

MediEvil FAQ/Walkthrough Final

by Gbness

Updated on Jun 17, 2006

"At birth given scars along tender heart liberties...

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MEDIEVIL  
An FAQ/Walkthrough  
For the Sony PlayStation  
Copyright 2003-2006 Richard Beast  
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...in justice for awkward living situated casualties." - Coheed & Cambria

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OMG, again? Oh no, you must be thinking. If it isn't that sexy Rich! Man is he nasty, but he's very smart, very cool, and man he is the sexiest person alive! Haha. Well, this is Gbness at your service. I'm happy to be here and throughout this guide, I'll be your host through the whole thing. But first I must take a big note: I can't be your mother through everything here! I mean, I shall try

to give you the most accurate information that I can, but it's not like I'm gonna make this detailed to the point you're going to throw up at the length. Just enough to guide you, so there!

Medievil is a cool game, but as some will be saying, "HEY, THIS IS AN OLDER GAME" and other junk, but I just have to get it out of my system and say that stuff is pure crap. Medievil has all the elements to be a good game, and it is a very good game, believe me. It's got a great storyline with a hero named Sir Dan who has been brought back to life from a big battle he's fought a hundred years ago, and it also has decent graphics and the music is awesome. It has excellent bosses, and amazing weapons. Overall it's one of my favorite games of all time, so I have to do a walkthrough for it.

Yours truly,

- Richard "Gbness" Beast

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Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

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You can e-mail me if there is a question you wish to ask that hasn't been answered in the guide, but I REALLY don't want to bother answering questions that have already been done, answered, and done again in the guide, if it isn't too much trouble. Feel free to tell me if there's something I've forgotten, however.

My e-mail address is richard_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su<0rz & how du i beat tyrano recxks", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?"

"I hope you fall down the stairs and break every bone in your body!"

"u su><Orz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much.

Okay, that's enough for that. My AIM name is rbeast288; sorry, I don't have MSN or YIM. The list is closed, but I'll add you if you ask politely via e-mail. I like chatting with people, but try not to overdo it on AIM if I add you to my list. Since I am busy a majority of the time and all.

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  ~+{X ME1 X)+ --- {  +~+  {    4. BASICS  }  +~+  } --- +{X ME1 X)+~
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Medievil is a pretty linear action/adventure game for the PlayStation, and perhaps that's a good thing for it. It's pretty fun, but there are some things that you are going to need to know. Allow me to show you here.

You can equip weapons and charge them up and release power from them. Note that not all weapons have this blessing in them. Also, there are books around the world that you can read to learn some things about Dan's ability and his history. These can be very interesting reads. Also, you can defend attacks if you have a shield equipped. Some interesting things.

There are runes throughout some of the levels, and these are used to open doors. Speaking of doors, when you leave a level, you'll end up on a big map where you can choose your destination. These are pretty much all of the basics that you'll need to get yourself started on the game.

Here's a list of the controls... not that you'll need them.

- X: Attack with equipped weapon
- []: Charge up equipped weapon
- O: Jump
- /\ : Shield Up
- Start: Pause
- D-Pad: Move
- Analog Stick: Move
- Top Buttons: Move camera

And of course, you can't forget the weapons that you'll collect if you reach the Hall of Heroes. Get the Chalice, and you'll get either a new weapon, some money, or a Life Bottle. Not bad at all. Anyway, here's the list:

Small Sword
=====

The Small Sword has a fairly short lived weapon, but it'll still be your primary one from Dan's Crypt up to The Sleeping Village. It obviously doesn't have much power compared to some later weapons you'll collect, but hey, once you get the later swords, you'll never have to use this one again, so just bear with it until then.

Throwing Daggers

=====

The Throwing Daggers are hands down the weakest weapon in the entire game. It takes several hits of these to kill anything, plus before they become completely primitive (i.e. Cemetery Hill), you'll have stronger weapons than these anyhow. I never used them once, although I did occasionally use the Crossbow.

Crossbow

=====

Still very weak, and it'll become obsolete when you get the Longbow or other long ranged weapons, but the Crossbow is still a valuable asset to your weapons early on. Plus, it's much faster than any other long ranged weapon except the possible candidate of the Lightning, so it's not a complete miss like the Small Sword or Throwing Daggers later.

Club

=====

Here's another "miss" type weapon until you get a stronger one... first of all, the Club is very strong. Much more powerful than your Small Sword or Crossbow, but the problem is that it's slow and that it breaks with enough hits, and you have to find a new one if that happens. The Hammer can't break and has the same power, so after you get it, you'll only use the Club to light fires.

Hammer

=====

Your early all out power weapon, later to be surpassed by the Axe, but the Hammer is basically the same weapon as the Club, except it can't fall apart but can't be set on fire. Oh well, you'll rarely need to do that anyhow. Plus, the Hammer can be charged to make shockwaves, which is very effective against some enemies. You'll use this a lot.

Broad Sword

=====

Otherwise known as the Enchanted Sword, the Broad Sword has everything the Small Sword had and more. It's got FAR more power, as well as exactly the same speed. Plus, courtesy to blue gargoyles, you can enchant the Broad Sword with magic, as to do far more damage. It doesn't stay like this, but it's very powerful this way. You'll never use the Small Sword again after getting this.

Spear

=====

The Spear isn't for stabbing enemies, sadly... it's for throwing at enemies, which isn't that bad, but you've really got better. Still, it's probably THE strongest long range weapon except for a charged Magic Longbow, so if you ever need long ranged power, you should come to the Spear or perhaps the Flaming Longbow if you need the support.

Longbow

=====

Perhaps a bit faster, and a bit of an alternative, but the Longbow pales in comparison to the Spear, in my honest opinion. It's not got the power, but if

there is one thing going for it, it's got decent speed and ammunition, although neither are as good as the Crossbow's. Still, it's decent, so it's better for long ranged fights, even if better weapons soon replace it.

Axe
==--

Better than the Hammer in just about every way, starting with its charge for throwing being a lot better than the Hammer's charge. :) You can throw it just a bit, which makes it good for keeping a distance while fighting, but not having a complete long distance brawl. Overly good weapon, and third best in the whole game, in my opinion.

Flaming Longbow
=====

The Flaming Longbow has less ammo than the Longbow, but not only does it have more powerful, but it'll set enemies on fire. It's very much inferior to the Magic Longbow (obviously), but it'll probably be the best weapon you have while fighting the Shadow Demons in the Enchanted Earth. Coming right up ahead of this is...

Magic Sword
=====

By FAR the best sword, the Magic Sword doesn't need to be enchanted or anything, and just like Sturngard says, you'll never use another blade again. It's got AWESOME power, killing just about any early enemy in two hits. Damaging enemies around you quickly for huge damage has never been easier, and any short ranged weapon isn't NEARLY this good. Best weapon in the game.

Magic Longbow
=====

Not NEARLY as useful as the Magic Sword, the Magic Longbow still has its uses. It's probably the strongest long ranged weapon in the whole game except for the very obvious Lightning, and plus it can be charged for an added explosion. The damage is fairly good, and it's probably better than the Spear. Fourth best weapon in the game.

Lightning
=====

Holy bejeezers, this weapon is powerful. From a distance, you can charge this baby and blast anything nearby with very high powered and quick lightning bolts, but it has a downside. That's if you've used it completely, it's gone. Forever. There's a trick to get it back before it's depleted, but it's costly. If it didn't have this problem, it'd be the best weapon, but it takes second.

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Well, here's the walkthrough. Hope you enjoy reading the walkthrough... and if you don't mind, please ignore my sense of humor that may show throughout the guide. I tried not to spoil anything, but if I do end up spoiling something, then please bear with me. Anyways... here we go.

area was. Head a little further and on the right you'll see a huge gate. It cannot be opened right now so don't bother with it. Ahead, you'll also see some green steps and a fence, leading to some fenced in area on the left. It's not worth bothering with so don't waste time. Go ahead and to the left. Beat up some more zombies and then go to the right.

Down these steps you will see some more zombies. If you defeat them and every other zombie in this place, you should be able to get the Chalice of Souls. Perhaps beat some more Zombies up, but otherwise go back to the Chalice of Souls. After you are done, just go a little further to the water. Cross this bridge and AVOID THE DEEP WATER, and then go through the door. According to the gargoyle, this is where Zarok lies.

You did collect the Chalice of Souls, did you not? If you did, you'll automatically be taken to the Hall of Heroes instead of Cemetery Hill. This is a large room with statues of heroes, and always when you come here, one of them is flashing. Canny Tim on the left will be shining green now. Talk to him and he'll give you the Crossbow. Well, it's much better than the Throwing Daggers to say the least. Now leave this place and let's go to the Cemetery Hill.

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/--+<>~ Chalice Collection - Life Bottle  
<- \ / ++ ++ 5c. Cemetery Hill ++ / \ ->~  
\--+<>~ Difficulty Level - 1/5
```

At the top of a HUGE hill, Zarok awaits. He will bring two gargoyle statues to life and have them roll boulders down the path to the top of the hill and will then disappear. Near the entrance, you'll find a book, so read it if you want. Go to the left and you'll see some lava. DON'T JUMP INTO IT, it really burns. Climb up the path and jump up the stairs. On the stairs, you will avoid all boulders except the red ones. Those go down the stairs.

Try to locate a wall around there, and then jump behind the wall. You will find two Gnolls and the Club. Take the Club first, then smack the Gnolls. They shouldn't be too hard, but avoid their attacks. On the campfire here, stick the Club into it to light it. You might find a chest with a skull and crossbones here too. If you open it, all enemies nearby will suffer some pretty good damage, but it'll blast you away. You can find an Energy Vial and a merchant gargoyle here too.

Get back outside of the wall. From the entrance, go to the right instead of the left and with the club, smash down the boulder. We now have a new area to explore! Kill the zombie here and then if your club is running low on fire, relight it with the campfire here. Then smash the boulder blocking the cave to enter. A gargoyle will give you some information of how unpleasant it is if you talk to him. Anyway, ignore him and go to the left.

Some more enemies will await you in here, but they're not very hard... just use the Club on them. Smash the coffin on the upper-right side of this room and enter to find a campfire. Again, light the Club. Also, you can find a Witch Talisman in here. Go back and up the stairs on the left and through the door on the left to find a huge, dark room. There are lots of cells in here. Light some fire in the middle of the room and they will all open to reveal a Merchant Gargoyle, the Chalice, a lot of gnolls and zombies, and some money. Smash down all of these creatures.

Once you are done beating the hell out of the zombies and gnolls, get that Chalice of Souls if you can and buy some ammunition for the Crossbow. After that, get out of this room and back to the main area. This time, go up that huge hill. It'll be good if you have the Club, because if boulders are rolling down your way, smashing them with the Club will be worth it. When you reach the

top, Zarok will burn down the gargoyles and you can enter the building he was guarding.

As for the Halls of Heroes once again afterward... it's basically just talking to Canny Tim again, since he has another little prize for you. This time around, it's a Life Bottle. Any little extra bit to your health is good, and this is not an exception. But anyhow, that's all we can do for now, let's get on and go to the building that we could see in the Cemetery Hill. Exit the place through the back, but before we go to the Hilltop Mausoleum, go back to Dan's Crypt.

Collect a Bag of Coins from where the Small Sword and Life Bottle used to be, and assuming that you still have the Club, go to the off colored wall. Smash it down with the Club to find a Life Bottle and two Chests of Coins! Very, very good. Just get the Star Rune and give it to the hand and then get the hell out of here.

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 /--+<>~~~~~~<>+--\    Chalice Collection - Hammer  
<- \ / ++ 5d. Hilltop Mausoleum ++ / \ ->~~~~~~  
 \--+<>~~~~~~<>+--/    Difficulty Level - 2/5
```

This level was start out in a long hall, and new enemies called Imps. These guys are pathetic and can hardly attack. If you have the Club, just smash them. There are about four of them in this room, so give them all some punishment. At the end of the room, you will get a new Club. Well, we can definitely use that because our current club is a little worn out by now. Anyway, you may notice that some of the floor is quite delicate.

On the left and lower-right side of the room, you can smash the floor to find mostly money. This will be quite useful, so be sure to get it all. Proceed to the upper-right plank and then smash it three times. It provides an entrance to the area below. Jump in and you'll see a glass wall. Smash it down to find some imps, in which should be met with a smashing with your Club.

Smash the red glass to your left and down this path, you should see several nails on the floor. Avoid these if you value your health. They can be smashed with the club, by the way. At the end, you'll find a chamber with some Imps and an Earth Rune. Defeat the Imps and get the Earth Rune. This hall will start collapsing, so RUN! I sincerely hope that you smashed the nails because they'll get in your way running down this hall. Anyway, get back to the main room.

Right ahead you will see a blue wall, so smash it down along with any nails just in case and then use the Earth Rune on the green hand on the right. Then drop down this chamber. A thieving imp is here, so smash him silly before he does something. Imps without torches like him steal your weapon and if they manage to do so, you have to buy it back from a merchant gargoyle at a very high price.

In the next room up the stairs, you'll find a Moon Rune and the door behind you will open. Now you can move from here to the entrance of this place without going through the long trouble of doing so! Go to the right and you will find a mysterious phantom playing the piano and a locked door on the top of the room, as well as the Chalice behind it. You can't get it yet, so just get the money in this room, and the Chaos Rune which just happens to be here. A Merchant Gargoyle is also in this room, just in case.

Go through the gate that connects the hall which you were just in (with the glass at the top of the room) with the entrance and then go back through the upper-right plank. Get down and then go to the right and smash the glass down. Avoid all the nails and get to the end of this chamber, where you should use the Moon Rune. Defeat all the Imps and get the Chest of Coins, as well as the

This is the hardest level yet, so don't mind it if it's a bit of a bother. The advice in the book on the right is pretty much useless, so don't mind it. Right ahead, you will find some scarecrows. These are some of the most annoying and deadly enemies that we have fought yet. Why? Because they simply feel the need to release a bunch of crows on you. This is so annoying that you really want to punch yourself when they do it. Anyway, go ahead and hit the crows to get rid of them, although they aren't deadly. Use the Club to bash the scarecrows themselves.

Around the beginning of the area, you'll find a cart blocking the path. Hit it to make it move, but first defeat all the enemies in the hay nearby the cart. After doing that, proceed beyond the cart and you'll find another haystack. Destroy every enemy inside it, and then to the left of the fire, you'll find a Bag of Coins. To the right, you'll find an Energy Vial and a Merchant Gargoyle. Anyway, you can probably see a gate, so enter and you'll be fenced in a small area with a machine operated by an Imp. Oh noes.

I suppose you could say that this is a mini boss fight, but I for one don't really regard it as that. Start from a distance, avoiding its occasional fire, and blast it with the Crossbow until its head falls off. Hehehe... and from there, just run between its legs and shoot at the Imp operating it from the back. Couldn't be easier, really. After it's destroyed, it'll drop a Moon Rune, which we can use right now.

Go back to the haystack and use the Moon Rune on the door near it, to enter in some house. Break and enter, ya know. Defeat the bats nearby if necessary, and then you can see a Club and the Earth Rune. One is useful, one is not, and no points for guessing. Now get out of this room and go back to where you fought the Imp's machine to use the Earth Rune. A little beyond where the Earth Rune is used, you will find a dangerous windmill. Jump over it or you will be hurt pretty badly. And pain is no good, right?

Once you get past it, a Fountain of Rejuvenation can be seen, and a little ahead of that you'll meet two scarecrows, who are both waiting to be smashed by your Club. Also, you should get a Silver Shield right near them. Now continue a bit further to find another Imp operated machine. This one is a little worse than the last one was, mainly because its head will shoot more powerful fire. You'll want to avoid the fire as best as possible, so just hit it with the Crossbow as quickly as you can to make it lose its head.

The legs are far more dangerous because they're extremely fast compared to how they were in the last fight, and you have to hit it in the back. This may be immensely difficult, seeing as how it will move quickly. Try to do a Daring Dash when it gets to one side, and then get to another so you can hit it with the Crossbow, and eventually it will drop, just like the previous metal beast did. Also, you can repel the fire with your new Silver Shield, although that's not entirely necessary.

A Chaos Rune is given to you for beating that naughty little Imp. Use it right on the nearby hand, and you'll be on a straight, narrow path to one of the most important parts of this entire level. This is an area with an important machine, and a large field of corn. No matter what you do, don't get in the corn. Stay as far away from it as possible. Evil monsters live inside the corn, and they knock Dan out in one hit with their attacks. That's right, 300 damage right off the bat, and they can't be avoided or killed. So don't try.

Follow the path across the corn, around the barn. More Scarecrows will await you here, but ho; open the chest here, and the serpent lord Kul Katura will break out, instantly killing anything it touches. And yes, it is YOUR ally! It will kill all the enemies, which means that now you should run around this place, finding new ones. Get Kul Katura near them (he'll follow you), and that's the end of them. Make sure that Kul Katura is with you, and head to the left area.

When you get to the far left side of the area, hit the cart blocking the entrance, to meet two scarecrows. Kul Katura will make mincemeat out of them. Then go inside and you'll find a lot of crows and an odd looking machine on the left. This is the Harvester. Unfortunately, it's way too high to hit. Defeat all the crows in here (Kul Katura might even follow you), and then go to the upper-right and you'll find a bale of hay. Push it to the left and jump on it to climb up onto the bridge at the top. Hit the switch there and return to ground level. The Harvester has been lowered. Yay, I guess?

Leave the barn and return to the haystack near it. Now go to the right and take the path through the corn field, and you will see another haystack. Defeat all the enemies inside it, and then cross the bridge right to the left and you will find an Energy Vial. I'm sure you need it by now, at least. Go back to the last haystack, and head right to find a path that leads to a windmill. Make sure you collect the bag of coins along the way, because the lack of money, so they say, is the root of all evil today.

You will probably realize now that one of the blades on the windmill is missing. This is an advantage; just sneak by using the missing blade as a passage. We are now being led to a huge area of traps. The first one is a big spinning obstacle, which will go around in a clockwise fashion. Get hit by this and you can kiss a Life Bottle goodbye. However, the floor is littered with holes, so you can hop in one of those and not even risk damage. So just follow the upper-right path to the next area.

The next trap is full of wood and spikes. The best way to do this would probably be to get between two spikes, then walk slowly. If some wood comes at you, just jump over it. Get to the right side of this trap and you will find a Fountain of Rejuvenation. A much-needed one, at that. The next trap will be a large grinder. Don't fall into the hole if you value your Life Bottles. Instead, jump over the hole, or better yet just go along the walls outside the hole while as best as you can, avoiding the hole itself. Very easy.

The fourth trap is comprised of spikes turning. This is the easiest of the five traps. All of them are higher than Dan is right now, so you can just get under the spikes and that's the end of that trap. The fifth and final trap is full of spikes and a huge moving floor. The exit to all of this is just on the top. The exit on the right leads out of Scarecrow Fields, but we aren't ready for that yet. This moving floor isn't really that dangerous, just a little annoying. After getting past it, take the upper left part for a Harvester Part and even a Chest of Coins!

Now, we have to go through these five traps... again! Well, just get past the moving floor by going to the left, don't jump at the spike trap, jump over the large grinder hole, get past all of the wood and the spikes, and pass the large wheel. Much easier going backwards than forwards. Then go back through the windmill and back into the barn, and put the Harvester Part in the Harvester, and it will bust a door open through the barn. Then you can exit in the path it took, to find a large path cut out of the corn! Hooray!

This path is very rewarding. It has a Fountain of Rejuvenation, the Chalice, a Chest of Coins, a Merchant Gargoyle so you can buy some ammo for the Crossbow,

and best of all, a Life Bottle! Avoid all the corn on the side though and don't jump off into the darkness below, because that'll make you lose a Life Bottle. Anyway, return to the windmill and go through all five traps, again. Don't worry, this is the LAST time we have to do that. Except when you get to the end of the last trap, go right instead of up. You will find a gargoyle who talks about Pumpkin Gorge. So scaaary... so yeah, exit.

Time to claim a rewarding weapon for all that. Go to the upper-left side of the room and talk to the hero there. He is a very grumpy man who puts pretty much no faith in Dan, and demands to be called MISTER Woden the Mighty. Haha... anyway, he'll give you the Broad Sword. This weapon is much better than your current Small Sword, and it can even be Enchanted by a Merchant Gargoyle. Do this, and you get an extremely strong force with you. With that being done, all you need to do is leave.

```
 /-++<>~<+--\      Chalice Collection - 100 Coins  
<- \ / ++ ++ 5g. Pumpkin Gorge ++ + / \ ->~<+--\<br> \-++<>~<+--/      Difficulty Level - 2/5
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On a side note, let me just say that pumpkins are tasty. =D So anyway, this place will start on a fairly narrow path, with some bombs of pumpkins around... errr... uh huh. They will explode on you to do a fair amount of damage, so try your best to avoid them. Just ignore them and jump over them. A little within the path, turn to the right, and some roots guarding it. Smash them with the Hammer/Broad Sword. A little bit in, you will find a Moon Rune, a Club, and a Merchant Gargoyle. Some of the treasure is behind a yellow wall on the right. The Chalice is also slightly visible in that room.

Smash the boulders that roll down in front of you with the Hammer, and then look behind them for a Bag of Coins. Follow the path and it will lead you to a hole... jump out and you can see a house. Turn to the left, and you'll find a lot of pumpkins bouncing around... walk up the stairs right near and you will drop into a house. Three Chests of Coins, an Energy Vial, and a lot of pumpkin bombs are inside the house. Destroy the pumpkins with your sword.

Exit the house and find the blue hand in the back, and then enter this house. Drop inside and you'll be on a circular floor, but this has a secret to get you up. If you move clockwise, the floor will move up. If you move counter-clockwise, it'll move down. So move clockwise to bring it up, until you can reach the treasure on the right. It's a pointless Energy Vial and a Chaos Rune, not bad. Exit the house after that.

Find the gate to the right of the house and use the Chaos Rune on the red hand and enter through it, and then go to the left and you will find a Fountain of Rejuvenation. You'll find a big structure around this place, but ignore it for now. You can also find two doors around, so just go to the left one and it will open, revealing a big marsh. You can also find a book here that will tell you about how useful the mushrooms here are. They sure are useful, as if you fall into the liquid of the marsh, you'll lose a life. This is something we want to avoid.

The mushrooms are your steps across, as they will go up and down. This is something you have to take note of, because if the mushroom is down and you're jumping on a high mushroom, you can end up missing it and landing in the liquid, losing a Life Bottle. Avoid this happening at all costs. On the last mushroom, instead of jumping forward, jump to the right to end up on a wooden floor. A Bag of Coins can be found here. Jump down to find a large mushroom, and then go back through here and instead of going right, do a jump on the right to a narrow path, through the rock.

You'll find that The Sleeping Village is overrun by a huge number of villagers. You may also see that your Chalice percentage is at 59%. So whatever you do, DON'T KILL THE VILLAGERS UNLESS YOU ABSOLUTELY HAVE TO! Little girls and men have axes, and women have pans, and they will try to hit you. Just avoid them, and if you want to, just hit them with a Daring Dash, which will stun them. Don't hit them too much though, or they might detract from your Chalice percentage. Everyone here is hypnotized, by the way.

Anyway, as soon as you enter a Gargoyle will explain about the villagers. You'll also see three rats ahead of you. Squash them by jumping on them or with the Hammer to receive two coins apiece. Go a little bit forward, and you'll see a large church. You can go in there to read some important things about the mayor, if you want to. Otherwise, go to the right of the church and then head left on the street to enter a house, and you'll find a woman with a pan. Ignore her and collect the Moon Rune.

Exit her house and then go to the left and you'll find some stairs. Don't fall in the water down below, or you can kiss a Life Bottle goodbye. Go down the stairs and hit the switch at the bottom to stop a water fountain. Don't head to the middle of town to there yet. Just go back up the stairs a little bit, and then to the left you'll find a Merchant Gargoyle. You may want to get some more Spears if you chose the Spear, or some more ammo for the Longbow if you chose it, and then go into the house next to it.

There are a lot of barrels and rats in here. Kill all the rats and smash all the barrels for quite a lot of money. Make sure to leave one barrel though. On the right, you might see a switch that opens a gate, but if you get off the switch the gate will close. Push a barrel on the switch, and the gate will be opened as long as the barrel is on it. You'll find a blue hand on the other side of it, so put the Moon Rune there. A woman with a pan will await you, but just avoid her.

Go downstairs and you'll find some coins, and a Club inside a treasure chest. Also, kill the rats for coins. Now exit and run away from the man nearby, then go up the stairs to reach a pub called The Troll's Head. Use the Hammer and then break the barrels near the cage in a corner of this room, and then collect the Earth Rune. Now go downstairs, and use the Earth Rune on the hand to find an Energy Vial. Break the barrels for two Bags of Coins, and then hit the switch.

Head outside and you'll find the Landlord's Bust. Now defeatable monsters will be going around, and some villagers will disappear. Make sure you kill a reasonable number of monsters. Now head to the middle of town. It's finally time to make use of the fact you took out the water from the fountain. Head towards it and pick it up, then look for the red hand on the building right next to it. This is the library, so head inside and you'll find... well, shall we say, what you'd probably expect to find in a library.

There are four books on the left, detailing the history of Gallowmere. There are two books at the top that are basically just guides, and another book just details the Hall of Heroes. Go to the guide books, and break the bookshelf next to it with the Hammer, and you'll find a Bag of Coins and more importantly, the Crucifix Cast. A book is also behind there, which really isn't very useful. Now leave the library, and go forward, beyond the fountain, to around where the church is.

When you get to the church, turn to the left and you'll find a house with a

horseshoe sign. This is a forge or something like that. Smash the barrels to find some coins and a Silver Shield. Now use the Crucifix Cast and Landlord's Bust on the middle, and then stand on the bellows. Jump on it about 15 times, while keeping a good timing on him. Now the Crucifix Cast and the Landlord's Bust become one: the Crucifix. Take the Crucifix, and return to the church. It's just to the east.

Go to the top-left part of the church, and put the Crucifix on the altar near the book. A gate behind will open, leading you to a book that the Mayor wrote with info. You'll also get the Safe Key. Leave the church and then go to the right, and you'll find a lake. Now be careful not to fall into the water, because if you do, Sir Dan will lose a life bottle and die, although dead bodies do have a tendency to be found underwater. Oh, and dead bodies can be found there too! =P Just joking.

To the left, you'll find a gate. Enter through and you'll be up to a higher level. Up here, you'll find some blocks of hay piled up, as well as some rats. Pound those rodents down, and then jump up the blocks and get to the roof of the house, and then imitate Santa Claus by dropping down the chimney. You'll find two Bags of Coins. Hit the switch in here, and then examine the safe in here. Use the Safe Key on it, and you'll collect the Shadow Artefact. This is extremely important for an upcoming level.

Leave this house, and go to the upper-right and you'll find a hole that has an Energy Vial, a Chest of Coins, and the Chalice right on the other side. You don't have enough souls to get the Chalice, so don't bother trying to collect it right now. The Chest of Coins and Energy Vial could be of some use, however. Anyway, get out of this area and head back to the gate near the fountain, and it'll open. Four soldiers will then attack you. I recommend using the Spear or the Hammer, going around in circles, and focusing on one soldier at a time.

After beating them, you can collect the Chalice. The exit to The Sleeping Village has come at last, but just go to the gate that opened with the Safe Key and go through the hole to get the Chalice. Now we have no more business here. Let's go, just don't leave unless you have the Chalice, that's obviously very important. Hall of Heroes time, to claim the other one of the two weapons we chose before.

Supposing you chose the Spear last time (which you should have), head to the middle of the walkway up the stairs and speak with Ravenhooves there, who will give you the Longbow. Eh, it's not like we really needed it too much, but hey, anything is better than nothing; plus we'll get some upgrades to the Longbow later. Once you're done, head beyond the Sleeping Village to reach The Asylum Grounds... one of the most complicated levels yet.

```
/--+<>~ Chalice Collection - Axe  
5j. The Asylum Grounds ++ / \ ->~-----  
Difficulty Level - 2/5
```

There really isn't any difficulty in this level as far as enemies go, but it's got in total FIVE puzzles to solve. Can't be too good... from the entrance, kill the Keepers that you meet on the way, and follow the path until you reach a four-way intersection. Uh huh. Slash apart the dragon head if you see it, but otherwise take a right and talk to a being named Jack of the Green there. If you want to leave, you need to solve four riddles... yep, four. The first riddle presented is:

"At night they come without being fetched,
by day they are lost without being stolen."

Guess what that is? So many things could be said about that, but the answer is the stars. You may have noticed a star shaped tree near the entrance, so even if you didn't, head to the entrance to find the star there, and then slash it. Basically, we have to find five star shaped trees like this, and that's just one of them. So anyway, return to that intersection with the entrance to the south, and head west.

Head immediately to the right and slash apart the star there, and then head to the far left and go between the two walls there. From there, you'll find a single Keeper there, but just let him ring the bell. Really. Some more Keepers will come out, but hey, they're no match for the Enchanted Sword or even the Broad Sword; plus there's a star there. Three out of five. Now continue along the path, heading down the stairs at one part to find a grass statue of Zarok.

Don't bother trying to hit it, just slash the star near it, and then go back. Four out of five... and as for that final one, it can be found at the upper right side of this maze. After that's done, go back to Jack of the Green and speak with him again. Yep, you've solved his first "easy" riddle. Time for the second one.

"I live for laughter; I live for the crowd,
without it, I am nothing."

That's a stupid riddle, but anyway, the answer to that is a clown. Head back to the area we explored earlier (you know, with the stars), to find a gate that was formerly closed has been opened. Take that path until you find a bush of a clown, with five stones shaped with sad faces around them. Two slashes of these will make them happy faces, but they turn back fairly quickly. To start with, slash each of these once. Once, and only once.

For starters, they all turn back, but at different speeds. The one in the center and the one at the lower-right turn back particularly quickly, but the one at the upper-right and lower-left are fairly slow. You cannot do this unless you slash the center one fourth or fifth, so my preferred order is lower left, upper left, upper right, then either center or lower right, so long as both are slashed. Once the clown is surrounded by happy faces, return to Jack of the Green for the third riddle.

"Face like a tree, skin like the sea,
a great beast, I be, yet vermin frighten me!"

Much better than that clown riddle, I'm sure. Anyway, head back to the area where you handled the happy faces, and take a further right to the area over there, which has now opened. You'll find a bush with long tentacles attempting to attack you, but it's no match for the Broad Sword or Spears. Once it's gone, look behind it to find a Chaos Rune, and with this, head back to the entrance and find a hand for a Chaos Rune... just insert it right there, and you're good to go.

A mouse will try to follow you, so head north, trying not to lose it. Some cats are along the way, and will obviously eat the mouse when prompted, so when they are on the opposite side as the mouse, pass through. Eventually you'll come to a long grassy area, with an elephant at the back... continue letting the mouse go beyond the cats, as these besides the fourth are very easy to dodge. As for that fourth, well, try and dash for it when it's on the other side. Once the mouse approaches, the elephant goes nuts. Fourth riddle time...

"I tolerate the moon and stars, I can't abide the sun,
Banish me with torch light and you'll see me turn and run."

Hahaha... that's darkness, how hard is that? But anyway, head beyond the wall that the elephant brought down, collecting the Chalice along the way if you've gotten enough souls. Otherwise, wait until a bit later. Head to the west area and through the path there, until you reach a small gateway in the floor to fall through. In here, you'll find a very dark room. Bahaha, what did I tell you? It's only up to light now.

Go outside of this room, and examine the exterior of the building to see some brown markings, aka windows. There are some torch lights here as well, so push their platforms adjacent to the windows, all three of them. Shouldn't take too long. Light will now shine through the windows into the center room, so stand in the center to get transported to the exit. ;) Well, not the exit of the place itself... Jack of the Green will get angry once you meet him, and tell you to find your own way out. Hmph, loser.

Anyway, return past the wall that the elephant knocked down, until you find another Keeper with a bell, and holes in the ground. Finish all the Keepers there, and by now, you should really have enough juice for the Chalice. Just pick that up, and then go beyond the Keepers, to the very end of the place, where you'll find a large chessboard. This isn't a particularly tough puzzle, especially if you're a chess nut, like me.

The pieces here are the king (blue), queen (red), bishop (green), and rook (yellow). If you've never played chess, the king and queen can move in any direction, the bishop can move diagonally, and the rook can move horizontally and vertically. You need to get them on their corresponding colored squares, so stand in the opposite of the direction you want them to move to get them on the squares. The only even remotely difficult one is the bishop, so once they're all in place, a hole opens, which leads out. Heh heh heh...

Inside the Hall of Heroes, head around the left side of the top of the stairs, to meet Bloodmonath Skull Cleaver, who wields an Axe, which is one of the overall better weapons in the game. With your new weapon in hand, return to the entrance and head beyond the Asylum Grounds to reach... inside the asylum. The REAL fight begins here.

```
/--+<>~ Chalice Collection - F. Longbow  
<- \ / ++ 5k. Inside the Asylum ++ / \ ->~  
\--+<>~ Difficulty Level - 3/5
```

The beginning of this level will treat you to zombies. What, and this is a 3/5 difficulty level? Trust me when I say that the zombies are absolutely deadly here, and if you're not on guard, you can easily end up dead. They do 75 damage an attack, so you need to be very careful here, preferably with long ranged weapons. Your new weapon, the Axe, can be thrown, so it's a very good asset here. Anyway, this place consists of five floors. The first one isn't too bad, if you know what to do.

Stay back and either throw the Axe or slash with your Enchanted Sword. Either one should kill in one hit. The gate at the top is the only one open, and will just send a few casual zombies out. Slash them all until both other gates open, and at this point, you may want to switch over to the Spear, or just spin the Broad Sword around, which is also a large damage dealer. Anyway, don't take too many risks, and don't try to get in the middle of them, and you're okay. From there, second floor time.

This one is much harder than the last one, as you have cannons shooting balls down at you... anyway, we have the usual zombies. The cannons are very damaging in their own right, probably even more so than the zombies. The Axe throwing tactic works just as well here, although there come even more zombies this time.

Keep a distance, and do not walk into the cannon bullets, trust me. Anyway, when they're all gone, go through the door that opens.

Third floor time... which can either be worse or better, depending on how you take it. Along with the Zombies join Gnolls, which are more dangerous but a bit slower. Handle them from a distance with the Axe, and then a bit of the Broad Sword, until they're gone. Then some more Zombies will come in, but they're not much different from what we've already faced. Once you're done, you get treated to a Silver Shield and eighty coins, which are as usual, awesome.

Jump down to the next floor, which is the easiest of all five, in my honest opinion. It's a circle, where you're mostly attacked by the very easy Lunatics. They're fast, but very weak and barely even attack... just slash them down with a bit of the Broad Sword, and then the gates will open, to reveal two Energy Vials, a bag of coins, and a Merchant Gargoyle. However, more zombies will come out, and at this point, you should have enough chalice juice. If not, no big deal, really. Fifth floor time after they're all gone.

This is probably the hardest floor, but we're treated. More Lunatics and Zombies will come out to play, but when a bunch of enemies come out of the door on the right, just jump over and open the skull and crossbones chest... and then most to all of the fifteen or so enemies will be dead, just make you run away. :) More cannons, as well as lava to dodge, but they're both easy to dodge, really. Just keep your distance and use both parts of the room to your advantage, and you're good to go.

In the "sixth floor", which is altogether safe, head to the upper floor to get none other than the Chalice, together with a bag of coins and an Earth Rune, as well as a Fountain of Rejuvenation. Open the cell there to talk with the mayor of Sleeping Village... heh, I was wondering where he was. He has a Dragon Gem with him, in which you might as well take, as it'll help you out fairly soon. With what you have, leave the Asylum altogether through the upper side... tough stuff time.

But anyway, at the Hall of Heroes, you can really either get the Gold Shield or the Flaming Longbow at this point. I personally prefer the Flaming Longbow, as it's far more useful in an upcoming boss fight (the Flaming Longbow is from Ravenhooves, the Gold Shield is from a newcomer at the upper-right overall side of the walkway, Karl Sturgard with the large shield). So anyway, with the new weapon in hand, leave the Hall of Heroes to prepare for my personal favorite level in the game.

```
 /-++<>~::~::~::~::~::~::~::~::~::~::~<>+--\ Chalice Collection - Gold Shield  
 <- \ / ++ 51. The Enchanted Earth ++ / \ ->~::~::~::~::~::~::~::~::~::~::~  
 \-++<>~::~::~::~::~::~::~::~::~::~::~<>+--/ Difficulty Level - 3/5
```

Yep, the Enchanted Earth is my favorite place in all of this game, simply cuz it's downright fun. Remember the Shadow Artefact in which we got from The Sleeping Village? This is the place that we're going to use it. Anyway, there are some immediate frogs at the entrance, which will spit poison at you (wow). They don't count towards your Chalice, so don't bother with them. Just follow the path right up ahead.

At the fork there, take a left to get attacked by some plants which cannot be killed. Wow, rebirth of Pumpkin Gorge. Head to the right and beyond that path, until you reach a pool of water, and two gargoyle statues on the left. You can NOT pass through here, no matter how much you try. The gargoyle statues will just fire energy at you which you cannot penetrate, so don't even try. Just continue on the path there.

right? Whatever. Head to the right from there, and you'll end up near the beginning of this place. Yep, that's our spot. Just head further to right and hop over to a Soul Helmet there. I'm getting tired of taking rights, but just one more right will lead you to an Energy Vial. That's worth it, ya know.

The area nearby is full of skull and crossbones chests, but quite a few enemies. If you absolutely want to, set them off to finish all the enemies off quickly, but make absolutely sure that you run the hell away. Head to this area, and then on the eastern side of it, to the upper left for a Silver Shield and a Soul Helmet. Now it's time for the REAL part of this level. Not far from here is yet another Soul Helmet, but after you've collected that, head upward to find a gate requiring a Chaos Rune. I can do that.

Put the Chaos Rune in, and follow the path past a bunch of enemies, as the camera goes nuts. Just head down the hill, collecting the Soul Helmet there for some enemies to appear... Chalice percentage points up the ass. And at the bottom is another Soul Helmet for the taking, but even more Armored Knights to come out. Broad Sword, anyone, to push 'em into the pit? Once they're all gone, some new enemies which will be called the Winged Knights will come out in some places. Particularly around the entrance.

Before going anywhere, head back up this hill, and once you're back in the main area, jump to the platform at the upper-left, where you'll find none other than two chests of coins, two Energy Vials, and *gasp* a Life Bottle! I was almost sure these has died out, but nope, they're still here to give us some love. Anyway, you shuld really have all the Soul Helmets by now, so scout out the area in search of Winged Knights until that Chalice is full, and then pick it up.

So if you're ready to leave, return to a bit ahead of that structure. To elaborate, the very first fork we faced, with the right leading to a merchant gargoye. Now it's FINALLY time to take that left. :) There, you'll meet the Boat Man... give him those eight Soul Helmets, and he'll take you to the most evil place in the whole game, only rivaled by the Ant Caves. What a bastard this man is.

You get a special pre paid (copyright) trip to the Hall of Heroes beforehand, to spare the horror... here, you have a choice. Head to the left side of the walkway to meet with Dirk Steadfast, or with Ravenhooves again for the Magic Longbow. I recommend Dirk Steadfast with the Magic Sword, wholeheartedly. The Magic Longbow isn't THAT great, while the Magic Sword is the single best weapon in the whole game. So with that, might as well get the horror over with.

```
 /-++<>~<~~~~~<>+--\ Chalice Collection - M. Longbow  
<- \ / ++ ++ 50. The Lake ++ ++ / \ ->~<~~~~~<>+--\  
 \-++<>~<~~~~~<>+--/ Difficulty Level - 5/5
```

This is the single most difficult level in the game; it's both incredibly tough and annoying at the same time, and is thus the only level warranting a 5/5 difficulty. When you're ready, hop off the boat that the Boat Man brought you on, and head up the stairs at the entrance. Now follow this bridge to the left, only to get jumped by a large orange fish. Several of 'em, in fact... test your new Magic Sword out here, but note that their death doesn't count for the Chalice, so... bah.

Follow the path until you reach a large 90 degree angle shaped path, with levers that can turn it, but don't be doing that yet. Instead, follow that path to the left, to meet up with a certain eyeball called a Watcher. As soon as it sees you, Turtle Guards will appear from the water. These are very dangerous enemies in that they take a long time to kill, they're powerful, and they can easily knock you into the water. However, these ones can be undermined by slashing at

them until THEY fall, so interpret that as you will.

Anyway, the Chalice here is VERY difficult to get, so just leave the Watcher there; it won't count for chalice points anyway. Once on the ground, you'll find a black eyeball similar to the Watchers, but it won't summon monsters; instead, it squirts water, which is much more dangerous than it sounds, but they go down quickly. There's also another Watcher nearby, so just let it summon some turtles for you to slay.

Go over to the right to find a door there, along with a Watcher. After beating some more (very deadly) enemies, take the path a bit outside to find an Earth Rune lying about, and then go through either of the two doors leading into this small building, which is one of the most effortless places in this level, quite thankfully. Hell, you can even pick up a spare Energy Vial lying about! ...So, yeah, right. Leave through the door next to the Energy Vial, and when you emerge, your consolation prize is a dark eyeball and Watcher. That's life, kid.

Deal with the Turtle Guards and dark eyeball, then pick up the Chaos Rune in the boat at the back. Now, we have to go all the way back to that 90 degree path between the entrance and this area. See how much this place rocks? Anyway, back here, hit the lever on the path twice, to turn it over completely. You know, as -| to _| to |_ (pretend that in the first and third, the hyphen is a bit higher up). So anyway, supposing that your back is to the entrance, the upper path leads to a gate you can't pass and a bag of coins. Don't bother with that.

Instead, take the other path, which is on the right from the entrance. Follow this path here, slashing up the Turtle Guards as you go, and you'll find a huge circle consisting of a large whirlpool in the middle, lots of water around, some Watchers and dark eyeballs, and lots of Turtle Guards who take ages to kill. What a wonderful level. Take a right as you enter, and there you'll find a slot for a Chaos Rune, as well as a Watcher. You know the drill.

The Turtle Guards here are particularly dangerous, since even if you knock them in the water, they'll come back, and that's not to mention that you run a constant risk of falling in, and aren't just going to come back. Cheap ****ers. Anyhow, after you've done that, continue to the right to find a Time Rune (whoa, second ever) and a rather useless book. Take another right to find a green hand for an Earth Rune, and another damn Watcher. Bah, you know what to do.

After you've given the hand the Earth Rune, take another right, for yet ANOTHER Watcher, and a slot that wants a Time Rune. Not too hard here... once all three runes are inserted in their slots, the whirlpool in the middle will completely freeze up! Good... now we can go in there, but beforehand, scout out the area killing any Turtle Guard you see, and take the final path to the right to find a Fountain of Rejuvenation. See, everything has to have a LITTLE good in it, ya know.

Jump into the whirlpool after that, and once underneath the water, you can pick up a Silver Shield, and continue along the path for three bags of coins and two Energy Vials. There's a large elephant behind the wall here, but it won't do anything; plus you need to pity it for living in this fiery hell of an existing place. Anyway, at the end of the path you'll find a room with the Chalice, which is rather hard to get. Still, the level's not yet over (sadly), so don't fret yet.

Exit to find an immediate Watcher, and some obvious Turtle Guards. Having gotten rid of the suckers, collect the nearby bag of coins, and head to the right side of the place, where you'll find a merchant gargoyle, and to the left some more eyeballs. Kill 'em all, get a Star Rune, and go to the far right down along the little path there. A Watcher's not too far away, so it'll likely summon some

Turtle Guards, so keep quite alert. Flip the switch at the end of that path and you'll open that gate we saw earlier, with the bags of coins. Eh.

Now head out of that little niche, and then go past that gate we saw earlier. The Star Rune actually leads out of this monstrosity of a level, but by now you may need to search the whole area to find Watchers and Turtle Guards to kill... if you can't find enough but want that Chalice, then bad luck, you may need to go through this entire disastrous place AGAIN! Horrible to think of, eh? But anyway, as for getting out of here, head back to that building on the western side of the whole area, which had two doors and an Energy Vial inside. Go through there and put the Star Rune on the hand to leave. Ah... fresh air...

Supposing that you were fortunate enough to enter the Hall of Heroes, talk to either Dirk Steadfast (if you need to talk to him, major shame on you and you have something to tell your children; you didn't go insane while not having it against the Turtle Guards at The Lake), or Ravenhooves. Obviously it better be the latter! Get the Magic Longbow, which is a very good projectile weapon, and then leave. We're treated, ya?

```
/--+<>~~~~~<>+--\ Chalice Collection - Lightning  
<- \ / ++ 5p. The Crystal Caves ++ / \ ->~~~~~  
\--+<>~~~~~<>+--/ Difficulty Level - 2/5
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Awesome! This is a short, sweet, and quite easy level compared to the last three disasters we've waded into, so you'll probably enjoy this level quite a bit. Anyway, you may want to test out the Magic Longbow on the Shadow Demons as you enter, since they can be quite annoying. On a side note, you may enjoy this music quite a bit if you played the demo. The Chalice is on the upper-left from the entrance, but don't bother with it as we obviously don't have enough juice yet.

Head to the upper-right and into the cave there, and you'll find two crystals blocking the way at the entrance. Hey, that's why they call this place the Crystal Caves, anyhow... slash open the crystals as you enter, for a bag of coins, and the return of the imps from the Hilltop Mausoleum. Anyway, slash the little sucka to pieces with the Magic Sword, and enter the cave itself. There's an immediate fork, but the left is useless until you get a Star Rune, so the right is the way to go.

Watch out for the Imp right around this corner, as it can and WILL try and steal your weapon! I'm dead serious when I say this. Take these out quickly and carefully, and if they steal your weapon, break out with everything you have to stop them. I'm dead serious here. Slash any crystals you see at the same time, so you can kill more imps and thus get more Chalice completion. So anyway, once you've done that, take a left when possible to find a large crystal firing out large beams.

Avoid this one like you'd avoid me on a sex rampage. These beams will do no less than 225 damage, seriously. Daring Dash in the same direction that it's going, and take care not to run too far. Pick up the Earth Rune on the way, and when you can exit, bless yourself and do so. Once you've got the Earth Rune, head further into the cave, where you'll find a Silver Shield up the nearby hill, some new enemies called Rhinotaurs, and some more Imps. And also a skull and crossbones chest. Time for some shockwave in yo face dude!

The Rhinotaurs aren't particularly dangerous, and are really no match for your Magic Sword. Once all the enemies in this area are finished off with, head to the northeast for a rather large room full of elevation. Immediately you'll see a bag of coins and a Fountain of Rejuvenation on the right... good stuff. There is a thieving Imp here, however, so make sure you get that tricky little imp

referring to a glitch in the cheats section. With that, head beyond the Crystal Caves to enter the Gallows Gauntlet.

```
/--+<>~~~~~<>+--\ Chalice Collection - Life Bottle  
<- \ / ++ 5q. The Gallows Gauntlet ++ / \ ->~~~~~  
\--+<>~~~~~<>+--/ Difficulty Level - 2/5
```

Here's another short, sweet, and easy level, and another one of my personal favorites. Head a bit forward, and we get the officially termed Dark Zombies. Sure, the name makes them sound tougher than they are, but just slash them to bits with the Magic Sword, they're not really that hard. Or the Axe might work; but they're no harder than the zombies in Inside the Asylum. Head beyond them a bit, ignoring the multitude of closed gates here.

Just a bit along, you'll find a Fountain of Rejuvenation. Goody goody! That's not to mention another closed gate on the right, which requires a Star Rune. So anyway, just a bit ahead of that is the exit already (?) and a bag of coins. Do not leave through this exit, as it's only for those who don't have the Dragon Armor yet. Supposing you do have, don't go out this way or you won't be able to proceed past The Gallows Gauntlet. So you're wasted that way.

Now take a right, collecting the Silver Shield along the way, and when you get an opportunity to go left, do so. More locked gates, grrr. After they're past, take another left, and you'll find a burning ring of fire. Not a ring, but a gate, rather. I'm snubbed. Remember something we recently got which will allow us to pass through here? You guessed it, it's the Dragon Armor. At this point, tread softly, silently, and slowly. You heard me.

In here is the Serpent of Gallowmere, who is akin to Kul Katura from Scarecrow Fields and Pools of the Ancient Dead, but the Serpent is an enemy, and obviously cannot be killed. He can do about 50-60 damage to you when he touches you, so don't touch him at all. In fact, it may be possible NOT to wake him up, so long as you go silently, and step on the four switches in this room. You'll need to do that if you want to open up those locked gates we've seen, and c'mon, we do, right?

So anyway, stay away from the skull and crossbones chest there, and tread as quietly as you can. Step on all four switches, move away, use the Dragon Armor to get out, and leave it at that. If the Serpent DOES awake, he'll be there chasing you for quite awhile, but eventually he'll get bored and go away. And if you do this, then you get a chest of coins near the skull and crossbones chest, but you can't get this without waking him up (at least, I don't think). Feel free to correct me if I'm wrong.

Anyway, once those switches have been taken care of, head back the way you came, collecting an Energy Vial (not to mention the Chalice, although I doubt you've got enough for it yet), a chest of coins, a skull and crossbones chest, a Star Rune (important!), and a merchant gargoyle. Good stuff, but the Star Rune is the obvious only essential. Now head up to a bit near the chest of coins and skull and crossbones chest, where you'll find a gate that needs dat Star Rune schtuff, yo.

Put it in there to meet more powerful Mummies, and Dark Zombies. They're fairly numerous, but once you're done with them all, you should have enough juice for the Chalice. Just go back there and collect it, and we've finished a whole level already. Wasn't THAT quick? Anyway, just leave from the exit there, and we're in the Hall of Heroes and did little to nothing. This is the life of us, the lazy generation! So with that, head over to Ravenhooves, this making the fourth time. He'll give you a Life Bottle (smooch), so with that, time for a new and great level right up ahead.

/---+<>~-----<>+---\ Chalice Collection - Energy Vial x2
-< \ / ++ 5r. The Haunted Ruins ++ / \ ->~-----
\---+<>~-----<>+---/ Difficulty Level - 3/5

Excellent level, this one, and my personal second favorite in the entire game, although the second part is rather tough. So anyway, this is like the Sleeping Village in that we have 12% of the Chalice filled already, and there are some good souls here. First of all, there are piles of chicken food everywhere, for the chickens here to eat. Just head into the pen on the left and lead them out, and make them eat the food on the upper side of the area. It'll take awhile, but eventually all that food will be gone, and a switch will be revealed.

Stand on this switch to lower a drawbridge. Good, we don't want a really small and cramped level now, do we? Cross this drawbridge, and take an immediate left to find a Chaos Rune there. Once that's done, head to the right and follow the path there until you actually meet the Shadow Demons. Yep, they return from the Enchanted Earth, slightly stronger this time. Use the Lightning, Spears, or either advanced Longbow from a distance (I like the Lightning best), and then take out the Magic Sword and slaughter them. I'm serious here, KILL THEM.

Now, let's just hope you have a Club. Notice that there are three farmers, hanging above three respective fires. You want to keep them alive if you want the Chalice, and the Shadow Demons will make short work of them if you allow them to reach them. So that's why you want the demons dead quickly. With that, take a Club and start sticking it into the fires below the farmers, and smashing the fire until it goes out. Repeat with all three of them, and then stand on the switch. Do NOT stand on this until all three fires are out, or well...

Yeah, note that they don't have Dragon Armor. Once they're all free, return all the way to the entrance, where each farmer alive will give you a chest of coins, so that's an easy 150 coins right off the bat. With that done, return to where you freed the farmers themselves, and head through the gate to the far left; next to the switch. But do NOT head right from there and land in the oil... it's quite painful, to say the least.

Head up the stairs there, slaying Shadow Demons as you go, and follow a bit of the path there to reach the wall... nice. Head to the left, collecting coins as you go, only to find a Chalice you can't collect. Boo. Now head along the wall there, just so long as you're careful not to fall. Find the Energy Vial along the way, and then just go back to the large courtyard, and head to the far right side this time, just so long as you can avoid the three cannons here, in which you probably can. I'm optimistic and all that.

After that little business there, you'll find a merchant gargoyle there, who's a bit needed at this point. From here, head up the crates on the left, and climb up to the wall. Now take a small right to find an Energy Vial there (I love them), and then head to the left, collecting another sweet, juicy Energy Vial as you go. Jump down at the end, and then take another stack of crates up to another wall to find two Energy Vials. Wow, this place is like, Energy Vial city. I like it.

Now jump down, ignoring the gargoyle and gate there, and head into this new courtyard. At the far end of it, you'll find a Silver Shield, and around the middle is a slot for a Chaos Rune, and beyond that, some fire. Know what we have that remedies this? Youuu guessed it, the Dragon Armor. Head past in your masculine dragon form, and you'll find yourself right in King Peregrin's throne room. Nothing to do here yet, so head up to the throne only to get dropped below. I was royally rejected... and in puns, too.

Officer. Just head for him and beat the daylight out of him for some more Chalice completion (<3) and a Star Rune... yeah, we just need to have the painfully overused ones here, too. Anyway, leave this room and head back to the main hull, taking a right there. In this little annoying area here, you have to contend with a bunch of platforms going up and down to cross. But do we need to do this, really? Ah, but we don't.

Just drop into a hole when possible, and inside you'll find a few pirates without an Officer (so don't bother with them), some barrels, a bag of coins, and a Silver Shield. Easily avoidable enemies, so head up the stairs and leave through the right, and boom, you're right past that platform trap. :) Avoid the barrels in this new part of the ship, and head down if you wish to get a bag of coins, but otherwise head up all the way for a much more useful Fountain of Rejuvenation. This is life.

Head up further from here, where you get to insert a Star Rune there... not bad. Drop down from here, and immediately kill off the Pirate Officer there, for your own good. Now a door has opened up on the lower right area, so might as well head over there. You can easily fall off here, so be very careful. Dash past the four very harmless cannons, and on the other side, you'll get a Chaos Rune. At least that's not QUITE as common as the painful Earth Runes or Star Runes, but all the same.

You'll use this very soon; in fact, just dash past those cannons again and on the upper-right, use the Chaos Rune. See, everything I say is correct. Right beyond those, you'll find some trampolines and some holes, but to start off with, drop into a hole. It's for the sake of the Chalice, yanno. Down here, slash up the Pirate Officer as quickly as possible, then take a right. This is a square shaped bridge type area with a pit in the middle, but don't worry about that pit.

Don't bother with the pirates, and just run around collecting two Energy Vials and a bag of coins. Now return through that door, and head up the crates and into the room on the upper-left, where we get to deal with four huge cannons. Bah, pirate ships hate me. :(Dash past them as quickly as possible, hiding in the lowered areas if at all possible. Collect the Energy Vial when you find it, and finally head out through the upper-left, to find yourself pretty close to the trampolines. Head to the right a bit, and well, there you go. =P

Jump across carefully, not going too far while going enough at the same time; shouldn't be too tough. On the other side, you either have a choice of crossing large boards swinging over the area with the two Energy Vials, which is easy but long, or crossing platforms, which is fairly tough, short, and nets you a Fountain of Rejuvenation. I prefer the latter myself, since I'm a risky type guy sometimes. How it worked for me was all three went down, then up, then I jumped to the second and before it fell, jumped to the third. Not THAT hard.

Soak up that lovely juice there, then jump into the hanging lift there (don't bother jumping to the floor), and at the top, kill anything you see that moves; you know the drill. Take a left if you want the Chalice, take a right if you want an Energy Vial. I want both, personally. ;) Anyway, take that elevator down again once you've got that, and jump to the upper-right. Here we've got lots of skeletons to deal with, and once they're all gone, a Pirate Officer with more skeletons. Oh, dear...

What I find the best method here is to whip out the Lightning and shock them all. This will hit the Pirate Officer at the same time, and while it takes a surprisingly long time, it's by far the easiest method. Once everyone's gone and the barrels to the right are broken, the Chalice should be full by now. So go back up, collect it, then go back down and head up the stairs there (after some

more skeleton slaying), and here we've got a boss to deal with. Alright, bring dat dead baby on.

```
X+++++X
++  \ \  Boss: Skull Captain  ||  HP: 400  ||  Difficulty: 2  //  //  ++
X+++++X
|| This isn't a particularly hard fight, albeit a rather unique one. First ||
|| of all, let me note that the Skull Captain himself does absolutely      ||
|| nothing. He lets the pirates do all the work while he just walks back  ||
|| and forth and contributes nothing to the good fight. Personally, I did  ||
|| not find the pirates to do hardly anything at all, so they shouldn't be ||
|| too bad. Anyway, you can't just jump up and hit the Skull Captain (you  ||
|| may notice his puny HP count), but before anything, get the Club here.  ||
||                                  ||
|| Light it on fire, and then head over to one of the cannons. While the  ||
|| Skull Captain walks by (which should be about halfway there, walking in ||
|| one direction, give or take a little), put the club near the cannon, and||
|| it'll automatically fire. Once it delivers a direct blow, it takes off  ||
|| 50 HP, which isn't bad considering how fast you can do it. In fact, if  ||
|| you're really good, you can just go right back and forth, hitting the  ||
|| Skull Captain each, and finishing this in ten seconds. If the pirates  ||
|| are annoying, slash 'em quick, but otherwise, a very easy fight, this.  ||
X+++++X
```

With the Skull Captain gone, the usual green slime surrounds the steering wheel, which just so happens to be the "exit". With a short trip to the Hall of Heroes before ANYTHING else (of course), head to the right side of the walkway at the top and speak with Karl Sturnguard there (the guy who gave you the Gold Shield) for four chests of coins. Decent, I suppose. With that, leave and prepare for Zarok's castle, at long last.

```
/--++<>~~~~~<>+--\  Chalice Collection - Life Bottle
<- \ /  ++ 5t. The Entrance Hall  ++ / \ ->~~~~~
\--++<>~~~~~<>+--/      Difficulty Level - 1/5
```

This is a pathetically easy level, especially compared to the Ghost Ship, and it poses little to no difficulty whatsoever, besides the slimly possible risk of losing a weapon to an Imp. Anyway, the only enemy you'll find here is the Imp, although a few are thieves. Each Imp can do a bit of damage and are immune to projectiles, but they die in a single hit from the Magic Sword, and fill the Chalice very quickly. Not to mention this place is extremely short. It's the calm before the storm, though.

From the balcony in which you begin, slash the two Imps at the entrance and jump down, only to get attacked by a few more. Just kill 'em all, and head a bit forward to come to left and right fork... the left leads to the exit, but take the right first. This is the library, where Zarok originally cast the spell. Anyway, take any spiral stairs you find, and in the library itself, you meet two thieving Imps and some normal ones. Easy as pie, all of 'em. A good sword swing will take them.

Once they're all gone, leave this room, ignoring the Chalice for now. Take a left back at that fork, and you'll find an immediate Fountain of Rejuvenation and some more Imps. Now head down the long, twisting, spiraling staircase, and at the bottom, you'll find a Merchant Gargoyle and through the door on the right, none other than some statues and the damn exit. What an easy level... now just go back to the Chalice and pick that up, then get out of the Entrance Hall and be warned that it's the calm before the storm.

At the Hall of Heroes which wasn't quite difficult to get into, talk to Dirk

Steadfast (the guy whom you got the Magic Sword from), and he'll give you none other than an incredibly useful item called a Life Bottle. Well, we all know what Life Bottles are at this point, but it's incredibly useful, might like any other of them. Now move on past the Entrance Hall, to the chromatic, divine difficulty of Zarok's castle.

```
/--+<>~<+--\ Chalice Collection - Energy Vial x3  
<- \ / ++ ++ 5u. The Time Device ++ / \ ->~<+--\  
\--+<>~<+--/ Difficulty Level - 3/5
```

This is perhaps the coolest level in the entire game, mainly because of how unique it is. It's not highly challenging, but it's hella fun. Ignore the golden clocks flying around, though, since they won't do anything. The enemies here are the Shadow Guards all the way back from The Sleeping Village. Slightly stronger, but they shouldn't pose much of a threat. No match for the Magic Sword, all in all. Anyway, follow the path right at the entrance, and hit the switch near the gate there that looks like a butterfly.

On the other side, you'll come to a fork, but take a left since the right is completely useless at the moment. Jump over the clock hand there, as it's sharp and bites. Oooh, good doggie... so like, on the other side, kill the Shadow Guards quickly to find a gate with the switch behind it! Now that's just a crude joke. Still, head back a bit to find a short path to the right. Might be hard to see, but it exists, alright.

There are lots of traps along this path, such as some Eyeballs coming out to play (on a side note, the eye can be one of the most disgusting things in the world at times), and spinning clock hands. The former are easy slashes from the Magic Sword, and the latter can be Daring Dashed and jumped over. Along the way, you'll find a Silver Shield and a Time Rune, both of which are worthy. And at the end of path, you get more Shadow Guards and the switch to that gate. See, circles are good stuff.

Now you'll be right back at the main area... good. From here, jump onto one of the "piles" here several times. They're like trampolines, bounce on them a few times and they can give you a fairly good jump. Let it take you to the ledge above, and then follow the path there to reach the hand that wants that Time Rune. Oh well, that's good, more Time Runes instead of Earth Runes and Star Runes is quite good. Just a bit beyond that is a barrier which will show a clock with a certain time. MAKE NOTE OF THIS, it is important.

With that, we can't go any further, so with this time, head back to the large platform that we jumped up to. That's the "master clock" in the center, and we need to turn the hands so that they correspond to the time on that clock we saw earlier. To do this, jump on the switches at the bottom several times. When they all fall in place, head back to that barrier to find it's moved and we can pass. Good, good. In here, we get a large spinning machine with three long blades. It just gets better!

Avoid this, Daring Dashing in the opposite direction and jumping out of the way of the blades when necessary. At the back, you'll find a platform which acts as an elevator... m'as well use it. First and foremost thing to do is head to the right (don't head forward yet as there's nothing much in there yet), but take note that the blades might still hit you from here. Jump over them and you'll be fine. So anyway, on the right, follow that path and take a left past the large clock hands.

Take out the Eyeballs as you go, and at the end, jump all the way in for a Chaos Rune... yay. Now follow the path all the way back to the upper circle with the blades spinning, and follow along the path to the right, until you'll find

another similar path leading outward of this circle, with some Shadow Guards ready. C'mon, they're easy, right? Above you'll find a large pipe leading deeper into the level (what?) so jump into that to reach a new area. The sad thing is that to go back, you have to jump up (yes) into a pipe. Wow.

Head up the stairs right at the entrance, and hit the face shaped switch right at the entrance. Now immediately hit the gun thingy on the left, and that takes care of that. With that, slash these four gun shaped things until they come into a shape like this (with | and - symbolizing these objects and ~ the energy that flows).

```
--(C)--  
|       |  
~       ~  
~       ~  
~       ~  
|_~~~~_|
```

So in other words, connected with each other and flowing on to each other, and they'll break the large crystal at the top (marked with the C), revealing the Chalice. You're most likely not gonna be able to take that yet, so return to that pipe and jump back through. Now it's time to get a very good something that can now be done since that crystal's been broken (and no, it's not the Chalice). Before anything, take a left and head down the stairs for an Earth Rune. Now head back to the area with the left-right fork and trampolines. ;)

Take a right and head past the clock hand there, finishing Shadow Guards as you go. At the end you'll find a barrier with another clock, similar to the one at the northern side. Alrighty, head up and change the master clock to match this, and what's on the other side? The very final Life Bottle! Oh yeah, baby, that is the prize of all prizes, even if it requires you to switch the master clock ALL OVER AGAIN to match the clock on the barrier to the northern side... bah, I suppose you do have to pay for good stuff.

Now take that elevator on the other side of the large spinning blades, and take that one path we've yet to take... above that elevator. Follow it to reach the heart of the castle itself, guarded by a few Shadow Guards at the same time. Once they're finished, insert the Chaos Rune to enter this building, which is so close yet so far from the exit. Anyway, inside, find a slot for the Earth Rune, and PUT DAT BABY IN 'DERE. From here, find the handle of the train in the center. It looks like an arrow, kinda.

Push it to the right, until this "arrow" is facing the Earth Rune. Now jump over to the seat of the train in the center, and it'll take you into a new area... good stuff. In here, collect the three bags of coins at the entrance, make sure you beat the rather annoying enemies, and jump up the trampoline there to find a merchant gargoyle and a Moon Rune. Hmmm, surprising not to see a Fountain of Rejuvenation yet, eh? Anyway, return to that seat and return back to the large area. Youuu guessed it.

Back at the main area, Shadow Guards will start coming out through the doorways, so you'll have to remedy that. After they're all gone, head over to the train and push it over to a lock that required a Moon Rune, which happens to be train track. Open that with the Moon Rune, and then, well... hop on that train, yo. Beep beep eh beep beep, yeah! And in the area that the train takes you, soak up the sole Fountain of Rejuvenation there, and take care of the Shadow Guards around. Two paths from here.

Each path will lead to a switch, both of which need to be hit. These will unlock the gates to the entrance respectively, and now we can finally get out.

Yay... but before doing anything, return and get the Chalice. ;) Shouldn't take too long, really. When you're done, push the train so that it faces the exit, and well... it'll take you directly to Zarok's lair. Betcha didn't see that coming, eh?

In the Hall of Heroes, speak with the gargoyle and at the right, notice a little SOMETHING which has solidified. With that, head to the top and talk with Megwynne Stormbinder, who will give you three Energy Vials, which is the equivalent of two life bottles and a quarter. With that, it's time to end this game. Head over to Zarok's lair...

```
 /-+-+<>~::~::~::~::~<>+--+ \    Chalice Collection - N/A  
<- \ /  ++ ++ 5v. Zarok's Lair ++ ++ / \ ->~::~::~::~::~<+--+ /  
 \-+-+<>~::~::~::~::~<>+--+ /    Difficulty Level - 3/5
```

Well... we've come at last to the very end of the game, where it all ends, and we butt heads with Zarok. You'll still be on the train from the Time Device, taken into this grand area, with the Time Device's awesome music still playing. Speak with the gargoyle at the entrance and stock up from the merchant gargoyle. Money won't matter altogether that much after this fight, since it's the end of the game, bud. :)

Enter the door at the northern side, and once inside, open the chest on the right for Good Lightning. Extremely important for what's just to come. To the left of the entrance is a Silver Shield, which is moderately useful, but still pails in comparison to the Gold Shield. With that, stand in the center of the room (on the blue circle, everything else is green), and after a short cutscene, the final war between Zarok's demon soldiers and the army of Gallowmere begins! Shiver me timbers.

Of three "parts" in this level, I find this to be by far the hardest, actually. There are eight demon soldiers under Zarok, and eight soldiers under Zarok, but the enemy is much stronger, so you'll have to heal everyone with Good Lightning. The way this works is, green is healthy, and as it slithers down to orange or red, you'll need to use the Good Lightning, since, well, that's fragile. Try and stay around the back where you can keep an eye on everyone, and heal them. It'll take a while, but eventually you should have eight survived soldiers.

It takes your own health to use Good Lightning, but the best opportunity is when you need to use a Life Bottle. You won't lose health, and you can heal as you wish for a few seconds. And with that, witness the freedom of the soldiers of Gallowmere, as every living one turns into an Energy Vial. This means if you did it perfectly (which you should, amateur) that's equivalent to six filled Life Bottles. Good stuff. After a short scene following, you're thrust into battle in an epic match of Peregrin's champion (Dan, duh) and Zarok's champion.

```
X~::~::~::~::~~::~::~::~::~X  
++  \ \  Boss: Lord Kardok || HP: 1500 || Difficulty: 1  //  //  ++  
X~::~::~::~::~~::~::~::~::~X  
|| This battle... has honestly got to be a joke. This is one of the easiest||  
|| battles we've faced since the very beginning. Honestly, this guy does  ||  
|| little to no attacking, and when he does attack, he's leaving himself  ||  
|| open to a large thrashing. What he'll do is rise up on his horse, and  ||  
|| when he does, he'll throw some weak darts which do very little damage.  ||  
|| Take this opportunity to spin your Magic Sword for a few hundred damage ||  
|| or so, then he'll practically be vulnerable the whole battle, while  ||  
|| doing next to nothing. Pitifully easy battle.                          ||  
X~::~::~::~::~~::~::~::~::~X
```

With that, another quick and slightly comical scene. And from the opposite gates

you still here? Well, get the hell out! I told you in English AND Spanish to leave! What are you still here for! LEAVE! SERIOUSLY! LEAVE! *shuts the door* Stop banging on my door, let me sleep... zzzzzzzzzzz... oh, you helped me? Here's list of you who did. Otherwise...

- Jeff "CJayC" Veasey: For running the whole site of GameFAQs, the main site that I work for. It's an awesome site, and I must commend CJayC for running this great site for 6 whole years and posting this guide.

- Stephen Ng: For being the FAQ editor for IGN, which is the other site that I write for. I am honored to write for IGN, since it is a great site. I was also very glad to do an exclusive for IGN.

- Psycho Penguin: Two reasons really. He was great help and motivation in the course of writing this guide, and he let me kick his ass. That really helped me, thanks!

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