

# Xena: Warrior Princess FAQ/Walkthrough

by falsehead

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**This walkthrough was originally written for Xena: Warrior Princess on the PSX, but the walkthrough is still applicable to the N64 version of the game.**

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\*\*\*\*\* XENA WARRIOR PRINCESS - FAQ/WALKTHRU \*\*\*\*\*

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Playstation Action/Adventure Game released 1999 UK (PAL)

FAQ/WALKTHRU (Final Version) 03/10/2001

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\*\*\*\*\* REVISIONS \*\*\*\*\*

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Final Version (01/10/01) - This is the first and last version of this walkthrough. The game is pretty easy and quite old now, so I have got all the info available for this game contained here. It's not the best game I've ever played, but there isn't a guide on gamefaqs for it so I thought I'd provide one.

In my opinion this game will appeal most to Xena: Warrior Princess Fans and younger gamers. It blends a linear plot with simplistic fighting and exploring. Graphically it is quite nice and plays OK. Hopefully if you are having any trouble with the game, this guide will help you out.

As well as my own playing of the game, I found the following magazine to be helpful in writing this guide. Play UK, issue 58

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\*\*\*\*\* CHEATS and TIPS \*\*\*\*\*

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CHEAT CODES - To enter code, highlight New game on the Main Menu screen and put in code.

FULL SHIELD AND ATTACK - Triangle, Square, Triangle, Square, Square, Up, Up, Up

INVINCIBILITY - Up, Up, Up, Circle, Square, Up, Right, Left

LEVEL SELECT - Triangle, Square, Circle, Triangle, Square, Up, Up, Up

DEITY RANKING AND EXTRA ENDING - Collect all 42 Scrolls in the game

SECRET DEVELOPERS ROOM - Just before you fight the Minotaur at the end of the Labyrinth Level and rescue Gabrielle, instead of going left to enter the room, go right. Follow the path until you reach the dead end with a torch on the wall and a Health Potion. Walk through the wall, and you will be inside an office. There are posters on the wall from the TV show, a PC and some fizzy drinks.

VALARIAN COWS - Kill all the soldiers in the clearing in the Valerian castle Level. Continue to dodge the fireballs. After a while a couple of cows will be thrown at you. They'll moo, before disappearing. Arf!

GAME TIPS - Use your Chakram a lot. You can attack from a safe distance and it does more damage than the sword. Also once Xena has struck a target with it, let go of the R1 button. Xena will catch the Chakram automatically, while you concentrate on fighting.

USE POWER UPS WISELY - There are many power ups in the game. Don't hoard them as they can only be used on the level you discovered them on. Here are the most useful.

HEALTH REGAIN - Health potions will automatically activate if Xena runs very low on energy, so make sure you have plenty stored.

FROST BITER - Keep this for facing multiple enemies in cramped conditions. You can freeze enemies and pick them off easily.

PROMETHEAN FIREBLADE - good for taking on lots of enemies at once. As they catch fire they will die, leaving you free to attack the next, and the next etc.

HAND OF ZEUS - A nice concentrated lightening charge, which is good for Boss encounters and mass attacks.

INVULNERABILITY - Save for those tricky times when you overwhelmed by hordes, facing a particular nasty boss or running the gauntlet of traps.

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\*\*\*\*\* WALKTHRU \*\*\*\*\*

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#### LEVEL 1 - Road to Oebalus

This is a nice easy level to get you started. There are a few enemies, but mainly you should be using this level to practice exploring the scenery for Health Potions and Power-Ups. Look in bushes or behind trees. There are also two scrolls on this level to collect. Each level has two scrolls to find. Collecting them gives you advice on finishing the level.

Walk along the path towards the village gate. There are pirates who will attack you, but they aren't much of a threat. Once you arrive at the gate four pirates will attack you. It's easier to run away and pick them off one at a time from afar than try and fight them all at once.

SCROLL LOCATIONS - The first Scroll is on the road in front of you. The second Scroll is in the bushes, immediately after you pass the "This way to Oebalus" sign

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#### LEVEL 2 - Trouble in Oebalus

Now you're in Oebalus you have four hostages to save. There are more than four hostages around the level, so don't be too bummed out if one gets killed. Use your Chakram to kill the pirates from a far before they can execute the hostages.

Make your way up the hill to the village (collecting a scroll on the way). You'll soon reach the first hostage in front of a burning building. Save him then carry on to the right of that building. Another hostage is being held behind a hut next to the edge of the water.

Go back past the burning building, on the other side you'll find a third hostage and a Super Chakram power-up. Now go up the path from this area and to the docks. Move quickly to avoid the arrows from the ship. The building on the left contains an Invulnerability power-up behind it. Activate it to avoid the arrows. Save any hostages you find here and then go up the steep path from the docks area. There is a hostage on the right and a Key and the exit on the left.

SCROLL LOCATIONS - First Scroll is in front of you on the left. The second Scroll is next to the Super Chakram. Power-up to the left of the first burning building

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#### LEVEL 3 - The Pirate King

You'll find yourself at a T-Junction, so go left and you'll see a gate on fire.

There is a scroll there to. Now go back the way you came until you reach the fisherman's wharf area. There is a crate suspended by a rope so use your sword to cut it down and carry on over the crates. Then go up the boxes on the other side until you reached a raised area.

On your left is a Shield (collect it), to your right a hay cart. Hit the hay cart twice to get it moving. This will ram into a water tower and put the flames out. This clears your path to continue.

Now go to the square, killing any annoying pirates you encounter on the way. You will soon encounter Pactolus. This fight can be over quickly if you make constant use of the knee attack. Try to finish the fight quickly as two henchmen will run on at intervals to help him out.

Once that's over collect the scroll and the resurrection jewel.

SCROLL LOCATIONS - Next to the burning gate and the second is in the area you fight Pactolus. Look under the bell next to the resurrection jewel and golden shield pick-up.

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#### LEVEL 4 - Isle of Kronos

Large boulders will be chunked at you as you explore the beach. You can use this to get rid of the blocks that stand in your path. Simply stand in front of the rock that's in your way and wait for a boulder to come flying towards you. Remember to leap out of the way at the last minute and the boulder will shatter the rocks and allow you to continue.

Hunt around the beach for the first scroll, once you find it, the two rocks behind it will have some goodies for you. Carry on up the mountain running and jumping over the boulders rolling toward you. Your goal is to reach the waterfall. At the waterfall, listen to Ares' riddle, and collect the scroll there.

Now carry on around the bend and prepare to encounter a Cyclops!. Retreat to a safe distance and use your Chakram on his eye, then run forward to quickly use your sword on his fingers as they cling to the edge. BE CAREFUL, he can knock you over the edge. Once you've timed it right and done enough damage he will fall and you can carry on up the path.

SCROLL LOCATIONS - First is to the right of the "To Valarian's Castle" sign. The second is the water where you talked to Ares.

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#### LEVEL 5 - Trail of Gabrielle

Make your way through the valley. There are archers above you and soldiers in front. Take out the archers with your Chakram. When you reach the end of the valley climb up the ledges. There is a scroll at the top of the hill. Continue up the path opposite you and fight off the soldiers as you go.

You'll soon reach a T-junction where you should turn right. Follow the sign to the beehive and kill the two archers there. Now BEFORE you hit the beehive with your Chakram, be ready to run back through the T-junction very quickly. OK, now hit the beehive with your Chakram, turn and run. Carry on straight through the T-junction and you'll reach a bridge with a large Ogre guarding it.

If you run right up next to him the bees will attack him and kill him.

Now he is dead collect the Scroll and run quickly across the bridge. It will collapse behind you so be fast.

SCROLL LOCATIONS - The first is on the Hill, left of the T-Junction, the second is behind a tree where the Ogre is guarding the bridge.

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#### LEVEL 6 - Valaran's Castle

First off all, turn right around and collect the Invulnerability power up behind you. Now go across the bridge and kill the guard. Collect the first scroll from the other side of the bridge on the left. The castle ahead will begin to fire catapults at you. To get to the castle quickly, fire up the Invulnerability and run through the camp in front of the castle. Ignore the guards, they can't hurt you when you're Invulnerable.

(If you want to find the second scroll, there is a detour, check details below).

When you reach the moat take up a position on the far right and use your Chakram to break the chain links holding up the drawbridge. Do the same on the other side and now you can enter the castle.

SCROLL LOCATIONS - The first Scroll is across the bridge to the left. The second requires some extra effort. First stand between the building and the "This way to army recruiting office" sign. Wait for the flaming catapults to destroy the side of the building (make sure you dodge, or you'll get hurt). Now, climb up to find an archer, Resurrection Jewel, Armour Upgrade, and the second Scroll.

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#### LEVEL 7 - Valaran's Secret

Use your trusty Chakram to kill the archers on the roofs. When they are dead, collect the Scroll in the Courtyard and keep killing the guards who appear and attack you. The second scroll is hidden on the battlements. Push the catapult around and line it up with the corner of the courtyard next to the cart. Hit the rope to release the catapult and the wall will crumble; now you can jump up and collect the scroll.

When all the guards are dead, three bodyguards will come out of a door at the far end of the courtyard. The best tactic against these thugs is to hold back and block until the pause, then kick them. Your lovely legs will do more damage than your sword. Work it girl!

SCROLL LOCATIONS - The first Scroll is in the Courtyard to the left, front of a small building. The second needs the Catapult. Aim the Catapult at the building in the upper-right corner, then cut the rope to send the fireball into the building. Climb up to get the second Scroll.

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#### LEVEL 8 - The Labyrinth

As you enter the Labyrinth, go left then turn left again to find a Scroll. Carry on following the corridor and jump across the gaps in the floor. Spiders

will come after you, but they are better avoided as they are quite hard to attack. Although this is supposed to be a maze, there is actually only one route you can take. Soon you'll reach a corridor full of spider's webs. Kill the spiders and make your way through to the end to find a switch.

You'll need to use your Chakram to know the mummified corpse onto the switch. Now that's done retrace your steps back to the start of the level.

Now head to the right, the route which was previously blocked by a gate is now clear. Keep following the corridors. Be on your toes as a Minotaur will appear a charge you before running off. At the end of the corridor you'll reach the room with Gabrielle in it. When you enter the door locks behind you and the Minotaur with attack. Pick up the Resurrection Jewel and Scroll in the centre of the room before you take him one. He isn't too hard. Keep your distance and avoid his charges, two hits with the Chakram should be enough to kill him.

SCROLL LOCATIONS - Go forward, left, and left again to find the first Scroll and a Health Potion. The second Scroll is located in the room where you fight the Minotaur and save Gabrielle

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#### LEVEL 9 - Renegade Village

Now you've got Gabrielle with you. You need to keep her alive to succeed in this level. You will be beset by Amazonians who are a right pain to beat. Try not to get into close combat, use the Chakram as much as possible. Try to jump their rolling attacks and keep Gabrielle safe!

When you begin the level the first scroll is in front of you, the second is in the centre of the village next to a cooking pot. Keep working your way around the village collecting power - ups, you'll find the Gate Key in a vase at the edge of the level. Once you have it, unlock the locked gates to finish the level.

SCROLL LOCATIONS - The first Scroll is in front of you. Follow the stone path until you reach the "This way to Village Gate" sign, follow the path to the left until it starts to go between two walls. Then, turn right to see the second Scroll next to a pot.

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#### LEVEL 10 - Rivers of Blood

A scroll awaits right in front of you as you begin this level. So pick it up! Behind it is a new weapon, a Staff. Practise using it, it will come in handy for swatting annoying Amazons. When you are ready carry on across the bridges, and remember to keep Gabrielle free from harm. You'll come across the second scroll as you go. Turn right just before the third bridge and you'll find a hidden area with plenty of power up goodies!

Make your way towards a big suspension bridge. As you cross, boomerangs will be chucked at you from both sides, they can knock you off so be careful. On the other side is another secret area. Drop down onto a ledge next to the waterfall and jump in front of the waterfall for some more stuff. Back up to the path and follow to the end to finish the level. Where dear little Gabrielle gets kidnapped \*again\* >\_<

SCROLL LOCATIONS - Turn right straightaway to see the first Scroll in front of two jars and a Staff. The second Scroll lies across the first bridge.

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## LEVEL 11 - Lost Temple

There's a Staff and a Health Potion by the door, Collect them then go up the path in front of you to the Arena. It's there you will fight the Amazon Queen. Before you take her on it's time to collect some useful items. Pick up the scroll in the centre then go up to the path at the side of the waterfall and jump across to get the second scroll.

Now attack all the Amazons. You must defeat them all before the Queen arrives. You must use your Staff on them, if it's gets lost, find another. You'll have a very hard time without it. Once the Amazons are defeated the Queen will appear. You can't defeat her, but you need to whack he about a bit with your Staff until she invokes the evil Goddess Kalibrax and sends you down to Hades!

SCROLL LOCATIONS - The first Scroll is to the left of the waterfall. To the right of the waterfall is a path. Follow it and jump past the waterfall to the second Scroll.

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## LEVEL 12 - Dyzan's Lair

Now you're in Hell, bummer. There are two scrolls, which give you tips on defeating Dyzan. Pick them up then get ready to move fast!

Dyzan is only vulnerable to attack when he is in the lava pools. Above each pool is a stalactite. Use your Chakram on the stalactites to drop them on Dyzan's head. The best tactic is to run as far as possible and make sure there is one lava pool between you and Dyzan. As he flies towards you shoot the ceiling as he nears the pool, time it right and the stalactite will drop on his head. Three stalactites to the head will finish the big guy off.

SCROLL LOCATIONS - They are either side of you when you start the level.

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## LEVEL 13 - Road to Hades

Go round the first corner and kill the two zombies who'll rise out of the ground. Pick up the first scroll and then make your way carefully across the platforms. Try and move quickly as bats will attack you and they are almost impossible to hit. At the end of the platforms the path splits left and right. Take the right path.

Go past the fire breathing gargoyles until you get to some sinking platforms. Jump across these to find a skull switch. Activate this to release a Golem at the end of the level. Now retrace your steps back and take the left route and carry on down. You'll find the second scroll. At the end is a Golem on a platform. To defeat him, you must knock him into the lava. Use your rolling attack to push him towards the edge and don't fall in yourself!

Once he's dead, go back to the switch and activate it again to exit the level.

SCROLL LOCATIONS - The first Scroll is to the your right, in front of the lava. The second Scroll is next to a Resurrection Jewel just before Golem

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## LEVEL 14 - Traps of Charon

Go down the steps and collect the first scroll. Ahead you can see two switches on either side of a "lavafall". Use your Chakram to knock down the stalactite hanging to the right and then head towards that switch. Once activated you can reach the switch on the left. Hit that switch to halt the lavafall and carry on through.

In the room you are now in head towards the Archway, moving quickly across the collapsing bridge. Cross two more bridges and you'll end up next to the second scroll. Now jump onto the long platform ahead of you and use your Chakram on the switch ahead.

SCROLL LOCATIONS - The first Scroll is directly in front of you when you begin. The second Scroll is directly in front of a Resurrection Jewel near the end of the level.

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## LEVEL 15 - Hades' Castle

Right at the start of the level, use your Chakram to strike the bell on the other side of the room. This summons Death. He will rather helpfully ferry you across the lava.

Now carry on past some fire breathing gargoyles and run past a Golem. Dodge past him to collect the first scroll. You find some plates on the floor. Stand on the first and the plates ahead will light up briefly showing the safe way across. Step off the path and you'll be fatally electrocuted.

Collect the second scroll from in front of the Well of Souls. You'll see some pillars with green flames on top. Use your Chakram to put the flames out. Take out the ones on the right first, as Spirits will appear forcing you to retreat and you'll lose the line of sight of the right hand ones. One touch from the spirits means death, so watch it. Once the flames are out the Spirits will be gone and you can exit the level.

SCROLL LOCATIONS - The first Scroll is in front of the "This way to Hades' Castle" sign. The second is in front of the "Welcome to the Well of Condemned Souls" sign.

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## LEVEL 16 - T'ir Na

There is a scroll in front of you right at the start. Then head rightwards down the hill and look for a switch hidden in one of the buildings. Activate it in order to open a bridge at the top of the town.

Retrace your steps back to the start and take the other path up the hill. Look out for the second scroll on your left. When you reach the Toll Bridge use a long jump to get to it. Grab the sword to the left and jump down the steep slope on the right to leave the level.

SCROLL LOCATIONS - The first Scroll is in front of you at the start of the level. The second is on the way up the hill to the left.

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## LEVEL 17 - Rescue the Seer

You need to be a bit sneaky in this level. Use your Chakram for quick long range kills. You want to avoid the alarm being raised about your presence. Go along the cliff top, collect both scrolls on the way. Soon you'll reach a bridge going into town.

Make your way to the town centre and rescue Fei (the Seer) from his captor. He will now lead you to the levels exit. Keep him safe until the level ends.

SCROLL LOCATIONS - The first Scroll is on to the right at the end of the cliff top path. Now, follow the snow path until you reach a canyon. The second Scroll is on the other side.

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## LEVEL 18 - Lyre of Orpheus

Take the left path in front of you and collect the first scroll. You'll reach three pillars. Jump up on these to collect an Invulnerability (save this for a Boss encounter at the end of this level). Continue onwards and collect the second scroll from the cliff face on the right. Carry on up the hill and shortly the Sorcerer will appear.

You can start attacking him, but beware his Ice and Fire attacks. Avoid these with cartwheels or jumps. Once you have depleted his energy he will fly off. Be careful, each time you land a damaging blow he will disappear and reappear next to you.

Watch carefully where he flies off to. He goes into a door in the top corner of the arena. Follow him to that door, then turn and face the furthest corner of the arena. Aim and fire the Chakram at an Ice Switch there. This will open the door and you can finish the sorcerer off.

Now look carefully around the room you are in, and activate your Invulnerability. There are symbols all around the room and around the central pillar on which he is standing. Run around the room avoiding his attacks and hit the symbols on the central pillar until they match the ones on the wall behind. Use your Chakram or run up and hit them with a sword or something. This will finish off the sorcerer.

SCROLL LOCATIONS - The first Scroll is just past the "This way to the Great Temple" sign. Then follow the path until you see the second Scroll on your right.

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## LEVEL 19 - The Three Sisters

Pick up the scroll in front of you as you begin. Now jump across the platforms until you reach a raised area. Here you'll confront the first sister. Avoid the green gaze; this will turn you to stone. The tail attacks can knock you off your feet too. There are plenty of power ups and health potions to be found by smashing the pots lying about the place, so it shouldn't be too hard.

When you have killed the first sister go through the gates that open up and pick up the second scroll. Carry on along the ledge and watch out for the Harpies who try and knock you off. You can avoid or kill them.

Now you'll meet the second sister at the end of the ledge, kill her and carry

on through another gate. Look behind the rock for a Resurrection Jewel. The third sisters will appear when you collect a second Resurrection Jewel from the doorway in the next area. Make mincemeat of her and then find the teleport which will take you to the next level.

SCROLL LOCATIONS - First is in front of you when you start. The second can be found after killing the first sister.

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## LEVEL 20 - The Challenge

There is a scroll in front of you and to the right of it an Ogre. You will meet several Ogres on this level. The way to defeat them is to knock them over the edge. Do this by standing as near to the edge as you can and let them run at you. Then dodge around the back of them and kick them off the edge. Stay close to the Ogres and they can't use their clubs on you.

Deal with the first Ogre and you'll see a gold cylinder rise out of a pillar on a different part of the level. As you progress through the level, more cylinders will rise up. Memorise the order they appear as it is important for later on.

Now go down to the central hub and pillar and you'll see three paths leading off. Go up the right hand path and kill the next Ogre there. Return and take the left path and kill the third Ogre. Then go back and up the middle path. Kill the fourth Ogre and when he's gone you'll see a sign pointing into space from the area he was in.

Jump along the platforms the sign points to until you reach a Key and Resurrection Jewel. Collect them and return to the central hub. Take the left path again and use the Key on the gates. There is a fifth Ogre. He is a little trickier as harpies will swoop down and attack you.

Once he is dead make your way back right to the start of the level and you'll see a sign pointing towards the level exit and an organ. Follow the sign and kill any Harpies that attack you. Collect the second scroll. Now knock down the cylinders in the same order they appeared. Basically you are playing five notes on a giant Organ, the notes must be played in the order you killed the Ogres. Try to get it right first time as a bunch of nasty Harpies will attack you with each wrong note.

When you get it right they stay knocked down. Once they are all down jump up to find a gate. Stand in front of it and talk to Ares then collect the second scroll. Press Select then X to play the Lyre. The gate will open and you'll warp to the last level.

SCROLL LOCATIONS - The first Scroll is directly in front of you. The second Scroll can be found after you talk to Ares in front of the Harmonic Gate.

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## LEVEL 21 - The Temple

The second you arrive in the arena a big wall of flames jumps up around Kalabrax. Two bodyguards armed with scythes rush out and attack you. Don't try the Chakram on them, they are too fast, use plenty of slash attacks and your rolling attack. There are two scrolls either side of the Altar. You can try and collect them when one Bodyguard has been killed.

Once both are dead the flame wall around Kalabrax will subside. She will then rush and attack you. Now the flames are gone you can pick up a Resurrection Jewel and Invulnerability power - up. But keep them in reserve as the battle will get harder.

Stay close to Kalabrax and avoid her Firebolts and Rolling Attacks. Use careful timing of blocks and attacks to exploit pauses in her attack pattern. You should finish her off without too much hassle.

Now when she dies a Demon appears. Time for some Invulnerability! You can go behind the altar to avoid his attacks. You can't hurt him from here either, but you can take a breather and heal if you need to. To kill him, run out and stand in front of a pillar. He will rush you. Cartwheel out of the way at the last moment and he will knock the pillar down. The goal here is to get him to knock all the pillars down so the roof collapses.

A good tactic is to have him knock down the pillars at the far end of the room first so when the place caves in you won't have so far to run. Once enough pillars have been destroyed the roof will cave in and flatten the foul fiend. Make sure you reach the altar or you'll be squished as well. The statue above the altar protects you.

SCROLL LOCATIONS - Either side of the Altar.

Well done, you rescued Gabrielle, conquered evil and finished the game. The end cut scene will play and you will be ranked on how well you did. A different clip will play depending on your ranking.

Try and see them all!

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Feel free to email me about any aspect of this guide. Please inform me of any errors, typos etc so I can rectify them immediately  
My email is falsehead@aol.com

(blatant plug: check out my games website at [www.kungfuhamster.cjb.net](http://www.kungfuhamster.cjb.net) for loads of info on Martial Arts, Beat 'em Ups, Kung Fu Movies and Pokemon!)

Thanx to all at [www.gamefaqs.com](http://www.gamefaqs.com) for being such a laff, and giving me the push to actually start contributing my own work.

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\*\*\*\*\* THE END \*\*\*\*\*

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