

MediEvil FAQ/Walkthrough

by Mirrorstar

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MEDIEVIL WALKTHROUGH

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PART 1: BACKGROUND:

1 COPYRIGHT:

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If information you find in this work is common knowledge, I am not picky about credit. Common knowledge means that if you were to look in several such works, we all know it. However, you should still check it in the game itself and you should put the information in your own words. If you are going to take my words and quote me directly, then I would want credit. If you notice anything unique to my work and wish to mention it in a work of your own, I would appreciate an acknowledgment.

MediEvil is a trademark of Sony Computer Entertainment America Inc. The game, its characters, etc., is Copyright 1998 Sony Computer Entertainment Europe. Thanks to them for a great game. (It just should have been longer.)

2 GAME FUNCTIONS:

To review the controller functions within a game level, press Start, highlight CONTROL OPTIONS, press X, highlight View Controls, and press X.

These are the special moves using Button layout 1. The game starts with these controls. However, there are two other possible layouts.

RUN: With the Directional Pad, tap in a direction and then hold it down in the same direction.

WALKING JUMP: While pressing and holding the Directional Pad in a direction, press O.

RUNNING JUMP: Tap and hold the Directional Pad in a direction to run, then press O. (This allows you to jump farther.)

DARING DASH: Tap and hold the Directional Pad in a direction to run, then press Triangle. (This can break down walls and also gives you a burst of speed if needed.)

Location: Return to the Graveyard.

3 BASICS FOR THE WALKTHROUGH:

A main part of understanding this walkthrough is understanding what direction I mean. To make sure this is clear, I will explain. No matter what Dan actually looks like on the screen, think of Dan as being in the middle of the screen with his back to you. If you are confused, put Dan in that position and match him up with my descriptions of the scenery. In other words, the top of the screen is in front of you. The bottom of the screen is behind you. Right and left are your right and left as you are looking at the screen.

When I tell you which buttons to use, I am using Button layout 1 which is the default layout.

Some things are in ALL CAPITAL LETTERS. These things are items you can find, Gargoyles, Merchant Gargoyles, Books, and other things of importance. This is because these are important to find and they will stand out if you are looking

for something specific.

In this walkthrough, I numbered the books. They are not actually numbered in the game. I did this to help keep track of them. I also did this to make it easier for me to use them as landmarks.

This walkthrough lists the game levels in the order in which I prefer to play them. If you find a level too difficult and you have another possible direction, feel free to try to play them in a different order.

This work contains everything *I FOUND*, not necessarily everything in the game. However, I did get the green checkmark for each area where that is verifiable and I did find all 20 Chalices. So, all the main items are listed.

4 BASICS FOR THE GAME:

The Map: Your face is over your current location. On the map, you can see the name of your location. To the right of the name, you can see a Chalice if you collected the Chalice for that area. To the right of the name, you can see a green checkmark if you gathered all the important items from that area. Red arrows are ways you cannot go. Green arrows are ways you can go by using the Directional Pad. Some red arrows will change to green arrows as you progress, but most will not.

Distance Weapons: When you equip any weapon that can be thrown, it will have a green light hovering around it. That is its targeting sensor. If the targeting sensor moves to an object or monster, that means if you throw your weapon it will hit that target. Otherwise, you will miss. Also, remember that holding down the button for any throwing weapon gives you continuous firing.

Losing what is in your life meter: If you fall into deep water or into a void, etc., you will lose what is in your life meter. This is only what is in the meter itself and not what is in the life bottles above your life meter. If you do lose what is in your life meter, the meter will be filled with what is in the life bottle on the far left.

The Chalice of Souls: Except for the first level and the last level, all the other levels have a Chalice of Souls. You can see it in the upper right. As you kill monsters, they will fill up that Chalice. Once it reaches 100%, you can take the actual Chalice that is in the level. Taking the actual Chalice allows you to visit the Hall of Heroes. (The only exception to this is the level called, The Ant Caves. There is a Chalice to that level, but you obtain it differently.)

The Hall of Heroes: When you visit this area, look for a statue that is glowing green. More than one may be glowing green. Stand on the image of a Chalice, in the floor, which is in front of that statue. Then you can speak with that person and receive a gift, if you wish to take it. If there is more than one person who is glowing green, feel free to reject items so you can hear what they all have to say

before you choose which one you want. ALWAYS take a gift when you enter the Hall of Heroes. If you do not, you waste a Chalice since you can only get each Chalice once. The Chalice prizes will always be collected in a certain order, so the prize you actually lose will be a later prize than the one you would have gotten. (So, if you find your first Chalice, but you leave the Hall without taking your gift, you lose the 20th gift.)

5 ACKNOWLEDGMENTS:

After playing through a game myself, I like to look through the work of others to see if I missed anything important. These are things I did not find out by myself that I wanted to include in my work.

1. In a file of codes and cheats, I first learned that it is possible to smash the hands, in The Graveyard and in Return To The Graveyard, for two gold coins each. According to that file, the tip was submitted by cyborg113@aol.com. (From there, I figured out I could smash the rats too.)

2. From XARDION's MediEvil Walkthrough/FAQ Version 1.0, owned by D. Widmer, copyright 1998, I learned that it is possible to smash the large rocks on the path leading up Cemetery Hill to find three Energy Vials.

3. From splendid@hotmail.com, I received the idea of smashing the crystal spikes in The Hilltop Mausoleum with the Club. I should have thought of that one.

4. From TommyOrel@aol.com, I received the idea of stunning the innocents in The Sleeping Village by hitting them with the Daring Dash.

PART 2: THE WALKTHROUGH:

1 DAN'S CRYPT:

Press Select to bring up your inventory. Once you get more items, you can use the directional pad to scroll from side to side and to scroll up and down in your inventory. Here is where you can use items you find and here is where you can change your equipment.

You should notice your arm is in your inventory. You can select your ARM here, or since you have no weapon yet, just pressing X will cause you to rip it off. You swing your chosen weapon with the X button. You can throw your Arm with the Square button.

You start out in your own crypt, built for the hero you are said to be, but not the hero you are. You died in the first charge, as one Gargoyle rudely reminds you.

There are two books by the gate. Walk in front of and face the FIRST BOOK and press X to read it. Then do the same to the SECOND BOOK. Books can give very helpful information, so always read them.

Proceed down the hall to the right. You will see a yellow

object within two spinning circles. Walk into it to get the STAR RUNE. There is the THIRD BOOK to your right. Continue down the hall a little to find the FOURTH BOOK to the right.

Continue down the hall and into the water. Jump out of the water to the other side. Walk onto the BAG OF COINS to pick it up. Break open the chest with your weapon, which is your Arm at this point. Walk into the round object over the chest to get the COPPER SHIELD. Press Select to look at it in your inventory. The 150 on it shows how much it can take before it breaks. Read the FIFTH BOOK here.

Swing the camera around so the water is in front of you. Tap and then hold the Directional Pad to make Dan run towards the water. Just before the water, press O to jump to do a running jump and clear the water completely. Running jumps allow you to jump for a greater distance.

As you enter the main room, ahead of you is a sword. Walk into it to get the SMALL SWORD. This will replace your Arm as a weapon. It can be powered up with the Square button.

Look at the wall in front of you. A rectangle of it is a different color from the rest. Remember this for later.

Turn to face the gate, with the yellow hand, and read the SIXTH BOOK on the left.

Continue towards the gate with the yellow hand. Walk into the dagger to get THROWING DAGGERS. They can be powered up with the Square button. There are a limited number of them. Press Select. You will see you have 100 Throwing Daggers. It is best to save throwing weapons for hard to reach enemies and bosses. You can buy more Throwing Daggers from the Merchant Gargoyles. Equip the Small Sword again and equip your Copper Shield as well.

You should see a green bottle on the rock. Jump up onto it to get the LIFE BOTTLE. This adds a bottle above your life meter. If your life meter runs out, it will fill up with the life in that bottle which completely drains the bottle, but the bottle can be refilled. Life Bottles are permanent. It is just the health that is in them which can run out.

Walk into the yellow hand to use the Star Rune and then walk up the stairs. Read the SEVENTH BOOK at the top.

You can see a trail of magic slime right next to you, so follow it to exit the level.

2 THE GRAVEYARD:

It seems odd to me that you start at the entrance to the graveyard and not at the exit of your own crypt, but, oh well.

(You should see hands running around. Later, once you have a Club or a Hammer, you can squash them for two coins each.)

Walk forward a small distance and go to the right when you can to pick up a BAG OF COINS. Then return to the path. As

you follow the path, you will find the FIRST BOOK.

As you walk a little farther, you will find your first zombie. Remember to use X to swing your weapon. In this area, take care as coffins can pop up out of the ground unexpectedly and they always have enemies inside.

As you kill the zombie, you will see a kind of light fly away from it. Look at the top right of your screen. You should see an image of a Chalice and a percentage under it. Every time you kill a monster of Zarok, the percentage of that Chalice rises. So, kill everything in the way.

As you go up the hill, you pass your crypt and then go down the hill. You will come to a place where it looks like the path branches in two directions. Follow it to the right to walk into the green, EARTH RUNE. Then follow the path forward.

You will see a gate on the right which you cannot open yet. Continue forward and read the SECOND BOOK that is next to the FOUNTAIN of rejuvenation. These Fountains can fill both your life meter and the life bottles above your life meter. However, they do have a limit.

Go to the left and walk into the green hand to open the gate with the Earth Rune. Walk through the gate and up the hill to get the red, CHAOS RUNE. Go to the left to pick up the BAG OF COINS. Then, go back through the gate.

Walk up the steps and walk into the red hand to use the Chaos Rune and to open the double doors. Read the THIRD BOOK along the path.

Continue up the path and through an open gate. You will see a statue of an angel in front of you. It is facing the gate you walked through, which is why that gate is open. Hit the statue with your weapon to turn it. For now, hit the statue so it faces to the left. That means you should hit it so that it turns three times. Go to the left.

Get the CHEST OF COINS, the LIFE BOTTLE, and the CHEST OF COINS which are all out in the open. Then, drop down. You will not be able to jump back up to where you were. As you battle, you should get a message saying, "The Chalice can now be collected!" This means you reached 100% and you do not have to worry about killing enough enemies anymore.

First look to the left. Jump up on the grass then jump up to the higher level. There is a MERCHANT GARGOYLE here. Press X to talk to it. Feel free to buy more Throwing Daggers. Also, get the CHEST OF GOLD.

Drop back down and this time look to the right. Jump up three times to find the path. At the exit to the circular area, while you are on the path going down, jump onto the narrow strip of green grass that is next to the fence. Walk along it. You will drop down in an enclosed area. Get the CHEST OF COINS. Jump on the gray block and then jump over the fence. You will be back at the angel statue. Turn it

twice and walk up to the FOURTH BOOK.

Walk to the left and into the CHALICE to collect it. Leave and walk up the path the way you just came. You find a large gate and the FIFTH BOOK near it. You cannot open the gate in this level even if you get the Skull Key.

Continue to the end of the path. Drop back down to where you were when you were told you could get the Chalice.

From as you drop down, go to the right to continue along the dirt path. You should see a Fountain on a raised area. Jump up on the small patch of ground next to this raised area, then jump up onto the area itself. Get the BAG OF COINS. Stand within the FOUNTAIN if you need more health. Drop down when you are done.

Feel free to walk into the water here. Jump up to where you see a chest which has a COPPER SHIELD. If your other Copper Shield is at less than 150, finding another one will restore it to full. If the Copper Shield you have is still at 150, this does not help at all. Drop down into the water.

As you approach the bridge, be careful to cross over the bridge. There is a river under it and you will sink if you fall into it. Falling into a river or dropping into a bottomless pit or other such things causes you to lose the entire contents of your life meter. The meter can be refilled with the bottles above if you have any life left in them. If you have no life left in them or your meter, then the game is over.

You will see the exit. Walk up to the GARGOYLE to the right of the exit and press X to speak with it. Then exit this level.

*** HALL OF HEROES: CHALICE 1

As you enter, if the Gargoyle to your left has anything new to say, it will stop you. However, if you want to hear the message again, walk up to it and press X.

Enter the hall and read the FIRST BOOK. Go down to the end of the hall and go up the stairs. Read the SECOND BOOK there.

Return to the first book and look to the left to see a statue is glowing green. Stand on the image of a Chalice in front of it to speak with Canny Tim. He is the one who actually did kill Lord Kardok, something you have the credit for doing. From him, you can get a CROSSBOW. It comes with 150 Crossbow Bolts. It cannot be powered up. You can bounce its bolts off of the scenery. You can buy more Crossbow Bolts from the Merchant Gargoyles.

Return to where you entered, near the Gargoyle, to leave.

3 CEMETERY HILL:

To make the boulder problem easier, that should be the first priority. But first, notice the FIRST BOOK.

Continue on and head for the archway to the left. You will see a pool of lava. Falling into the lava will drain your life meter. Carefully walk past the pool of lava and start up the path.

If you start on this path early, there will be no boulders on it yet, but they come soon enough. Coming here quickly gives you a little head start on them. The boulders you saw before will roll down this path and fall into the pool of lava. You will see steps in places. You can duck in those areas to hide from the tan boulders and you can jump up the steps to move higher. Be careful as the orange boulders may fall down those steps. You can jump over the boulders, but sometimes the tan ones come in pairs which means the second one is more likely to hit you. Your Copper Shield can protect you, but it also can break. Be careful not to fall off of the sides of the path and into the void as that will drain what is in your life meter.

I prefer to rush up this path as fast as possible with a lot of running and jumping. There are items that could be considered to be helpful for this along the way, but I make it through with far less damage if I just ignore them for now and pick them up when it is safe to do so.

As you start, stay next to the fence as you will be safe there. (That is more of a concern if the boulders are already at that point.) Cross over to the first steps you see cut into the hill. The orange boulders do not fall down here, so this is a safe place to wait. Jump up the steps and go to the right. When going from steps to steps, run, press up against the wall, and jump as the boulders come. Make your way to the next steps. Jump up them and go to the right a tiny bit and jump up those steps. Then, go to the left. Jump up the next set of steps and then go to the right. Ignore the chest for now. Go up the next steps and go to the left. You come to the last set of steps. Once up them, just walk to the two statues which are causing this mess. They will self-destruct and your boulder problem is over.

The exit is here, but do not leave yet. To the right is a FOUNTAIN. To the left is a CHEST OF COINS. Also, read the SECOND BOOK here.

Walk down the path. Feel free to drop down to lower levels to make the trip faster. At the pool of lava, go to the right and up the steps. Go to the left all the way to the corner, where a chest is located, and then drop down the slope. Explore this area. In the chest, you will find a CLUB. Read the THIRD BOOK.

There is a percentage with the Club. This tells you how much Club you have left before it will break. The Square button aids you in setting things and enemies on fire if the Club is lit. To light the club, just stand with the tip of the Club within a fire, such as a camp fire.

Walk over to the three boulders which block the way out and smash one with your Club. Then equip your Small Sword from your inventory.

With the pool of lava to the left and the archway where you smashed a boulder behind you, go to the right. You will see a chest with a skull and crossbones on it. Hit it at your own risk. Inside is a time bomb. If you do hit it, get away from it before it explodes. Bombs will hurt your enemies too. Be careful not to walk on the campfire. Hidden off in a corner you can find a MERCHANT GARGOYLE and an ENERGY VIAL.

Return to the pool of lava, so it is to the left, and go forward through the arch.

Continue forward and through another arch. You will see a fire. Do not walk into the campfire as it will hurt you. You will see a doorway blocked by a boulder. Get the BAG OF COINS there. Read the FOURTH BOOK.

Use the Club to break the boulder. Equip the Small Sword again and enter. Talk to the GARGOYLE in the first room.

In the second room, you should see a bookcase in the upper right. Hit it with the Club to reveal a hidden room. In the room, read the FIFTH BOOK.

There is a fire in this room. Stand with the tip of the Club in the fire to light it. Then, leave the room. In the second room, go up the stairs and enter the room of cells.

The light is not lit in this room. Press Square to hold out the Club over the structure in the center of the room to light it with the Club. If the fire on your Club has gone out, you will need to return to the hidden room to light it again.

Take care as many monsters will rush out at you. There are items you can now take from the cells: a COPPER SHIELD, a WITCH TALISMAN, a CHEST OF COINS, the CHALICE, and an ENERGY VIAL. You cannot use the Witch Talisman in this level.

Walk back to the lava pool and start up the path. Collect the items on the path leading to the top of Cemetery Hill.

Walk past the pool of lava again and go to the right and up the steps. Go to the left all the way to the corner and take the COPPER SHIELD in the chest. Follow the path to the right, around the corner. Jump over the steps. Jump over the next steps and continue right to the corner where you find a BAG OF COINS. Turn at the corner and go to the left to continue. Jump over the steps. You will find a chest with a COPPER SHIELD. Move to the left a little and smash open the larger rock with the Club to find an ENERGY VIAL. Continue left to the corner to find a BAG OF COINS. Smash the larger rock near the bag of coins to find an ENERGY VIAL. Turn at the corner and go to the right. Jump over the steps to find a COPPER SHIELD in a chest. Continue right to the corner and smash the large rock with the Club to find an ENERGY VIAL. Turn at the corner and go to the left. Jump over the steps. Then, jump up the next steps you find to reach the top. Exit this level.

*** HALL OF HEROES: CHALICE 2

The statue the Gargoyle is referring to is the first one on the right.

Talk to Canny Tim again to get a LIFE BOTTLE.

4 DAN'S CRYPT: REPLAY

Replay this area. You will notice that the Small Sword and Life Bottle are each replaced with a BAG OF COINS. This is because you can only get them once. The same will be true in other areas for other such items if you replay those areas.

Get the STAR RUNE. As you come back to the main room, you will again see the rectangle in the wall that is a different color. Equip the Club and hit that part of the wall over and over until it breaks. (If you do this later, you can use the Hammer or the Daring Dash to break the wall as well.) Inside the hidden room you will find a CHEST OF COINS, another CHEST OF COINS and a LIFE BOTTLE. Then exit this level.

5 THE HILLTOP MAUSOLEUM:

The first thing you find is the FIRST BOOK.

You should see coffin lids on either side of the hall. Ignore them for now. Run all the way to the end of the hall. In this way, many are opened for you. In the chest, you find a CLUB. So, the Club you have will be at 100% again. Odds are, if you find a Club, you can use it for something within that level.

Go down to the second hole in the floor, from as you walk down, on the left and drop in to get a BAG OF COINS. Walk down to the third hole, but use the Club to break open the coffin lid to your right. Drop in the hole to get an ENERGY VIAL. Then, go up to the first hole, as I was counting, on the right and break its coffin lid open with the Club. (Another way to put that would be, break open the coffin lid in the upper right.) Drop in that hole to drop to the next level. Read the SECOND BOOK you find before the glass.

Only the Imps which do not carry a torch will steal. Of course, they steal your weapon. Kill the Imp and you can get your weapon back. Make sure you kill such an Imp before it has a chance to exit the room with its ill gotten gains.

The blue wall is only glass, so smash it to continue. Walk to the left and break the red glass. Notice the spikes in the floor. Run down the hall and jump over the spikes as you run. There are three sets of spikes in this hall. If you land in the spikes, quickly jump out of them. Pick up the ENERGY VIAL on the right. Then, get the EARTH RUNE. Be warned that as soon as you get the Earth Rune, the floor will start to fall away. Run back up the path you just came down to keep ahead of the falling floor. If you fall down, you lose what is in your life meter.

(As a side note, in any case with crystal spikes in the halls, you can also break them with your Club as opposed to trying to jump over them. It is possible to break all such spikes without losing your Club, but before you go merrily

smashing, remember to keep an eye on your Club percentage. When it reaches 0, you will no longer have a Club.)

Break the purple glass. Run down the hall and jump over the two sets of spikes. Walk into the green hand to use the Earth Rune, and then drop down. Be careful as a thief Imp is there. Jump to the right to get the BAG OF COINS. Go up the hall and read the THIRD BOOK.

Go up the stairs. Be careful as another thief Imp is up there. You also find a FOUNTAIN there. Go to the right.

Here you can pick up the MOON RUNE. Go to the right and through the doorway. You will find the CHAOS RUNE, an ENERGY VIAL, and another ENERGY VIAL. You also find a MERCHANT GARGOYLE. Stock up here. Throwing weapons will be important later. Read the FOURTH BOOK.

Leave to the left, then go down and out through the gate. Return to the hole in the floor that leads down. Light is shining up out of it. Drop into it.

Walk forward and past the book. Go to the right and break the red glass. The first set of spikes is longer and you will probably land in it, so be ready to quickly jump out of it. The next two sets of spikes you can jump over easily. Then walk into the blue hand to use the Moon Rune. The last set of spikes is another long set. Get the CHEST OF COINS and the ENERGY VIAL. Once you take the SHEET MUSIC, the floor will start to fall and this time it will fall faster so be ready to run back the way you came. If you fall in the void, you will lose what is in your life meter.

If you have lost your sense of direction, look for the path where you can see the book. You need to go the opposite way. Run down that path and drop out the end. Go up towards the third book and go up the stairs. Go to the right and keep going to return to the organ room. Stand close to the skeleton and face him. Then, bring up the inventory and select the Sheet Music. In the wall you will find a CHEST OF COINS, another CHEST OF COINS, yet another CHEST OF COINS, and the CHALICE. Then go left, left again, and go back down the stairs.

Run to the bottom of the room and walk into the red hand to use the Chaos Rune. You will see a fire on a path. You can push that fire along its set path by walking into its base. In the chest you will find THROWING DAGGERS. In a niche in the wall to the left, you will find a COPPER SHIELD. You have to jump into the niche to get it. Push the fire all the way under the heart.

Walk the path back out and go back up the stairs to the Fountain. You should equip either the Throwing Daggers or the Crossbow ahead of time. Go to the right. You can avoid the boss by not walking up to the lights. (In other words, you can still get the Chalice if you have not done so already.)

Once you are ready, walk up to the lights and be ready to

fight the Stained Glass Demon.

When it is on the floor, you should be running. It may try to land on you, and if you are already moving, you will have a better chance of getting out of the way. If it throws out spikes, use the Triangle to use your Copper Shield to block them. Remember, you need the Copper Shield out front and in the way of the spikes for this to work.

The Demon will float in the center of the room and its heart will stick out of its body. At that point only, face the heart, so the green targeting light can lock onto it, and use your chosen distance weapon by holding down X. In other words, if you are facing the Demon's back or a wall, you are not going to be able to hit the heart.

If a stream of spikes comes out of the heart, use the Triangle to bring up your Copper Shield and run from the spikes. The stream will follow you. If a beam of energy goes to you and you are encased in crystal, quickly use your weapon as fast as you can to break free. (Press X rapidly.) If it sends out a blast of energy, have your Copper Shield out and ready, before it does, to protect you. It repeats these three attacks in that order. If you lose your Copper Shield, a new COPPER SHIELD will drop down into the center of the room. This will happen as many times as you need it to happen.

Once the Demon is dead, pick up the SKULL KEY.

*** HALL OF HEROES: CHALICE 3

This time, talk to Stanyer Iron Hewer who is in the upper right. He will give you the HAMMER. You can power up the hammer with the Square button. The Hammer can smash through things, like a Club.

6 RETURN TO THE GRAVEYARD:

Run across the bridge as part of it will fall out and you do not want to fall into the river as that takes what life is in your life meter. (If you get caught on that part of the bridge and you and fall with it, try to jump off of it and onto the bridge.)

Once that part has fallen, stand at the edge of the hole in the bridge. You will see coffins floating down the river. Drop onto one. (As you try to walk off of the edge, Dan will try to retain his balance, so be ready to push forward again so that you can drop.)

As you come out into view, just before the underpass you cannot pass, there is a place that you can jump onto if you jump towards it. It helps to be facing that way already. Press up on the directional pad an instant before you jump to make sure you jump far enough. Here, you find an ENERGY VIAL, another ENERGY VIAL, and FIVE CHESTS OF COINS. Read the FIRST BOOK.

Walk over to the right, go up the stairs, and follow along the fence. You find a BAG OF COINS. Stay next to the fence and walk off of the edge to drop down.

You should notice hands running around. You can smash them with the Club or the Hammer. They are worth two coins each.

Walk up to continue. You can jump onto a small ledge to jump up to a higher area where you will find a BAG OF COINS. Then jump back down and continue upward. As the end of this path comes into sight, to the left you can find a chest with a skull and crossbones on it. It has a time bomb. Jump up to the area to the right to get a SILVER SHIELD from a chest and a BAG OF COINS. The MERCHANT GARGOYLE is still here. Drop back down. At the very end of this path, there is an ENERGY VIAL.

Then, jump up to the left to go that way. As you exit the circular area, jump up onto the strip of grass on the other side of the fence and follow it until you can drop down. It leads you to a FOUNTAIN. Jump on the gray block and jump over the fence. Get the BAG OF COINS. Walk back up the path to the Skull Gates. The SECOND BOOK says the same thing as it did in The Graveyard.

Face the Skull Gates and use the Skull Key from your inventory. Enter this area. You will find a building marked, "Undertakers". Read the THIRD BOOK there.

Walk around on the right. Inch your way across a thin strip of land to get a CHEST OF COINS. Notice the bridge is out. Go up the hill to find the STAR RUNE. Return to the "Undertakes" and walk into the yellow hand to use the Star Rune. Get the BAG OF COINS on the left and the ENERGY VIAL on the right. Then, go inside.

You will find the Chalice, but you are not ready to claim it yet. It does not matter which way you go first. From as you entered the room, go to the right. Walk into the stream of light and jump up.

Go to the right. Take the higher path. Jump toward the niche to get the BAG OF COINS. You can push the block along to the right. Jump toward the niche to get the ENERGY VIAL. Push the block all the way off the edge, then drop down. Go to the left to find a MERCHANT GARGOYLE. You will also find another block. Push it to the right and all the way off the edge as well. Then, go to the left, do a walking jump over the hole, continue to the left, and jump back inside.

Run back to the original entrance and get the CHALICE. Then, go to the left which is the other path. In the beam of light, jump up. Push the block to the left. Jump up towards the niche to get the ENERGY VIAL. Push the block off of the edge.

Now, what you do depends on what you think you can do. From here, you can make a running jump towards the Fountain and you will make it. This makes moving the blocks totally unnecessary. This could have been done from the other side, where you dropped in the first block, as well.

If you want to use the blocks, go back to the right and jump

back inside. Run to the original entrance and leave this structure. Go around the hill and go to where the bridge is out. You should see the blocks in the water. Why they float and you do not, I do not know. Do walking jumps to jump from block to block until you can cross over to the other side.

Either way, you will be at a FOUNTAIN. Do not walk forward from the Fountain until you are sure you are done because the gates will close behind you.

You will then fight the Guardians of the Graveyard. They are two wolves. Run around to try to keep out of their way. They alternate attacking. When they attack, they target you and run at you. For a brief moment after the lunge, the attacking wolf will be completely visible. It is at that moment only that you can hit it. After it attacks, it will run back to circling, so do not get in its way as it is doing that. Both can hurt you if they walk into you.

Whether distance weapons or your Small Sword is best is a personal preference. I would rather use a distance weapon, such as the Crossbow. Then, you just need to be facing the wolf when it is vulnerable instead of right next to the wolf.

When they attack, they can only run so far before becoming visible. So, make sure you are very far away from the wolf that will attack you next. That way, it will be visible before it reaches you which gives you room to try to hit it.

Defeat them and you can then use the "Daring Dash". While running, press the Triangle button. On the way out, talk to the GARGOYLE.

*** HALL OF HEROES: CHALICE 4

Talk to Stanyer Iron Hewer once more. You will be given TWO CHESTS OF COINS.

7 SCARECROW FIELDS:

As you enter, you will find the FIRST BOOK.

Normally, books give good advice. This advice, however, is bad. If you want to fill your Chalice, you need to kill the scarecrows. To do so, I suggest not standing still and allowing yourself to be a punching bag. Walk or run, while you swing, to dodge. I like to walk in circles around the scarecrow while it is trying to hit me.

Beware of the crows that the scarecrows produce as they can hurt you. You can kill the crows, but they do not count towards your Chalice percentage.

You will find two scarecrows at the start of this area. Then, you will find a haystack. Wait for all the enemies to come out of the haystack. A cart blocks the way here. Stand in front of the cart, face it, and hit it to move the cart out of the way.

Notice that to the left there is a house and the SECOND

BOOK.

Walk towards the next haystack. Wait for all the enemies to come out of it. Then, face the campfire. (You can light your Club on the campfire. Using the Square button, you can then set the haystack on fire, but that does not help. You can also set enemies on fire.) From the campfire, go to the left to find a BAG OF COINS. From the campfire, go to the right to find an ENERGY VIAL and a MERCHANT GARGOYLE. Stock up on distance weapons.

Return to the second haystack. You should see an open gate near it. You should also see a metal machine. Enter the gate and go to the right to start the battle. Run between the metal machine's legs so you are at the back of it. You need to use a distance weapon. I like to use the Crossbow. You will first target the head of the machine, which you can hit from the front or the back. Once the head is destroyed, you will target the machine's operator which you must hit from the back. Inch up behind the machine as you fire so that you stay in range. If it backs up, run all the way back and wait. Then, repeat the process. Pick up the MOON RUNE the machine leaves.

Return to the house near the second book and walk into the blue hand to use the Moon Rune. Enter the house. Inside are bats. You can kill them since they will hurt you, but they do not count towards your Chalice percentage. Inside you find the EARTH RUNE and a CLUB in the chest. Then, leave this house.

Return to where you fought the metal machine and walk into the green hand to use the Earth Rune. This leads you towards a windmill. Be careful as the blades of the windmill can hurt you, so time your passage well. Behind the windmill you will find a FOUNTAIN.

Follow the path and you will find two more scarecrows. You will also find a SILVER SHIELD in a chest.

You should see another metal machine. This one is harder than the last one. The head will shoot out fire. You can use your shield to block the fire, but I prefer to move from side to side to avoid it completely. Again, you can target the head from the front or the back, but I prefer the back. Run between its legs so that you can also target the operator of the machine once the head has been destroyed. Stay close enough to the machine so that you are in range to hit it with your distance weapon. I prefer to use the Crossbow. If the machine backs up rapidly and it still has its head, run all the way back and wait for it to move forward.

After you destroy the head, be careful of its legs. While it is walking forward, if you are between its legs, it will spin and hit you. This means that when it backs up all the way, if you are back there, it will spin and hit you. You can safely run between its legs while it is backing up, but then you need to run between its legs while it is moving forward so you can be behind it to hit it. So, either way

you will be hit. It is better to kill the operator before this becomes an issue, if possible. Once you have destroyed it, pick up the CHAOS RUNE.

Walk into the red hand to use the Chaos Rune. Follow the path to the barn. Read the THIRD BOOK there.

Walk to the left and you will find part of the corn field. Do not ever walk into the corn itself. Once in the corn, you will be slowed down. Evil creatures live within the corn. If one of them reaches you, your life meter will be drained.

Walk up and then left to find another scarecrow and the FOURTH BOOK.

Turn around completely and then walk forward. You should come to a haystack. Wait for all the enemies to come out of it. Read the FIFTH BOOK near it.

Walk up to the chest with the skull and crossbones. Break it open to free KUL KATURA. For a limited time, Kul Katura will move around of itself and kill any enemies in its way. It will not harm you, but it cannot be controlled by you.

Walk to the right, onto the path and into the corn, to find a BAG OF COINS. Return to the barn.

Stand between the fifth book and the cart, then hit the cart to move it. This clears the way to the entrance of the barn. Two scarecrows are there if Kul Katura did not reach them. Enter the barn to the right.

Inside the barn are some bats. Read the SIXTH BOOK.

In the upper right area of the barn is a bale. Stand to the right of it and push it all the way to the left by walking into it. Jump onto the bale. Then, jump onto the stack of two crates. Then, jump onto the suspended walkway. Up there, you can get a BAG OF COINS as well as a COPPER SHIELD from the chest. Also, hit the lever to lower the Harvester. Leave the barn.

Return to the haystack near the barn. With the haystack on your right, take the first path through the corn on your right. You will see the last haystack in front of you. Wait for all the enemies to come out of it. With the haystack in front of you, at a bit of a distance, go to the left. Go as far as you can. Then go to the left and onto the path in the corn to get an ENERGY VIAL.

Return to the last haystack. With it on your left, walk to the right and onto the path in the corn to get a BAG OF COINS. Then, go towards the windmill.

One blade of the windmill is missing. Time running through so that you run through within that gap. You then find the last scarecrow.

Next, you approach several traps. The first has a grinding wheel. If you are caught under it, you will lose what is in

your life meter. Feel free to jump into the holes you see within this trap. Run and jump your way through, following behind the grinding wheel, until you can exit to the right.

The second trap has thrusting beams of wood and turning spikes. Walk between two sets of spikes and proceed slowly. If a beam of wood blocks you and a set of spikes is almost upon you, jump over the set of spikes and wait for the beam of wood to move. Follow the movement of the trap so you can exit by going up. You find a FOUNTAIN before the next trap.

The third trap is a grinder. If you fall into the middle, you will lose what is in your life meter. Push up against the wall of the trap and run as you make your way to the left. The holes in the wall blow out corn to be ground and can blow you to the center if you are walking.

The fourth trap has turning sets of spikes, but they are higher than you are when you are standing on the ground. They will only hit you if you are jumping or standing on one of the obstacles. As you jump over the obstacles, time your jumps to avoid the spikes. It looks like there should be four sets of spikes, but there are only three. That leaves one larger gap which gives you more time for your jump.

The last trap has a moving floor. So, you have to keep walking or jumping on it or you will be pushed backwards. Walk to the center of the trap and run to the right while keeping close to the center. Jump if necessary to avoid the spikes. Ignore the exit to the right. You want the exit at the top. There you will find a CHEST OF COINS and the HARVESTER PART.

Go back through all the traps. In the trusting beams trap, as you walk around in the direction of the trap, pick up the BAG OF COINS. In the grinding wheel trap, as you follow after the grinding wheel, jump into the hole with the BAG OF COINS.

Return to the barn and enter it. Stand behind the Harvester and face it, then enter your inventory and select the Harvester part. Follow the Harvester out of the barn.

You will be at a new path in the corn. A branch of that path leads you to a FOUNTAIN. At the end of the path, you will find the CHALICE, a LIFE BOTTLE, and a CHEST OF COINS. You also find a MERCHANT GARGOYLE. Do not drop down or you will lose what is in your life meter.

Return to the traps. At the very last trap with the moving floor, exit the trap on the right. Talk to the GARGOYLE, then leave.

*** HALL OF HEROES: CHALICE 5

In the upper left, speak with Mister Woden the Mighty. He will give you a BROAD SWORD. This sword is stronger than your Small Sword. It can be powered up with the Square button and it can be Enchanted by the Merchant Gargoyles. The Enchantment is represented by the percentage given with the sword as the Enchantment is not permanent.

8 PUMPKIN GORGE:

As you walk along, be careful of the pumpkin bombs. They swell up and explode. Some are stationary, but some bounce along. They also do not count towards your Chalice percentage if you destroy them.

Not far along the path, you will see a cave entrance to the right. As you enter it, be careful of the roots above the entrance. You can hit them to subdue them. Walk just close enough to be able to hit them. You will find more such roots throughout this area.

Within this tunnel, you will find the MOON RUNE. You will find a chest with a CLUB. You also find a MERCHANT GARGOYLE. There is more to this part of the tunnel, but that is for later. At the end of the tunnel, you will drop back onto the path. Continue forward on the path.

Remember you can use the Club or the Hammer to smash boulders, so get them out of the way. Right behind the pair of boulders is a BAG OF COINS. Follow the path and it will open up and you will find a house.

Go over to the left. You should see a pumpkin bomb bouncing down an incline. Walk up that incline to drop into the hidden house. Inside you find a CHEST OF COINS, another CHEST OF COINS, yet another CHEST OF COINS and an ENERGY VIAL. Exit the hidden house in the upper left.

Go back to the main house here. Walk into the blue hand, to the right of its entrance, to use the Moon Rune. Once inside the house, drop down. You should be on a circular floor. If you run counter-clockwise on this floor, it will move down. You need to be higher, so run clockwise on the floor until it is at the top. You can then reach the ENERGY VIAL and the CHAOS RUNE. Leave the house.

Make sure you check everywhere for monsters. Then, to the right of the incline that leads into the hidden house, walk into the red hand to use the Chaos Rune and go through that gate.

Off to the left, as you first enter, you find a FOUNTAIN. You can run full circle around the circular wall of the middle structure to search this area. You cannot do anything with that middle structure yet. On the outer wall, you will find two doors. One is shut and has no visible way to open it. The other will open itself when you approach it. Go through that one. It is left of a wheelbarrow. Just inside is the FIRST BOOK, which is also the only book in this level.

If you fall into the green liquid, you will lose what is in your life meter. So, jump carefully. As you do a walking jump onto the first large mushroom, you will notice it goes up and down of itself as long as you are standing on it. Do a walking jump onto the next large mushroom. It will do the same. At the high point, do a walking jump to the right to land on a wooden platform where you can get a BAG OF

COINS. Walk to the end of the platform and do a walking jump down onto another large mushroom. This allows you to do a walking jump onto the wooden platform on the left when you are at the high point of the mushroom's movement. Walk down the platform and then do a walking jump onto the last mushroom. From here, there are two ways to go. At the high point, do a walking jump to the right onto the narrower path which is cut into the rock.

That path will open up and you will find the EARTH RUNE. Continue to the roots that attack you and go out the door to return to the previous area.

Go to the left, along the fence, until you find the green hand. Walk into it to use the Earth Rune and then follow its path upward. At the very top, you will find an ENERGY VIAL, the STAR RUNE, and a SILVER SHIELD in the chest. Use the Hammer or Club to smash the boulder and enter the doorway for a quick exit back to the bottom.

Return to the doorway near the wheelbarrow. Jump on the magical mushrooms again, but when you reach the last one, jump onto the wider path this time. Walk into the yellow hand to use the Star Rune. As you enter this area, you find a kind of root monster. Tentacles will come out of the ground. Hit the tentacles, not the trunk, to lower the main trunk until it is all the way back down. Then, jump onto it to take the TIME RUNE. The gray hand is right here, so walk into it. This will open both gates.

It does not really matter which gate you choose to use, but for the sake of directions, I will say to go right. The path to the right will open up and you will find another root monster. Do not bother trying to kill it. Here you find an ENERGY VIAL and another ENERGY VIAL. When you come to a crossroads, go to the left. Three boulders block your way. Use the Club or Hammer to break them. Take the CHEST OF COINS and the ENERGY VIAL and then break the next set of three boulders. This will put you back where you found the Time Rune.

Exit through the gate that required the Star Rune. Go back across the swamp with all the magical mushrooms. (You just have align yourself with the first magical mushroom and walk off the edge of the path to land on it.) Exit through the gate that required the Chaos Rune. Run back down the first path until you come to that first tunnel. Walk into the tunnel until you find the Merchant Gargoyle.

While facing the Merchant Gargoyle, look at the right wall. There is a rectangle of it that stands out a little bit. Use the Club or the Hammer or the Daring Dash to break down that part of the wall. Remember, if you are hurting the wall, it will flash when you hit it. This reveals a new tunnel. Proceed down this new tunnel and you will find the CHALICE with a CHEST OF COINS. At the very end of the tunnel, you find an ENERGY VIAL. Drop out of the exit.

Return to where you used the Time Rune and go through the gate on the left. When you come to a crossroads, go to the

left. Jump on the magical mushroom at the end of the path and jump onto the higher path. Speak to the GARGOYLE, then leave this area.

*** HALL OF HEROES: CHALICE 6

Speak with Mister Woden the Mighty in the upper left. You will get TWO CHESTS OF COINS for your trouble.

9 THE PUMPKIN SERPENT:

As you start on the path, you soon find the FIRST BOOK.

As you walk out farther, you soon see a POD SACK. You should see a thick vine with a swelled up part. The swelled part is a lighter color and it pulsates. Attack that fat part until it is dead. That is one pod sack down and eight to go. Walk forward and behind the house to pick up a BAG OF COINS.

With the first dead pod sack near you, look around for the SECOND BOOK. It lets you know that here is a place where you can use your Witch Talisman.

Attack and subdue the roots above you and walk to the Cauldron. Use the Witch Talisman from your inventory to summon the Pumpkin Witch.

Near the second book, you will see roots growing out of a round, wooden object. Remember this location. Kill the POD SACK that is next to it. Walk to the right to find a BAG OF COINS. Then, walk through the arch.

As you enter the next area, another POD SACK is right in front of you. Then proceed to the left to find a POD SACK that is protected by roots. Attack and subdue the roots so you can reach the pod sack and the BAG OF COINS. Be careful of the pumpkin bombs.

Turn around as you walk out of that part and you should see the Pumpkin King. He is a huge, rotten pumpkin. You can find TWO POD SACKS near him. Be careful of his tendrils. Both chests, with the skull and crossbones, near him have time bombs in them.

With the Pumpkin King in front of you and the arch behind you, go to the right. Watch out for the pumpkin bombs. Drop down to where the flopping fish are found and kill another POD SACK. Jump up onto the middle section to stand in the FOUNTAIN. There is also a SILVER SHIELD in a chest off to the side.

Run back to the arch and face the Pumpkin King, then run towards and past him. Attack and subdue the roots above you. Here you find the last TWO POD SACKS. You also find the exit to the level, but it is currently blocked with roots.

As you kill the last pod sack, the Pumpkin King will awaken. Prepare a distance weapon. I like to use the Crossbow. As soon as you are in range of him, just stand there and fire. He tries to throw pumpkin bombs your way, but just ignore them. He dies quickly.

Now, there is a constant supply of pumpkin enemies to kill. Be sure to fill up your Chalice.

Go back through the arch and return to the Cauldron. If you summoned the Witch earlier, she will automatically appear. Otherwise, use the Witch Talisman. You will be given the DRAGON GEM for killing the Pumpkin King.

As you leave from the Cauldron, notice the round, wooden structure near there no longer has roots in it. As long as your Chalice is full, feel free to drop down into it.

You will be in shallow water. You find an ENERGY VIAL, a CHEST OF COINS, and an ENERGY VIAL. You also find a MERCHANT GARGOYLE. You find rats as well. You can smash them with your Club or Hammer for two coins each. Walk up the tunnel to find the CHALICE. The tunnel will drop you out near the Pumpkin King. Run past him to the exit and leave.

*** HALL OF HEROES: CHALICE 7

Run all the way to the end of the hall and up the stairs. You will see the stairs to the left and right are now solid. The upper floor goes in a circle, so it does not matter which way you choose to go.

You will notice you have two choices. You can listen to what both have to say since you do not have to accept the item. Once you have listened to both of them, then choose.

Near the stairs on the left, you find the warrior queen, Imanzi Shongama. From her you can get the SPEAR. (I like to take the Spear first.) It comes with 30 throwing Spears. You can buy more from the Merchant Gargoyles. It cannot be powered up.

At the far end of the hall, upstairs, you find the centaur, Ravenhooves. From him you can get a LONGBOW with 100 Standard Arrows. You can buy more Standard Arrows from the Merchant Gargoyles. It cannot be powered up.

10 THE SLEEPING VILLAGE:

Of major importance is the fact that your Chalice starts off at 59%. That is for the people of the town. They are innocent. If you kill them, it will detract from your Chalice percentage which can cause you to not be able to collect the Chalice. In other words, do not kill the people of the town even though they will try to kill you. The people of the town are the little girls with axes, the men with axes, and the women with pans. At first, they are the only ones in this town. You can stun them by hitting them with the Daring Dash.

As you walk forward, a GARGOYLE speaks to you. You should notice some rats in the street. Squash them with the Club or the Hammer for two coins each.

Walk down the street. On the left, you will see a doorway with a cross on the side of the entrance. Enter that church. Here, there is a FOUNTAIN. There is also the FIRST BOOK. Read it as it is important.

Those are your basic instructions for now. Leave the church. With the church to your left, walk up and then turn left and go up that street. You should hear a door open as you see a street on your right. Walk a little bit onto that street and enter that house.

In this house is a woman who will try to hurt you. Pick up the MOON RUNE. Then, leave the house. From as you leave the house, continue to the right.

Keep going all the way to the end of the street where some steps lead down to a switch. Do not fall into the water or you will lose what is in your life meter. Hit the switch at the bottom of the steps. This turns off the water fountain in the middle of town.

Walk back up the steps. Start back the way you came with the steps behind you. Keep your eyes open to the left, where some stands are, for a MERCHANT GARGOYLE. Continue and look to the right for an open doorway which you should enter.

You will see barrels. You can smash them with the Club or Hammer to get a BAG OF COINS. If you smash all the barrels, leave and return to restore them, though you can only get the money once. You should notice a square that sticks up out of the floor. Stand on it and a way will open, but the way closes if you move. So, walk up against a barrel to push it onto the square that is sticking up out of the floor. This will keep that square pressed into the floor. Walk into the blue hand to use the Moon Rune. Walk through the next part of the room and ignore the barrels while avoiding the woman. Walk down the stairs.

Once downstairs, smash the barrels to get a BAG OF COINS and another BAG OF COINS. Get the CLUB from the chest. Remember, you can squash those rats for coins. Exit the room on the right.

Avoid the man and run up the stairs. You are within the "Troll's Head" as you can see from the sign. Read the SECOND BOOK near the sign. You can jump over the counter to reach the book more easily.

Equip your Club or your Hammer. You should see a wire cage in the corner. Break the barrels in front of it and enter it to get the EARTH RUNE. Be careful of the man in the cage. Go back downstairs.

Walk into the green hand to use the Earth Rune. Get the ENERGY VIAL. Smash the barrels to get a BAG OF COINS and another BAG OF COINS. Hit the switch here to lower the bust. Then, go back upstairs.

You should see the bust near the second book. Go up to the pedestal and jump towards it to get the LANDLORD'S BUST. Go back downstairs. Exit on the left and go upstairs and then leave the building. As you exit, you finally find that monsters you can kill are coming into town. Make sure you

search all around town for them. This is also nice because the little girls are no longer roaming the streets.

As you leave the house, turn so the steps are behind you and the doorway is to your right. Walk up the street until you see a street to the left. Go to the left and read the THIRD BOOK by the "Troll's Head" sign.

Approach the fountain and pick up the CHAOS RUNE, which is down because you shut off the water. Look around and you should see a building with a red hand. Walk into the red hand to use the Chaos Rune, then enter the library.

Inside the library, be careful of the man as you read the history of this land. Start at the bottom end of the room and work your way up the wall as you read the many books. The FOURTH BOOK, FIFTH BOOK, SIXTH BOOK, and SEVENTH BOOK are on the history of Gallowmere. In the upper corner, you find the EIGHTH BOOK which tells you about the people in the Hall of Heroes. By the bookshelves, you find the NINTH BOOK, and the TENTH BOOK which are tourist guides.

Between the two tourist guides, you can break the bookshelves with the Club or the Hammer or the Daring Dash. There you can get the CRUCIFIX CAST and a BAG OF COINS. Also, read the last book in this building, the ELEVENTH BOOK.

Leave the library. As you emerge on the street, go to the left and up a little to find a gate. Go to the right to find an ENERGY VIAL. Go back to the library entrance so the fountain is in front of you and the library is behind you. Walk forward, past the fountain, and through the arch. Keep going to return to the church entrance.

With the church on your right, go to the left. You should see a building with a horseshoe sign on the front of it. Enter that building.

This brings you to the forge. Smash the barrels with your Club or Hammer to get a BAG OF COINS and another BAG OF COINS. Get the SILVER SHIELD from the chest. Read the TWELFTH BOOK.

Stand at the foot of the large, rectangular structure. Use the Crucifix Cast from your inventory. Then, use the Landlord's Bust. Stand on the bellows, which are to the left. Jump up and down on the bellows. Make sure you press all the way down before jumping again. Keep a good rhythm as you jump. This will heat up the forge. The bust will melt into the cast and create the CRUCIFIX. Take it. Return to the church.

Stand behind the altar, near the book, and face the cross on the wall. Use the Crucifix from your inventory. A hidden area will open up for you. Take the SAFE KEY from there. As you take it, notice a gate opens. Read the THIRTEENTH BOOK.

Leave the church. With the church entrance on your left, go to the right and all the way down the street to a lake. Be

careful of the man. Go to the right, around the lake, to find a BAG OF COINS and an ENERGY VIAL. Falling in the lake will drain your life meter. Go back to the entrance to the lake and go to the left. Enter the gate that opened earlier when you found the Safe Key. This brings you up to the higher level.

You should find some blocks piled on each other. Jump onto them so you can jump onto the lowest structure with a roof. Then, jump onto the next structure with a roof. Then, jump onto the roof of the house. Jump down the chimney to enter the house.

Jump onto the table to get a BAG OF COINS and another BAG OF COINS. Hit the switch to open the last gate. In the upper left, you should see a blue and gold safe. Stand in front of it and use the Safe Key from your inventory. Then you can take the SHADOW ARTEFACT. Leave the house by walking up and through the doorway.

With the entrance to the house above you, go to the right and through a hole in the wall. You will find an ENERGY VIAL, a CHEST OF COINS, and the Chalice which you cannot collect yet.

Go back to the entrance to the house and follow the path through the gate. You will be back at the water fountain. Face the library and walk towards it, but walk to the left of it and beyond it. Go through the now open gate.

You face four soldiers. I like to run in circles around them, or at least from side to side, and hit them with the Broad Sword. Once they are dead, the exit will open. Only now can you collect the Chalice. Read the FOURTEENTH BOOK there.

Do not exit this level. Go back to the house which has the safe inside of it. With the entrance to the house before you, go to the right and through a hole in the wall to get the CHALICE. Return to the exit and leave.

*** HALL OF HEROES: CHALICE 8

Run all the way to the end of the hall and up the stairs.

You must choose whichever one you did not choose the last time you were here.

Near the stairs on the left, you find the warrior queen, Imanzi Shongama. From her you can get the SPEAR. It comes with 30 throwing Spears. You can buy more from the Merchant Gargoyles. It cannot be powered up.

At the far end of the hall, upstairs, you find the centaur, Ravenhooves. From him you can get a LONGBOW with 100 Standard Arrows. You can buy more Standard Arrows from the Merchant Gargoyles. It cannot be powered up.

11 THE ASYLUM GROUNDS:

You start at the gate. Follow the path down to the FIRST BOOK.

You will walk past a unicorn bush. At a four-way crossroads, kill the head of the dragon bush. With where the head was in front of you, go to the right. Walk up to the statue of a face and press X to talk with Jack of the Green. He will tell you the first riddle.

Return to the crossroads. Go back to the unicorn bush. Behind that bush is a green STAR. Hit the star.

Walk back to the crossroads and keep going through, in a straight line, to the opposite side. You will find a bush shaped like a person, a closed gate, and a green STAR to the right of the gate. Hit the star.

Return to the crossroads. Go the opposite way from Jack of the Green. This brings you into the hedge maze. At the image of two masks, walk to the right first. It will not be long before you find a green STAR between two trees. Hit the star.

Return to the image of two masks, and with them before you, go to the left. This will lead you to a large, open area with holes in the ground. Enter this area. Hit the bell to ring it and bring out more zombies if they have not all come out on their own. To the left of the bell is a green STAR. Hit the star. Near the bell, while facing the bell, drop into the hole on the right to get a BAG OF COINS. Turn so the bells is behind you. Walk back towards the entrance and drop into the hole on the right to get another BAG OF COINS. When you try to leave this area, you will see the hedge has grown shut. Just cut through it.

With the area with the bell behind you, go left. This will lead you to a bush which fires at you. To the left of it is a BAG OF COINS. To the right of it is a green STAR. Hit the star. Return to Jack of the Green. Speak to him to hear the next riddle.

Return to the hedge maze. At the image of two masks, go to the left. Proceed past the area with the bell. You should notice a way to the left has opened up now. Go that way. You immediately find a SILVER SHIELD in a chest. Once you find a clown bush, you also find the SECOND BOOK.

There are five stone slabs around the clown bush. There is a sad face on one side and a happy face on the other side on each slab. It takes two hits to move the face from a sad face to a happy face, but none of them want to stay happy. After you turn the happy face towards the clown bush, it is only a matter of time before the slab will turn that happy face away. However, they do not all turn away at the same rate.

Hit all of them once so they are one hit away from the happy face. Then, you should hit the one that is slowest to turn first. Proceed in order until you hit the one that is quickest to turn last.

The one in the upper right takes about 14 seconds to turn.

The one in the lower left takes about 11 seconds to turn.
The one in the upper left takes about 8 seconds to turn.
The one in the lower right takes about 5 seconds to turn.
The one in the center takes about 2 seconds to turn.

So, that would be a good order in which to hit them. I've managed a different order, but I strongly suggest the center one always be last. (I like to hit the lower left one, then the upper left one, then the upper right one, then the lower right one, and then the center one.)

Once you make the clown bush happy, return to Jack of the Green. Talk to him to hear the next riddle.

First, go back towards the bush that looks like a person, which is opposite the area with the unicorn bush. You should see the gate is open now. You should also see cats are roaming around here. Go that way and kill all the zombies. At the end of the path, you find the Chalice and an elephant bush. You also find a MERCHANT GARGOYLE next to the gate. As you go back down the path from the elephant bush, drop into the second hole along the way to get a BAG OF COINS.

Go back to the hedge maze. At the image of two masks, go to the left. Go past the area with the bell. You should see a new way has opened to the right. Go that way. You will find an octopus bush that will attack you. You may want to use a distance weapon to kill it. Go through the arch it protects to find the CHAOS RUNE.

Return to the crossroads. Walk back towards the entrance and you will find the red hand. Walk into it to use the Chaos Rune. It opens a gate. Walk onto the BAG OF COINS. Entering this area also causes a rat to follow you, as the sign on the wall shows. Walk slowly so the rat can keep up with you. Proceed back to the elephant bush with the rat. If you get too close to a cat, the rat will run away and will soon vanish in a puff of smoke. If that happens, return to the gate and get another rat. The cats do not move quickly, so watch which way they are going and adjust your path accordingly. The elephant bush will react when you are close enough to it with the rat.

Return to Jack of the Green to hear the last riddle. Then, return to the elephant bush.

The elephant bush will have opened up a new direction. Follow it. Where the bell is located, drop into the second hole to get a BAG OF COINS. The chest with the skull and crossbones holds a time bomb. Follow the path farther and to the left you will find a FOUNTAIN. Ignore the way to the right for now. A gate in the ground has been lifted at the end of the path. Drop down into the hole.

Walk down to exit the room. You will notice three sources of light in the larger room. You can move them by walking into them. On the tree solid walls of the center structure, you should see a red symbol, which is a window, in the middle of the wall. Push the fires so that one is pressed up against

that symbol on each of the three solid walls. Then, enter the original room. The lights will shine in through all three windows. Stand in the light. You will exit within the hedge maze.

Return to Jack of the Green. Talk to him. Return to the elephant bush. Take the CHALICE. Then, enter the passage that the elephant bush opened earlier.

When you are almost to the end of the path, go to the right. The head on the arch will fire at you. Use a distance weapon to kill it. You will come to a chessboard. Here you find an ENERGY VIAL and another ENERGY VIAL. Read the THIRD BOOK.

There are four chess pieces on the board. They each have their own color. There are four matching colored squares on the chessboard. You must move all four chess pieces onto the squares that match their colors. But, you must move them as chess pieces would really move, though you can only move them each one block at a time. The King (blue) and Queen (red) can move in any direction. The Castle (yellow) can only be moved horizontally or vertically. The Bishop (green) can only be moved diagonally. Get behind them and hit them with your weapon to make them move in the direction you want. Once they are all in place, the center square will turn into the exit. Jump down into the hole.

*** HALL OF HEROES: CHALICE 9

Run to the end of the hall and go upstairs. You should see this time you have three choices. Feel free to speak with all of them. Just make sure not to accept anything until you are sure of the one you want.

The fellow holding an axe is Bloodmonath Skull Cleaver. He will give you an AXE. It normally works up close, but the Square button allows you to throw it sort of like a boomerang. So, you do not need to buy more.

If you speak to Ravenhooves again, you will get the FLAMING LONGBOW. It comes with 100 Flaming Arrows. You can buy more Flaming Arrows from the Merchant Gargoyles. It cannot be powered up.

If you speak to the fellow with the large shield, Karl Sturnguard, you will get the GOLD SHIELD. Even if the Gold Shield reaches 0, you can have it fixed by the Merchant Gargoyles. So, you will never lose this shield.

12 INSIDE THE ASYLUM:

As you drop down, the top gate will open. Kill all those zombies. Then, both the left and right gates will open. Kill all those zombies. Last, the trap door will open and you can drop down to the next room.

Be careful as the two cannons on the wall do aim for you, so keep moving. The gate on the left will open. Kill all those zombies. Then, the top gate will open. Kill all those zombies. Then, the right gate will open. Kill all those zombies. Then, zombies will come out of all three gates. Kill them all and the door in the upper left will open.

As you drop into this room, notice the two holes in the wall. Bats come out of them. You can kill the bats, but they do not increase your Chalice percentage. At first, the slower zombies drop into the room. After enough zombies enter the room, an ENERGY VIAL will drop down for you in the top of the room. Continue killing the slower zombies. Once they are all gone, faster zombies drop into the room. Kill them all. Then, at the bottom of the room, several items will drop for you to collect: a BAG OF COINS, a CHEST OF COINS, a BAG OF COINS, a SILVER SHIELD, and a BAG OF COINS. The trap door leading out will also have opened, so drop down into the next room.

At first, you will be attacked by madmen. Run all around the room to make sure you kill them all. Then, items will appear for you. From the double doors, going left, you then find a BAG OF COINS, an ENERGY VIAL, a MERCHANT GARGOYLE in a cell, and another ENERGY VIAL. More madmen and zombies will appear. Kill them all and the double doors will open. Stand next to the circle in the middle of the room, press and hold R2 and L2, then look down to see a picture. Exit the room.

Be careful of the cannons on the wall as they do aim for you. Do not fall into the stream of lava or you will lose what is in your life meter. At first, you must deal with the madmen on the left. Zombies will start to appear on the right, and zombies will follow the madmen on the left. Kill everything on your side, then jump over the stream of lava and kill the zombies there. Then, madmen and zombies should rush out on both sides and a chest should drop down for you. The chest has a skull and crossbones on it. Hit to it release the time bomb, then jump back over onto the left side to run away from the time bomb. That time bomb should kill all the rest for you. Jump back over onto the right and exit through the doorway that just opened up for you.

On your side, you find a BAG OF COINS on the floor, a BAG OF COINS on a table, the CHALICE, and the EARTH RUNE. Drop down and jump up onto the other side to find a FOUNTAIN. Walk into the green hand of the cell to use the Earth Rune, then enter the cell. The Mayor should speak to you and then the exit door will open. Pick up the DRAGON GEM from off of the table in the cell. Exit this room in the upper left.

*** HALL OF HEROES: CHALICE 10

Run to the end of the hall and go upstairs. This time you have the two choices that you did not pick the last time. Feel free to speak with both of them. Just make sure not to accept anything until you are sure of the one you want.

The fellow holding an axe is Bloodmonath Skull Cleaver. He will give you an AXE. It normally works up close, but the Square button allows you to throw it sort of like a boomerang. So, you do not need to buy more.

If you speak to Ravenhooves again, you will get the FLAMING LONGBOW. It comes with 100 Flaming Arrows. You can buy more Flaming Arrows from the Merchant Gargoyles. It cannot be

powered up.

If you speak to the fellow with the large shield, Karl Sturnguard, you will get the GOLD SHIELD. Even if the Gold Shield reaches 0, you can have it fixed by the Merchant Gargoyles. So, you will never lose this shield.

13 THE ANT CAVES: (WITHIN THE ENCHANTED EARTH)

Since this level is hidden within The Enchanted Earth, you must first enter that area to find it. The Chalice and green checkmark that appear beside the name, The Enchanted Earth, apply to that level only and have nothing to do with The Ant Caves.

Make sure you use your shield to deflect the poison from the frogs.

Run all the way down to a symbol on a rock. Go to the left.

Use your shield for the projectiles of the plants as well. You should see a Cauldron and the FIRST BOOK near it. (I know this book is not part of The Ant Caves, but it is relevant to it since it reminds you that this is a good place to use the Witch Talisman.)

Approach the Cauldron, face it, and use the Witch Talisman from your inventory.

The Witch says she will only offer the quest once. More specifically, she will only offer it once each time you enter the Enchanted Earth. In other words, if you decline or mess up something, you can enter The Enchanted Earth again and summon her. Then she will, again, offer the quest to you. She wants seven pieces of amber.

Once inside The Ant Caves, talk to the GARGOYLE. As you proceed, you will enter a room with a pillar in the middle of it. Go to the left first. Here you find a chest with a CLUB. There is a portal that blocks your way. You also find the SECOND BOOK.

Return to the room with a pillar in the center, and this time, go to the right. You find the way is blocked. You can also hear someone crying out, "Help," from beyond the barrier. Since you found a Club, you know you need it, so use the Club or your Hammer to break the barrier. Enter the room where you will find a fairy. In this room, you also find a CHEST OF COINS.

Leave the room and return to the portal. The fairy will open the portal for you and will give you three fireflies as lights. Proceed into the entrance. This walkthrough takes you through all the passages. It can be helpful to try to map this area. I numbered the rooms to make mapping easier.

As you drop down several times, you will find yourself in a tunnel which leads to a large room which is the first room. Here, you will see ants. These are the smaller, more lightly colored ants. They will not bother you as long as you do not provoke them. If you search around the room, you

can see small holes that you cannot enter. These are exits for the ants. Many more such holes exist in these caves. Do not worry about killing the ants. There is no Chalice percentage here.

From this first room, as you enter, there is a way to the right and a way to the left. Go to the right.

You will walk down a passage and into the second room which has a couple stalactites. You can attack the larvae. One leaves a BAG OF COINS. You should also see a glowing pentagon. From there is another cry for, "Help." Use the Club or Hammer to break open the pentagon and free the FAIRY. This fellow is one of six. After you free him, boulders will drop and larger, darker, and more aggressive ants will appear for you to fight. You can use the Club or Hammer to break the boulders in your way. From this room, to continue, you can go up or left. Go up. This will require breaking some boulders.

This leads you to room three, which is a small room with an image of a shell on the floor. A piece of AMBER is there for the taking. To proceed from here, you can go right or left. Go to the right. This way is not blocked by boulders.

This brings you into a long passage. You will find an ENERGY VIAL along the way. As you continue, a couple boulders roll past you, so try to walk in the middle of the passage to avoid them.

You will emerge in room four, which is a large room filled with larvae. You soon find an ENERGY VIAL. Kill all the larvae to find a BAG OF COINS, a BAG OF COINS, and a BAG OF COINS. You also find a piece of AMBER. Once you are done looking around, return to where you entered this room. With that tunnel in front of you, to the right you find another pentagon. Smash it to free the second FAIRY. With the pentagon in front of you, go to the right. The way is blocked by two boulders. Smash them.

You will be back in room three at the image of a shell. From your current perspective, go right to return to room two.

From as you enter room two, go to the right and take the first passage you find. This, steeply, takes you down. You will enter room five.

As you enter room five, take the ENERGY VIAL. This room is defined by its stalagmites, which rise up from the floor. From as you enter, you can go to the right to enter a passage that steeply goes upward. This will take you back to room four.

Once in room four, go to the left. As you enter the next passage, you will see large stalactites. This passage leads to a small room which is room six.

Room six has red marks on the floor and the wall. From as you enter room six, go to the left.

This will take you to room seven where you will find a FOUNTAIN. Kill the larvae to get a piece of AMBER and a BAG OF COINS. This room has a couple mushrooms in it. From as you entered, look to the left for the passage.

This takes you to room eight. You can find a piece of AMBER. Kill the larvae for a BAG OF COINS. (From as you entered, if you go to the right, you will return to room one. From as you entered, if you go to left, you will return to room five.) Just turn and go back to room seven. Room seven only has two ways into it, so continue on to room six.

From as you enter room six, you can go up or right. You have been to the right, so go up.

This will lead you into room nine. Kill the larvae for a BAG OF COINS and a piece of AMBER. You can go left or right. Go to the right.

The long passage leads to a small room, room ten, which has an image of a scarab on the floor. Take the ENERGY VIAL. You can go up or left. Go to the left.

Break the barrier with the Club or Hammer. This allows you to enter room eleven which is very large. There is a large pillar in this room. Pick up the piece of AMBER. Kill the larvae to get a BAG OF COINS, a BAG OF COINS, a piece of AMBER, and a BAG OF COINS. You can only reach the larvae in the walls if the way in is already broken. Once you are done here, break the barrier at the other end of the room and proceed into that passage.

In this passage, you will find an ENERGY VIAL. You also find another pentagon. Smash it open with your Club or Hammer for the third FAIRY. At the end of the passage, you will be back in room nine. From as you enter this room, go up to return to room ten. When you enter room ten, go up to proceed.

In this passage, you will find another pentagon. Smash it open with the Club or Hammer for the fourth FAIRY.

This leads to room twelve, which is a large room. You will see a structure which divides some of the room. To the right is another pentagon. Smash it open to free the fifth FAIRY. Also kill the larvae to get a BAG OF COINS, a piece of AMBER, and a BAG OF COINS. You will find a piece of AMBER on its own. Then go back, along the other side, to kill the larvae and get a BAG OF COINS, and a BAG OF COINS. Return to where you found the piece of amber on its own. Continue into the cave. To the left, you will see another pentagon. Smash it to free the last FAIRY. To the right, you will find a FOUNTAIN. Kill the larvae near the Fountain to get a piece of AMBER and a BAG OF COINS. At the end of the room is a barrier. To the left of the barrier is a MERCHANT GARGOYLE. Feel free to stock up on your distance weapons. To the right of the barrier is the THIRD BOOK.

Use the Club or Hammer to break the barrier. Drop into that passage only if you are sure you are done as you will not be

returning.

Proceed until you find the Queen Ant. Approach her and she will begin the battle. Keep on the move as she spits poison. Keep your distance as you sends out ants to attack you and you need room to fight them and to see them coming. I would recommend you keep your Broad Sword, Hammer, or Axe out to fight the ants. If you are being attacked by them, I would suggest you kill them first before attacking the Queen Ant, when she is vulnerable.

Periodically, the Queen Ant will raise herself up and the room will shake. Boulders from the ceiling will fall down around you. This also makes her an easy mark. Move close enough to be in range. Equip your Spear first and throw it at her. When you run out of Spears, use your Flaming Longbow. (In short, start with the first distance weapon you have in your inventory on the far right and then work your way to the left as you run out of projectiles for each one.) Make sure you press and hold the X button for rapid fire as you use any of those.

Once she lowers herself down again, back away and use your Broad Sword, Hammer, or Axe again to fight the ants that she sends your way. Wait for her to raise herself up again before attacking her.

Once you defeat her, you will see the exit. Be careful of the large, larvae-like thing above you. If you jump into it, it will hurt you. Drop down into the exit.

For collecting seven pieces of amber, the Witch gives you a weapon called the CHICKEN DRUMSTICK. You are given 30 of them. It cannot be powered up. As you use it, you throw it and enemies near it turn into ROAST CHICKEN. Walk onto the Roast Chicken to get 20 points of health. The Roast Chicken will vanish if you do not hurry up and take it. If you want more Chicken Drumsticks, you can enter The Enchanted Earth again, summon her again, and find amber for her again and she will give you more.

For finding all the fairies, you will earn the CHALICE which sends you to the Hall of Heroes. If you play this area again, you can still free the fairies but you will not earn anything for doing so.

*** HALL OF HEROES: CHALICE 11

Run to the end of the hall and go upstairs. This time you only have the choice that you did not pick the last two times.

The fellow holding an axe is Bloodmonath Skull Cleaver. He will give you an AXE. It normally works up close, but the Square button allows you to throw it sort of like a boomerang. So, you do not need to buy more.

If you speak to Ravenhooves again, you will get the FLAMING LONGBOW. It comes with 100 Flaming Arrows. You can buy more Flaming Arrows from the Merchant Gargoyles. It cannot be powered up.

If you speak to the fellow with the large shield, Karl Sturnguard, you will get the GOLD SHIELD. Even if the Gold Shield reaches 0, you can have it fixed by the Merchant Gargoyles. So, you will never lose this shield.

14 THE ENCHANTED EARTH:

Make sure you use your shield to deflect the poison from the frogs. Frogs can be killed, but do not count towards your Chalice percentage. You can see a Merchant Gargoyle behind a gate, but you cannot reach it yet.

Run all the way down to a symbol on a rock slab. You could go to the right, but it is blocked by a gate, so go to the left.

Use your shield for the projectiles of the plants as well. Plants can be killed, but do not count towards your Chalice percentage. Ignore the Cauldron area and the book there. With the Cauldron before you, go to the right. You will pass a chest behind a gate that you cannot reach yet. Keep going until you are in a shallow pool of water.

Going left is very painful because of the red energy, so do not. You cannot avoid the red energy yet. Go to the right. Read the FIRST BOOK.

Keep going that way and you will find a FOUNTAIN. At that Fountain, run around that tree to find a CHEST OF COINS and another CHEST OF COINS which are hidden from view. Then, go back to the steps in the huge tree stump and jump up them. Walk onto the elevator. When it comes to a stop, walk onto the next elevator. Falling down is a bad idea while on the second elevator as you will lose what is in your life meter. Once at the top of the track, jump up the ledges that go up the huge tree to reach the top.

Once in the nest, be careful as the bird will attack. When it does, use your shield so that you duck down and out of reach. You need to push the eggs out of the nest. You do this by walking into them in a direction in which they will roll. This will break them so that you can take what is inside of them. In this way you will get a CHEST OF COINS, a COPPER SHIELD, and the EARTH RUNE. Then, jump back down using the ledges.

Use the two elevators to return to the ground. Return to the pool of water. With the red energy trap to your right, go forward. You should see the Cauldron is ahead of you. Before you are close to the Cauldron, you will need to go to the left to go towards a gate. Read the SECOND BOOK there.

Walk into the green hand to use the Earth Rune. Walk past the gate. I would suggest using a distance weapon to kill the frog before jumping from point to point across the water. Walking jumps will work fine. The GARGOYLE will speak to you. It seems you need a Shadow Artefact. Pick up the BAG OF COINS.

If you do not have the Shadow Artefact, exit the area to the

right. This is the quick exit in case you came here too early. If you do have the Shadow Artefact, you cannot exit to the right.

Approach the face with a door for a mouth. Use the Shadow Artefact, from your inventory, to open that door. Drop inside. You soon find the THIRD BOOK.

Near the third book, you see a symbol on the floor that represents air. It almost looks like an abstract tree. If you go to the left, you find a symbol for water made up of three waves. If you continue left, you find a symbol for fire which looks like a simplistic drawing of a camp fire. The last symbol, the spiral, must be earth as that is the only element left. Above the symbol for fire, you can see an image on the wall which tells you what is trapped in the center of this room.

You need to stand on the four symbols, in the correct order, to open up the center jail. The combinations possible are limited, so trial and error works well enough. If you press them in the wrong order, they will reset.

The combination is: fire, earth, water, and air. That releases the Shadow Demons. (Aren't you proud of yourself?) It also opens up the gates. Two of those gates are in this room. In-between water and air, you can now take the SHADOW TALISMAN. In-between earth and fire, you find the Chalice, but you cannot possibly take it yet. Exit from in-between fire and water. You will find an ENERGY VIAL. There is a symbol of an eye on the floor. Stand on it to leave.

The GARGOYLE will speak with you. He is not happy with you. The Shadow Demons will be lurking around this forest now as well. They do, at least, finally give you something with which to fill up your Chalice. You will notice the exit to the level is here, but you need the right rune first.

Kill the three Shadow Demons, in your general area, and the gates will open up for you. Run out until you come across the symbol on the slab of rock. This is just before three plants that block the path. Then, go to the left. Watch to the right for the MERCHANT GARGOYLE, which you can now reach since the gate was raised. Return to the symbol on the slab of rock. With it in front of you, go to the left.

With the Cauldron in front of you, go right. Watch to your left for the CHEST OF COINS which you can now take since the gate was raised. You should be back at the shallow pool of water.

While in the water, face the red energy trap. To the left, you should see a place in the rock that looks just like the shape of the Shadow Talisman. So, face it and use the Shadow Talisman from your inventory. This turns off the red energy trap. Walk up the steps. Do a walking jump to the block over the void. Then jump to the patch of floor. Take the STAR RUNE.

Taking the Star Rune will start a battle. You will be

attacked by two, strong Shadow Demons.

I would suggest starting the battle with the Spear and then switching to the Flaming Longbow. Make sure you keep an eye on your targeting sensor so you do not throw away your weapons without hitting your targets. Remember you have to face your target to get a target lock. Also remember that it is hard to maintain a target lock on fast moving targets.

Try to stay in the center of the floor because periodically the floor will tilt. If it does tilt, try to run to stay on the floor. If you fall off, you will lose what is in your life meter.

As they are flying around you, remember you can use your shield (Gold, Silver, or Copper) to block their blasts. However, staying on the floor is more important than blocking.

As you progress in the battle, one of the Shadow Demons will hover near you and cause boulders to fall down around you. This is a good sign as the floor won't be tilting anymore at that point. If you can get a target lock on it at this time, you can do a lot of damage.

Once you defeat them, jump off on the right. Follow the stone path around to the left to find a FOUNTAIN. Then, walk the wooden path to the right to find another FOUNTAIN, a CHEST OF COINS, another CHEST OF COINS and yet another CHEST OF COINS. Continue onto the next wooden path to find an ENERGY VIAL and another ENERGY VIAL. Then, drop down the center of this tree trunk. At the bottom, you will find a BAG OF COINS. (As you walk the wooden paths, be careful you do not fall or you will lose what is in your life meter.)

Turn around so that where you just fell is behind you and run past the shallow pool of water. The Cauldron should be ahead of you, but still in the distance. Then, go to the left and through the gate where you needed the Earth Rune. You may want to use a distance weapon on the plants first before you jump across. Once across, drop back down into the doorway.

From in-between the earth symbol and the fire symbol, take the CHALICE. (If for some reason your Chalice is not full yet, proceed to the exit of this entire level where you will find more Shadow Demons to fight. Then, return to the Chalice.) Leave from in-between fire and water. Stand on the eye to exit.

Walk into the yellow hand to use the Star Rune. Then, leave this level.

*** HALL OF HEROES: CHALICE 12

Run down the hall and go upstairs on the right. Speak with Bloodmonath. You will be given THREE CHESTS OF COINS.

15 POOLS OF THE ANCIENT DEAD:

The biggest danger of this area is falling into the water which drains what is in your life meter. Be careful as you

walk and jump.

You start off on a decent sized patch of ground. Walk down to find a BAG OF COINS. Then go up and talk to the GARGOYLE.

Walk across the wooden bridge and find the FIRST BOOK, which is the only book.

Walk around to the right, or left, so you can jump up the steps. There you will find an ENERGY VIAL. Follow the stone path onward. To the right of the path, you should see something is in the water. As you approach it, it will become a tentacle that will attack you. You can fight back if you wish, but such tentacles do not count towards your Chalice percentage.

When you have a choice, go to the left. The path stops, but there is a stone platform not far from you. Run towards it and jump to do a running jump and land on that platform. (When doing running jumps, try to time it so you jump at the very last moment so that you can get the most distance.) The Boat Man will speak to you. You are given your task to gather eight lost souls.

Do a running jump back to the path. You will notice a zombie in a large suit of armor. You need to use your weapon to force such zombies into the swamp where they will sink. They do count towards your Chalice percentage.

Walk to the corner where you have to go left. You will pass another tentacle. Jump up onto the round corner. Continue to a rectangular area with a MERCHANT GARGOYLE at the end of it. To the right is a path. Do a running jump to reach it. Walk along it to the ground. Be careful of the tentacle to the right of that path. Walk forward toward the FOUNTAIN, and be careful of the tentacle in the pool to the right.

Once at the Fountain, walk to the right. You will notice gold bridges connect a lot of the land. Take note that each time you find a lost soul, some of those bridges will disappear. Once you have all the lost souls, no such bridges will be left.

You should see a chest with a skull and crossbones. Feel free to break it open and release KUL KATURA. Remember, you cannot control this serpent and it will only exist here for a limited amount of time.

Cross over using the gold bridge to the right. Look around for another chest with a skull and crossbones and walk towards it. Be very careful if you hit it as it has a time bomb. Even if you are at a relatively safe distance from the bomb when it explodes, it can still push you.

With that chest in front of you, go to the left. You should see a bag on an island. Do a walking jump to reach the BAG OF COINS. Then, you may want to try to do a running jump to return to where you were. (A running jump to that island may go too far, but a running jump from the island makes it more likely you will successfully make it across.) You should see

a yellow object. Make a running jump to reach your first SOUL HELMET. Return to the chest with the time bomb.

This time, with that chest in front of you, go towards the right and pick up the CHAOS RUNE. Then, look around yourself until you see the Chalice in the distance. Walk towards the Chalice.

Very near the Chalice, walk over a gold bridge. This brings you to a tree with two shields on it. Take the second SOUL HELMET. Also, take the ENERGY VIAL. Since both bridges are gone, just to be safe, with the tree in front of you and the Chalice behind you, go to the left.

Walk towards and then past the Chalice. Ignore any ways to the right and keep going until you find the third SOUL HELMET. Then, the bridges vanish. While at the flag, where you found the Soul Helmet, you should see a path to the right. This path has a pointed end. With the flag to your left, do a running jump to jump onto the path. Follow it back to the stone path which leads back to the Merchant Gargoyle.

With that stone path to the left, walk forward and take the first right. You should see a chest with a skull and crossbones. In it is a time bomb. Set it off at your own risk. You should also see the fourth SOUL HELMET, so take it. (If you walk to the Soul Helmet without going over the gold bridge, be careful while walking in-between the poles.)

With where you just took the Soul Helmet behind you, walk forward and walk to the right across the first gold bridge you find. This leads you onto an oval area with an ENERGY VIAL. The way is narrow, so proceed with caution. Then, cross back over that bridge.

You should see an area with a lot of chests that all have a skull and crossbones on them. You want to take care of them while the gold bridge for this is still present. Center on the chest which is near the tree. You should just have to run in a straight line across the gold bridge to reach it. Trigger it. Then run back across the bridge. That should set up a chain reaction which will explode most or even all of those chests for you. Then you will not have to worry about them.

With that gold bridge you just ran across in front of you, go left and up. You should find a SILVER SHIELD in a chest. Not far away is your fifth SOUL HELMET.

From where you found the Soul Helmet, you should see an isolated piece of ground. Do a walking jump to it. From there, do a walking jump to the area with a large tree with two shields on it. (This is the area with all the chests from earlier.) You should see the sixth SOUL HELMET in front of you, so take it.

Keep going to find a gate. Walk into the red hand to use the Chaos Rune. As you walk forward, the view will shift so the two chariots are at the bottom of the screen. In this view,

you need to look towards the left. You should see treasure on the island in that direction. Keep close to the wall and do a running jump to that island. There you will find a CHEST OF COINS, another CHEST OF COINS, an ENERGY VIAL, another ENERGY VIAL, and a LIFE BOTTLE. Be careful of the tentacle. Again, staying close to the wall, do a running jump back to the area with the chariots.

Next to the chariots is the seventh SOUL HELMET. Taking it will trigger some enemies to appear. Walk past the chariots and down the path. Be careful of the chariots as they will roll down after you. At the bottom of the path, you will find an ENERGY VIAL, another ENERGY VIAL, and the eighth and final SOUL HELMET. When you take it, enemies will appear and the exit will close. I would advise you deal with the thin zombies with the throwing weapons first and then deal with pushing the fat zombies over the edge. Kill them all to open the exit.

Run back up the path. Last, you need to fill up your Chalice. Consider using some sort of distance weapon as flying monsters have appeared. Walk out of the gates that needed the Chaos Rune. Keep to the right as you walk. Do a walking jump back to that isolated piece of ground. Do another walking jump to go back to where you see a broken chest on the ground, where you got the Silver Shield earlier.

Go to the left and then stay next to the right edge to return to the stone path that leads back to the Merchant Gargoyle. Keep walking past the stone path, while staying along the right edge, until you are at the path with a point at the end of it. There are two other areas near it. Make a running jump to the one with the square end which has no grass on it. Once there, walk to the far end of this path and make a running jump towards an area with a chest, which has or had a time bomb. With the chest in front of you, go to the right. Then look around and you should be able to walk into the CHALICE.

Walk back to the last chest mentioned. With it behind you, do a running jump onto the next piece of ground. Walk forward and do a running jump onto the pointed piece of ground. Then go to the right and keep close to the left edge until you are back at the stone path. Walk up it. Do a running jump off of the end of it to return to the Merchant Gargoyle.

Walk away from the Merchant Gargoyle. Jump up onto the round corner. Follow the path to the right. As you turn on the next corner, ignore the way you see to the side and walk to the end of the path. Do a running jump back to the platform. Once at the Boat Man, use the Soul Helmet from your inventory and he will give you a ride.

*** HALL OF HEROES: CHALICE 13

Run to the end of the hall and go up the stairs. You have two choices.

If you go up the stairs on the right, you immediately find

Dirk Steadfast. He gives you a MAGIC SWORD which can be powered up with the Square button.

Ravenhooves has another gift as well: a MAGIC LONGBOW with 50 Magical Arrows. The X button fires normally and the Square button fires a single, powerful blast. More Magical Arrows can be bought from the Merchant Gargoyles.

16 THE LAKE:

Walk off of the boat and read the FIRST BOOK.

The watchers sound bad there, but you want them to summon others if you want a full Chalice. You may come up short otherwise.

Be careful not to drop into the water here or you will lose what is in your life meter.

Walk up the stairs and follow the path. You will see orange creatures. You can kill them to get them out of the way, but they do not increase your Chalice percentage. Once you reach the corner, you will notice a wooden lever. You can hit the lever in order to move the corner so you can access other paths.

For now, just go left and follow that path. At the end of the path, you will notice a huge eyeball on the building to your right. That is a Watcher. You can try to kill it only while the eye is open, but I would suggest letting it see you to summon monsters. Killing a Watcher does not help your Chalice percentage. Watchers summon green monsters. Do not forget to use your shield to block blasts from those monsters.

Once on the ground, to the right you should see a dark, round mass on a wall that periodically spits out venom. You can kill it, but it will not help your Chalice percentage. There is also another Watcher on the wall in front of you.

Walk over to the right to find a third Watcher on a wall. You should also see doorways in a wall. To the left of those doorways, there is another round mass spitting out venom. To the right of those doorways, partially hidden behind the building, is a BAG OF COINS. Walk the path leading out over the water here to get the EARTH RUNE. Then, go back to the two doorways in the wall.

Enter either doorway as they both lead to the same room. Walk towards the Energy Vial and jump into the next room to take the ENERGY VIAL. Exit the room. Right next to that exit is a GARGOYLE. Speak with it. You will notice the exit for this whole area is here, but it is closed for now since you do not have the rune you need yet.

Turn so the Gargoyle is behind you, then walk forward. You should see a Watcher ahead. There is also a mass that spits venom off to the right. Jump into the boat and take the CHAOS RUNE.

Go back into the doorway next to the Gargoyle. Jump back

into the shallow water and exit this room through one of the two doorways. From as you leave that room, go left and back to the path over there. Follow it back to the corner with the lever.

Hit the lever twice. With the path you just walked behind you, go to the left. You will find a BAG OF COINS outside of a closed gate. If the green monsters fall into the water from the path, they may jump back out so you can still kill them.

Return to the corner with the lever. With the path with the closed gate behind you, go to the left. This leads you to a winding path which leads to a circular path.

Once you reach the circular path around a whirlpool, start by going to the left. You will find the first path to the left leads you to a FOUNTAIN. Continue on the circle. The second path from the circle leads to a hand that wants the Time Rune. Here you will also find a Watcher. The third path from the circle leads to a hand that wants the Earth Rune, and another Watcher. Walk into the green hand to use the Earth Rune. The fourth path from the circle leads you to the TIME RUNE and the SECOND BOOK.

The fifth path from the circle leads you to a hand that wants the Chaos Rune, and a Watcher. Walk into the red hand to use the Chaos Rune. (You may want to walk around the whole circle again to make sure you killed all the green monsters.) Continue and pass where you entered, pass the path with the Fountain, and approach the gray hand to use the Time Rune.

Once all three machines are working, the whirlpool will freeze. Drop down into it. Where you land, you find a SILVER SHIELD in a chest. Follow the path to find a BAG OF COINS, an ENERGY VIAL, another ENERGY VIAL, another BAG OF COINS, and yet another BAG OF COINS.

At the end of the path is a room with the Chalice which you cannot take yet. Walk up to exit the room. Be careful as you emerge not far from the water and there is a Watcher just outside. Once you are back on the ground, notice the mass on the wall which spits venom. Pick up the BAG OF COINS not far from that mass.

Walk the wooden path over to the other side. You immediately find another mass, on the wall, spitting venom. Turn the corner to find a MERCHANT GARGOYLE. Walk past the Merchant Gargoyle and past the wooden path until you find a stone structure on your right. Enter it, but be careful not to fall in the water. Inside is a CHEST OF COINS.

Walk to the skull of a dead fish. Follow the wooden fence and walk through to find another mass, which spits venom, on the wall. (The Watcher can see you here.) Then, on that side of the fence where you found the mass, walk into the structure next to the water to find a switch. Hit the switch to raise the gate on the path leading away from this area.

Return to the side of the fence with the dead fish. It is near a doorway in the wall. Enter the doorway to find a Watcher. Go left from the Watcher to get the STAR RUNE, but be careful because there are two masses, that spit venom, on the top wall and one mass on the left wall.

You should have enough for the Chalice. Follow the path near the Merchant Gargoyle. Enter the house that is close to the water. Take the CHALICE. Exit the house and follow the path back to the Merchant Gargoyle. Then, take the path to the right.

Hit the lever, at the corner, twice. With the path with the gate behind you, go to the right. Once on the ground, go to the right. Find the two doorways in the wall and enter one. Proceed into the drier room and exit the room. Walk into the yellow hand to use the Star Rune and exit this level.

*** HALL OF HEROES: CHALICE 14

Run to the end of the hall and go up the stairs. Speak to whomever you did not speak with the last time.

If you go up the stairs on the right, you immediately find Dirk Steadfast. He gives you a MAGIC SWORD which can be powered up with the Square button.

Ravenhooves has another gift as well: a MAGIC LONGBOW with 50 Magical Arrows. The X button fires normally and the Square button fires a single, powerful blast. More Magical Arrows can be bought from the Merchant Gargoyles.

17 THE CRYSTAL CAVES:

Be careful of falling down into the green slime as that will drain what is in your life meter.

As you enter, follow the path. Be aware that some of the Shadow Demons are flying around in this room. Once you come to a choice of directions, notice the Chalice is to the left, but go to the right. At a cave entrance, you will find a GARGOYLE. Speak with it.

As you try to enter the cave, you will see two, large crystals block it. You can smash these open easily. One holds a BAG OF COINS and the other holds an Imp. As you enter the cave, you will see you can go in two possible directions. Go to the right.

Remember you can kill bats, but they do not increase your Chalice percentage.

The next room has another Imp trapped in a crystal as well as a thief Imp which is wandering around the room. (Remember that if an Imp is not holding a torch, it can steal from you. Kill the Imp to retrieve your item if it is stolen.) Go to the left. You will notice a spinning crystal. Beware of its beams. Walk in the same direction it moves, dodging from side to side as necessary, and pick up the BAG OF COINS and the EARTH RUNE. Then, leave this room.

With the room where you found the Earth Rune to your left, go forward. You will find more Imps in crystal, as well as Rhinotaurs. Take note that the Rhinotaurs will free themselves from the crystals if you get close to them. You also will find a chest with a skull and crossbones. Feel free to open it for the time bomb which will kill a couple enemies for you.

Walk up onto the path of gray rock. In a crystal with a Rhinotaur, you find a SILVER SHIELD. Near there, you find a BAG OF COINS. Drop back down onto the tan colored floor. Then, go to the right and go up.

You should enter a room with several levels. Go to the left to pick up a BAG OF COINS. On the next level, to the far right, you will find a FOUNTAIN. Be careful of the thief Imp. On the top level, on the far left, you will find a MERCHANT GARGOYLE. On the far right, you will find the FIRST BOOK.

Walk into the green hand to use the Earth Rune which will open up the gate. In this next room, smash open a crystal to the left to pick up a CHEST OF COINS. You should see a waterfall. Walk into and past it.

This next room has four levels of ground. Mentally, number them from one to four from left to right. You start out on level 1. Read the SECOND BOOK there.

On level 1, you also find a BAG OF COINS, an ENERGY VIAL, a BAG OF COINS, and a CHEST OF COINS. Make a running jump across to the lowest level over on the right to jump to level 4. On level 4, you find a BAG OF COINS. Jump up to level 3 to get a BAG OF COINS, an ENERGY VIAL, a BAG OF COINS, a CHEST OF COINS and the STAR RUNE. Jump up to level 2 to get a BAG OF COINS, a CHEST OF COINS, and a BAG OF COINS. Then, drop back down to level 1.

Equip your Hammer and use it on the ground. Notice the ceiling falls on level 2. This is how you fight the Dragon. You cannot hurt the Dragon with your weapons. You must cause the ceiling to fall on his head.

Hit the ground on level 1 to hit level 2.
Hit the ground on level 2 to hit level 3.
Hit the ground on level 3 to hit level 4.
Hit the ground on level 4 to hit level 1.

On level 1, you should see the face of a Dragon on the wall. Stand in front of it and use the Dragon Gem from your inventory. You will use one. You then have to use the other Dragon Gem from your inventory. This will summon the Dragon.

The Dragon sticks just his head out of the holes on the different levels. He starts on level 2. He moves to level 3, then to level 4, then to level 1, then back to level 2, etc. Use the time in-between his attacks to try to move to an appropriate level so that you can bring the ceiling down onto his head. Be careful of his fire as it sets you on fire and you burn for awhile before the flames go out.

Once you defeat the Dragon, you will see he leaves an object behind. Walk into it to take the DRAGON ARMOR. As he said, it will protect you from fire. This means you can walk through fire. It also means if you are set on fire, if you equip the Dragon Armor, it will put out the fire. It allows you to attack with fire. It cannot be powered up with the Square button. When you equip the Dragon Armor, it will unequip your shield. However, you can still equip your shield.

Return to level 1 and exit. From as you walk through the waterfall, go to the right. This leads you into a room which has monsters trapped in crystals. It also has some bats. As you walk farther into this room, you find a pool of water. Do not fall into it as it will drain what is in your life meter. Walk around it to the left, but do not settle on one spot. You will notice some of the floor sinks as you are on it. Stay on such places long enough and you will be sinking all the way into the pool. Pick up a BAG OF COINS. (To be extra safe, you may want to make walking jumps over those pieces of the floor. They are visibly different from the rest of the floor.) At the exit to the room, make a walking jump to the right to get another BAG OF COINS. Then jump back and enter the next room.

There are more monsters in crystals here and all but the last one free themselves. You find a CHEST OF COINS in a crystal with a Rhinotaur. Walk through this room of crystals and drop down the slide at the end.

You should see the spinning crystal in front of you. Go left and into the next room. Then, go to the right. Walk into the yellow hand to use the Star Rune. The floor should rise so you can cross. (Dropping down onto the floor before it is raised is like dropping into a void.) Kill the enemies here and you should be able to collect the Chalice. Be careful of the thief Imp.

Walk back to where you used the Star Rune. With the Star Rune behind you, walk forward into the next room and go to the right to return to the very first room. Follow the path. When you reach a choice, go to the right and you will find the CHALICE.

Return to where you used the Star Rune. Cross over again and leave this level.

*** HALL OF HEROES: CHALICE 15

Run to the end of the hall and up the first set of stairs. This time, the door there is open. Enter that room and speak with Megwynne Stormbinder. From her, you can receive LIGHTNING. You can power it up with the Square button. However, notice there is a percentage with it. That is how much Lightning you have left. Once you use it all up, you cannot get more.

18 THE GALLOWS GAUNTLET:

You will notice some impaled zombies in the distance. Be careful with them as you have to move close enough to them

that they will break themselves free before you can hurt them. In this level, if possible, I like to kill enemies by throwing my Axe from a distance. For the impaled zombies, this may mean running away from them, just after they break free, and then walking just close enough to be in range.

As you walk forward, notice a closed gate to your right which blocks a Merchant Gargoyle. Next, you find the FIRST BOOK on the left.

Continue to find a FOUNTAIN on the left. Then, you will find another closed gate on the right which blocks the Star Rune. You find a third closed gate on the right near the SECOND BOOK. It is hard to see, but this gate blocks a switch in the floor.

Pick up the BAG OF COINS from next to the dragon neck and head, made of stone, on the left. Proceed and find another BAG OF COINS on the ground not far from an exit to this level. This is not the best exit as it will not allow you to advance. Read the THIRD BOOK next to it.

Next, go to the right. As you walk, along the right you will notice a chest with a SILVER SHIELD.

You will then have to go left. You will notice, along the right wall, two gates. One blocks a chest with a skull and crossbones and the other blocks a chest of coins. You then find a gate that needs a rune. You will have to make a left again, so in other words, you make a U-turn. As you continue along, keep your eyes open for an area to the right with two gates. The Chalice is behind one of them and an Energy Vial is behind the other.

You will come to a gate of fire. Do not walk into the fire unprotected as that will set you on fire. Read the FOURTH BOOK.

If you go to the left here, you will return to the exit of this level which you previously saw.

Equip the Dragon Armor and walk through the gate of fire. You may want to equip a different weapon once you are on the other side. You will notice a chest with a skull and crossbones on it. If you go near it, the Serpent of Gallowmere will appear. It is like Kul Katura, only it follows you around trying to hurt you. Next to that chest is a CHEST OF COINS.

You should notice four switches in this room. You stand on them to activate them. The one in the lower left opens the gate with the Energy Vial. The one in the upper left opens the gate with the Merchant Gargoyle, which at the entrance to this level. The one in the upper right opens two gates also near the entrance. They have the Star Rune and the switch. The one in the lower right opens the two gates at the U-turn. They have the chest with the skull and crossbones and the chest of coins. It is possible to stand on all of these switches without waking up the Serpent of Gallowmere.

If you wake the Serpent of Gallowmere, run away from it. If it keeps chasing you, doubling back can sometimes give you more time as it slows down to turn around. It may go away eventually.

Equip the Dragon Armor again and walk back through the gate. With the gate of fire behind you, go to the right. As you walk, you should pass the exit you previous saw, which will be on the right. Go all the way back to where you first entered this area. Then turn and walk back.

Keep looking to your right. Through a raised gate, you will find a MERCHANT GARGOYLE. Continue on and past the Fountain. To your right, behind a raised gate, you will find the STAR RUNE. A little farther ahead, to the right and behind a raised gate, you find a switch. Stand on it to open up the way to the Chalice.

Walk forward until you can go right and then do so. You will have to go left once you reach the U-turn. To the right, behind a raised gate, you find a chest with a skull and crossbones. In it is a time bomb. Walk forward and look to the right for another raised gate where you find a CHEST OF COINS. Then, walk into the yellow hand to use the Star Rune.

Kill enough enemies so that you can collect the Chalice, then leave this room. With where you used the Star Rune in front of you, go to the left. As you are walking, look to the right for a place with two raised gates. One has an ENERGY VIAL. The other has the CHALICE. Return to where you used the Star Rune. Enter that room and exit this level there.

*** HALL OF HEROES: CHALICE 16

Run to the end of the hall and go up the stairs to the upper level. Speak with Ravenhooves again to get a LIFE BOTTLE.

19 THE HAUNTED RUINS:

Notice that you start with a Chalice percentage of 12%. Some farmers are being held captive. That percentage is for them. If they are killed, or you kill them, it will reduce your percentage.

As you walk forward, you soon find the FIRST BOOK.

You will notice to your left there are a bunch of chickens. Chase the chickens to heard them out of their pen and move them forward to a pile of corn. This corn is not far from a drop into a void, which will drain your life meter so be careful.

As the chickens eat up all of that pile of corn, a switch will be revealed. This allows the switch to be lifted so the drawbridge will open for you. Cross over on it.

As you enter the castle, speak with the GARGOYLE on the left wall. You will find a door with a face painted on it, but you cannot go that way yet. Jump up the stairs to the left,

but be careful not to fall into the void. This brings you to the SECOND BOOK.

Walk all the way to the left to find the CHAOS RUNE. Be careful not to fall into the void as not everywhere up here is protected by a fence and the wall is old and worn. Then return to the second book.

You can see the farmers below you. You cannot jump over the fence to reach them. Walk to the right a little and you can kill a Shadow Demon. You can also see the ones on guard below you. Keep going to the right until you find an opening in the fence where you can approach the guards. Once you jump down, be prepared to run after the Shadow Demons as they will all run to kill the farmers. There are three guards. Make sure you target the ones in the lead first. Kill them quickly. (I, personally, like to use the Spear to kill them. It is possible to use the Magic Sword as well, but then you have to catch up to them very quickly.)

If you look around the courtyard, near the farmers you find a doorway. In the room, you find hot oil and you find you need a rune. Falling into the oil drains what is in your life meter. Leave this room.

In the courtyard itself, you see two gates and the painted door. They are all closed. Near the gate, which is near the switch in the floor, you find a BAG OF COINS.

At the farmers, each one has a fire under him. Equip the Hammer or Club. Hit each fire three times with the Hammer or Club to put out the fire. When all the fires are out, stand on the switch in the floor so the farmers can drop down and run away from here. Standing on the switch also causes both gates and the painted door to open.

Follow the farmers through the painted door to return to where you fed the chickens. Each one presents you with a chest of coins. So, for three farmers, you get THREE CHESTS OF COINS. (If, for some reason, you do not save all three, you get one less chest of coins for each one that died.)

Cross back over the drawbridge and go through the painted door to return to the courtyard. Go through the gate near the switch in the floor. To the right you find a pool of hot oil and the THIRD BOOK. Falling into the oil drains what is in your life meter.

Go up the steps and up the ramp. This puts you on the outer wall. Go to the left and up the next ramp to find a BAG OF COINS, a BAG OF COINS and the Chalice which you cannot collect until later. Walk down the ramp and continue along the outer wall while being careful not to fall into the void. On the wall you will find an ENERGY VIAL. Walk back and walk down the ramp and down the two steps. Go back through the gate to the courtyard.

Run to the other end of the courtyard and go through that gate. As you enter, be careful as there are three cannons which keep firing. Once beyond the cannons, you find a

closed gate, a MERCHANT GARGOYLE, and a stack of crates.

Jump up the stack of crates so you can reach the wall. Then, go to the right to find an ENERGY VIAL and a dead end. Go back and go the other way. You will find another ENERGY VIAL. Keep going along the wall until you can go down some steps.

Not far from the steps is a small stack of crates which you can use to jump up onto the wall. This allows you to reach an ENERGY VIAL and another ENERGY VIAL. Then, drop down off of the wall and you will be at a GARGOYLE. Do not worry about the gate there. Return to the steps where you originally came down into this area.

With the Gargoyle in the distance and in front of you, go to the right. As you walk, take note of a set of stairs, with a red hand near them, to the left. But, keep walking as far as you can. Then, to the left, you should find a chest with a SILVER SHIELD. Return to that set of stairs and walk into the red hand to use the Chaos Rune which opens the gate.

Be careful not to fall into the void. Walk across the wooden bridge while being careful not to be hit with the fire as it will set you on fire. To the left, you will see the FOURTH BOOK.

Then, walk into the entrance to the Throne room. Inside, you will find the FIFTH BOOK.

Approach the throne. The floor will drop out from under you, dropping you into another level. (The floor will only do this once.) Follow the path and do not drop into the void. Once you have a choice of direction, go left and through the doorway.

Be careful of the fires in this room as they can set you on fire. Take KING PEREGRIN'S CROWN. You can also find a BAG OF COINS. Read the SIXTH BOOK.

Leave the room. Walk the path to the right and keep going until you can go through another doorway. Here you find a FOUNTAIN. Walk to the left to exit this room.

This puts you next to the entrance to the Throne room. Go back into the entrance to the Throne Room. Approach the throne again and use King Peregrin's Crown from your inventory to summon him to his throne. Do this only after you are sure you are done exploring.

You will be dumped into a fighting area. If the castle is destroyed with you in it, you will return to this point, though your life meter will be drained. So, in that respect, it is like falling into a void.

Here you can pick up the EARTH RUNE. To the left, you will see a switch. Hit it to start the countdown to the destruction of the castle. You can see the timer in the lower left. When you hit the switch, you will also activate

the two, stone Golems.

You cannot hurt the stone Golems with your weapons. You need to use your weapon and you need to walk into the stone Golems to guide the stone Golems close to the upper edge so they can fall into the void. Work on one at a time. The stone Golems can spit a hurtful substance. They turn around easily, so pushing them is not easy. I like to equip the Dragon Armor and use its fire breath to push the stone Golems. You may want to equip a different weapon when you are done.

Once you defeat them, the gate will open on the right, so go that way. Pass the cannons and go through the gate to return to the courtyard. Enter the doorway near where the farmers were being held. Inside that room, walk into the green hand to use the Earth Rune. Exit the room. Go through the gate near the switch in the floor.

Jump up the two steps and run up the two ramps to reach the CHALICE. Run back down the two ramps and the steps. Then, run to the right across where the hot oil used to be, but now is not because you used the Earth Rune. You will find the SEVENTH BOOK.

At the exit, you will find a CHEST OF COINS, another CHEST OF COINS and yet another CHEST OF COINS. After you take them, back up and look for a switch to the right. Hit it to watch the catapult fire a rock. Then, jump onto the end of the catapult so it will fire you over the wall.

*** HALL OF HEROES: CHALICE 17

Run to the end of the hall and go up the stairs on the left to speak with Imanzi Shongama. She will give you TWO ENERGY VIALS.

20 THE GHOST SHIP:

Welcome to what is, in my opinion, the nastiest area of the game.

To your left, you will see a blue hand and the FIRST BOOK. The first skeletons you fight are ones that do not count towards your Chalice and they reset if you leave the area and return. There are more such skeletons.

At first, walk to the right. Look around yourself. Above, you will see skeletons on the floor and one skeleton, in a blue coat, walking. The one in the blue coat is the officer. Kill him and the rest will die, so to speak. Otherwise, the rest can come back after you kill them. You also need to kill the officer to get any of them to appear in your Chalice.

Go left and up a ramp. This allows you to go up a ramp to the right. Pick up the MOON RUNE. Walk back down both ramps and return to where you started. Walk into the blue hand to use the Moon Rune and enter the doorway.

This room also has an officer to kill. Pick up the ENERGY VIAL and the STAR RUNE. There is also a MERCHANT GARGOYLE

here. Leave the room.

Walk to the right. Walk up so that you can go right and approach the trap doors which are opening and closing. If you want to cross without falling into the holes, time your jumps for when the door you want to land on is closing. Also, notice the beams in-between the doors. You can stand on them. So, try to stay on them if possible. However, feel free to drop down into one of the holes.

You will drop into a room with rolling barrels. Here you will find a BAG OF COINS and a chest with a SILVER SHIELD. Time your passage so that you avoid the barrels. Walk up the ramp and out of this room. This puts you on the other side of the trap doors.

You will be back on the top deck again and at more rolling barrels. You can jump over the barrels as well as dodge them. Run to the right as far as you can, then run down and over to the right to get a BAG OF COINS. Go back to the left, go up part of the way, and go to the right to find a FOUNTAIN. Continue up all the way and go to the right to walk into the yellow hand and use the Star Rune. This opens a doorway. Drop down as soon as you can and kill the officer. This will open up a way for you in the lower right.

Be careful not to fall off of the side of the ship and into the void as that will drain your life meter. Here are four cannons. Walk past them, one at a time, making sure you time your movements so that they do not hit you. Then, you will find the CHAOS RUNE. Walk back past the four cannons to where you last fought an officer. Walk into the red hand to use the Chaos Rune.

This leads you to some netting. First, drop down to below the netting.

You land right next to the officer, so kill him. Walk out of the room on the right. You will find yourself on a suspended walkway. On this walkway, you will find a BAG OF COINS, an ENERGY VIAL, and another ENERGY VIAL. While you are here, press and hold L2 and R2 and look up. You should see the paddles turning above you.

Return back into the room below the netting. In the left side of the room, jump on the large crates to go to the upper left corner. Then, jump into the doorway that leads to the next room.

There are huge cannons in this room which you must pass. For the first one, after it fires, run towards it and drop into the hole in the floor. Wait until it fires again, then jump out of the hole and run past it. The second one is firing too high to hit you while you are on the floor. But, you have to jump over two obstacles, so time your jumping well. You can pick up an ENERGY VIAL as you walk through here. There is no help for the third cannon. After it fires, run and press the Triangle button to do the Daring Dash which allows you to run faster for a moment. Do the same for the last cannon. You will then find a CHEST OF COINS. Walk up

the ramp to exit this room.

You will return to where you used the Chaos Rune. This time, use the netting to cross. Think of the squares of the netting like trampolines. The more you jump on them, the higher you will jump. The higher you jump, the more of a chance you have of making it to the next square. Dan does cast a bit of a shadow and it can help you tell where he will land. You want to make your way to the upper square of netting on the far right. Once there, turn the camera angle so you can line yourself up with the exit properly. Then, jump as high as you can and push towards the mast to jump up onto that level.

(There is more than one way to cross over this next area. If you fall from the paddles or the swinging boards, you will either fall into the void and lose what is in your life meter, or you will fall to the suspended walkway.)

If you go down all the way from the mast, though try to make sure you do not fall into the void, you will find cannons which fire outside of the ship. There are doors that open and allow them to fire. The first door opens and closes slowly. The middle door opens and closes at a medium speed. The last door opens and closes quickly. If timed well, you can do walking jumps from one to the other to make your way across. (My suggestion is to make sure the first door comes up first and the middle door is just coming up as you try to jump across.) This brings you to a FOUNTAIN. From there, start close to the side near the paddles and do a walking jump onto one of the turning paddles.

If you would rather not go that way, from the mast, go up all the way. Then, when the swinging board is close enough, do a walking jump to the right and onto it. Then, you can turn the camera angle if it helps. When the first board is close enough to the next board, do a walking jump onto the next one. When the second one is close enough to the third board, do a walking jump to the third one. From here, you can drop onto one of the turning paddles.

(While on a paddle, you can jump up onto the area with the Fountain.)

You should see an area with steps. From the paddle, walk to that area. No jump is required. Kill the four skeletons and the barrier will break allowing you access to another officer. Kill him and the doorway will open to the boss. Notice on the level where you killed the first four skeletons, there is a MERCHANT GARGOYLE.

Go back down the steps and walk onto one of the paddles. On the other side, the paddles come close to an elevator. Jump into the elevator. Jumping while inside the elevator will make it go up and down. With the elevator raised, do a walking jump to the right and onto a walkway. Run all the way to the end and kill the officer. Also, pick up the ENERGY VIAL. Then, you should be able to collect the Chalice. Do a walking jump back into the elevator. This time, with the elevator raised, do a walking jump to the

left. You will find an ENERGY VIAL and the CHALICE. Do a walking jump back to the elevator. With the elevator raised, do a walking jump to the right. Walk right all the way and drop off the end.

This puts you back where you were. Read the SECOND BOOK, then go through the doorway to the boss.

The door will close behind you. In the chest, you find a CLUB. Stand with the tip of the Club in the fire to light it. Stand with the fire of the Club at the back of a cannon to fire the cannon. There are two cannons you can fire, and you must light them each time you want to fire one shot. If you just stand there with your lit Club, the cannon will fire repeatedly. Try to time your shots so that they hit the Ship's Captain who is walking back and forth. If the fire goes out on your Club, light it again.

If the skeletons attack, equip the Magic Sword and run around slashing at them until they are all on the floor. Then, resume lighting the cannons until they attack again. Repeat the process until the Ship Captain has been defeated.

Once defeated, the door will open so that you can go back out into the ship. The blockage will also have been removed so that you can exit this level by taking control of the ship.

*** HALL OF HEROES: CHALICE 18

Run to the end of the hall and go up the stairs on the left. Speak with Karl Sturnguard. He will give you FOUR CHESTS OF COINS.

21 THE ENTRANCE HALL:

On the right, you find the FIRST BOOK. On the left, you find a GARGOYLE.

As you enter the circular room, make sure you kill all the Imps before you drop down to the floor. Exit the room by going down the hall.

When you have a choice, go to the left. You will find a FOUNTAIN and stairs going downward. Go down the spiral stairs. At the bottom of the stairs, you will find a MERCHANT GARGOYLE. Exit this room in the upper right. You find the exit to this level, but do not leave. Just kill the Imps. Then, go back upstairs. Run back up the hall, and this time, go to the right.

After going down some stairs, you will find a room with a waterfall. Be careful as thieving Imps are here. Such Imps do not hold torches. If your weapon is stolen, quickly kill the Imp who took it to get it back as you do not want the nasty Imp running away and out of the room with it. You should then be able to take the CHALICE which is here. You also find the SECOND BOOK and the THIRD BOOK here.

Go back up the stairs and through the hall and go down the left hall again. Go back down the spiral stairs and exit this level.

*** HALL OF HEROES: CHALICE 19

Run to the end of the hall and go upstairs on the right.
Speak with Dirk Steadfast to receive another LIFE BOTTLE.

22 THE TIME DEVICE:

You start on a path. Be careful not to fall into the void as that will drain what is in your life meter.

Walk along the path and you will find a butterfly shaped gate. Hit the switch and the gate will open for you. As you enter, you find a GARGOYLE.

You will see tiny, gold clocks flying around. Completely ignore them. Go to the left and do a walking jump over the hole where a clock hand is moving up and down. Time your jump so the clock hand does not hit you. I prefer to jump across when the clock hand is raised.

You should see a path going to the left. You will walk onto the image of a man. Then, walk onto the image of two fish. Do not let the clock hands hit you. You can jump over the clock hands. Next, do a walking jump to the image of a mask. This path leads you past a pendulum. Notice a part of the floor is darker where that blade is hitting it. Inch up to the blade, and as it is rising, walk past it.

This puts you on another image of a mask, only this one has clock hands. This leads to an image of a crescent moon, with clock hands. This leads to an image of man where you can get a SILVER SHIELD from the chest. Finally, the path ends on the other side of a butterfly gate. Take the TIME RUNE. Then, hit the switch to open the butterfly gate.

Jump back across the gap where there is a clock hand and return to the Gargoyle. You should see round brains in the ground. I like to use the larger one that is on the right, while the Gargoyle is in front of you. Jump on the brain repeatedly until you are high enough to land on the master time clock. The master time clock is a huge clock. The Gargoyle is on one of its sides.

From the master time clock, walk up the path and into the gray hand to use the Time Rune. You will come up to another pendulum blade. Walk under it when the way is clear. As you approach the butterfly gate, a clock will appear showing you a time. This time is different from game to game. Take note of the time it gives to you and return to the master time clock.

There are two switches next to the clock itself. Jump on the blue switch to move the blue clock hand. Jump on the gold switch to move the gold clock hand. Move them to the places shown on the clock at the butterfly gate. Go back up the path and to the butterfly gate and the gate should be open.

Notice the spinning device in the next area. It has three prongs. The lowest one bothers you while you first enter. Make sure you try to stay behind it or jump over it if it catches up to you. Run in the same direction as the lowest

prong spins until you see a space in the wall with a metal square on the floor. Stand on that metal square to be raised up to the next level.

On the next level, you need to jump over the middle prong if it catches up with you. You need to use your shield to duck under the higher prong if necessary.

Once up on the higher level, run to the right until you find a path branching away and take it.

You will find a wide area with two pendulums. You can walk around them. Go to the left and past the third pendulum. You may want to equip a distance weapon, the Crossbow will do, to kill those flying eyeballs before you deal with the rolling disks. Once the eyeballs are dead, run through an opening between the disks and take the CHAOS RUNE. Run back out and walk all the way back to the spinning device.

With the spinning device in front of you, go to the right, past the first path at the metal square, and onto the second path you find. Follow it past a pendulum. You will see a large, gray tube with a metal base. Stand on the metal base and jump up into the tube. This lifts you up to a similar tube on a higher level.

Walk up the stairs and look towards the left. You should see a triangle. Walk onto it and it will move. On the other side, jump off of it to get a BAG OF COINS and another BAG OF COINS. Walk onto the triangle again to return back to the other side where you should jump off of it.

You should see a face on a stone slab. Hit it and it should turn off the red energy. You have three seconds until the red energy is restored. To stop the energy, you must break the circuit. You should see the Chalice in a huge, red crystal. That red crystal is the source of the red energy. In this area, you should see four conductors in 90 degree shapes. Hit the stone slab to turn off the electricity, then hit one of those conductors and it will turn off the red energy. This breaks the circuit so all the red energy is gone.

Walk down both sets of stairs and take the EARTH RUNE which is now free of the red energy. Then, walk up one set of stairs. Either jump up into the gray tube or drop down on the right. Both take you to the same place. Walk the path back to the spinning device.

With the spinning device in front of you, go to the left and take the path at the metal square. Follow the path to the end and read the FIRST BOOK, which is also the only book. Walk into the red hand to use the Chaos Rune. Then enter the keep.

Walk into the green hand to use the Earth Rune. From there, go to the right. Find the handle of the platform for Train and walk into it to push the Train a quarter turn to the right. It should then be facing where you used the Earth Rune. Do a walking jump onto the platform for the Train.

Jump onto the Train and it will start.

At the end of this track, you find a BAG OF COINS, another BAG OF COINS, and yet another BAG OF COINS. You also find a large brain. Jump onto it to reach the higher level. There you will find the MOON RUNE and the MERCHANT GARGOYLE.

Drop back down and jump onto the Train and it will take you back to the previous room. Do a walking jump from off of the Train's platform. Soldiers will start to drop into the room from the two small doorways. Kill them first. Then, walk into the blue hand to use the Moon Rune. From there, go to the right and walk into the handle again to move the Train a half circle to the right. The Train should be facing where you used the Moon Rune. Do a walking jump onto the platform and jump onto the Train.

You are dropped off near a FOUNTAIN. From the Fountain, walk to the left until you come to a switch. Hit it. Return to the Fountain. Walk down, then walk to the left until you find another switch. Hit it. Then, return to the Train and jump onto it.

The exit is open, but you are not done yet. Take a walking jump from off of the platform. Then, leave this keep the same way you entered it.

Walk the path back to the spinning device. With this device in front of you, go to the right and onto the first path you find. Walk past the pendulum and jump up into the pipe.

Walk up the stairs. You need to make a complete circuit. Leave the two conductors next to the red crystal in their original positions. Hit the two next to the stone slab so that the four conductors form a rectangle. This will destroy the crystal so you can take the CHALICE.

Go down both sets of the stairs and walk out onto where you took the Earth Rune. Press and hold L2 and R2 and look down. You should see a moon crescent pillar with three chests on it. Back up and make a running jump so that you jump towards this pillar and you are close to the right side of the one conductor as you jump. This is a very difficult jump. For making this jump, you get a CHEST OF COINS, another CHEST OF COINS, and another CHEST OF COINS. If that does not seem worth it to you, return to the master time clock a safer way.

Once on the moon crescent pillar, you should see a path not far from you. Make a running jump to that path. Follow that path either way to return to the master time clock.

With the Gargoyle, at the master time clock, in front of you, go to the right. Approach the butterfly gate and take note of the time you are given. The time changes from game to game. Jump back onto the master time clock and enter in that time. Drop down and enter through the butterfly gate. Since the red energy is gone, you can now take the LIFE BOTTLE. There is also a FOUNTAIN on the right.

Jump back onto the master time clock and enter in the previous time. Walk back to the spinning device. Stand on the metal square to be lifted up and take the path which is there. Return into the keep.

From as you enter, push the handle of the platform a quarter turn to the right. The Train should then be facing the exit. Take a walking jump onto the platform and jump onto the Train.

*** HALL OF HEROES: CHALICE 20

Run down the hall, up the first set up stairs, and into the room there. Speak with Megwynne Stormbinder for THREE ENERGY VIALS.

With the acquisition of this last Chalice, you have earned the best ending. Your statue is now solid. Unfortunately, it is of what you look like now.

23 ZAROK'S LAIR:

As you walk to the house, do not fall down into the void as that will drain your life meter.

To the left is a MERCHANT GARGOYLE. Feel free to stock up on everything. To the right is a GARGOYLE. When you are ready, enter the building.

After you enter, you find a chest on either side of you. One has a SILVER SHIELD. The other has GOOD LIGHTNING. It cannot be powered up. As you use Good Lightning, it will drain your health.

If Dan's health could use some work, walk around the outer edge of the room until you find a FOUNTAIN. This Fountain will not be there if Dan has at least four, full life bottles above the life meter. I would suggest using the Fountain up now, if possible. Using a Fountain in the middle of battle is a bit tricky. (I would more strongly suggest you come to this area with full health so this isn't an issue.)

Walk into the center of the room to use the Chalice of Souls. Then, your eight skeleton warriors will all appear.

You need to use the Good Lighting to keep your skeletons alive. When they are bright green, they are in good health. Their color will change as they are hurt with red being just before they are totally destroyed. Run around and try to keep them all alive. You cannot defeat Zarok's warriors. Your skeletons must do it.

At the end of the battle, each one of your skeletons left alive will leave behind an ENERGY VIAL. So, the most you can have is eight Energy Vials.

Then, Zarok will send out Lord Kardok. Equip the Magic Longbow. When he is riding slowly, you cannot harm him. You have to wait until he gallops at you. Then, start using the Magic Longbow. If you want to try to dodge, side to side dodging and working your way in circles seems to help. I

prefer to just stand my ground and blast him with the Magic Longbow until he is, once again, dead.

Zarok will appear to be fought. I prefer to do a lot of running from him with him in view so I can see what he is doing. Remember to use the Triangle while running to do the Daring Dash for an extra burst of speed if needed. Keeping the shield out certainly does not hurt as well. If he shoots out poison, dodge forward and to the side to keep away from it. If he starts a huge fireball attack, you should be able to run and keep well ahead of it.

His underbelly is his weak point. So, you need to hit him while that is exposed. This happens when he rears up to swat at you. Start with the Spear. If you have any Magic Arrows left, use the Magic Longbow next. Then, I prefer to switch to the Magic Sword. If close fighting is too hard, then continue with distance weapons. If distance fighting is taking too long, feel free to use the Magic Sword earlier.

24 ENDINGS:

Though there are two possible endings, if you see the best ending you will see everything.

To see the first ending, find 19 or less Chalice.

The second ending is attained by collecting all 20 Chalice along with their respective prizes. This adds into the regular ending a special sequence at the Hall of Heroes.

PART 3: LISTINGS:

1 MONEY:

Running hand, if squashed: 2 coins.

Location: The Graveyard, Return to the Graveyard.

Rat, if squashed: 2 coins.

Location: The Pumpkin Serpent, The Sleeping Village.

Bag of coins: 10 coins.

Location: Many areas.

Chest of coins: 50 coins.

Location: Many areas.

2 HEALING:

Roast Chicken: 20 points of health.

Location: Use the Chicken Drumstick.

Energy Vial: 225 points of health.

Location: Many areas.

Fountain: 600 points of health.

Location: Many areas.

3 SPECIAL ITEMS:

Witch Talisman: Summons a witch at a cauldron.

Location: Cemetery Hill.

Sheet Music: For the would be phantom of the opera.

Location: The Hilltop Mausoleum.

Skull Key: Opens the Skull Gates.

Location: The Hilltop Mausoleum.

Harvester Part: Fixes the harvester.

Location: Scarecrow Fields.

Dragon Gem (1): Required to summon a dragon.

Location: The Pumpkin Serpent.

Landlord's Bust: Required metal for the crucifix.

Location: The Sleeping Village.

Crucifix Cast: Required to make the crucifix.

Location: The Sleeping Village.

Crucifix: Used in the church.

Location: The Sleeping Village.

Safe Key: Used to open the safe in the Mayor's house.

Location: The Sleeping Village.

Shadow Artefact: Used to find the prison of the Shadow Demons.

Location: The Sleeping Village.

Dragon Gem (2): Required to summon a dragon.

Location: Inside the Asylum.

Amber: Needed by the Witch of the Forest.

Location: The Ant Caves within the Enchanted Earth.

Shadow Talisman: Needed to finish The Enchanted Earth.

Location: The Enchanted Earth.

Soul Helmet: Lost Souls to be collected for the Boat Man.

Location: Pools of the Ancient Dead.

King Peregrin's Crown: Used to summon King Peregrin.

Location: The Haunted Ruins.

4 SHIELDS:

Copper Shield: Wears down and breaks.

150 maximum.

Location: Dan's Crypt, The Graveyard, Cemetery Hill, The Hilltop Mausoleum, Scarecrow Fields, The Enchanted Earth.

Silver Shield: Wears down and breaks.

250 maximum.

Location: Return to the Graveyard, Scarecrow Fields, Pumpkin Gorge, The Pumpkin Serpent, The Sleeping Village, The Asylum Grounds, Inside the Asylum, Pools of the Ancient Dead, The Lake, The Crystal Caves, The Gallows Gauntlet, The Haunted Ruins, The Ghost Ship, The Time Device, Zarok's Lair.

Gold Shield: Cannot permanently break. Can be fixed by the Merchant Gargoyles.

400 maximum.

Location: Chalice 9 or 10 or 11.

5 WEAPONS:

Arm: Your own arm. You cannot use a shield with it equipped.

Square: Throw.

Location: Your own body.

Small Sword: Weakest sword.

Square: Power up.

Location: Dan's Crypt.

Throwing Daggers: Distance weapon. Can be replenished from the Merchant Gargoyles.

Square: Power up.

250 maximum.

Location: Dan's Crypt, The Hilltop Mausoleum.

Crossbow: Distance weapon. Bounces off of corners.

Square: Nothing.

200 maximum.

Location: Chalice 1.

Club: Wears down and breaks. Can be lit to set things on

fire. Smashes boulders, weak walls, barrels, etc.

Square: Set things or monsters on fire if lit.

Location: Cemetery Hill, The Hilltop Mausoleum, Scarecrow Fields, Pumpkin Gorge, The Sleeping Village, The Ant Caves, The Ghost Ship.

Hammer: Smashes boulders, weak walls, barrels, etc.

Square: Power up.

Location: Chalice 3.

Broad Sword: Can be temporarily Enchanted by the Merchant Gargoyles.

Square: Power up.

Location: Chalice 5.

Spear: Distance weapon. Can be replenished from the Merchant Gargoyles.

Square: Nothing.

30 maximum.

Location: Chalice 7 or 8.

Longbow: Distance weapon. Can be replenished from the Merchant Gargoyles.

Square: Nothing.

200 maximum.

Location: Chalice 7 or 8.

Axe: Close attack and distance weapon.

Square: Throw.

Location: Chalice 9 or 10 or 11.

Flaming Longbow: Distance weapon. Sets monsters on fire. Can be replenished from the Merchant Gargoyles.

Square: Nothing.

100 maximum.

Location: Chalice 9 or 10 or 11.

Chicken Drumstick: Distance weapon. Turn enemies into Roast Chicken. Replenished from the Witch in the Enchanted Earth.

Square: Nothing.

30 maximum.

Location: The Enchanted Earth.

Magic Sword: Most powerful sword.

Square: Power up.

Location: Chalice 13 or 14.

Magic Longbow: Distance weapon. Can be replenished from the Merchant Gargoyles.

Square: A single, strong blast.

50 maximum.

Location: Chalice 13 or 14.

Dragon Armor: Protects from fire. Shoots fire.

Square: Nothing.

Location: The Crystal Caves.

Lightning: Unreplenishable distance attack.

Square: Power up.

Location: Chalice 15.

Good Lightning: Self-sacrificing, distance replenishment for your skeletons in the last battle.

Square: Nothing.

Location: Zarok's Lair.

6 MERCHANT GARGOYLES:

Services:

(100%) Enchant Sword: 100G

(100) Repair Gold Shield: 120G

Supplies:

- (50) Throwing Daggers: 40G.
- (50) Crossbow Bolts: 80G.
- (50) Standard Arrows: 60G.
- (25) Flaming Arrows: 80G.
- (10) Magical Arrows: 100G.
- (10) Spears: 100G.

7 HALL OF HEROES:

1. Crossbow (Canny Tim).
2. Life Bottle (Canny Tim).
3. Hammer (Stanyer).
4. Two chests of coins (Stanyer).
5. Broad Sword (Woden).
6. Two chests of coins (Woden).
7. Spear (Imanzi Shongama),
or Longbow (Ravenhooves).
8. Spear (Imanzi Shongama),
or Longbow (Ravenhooves).
9. Axe (Bloodmonath),
or Flaming Longbow (Ravenhooves),
or Gold Shield (Karl Sturnguard).
10. Axe (Bloodmonath),
or Flaming Longbow (Ravenhooves),
or Gold Shield (Karl Sturnguard).
11. Axe (Bloodmonath),
or Flaming Longbow (Ravenhooves),
or Gold Shield (Karl Sturnguard).
12. Three chests of coins (Bloodmonath).
13. Magic Sword (Dirk Steadfast),
or Magic Longbow (Ravenhooves).
14. Magic Sword (Dirk Steadfast),
or Magic Longbow (Ravenhooves).
15. Lightning (Megwynne Stormbinder).
16. Life Bottle (Ravenhooves).
17. Two Energy Vials (Imanzi Shongama).
18. Four chests of coins (Karl Sturnguard).
19. Life Bottle (Dirk Steadfast).
20. Three Energy Vials (Megwynne Stormbinder).

8 LIFE BOTTLES:

1. Dan's Crypt.
2. The Graveyard.
3. Chalice 2.
4. Dan's Crypt.
5. Scarecrow Fields.
6. Pools of the Ancient Dead.
7. Chalice 16.
8. Chalice 19.
9. The Time Device.

*** THE END.