

# MediEvil FAQ/Walkthrough

by PersonMan92

Updated to v1.0 on May 2, 2005

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An FAQ by PersonMan92

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1. Information |  
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1.1 Version History |

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0.50

Completed everything but the walkthrough

0.75

Added the FAQ Extras section, and completed some of the guide.

0.85

Almost finished. Sorry for the lack of updates. I was having trouble with Inside the Asylum.

1.0

Completed the Walkthrough. Changed "Extras" to "Others", and put "Weapons" section in "Others".

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1.2 Contact Info |

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If you wish to contact me, e-mail me at [personman92@gmail.com](mailto:personman92@gmail.com)

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2. The Basics |

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2.1 Controls |

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X: Main Attack/Use  
Square: Secondary/Power Up Attack  
Triangle: Defend/Duck/Dash  
O: Jump  
Start: Pause  
Select: Inventory  
L2: Pan Camera  
R2: Pan Camera  
L2+R2: Activate Dan-Cam  
L1: Switch Target  
R1: Side-step/Back-step  
L3: Toggle Walk/Run  
R3: N/A

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2.2 The Story |

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Note: This has been taken from the manual

The history books of Gallowmere tell of a hero, Sir Daniel Fortesque, who single-handedly halted an invasion by the zombie hordes of Zarok the Sorcerer...but then, history books are known to lie. For years, Daniel Fortesque had regaled the nobles of Gallowmere with wild tales of slain dragons and vanquished legions. King Peregrin was so impressed that he made Daniel a Knight and appointed him head of the Royal Battalion. Of course it was only an honorary post-Gallowmere had not seen a war in centuries-but the King liked stories, and Sir Dan was an excellent storyteller. But then evil Zarok the mad magician returned from years of exile. Embittered and filled with wrath, he threatened to unleash an army of darkness that he had built using the most sinister of magic. The King was in desperate need of a hero and knew exactly who he wanted. Sir Dan was thrust at the front of the King's army to face a monstrous enemy. The battle commenced and within seconds Sir Dan fell to the ground, struck in the eye with the very first arrow fired. His wound was fatal and the army was left to fight without him. Zarok's legions

were defeated, but Zarok himself was never found. Embarrassed by Sir Dan's poor show, and realizing his subjects needed to feel safe, King Peregrin declared that Sir Daniel Fortesque had died in mortal combat, seconds after killing the sinister wizard. A hero's tomb was erected for Sir Dan, the history books inscribe with tales of his valor. Zarok was soon forgotten, a lost character in history's plays. But Zarok himself never forgot. He lay in hiding, creating a bigger, stronger army of mutated monsters. Until 100 years later, his scheming complete, Zarok returned...

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3. Walkthrough |  
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3.1 Dan's Crypt |  
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I think it's pretty obvious what to do here, although you can come back after you get the club or warhammer, break the off-colored wall, and take everything inside.

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3.2 The Graveyard |  
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From the beginning, follow the path, destroying zombies as you go. When you come to a hill, head right to get the Earth Rune, the continue to follow the path. When you see some green aura (Rejuvenation Fountain), stop and place the rune you just found in the hand near the fountain. Head up the hill and grab the Chaos Rune. Also there's a bag of gold near the hill. Anyway, continue back through the gate and place the Chaos Rune in the hand. Go through the gate you just opened, killing zombies all the while (remember to kill all the enemies you can, because this will fill up your chalice). Continue until you come to the angel statue. The trick here is that whichever way the angel's back is pointing, that gate will open. So once you have killed enough enemies, turn the angel's back towards the gate containing the chalice. But for now, point it towards the gate opposite the one I just mentioned. Head through said gate and get the treasure and Life Bottle. Jump off the ledge and continue to kill all the zombies that stand in your way. Around now you should have enough kills to collect the chalice, so go and grab that. After that, come back to the area where you jump off the ledge and you should spot a Merchant Gargoyle. He will supply you with whatever you need, but right now all he can sell you is more Throwing Daggers. Anyway, continue down the path and don't stop, except to heal yourself and to get treasure. Eventually you will get to the end of the level.

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3.3 Cemetery Hill |  
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First, run around killing as many zombies as you can. After you've killed every zombie you see, head across the lava pit, and keep heading up the hill. Don't go up the second set of stairs, but pass them and jump off the side of the hill. You should now be behind some rocks. Kill the headless freaks and grab the club. Use the club to break the boulders. While you were killing zombies, you probably noticed another boulder blocking the entrance to something. Go destroy that boulder, and you will enter the home of a Witch's Coven. Unfortunately, there are no witches here. But there is a chalice and a Witch Talisman, one of the key items in the game. To get these, go to the main part of the area and destroy the bookcase with the club. In this room, take your club and use the alternate attack to hold it out above the fire. Then run back to the main room and into the room up the stairs. Point the club over the pedestal in the middle of the room. This will open all the gates in the room, which also releases more headless freaks. After you kill them all

should have enough spirits to collect the chalice. So get everything in the room and leave the witches home. From here, just head up the hill and through the doors on top to finish the level.

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3.4 The Hilltop Mausoleum |  
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Just a heads up, the imps without torches can take your weapon, and if you don't kill them, your weapon is gone, so be careful. Okay, head straight up the hall and break the chest containing the club. Grab it and start destroying all the crypts except the shining one. Once you've gotten everything here, destroy the shining crypt and jump into it. When you get to the area where there are four colored glass walls, go through the one on the left first. In this room, imps will come out of holes in the walls, so keep killing them to fill up your chalice. As soon as the stop coming, grab the energy vial and Earth Rune, then run back to the area with the colored walls. Also, you can use the club to destroy the crystal spikes. Next, go through the purple wall and place the rune in the hand. From here, kill all the imps and head up the stairs. Heal yourself and head through the door. Grab the Moon Rune and head through the opposite door to get the Chaos Rune. Leave and go back to the tunnels. Go through the last stained-glass wall. Once again kill the imps as they come, and don't leave until you've gotten everything in the room. Head back to the room with the ghost playing the organ and give him the sheet music. Grab treasure and chalice, then go back to the basement floor. Place the Chaos Rune in the hand. Push the burning block (remember that you have to follow the path) under the glass heart. This will release the spirit of the Stained-Glass Demon. So head on upstairs to fight him.

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Stained Glass Demon

HP: 500

Preferred Weapon: Crossbow

This guy is really easy if you can dodge his attacks. Just wait for him to reveal his heart, then just keep shooting it with your crossbow. Also, if you're out of ammo for the crossbow, the throwing daggers are a good alternative.

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3.5 Return to the Graveyard |  
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Head across with your newly acquired warhammer and kill the zombies and headless. Keep going until you come to the stairs. Look familiar? This is the same as area as level two. Now head up the stairs and open the gate with the skull key. Inside you'll encounter some new enemies, wolves. Just keep following the path, beyond the hill. When you come to some water, stop, turn around, head up the hill, and grab the Star Rune. Head back to where you saw the hand, and place it in. Heading into this area you will find two tunnels and a chalice. Head through the right tunnel and push the block left into the water. Next head back down and through the other tunnel. Go right and push the block into the water again. When you get to the water, you should notice another ledge. Jump down and push the final block into the water. Around now you should have enough souls to collect the chalice, so go grab that. Next, head back down to broken bridge and jump across. Be very careful, because if Dan falls in you lose one Life Bottle. When you're across head through the gates for a boss battle.

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Guardians of the Graveyard

HP: 600

Preferred Weapon: Crossbow

These two are a bit of a pain. For most of the battle they'll be invincible, but when they become vulnerable, shoot them as much as possible. After they're dead you'll get the Daring Dash.

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3.6 Scarecrow Fields |  
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Keep following the path, destroying scarecrows. Myself, I like to use the small sword, but it's your choice. When you find a hay stack, crazed farmers will start coming out of it, as it is a spawn point. Unfortunately, they can't be destroyed. To get the cart out of your way, hit it from the side with your warhammer. When you find a metal giant, run through its legs and use the crossbow to kill the imp. Killing it will yield the Moon Rune. Go place the Moon Rune in its lock and head on in. The bats in here are really annoying, so take them out with the Throwing Daggers. Grab the Earth Rune and go place it in the lock near the metal giant. Follow the path until you face another metal giant. Kill this one, take the Chaos Rune, and place it in the lock. You are now in the corn maze. DO NOT STEP INTO THE CORN. If you do, you will immediately be killed. Keep going until you find another farmer spawn point. Near it there should be a chest with a skull 'n crossbones. Inside is Kul Katura, the Serpent Lord. Freeing him is a very good idea, as he will fight with you. Keep following the maze until you come to a rolling stone machine. To get past this, jump in the little holes and wait for the stone to pass you by. After this you will come to a spinning razor, witch can be avoided by jumping over the razors. There is yet another machine, a corn cutter. Just hug the wall and avoid the fumes. Another razor machine is next, and I think you can figure this one out for yourself. The final machine can be past by jumping over the razors. Remember to enter the second opening, not the first. Get the harvester part and go back to the barn you saw earlier. Head on in by moving the cart near the farmer spawn point. Put the harvester part on the harvester and follow its path to the chalice. To exit the level, go to the last machine and go through the first opening instead.

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3.7 The Sleeping Village |  
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Keep in mind that you can't kill the villagers, because it drains your chalice. Head straight. then take a left. Follow the path until you find a house that has a sign with a cloth on it. Don't go into it, but remember it for later. Near it are some stairs. Head down there and hit the switch. This will release the Chaos Rune in town square, so go grab that. Place the rune on the lock nearby and enter. One of the bookcases in here is fake, and can be destroyed with the warhammer. Once you find it, grab the crucifix cast and leave. Across from the house you were just in, there should be another house that is open. Go inside and get the Moon Rune. Go back to the house with a cloth and go in. Push one of the barrels onto the switch and place the rune in the lock. Downstairs you will find lots of barrels, and some of them contain items. Head to the next room, then up the stairs. Destroy the barrels in the corner and grab the Earth Rune. Go back downstairs and place the rune in the lock. Hit the switch and head back upstairs. Grab the landlord's bust and get out of the house. Around now there should be a small scene where the guards enter the level. They are easily killed with the warhammer. Now go to the beginning of the level and enter the blacksmiths. Place the bust and cast into the fire and jump on the pump until it becomes the crucifix. Now head into the nearby church and place the crucifix on the wall. Grab the safe key and go to the area it just showed you, witch is near the blacksmiths. In this area, jump across the roofs until you get to the big house. Jump through the chimney and use the safe key on the purple safe in the corner. Also, don't forget to press

the switch. Grab the shadow artifact and leave. After you leave, look to your left to find an opening that contains the chalice. Leaving here you'll be back in town square. Just head right to find the exit.

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3.8 The Asylum Grounds |  
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Follow the path until you come to a square area. Head right to fight Jack of the Green. To complete the first riddle, go to the beginning of the level and hit the star. Next go straight forward and hit the other star. Then go back and take a left to enter the maze. Take a left and look for an entrance in the wall. Destroy the star in there and defeat the groundskeepers. From there just go back and you should see the star. Go to where you entered the maze and go right to find the last star. Return to Jack of the Green for your next riddle. Go back to the maze and head left. One of the stone walls is missing. Go through and find the clown. To solve this riddle, hit all the faces except the middle one so that one more hit will make them smiley faces. Use the sword to hit them two at a time then hit the middle one. Return to Jack again. Get your next riddle and go back to the square area. Go right and clear the area of keepers. Then go back to the maze and to the stone walls. You'll see that the other wall is gone. Enter and defeat the squid by hitting its tentacles. Grab the Chaos Rune and go to the beginning of the level. Place the rune in the lock and grab a mouse. Bring the mouse to the area where you cleared the keepers. Make sure it doesn't touch the cats and bring it to the elephant. Go to Jacko for the final riddle. Enter the hole the elephant made and continue until you see a hole. Jump in and leave this house. Outside push all the blocks into all the windows to complete the riddle. After you return to Jack for passage, head to the elephant and grab the chalice. Enter the passage made by the elephant. When you find the giant chess board, keep in mind that you have to play it like real chess. Solve the riddle and exit the level.

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3.9 Pumpkin Gorge |  
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Yes, I realize that the next level should be Inside the Asylum, but you'd probably get your butt kicked if you went in there right now. Anyway, just go straight until you see a hole in the wall. Enter said hole and continue through it. After you get the Moon Rune, you should see a Merchant Gargoyle. Next to him is an off-colored wall. Destroy it to find the chalice. Just come back when you need to get it. Just continue and jump out the end of the tunnel. If you want to get the chalice sooner, go backwards and kill everything. Otherwise, head forward and place the Moon Rune in the lock. Inside the house, run around on the thing in the middle of the room until you are high enough to get the Chaos Rune. Outside, kill the pumpkin men and place the chaos rune in the lock behind the house. Eradicate more pumpkin men and go behind the house. Head through the gate and hop across the mushrooms. When you get to the last mushroom, you have a choice whether to go straight or right. Choose right and grab the Earth Rune. Head out the door. Go left and place the rune into the lock. Up top you will find the Star Rune and a boulder. Grab the rune, break the boulder, and jump in. Go back to the mushrooms and this time go straight. Put the rune in the lock and go in. You will find a giant stem thing. To defeat it, keep hitting its roots. After the stem is short enough, grab the Time Rune and place it in the nearby lock. Both the paths meet up later, so take either one. Eventually you will get to the end.

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3.10 The Pumpkin Serpent |  
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To begin battle with the Pumpkin King, you smash all his pod sacks. But first, you must awaken the witch. To find her, go straight, then left when you see an

opening in the wall. Awaken her with the witch talisman. She will give you a reward if you kill the King. So go around the level smashing pods. One is at the beginning of the level. The second is near the well. The third is next to the house. The fourth is on the path behind the house, protected by tentacles. The fifth and sixth are next to the Pumpkin King. The seventh and eighth are near the end of the level. The final is near the Rejuvenation Fountain on the right side of the level. Now prepare to fight the Pumpkin King.

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The Pumpkin King

HP: 1100

Preferred Weapon: Spears

Don't be intimidated by his large amount of health. Only two words can describe him: extremely easy. Just hurl spears at him until he dies. If you run out of spears, switch to the crossbow and kill him.

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Oh, don't think you're done just yet. You still don't have the chalice. Remember the well we saw earlier? The tentacles are gone now, so jump on in. Grab the stuff and head up the tunnel. Grab the chalice and get outta there. Oh, and don't forget to go see the witch for your Dragon Gem.

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3.11 Inside the Asylum |

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This place is less of a level and more of a giant arena. Anyway, drop down and take out a weapon. Kill the zombies until the trap door opens. Head down and kill even more zombies, all while avoiding cannonballs. When you're done, go through the door that opens and get ready for bats. Take out a ranged weapon and blast 'em (and more zombies) till the door opens. Now prepare for a new enemy, the asylum patient. They're actually pretty easy to beat, since all they do is run around in circles. Defeat the first wave, (the best weapon in this situation is the hammer) then kill the second wave, which is patients and zombies. Before you leave, grab the health and treasure, and talk to the service gargoyle. Head through the golden doors to find...ta-da, more enemies! Jump over to the right side of the lava river, take out your crossbow, and blast away. When the patients are dead, you'll be attacked by zombies from both sides of the river. Take out one side, and shoot at the other side. At one point, zombies and patients will come out of both sides, but luckily there's a skull 'n crossbones chest on the right side. Using it will wipe out most of your foes, open the golden door on the right, and should let you get the chalice. Head through said door. In the bottom left side of the room you will find the mayor, in the top left you will find a rejuvenation fountain, and in the top right you will find a bag of money, the chalice, and the Earth Rune. Use the rune to free the mayor and he will reward you with a Dragon Gem.

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3.12 The Enchanted Earth |

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First, head forward, then left at the fork. Kill the plants, then head right. When you come to the next fork, go right. Jump up the tree stump and onto the lift. Also note that there is a fountain behind the lift. Anyway, keep going up the lifts until you get to the top of the tree. Go up the mushrooms on the side of the tree. On top, push the eggs off the side of the nest while you try to avoid the bird. No matter which order you push them off, the last one will always be the Earth Rune. After you get that get back to the ground. Head back to the second fork in the road is, near the small pond. Around there you should find a door that you can open with the rune. Go through the door and jump across the small platforms. On the other side, go to the mouth-door and use your shadow artifact to open the door. Inside you will find a circular

device in the middle of the room, surrounded by small switches. This puzzle is somewhat easy. On the wall there is a drawing of the switch designs. Just push the switches in order from left to right. In case you still can't do it, the order is: Fire, swirl, waves, wind. Doing this will release the Shadow Demons from their circular tomb, and also open all the gates in the room. One of the gates contains the chalice, so come back here once you've killed enough enemies. The other two contain the shadow talisman and the exit, along with a health vial. Grab the talisman and get out of there. Once out, you will be attacked by two Shadow Demons. Kill them and go down the nearby slope. Go back to the pond from earlier, killing demons as you go. Next to it you will see a statue with the face of your talisman on it. Place said talisman and head on through. Jump over to the big platform and grab the Star Rune only to be attacked by a boss.

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Winged Demons

HP: 1700

Preferred Weapon: Spears

This guy is probably the hardest boss in the game, next to the Pirate Captain. First off, there are two of them, a small one and a big one. Take out your spears and throw like mad at one of them. At one point in the battle, the platform you're on will begin to tip. Just run the opposite way it's tipping and it will eventually turn back to normal. Also, one of them may fly above the platform and cause rocks to rain on top of you. Once one is dead, kill the other.

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Once they're dead, the platform will be lifted up top. Here you will find a fountain and a bridge. Heal yourself, the head across the bridge and heal again if needed. Grab the treasure and head to the other side of the bridge. Jump through the hole to land back on the ground. Kill enough demons to fill the chalice, then head back to the demons lair and grab it. Use the exit from the lair, and put the Star Rune in the lock opening the exit to the level.

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3.12.1 The Ant Caves |

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First off, you need to get to the nest, as it's not an actual level. Go into the Enchanted Earth and find the cauldron. Once there, use your witch talisman. This will summon the Witch of the Forest, who will give you a quest. Accept it, and hop on in. Once inside, head down the slope and take a right. Use your hammer to smash open the off-colored wall and free the fairy. He tells you that if you free the other fairies, he will give you a reward, the chalice. Leave the room and keep going, and when you find the fairy, he will open the door for you, and give you some light. I'm sorry, but from here on out, you're going to have to do the level on your own. It's far too big and complicated for me to walk you through. I might put a walkthrough for the level some other time, but it is unlikely. However, I can provide a boss strategy.

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Ant Queen

HP: 1000

Preferred Weapon: Spears

First, the Ant Queen will just sit there, letting the worker ants attack you. She is invulnerable right now, so wait until she gets up and launches boulders from above, then whip out your spears and unleash. Just repeat until she's dead.

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3.13 Pools of the Ancient Dead|  
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Head towards the gargoyle and go across the bridge. Go around the dome and, once back on the path, knock the fat undead soldier into the lake. These guys are covered by armor, thus invulnerable to weapons. Keep going around the path and knock the next soldier into the lake. Head over to the service gargoyle and stock up if needed. Jump to the bridge and off the submerged castle-like structure. Go right until you find a set of bridges. Here you will find a new enemy, the thin undead soldier. These are vulnerable to weapons, but can't be killed by pushing them into a lake. They also throw mini spears at you. In the middle of the bridge maze you will find the chalice, and at the end, a knight's helmet. You need eight of these to complete the level. On another end of the maze you will find the Chaos Rune and another knight's helmet. After you've gotten all of these, go back to the area with the bridge and rejuvenation fountain. Instead of going right, head left from the rejuvenation fountain to find another helmet. On the side opposite from that, you'll find another helm. On the far left side of the area, another helm awaits, along with the gate for your Chaos Rune. Through it, and to the right a bit, you'll find a small piece of land jutting out from the wall. Jump over and grab the Life Bottle, then jump back and head towards the spiked carts. Next to them is a helm, and grabbing it will spawn three spear zombies. Kill them, and go down the hill. While going down, the carts will give chase. Try to outrun them, but if they catch you, just jump over them. At the bottom, you will find another helm. Grabbing it will spawn several spear zombies and fat zombies. Kill the spear zombies first, then take out the fat ones. After killing them, go back through the gates, then back to the bridge maze, where you'll find the last helm. Go back to the castle to find that it's infested with flying knights. Head to the fork in the road and go left to find the Boat Man, who will let you leave the level.

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3.14 The Lake |  
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Once the Boat Man lets you off, walk (don't 稚 run) across the bridge. Don't 稚 mind the fish things, they won't 稚 fill the chalice. When you get to land, you'll 稚 notice there's 痴 an eye on the wall. There are two kinds of eyes, one being black, and the other being white. The black ones attack you with acid, and the white ones summon gatormen when they spot you. It's 痴 impossible to avoid this eye, so kill the gatormen and proceed. Take the bridge and grab the rune. Behind you, there will be an eye and two black doors. The doors both lead to the same place, so take either one. Get the vial and go through the next door, into another area. Kill more gatormen, then run over to the ship and grab another rune. Also, remember that the level exit is there. Now head back toward the beginning of the level, until you get to the two-way platform. Hit the switch twice to access two new areas. One leads to a closed gate, and the other leads to your next destination. Take the obvious route until you come to the giant whirlpool. Go right to find a crystal machine. Place the rune inside, and fend off the attacking gatormen. Go until you find the next sub-bridge. Grab the rune and, again, go back to the main bridge. Find the next crystal machine and place the rune in its 痴 spot and continue. Use the final machine to stop the water. Hop in and get everything inside. When you get out, you'll 稚 find the chalice. Through the next door you'll 稚 find another area. Cross the bridge to find a merchant gargoyle and another rune. To get the rune, go through the nearby house. Stock up on what you need, and go open the gate by going right, into the house, and hitting the switch. Once you've 致 killed enough enemies, go grab the chalice. Finally, head back to the exit to finish the level.

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3.15 The Crystal Caves |

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Go across the crystals until you find an fork. The right path leads to the rest of the level, while the left leads to the chalice. Take the right and kill the bat demons. You will come to another fork. Take the right, again. Be sure you don't let the imps (without torches) take your weapon, because you won't get it back. There is another fork. Go left and grab the rune, then leave the room and take a left (right if the camera is facing Fortesque's face). In this room, you will encounter a new enemy. They are kind of tough, so break the crystals containing them (there are three) and then use the skull chest. Keep going until you reach the lock for your rune. Look to your left, after you enter the gate, to see a waterfall with a door behind it. Enter there to find a room with a pit. Grab the treasure and the rune, then go to the dragon carved into the wall. Place the two Dragon Gems into the sockets to awake the dragon. Fight him.

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The Dragon

HP: 250

Preferred weapon: Hammer

You must kill him by knocking his head with rocks. Notice that there are four connect platforms. If you are on the first one and bang on the ground with the hammer, rocks will fall on the second. See how it works? Just use this strategy to kill the dragon.

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Once you beat him, he will give you the Dragon Armor. This makes you invulnerable to fire, and also allows you to breathe it (you can't use other weapons, though). Leave the room and continue going. You will eventually be brought back to the area with the spinning crystal room. From there, take a left and, at the fork, a right. Use the rune to bring up a platform. The next room has the exit. Don't forget to grab the chalice.

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3.16 The Gallows Gauntlet |  
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Follow the gray brick road until you come to a fork. Take the left one, then put on the Dragon Armor. Walk through the fire and kill everyone (zombies and mummies). Kul Katura (the snake) will come out of the chest, but not to help you. Press the four switches (Kul can't be avoided). The only way to block his attack is with a shield. Go back to the beginning of the level until you see a rune. Grab that and press the switch, to open the gate with the chalice. Head back to the first fork you came to, then take a left. Use the rune in the lock to find the exit. Don't forget to get the chalice.

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3.17 The Haunted Ruins |  
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The level starts with a puzzle. There are several piles of grain, and you must use the chickens in the pen to get rid of them. Go into the pen, and jump around to scare them out. Scare a few of them over to northernmost and largest pile of grain. Once they are done, it will reveal a switch. Go across the now lowered drawbridge, and through the archway, until you come to some stairs. Head up them and you will be at the top of the gate. Go left to get the rune, then go right to find three Shadow Demons. Since you are on top of the gate, they can't see you, but don't fight them yet. Get out your Magic Longbow, and start firing at them, then jump down and keep going until they die. Be quick, though, because if they get to the switch, it will kill a farmer and you won't be able to get the chalice. Use your Hammer to beat out the fires, then press the switch. This will release the farmers and open two gates. Take the one to the right (with the cannons). Get past the cannons, then up the stairs. At the

end of the stairway, jump down and take a right to find the lock for the rune. Go past and across the drawbridge into the building. Step on the emblem to fall through. Kill the bat demons and, at the end of the path, go through the left door to get the crown, then through the right to leave this area. You will be at the side of the building. Go back in, but jump over the emblem. In front of the throne, use the crown to summon the King. After the conversation, you will be transported to an arena. Get the rune, then pull the switch. The golems will attack you. Kill them by pushing them into the darkness. Run back the place where you saved the farmers, then go into the nearby door. Put the rune into the lock, and run back outside. Go left, and up the ramp. Grab the chalice, and jump back down. Run across the empty pool and find the catapult. Next to it is a switch. Press it, and jump into the catapult afterwards to finish.

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3.18 The Ghost Ship |  
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This is probably the most annoying level in the entire game. Anyway, head forward into the larger area and kill the pirates. Just a note, the blue pirates are the only ones that count toward the chalice. Go up the ramp to the left and follow it to get the Moon Rune. Go back to the beginning of the level and use the rune. Kill everyone in the room and grab the Star Rune. Go outside and to the right. Get across the platforms to the other side. There will be rolling barrels and two paths, an upper one and a lower one. The lower has a bag of treasure. Grab it if you want, then take the upper one. Use your rune and jump off the platform. Kill the blue pirate and another area is revealed. Take the lower one (without the rune lock) and avoid the cannons to get the Chaos Rune. Go use the rune and jump across the nets. If you fall, you won't be hurt. You'll be in a lower deck. Kill everyone and go to the door in the upper right corner. From there just avoid the cannons and get back to the nets. Once you get across, there are two ways to get across the next area. Go down to find the quicker but harder route. If you take the other one, jump across the platforms and onto the spinning ones. On one side of the spinner there is the next area, and on the other a cage. The cage leads to the chalice. Continue on, and you will fight four pirates (cannot be killed by blues). You'll then fight more pirates. Continue to fight the Ghost Ship Captain.

+-----+  
Ghost Ship Captain

HP: 400

Preferred weapon: Club

400 HP doesn't seem like much, but this guy is hard. To kill him, get out a club and light it on fire. Go light cannon with it, and try to time it right so that it hits the captain. After a while, the pirates on the floor will get up and attack you. Repeat as needed.

+-----+  
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3.19 The Entrance Hall |  
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This isn't really a level. Just explore and kill stuff until you fill up the chalice. You should be able to figure everything out by yourself. If not, email me and I'll write up a guide.

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3.20 The Time Device |  
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Head straight and hit the switch to open the gate, then kill the guards and eyeballs. The clocks and sponges won't hurt you, though. Head left and jump across the moving scythe. Take a left down the ramp and move across the platforms until you come to the end. Kill the guard, get the rune, and hit

the switch to open the gate. Use a sponge to jump onto the giant clock in the middle of this area, then go forward and place the rune in the lock. At the next gate a clock will fall from the ceiling, and display two hand pointing at two symbols (this will be referred to as a time from now on). Memorize the time and run back to the giant clock. Using the switches at the bottom, create the same time as the other clock. The gate is open now, so go in. Avoid the slicing machine and continue forwards onto a rising platform. You are now on the upper part of the slicing machine. Go right and follow the path until you come to the Chaos Rune. Grab it and head back to the circular area. From where you just came from, head to the opposite side and follow the path. You will find a pipe. Jump in. On the other side, kill the guard and the eyeball. The chalice is in this area, so you might as well do this puzzle. In the area with the red electricity, hit the switch to turn it off. Adjust the bottom generators to create a square. This will break the crystal surrounding the chalice. It will also break the energy field surrounding the Earth Rune to your left. Take it, and jump back through the pipe. Go to the circular area, and go to the northern path. Place the Chaos Rune in its lock and continue. You are now at the train station. Find the lock for the Earth Rune and hit the marker for the train so that it faces the direction of the open gate (the marker is the straight line coming out the side of the train). Jump on the train and get off at the next stop. To your left is a giant sponge. Jump up and kill the guards, grab the earth rune, and get back on the train. Place the rune in its lock and use the same procedure as before. At the next stop, kill the guards and hit the switches at the left-most part of this area. The exit is now open and you are free to leave, but don't forget about the chalice. On a side note, there is a life bottle at the beginning of the level. Refer to 4.3 for more info.

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3.21 Zarok's Lair |  
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You finally made it. This is the last level in the game. It's actually not all that hard, either. One suggestion, though: Go to an earlier level and refill your Life Bottles. Enter the house and open the chest to your right to get the Good Lightning. Step onto the emblem in the middle of the floor to begin.

+-----+  
Skeleton Army

HP: N/A

Preferred weapon: Good Lighting

This is relatively easy, just zap your troops with the Good Lightning whenever they turn red.

+-----+  
Now that that's done, you have to fight the Horseman.

+-----+  
The Horseman

HP: 1500

Preferred weapon: Magic Longbow

Just shoot him over and over. Most of his attacks are unavoidable and do a lot of damage. Occasionally he will put a shield around himself.

+-----+  
Finally, you fight Zarok.

+-----+  
Zarok

HP: 1500

Preferred Weapon: Magic Sword

He has a shield around him, except when he rears up his head. This is your

chance to get him. Mostly he just rams you and spews acid. If you run around him, there is less of a chance he will hit you.

+-----+

If you~~re~~ gotten every Chalice, you get the alternate ending. Otherwise you get the normal one. Either way, you beat the game. Congratulations!

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4. Others  
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4.1 Key Items |  
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1. Witch Talisman

This is the only key item you will have throughout the entire game. It is used to summon witches. Can be found in Cemetery Hill.

2. Sheet Music

Used to obtain the chalice in the Hilltop Mausoleum.

3. Skull Key

Can be found in the Hilltop Mausoleum after killing the Stained-Glass Demon. Used to open a gate in Return to the Graveyard.

4. Harvester Part

Used to activate the harvester in Scarecrow Fields.

5. Safe Key

Opens the safe in the Sleeping Village.

6. Crucifix Cast

Used to create the crucifix.

7. Landlords Bust

Same as crucifix cast.

8. Crucifix

Used to open a passage in the church in the Sleeping Village.

9. Shadow Artifact

Can be found in the Sleeping Village in a safe. Used to release the shadow demons in the Enchanted Earth.

10. Shadow Talisman

Found in the Enchanted Earth. Used to find the boss in Enchanted Earth.

11. Crown

Used to find the king in the Haunted Ruins.

12. Dragon Gem

Found in both Inside the Asylum and the Pumpkin Serpent, these are used to obtain the Dragon Armor in the Crystal Caves.

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4.2 Collectibles |  
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1. Treasure Bag

A small red bag of treasure worth 10 gold.

2. Treasure Chest

A small chest that contains 50 gold.

### 3. Energy Vial

Refills some of your life.

### 4. Life Bottle

Adds another bottle of energy to what you can carry.

### 5. Amber

Found only in the Ant's Nest, collecting these and then giving them to the witch will get you the chicken drumstick.

### 6. Helmets

Found only in the Pools of the Ancient Dead, collecting these then giving them to the reaper will give you entrance to The Lake.

## ----- 4.3 Life Bottle Locations | -----

1. In Dan's Crypt, you can't miss it.
2. In Dan's Crypt, behind a wall that is breakable by the club or warhammer.
3. On a cliff accessible by using the angel statue puzzle in the Graveyard.
4. As a reward from Canny Tim.
5. Near the chalice in Scarecrow fields.
6. Pools of the Ancient Dead, a small piece of land near the spiked carts.
7. Given to you in the Hall of Heroes.
8. The Time Machine, use the clock to open a gate at the beginning of the level. To the right of where you start, the energy field must be disabled.
9. Given to you in the Hall of Heroes

## ----- 4.4 Weapons | -----

### 1. Arm

Obtained: Nowhere. It's always with you.

Alternate Attack: Used as a boomerang.

Notes: This is the most useless weapon in the game.

### 2. Chicken Drumstick

Obtained: From the witch after the Ant's Nest level.

Ammo: 30

Notes: Can turn scarecrows, gatormen, and a few other enemies into pieces of meat.

### 3. Small Sword

Obtained: Dan's Crypt

Alternate Attack: Holding square will power it up, and releasing will make Dan twirl the sword around himself.

Notes: While it's not very powerful, it's better than most other weapons you'll have in the beginning of the game.

### 4. Broad Sword

Obtained: Hall of Heroes

Alternate Attack: See small sword

Enchanting Percentage: 100%

Notes: A more powerful version of the small sword, it can also be enchanted.

### 5. Magic Sword

Obtained: Hall of Heroes

Alternate Attack: See small sword

Notes: This is the most powerful melee weapon in the game.

#### 6. Club

Obtained: Cemetery Hill

Alternate Attack: Dan will hold out the club so that you can light it on fire.

Weapon Percentage: 100%

Notes: A weaker version of the warhammer, it can be broken if it's overused.

#### 7. Warhammer

Obtained: Hall of Heroes.

Alternate Attack: Charge up for a power attack.

Notes: A better club, it can't be broken, and can also break down walls.

#### 8. Throwing Daggers

Obtained: Dan's Crypt

Alternate Attack: Charges up the daggers, then releases three of them.

Ammo: 250

Notes: This is the weakest ranged weapon in the game.

#### 9. Spear

Obtained: Hall of Heroes

Ammo: 30

Notes: Next to the lightning, this is the most powerful ranged weapon in the game.

#### 10. Axe

Obtained: Hall of Heroes

Alternate Attack: Dan will throw the axe like a boomerang.

Notes: Just a better arm.

#### 11. Crossbow

Obtained: Hall of Heroes.

Ammo: 200

Notes: Not much to say about the crossbow...

#### 12. Longbow

Obtained: Hall of Heroes

Ammo: 200

Notes: A better crossbow

#### 13. Flaming Longbow

Obtained: Hall of Heroes

Ammo: 100

Notes: A flaming version of the longbow.

#### 14. Magic Longbow

Obtained: Hall of Heroes

Ammo: 50

Alternate Attack: Produces a sonic boom.

Notes: A magical longbow.

#### 15. Lightning

Obtained: Hall of Heroes

Alternate Attack: Charges up the lightning, then releases it, hitting everything in sight.

Weapon Percentage: 100%

Notes: A very powerful weapon, but it can't be replenished.

#### 16. Good Lightning

Obtained: Zarok's Lair

Notes: This has an infinite supply. It can also revive your troops, at the cost of health.

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## 5. Legal Crap

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## 6. Closing

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Well, this is the end. So I'd like to thank the following people:

GameFAQs, IGN, & Neoseeker: For hosting this FAQ

You: For reading my FAQ

Kammy Richards: For reminding me to finish this thing. :p

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