up when hit.

STAGE 2-1

>>To the right of the 1st hall of Grey Giants, the Life Up is in plain sight under a platform and above a pit. Use an item grabbing weapon or fly with a Dragon Shield to get it.

>>Across the first few gaps you'll reach a long stretch of ground and see the first tornado, right above a tombstone. Go to the left of this area and drop from the edge to activate the Trigger Point of a Blue Chest. Use a Dragon Shield to fly beneath the platform and onto the chest. Hit the area to the right of this chest to make a Sack Goblin appear. He drops a Life Up when hit.

STAGE 2-2

>>Plain sight during the 1st cloud platform ride. When the cloud platform starts drifting downwards at the end of its path, jump left onto the small cloud that will appear under the life up; you can grab it safely from here.

>>Plain sight above the first pit in the Gold Straw Room. Use a Dragon Shield to grab it safely.

>>In the gold straw room, jump on the 3rd rising platform after the 1st gold straw barrier. As it goes up, jump to the right onto a new path and enter the door to the Forgotten Dungeon. The Life Up is at the top-left corner of the room. Use a Dragon Shield or Angelic Armor to grab it.

>>Kill the Dust Manteater.

STAGE 3-1

>>Kill the 1st Eyeball Tree and a Life Up will appear above its trunk.

>>Plain sight along the path to the DISCOVERY Magic's Blue Chest. Refer to the location of DISCOVERY Magic above.

>>During your 2nd visit of the stage, kill the Dark Red Devil in the boss area and a Life Up will appear.

STAGE 3-2

>>In the first large room with many Phantom Hands, hit the right-most wall next to the tombstone switch. The Sack Goblin that appears from the wall drops a Life Up when hit.

>>In the first large room with many Phantom Hands, use a Dragon Shield or Angelic Armor to fly up to the ceiling. You'll find a few bubble walls to the left. Destroy these to reveal a hidden Life Up. (and a blue POW)

>>Again on the first large room with Phantom Hands, use GORGON Magic on the tombstone switch to the right to unveil a Life Up.

>>A Life Up appears when you kill the Black Dragon during your 2nd visit to the stage.

STAGE 4

>>Above the 2nd Magma Fountain is a platform with a tombstone. Step on the tombstone to activate the switch. A few items will then appear in the air a few screens to the left. Use a Dragon Shield and fly to the right of the Witch Cauldron in the air. (near the first Magma Fountain) You'll see the Life Up in the air.

>>In the last area with the large rising platform, wait until the Mantispiders start to appear. When they do, take note of the center area and destroy the breakable platforms that you see. One of the center platforms reveals a Life Up when destroyed.

STAGE 5

>>After the first room with 2 Minotauros, climb the stairs to the right and stop at the 4th step. Attack the right-most wall to make a Sack Goblin show up. He drops a Life Up when hit.

```
X=====X
|-----|
|XXXXXXXXXXXXXXXXXXXXXXXXX|   V.  ADVANCED MECHANICS   |XXXXXXXXXXXXXXXXXXXXXXXXX|
|-----|
X=====X
```

Here's a collection of advanced information that you don't really need to know to beat the game, but will be helpful for the hardcore players who can use any help they can get in order to beat the game in a skillful fashion. Since I'm planning to speedrun this game, I'm hoping this compilation can help others as much as it has helped me.

These statistics were obtained from my own research. In each section I will explain how exactly I concluded these infos.

When you open Red Chests, you get a fixed sequence of item rewards in each Stage set. (e.g.: Stage 1 includes ST1-1 and 1-2) The game gives you this hint when you put your cursor on the Status Menu's Red Chest counter after beating the game with less than 33 Rings. I checked if this fixed order was true by playing a New Game and opening Red Chests in Stage 1-1 in different orders.

Lo and behold, the game speaks the truth. Once again, a Stage Set is basically the combination of each Stage with the same first number. (1-1 and 1-2, 2-1 and 2-2, etc) The fixed order of items you obtain from Red Chests cover BOTH stages in the set, so it doesn't matter if you open one chest in Stage 2-1 then open the 2nd chest in Stage 2-2. The order will stay the same. Stage 4 and 5 are solo stages so obviously there are only 6 items to obtain from each.

STAGE SET 1 --Magic Forest and Bloody Nest--

1. Random Weapon
2. Knight Armor
3. Blue POW
4. Random Weapon
5. Large Money Bag
6. Knight Armor
7. Full MP Potion
8. Random Weapon
9. Red POW
10. Purple Spiked Orb/Purple Miasma -TRAP-
11. Cursed Armor LT/DK
12. Light Ring

STAGE SET 2 --Storm Fortress and Death Castle--

1. Random Weapon
2. Large Money Bag
3. Knight Armor
4. Random Weapon
5. Full MP Potion
6. Knight Armor
7. Blue POW
8. Random Weapon
9. Random Weapon
10. Magician -TRAP-
11. Knight Armor
12. Light Ring

STAGE SET 3 --Rotten Swamp and Sea of Death--

1. Random Weapon
2. Cursed Armor LT/DK
3. Random Weapon
4. Magician -TRAP-
5. Knight Armor
6. Full MP Potion
7. Random Weapon
8. Blue POW

9. Large Money Bag
10. Purple Spiked Orb/Purple Miasma -TRAP-
11. Random Weapon
12. Light Ring

STAGE 4 --Scorch Mountain--

1. Random Weapon
2. Large Money Bag
3. Knight Armor
4. Random Weapon
5. Knight Armor
6. Light Ring

STAGE 5 --Black Palace--

1. Random Weapon
2. Knight Armor
3. Random Weapon
4. Blue+Red POW
5. Knight Armor
6. Light Ring

 [BST23]XXXXXXXXXX| BESTIARY |XXXXXXXXXX

Welcome to my comprehensive list of each monster in the game and their stats. Included here are their HP, attacks, and weaknesses. The bosses will have their own section. To test each enemy's HP value, I used a Dagger (Power: 1) and noted how many hits it took to kill the monster. Some of the HP values above 20 may be off, but just by 1 or 2 HP. First, here is the format I will be presenting in the bestiary:

```
X-----X-----X-----X
|           | HP: ##           | DESCRIPTION
| MONSTER NAME | Weak against Fire: Yes/No* | Details what the monster looks
|           | Grass or Dust: Yes/No**   | like
X-----X-----X-----X
```

ATTACKS
 Attack 1 - info
 Attack 2 - info

SPECIAL
 Any other notes will be written here.

-----XXXXXXXXXX-----

*Weapons and Magic that are FIRE-based are the following:

- Fire Crossbow
- Bomb
- Fire Bottle
- FLARE Magic
- INFERNO Magic

**Weapons that are strong against Grass or Dust are the following:

Grand Lance
Swallow Blade
Boomerang Scythe

NOTE: Unless otherwise specified, each attack causes 1 Armor Point of damage or 1/2 Armor Point if you have Knight Soul. On Ultimate all attacks will render Arthur armorless regardless of Durability.

NOTE 2: I didn't bother checking the Fire weakness and Grass/Dust properties of enemies with 1 HP. It should be obvious why. :P

NOTE 3: The HP numbers here are based on Standard and Ultimate mode. Monsters and bosses have greatly reduced HP in Novice mode.

-----X-----X-----X-----X-----X

	HP: 1	DESCRIPTION
WRAITH	Weak against Fire: -	Purple ghosts carrying torches
	Grass or Dust: -	

-----X-----X-----X-----X-----X

ATTACKS

Claw Slash - Auto-slashes you when you touch them.

Claw Rush - the Wraith will charge at you with increased speed then attacks with a claw slash

Fireball - the Wraith dematerializes for a moment to blow a slow-moving fireball towards your position.

SPECIAL

Immune to damage during dematerialized state.

-----X-----X-----X-----X-----X

	HP: 1	DESCRIPTION
PHANTOM HAND	Weak against Fire: -	Purple claws that stretch out
	Grass or Dust: -	from the floor/air to grab you

-----X-----X-----X-----X-----X

ATTACKS

Hand Crush - grabs and squeezes Arthur.

Hand Toss - in certain areas, instead of doing damage, the Hand tosses you into a Witch's Cauldron.

SPECIAL

Appearing in many places, some can quickly patrol the ground, materialize in the air, or pop out from the ground.

-----X-----X-----X-----X-----X

	HP: 1	DESCRIPTION
CROW	Weak against Fire: -	Small hideous birds perched up
	Grass or Dust: -	on trees

-----X-----X-----X-----X-----X

ATTACKS

Dive - Flies above you, locks onto your position then dives straight down.

SPECIAL

None

-----X-----X-----X-----X-----X

	HP: 1.5	DESCRIPTION
--	---------	-------------

```
| MAN - EATER | Weak against Fire: Yes | Large green plants that shoot  
| | Grass or Dust: No | projectiles (Mario, anyone?)
```

```
X-----X-----X-----X-----X
```

ATTACKS

Plant Shot - fires a straight-path orange projectile. Usually shoots 1-3 at a time.

Plant Acid - vomits a gob of acid that stops right above your position, then falls straight downwards. The splash it makes when it hits the floor causes damage

```
-----X
```

SPECIAL

They only appear when you're close enough, allowing them to ambush you with fireballs in quick succession.

```
-----XXXXXXXXXX-----
```

```
X-----X-----X-----X-----X
```

```
| | HP: 1 | DESCRIPTION  
| MAGICIAN | Weak against Fire: - | Randomly appears from different  
| | Grass or Dust: - | areas to sneak attack you
```

```
X-----X-----X-----X-----X
```

ATTACKS

Transformation Magic - shoots an orb of Transformation magic that slowly arcs itself toward your position.

```
-----X
```

SPECIAL

Only appears when you hit certain areas with a weapon. Disappears forever after it uses its Transformation Magic attack.

```
-----XXXXXXXXXX-----
```

```
X-----X-----X-----X-----X
```

```
| | HP: 1 | DESCRIPTION  
| SACK GOBLIN | Weak against Fire: - | Randomly appears from different  
| | Grass or Dust: - | areas. Drops special items.
```

```
X-----X-----X-----X-----X
```

ATTACKS

Flee - not really an attack, the goblin looks left and right for a few moments then makes a short dash away from you. It will do this a few times before running away completely.

```
-----X
```

SPECIAL

Only appears when you hit certain areas with a weapon. Invincible for a few seconds when they appear, these goblins drop rare pick-ups when killed. (like Emperor Armors, Life Ups, White Money Bags, etc.)

```
-----XXXXXXXXXX-----
```

```
X-----X-----X-----X-----X
```

```
| | HP: 8 | DESCRIPTION  
| EYEBALL TREE | Weak against Fire: Yes | Red tree trunks with a large  
| | Grass or Dust: No | Eye at the center.
```

```
X-----X-----X-----X-----X
```

ATTACKS

Eyeball Summon - shoots out floating eyeballs if there are none present. Only up to 2 eyeballs can be onscreen at once.

Withdraw - when Floating Eyeballs are present onscreen, the eyeball tree will close its eye, preventing further damage. It only opens them when summoning eyes.

```
-----X
```

SPECIAL

Blocks the path by acting as a vertical wall. There is no way to get past them without killing them.

-----XXXXXXXXXX-----

	HP: 1	DESCRIPTION
FLOATING	Weak against Fire: -	Floating Red eyeballs with an
EYEBALL	Grass or Dust: -	organic tail

ATTACKS

Homing - slowly moves around and homes on you, exploding when they touch you.

SPECIAL

Only summoned by Eyeball Trees or eyeball spawn points in the background of Stage 1-2.

-----XXXXXXXXXX-----

	HP: 1	DESCRIPTION
SPEAR SKELETON	Weak against Fire: -	Skulls on the ground that spring
	Grass or Dust: -	to life. They wield a spear.

ATTACKS

Raining Skull - Skulls fall from the sky. When the skull glows blue, it will cause damage when touched.

Spear Attack - After a certain time on the ground as a skull, the Skeleton will spring out and leap upwards then attempt to stab you from above with its spear. It will keep homing on your position while doing this.

SPECIAL

Skulls in your first visit of Stage 1-1 won't spring into Spear Skeletons.

-----XXXXXXXXXX-----

	HP: 1	DESCRIPTION
SHIELD SKELETON	Weak against Fire: -	Skulls on the ground that spring
	Grass or Dust: -	to life. They carry a shield.

ATTACKS

Raining Skull - Skulls fall from the sky. When the skull glows blue, it will cause damage when touched.

Spring Attack - After a certain time on the ground as a skull, the Skeleton will spring out and hit you.

Shield Rush - The Skeleton locks onto you then rushes on foot with his shield and sword brandished in front.

SPECIAL

Uses a shield to block incoming attacks.

-----XXXXXXXXXX-----

	HP: 1	DESCRIPTION
DEMON FISH	Weak against Fire: -	Appears from the water and can
	Grass or Dust: -	hinder your movement

ATTACKS

Grip - the fish latches onto Arthur. Causes no damage but they slow down Arthur's movement by ALOT. Disables climbing above ledges. When 3 or more fish latch on, any type of flying is disabled.

SPECIAL

Rotating the analog in circles (or doing the same on the D-pad) can shake the fish off Arthur.

-----XXXXXXXXXX-----

	HP: 3	DESCRIPTION
RED MAN - EATER	Weak against Fire: Yes	Red version of the Green Man-eater
	Grass or Dust: No	

ATTACKS

Plant Shot - fires a straight-path orange projectile. Usually shoots 1-3 at a time.

Plant Acid - vomits a gob of acid that stops right above your position, then falls straight downwards. The splash it makes when it hits the floor causes damage

SPECIAL

They only appear when you're close enough, allowing them to ambush you with fireballs in quick succession.

-----XXXXXXXXXX-----

	HP: 4	DESCRIPTION
MANTISPIDER	Weak against Fire: No	Large arachnids with scythe-like frontal claws
	Grass or Dust: No	

ATTACKS

Claw Swipe - a quick claw swipe aimed at your position.

Web Blast - shoots a slow moving web projectile above your position, then it falls downward. Getting hit will encase Arthur in a bag of web, dropping him straight down. (if in the air) Causes no damage.

SPECIAL

Web cage can be destroyed by moving the D-Pad/analog multiple times.

-----XXXXXXXXXX-----

	HP: 1	DESCRIPTION
MANTISPIDER BABY	Weak against Fire: -	Tiny versions of the Mantispider spawned from Nests
	Grass or Dust: -	

ATTACKS

High-speed Rush - after getting close to you, the baby Mantispider rushes at you at high-speed

SPECIAL

Spawns from Mantispider Nests and always come in groups of 3.

-----XXXXXXXXXX-----

	HP: 3	DESCRIPTION
MANTISPIDER NEST	Weak against Fire: No	Nests of the mantispider that appear to be blue brains
	Grass or Dust: No	

ATTACKS

Organ Drop - when killed before spawning mantispider babies, a large red organ drops from the nest straight down. The organ has 4 HP.

SPECIAL

Spawns 3 Mantispider Babies after a certain amount of time.

-----XXXXXXXXXX-----

	HP: 14	DESCRIPTION
MINOTAUROS	Weak against Fire: No	Demon minotaurs who wield dual
	Grass or Dust: No	axes.

ATTACKS

- Axe Throw - when you're far away the Minotauros will toss his Axes towards your position. The axes travel at a moderate speed.
- Blind Swipes - the Minotauros swipes with both his axes one at a time and one step at a time. His front is completely guarded during the start and end of each swipe, so you can only damage him at the middle of his attack. (or if you go behind him)
- Axe Guard - uses both Axes to guard from frontal attacks. After you stop attacking, he takes a second to drop his guard before starting his next attack, so use that as an opening

SPECIAL

The Minotauros that spawns to the left in the first room of Stage 5 has 12 HP.

-----XXXXXXXXXX-----

	HP: 7	DESCRIPTION
MELTBACHER WORM	Weak against Fire: No	Large red tentacle-like worms
	Grass or Dust: No	with a flaming spiked mouth

ATTACKS

- Grow - the worm can stretch its body to either hinder your path or position for a better aim.
- Flame Blast - Fire builds up in the worm's mouth and then shoots a slow moving gob of fire that spreads flames on wherever it lands. You can stop it from shooting by hitting its mouth right when it's about to fire, effectively delaying his attack and damaging it in the process.

SPECIAL

The worm only takes damage from hitting its spiked mouth.

-----XXXXXXXXXX-----

	HP: 1	DESCRIPTION
FIRE BAT	Weak against Fire: -	Purple colored bats that always
	Grass or Dust: -	come in groups of 7-10

ATTACKS

- Combustion - the fire bat(s) enters the screen, gathers in a spot then spreads out in different directions. After a moment, the bats will turn into fireballs that slowly travel to your position.

SPECIAL

The bats will keep flying near you to home in on your position before turning into fireballs and attacking.

-----XXXXXXXXXX-----

	HP: 21	DESCRIPTION
GREY GIANT	Weak against Fire: No	AKA Cyclops, these hard-skinned
	Grass or Dust: No	giants can cause earthquakes

ATTACKS

Earthquake - the giant will stomp on the floor, causing an earthquake effect along the ground for a whole screen's range. If you get caught in the AoE, Arthur gets stunned for a few seconds.

-----X

SPECIAL

If a giant does his Earthquake attack on a platform above you, bricks will crumble from the ceiling and cause damage when touched.

-----XXXXXXXXXX-----

X-----X-----X-----X

	HP: 10	DESCRIPTION
RED DEVIL	Weak against Fire: No	The infamous Red Devil. A very fast and hideous demon.
	Grass or Dust: No	

X-----X-----X-----X

ATTACKS

- Dive Attack - The Red Devil freezes in position then swoops down to your position in a convex path.
- Air Fireball - shoots a fireball that travels a diagonal path towards you.
- Vertical Air Fireballs - flies above your position then floats to the left or right, shooting fireballs straight down.
- Ground Fireball - the devil lands and shoots a fireball aimed at your position.
- Ground Charge - the devil winds up on the ground and attempts to ram you with its head.
- Quick Dodge - if it's not attacking, the Red Devil can dodge your weapon attacks perfectly.
- Magic Guard - if it's not attacking, the Red Devil can guard against your damaging Magic spells perfectly.

-----X

SPECIAL

Immune to GORGON Magic.

-----XXXXXXXXXX-----

X-----X-----X-----X

	HP: 1	DESCRIPTION
BLOODY DOLL	Weak against Fire: -	Red, star-shaped glowing dolls that float around
	Grass or Dust: -	

X-----X-----X-----X

ATTACKS

- Clone - does a backflip and creates 2 clones of itself.
- Blind Rush - the doll will spin towards your position to try and hit you.
- Spiked Shot - the doll shoots a green spiked projectile at your position.

-----X

SPECIAL

These enemies move around alot (and fast), making it hard to hit them properly.

-----XXXXXXXXXX-----

X-----X-----X-----X

	HP: 6	DESCRIPTION
PHANTOM HEAD	Weak against Fire: No	Purple ghostly entities that breathe magical gases
	Grass or Dust: No	

X-----X-----X-----X

ATTACKS

- Transformation Gas - blows a very slow-moving puff of smoke that can cause Transformation when hit.

-----X

SPECIAL

Only appears in areas of a stage with emanating purple gas.

-----XXXXXXXXXX-----

	HP: 3	DESCRIPTION
BLOOD BRAIN	Weak against Fire: No	Large red brain that floats around.
	Grass or Dust: No	

-----X-----

ATTACKS

None

-----X-----

SPECIAL

More of an obstacle than an enemy, some float, some move along a linear path.

-----XXXXXXXXXX-----

	HP: 8	DESCRIPTION
BLUE DRAGON	Weak against Fire: No	Electrically-charged blue dragon
	Grass or Dust: No	

-----X-----

ATTACKS

Constant Homing - the dragon slithers ever so slowly towards Arthur.

Bind - When you touch any part of the dragon's body and head, it instantly coils around Arthur and causes damage.

-----X-----

SPECIAL

After taking 4 HP of damage, it gets stunned and flies away for a while before returning to its normal movement.

-----XXXXXXXXXX-----

	HP: 1	DESCRIPTION
GOLD SQUID	Weak against Fire: -	Golden squids that appear in the straw room of Stage 2-2
	Grass or Dust: -	

-----X-----

ATTACKS

Charge Attack - the squids appear from the left/right of the screen and move towards Arthur's position at high speeds.

-----X-----

SPECIAL

Only appears in the Gold Straw room of Stage 2-2 during the 2nd visit.

-----XXXXXXXXXX-----

	HP: 1.5	DESCRIPTION
GOLD STRAW TRAP	Weak against Fire: Yes	camouflaged in the gold straw floors of Stage 2-2
	Grass or Dust: Yes	

-----X-----

ATTACKS

Entangle - the straws grow and reach for Arthur when he gets too close. If you get caught, the straws will entangle Arthur and cause damage.

-----X-----

SPECIAL

The traps regenerate on the same spot a few seconds after they're killed.

-----XXXXXXXXXX-----

	HP: 3	DESCRIPTION
ZOMBIE	Weak against Fire: Yes	Slow moving zombies that spawn from the slimed floors.
	Grass or Dust: No	

-----X-----

ATTACKS

Grapple Bite - the Zombie grabs hold of Arthur and munches on him, slowly

causing more and more damage.

-----X

SPECIAL

You can shake off the Zombie by moving the analog stick/D-pad rapidly

-----XXXXXXXXXX-----

X-----X-----X-----X

	HP: 3	DESCRIPTION
SLIME FOUNTAIN	Weak against Fire: No	Organic tubes that sprout from
	Grass or Dust: No	the ground and vomit slime.

X-----X-----X-----X

ATTACKS

Slime Pillar - creates a pillar of gushing slime for a few seconds, effectively creating a wall. After the fountain stops, some residue of the slime will remain in the air for a bit before falling back down, which can still cause damage.

-----X

SPECIAL

After each attack the organ submerges into the floor.

-----XXXXXXXXXX-----

X-----X-----X-----X

	HP: 3	DESCRIPTION
PURPLE ORB	Weak against Fire: Yes	A large unstable orb that slowly
BOMB	Grass or Dust: No	builds up for a massive blast

X-----X-----X-----X

ATTACKS

Explosion - a few moments after it spawns the orb will start building up energy. Once it accumulates enough for a few seconds, it explodes, firing red fireballs in all directions.

-----X

SPECIAL

Spawns from certain tubes in the ceiling/background

-----XXXXXXXXXX-----

X-----X-----X-----X

	HP: 1.5	DESCRIPTION
GOLDEN	Weak against Fire: Yes	Gold versions of those annoying
DEMON FISH	Grass or Dust: No	demon fish in Stage 1-2

X-----X-----X-----X

ATTACKS

Grip - the fish latches onto Arthur. Causes no damage but they slow down Arthur's movement by ALOT. Disables climbing above ledges. When 3 or more fish latch on, any type of flying is disabled.

-----X

SPECIAL

Rotating the analog in circles (or doing the same on the D-pad) can shake the fish off Arthur.

-----XXXXXXXXXX-----

X-----X-----X-----X

	HP: 27	DESCRIPTION
SLIME GIANT	Weak against Fire: Yes	Slimy version of the Grey Giant
	Grass or Dust: No	

X-----X-----X-----X

ATTACKS

Earthquake - the giant will stomp on the floor, causing an earthquake effect along the ground for a whole screen's range. If you get caught in the AoE, Arthur gets stunned for a few seconds. The slime giant's quake lasts longer than its grey counterpart.

Slime Rain - the giant accumulates slime on its back then shoots a fountain upwards. A few seconds later, multiple gobs of slime rain from the ceiling evenly spaced, so you can avoid getting hit by staying under the gaps.

-----X

SPECIAL

The gobs of slime from the giant's slime rain attack can pass through walls and platforms, so you have to stay under the gaps between each gob to avoid damage.

-----XXXXXXXXXX-----

X-----X-----X-----X-----X

	HP: 8	DESCRIPTION
GOLD DRAGON	Weak against Fire: Yes	Gold version of its electrical
	Grass or Dust: No	blue counterpart.

X-----X-----X-----X-----X

ATTACKS

Constant Homing - the dragon slithers ever so slowly towards Arthur.

Bind - When you touch any part of the dragon's body and head, it instantly coils around Arthur and causes damage.

-----X

SPECIAL

After taking 4 HP of damage, it gets stunned and flies away for a while before returning to its normal movement. Gold Dragons drop Dragon Shields.

-----XXXXXXXXXX-----

X-----X-----X-----X-----X

	HP: 1.5	DESCRIPTION
RED WRAITH	Weak against Fire: No	Red versions of the Wraiths
	Grass or Dust: No	found in Stage 1-1

X-----X-----X-----X-----X

ATTACKS

Claw Slash - Auto-slashes you when you touch them.

Claw Rush - the Wraith will charge at you with increased speed then attacks with a claw slash

Fireball - the Wraith dematerializes for a moment to blow a slow-moving fireball towards your position.

-----X

SPECIAL

Immune to damage during dematerialized state.

-----XXXXXXXXXX-----

X-----X-----X-----X-----X

	HP: 3	DESCRIPTION
FALLEN ANGEL	Weak against Fire: No	These armor clad Angels have
	Grass or Dust: No	fallen into evil

X-----X-----X-----X-----X

ATTACKS

Dive Attack - The Fallen Angel freezes in position then swoops down to your position in a convex path.

Air Fireball - shoots 3 fireballs that travel a diagonal path towards you. The shots spread similar to the arrows of a Scatter Crossbow.

-----X

SPECIAL

Always drops Angelic Armor.

-----XXXXXXXXXX-----

X-----X-----X-----X-----X

	HP: 1	DESCRIPTION
GIANT TADPOLE	Weak against Fire: -	Overgrown blue tadpoles that
	Grass or Dust: -	hatch from bubbly eggs

X-----X-----X-----X-----X

ATTACKS

Swim - the tadpole swims toward Arthur in small distances one paddle at a time.

-----X

SPECIAL

Spawns from Floating Eggs or destroyed Bubble Walls.

-----XXXXXXXXXX-----

X-----X-----X-----X-----X

	HP: 1	DESCRIPTION
FLOATING EGG	Weak against Fire: -	Floats through the floor and
	Grass or Dust: -	walls, these eggs spawn tadpoles

X-----X-----X-----X-----X

ATTACKS

Tadpole Spawn - the egg hatches and sometimes spawns 2 Giant Tadpoles

-----X

SPECIAL

Passes through walls and platforms, seen as a faint moving blue ring.

-----XXXXXXXXXX-----

X-----X-----X-----X-----X

	HP: 1.5	DESCRIPTION
GREEN CHOMPER	Weak against Fire: No	Much like bear traps, these
	Grass or Dust: No	demons are nasty armor breakers

X-----X-----X-----X-----X

ATTACKS

Armor Crusher - the chomper spins in place for a moment, then charges towards Arthur with mouth open. If it manages to touch you, the chomper will munch for a second then instantly break your armor regardless of durability.

Withdraw - the chomper shuts its jaws when it gets hit (damaged or not) by a weapon or spell. It stays closed until it stops getting hit.

-----X

SPECIAL

The only way to damage a chomper is to hit the inside of its mouth when it's charging at you. Chomper won't appear if Arthur is armorless.

-----XXXXXXXXXX-----

X-----X-----X-----X-----X

	HP: 1	DESCRIPTION
VERMIROUS	Weak against Fire: -	Miniature versions of the Gate 4
SPAWN	Grass or Dust: -	boss, Vermirous

X-----X-----X-----X-----X

ATTACKS

Jump - The spawn's only form of movement, it jumps forward about twice the forward distance of a Grasshopper transformation's jump and the same vertical height. It slowly floats down when landing.

-----X

SPECIAL

Only spawned from the Gate 4 boss Vermirous. They die automatically after a period of time.

-----XXXXXXXXXX-----

X-----X-----X-----X-----X

	HP: 1.5	DESCRIPTION
BLUE DOLL	Weak against Fire: No	Blue incarnations of the blood
	Grass or Dust: No	dolls in Stage 2-2

X-----X-----X-----X-----X

ATTACKS

Clone - does a backflip and creates 2 clones of itself.

Blind Rush - the doll will spin towards your position to try and hit you.
Spiked Shot - the doll shoots a red spiked projectile at your position.

-----X
SPECIAL

These enemies move around alot (and fast), making it hard to hit them properly.

-----XXXXXXXXXX-----X

HP: 10	DESCRIPTION
Weak against Fire: No	Demon Pterodactyls that swarm
Grass or Dust: No	the open areas of Stage 4

-----X
ATTACKS

Spawn Blue Doll - the galiburn flies in place then starts spitting out a total of 3-4 Blue Dolls.

Purple Fireball - flying around left and right above Arthur, the galiburn will shoot purple fireballs straight down one at a time.

Diving Grab - The galiburn flies in place for a moment then swoops down fast to grab Arthur. If successful, it carries Arthur to the nearest Witch's Cauldron and drops him.

-----X
SPECIAL

Immune to GORGON Magic. Drops Dragon Shields.

-----XXXXXXXXXX-----X
[BOS24]XXXXXXXXXX| BOSSSES |XXXXXXXXXX

This section will be similar to the Bestiary, this time though I will add my own few strategies to deal with each boss. My strategies may not be the best for your play style, so if you have a boss strategy that works, send them to me so I can add them in. I'll credit you of course. ;)

The format for the boss list is similar to the one for the Bestiary:

BOSS NAME
HP: ##
Location:
Difficulty:

-----X
ATTACKS

-----X
NOTES

-----XXXXXXXXXXXXXXXXXXXX-----X
NOTE: I haven't tested all the bosses completely yet, so I won't be listing FIRE weakness or Grass/Dust properties. Though I think the only bosses weak to fire are Dust Manteater and Slugel, and the only boss that is Grass/Dust is Dust Manteater. Once I test them enough I will re-update.

NOTE 2: Again, unless otherwise stated, each attack listed here causes 1 Armor Point of damage, and each of the bosses are immune to GORGON and TIME Magic.

=====

X-----X
| |
| SORCERER |
| |

X-----X-----X-----X-----X

| HP: 28
| Location: Stage 1-1 Magic Forest
| Difficulty: Easy

X-----X

ATTACKS

Fire Shot - shoots a slow moving blast of fire straight down. Upon contact with the ground it creates an AoE of fire, similar to a Meltbacher Worm's attack.

Transform Magic Ray - the Sorcerer unleashes a vertical pillar of transformation magic right underneath him, then slowly sweeps left or right towards Arthur.

Summon Phantom Hand - raising his hands in a gesture, the Sorcerer calls forth a few Phantom Hands to his aid.

Tombstone Command - at half HP the sorcerer will mobilize the 2 tombstones and cause them to move up and down (spiked bottom) He is immune to damage while he casts the spell.

-----X

NOTES

A candy treat for what's yet to come in UGnG, this boss is pretty simple. After 4 HP of damage he gets stunned and vanishes for a moment. Keeping this in mind, you can keep him in a stun lock, preventing him from doing a single attack. If he does get an attack in somehow, they're pretty easy to avoid. His flame shot is pretty slow, but his transformation magic ray is instantaneous and can catch you off-guard. When you see him materializing, quickly jump or run up underneath him then fire off 4 shots to stun him. Repeat this until he dies. When he activates the tombstones you can use them to take better aim without jumping.

-----XXXXXXXXXXXXXXXXX-----

X-----X
| |
| DEMON SNAKE |
| |

X-----X-----X-----X-----X

| HP: 20
| Location: Stage 1-2 Bloody Nest
| Difficulty: Easy/Moderate

X-----X

ATTACKS

Purple Acid Shot - the snake stops moving for a split second then shoots a gob of acid towards Arthur. It's pretty slow and easy to dodge.

Snakebite - again, the snake freezes for a split second, performs a certain snapping gesture, then bites Arthur almost instantaneously. The attack is fast, but he only does this if you're like, right next to its head.

-----X

NOTES

Fairly simple boss fight in a fairly annoying stage layout. There are 2 blood pits you can fall into while trying to dodge the attacks, and it's easy to miss your jump and fall to your death. Also, touching any part of the snake's body causes damage and since he basically stretches across the ceiling all the way

to the left side corner, your jumping space becomes pretty small. Never EVER let him get close to you. Once he starts his bite attack it's very hard to avoid getting hit since his head will be pointing toward you, essentially limiting your dodge options to jumping back away from his head or walking towards and past his head (usually leading to a pit)

Despite the lack of space, the boss dies after 20 hits so he should be dead long before he can overwhelm you.

-----XXXXXXXXXXXXXXXXXXXX-----

```

                X-----X
                |         |
                |  DUST MANTEATER  |
                |         |
X-----X-----X-----X-----X

```

| HP: 42
| Location: Stage 2-2 Death Castle
| Difficulty: Moderate

X-----X

ATTACKS

Paralysis Orb - Manteater slowly forms a golden orb then shoots it toward you, travelling at a moderate speed. If it connects, Arthur is paralyzed for a long while, usually long enough for the Manteater to connect with his..

Dust Squeeze - The Manteater will do this attack if he makes contact with you. After squeezing you for a while, the Manteater knocks back Arthur, causing 2 Armor Points of damage. He can't do this attack anymore if you shrink him to a size smaller than Arthur, but he will charge at you for 1 Armor Point of damage.

-----X

NOTES

Firstly, be wary of the Gold Straw Traps in the room, as they can easily mess up your jumps. The Manteater isn't too hard, but the size of the room makes his attacks a bit harder to dodge. While he's summoning his gold orb, keep jumping, this way he locks onto your aerial position and fires, allowing you to simply stay on the ground while dodging the shot. Manteater gets stunned after about 6-8 hits, so don't be afraid of pummeling him as he gets closer (be sure your weapon fires fast though) Every hit you do makes him shrink, and in turn speeds up his movements. Stick to the same strategy in dodging the gold orbs and he'll soon go down.

-----XXXXXXXXXXXXXXXXXXXX-----

```

                X-----X
                |         |
                |  SLUGEL  |
                |         |
X-----X-----X-----X-----X

```

| HP: 65 (combined HP of both eyes)
| Location: Stage 3-1 Rotten Swamp
| Difficulty: Easy

X-----X

ATTACKS

Submerge - Slugel melts into the ground and travels submerged. Touching him will cause damage.

Bubble Shot - after emerging from the slime, Slugel will fire off a bunch of bubbles. They slowly grow larger and larger until they explode into smaller projectiles that rain down the stage, similar to the Slime Giant's attack. Simply attack the bubbles to prevent

them from exploding.

-----X

NOTES

Be sure to have a Dragon Shield handy for this fight, so you don't have to put up with the slippery floor as well as the spiked organic platform in the room. Slugel's eyes are his only hitzones, and since he spends most of the fight submerged in slime, this battle can drag out. Other than that, he's pretty easy if you're not careless.

-----XXXXXXXXXXXXXXXXXXXX-----

X-----X
| |
| BLACK DRAGON |
| |

X-----X-----X-----X

| HP: 34
| Location: Stage 3-2 Sea of Death
| Difficulty: Hard

X-----X

ATTACKS

Dark Breath - The Black Dragon fires 3 Transformation Magic orbs towards you. Unlike the attacks of the Magician, these orbs don't home in. They travel a certain distance then stays there until it fades away.
Fire Breath - Like the typical Dragon that he is, the beast breathes a short length of fire for a short while.

-----X

NOTES

This battle can take a while, due to the Dragon's slow movements and the fact that he's pretty much protected when he's attacking. Follow its path and wait for it to come out of a hole. Shower him with a few attacks as he exits the hole then cancel your flight to drop straight down, avoiding any attack he could be pulling out. Green Chompers spawn in the top left area of the room so stay away from there.

-----XXXXXXXXXXXXXXXXXXXX-----

X-----X
| |
| DARK RED DEVIL |
| |

X-----X-----X-----X

| HP: 10
| Location: Stage 4 Scorch Mountain, Stage 5 Black Palace
| Difficulty: Moderate

X-----X

ATTACKS

Dive Attack - The Red Devil freezes in position then swoops down to your position in a convex path. If he touches you, he grabs Arthur by the shoulders and tosses him hard on the floor, causing 2 Armor Points of damage.
Air Fireball - shoots a fireball that travels a diagonal path towards you.
Vertical Air Fireballs - flies above your position then floats to the left or right, shooting fireballs straight down.
Ground Fireball - the devil lands and shoots a fireball aimed at your position.
Ground Charge - the devil winds up on the ground and attempts to ram you with its head.
Quick Dodge - if it's not attacking, the Dark Red Devil can dodge your weapon attacks perfectly.

Magic Guard - if it's not attacking, the Dark Red Devil can guard against your damaging Magic spells perfectly.

-----X
NOTES

Unlike its juvenile counterpart, this armor clad Red Devil executes his Dive Attack much more often, doing a much more damaging move. Other than that it's the same strategy: lure him into his Dive Attack, double jump to dodge then shoot a couple towards him as he recovers. You can pummel him during his Ground Charge as well.

-----XXXXXXXXXXXXXXXXXXXXX-----

X-----X
| |
| SORCERESS |
| |

X-----X-----X-----X

| HP: 60
| Location: Red/Blue/Yellow Rose Witch Lair
| Difficulty: Moderate/Hard

X-----X-----X-----X

ATTACKS

Wave Shot - shoots a small, slow-moving purple wave that homes in on Arthur's position. Causes 2 Armor Points of damage.
Transformation Ray - the Sorceress unleashes a vertical pillar of transformation magic right underneath her, then slowly sweeps left or right towards Arthur. This ray only transforms Arthur into Skeleton form, nothing else.
Summon Skulls - raising her hands in a gesture, the Sorceress calls forth a few Skulls to fall from the ceiling.
Dodge - when you hit the Sorceress with an upwards-aimed weapon, she quickly dodges left or right to avoid multiple hits.

-----X

NOTES

Similar to the Sorcerer, but with much more powerful attacks. She uses the Transformation Ray alot, and since it will ALWAYS turn you into the Skeleton form, it's pretty dangerous. Be sure to kill any Skulls that are summoned, because it can get pretty crowded in the room with too many enemies (especially Shield Skeletons that aren't easily killed) The Sorceress gets stunned and vanishes after taking 5 HP of damage (similar to the sorcerer's 4 HP stun), but since she dodges alot, you're best option for multiple hits is jumping up and hitting her from the sides. Note that each Witch Lair has a different room size so picking the best room to fight the boss can help alot.

-----XXXXXXXXXXXXXXXXXXXXX-----

X-----X
| |
| ARTHROR |
| |

X-----X-----X-----X

| HP: 56
| Location: 1st Demon Gate, Stage 5 Black Palace
| Difficulty: Moderate

X-----X-----X-----X

ATTACKS

Acid Drop - Arthror's mouth glows blue then vomits a gob of blue acid straight down. The splash it creates on the ground can cause damage. This attack causes 2 Armor Points of damage.
Ground Stab - raising one (or more) of his 3 foreground legs, Arthror will

emanate blue flames on his claw, position itself above your position then stab the ground. The attack is instantaneous, so get out of the way. Causes 2 Armor Points of damage.

NOTE: touching Arthror's head causes only 1 Armor Point of damage.

-----X
NOTES

Simple, but tough. If Arthror manages to stab the ground with 2 claws, he can trap you inside and use his acid drops to ultimately hit you. In the Demon Gate stage he's easy. There are a couple tombstones to stand on so you can jump up and aim for the side of his head. In Stage 5, the flames on the ground can be a problematic wall. If you have WAVE Magic, use it to clear the flames.

Arthror only starts using his claws if he can't hit you with his acid drops. Stay under him while unleashing a barrage of Daggers, moving aside when necessary to avoid his acid drops. Don't misjudge the splash's distance. With a POWERed up Dagger this fight becomes a short and painless one.

-----XXXXXXXXXXXXXXXXXX-----

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                X-----X
                |         |
                |  DEATHCURSE  |
                |         |
                X-----X

```

X-----X-----X-----X
| HP: 38
| Location: 2nd Demon Gate, Stage 5 Black Palace
| Difficulty: Easy

-----X
ATTACKS

Purple Lightning - Deathcurse's eye lights up and summons a purple lightning bolt to hit a platform, causing it to vanish for a short while.

Purple Fireball - After a while, Deathcurse turns black and starts revolving around the stage at high speed. While doing this, he will shoot large but slow-moving purple fireballs at you. Each fireball causes 1 Armor Point of damage.

-----X
NOTES

Throughout the whole battle Deathcurse will be revolving around the outer rim of the stage, so it will be a bit hard to hit him continuously. Though it looks formidable, the lightning bolt does NO damage at all. Simply jump on one of the other 2 platforms when he does this. Even his purple fireballs only do minimal damage. When he starts his purple fireball pattern, stay at the center platform and simply walk left and right to dodge the shots. You can try guarding them for MP though it's a bit risky depending on the angle.

Be careful not to touch Deathcurse while you jump from platform to platform, since doing so will cause 2 Armor Points of damage. (and probably knock you off into the pit)

-----XXXXXXXXXXXXXXXXXX-----

```

                X-----X
                |         |
                |  VERMIROUS  |
                |         |
                X-----X

```

X-----X-----X-----X
| HP: 47
| Location: 3rd Demon Gate, Stage 5 Black Palace

| Difficulty: Moderate/Hard

X-----X

ATTACKS

Summon Spawn - Vermirous will constantly spawn some baby fleas. Be sure to clean up as many of these as you can, since they can slowly build up their numbers and easily swarm you.

Charge Attack - if you get close to Vermirous, he will bob his head down then float towards you with increasing velocity attempting to make contact.

NOTE: Touching Vermirous whether he's attacking or not causes 2 Armor Points of damage.

-----X

NOTES

Vermirous' only hitzone is his head. Use the cloud platforms to align yourself below or to the side of his head then let loose with some Daggers. Don't get too carried away since if you and Vermirous are in the same screen, he will definitely go for a charge attack. Hit him a few times then drop down to avoid it. Shouldn't be too hard as long as you don't get greedy.

-----XXXXXXXXXXXXXXXXXXXX-----

X-----X
| |
| SPIRAL MANTRUDA |
| |

X-----X-----X-----X

| HP: 92 (18 HP each for the first 4 arms, 25 HP for 5th arm)

| Location: 4th Demon Gate, Stage 5 Black Palace

| Difficulty: Moderate/Hard

X-----X

ATTACKS

Fire Cage - Throughout the fight, the edges of the stage will be engulfed in flames, and it will "scroll" around while engulfing more platforms. Touching the flames cause 2 Armor Points of damage, while completely falling into it causes instant death.

Death Grasp - if you touch Spiral Mantruda's hand while it's glowing, it will put Arthur in a vice grip and instantly break your armor (or kill you if armorless)

-----X

NOTES

Pretty tough, but if you're mindful of your positioning, it's easy to survive. The only time you can hit Mantruda's arms is when they're glowing (they don't actually glow, they just go in and out of the background, but i'll call it glowing). If they're not, you can't hit them and they can't hit you. After 3 hits on an arm, it will recede into the background for a while (stop glowing)

He brings out his first arm a few seconds into the fight, then the 2nd one about 30 seconds after the first. When you kill both arms, he summons 2 more to grab the center of the stage. Finally, his 5th arm moves faster than before and usually sweeps the whole area trying to grab you, so attack it as soon as you can to avoid getting hit.

-----XXXXXXXXXXXXXXXXXXXX-----

X-----X
| |
| DARK ASTAROTH |
| |

X-----X-----X-----X

| HP: 80 (30 HP for first form, 50 HP for winged form)

| Location: Dark Astaroth's Chamber, Stage 5

| Difficulty: Easy

X-----X

ATTACKS (1st form)

Purple Orb - Astaroth shoots a purple orb from his mouth towards Arthur's position.

Flamethrower - Astaroth's belly face spews a long line of flames diagonally downwards.

Earth Stomp - Using his right foot, Astaroth stomps the ground, causing a long earthquake stun if you get caught in the shockwave.

ATTACKS (winged form)

Ground Slam - if you go underneath Astaroth, he will instantly drop to the ground, crushing you. It only causes 1 armor point of damage though.

Yellow Laser - Astaroth fires a long yellow laser shot from his mouth towards Arthur's position.

Dark Matter - Astaroth's belly face fires a slow moving orb of dark matter. If it connects, Arthur is caged inside the dark matter for a moment before bursting out, instantly breaking your armor, regardless of durability.

Dark Wind - Astaroth creates a ball of energy in his hand then summons strong winds (similar to Stage 2-1's wind but stronger) to try and mess up your jumps and push you to the spiked wall to the left.

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NOTES

For a final boss, Astaroth is quite the pushover. Only 1 of his attacks do more than 1 Armor Point of damage. (Dark Matter, which breaks your armor outright) The only other danger in the stage is touching the left most spiked wall, which causes 2 Armor Points of damage. Right at the start of the match he will do an Earth Stomp. Use a Dragon Shield and fly straight up, use POWER UP magic then fire as much Dagger shots as you can. He'll be dead in 8 seconds. :P

For his 2nd form it's best to equip the Infinity Shield and jump on the cloud platforms. Flying with a Dragon Shield is risky since he shoots lasers alot and could break your shield quickly. To counter that, stay on the clouds and guard against the lasers. You can use the restored MP to fire some WAVE Magic if you want. Just be sure to stay away from the Dark Matter shots and you'll be fine.

What a pushover. But hey, this ISN'T the final boss after all. >:)

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| HADES |
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| HP: 150 (48 HP for first form, 48 HP for purple form, 54 HP for red form)

| Location: Hades' Chamber, Stage 5

| Difficulty: Hard

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ATTACKS (1st form)

Ground Smash - Hades electrifies his left or right hand then smashes it straight down. This causes a short quake effect. Hades doesn't raise his hand immediately after the smash, he keeps it there for a while, electrified, and will cause damage if you touch it.

Ground Sweep - If you and Hades' hand are on the ground at the same time while it's electrified, (before or after the quake, as long as his

hand is down) he will do a full side sweep of the whole floor. After the sweep his hand will go back the same way, and it will still cause damage.

Double Ground Smash - Hades electrifies both his hands this time and smashes them down. It causes a quake that lasts much longer.

Double Ground Sweep - Right after a double ground smash if you're on the floor, Hades will smash both his fists together, yet again hitting the whole floor's area.

Acid Breath - just like Arthror, Hades will spew out a gob of acid every now and then. It doesn't cause damage but it will transform Arthur into Skeleton form.

Ground Slap - If you wander off too far to the left or right side of Hades (on the ground or in the air) he will open his palm wide and smash the ground straight down, like a fly swatter. :P

Ground Breaker - After causing 48 points of damage to Hades, he will raise and clench both fists in the air, then pound the ground with them, smashing the floor in half. If you're hit by his fists, it's instant death armored or not.(like a crush compactor)

**NOTE: each of Hades' 1st form attacks except Ground Breaker and Acid Breath will instantly break your Armor (or kill you if armorless) regardless of durability.

ATTACKS (2nd and 3rd form)

Green Laser - using either of his pointer fingers, Hades fires off a green laser towards Arthur's position. It only causes 1 Armor Point of damage.

Multiple Green Laser - same as above, this time he shoots a laser from all 5 of his fingers of either hand.

Dark Blast - Hades unleashes an orb of energy from his mouth, then a large orb accumulates from the air and shrinks slowly while homing in on Arthur's location, finally exploding in a very small blast. Like his other attacks, if this one connects your armor will break regardless of durability.

Whirlwind - Hades summons 1 or 2 tornadoes on the stage that engulfs the entire screen's height. Touching the wind will cause 1 Armor Point of damage.

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NOTES

This is more like it! The only place where you can damage Hades is his head, both his hands won't take any damage. His first form's attacks may seem overwhelming, but if you have a Dragon Shield it becomes much easier. Simply fly when he slams the ground and stay in the air until he lifts his fist, attacking his head while waiting. Be sure to stay at the center of the stage as well so you don't get caught in his Ground Slap. When he's ready to switch to his 2nd form, get out of the center area to avoid his Ground Breaker.

The floor in Hades' 2nd and 3rd forms are gapped. You don't have to travel away from your starting spot so stay there. This time, equip your Infinity Shield and guard his lasers (if the angle is risky, dodge it instead) for some MP, and keep Invincible Magic cast at all times. The dark blast isn't much of a threat as long as you stay on the move. When he gets to his 3rd form he will start shooting lasers ALOT faster so it's gonna be a test of reflexes. Dodge the shots by jumping around, making sure you squeeze a few upward attacks as well.

Once again Daggers are the most potent weapon against Hades

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I decided to include this section here instead of making a complete guide for the game.

Goku Makaimura Kai, or Ultimate Ghosts n' Goblins Revised in English, is the Japanese-only revised edition of the game. It features 2 games in 1: the original UGnG, and the Kai version, which has a modified game structure designed to mimic its NES/SNES predecessors; i.e.: a game that's more arcade than action RPG.

Here's a list of what's changed in the Kai version:

>>Perhaps the most important change in Kai is the fact that all item collection is now optional. You don't have to collect all 33 Rings and open all 48 Red Chests to get the true ending. In fact, there are only 3 Rings in each stage now, and obtaining all 3 will just grant you an extra Credit. Red Chests are still in the game, but most of the hard-to-reach locations have been modified to be easier to grab. The item rewards have also been switched around.

>>Difficulty modes are now changed into "Lifestock Types", which give you varying amounts of Life Ups and Credits (continues) depending on which you pick:

-Lifestock Type A - 2 Lives, 3 Credits

-Lifestock Type B - 5 Lives, 5 Credits

-Lifestock Type C - 7 Lives, 7 Credits, all enemies have reduced HP

>>Armor Points system is out. No matter what attack, once you get hit you lose your armor. A 2nd hit obviously kills you. Due to this change, the Cursed Armor Dark is now quite useless as it slows down your movement but doesn't give you any sort of extra durability.

>>Similar to the original GnG, you respawn at the start of the stage when you die. Although unlike UGnG's Ultimate mode, there's a checkpoint in the middle of each stage, so it's not as grueling.

>>Warp Staffs are gone. True to its predecessors, you will HAVE to go through the game twice. This means you're gonna fight through the Demon Gates again on your 2nd run unlike UGnG where you can take a Warp Staff out of ST 5 if you don't have at least 22 Rings.

>>Arthur can no longer run. The only way to run is to equip the Cursed Armor Light or the Dark Armor.

>>You innately have the ability to Double Jump right at the start of the game.

>>You can Double Jump even if you have a Dragon Shield or Angelic Armor equipped. The flight command is now Up+Jump in the air.

>>You can only keep 1 Shield equipped at a time. Picking up a new one will replace the previous shield. Also, shields can now block a direct enemy attack, (not just projectiles) though they will break instantly if they do, even if it's the Infinity Shield.

>>Magic spells are now similar to Ghouls n' Ghosts and SGnG, wherein you charge the spell by holding the Attack button, then releasing it to cast. This means infinite usage for all spells. (each spell has a different cast speed) Your armor still determines the Magic level of the spell.

>>The caveat to the above change is that you can now only hold 1 spell at a time. (like shields) If you pick up a new one (Magic Crystals are now randomly dropped from jars) it will replace the previous spell.

>>POWER UP and UNSEAL Magic have been taken out. Sealed doors can be opened simply by touching them.

>>All the stages have been modified and made slightly easier. The stage layouts become more difficult in the 2nd round.

>>Most enemies have reduced HP. This includes enemies with 4 HP or more, and all bosses.

>>After clearing the game once, you are warped to a random Rose Witch Lair to fight the Sorceress. After this fight you are rewarded with the WAVE Magic.

>>During your 2nd run through the game, you don't fight Dark Astaroth again. Instead, you go straight to Hades.

>>Some enemies' behavior have changed. These are just a few examples:

- Wraiths spawn slower: no insta-hits when you walk through their spawn point.
- Red and Blue Dolls are less aggressive.
- Skeleton skulls that rain on stages don't cause damage even when glowing.
- Giant Tadpole Eggs don't cause damage if you touch them.
- The eye of Eyeball Trees don't reopen immediately after killing its summons.

>>Stage Select is no longer available.

>>Knight Soul, Steed Soul, (EX) Magic Pendant, and Angel Feather are no longer available. You can equip an Angelic Armor without the need for the feather.

>>You will get a "NICE CATCH!" message if you hold UP when receiving the Key in a Demon Gate stage. Purely aesthetical.

>>Just in case you're wondering, yes you can still save inbetween levels. Capcom didn't go retro enough to incorporate the no save file system of old consoles. :)

That's all of it. The differences maybe alot but if you play the game it's just a bunch of modified mechanics. It definitely feels more like a genuine GnG game, not a mix of platformer and RPG-esque item hunting. Though it will never be released in English, it's a platformer so it's easy to pick up especially if you've already played UGnG. Give it a try.

If you wanna see how GMK plays out, check out my GMK speedrun at my Youtube channel: <https://www.youtube.com/user/xarugas#grid/user/EC75E3F2E3FE8DFD>

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I'd like to forward my thanks to:

-ZeroHiei for his Item FAQ, it helped me alot for finding those obscure Red Chests.

-CAPCOM for creating the GnG series, one of the most influential action platformers of classic gaming; as well as being one of the best game developers in the industry today.

-GAMEFAQs for being the single biggest gaming site today. It's been one of my top internet hangout spots since 2000, and it still keeps going "strongth". Yeah that joke's getting old >_>

-YOU, the reader, for taking your time to read the contents of the guide. It may be pretty lengthy for a platform game, but I believe a game like UGnG deserves this much.

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