

MediEvil II FAQ/Walkthrough Final

by Gbness

Updated on Jun 17, 2006

"You've caused this collapse between...

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                        MEDIEVIL II
                        An FAQ/Walkthrough
                        For the Sony PlayStation
                        Copyright 2005-2006 Richard Beast
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...the heart and the synapse." - The Receiving End of Sirens

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You may ask, should you be familiar with my work, why am I starting yet another new guide instead of working on my Tales of Symphonia guide. Or rather, if you know me in a different way, you may be asking me why I'm not getting off of my lazy ass and finishing my MediEvil 1 guide. Well... that guide is kinda in a slump. I'll finish it eventually, but meanwhile I'm a bit busy with some other projects. And the fact is, after a guide I recently finished, I wanted to finish my ToS guide but couldn't get around to it... so here I am.

Medieval II is simply an awesome game. It's a fantastic action/platformer when you compare it to the stuff that's made these days, and it's got a mix of most

things you might want. It's got the violence, the green/red blood for the hardcore, the platforming for everyone else, the cool weapons for the people like me who love weaponry, and... for those who liked Medieval I, the dead guy. You may not care what I have to say on the matter, but the idea of having a dead guy in charge of things is awesome. So anyways, I've babbled on enough. Hope you enjoy the guide. :)

- 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><0rz, eVrYtInG BoUt u sUx, dIe ass!!!!!!!"

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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Medievil 2 isn't the most complicated game in the world... basically, after a couple levels at the beginning, your home is the professor's lair, and the game takes place across the worlds you can get to from there, on your quest to thwart evil and all that. And your character is Sir Dan... ancient hero risen from the dead for the second time.

Every level, excluding the boss levels, have an item known as the Chalice of Souls to collect, which is transparent until you've defeated all to almost all of the enemies in the level. Then find that Chalice to find it clear, and then pick it up to claim it. Then once you finish that level, you can return to the professor and give it to him, and he'll give you a new weapon. I personally recommend collecting all of them, since you have to get all or all but one to get the two very best weapons.

All the weapons you can collect in the game are listed here:

Small Sword
=====

The weakest form of sword, and overall far from the best weapon out there. It'll get you through the majority of the early part of the game nicely though, but it gets much better after you've gotten all the chalices before Wulfrum Hall and get the Enchanted Sword, which is an upgrade to the Small Sword and better in every way, even when not, well, enchanted. :)

Pistol
=====

Similar to the Small Sword, the Pistol is the weakest form of gun weapon, but will get you through the first part of the game. It's best when you're facing a tougher enemy, or one that you don't want to approach and can handle from a distance instead. Obviously weapons like the Blunderbuss and Gatling Gun are so much better, but you get my point.

Torch
=====

The normal damage from the Torch is weak. Extremely weak. However, the Torch will actually show its power if you put it to a flame and light it. Doing that, you can set some enemies on fire, so it's like a slow poison. You can just sit back and watch as an enemy dies on its own, occasionally dropping in with a Pistol bullet. Otherwise, it's best used for what it is: a torch.

Cane Stick
=====

One of the most useless weapons later in the game, the Cane Stick isn't really that great to begin with, although if you have it for Kensington, you can finish that place with more relative ease. Pull the Cane Stick back and let the energy flow from it, and you'll do quite a bit of damage, but I still prefer to use the Small Sword in most occasions.

Hammer

=====

The Hammer is the first really good/powerful weapon. It's slightly slower than the Small Sword or even the Cane Stick, but it damages about as much as both of them combined. It also has a small bit of long range in it, in that you can charge it and damage all around Dan, as well as what you smack will take a huge beating. Great stuff.

Crossbow

=====

A slightly better version of the Pistol. It's much faster when it all comes down to it than the Pistol, but the damage really isn't THAT much greater. All the same, it'll make a great replacement for the Pistol, in which is getting a bit primitive by the point of the Greenwich Observatory, anyway, and the speed is very good.

Axe

====-

The Axe, in my opinion, is one of the best weapons in the whole game. Far better than even the Hammer, it competes with even the Magic Sword and the Gatling Gun for greatest weapon ever. Plus, it'll prove a whole lot more useful than either of them (except maybe the Gatling Gun) against the final boss. I used this a lot through the game, and you should too.

Bombs

====-

Bombs are single handedly the worst weapon in the entire game, in my very honest opinion. They operate just like any other bomb would; you put them on the floor and they explode a little later, but few enemies are going to walk into a bomb radius, and by then you could have used the Hammer, Crossbow, or Axe to finish them anyhow. Stick with anything else.

Enchanted Sword

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The first "upgrade" type weapon with perhaps the exception of the Pistol and Crossbow, the Enchanted Sword can be "enchanted" with energy by the Spiv, in which it's quite nearly as powerful as the Magic Sword, but this is only temporary, until it goes back to normal. Still, even if it's not enchanted, it's much better than the Small Sword, and even replaces it.

Lightning

====-

Keep the lightning going at an enemy, and it'll do more damage than perhaps any other weapon in the entire game, but there's a catch. You can use it until it reaches 0%, but you cannot buy it back. That's right, when you use it all up, it's gone forever. Not like in Medieval 1, in which there was a glitch to bring it back. Not so here, so use it only in emergencies.

Flaming Crossbow
=====

Hahaha, told you that comparing the Pistol and the Crossbow couldn't be done. ;) The Flaming Crossbow will put both the Crossbow and the Torch out of business, because as the name implies, it'll set enemies on fire once it touches them. I barely used it at this point, but who knows, you can make fairly good use of it in the right areas.

Blunderbuss
=====

I barely used the Blunderbuss, personally, because it really isn't my type of weapon. It's like a musket; it fires really powerful bullets, but it's very slow and the ammo is quite costly. All the same, this baby can blast just about any thing that it touches, so it's best used for taking down strong enemies from a distance, although the Gatling Gun is still the best for that.

Magic Sword
=====

One of two "ultimate weapons", the Magic Sword is an absolutely splendid weapon which can kill just about any early enemy in one hit; two at the very most. It looks cooler than any other weapon, and it's superior to the Enchanted Sword in every possible way. And the best thing is, it doesn't have to be charged with magic. =D Perhaps not as good as the Gatling Gun, though.

Gatling Gun
=====

Although it's the last weapon that you'll collect in the whole game, the Gatling Gun is my personal favorite. At first it'll appear quite weak... try the zombies in the Museum; the Magic Sword can slaughter them in one hit, while the Gatling Gun does in three. But it has no less than 999 bullets, so it can go a LONG time. Extremely fast shooting, and very powerful when combined. Amazing stuff.

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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.

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/-++<>~~~~~<>+--\ Chalice Collection - Cane Stick
<- \ / ++ ++ 5a. The Museum ++ ++ / \ ->~~~~~
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And thus the dead Sir Daniel Fortesque rises after many, many long years... he ain't no relic anyway. But anyways, your mission now is to find a weapon and get outta here. Bahaha, talk about WORST. MISSION. EVER. Easy enough, though. Just leave this room and at the cross there, just head up and break the glass there to find a Short Sword. That's definitely better than nothing.

Now return to the split, and from where you were earlier, take a right to the next room. One wonders how a museum is a haven for dead zombies, but that's what we've gotta face here. That is, if you want to have a new weapon anytime soon. Just slash all the zombies across with your Short Sword, tearing their limbs off one by one, and then make the final blow. Once you've done that, go back to the

entrance and look inside the structure in front of you to find a Museum Key. We'll need that in just a moment.

Having collected that, head to the left and into the next room, where two armored knights break out of their own glass. That at least makes SOME sense. Anyway, you may have a bit of trouble beating them, since they're far more aggressive than the zombies. Just go slowly at them, slashing and then using a Daring Dash to get away from their sword slashes. Basic elementary hit and run, really.

Once they're both dead, head up the stairs nearby, to find an Energy Vial near the structure there, which will restore a bit of health if you had trouble with the Armored Knights. Now go behind the structure to find ten coins. Money, it's a hit, don't give me any of that do goody-good bull... right. Head to the left and go up the stairs, and then break the glass there to find a Pistol. We DO need a long ranged weapon, no? Although I'm surprised. Keeping a gun that easy to collect right in public in a museum? That's crazy.

But anyway, the Pistol is great for some long ranged combat. Now head to the room at the right, to find yourself on a circular jump above the rest of the Museum. Head to the right and jump over to find another Energy Vial, then jump to the right again and Daring Dash through to collect thirty more coins. Hella nice! Now, when you reach a locked door, put that Museum Key in it and go right in.

Just head right forward to find a ladder that goes a bit to the right once you go up, but if you jump right down, you're a dead man. Not that you already aren't, but you get my point. Climb down to the bottom, to find a big... dinosaur busting its head through a wall and summoning three small little dinos called Bonesaurs, and then disappearing. Bahaha, it helps that this dinosaur is just a skeleton. We wouldn't want to be THAT strange by going back to the Mesozoic Era, right? ;]

The Bonesaurs are easy enough to take out, although if you leave them be, they'll try to jump around and gnaw you to pieces, as well as breathe energy bullets at you. Not good. Just handle them quickly, and then this dinosaur (his name is Wrecks) will roar so loud in his anger that a statue falls over, allowing you to climb up. See? Anger is convenient. Anyway, make your way up to find a door and a Fountain of Rejuvenation. Use the latter if needed (probably not), but otherwise, go through the door.

Inside, you'll meet up with two Museum Guards, both of who have big guns. All the same, both the guards and the guns are more of the "be slow and do more damage" all brute force type, so you can take them by surprise by shooting one of them with the Pistol, then using the Short Sword to slaughter them quickly before they can make a response, then repeat with the other one. Wusses.

Go to the next room on the right, to find yourself in the museum's main "hall". The crafty thief who happens to sell stuff to you who goes by the name of the Spiv, is here if you want to buy some ammo for your Pistol, but I mean, the thing already goes with 200 bullets, so that's not necessary. Just go down one of the two sets of stairs to find some Bonesaurs in the way. Meh, just slash them to pieces.

In the main hall, you'll find three doors. The one on the left leads to the Garden, the one on the right to the Display room, and the one in front of you to the Myths & Legends, but it's blocked off by a statue. There also happens to be none other than a cannon right in the middle, but let's just ignore that for now. First of all, enter the Display Room to the right, to find two Museum Guards, and two Armored Knights. This could be a bit bad.

good improvement, I'd say. After the Regal Zombie is dead (although he was dead before, but you get my point), head straight onward, and go into the little "tunnel" there to enter a new area. There's another Regal Zombie with some more zombies here, so just do what you did last time.

After the guys are gone, take a left to find a small little elevator on the ground, along with a lever to the left. Hit that lever and then IMMEDIATELY go over to the elevator, jump on, and head up into the passage there. So anyways, once inside, drop down to the floor and go down to find Winston there, who can give you some brief "education" on pushing and pulling things. Right. After he's finished talking, find the nearby block, and then use X to pull it out, and then put it beside the stack of crates.

Climb up the crates and get to the top, where you'll find a Depot Key. But in any case, head in the passage there, and then a bunch of normal Zombies will attack you. But hey, they don't have any help from their Regal lackies, so just give them some hell from your Cane Stick, and head down the street, back to the area in which we were previously. And from there, just head to the left, near the fountain, to find another Regal Zombie. You know what to do.

After that guy's dead, you can head near the building there and find a Fountain of Rejuvenation near it if you like, but just in case you didn't know, that's actually the Museum in which you see in front of you. Yup, and that's a part of this level. But ignore that for now, just return to the fountain and head north from there, to find a gate in which we can insert the Depot Key. Some zombies will try and stop you... but they won't succeed right?

Enter through the door there, using the Depot Key, and once inside, yet some more zombies will come to attack you, but. There's a chest to the left with a skull and crossbones. Pop that open, and then a lightning ball will arise and finish the zombies off. Remember these from Medieval I? Hey, they're better here in that they won't pull you back. :) From there, climb up to the left and jump into the passage there, and once inside, jump down to the floor. There's yet another Fountain of Rejuvenation here if you need it.

But let's get to business. Head forward and jump up the crates to find a Town House Key, but once you get that, the coffins here will open and then the very evil Mummies will break out! Oh noes... and the thing that bites is that, these are actually TOUGH enemies, especially compared to them puny zombies. What they like to do is jump around, claw and bite at you, and then send waves of green energy everywhere. They're very aggressive, and take a bit of a hitting to go down.

Concentrate on them one at a time with the Small Sword, and reduce them to nothing as quickly as possible. Once they're gone, find a small crate at the bottom-left of the room, and push it over to the wagon at the upper-right side of the room. Just push it up until it won't go any further, and then jump into the passage there to arrive in... the room we were previously in. Oh well, useful all the same, since we have the Town House Key. Some zombies will attack you on the way, but you know the drill.

Head down the street on the way back to the entrance, looking to your left to find a house with a lock on it. When you find it, open it up with the Town House Key and enter. This is none other than the house of the man behind the dark events that are happening: Lord Palethorn. Winston is right inside in his usual state; talk to him and he'll tell you to find clues within this house and then go to the Museum -- something's happening there. Doesn't sound too bad. Head over to the staircase and go over to the top floor.

In here, head down and smash all the blocks down, and behind them, you'll find a

Pocket Watch. Some clues. Well, anyway, just head back down and the door outside will open. Now time for some Museum hunting, but first of all, the Chalice. Head to the left, back to the main area and past the zombies, then take a right and go over to the ladder against the wall. Climb up to find yourself on the railroad tracks, where a phantom train is going to take you to the day of your death...

Or not. Head to the right across the tracks, to find the Spiv there. Buy some Pistol ammo if needed, and ring the bell there, assuming that you have 100% completion for the Chalice. If not, question what the hell you're doing and roam through the town killing everything in your path. But supposing that you have, ring that bell and the train will stop, the Chalice inside it. Just pick it up there, and after we get finished with this town, we'll even get a trusty Hammer out of the deal later.

Head to the end of the train tracks, and then drop down from the very end. There IS a ladder there, but it's unnecessary. Soak up some juice from the Fountain of Rejuvenation if you need to, but otherwise find the ladder there and climb up to the roof of the Museum, and that's from where we're going to get in. But before you enter, two suspicious characters will exit, one who looks like a dog, one who looks like a reptile. Then a ship will pick them up. That look like good news? Not to me...

But anyway, ignoring that, fall in through the roof of the Museum to reach the second part of Kensington: the Tomb. Too bad (or actually a good thing) that we landed on top of the planters held up from the ceiling and have to jump across to the top of the tomb there. If he didn't, Sir Dan would just break a leg. ;) Whoops, enoguh babbling. You'll have to carefully make jumps across the planters here, making not too long and not too short jumps. If you just walk off them, you'll suffer damage. And if you jump off them... well, you'll lose an entire Life Bottle. Don't want that to happen now, do we?

Carefully making the jumps across, finally end on the top of the Tomb, collecting "da money" there, and also finding the Spiv there. Yeah, as if we need him. Now descend to the floor, having sustained no damage on the way. It's only then that four Mummies will break out to attack. Ouch. They're no less powerful than they were in the depot, but this might be a little easier since there's that big hole in the wall in which Wrecks made, so there's more room for the fight. Either way, you can handle them.

After they're gone, the door to the tomb itself will open... just head inside, to find yourself in pitch blackness. However, that's where we have the Torch. Sir Dan will automatically light the torch and use it on a sconce a bit forward, but that's just one. Light them as you go along, until you reach a Fountain of Rejuvenation. Good timing... albeit unnecessary. In the next room, however, we meet up with two Mummies, but hey, there's just two. You can see them with the green light they'll be emitting, so go over to 'em and light THEM with the torch. Then as they burn away, slash them and shoot them. Not that hard.

Once he's gone, we can go through a door to the upper-left. In there, you'll find the game's first and one of its only puzzles. Head down the stairs here, your torch still lit, and use the fire to light the sconces at the corners of the room, occasionally relighting it there if necessary. Now, the purpose of the puzzle is to find three Egyptian artifacts, and this shouldn't be too hard. The first thing to do is to find a single crate at one side of the room. Pull it out to the center of the room.

Now find two crates stacked together, and push the single crate up to those two to climb up. At the top, you'll find the Scroll of Sekhmet. Not bad. Jump back to the floor, and find a three crate stack across the room, and start by pulling

the single crate out, but not next to the three crate stack. Pull it anywhere else so it's not between the two stacks, and then pull the two crate stack out, to reveal a Mummy there. Oh well... easily killed with the Torch and Small Sword combination.

Back to the two crates. Push them beside the two crate stack, then follow up with the single crate, pulling it near the two crate stack, to form steps up to the top of the room. And there, collect the Tablet of Horus, and jump down to the floor. Now find a door somewhere nearby, and NOT one with stairs. Don't go in there yet, just pull the crate and two crate stack out to other parts of the room, and then pull the three crate stack out and place it right near the door there.

Now follow up with the two crate stack and the single stack, and climb up the stairs there to find the Staff of Anubis. That took long enough, but you get greeted with a single Mummy there. Just completely ignore him and jump down to the floor, entering the door finally. In here, head around the room giving the artifacts to the statues, until they shine light down on the crypt there, which reveals a coffin, and inside is... well, something that I'm sure Sir Dan would like. You know what I mean.

So anyway, with Kensington done, you're back in the professor's lab... talk with him and then get your prize for the Chalice: the Hammer of Thor. Trust me when I say this is going to come in handy. So with that, our next destination is the Freakshow.

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 \-++<>~-----<>+--/   Difficulty Level - 2/5
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I guess you could say that the Freakshow is an amusement park, but it's far from a pleasant place. It's full of pits with appropriately named Pit Monsters inside, Bearded Women who look like they just went out with a serial killer, the classic Imps from the original Medieval, Magicians who summon dragons that aren't exactly friendly, and mechanical elephants bent on destruction. A one sided circle of freaks, pretty much.

To your immediate right is a Fountain of Rejuvenation, one of many in this very level. The left leads to a dead end, so just proceed slightly to get ambushed by Bearded Women. Scaary. Take your Hammer of Thor and smash among one of them, and the shock will get to all of them. Then just head back, not letting them hit you, charge the Hammer of Thor again, and then finish them. Now go past the certain bridge over troubled water there, to find a few more. No problem, they're no harder than the last bunch.

Continue further to get attacked by Imps, who are even easier than the Bearded Women. After three of them, collect the coins there, and head a bit further to find a gate there. Don't go in there just yet, there's stuff to get beforehand. At the fence, take a left past the wagons and into the "tunnel" there, getting attacked by our old pals the Imps on the way. Smash 'em and bash 'em around and head to the path at the end, where you'll find a free Life Bottle there. Yay!

Now you have to make a choice. Risk death (but that Life Bottle will save you, plus there's a Fountain of Rejuvenation back) with a jump to no less than fifty coins lying about, or go the long way back? I personally risked it with the jump, as it's nothing compared to the jumps at the top of the second trip to the Museum, but if you're not careful, don't expect to be treated. So anyway, the next jump from the chest of coins is back to the main area, where the Bearded Women came out to play (or kill you and rape you, but whatever).

Go through that gate I mentioned earlier, to get locked in immediately with an old Magician fart, who can summon an illusion of a dragon to attack you. Before doing anything, charge your Hammer, and then chase after him. Before he summons the dragon, smash him with the Hammer. This won't kill him, but it'll give him a fatal wound. However, when he's moving or the dragon is after you, you cannot harm him, and he'll summon the dragon pretty quickly. Charge your Hammer, but don't do anything yet.

The dragon is fast, but even with the Hammer charged and not being able to do a Daring Dash, I was always one step ahead of him. Eventually, the dragon will tire of chasing you and will go back to its master, who will promptly run away. What a wimp. When he stops again, let loose of your charged Hammer, and he'll die. Poor ol' guy, but we had no choice, right? A door will open at the upper right side of this court, so go through there to reach the next area.

Here are some more Bearded Women, and you don't even have to walk past! Not too hard, though. Walk past them (don't Hammer them) and make them follow you up to a skull and crossbones chest behind them. Some Imps will join them, which is all the better. Just open that chest, and five enemies or so will die immediately. Haha, I'm so badass. Walk over to the long colorful thingy on the right, which tests your strength. Charge the Hammer to full ability, and give it a good smash.

Your reward for this is thirty coins, which is better than nothing. What is a bit ahead is much better. Enter the game house there (after taking care of a Bearded Woman who comes down), which is a friendly game of Whack-an-Imp. The first part of this game treats you to whacking eight imps, which is very easy. Start from the center, and when an imp shows its head from one of the holes, use a Daring Dash and whack it on the head and return to the center. Extremely easy, as is the second part.

The third part, on the other hand, will have a whole bunch of Imps appearing at once, so you'll need to be really fast. Feel free to take the Energy Vials that occasionally pop up, since the Imp slime can get damaging very quickly. If you get off to a good beginning, you can end it very easily. Your reward for winning these is Chicken Drumsticks. Errr... right. They'll get more useful later. So anyway, with that done, head outside and go a bit north to find Winston there, explaining how to bounce on a trampoline. THANK YOU CAPTAIN OBVIOUS.

Still, you'll make use of trampoline jumping very soon. The trampoline near him will take you to the roof of... a barn, I think, but there's nothing on the roof. Inside the building, however, is the Spiv. Stock up on Pistol ammo to the best of your ability, because you're going to need it very soon. Exit that barn and head back to the main area, and follow the unexplored path up to find two statues with locks on them (what?) and a locked tent (the hell?). Hmmm.

First of all, head up the hill past the statues with the locks to find yourself at a two way fork. Take a right first of all to soak up a Fountain of Rejuvenation, since we're going into a tough room soon. After that, return to the fork and take a left to get attacked by a huge bunch of Imps. They're great fodder for the Chalice; just smash them around one by one until they don't seem to be coming anymore, and then return to the statues and take a left into the opened tent.

Inside, you'll be treated to a Magician with a dragon handy, and three Bearded Women. The Magician is the first, primary threat, so start by charging your Hammer and chasing him until he stops at a corner. Smash him there, and then you get the dragon to deal with. By now the Bearded Women will be on your tail, but you can probably slash through them while avoiding the dragon. In fact, you may even want to test out your Chicken Drumsticks on them, recovering health at the

spitting on the bird (or where it is on the screen) in disgust.

After the bird is gone (and is never coming back, thank god), climb up the ladder there to find your head, and then put it back with L1 + Triangle. With that, climb back down to ground level and enter the seaside area to the left. Not much sea, however... but anyway, head forward to find a few easy Sailor Zombies on the way, and then you're faced with a left-right fork. The left leads to a ladder with a bird on top of it. Oh, get real. Take a right here, and a short scene will show a Sailor Zombie getting possessed.

The creatures that can possess zombies (and even you) are called Octomators, and they are HARD. Even on Sailor Zombies, in which I'll call Octo-Zombies while possessed, they're just nasty. Handle with the Hammer, and try to smash the Octomators off their heads. Then when the Octomator is left alone, it may try to possess you. If he tries this, struggle by mashing X repeatedly until it leaves. But otherwise, use the Hammer to mash it down to a big slobbery green mess. Hah, they're even worse than the birds.

Once any and all Octomators are gone, smash the zombie corpses (ewww), so that future Octomators can't use them. Then proceed a bit further, drawing your Crossbow, as there's another bird perched on the nearby sign. Stick about six arrows into his gut for the better purpose, then head past the loser to find another Octomator and the Spiv behind him. The Crossbow or Hammer should work well on the Octomator, anyhow. Talk to the Spiv for more Crossbow ammo if it's running out, and then head through the nearby arch.

Before going into the building there, head around it to find a Life Bottle there. Any and all opportunities to collect Life Bottles should be taken up as soon as possible, and this is no exception. After you've collected that, enter the small building, and talk to Winston if necessary. After his intelligence is finished, head to the back and put your head in the slot there. That's right, you need to use your head, how wonderful. Almost literally. Switch to your head's perspective, and then hold L2 and R2 down to see from its point.

Glad we didn't do this when we were in a bird's talons, right? Anyway, you'll see four bars with Roman numerals (i.e. I, II, III, and IV) there, and bars filled with them, in usual bar form. There are always the little ticks there which can show you how much they're filled, so using this knowledge, go back to Dan and flip the switches labeled I, II, III, and IV, until the bars are filled as much as the ones inside the slot that your head is in. Once they're all matched up, a drawbridge will lower. Eh.

Make sure to recollect your head, and then head back outside. Before taking the drawbridge, hop down to the ground level to find a whole bunch of dead zombies, and Octomators everywhere. Make sure to eliminate all of them as to fill the Chalice all the more, and to find some more coins. It's a really large area, so just search around the ships and ladder to find everything, until your chalice is 90% or more. Mine was personally 98% although I'm sure I didn't find every single thing, but there's more yet to come.

Head to the ladder to the left of the large path where you jumped off from, with the building and Spiv, and all that. After climbing up, take the drawbridge to the ship there, and then jump from ship to ship until you reach a two way fork. The left leads to a switch and the Chalice, in which you may be able to collect at this point. If not, don't worry, since there are a few more enemies ahead. Hit that switch to make a bridge at the bottom of the dried sea rise, and then jump over to that.

You'll have to make a rather large jump here to the next ship, but a very manageable one. On that ship, jump to the upper-left for some more zombie and

Bottle or at the very least, suffer an injury. Assuming you're okay and have the chest of coins, return to the walkway from whence we began, and follow the path past some more Pumpkin Soldiers to a new area. There are some Spitting Plants here, but they're not too bad. Feel free to jump all the way down, since it's just water.

Finish some more Pumpkin Soldiers off down here, and then collect the coins lying about, as well as soaking up some Fountain of Rejuvenation at the bottom. Once that's done, head to the upper-left side and climb up the vines to the upper area, and then jump to the cut off bridge on the left side. Now go through there to reach another new area, and... Pumpkin Soldiers attacking humans! Oh noes... fortunately, though, this is easier than the last one. You know what to do by now, and even more so since the Pumpkin Soldiers tend to move together.

Kill them all quickly, using the Antidote where it is necessary, and you'll find two souls saved in no time. There's another tree here, which is even more risky than the last one, and at the top is none other than the Chalice. It won't be filled at this point, though, so don't bother climbing all the way up. Just climb until you can jump to the walkway, and then proceed from there. Ignore the Spitting Plants, and circle the area to eliminate any and all Pumpkin Soldiers that you find.

When they're all gone, take the door there out, to find yourself above the very first area. Do NOT fall off the platforms here, or you'll have to trek all the way back up here. Jump from one platform to the next slowly and carefully if need be, then climb up the ladders and continue to the left, until you're on the top of the building. There are cracks littered across here, in which you should not exactly fall into. But anyhow, there are some coins left about here, which should be used for the collectin'.

After business is done, take the path beyond the cracks to find another huge pumpkin, much like the first two at the beginning. Just run back when it starts rolling, and stay near the cracks (but don't fall in!) to avoid it, and when it's past, continue into the room that it was in front of earlier. You'll find the Spiv here, as he has to be just about everywhere. But more importantly, go to the pipe at the back of the area with the blue markings, and put the Water Tank Valve on it.

This will cause it to rain in the area where you saved the first three humans from the Pumpkin Soldiers, so return to the ladders and platforms (don't jump through the cracks) and return to ground level, and then just return over there. The Spitting Plants have become, well, regular flowers now. :) Jump over to them and then begin to climb the ladders on the wall over to the upper-left, where you'll find a flower bed with a Pond Room Valve on top of it. Know what this means?

Yep, stuff's abrew. Do NOT jump back to the ground like that, lest you want to lose 300 HP or so. Instead, fall off on the bottom-left side. Now go on to the second room where you helped the citizens, and climb up to the walkway. Head to the right of the Spitting Plants, and you'll find a pipe there with some green markings, with exactly the same overall color as the Pond Room Valve... just stick it in there to get some rain in here. Yep, now we have some more flowers, in here and in the previous room. ^_^

Climb up the new flowers to reach a ledge containing a lone Hothouse Valve. Now return to the floor level (and for good love do not jump all the way down) and go to the room with the pond below, a single Spitting Plant in the center which has now turned into a regular flower, and the bridge on the left. Jump across the flower to reach another cut off bridge, and we get to rescue more captives who are getting handled by Pumpkin Soldiers. Oh noes.

Fortunately, this is the easiest one yet. If you did the last ones, you know that the usual throw Axe and use Antidote on the blasted humans works. When everyone's free, head to the back side of the area to find a door there (you may recognize this place from the scene at the beginning), and inside, jump on the table to find ANOTHER Life Bottle. That's right, two Life Bottles in one level, but we'll need them for what's coming right up. Return to the last area and go to the side with the Spitting Plants.

Near them is a pipe with red markings, so you should know the drill. Give it the Hothouse Valve, and then climb up the Spitting Plants to reach the final area, and by far the hardest at that. No humans, but pumpkins through the roof. It'll start with just some bouncing pumpkins, but then it turns into Pumpkin Soldiers everywhere. Use the Axe to chop 'em all to pieces, letting their souls fill the Chalice, until large pumpkins start rolling everywhere! Uh-oh, this could be very bad.

Avoid the huge rolling pumpkins at all costs, as they'll do far more damage than the Pumpkin Soldiers can even dream of doing. Handling them from a long distance is good, but the best strategy would probably be to stay in the middle, throwing the Axe as time goes by, making sure the huge pumpkins don't hit you. Once they are all clear, another huge pumpkin comes by and smashes into the statue at the northern side, clearing the way... but make SURE you have the Chalice at this point. If not, go there and get it now! And with that... immediate next level.

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 /--+<>~<----->+--+ \ Chalice Collection - Enchanted Sword  
<- \ / ++ ++ 5g. Dankenstein ++ ++ / \ ->~<----->+--+ \  
 \--+<>~<----->+--+ / Difficulty Level - 3/5
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This is perhaps the most interesting level in the whole game. First of all, it consists of two parts, one taking place in the Professor's lab, and the second in an arena. So anyway, Winston will meet you at the entrance prompting you to save, and he'll hand you the Bombs, supposing you got the Kew Gardens Chalice. Meh, we're getting something much better soon. Head to the room on the right and hear what's going on, and then we're thrown into a rather disgusting mission all in all.

What we need to do is build a monster by collecting six limbs: two arms, two legs, a torso, and a bum (yes, the sixth is no joke). We have eight minutes to do the whole thing, so that averages about one minute and a half per limb. We can do that. Leave the professor's room, and head into the upper room. There you'll meet the Limb Monsters. These are all rather easy creatures, although they like to try and block your every attack. Throwing the Axe works pretty well, even from just the entrance.

Before going on to the limbs, though, head up the train tracks nearby, but watch out, as a train may come by. Follow the train track to the upper-right, until you reach a platform. There you'll find a Silver Shield and a Fountain of Rejuvenation in the corner. Now drop down to the floor killing Limb Monsters if need be, and drop at the upper-right side to find yet another Life Bottle. Yay, they are incredibly good. Now, as for collecting limbs itself.

All of the items except the Bum can be found by defeating the monster with that particular limb, but when you collect a limb, you only have 20 seconds to take it back to the Professor. That's much more than it sounds, however, so unless you're on the middle of the train tracks you should have no problem getting it back. The Bum, however, is much different. Sometimes in the train, you can find the winged Bum on top of a train, trying to resist by farting at you (no joke). But no problem, just swing an Axe at it.

/--+<>~<+--\ Chalice Collection - Lightning
<- \ / ++ ++ 5h. Wulfrum Hall ++ ++ / \ ->~-----
\--+<>~<+--/ Difficulty Level - 4/5

A note before we begin this level... Dan has gained the ability to place his head on the hands that wander about, so you may want to go back to The Museum, Kensington, The Freakshow, Greenwich Observatory, Kew Gardens, and Dankenstein, all of which allow you to find some extra chests of gold and Fountains of Rejuvenation and stuff. None of this was particularly necessary to me, so I really didn't delve into it too much.

Anyway, watch the quick scene at the beginning, and then head up to the palace itself and ring the doorbell... only to get rejected. Bahaha. We have to find another way in, and it's right before us. Find the hands wandering around the plaza, and use L1 + Triangle to put your head on one of them. Now head to the right of the entrance to Wulfrum Hall itself, and enter the small hole on the right. Now we have a little mission of stealth before us... start by jumping on the table.

In the next room is the Front Door Key, which is necessary to open the door, but its guarded by a creature called a Renfield. It couldn't care less about you until you try and steal the key, though, but start by charging into that room and jumping on the table to collect it. Renfield will definitely notice you now, so return to the last room and hide under the table. If you're safely under there, Renfield will try to get you, fail, and then lose interest and head back to the previous room. What a moron.

When Renfield's gone, step on the switch near the shaft at the upper wall, and then immediately jump into it to get taken up to the upper floor of the palace. Now head to the bottom right and into the next room, where you'll find a bunch of statues of Armored Knights, from the Museum... huh, but they won't move. Head into the next room from there (which appears to be a dining room), and then a demonic little girl appropriately dubbed the Vamp Girl will run after you. Make like the Detroit Lions and lose your way into the room on the left.

This is a library, in which you have to share with another Vamp Girl... for one second. Climb up the books at the upper side, and continue to climb up on top of the bookshelf... then jump to the left and exit through the window. Now just go over to Headless Dan and give him back the head... whoo, that took long enough. :) With that, enter into the palace. At the very ENTRANCE, you'll have to deal with four Armored Knights... yep, the statues ignored Dan-Hand, but not Sir Dan. Perfect opportunity for the Enchanted Sword.

Slice them all down to pieces, taking use of the fully charged sword swing to hit all of them. They can take a bit of a beating, but they'll go down in no time. From here on, there's no point in going to any of the previous rooms, especially with the Vamp Girls, so don't bother. Instead, switch from the Broad Sword to the Hammer, and find the wall at the right side. Smash the wood down there, and then enter through the hole that you've just found. And in here, you get the main foyer. Yay, or something.

Head up the stairs at the entrance to find another Renfield and a Vamp Girl. Vamp Girls are like Octomators; they want to be on your head so they can bite you to pieces. Struggle if they get on you, but note that you can't kill them. As for Renfields, they're slow, so they're one of the only enemies that Bombs may work well on. Talk to Winston at the top of the stairs if you want, but otherwise, you're faced with four doors, three of them being locked. The one that isn't locked is on the far right.

Collect the chest of coins nearby, and then enter that room to find a boarded window, and two coffins. With vampires sleeping inside them, obviously. Use your sword and slash the boards on the windows up, to reveal some sunlight. It'll fall directly on one of the coffins, making it catch fire and obviously wake the errr... contents up. The vampire will run out berserked (hey, he's on fire, who wouldn't) but then explode into dust. As for the other coffin, grab it with X, and then push it into the sunlight. Easy.

Once you've done this, a door to the left will open. There are five puzzles in this place, that being one of them, but that was by FAR the easiest. The second isn't particularly difficult either. Head to the room that just opened, getting the Silver Shield along the way. Once done, enter that room to find two more coffins to deal with... start by heading over to the right and slashing down the boarded up windows, and then pushing the coffin there slightly until it catches fire. Good vampire!

The other one is slightly more difficult... first of all, there's a block pretty close by, so push it up near the stationary block. From there, find the coffin near the entrance and push it onto that stationary block in the floor, which will make it raise up. Good, I need a raise in work myself, but anyway, push it onto that block, and then pull it over to the right. With that, just push, pull, and work the block and the coffin into the sunlight, and then it'll explode. Not too hard, right? The turning point is right up.

Leave this room and enter the next room that's opened, and in here, you'll find a stairway. Where does it go, to heaven, eh? Anyways, get the chest of coins near it, and then climb up to find a Fountain of Rejuvenation at the top. But do not ring the bell here, or the vampires in their coffins will wake up. Instead, find two platforms swinging across, and jump on them to reach the window there. You know the drill, use anything to cut it open and reveal some nice open sun light.

Return to where the coffins were, and push them one by one onto the floor down there. Do NOT push them across the green floor, because for some reason it will chime the bell. If this happens, just run away, and they'll get bored and go back to their coffins. But anyway, the coffin will break once it reaches that floor, so follow behind them and use the long block if necessary to trap them in the sunlight. Let 'em burn away, all three of them, and that's one more puzzle that we've solved.

Yet another door in the main hall will be opened... so just return there and enter that new one, and you'll find a staircase with a Vamp Girl and Renfield at the top, as well as two doors. One of 'em is locked, so you'll have to go with the opened one. But BEFORE doing that, look around at the back to find another Life Bottle. The seventh so far, but they're all so useful that I can be glad. But anyway, take care of the Renfield and torture the Vamp Girl if needed, but otherwise enter the door.

This here is the hardest of the five puzzles here, although it's really not too bad. First of all, head over to the lift at the upper-right, and at the top, slash open the boarded windows, and then jump the platforms on the left to find a coffin, deserving all due pushing. There are two coffins here, but it'll be a lot easier if you tackle one at a time, since they'll break when they land, and this time we have vampires to lure, not coffins to push. Anyway, with one vampire down there, go back down.

It'll probably land near the entrance, and should this happen, use the small block at the bottom to push it into the first area with the little walls. Now block it off by leaving the block there, and repeat with the longer block until you force it on the lift, and thus, right into the sun. Hahaha... now repeat

little hole to crawl through, and inside, stand on the switch. Once that's done, a bookcase in some room will move... hmmm. Rejoin Dan-Hand with Headless Dan, and then go upstairs.

In here, find the bookshelf that moved, and find a Griffin Shield there... no, this is NOT an equippable shield, but it does have a different purpose in a bit. Anyway, find the locked door here and use the Library Key that you just got, and inside, pick up the Silver Shield behind the ladder there, and then climb up to find a Membership Card there. Yeah, that's 1/3 of the parts, only two more glorious ones to go. So anyway, hop back down to the area with the club... too bad the guy won't let you in.

Anyway, from the club, take two lefts to go through the streets themselves. Take a look out for a door in which you can go through, and once you find it, enter and smash the crates that you see before you, as well as collecting the coins there. Then head to the room at the back, and in that next room, enter the dressing room. So when Dan exits... he comes out in a suit! So that makes two out of three now, as for the last one, the beard... leave the house and take the path you were following earlier.

Eventually, you'll come to a large court, complete with a locked gate to a clock tower. Head to the right at the path end, slashing some zombie gut along the way. Try and fill the Chalice if possible; it shouldn't be that hard what with the amount of juice that the zombies constitute for, but even if you can't manage, there's still something else a bit onward... anyway, enter the opened building there, and collect the Flaming Crossbow inside. Excellent projectile weapon, its only competition being the Lightning and Gatling Gun.

Follow the complete path to find a statue of a guy named Isibod Brunel... he's the guy whose Membership Card you took, and the reason that we need a beard, so screw him. Anyway, stand on the switch in front of the statue, and then a bunch of lights will kick on, switches near all of them... all of these lights are originally red. Keep one of them that way, and move to the next one. Step on the switch once to turn it green, and then step on another switch (either of the red ones) twice to turn it blue.

Red, green, and blue... put the colors together to get white. From that, you'll find a Unicorn Shield there... yep, this is another one we can't equip. But anyway, head back to the very beginning of the place. That's right, to the cemetery. But on the way, you may notice the Chalice... collect it if you can, but otherwise, back at the cemetery, find a small building with two empty slots at the top, which fit the shapes of a griffon and a unicorn. Heh heh heh... put them both in there and it opens.

Inside... zombies, and a LOT of them. There are about six or so at first, so just take them all out in one hit apiece with your Axe, and then none other than Isibod Brunel himself will rise from his grave, in the form of a Regal Zombie from Kensington... and he'll summon the whole screen forth of zombies. That's right, about twenty or so. Your Axe is way too slow for this, so the Enchanted Sword is best. If it was recently enchanted by the Spiv, even better.

Slash through the zombies and get to Isibod, who's going to try and hide. Give him all the fury that your sword has to unleash, even if you do take some hits from the deal. Or if you're a coward, the Flaming Crossbow you recently got will work well. Isibod is fairly resistant, but six to eight hits, and he'll fall. The zombies will remain, but they fall fairly quickly without their leader. This is the only even remotely tough part of this level, especially compared to what you went through in Wulfrum Hall.

And from Isibod's tombstone itself... collect a Beard inside! Yep, now we have

all three parts needed to enter the club. Enter Whitechapel and talk to the guy there, and he'll let you in. Good guy. Inside, talk to the woman sitting near the piano, who will tell you what Kiya is up to. So now we have to go for the Ripper, but she'll give you a Life Bottle out of the deal. The Ripper and Kiya are at the clock tower, which starting now, has been opened. Remember where it is?

If not, it's near the statue of Isibod, from where you got the Unicorn Shield. Return all the way back there and head through its gates, to find both Jack and Kiya there. In a bit of a rush... some bad stuff happens. After a line from Dan that reminds me of the new Star Wars movie, you're back at the Professor's lab, but because of stuff that's happened, you can't get the Chalice now. Speak with the Professor to realize how stupid he is, and then next level, immediately. And it's the worst in the whole game... I guess Dan really does hate himself.

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/--+<>~<+--+ \ Chalice Collection - Magic Sword  
<- \ / ++ ++ 5k. The Sewers ++ ++ / \ ->~<+--+ \ Difficulty Level - 4/5  
\--+<>~<+--+ /
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Winston will give you a Blunderbuss as you enter, which pales in comparison to the next two weapons or any recent weapon (in my opinion) but is still fairly decent, especially in this level. There are three rats at the entrance, so take the Enchanted Sword or Hammer out for some coins, and then drop into the hole in front of you, to meet the sewers, by far the hardest level in all of Medievil 2. Be alert.

A creature in green/brown called a Mullock is right at the entrance, and he needs your help taking out the Octomators that have come to this place. Yep, remember the Octomators from Greenwich Observatory? They're back, and they're plain deadly. Either the Axe or the Blunderbuss works well against the Sewer Ram that the Octomator has possessed. Once it's off, immediately kill it, then the Mullocks will get all happy and a door will open to the left. Well, it's our only destination.

Follow the path there and around the small house there, to find a statue of your own self, and the king of the Mullocks. Speak with him, and then open the chest nearby to get a Gold Shield. Now head over to the left part of the bridge to find a much needed Fountain of Rejuvenation there. Yay. Now just head into the passage near there, and follow the bridge to meet two Mullocks, both possessed by Octomators. Oh, geez. Just slash 'em around a bit with your Axe, then turn the Octomators into a big green mess.

After you're done with the Octomators, enter the room on the left, which has some rather shallow water on the right, but a locked door on the upper side, and a few hands wandering around. Put your head on one of them, only to be greeted by two Octomators. IMMEDIATELY run out of here, as the Octomators are way out of your league. Head under the door, and then jump up the pipes on the left. Do NOT jump into the deeper parts of the water here, as Dan-Hand will just drown in it. Never good.

Jump from one pipe to the next, and on the other side, step on the switch there to open the door where Headless-Dan is. Might as well get your head back now, so switch back to Dan and prepare to take on some Octomators. The Blunderbuss and Axe are as good as always, but you may very well get possessed here, in which you'll need to struggle to break out of. Anyway, once they're gone, make the easy trek back to your head, and put it back on. Good, even if we're going to need to take it off again very soon.

Head through the pipe there, and in the very next room, put your head on one of the hands. Bahaha. Now climb up the metal boxes and tubes on the left, one by

one, to reach another small room to enter. In here, head to the left and enter the small pipe there. Do NOT go all the way off, or you'll fall right into water that's far too deep for you. Anyway, once you're in that pipe, switch back to Dan and enter the door there.

In here, hit the switch there to move the pipes for Dan-Hand... so promptly, as Dan-Hand, enter the new pipes that you've joined with, and then switch back again to Headless-Dan. Slash the switch thrice, and then the pipe that Dan-Hand is in and a nearby one will be joined... walk to the end of the new one, and then back as Headless-Dan, hit the switch three more times again! Heh, just how fun was that... on the floor that you can now access, stand on the switch there.

The pipes that Dan-Hand was walking through have now been lowered, so Headless Dan can now cross. Good, that puzzle was annoying enough. Follow the pipe path, then climb up and get your head back (literally). After that, climb up the ladder to reach a new area, in which you'll almost immediately come to a fork... take a left to find Winston and the Spiv. After a brief talk, the Spiv will give you a Poster. Huh. Get some ammo if you want, and then head to the nearby room to contend with a Tentacle bearing one of five females we need to rescue.

As for this Tentacle itself, it's a very difficult enemy... it'll constantly spit out fire balls for you to block with your shield, and it has several holes it can go through to escape. Stand on one side of it, and use the Axe to start cleaving its neck. Don't aim for its mouth, as you'll just take a few fireballs to the face if you do that. Instead, just go for its neck, and listen for where it's going. I can always detect where it is from the sound, so just follow what you hear to find it, and slash it. Shoudln't be THAT hard.

Once the female is freed, she runs off without even giving me a huggy bear. Aw, I'm so snubbed now, I think I'm gonna throw myself in the sewers. Oh wait... so, anyway, return to that fork and take the other path... which isn't exactly too pleasant. Jump to the platform ahead of you, and soon you'll find another Tentacle to deal with, who has only one hole to escape from. Just stand near it and cleave it with the Axe, and it won't land a hit in. And hey, you get another unappreciative female out of the deal!

Head forward, and at the end here, drop down to meet up with two Octomators, and three much needed Energy Vials. Yay. :) Use the Axe to take down the Octomators (they'll follow you so you can stay out of range while you finish the little bugs), and now climb up the nearby ladder to almost immediately find another Tentacle to battle... this one with two holes. Not hard. Stand between them, then move between them with the Axe ready, and you can't lose. With three out of five females freed, time to backtrack, in a very convenient way.

Go over to the corner at the other side and head through the pipe there, and in there, immediately drop down. There's a bell here in which you can ring, so that a Mullock can row you out, but he won't do that for you just yet. Kinda similar to Pools of the Ancient Dead in the original. Anyway, take the other path to find yourself in the area with King Mullock, which was ACTUALLY our destination, coincidentally. See, I'm a genius and all that. So anyways, head into the room behind King Mullock.

Follow the path there to reach a Fountain of Rejuvenation. Good, I value all of these very highly. Continue to find some Mullocks and a Sewer Ram that's been possessed by an Octomator... run around and throw the Axe to deal with the Sewer Ram... they're much easier to take care of than the Mullocks. Once the Octomator is out, smash it like you would a forgetful Benedict Arnold, and now let's deal with finding the way onward.

You may notice a passage blocked by rocks at the upper side, and we need the

Sewer Rams to take care of that. Easy. Just slash the Sewer Rams with your Axe in a way so that they're facing the wall, and then they'll smash it. Don't worry; you cannot kill the Sewer Rams or the Mullocks. But in the immediate next room, we've got another easy Tentacle to deal with... same old, as it's got two holes. Once the woman is safe, head into the next room.

Very aggressive part, this... we have to contend with two Sewer Rams and two Mullocks going about, along with two Octomators. Handle one at a time from a distance, with your Axe. Or if you've got phobia, head up the ladder at the back, and from above, use the Bombs and occasional Axe, but this will take much longer. Anyway, once the Octomators are gone, at least head up at that ladder, because at the corner, you'll find a Life Bottle... good, I was hoping that those weren't going to die off. ;)

Now anyway, back to the Mullocks and Sewer Rams. Next to the ladder, there's another rock wall for the Sewer Rams to dispatch, so go through there when you get the opportunity, and you'll find the fifth and final Tentacle, with three holes to escape into. Oh well, shouldn't be much different. After the woman is safe (five females I've freed, and none of them offered my sweet self at least a kiss or something... ACTION!), time for the Chalice! Yep yep.

Some hands are wandering about here, so put your head on one of them, and enter the center hole. Neither of the left or right are worth going through; only the middle one is. You'll find the immediate Chalice there... bahaha. Anyway, the toughest level in the game is pretty much done with... go back to the area with the two Mullocks and two Sewer Rams, and climb up the ladder and enter the room at the top.

Yep, it's a drop to the area with the bell and Mullock boatman... enter the vicinity of King Mullock, and after the scene, you'll be given two chests of gold, and you can just ring the bell and jump onto the boat to get out. Just do NOT fall into the water. :) Once you're back in the Professor's lab, you'll see that he's not here... enter the room at the back, and after a quick scene, we have a new hope...

```
/--+<>~ Chalice Collection - N/A  
<- \ / ++ 5l. Time Machine - Museum ++ / \ ->~  
\--+<>~ Difficulty Level - 1/5
```

Talk to Winston right at the entrance, and he'll give you the Magic Sword if you got the last Chalice. This weapon kicks the ass off any weapon we have yet seen, and only weapon even compares with this weapon (the Gatling Gun, the Lightning isn't bad either). Anyway, near one of the statues close to the stairs that lead to Wrecks, you can pick up a chest of coins. But anyway, once you've done that, head to the upper-left part of the room and head down the stairs there. Beyond, here we go.

Some heavy armored knights will meet you down here, but they are absolutely no match for your new Magic Sword. Anyway, start by heading down the stairs there and going around to find a Fountain of Rejuvenation. After doing that, find a door with a sign near it that reads "Earth", and head through there. In here, find a hand, and put Dan's head on it... well, you know the drill. After giving it head (WTF), enter the hole there.

Inside, jump up the stairs there, and you'll find some object on a machine there that's meant to symbolize the earth. And I suppose the machines circling it are supposed to symbolize satellites, albeit poorly... anyway, you have to jump over to that object there, which can be a bit tough, but you won't lose any health if you fall. Plus, second jump to the earth machine shouldn't be hard, so with a bit of timing, you can do it. On that platform, collect the Time Machine Piece;

not bad.

Anyway, head back into the room with that sign, and then head up the stairs there to reach the top of the room. Ignore the first door you see; just enter the second for another puzzle, this one testing our inner eye... well, you get the point. The switches here play music; you need to press them in the order they're originally played. There are three, then four, then five, etc., until it reaches eight, and after that, you'll get a Time Machine Piece as a reward... sweet!

Return to the last room and continue on the path we were taking earlier, to reach another room... this is the toughest puzzle, but still not that hard. Begin by standing on one of the switches, and then an alien will come out of the holes on the other side of the glass... heh heh. Put your head on one of the hands here, and use it to crawl under the crack there. Now avoid the bullets the alien will shoot at you, and lure it until it shoots at the rocket at the upper left. Which WILL happen.

The alien will die after shooting the rocket, and take off a piece of it. Now rejoin with Dan and stand on the second switch for another alien... uh huh. Just repeat this process with three of them, and once they're all gone, get the Time Machine Piece that's dropped. And that makes three parts, which is all that's needed. So let's end this extremely easy level by going into that room we have not entered yet, and inside, putting the parts of the machine on, well... the machine. Off we go through time...

```
 /-++-<>~-----<>+--\   Chalice Collection - N/A  
<- \ /  ++ 5m. Time Machine - Sewers ++ / \ ->-----  
 \-++-<>~-----<>+--/   Difficulty Level - 2/5
```

The Time Machine can only float through space as of now, so you could say it's time to do some surprise stabbing! Oh yeah! Head past the Mullocks at the entrance; no Sewer Rams or Octomators to deal with. Head over to that four-way bridge fork, and this time, we can enter the building. But before hand, you may notice that the Fountain of Rejuvenation from the last trip is there, even if you completely soaked it up last time. Get that, and now let's get down to the business.

Enter the building in the center, and as soon as you enter, drop through the hole on the left. And from here, drop all the further down to find a Time Stone lying there... heh heh heh. Just take that, and then a cage drops down on you and the Mullocks decide to try and kill you for stealing it. Baha, stealing it? I hardly call it stealing when you left it right out there... but anyway, some hands will come to your rescue. Since it's our only lead...

Put your head on one of the hands, and then make your way up the stairs. The Mullocks guarding Dan's cage will chase after Dan-Hand, so make your way up very quickly. And obviously don't try to fight back, since Dan-Hand can't do a thing. Once you're upstairs, escape through the little hole on the left, and you're outside. Well... let me just say that news of the Time Stone being stolen has broken out fairly quick. As soon as you break out, find the nearby stairs; they should be around the upper-left side.

Once you climb up, enter the building that you entered earlier as a normal Dan, and inside, enter the fireplace on the right, standing on the switch. This will free Dan from his cage, but only provoke the Mullocks to stab him with their spears. But anyway, a door has opened to the left, so just get out of that fireplace, and switch to Dan. With the Magic Sword, you can fight off the Mullocks a bit, but you cannot kill them (and neither do you want to, really). Plus, no Chalice anyway.

greeted by a Shadow Demon. Finish him off quickly, get another chest of coins, and now let's be prepared to cross more gargoyles, except one's above. Pretty much the same as last time, just a little strange compared to the last one. At the left, anyways, you'll need to block the pot at the top with your shield more than once, since it's a long climb. Oh well, shouldn't be any different than usual.

Now we're at the top of the Cathedral, and behind us is a lost soul. Please do not be long... please... *snaps out of trance* Oh, sorry about that. Anyways, we need to find three more lost souls in total, so start by heading into the rooms to the left and right, just a little bit ahead. Inside each is a lost soul, but when you get them, Shadow Demons appear. Three to specify, so two weapons work exceptionally well: the Gatling Gun and the Lightning. I personally prefer the former.

After you've explored both rooms, head further to find a ladder and some more Shadow Demons. Just use the Magic Sword, bah. But before climbing this ladder, head around the back to find a passage there, with the Spiv and a Fountain of Rejuvenation there. Good, good, but why oh why did they have to hide the sole Fountain of Rejuvenation in this whole place? Anyway, return around and start climbing up this ladder, just be alert of the pot's flow of liquid, and even worse, the Shadow Demons.

Continue to move to the right upon this ladder, until you get dropped off on a ledge, containing the fifth lost soul (yes!) and a Life Bottle (even more of a "yes!"). Get them both as quickly as you can, as you want 'em both, real bad. Now just return on the way you were earlier, to the left, and use the shield to guard against the liquid flow, in which there's no escape this time. Oh well... the chimney door (what?) is just nearby, so go on and enter. No Chalice here.

```
 /-++<>~ Chalice Collection - N/A  
 <- \ / ++ 50. Cathedral Spires Descent ++ / \ ->~  
 \-++<>~ Difficulty Level - 4/5
```

Alright, here's the single toughest level in all of Medieval 2. The Sewers are the only place in the game that can rival this place in difficulty, except the Cathedral Spires Descent is far more fun than The Sewers. So anyways, Winston is right at the entrance, so after saving, hop onto the chandelier in front of you, and take note that this one level is going to test all the ability that you've thus gotten to jump, so if you're not experienced, you'd better get that way and fast.

Once on that chandelier, hit the switch there to take it down, until you can see two ledges, each complete with a switch and a lost soul near them. Yes, more lost soul collection here, yo. Do NOT lower the chandelier until you're level with them; just get above them, since these are very tough jumps and ones that aren't entirely necessary to make. From above them, jump to one of them and get the lost soul, then hit the switch to get level with the chandelier. Now, this is the tough part.

Get a running start and at the very edge of that ledge (yeah, dig mah funky rhymes, dude), make a jump. If you fall, then, well, you lose. A Life Bottle. Not good. But even if you do, there's a switch at the bottom anyway. Once you're done with this, if you want to play it safe, hit the switch at the bottom to get the chandelier next to you, and then hit it several times more until you're above that ledge. Once you are, jump to get the next lost soul, then return and hit it until you're on the floor. Simple.

At the floor, anyways, you have to deal with a huge bunch of enemies whom I like to call Dark Knights. They have shields, armor, and yep, swords. Just ignore

them, since there's no Chalice here. There are two ways to go from here, one which is really large and one which is really just a small arch... head for the small arch first. Inside, pick up the immediate lost soul, only to be attacked by a legion of Demon Dogs, some of the toughest enemies in the entire game, quite seriously.

The Demon Dogs can become transparent, as well as lunge at you, and they do a shitload of damage, but they have one weakness: the Chicken Drumsticks we got from the Freakshow. Just toss one of those and then lure the dogs near it, and because the room is so small and there are so many fast enemies, you can expect to see three dogs turned into roast chicken soon. And that's a pity, these are really nice, fluffy puppies. So anyway, when they're all gone and you get an extra 20 HP for each piece of chicken you eat, return to the last room.

Now go through that door with the large opening, and in here, prepare to face the toughest that this game gets. But before anything, eliminate any and all Shadow Demons that you can find, since they're going to be incredibly hard as we go along. When the way is clear, jump to the lift in front of you, and wait. Wait until it's as close as it can be to the ledge on the opposite side of the room, and then jump over there. Time to collect a rather important item for getting out of here.

What we have to do here is very difficult for the inexperienced, so if you're not good with jumping, this is your worst nightmare. Hop down to the floor and speak with the Spiv if you need to, but otherwise hit the switch to level the chandelier with you, and then on the chandelier, hit it twice to level it with a platform high above, containing an item. This is the jump which will test your ability; if you fall you'll either lose 40-50 HP or so, or a whole Life Bottle. Can't do with that, now, can we?

Supposing you can make the jump, which can be done with the help of a Daring Dash, collect the Golden Cog there, and then jump back, which shouldn't be quite as hard. Now return to the entrance of this room, and return to the last one. Time for the REAL jumping action. First of all, hop to the platform that we've already taken, and when one of the nearby platforms gets really close, jump to it. Do NOT take any risks on this, my friend, or expect to see yourself as a relic in a museum 500 years in the future.

Whichever one you jump to really doesn't matter. When it comes over to a ladder, immediately jump over, and climb up. Depending on which one you took, there may be a lost soul there, which should be the ninth out of twelve. And as for the tenth and eleventh, hop over to that long path in front of you, with the help of a Daring Dash (otherwise it's quite hard). Now AVOID the logs, if you value your life. They can roll you off the entire walkway.

Go to the left and right sides, collecting both lost souls, and then use a ladder to drop back down. With that, go to the very bottom of the floor, and if you want, fight the Dark Knights. Personally, I wouldn't bother. Find a passage you can go through down here, and then just take it. Once inside this rather glorious room, you'll find a lost soul and, even better... a LIFE BOTTLE! And you'll be greeted by six adorable, fluffy newfoundland puppies, who are soft and furry. Awww...

Or actually, it's a bunch of Demon Dogs. This time it's much tougher, since you have a much larger room, but still, Chicken Drumsticks will work. When they're all finished off with, head to the next room for a bit of a reward in a sole Fountain of Rejuvenation. After doing a bit of relaxing, find the nearby gears and put the Golden Cog we collected a bit earlier into them. There are some hands here, but don't bother with them. By ourselves, we can get our own or-; oh, whoops, I've said too much. Never mind. Just hit the switch.


```

|| than Dogman, but go for Dogman anyway. Eventually, you'll see him ||
|| knocked out again, and Mander going insane with the cane and fireballs, ||
|| and such. Either the Gatling Gun or the Lightning work incredibly well ||
|| here, especially the latter. If you have either of them, just keep him ||
|| among them, and he'll die in a matter of seconds. Easy fight. ||
X~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+X

```

Now enter the room on the right, and proceed into the little niche on the left, and Palethorn will show up from the skies, and using Zarok's spell book, will summon a great blue demon. So the two are a pair, and we're out to fight the final boss at last...

```

X~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+X
++  \ \ Boss: Palethorn || HP: 300 || Difficulty: 4 // // ++
X~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+X

```

```

|| This is by far the hardest fight in the game, and it's about a thousand ||
|| times harder than the joke final boss from the original. There are two ||
|| opponents here, the Demon that Palethorn has summoned, as well as ||
|| Palethorn himself. The Demon will do most of the dirty work, but only ||
|| has two attacks, both of which are "achingly predictable" as Palethorn ||
|| put it. If he raises his head, he'll breathe fire, in which you can just ||
|| jump over. ||
||

```

```

|| If he moves his head to the left or right, he'll do an even easier to ||
|| dodge, albeit slightly stronger attack, as in pounding the floor with ||
|| his fist. He'll never go in random order, so just Daring Dash along ||
|| when he's stopped, and he'll be easy to undermine. That's when Palethorn ||
|| comes along. His bullets aren't too hard to dodge, but when he fires ||
|| missiles, you're in big trouble. They do massive damage, and will leave ||
|| you very much open to the Demon's attacks. Never good. ||
||

```

```

|| So anyway, as for beating Palethorn, note that he's in his craft, which ||
|| has a deadly shield, so we need to confuse him a bit. First of all, ||
|| equip none other than the Axe. Most people would prefer the Gatling Gun, ||
|| but I find the Axe to be far more efficient. When Palethorn passes by in ||
|| his craft, throw the Axe at him once or twice, and then this will make ||
|| his craft malfunction, and target the Demon, who in response, will hit ||
|| Palethorn. That's a bit of stupid way to damage him, but it does 75 ||
|| damage in total, so we need to do this process four times. ||
||

```

```

|| As this happens, the Demon will get more and more aggressive. He'll ||
|| breathe longer waves of fire, so you need to jump among them this time. ||
|| He'll start smashing the floor more, so it'll become more and more vital ||
|| that you AVOID his attacks. And as for the missiles that Palethorn ||
|| shoots, risk anything to not get caught in those. It'll take longer and ||
|| longer for Palethorn to pass, but when he does, blade him with the Axe, ||
|| and he'll turn around and shoot the Demon. Then eventually, the Demon ||
|| will land the killing blow and return to which it belongs. Thus... ||
X~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+X

```

Yep, the defeat of Palethorn marks the end of the game. But depending on how you played it, you'll get one of two endings. Read below to find out which one you will get, and with that, congrats on beating Medieval 2! ^_^

```

\\----\\----+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+----//----//
  ~+{X ME2 X}+ --- { ++ { 6. CHEATS } ++ } --- +{X ME2 X}+~
\\----\\----+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+~~~~~+----//----//

```

There are a few codes and minor things in this game in which I know, but hey, I don't know everything in the world that there is to know (I come pretty close

though =P) so if I'm missing something, feel free to e-mail me. With that...

>> All Codes: With this code, you can unlock just about everything. All levels, all weapons, as well as little niches like giving Sir Dan a bigger head... well, anyway, to unlock this, hold L2 and press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. Long code, but I'll be damned if it isn't worth it... after you've completed the game.

>> Different Endings: Collecting all the Chalices has an impact on the ending that you'll get. I'm pretty sure that if you get all the Chalices, you'll actually get the BAD ending. If you finish without the Gatling Gun, though (and might I add this may be hard), then you'll end up with a juicy good ending. And cheese. Whatever.

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\\----\\----+~~~~+~~~~+~~~~+~~~~+~~~~+~~~~+~~~~+~~~~+~~~~+~~~~+----//----//
  ~+{X ME2 X)+ --- {  +~+ {    7. CREDITS  }  +~+ } --- +{X ME2 X)+~
\\----\\----+~~~~+~~~~+~~~~+~~~~+~~~~+~~~~+~~~~+~~~~+~~~~+~~~~+----//----//
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You, obviously, deserve something for actually taking the time to find the URL to this guide, actually say "eh, let's see how bad this is", "He's back again? Let's read this!", or "Hopefully this can help me in my quest through the game", because you deserve something for that. But with that, here are some shout-outs to whatever and whomever helped me.

- 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!

- Led Zeppelin, Pink Floyd, U2, The Eagles, Queen, Van Halen, The Beatles, and many others: You probably know why I'm thanking you, but I don't believe this guide would be up as quickly if it weren't for all of you.

- All the guys who first got me started writing from GameFAQs and all of my best friends like SinirothX, Psycho Penguin, Meowthnum1, CVXFREAK, Karpah, ZoopSoul, Crazyreyn, Gobicamel, asa2377 (OH EM GEE YOU TROLL), Warhawk, Cyril, supernova54321, Minesweeper, AlaskaFox, me frog, RHarrison, masterzero99, Tom Hayes, wayalla, djg40, MTincher, NickBush24, BurningFox, AquaBlast, and definitely more that I'm forgetting: you are some of the best friends that anyone can have, and I may have quit FAQing/left FCB forever without all of you. Thank you for everything and for motivating me to get my ass in gear.