

Gauntlet Legends Walkthrough

by ADK

Updated to vFinal on Apr 10, 2006

GAUNTLET LEGENDS WALKTHROUGH BY ADK

Final version :

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Join my Forum for quick answer and to discuss about Sega Games.

UPDATE (02/23/2003) : I'm back on the scene of video games, less active than before but back. If you wish to talk of video games with me or other fans in the future join my forum.

WELCOME in my walkthrough for this game. Gauntlet Legends is a great action game for the

Dreamcast. It's a game for 1 to 4 players.

In this walkthrough you'll find informations about the game, secrets i have found and that no one knows.

I want also to say that Gauntlet (the ancestor) was one of my favourite games in years

past because it was less expensive to play with it in arcade and the game was incredibly long

and difficult (100 levels if i remember correctly).

So refind all this world in a 3D like world is a great emotion for me. I would like to say

more but it's time to learn all what i know about this one.

Version 2.1 : i added some stats and corrected some faults . Also new credits have appeared.

I also changed "strange code" name in special code, it's less weird after all.

Version 2.2 : i added again some stats. I needed the stats of the three last main character of this game to close the contest.

Final Version : As no one sent anymore stats to me, i think it's time to offer the final

version. It's also a more readable version of the guide. Sorry if it stays unclear for some of

you. After all it's an action game, even if you are stucked you have action while you are searching for your way.

Update : 04/10/06 : added someone in the contest.

Here is the program of the next three days you need to complete this game :

- 1 Review of Gauntlet Legends
- 2 My personal choice of character and what you can expect from the other.
- 3 Boss
- 4 Multiplayers tips
- 5 Secrets
- 6 Walkthrough
- 7 Bonus characters
- 8 Game shark codes (Not tested)
- 9 Credits

1 REVIEW :

When i saw it in Arcade i was surprised. Atari made the impossible. Another editor can create a dungeon and dragons world in 3D and it's an action game. The story is really simple. Garm wants to overcome his brother's, Summer, supremacy and wants to rule the tower. He summons a demon, Skorn to help him but made a little mistake. The demon escapes and rise a super army to destroy Summer and take the control of the world of Gauntlet. We will learn what happened to Garm at the end of the game. Even if Gauntlet has the story of a classical action game (there is a crazy one who thinks he can conquer the world) the research in the game and the adventure are really various.

Also i'll hurt a lot of people but if you want to play with the best Gauntlet Legends on Dreamcast you must buy the European version of the game. Why ? i bought the Gauntlet in "US" and it's optimized for a cinch. Usually i like the cinch more than the RGB, but the american cinch is not the same as the japanese cinch (i'm quite afraid for Eternal Arkadia). The color are funny, i searched for the high resolution but i found only a more colored version of the N64 one. In the european version it's totally different. The RGB brings the high resolution. Graphics and especially magic effects are better here and more thin. There's absolutely NO pixel on the character. All is perfect. You are free to not believe me but i know what i see. I must admit that sometimes i found the game a little slower than the US one but it's not sure. Well in term of presentation Gauntlet has some videos but they are short, too short to be appreciate. I don't know why the end was cut, or it's probably because of the Gauntlet Dark Legacy. It's too bad. I have nothing against a "second strike", even if it's on Play 2, but it's not a reason to cut an end like that. The worst is that it's clear and there's no TO BE CONTINUED... . Graphically in RGB the game is wonderful, especially in yellow world and in the orange one. The color are numerous and the ennemies very various. The magic effects even if they are more thin, are not equal. The fire and the light are the best. The bosses in the game are impressive and they require a special technique. The animation is excellent in a 4 players game and in a one player mode it depends of the character. Anyway you can increase the speed of your hero and the difference is real. The boss are not so mobile but in fact it's better like that. The only problem is to find three friends to play with you. The sound is incredible. The musics are excellent with a special atmosphere in each world. There is one music perstage and there's 26 stages so imagine a game that use the atmosphere of Dungeon and Dragon (SAT), Exhumed (SAT/PLAY) and even a techno atmosphere. Too bad there's no sound test. The voice in the US version are the same as in the Arcade game, but (another great advantage) in the european version is that the voices take the nationality of your Dreamcast. And in French it's completely different. The translation of the voices is funny and however it is best than the US voices. You must hear it and speak french to understand this fact but it's true. The controls are perfect, the character hits quickly, the battle is fun and not so difficult. When you play a multiplayers game the ennemies double or triple sometimes. You can choose the difficulty (easy to hard). I appreciate the RPG phase when in a shop you must choose what to increase (force,armor,speed and magic). The animal that can help you is also a nice feature of this game.

Yes you have bought one of the best action game in the world. The game is full of items to search for, false wall, super weapons, combos and multiplayers combos and even you can play basket ball in one of the stage, so what are you waiting, buy this game and enter in the legend.

PRESENTATION : 14/20
GRAPHICS : 17/20 (US = 15/20)
ANIMATION : 16/20 (18/20 IN A MULTIPLAYER MODE)
SOUND : 18/20 (US = 17/20)
CONTROLS : 18/20
INTEREST : 18/20
FINAL NOTE : 95%

ADK.

2 MY CHARACTER :

Well you must know that the game is cool with all characters, you'll have an adaptation time due to the skills of each one but it's just a question of time. I choose the Green Warrior due to his style and his force. The maximum capacity are :

STR : 999
ARM : 600
SPEED : 700
MAGIC : 500

In terms of HP at level 65 (my final level) i had 7300 if i remember correctly. It's sufficient to end up the game in easy. The level are here to increase your HP but not really for your Stats because you can buy the skills in a shop. The warrior is excellent for a melee and have a correct magic effect range when he is overcome by the situation.

I play the game with a magician but it's more difficult because he has less power

but a better magic.

The valkyrie is quick but have less power than the warrior. Anyway the game is fun especially when she growth.

The archer is excellent in long range and top speed but not in close combat. I don't play a complete adventure with him but with the warrior i had 90% of melee.

I use his shot only for the boss, so people who plays an entire single player game

with an archer have my respect because their skills are different from mine.

I haven't play with the Jester because i don't like this fantasy but someone says it has an explosive persona (if you surf on gamefaqs you know who he is) and

i think he is right because all what he said about the other characters was true.

Personally i didn't intend to do a profil of other characters than mine, so if you find it "light" refer to the other faq.

HOWEVER, if you have increased to the max your character's skills e mail me so i can add it in my walkthrough. I'm more interested by a comparison of each one when they have the power of a god. The contest is open.

Thanks to Dan Resing for his stats :

"the red magician, and my maxed out stats are:

650 strength
750 speed
550 armor
999 magic "

Thanks to Brandyandjere for his stats :

" at level 60 Blue Cavalier Knight.

My strength is at 750,
speed is at 700,
armor is at 850,
and magic is at 650. "

Thanks to WMSNHOOVER and his brother for their stats :

"I have a dwarf level 62 here are the stats

Strength 999
Speed 700
Armor 750
Magic 500. "

"My brother has a Jester, here are his stats

STRENGTH 600
SPEED 850
ARMOR 600
MAGIC 625. "

Thanks to Braman6745 for his stats :

"I play with a Red Tigress, and her stats are:

Strength : 750
Speed : 999
Armor : 700
Magic : 800."

Submitted by Pen4thght70 :

STR : 745
ARM: 500
SPEED:450
MAGIC:999

3 BOSS :

The monsters are too numerous to be described (or so i think) but for the boss it's different.

GREAT DRAGON : this giant beast can be killed by using the ICE AXE OF UNTAR.

Stay

far away from him, shoot and avoid his fireball.

CHIMAERA : (i give this name because it has a better style, CHIMERA is the exact one) With the SCIMITAR OF DECAPITATION you cut the head that spits fireball.

It's
the more powerful head. Again shoot but don't move if you have enough HP.

DJINN : He fears THE MAGIC LAMP but he stays the most difficult boss of the game.

ARACHNA QUEEN : There's no word to describe how ridiculous she is. Use the TOXIC BELOWS on her.

SKORN : Use the Soul Savior. In the first fight you can hit him with the magic. No need to move, shoot only.

In the second fight he doesn't fear magic so simply shoot and have 6000 points minimum.

4 Multiplayers tips :

In a single player mode play the Valley of Fire to heal yourself. It gives 450 to 500 points per session. At the end of the game the monsters can't hurt you. In a two or more player mode, read your manual to abuse of the Combo attack. You must learn also the turbo attack.

If you play with someone who has a great character, all the other players can load the same so you will be all invincible. Of course it creates a little confusion

but it's a good way to explore the game. I can't imagine four players replaying again

and again valley of fire before a boss fight.

When you choose different characters, choose the complementary and not a Doppleganger

like a Dwarf and a Warrior. If you work like a team you can count on your friend(s).

5 Secrets :

I doubt there is more in the game but it's not impossible.

There is one bonus stage the MAUSOLEUM, which is easy to find (read the walkthrough).

There are five bonus level yes five and not four like the other one said where you can collect gold and coins. The game is logical and when you find one in a stage

the other is in the symetrical stage except for MAUSOLEUM.

There are five weapons for five boss. But it makes a cross, IE : in red world you find the weapon for blue boss and in blue world you find weapon for the red boss.

Except for the Soul Savior.

The alter egos are in the game but only for four characters. I don't see the interest of their presence because they have just a different appearence.

You can play Basket ball with your potion in Stage 5.3.1 : fortress 1. There's the

atmosphère. I don't know if it gives a secret, because throwing potion is difficult

Press A + X to throw a potion. It's not in the manual and it's a shame.

There are 9 obelisks and 13 Rune stones.

The only way i see to have a different end is to increase the character to the max in hard mode and with the maximum level (if there's one). Then kill again Skorn but there's absolutely nothing sure. It's not important after all.

Here is a special code : when you have completed the game save and select a new game. Choose the character you want and then you will see the character you

choose

with his best weapon (a golden one). UNFORTUNATELY THE WEAPON DISAPEARED WHEN YOU ENTERED A STAGE.

6 WALKTHROUGH :

Well enough talk, let's finish it. Euh, if i say "follow the way" sometimes it's because, there's nothing else to do. This game is more an action game than a RPG and it's up to you to explore at 100% an area. Imagine my walkthrough if i must describe all the possible ways...

HOW TO SAVE : In the Sumner tower press start and select the menu CHARACTER GESTION to save and load.

HOW TO OPEN A NEW WORLD : It appears that the blue portal doesn't open automatically after the death of the dragon. I don't remember of this problem. To avoid the problem maybe you need to talk to Sumner. You must read the story of each world to open it after a boss fight. Don't e mail me about this i can't tell more.

RED WORLD : MOUNTAIN :

VALLEY OF FIRE :

1) To obtain your first Rune stone, pass the bridge at the beginning of the stage. Climb the stairs and break the door. Use the switch and go down near the bridge to collect it.

2) If you follow the way (it begins) you will see the first obelisk. Use the switch near to open the jail and illuminate the thing. Then you can find a Familiar near the end of this stage. Last exit.

DAGGER PEAK :

1) You will encounter a great golem here. Kill him and look carefully at your screen. Search for a gray rock and break it.

2) Activate the switch and you will reach the second obelisk. There's nothing else here and no secret wall, so follow the way to the exit.

CLIFF :

1) At the beginning of the stage go south and activate the switch. it will open a new road with the second rune stone on it. Visit all this part then take the road of the stone.

2) You will be stucked by a barrier and you see a chest. Open it if you can and then search for a suspicious looking green wall near. It hides a switch and it opens the barrier.

3) If you go straight, the way to the exit fall so go down and use the switch. Then go south and search for a yellow wall to activate a switch. Then you can go to

the
exit.

LOST CAVE :

1) Go right and you will find the third obelisk. Break the gray rock, kill the monster in this path. At the entrance you see a small gray rock, break it to use a switch and reach the obelisk.

2) You can find the SCIMITAR here. SEARCH for a switch that exchanges two plateforms, follow the new way provided and search for a dead end with the sword and the thunder shield. Then you can exit of here.

VOLCANIC CAVERN :

1) At the beginning of the stage, near a barrel, break a suspicious wall to deactivate the force field around the third rune stone. After you kill a golem you find a switch and you can take the rune.

2) Then after a short battle you'll reach a giant clock. Use it to discover new paths. Find the exit but don't take it. Search for a breakable wall and activate the switch. Now use the platform near the exit, it goes down and you see a wooden door, the bonus level 1. Then you can exit.

DRAGON'S LAIR :

You need a level 16 or around if you want to fight him now, without the axe. Stay far and shoot. You can use the rock to protect yourself but it won't be a good shield each time. When the dragon hits the ground, run and you will not fall.

BLUE WORLD : VALKYRIE CASTLE :

POISONNED FIELD :

1) A bridge leads you to a switch which activate the mill. Then the water goes up and you can take a new way. When you are blocked by a door, search for the blue wall on the left of the hero to use a switch.

2) There is another blue wall you must break. Just after a blue circle on the ground go to the left of the hero to activate the switch that gives the Rune stone.

3) Later a gray rock hides a switch which allows you to lower a bridge. Just after that bridge, destroy the gray rock to activate the switch which opens the way to the obelisk but avoid the death. Then you can exit.

CASTLE YARD :

1) Destroy everything here and look at the gate, it closes. Take the bridge and follow the

way. You cannot miss the obelisk, i add it's impossible.

2) Then you will arrive near a short serie of teleport warps.

3) You must find three switches (two are easy to find behind a false wall near the stairs) and then you can reach the third protected by a beast arm.

4) Last after another wooden path you will reach the exit.

ARSENAL OF THE CASTLE :

1) Here the monsters are weak, or my fighter is really strong. The first trap is a ground that appears with a switch. Search around for a path. Then climb the stairs.

2) You arrive in a room with a cauldron. Use the other stairs and go left to find an elevator.

Use all of them to reach a switch. Then go down to the room with the cauldron and search for another switch. Then a wall disappears and you can find the fifth rune stone.

3) You will explore the stage until you find stairs with the death.

Go right of this stairs and break a wall. Enter the room and destroy the false wall on the left. Use the switch. Now you can use the stairs with the death and reach the end of the stage.

4) Hep not so fast! Under the stairs is a thunder hammer and the wooden door of Bonus level 2.

Then climb this final stairs and exit.

TREASURE OF THE CASTLE :

1) This stage is fairly simple. Follow the way and use all switches.

2) At the end of the stage you will discover the sixth rune stone. South of the exit is the obelisk and left of the obelisk is the entrance to the Mausoleum behind a false wall.

MAUSOLEUM :

1) The secret is to use all the switches, especially at the end of the stage.

2) When you can't use a switch, continue the way and search for other switches. Later you will come to the switch you couldn't use automatically and use it.

3) The last switch is under the left foot of a statue. Then you can exit. After that complete the Treasure of the castle and exit.

TOWER OF TORMENT :

1) Follow the ways by using wooden bridges. You will notice an inaccessible switch. Locate the exit.

2) Down of the last stairs is a false wall. Break it and activate the switch. A plateform will go up, full of rats. Activate the inaccessible switch to go up with a

platform. Destroy the wall on your left and activate the new switch. The ICE AXE will appear. When you take it, the acid will cover all the level. Use the platform to reach quickly the exit. You will lose 15 to 20 HP. Then you can exit.

DUNGEON OF CHIMERA : Use the Scimitar to cut the fire head, then don't move and cut the other heads by shooting.

YELLOW WORLD : DESERT :

RUIN OF THE CITY :

1) Follow the way and kill everyone. The obelisk is on the road and again you can't miss it.

2) When you are blocked after you activate a switch, wait a little and by miracle stairs will appear from nowhere. If you see monster it's that you are on the good way.

RUNE STONE 7 : you see one switch and another one behind a false wall. Activate the switch behind the false wall first. Then the other. You will see a third switch. Pass the door. Destroy the rock immediately on the left. Collect the stone. Now exit.

MAGIC SHRINE :

1) This stage is simple. First break the ground by using the switch, then go down the new path, open the barrier to arrive near the rune stone.

2) To obtain the rune stone here, activate the first pillar by walking on it. Then search in the waterfall for a switch for the second pillar. Walk on the pillar and take the stone.

3) Continue to search for a switch to open the access to the path under you, explore that path and you arrive on the other side of the great fissure. Go up to use a switch then down in another path. It opens ,after playing with mountains (up and down when you walk on it), the exit.

MYSTICAL PYRAMID :

1) In this level you need again to play with the switches. Search for all the secret walls. You will eventually encounter a switch that rises a platform and lower it. Go down with the platform, you will reach a false wall.

2) After 2 switches you must take the path that leads to the south. A weird switch rotate a wall, run in the wall during the rotation to reach the good path.

3) The obelisk is near a switch which can make appear and disappear a bridge. When you will see a broken bridge on your way, walk on the left (it's not so evident to see).

4) Just near the end is the wooden door of bonus level 3. Last you can exit.

TOMB OF THE UNDEAD :

- 1) With the anti death power, kill the death. Then use a switch, pass the barrier.
- 2) You'll play with other switches and a platform will go up. Take the platform and use the switch. It opens the path to the obelisk.
- 3) You will open a path to a pool with spikes inside. The switch is behind you and not in this path. Climb upstairs and activate another switch. Then go down to the path i mentioned and take a platform which goes up.
- 4) Before you pass a closed door use the other way and kill everyone until you use a switch. It adds a bridge on your way. Then pass the door and use the new way.
- 5) Activate 2 switches go down and between two walls you will find the TOXIC BELLOWS. Go right and search for a false wall to find Rune stone 9.
- 6) Take the good path and search for a switch that illuminates a circle on the ground on the left of the golem (you must destroy it). Then the ground moves. 2 more switches will activate a new path and the final switch is behind a false wall (the one that looks like a monster). The wall goes up when you are near it. Then you can exit.

GREEN WORLD : ARCHER'S FOREST :

ACID SWAMP :

- 1) The main way has a lot of sub ways. Complete them in order of appearance.
- 2) Follow the way until you are completely stucked. Then find stairs and play with the switch of the acide swamp. The way will be unlocked.
- 3) Play with the switch again until stairs appear. Go again in the swamp and destroy the false wall, climb the other stairs and exit.

BENT ROOT :

- 1) Follow the way. When you will have to choose between 2 elevators go straight first, activate a switch then come back and use the left elevator.
- 2) You will see the rune stone but you cannot take it. To obtain it you must follow the normal way and use all the switches. There is a switch hidden in a log near the rune stone.
- 3) Then On the bridge, take the elevator. Then you will see some platforms, use a switch which goes up a log full of arachnas. Go on it. There is a switch there (false wall), activate it. Then you will come in the path you know.
- 4) Go to the rune stone and collect it. Now go again to the fork of elevator. Go again

straight and then down to a new path. Activate the switch and then go north and exit.

OLD TRENT :

- 1) Here you will have frequently to make a return journey. Keep this in mind.
- 2) The 11th rune stone is far in this stage. It is near a place with switches on logs. You will see a lot of logs with switches. You must use them all. Then go to the path up and take the stone.
- 3) Later you will see a wall of creeper, break it but don't touch the switch now. Use the switch of the normal way then come back to this one. You will go up. When you will walk on the log the first switch will unlock bonus level 4.
- 5) Go to the normal path and search for a switch that opens the barrier. Last you will exit.

MUDDY ROOT :

- 1) The way here is very complicated to explain. so sorry. You must know that the Lamp is not hidden. It awaits you on a leaf south of a crossroad.
- 2) The last rune stone of this world is just behind a big green leaf near the exit.
Then you can exit.

BOSS FIGHT :

DJINN SHRINE :

Now you can use the lamp to kill him (i was at level 46). Run when he shots and shot when he searches for you.

QUEEN ARACHNA :

Shoot her from a distance. (i was at level 48).

Then search, in the tower of Summer, for the teleport gate near him.

SKORN'S TEMPLE :

- 1) First destroy the generator by following the way. When you must stop, you can use the switches to see their effects. Switch them on in the order of appearance.
- 2) Then you will come in a square room. Then you will meet a room where the ground falls. Go left and break the wall to collect the soul savior. Then go right to the exit.

SKORN'S ALTAR : Boss fight. Shoot him and don't move. If you have enough HP he will die.

ORANGE WORLD : THE BATTLEFIELD :

TRENCH OF BATTLE 1 :

- 1) Go down in the trench. You must find 2 switches. Then look for a platform on the right which leads to a third switch.

2) Explore the area and go again in a new trench. You must find one switch.

3) In the last part go up by using a platform and a switch then go down by the same way.

4) LAST use another platform to go up and activate the last switch. Now you can exit.

TRENCH OF BATTLE 2 :

There's absolutely nothing special here, follow the ways provided by the switches.

FORTIFIED TOWER 1 :

The rule is simple here. Follow the path, activate a switch, when you are stucked search for a breakable wall. It works perfectly.

FORTIFIED TOWER 2 :

The rule is the same, no need to explain, just run as fast as you can.

FORTRESS 1 :

1) Here you will find the last rune stone at the end of the stage. But before that you can play basket ball with your potions, believe me it's ultra hard.

2) For the stone, you will activate a switch that moves up the platform with the stone.

Then advance and activate two more switches to lower the platform of the stone. Ouf. Now you must exit to the next stage.

FORTRESS 2 :

1) Here is the fifth bonus level. You will find a place in this stage with 3 iron plates full of tacks. Use the way to go on the other side and break a wall in front of you. There's a switch. Use it and a path to the bonus level 5 opens.

2) By using more switches you will exit of here. To open the exit walk on the platform down and it will go up and open the mouth. Believe me there's nothing else to say about this round.

NOW save your game. Heal yourself and collect 2700 gold, 9 potions and 9 key.

HELL :

(i was at level 65 when i won). In hell there's no gold and no secrets. There's no secret walls. The path is ultra clear. It's a super melee fight with all the strongest creatures of the game. After a long fight you will arrive in front of a door guarded by a golem, avoid the golem and use all the switches. Then pass the

door and exit. IN THE SHOP :

BUY A THREE WAY SHOT AND 2 GROWTH POWER, you can add a reflective shot and a gold invincibility but you need more gold for this. Note that with a dwarf, only 2500 HP will be lost during the fight.

SKORN'S THRONE :

Final boss. It's a question of HP here. Shoot until he dies. If you failed you will find yourself in the tower of Summer with all the experience

points and HP you had before this major fight. So try again and again until you win.

I do this two times only.

WELL, the end is cut like i said above and i don't know if there's an alternate ending. It

seems not because of Gauntlet Dark Legacy. Thank you ATARI for this stupid end. I don't

understand why Gauntlet Dark Legacy was not released for the Dreamcast but i think it's really

stupid to cut the story in two on two different machines. Except for that and the

healing technique in valley of fire all was perfect.

There's a last possibility to change the end, play the hell in a four players mode after you obtain four gods in hard mode and maybe, but there's nothing official,

you will see a true end.

ADK.

7 Bonus characters

Reach level 25 with each of the four original characters to unlock Falconess, Minotaur, Tigress, and Jackal. Load your level 25 character and start a new one through character management. Hold Turbo and you will notice your character has turned into its counterpart. For example, Barbarian becomes Minotaur and Wizard becomes Jackal. They can be selected with any color.

Maximum levels

Note: A controller with an auto-fire feature is useful for this trick. Begin a game in the first level in the mountain world. Go to the first set of stairs. Stand in front of the stairs and keep holding Fire. Unlimited green trolls will keep coming at you. Leave the game in this position for as long as needed to maximize your levels. Warning however : it can freeze the game...

Full pause screen

Pause the game and press X + Y.

Screensaver

Allow the game to idle for a short time and a screensaver will appear.

8 Game Shark Codes

Player 1 Codes :

Infinite Magic 7475DF39

00000004

Infinite Keys 2D276F7E

00000009

Infinite Gold F2599ABC

0000FFFF

Infinite Turbo ADDB5DAA

000042C8

Max Strength 7EEDDF3E

00004479

Max Speed C683EBC4

00004479

Max Armor F7019ABA

00004479

Max Magic 491213F5

60004479

Player 2 Codes :

Infinite Health 110C1AA9
000044A2
Infinite Magic F4899ABE
00000004
Infinite Keys D9B88FE7
00000009
Infinite Gold DAA88FE7
0000FFFF
Infinite Special Attack 65E36779
000042C8
Max Strength 70FDDF38
00004479
Max Speed 36F9287D
00004479
Max Armor A9DB5DAB
00004479
Max Magic F9119ABC
00004479

Player 3 Codes :

Infinite Health F9119AB0
000044A2
Infinite Magic BED636BB
00000004
Infinite Keys 6C7B6777
00000009
Infinite Gold 90B806C1
0000FFFF
Infinite Turbo 36F92871
000042C8
Max Strength F3019AB1
00004479
Max Speed DDF08FE8
00004479
Max Armor 551F7B60
00004479
Max Magic 88FB8137
00004479

Player 4 Codes :

Infinite Health 9DE006C4
000044A2
Infinite Magic 8B738133
00000004
Infinite Keys 56977B64
00000009
Infinite Gold 4F4A13FA
0000FFFF
Infinite Turbo 3C992874
000042C8
Max Strength F5119AB3
00004479
Max Speed C433EBCD
00004479
Max Armor 3AF92872
00004479
Max Magic 8EEB8135
00004479

9 Credits :

All this walkthrough is copyright 2001.

Thanks to MIDWAY for the european version of the game.

Thanks to the guy who create the other faq, i found the Ice axe with his help.

Thanks to Napalm who checked this walkthrough.

Thanks to SSJ4SCO for the gameshark codes & bonus characters hints.

Thanks to Punnisher83 for the special code.

Thanks to Dan Resing and Brandyandjere for their stats.

Thanks to WMSNHOVER and his brother for their stats.

You can send me your commentary and suggestion, be sure i'll give the credit to you.

ADK.

It's time to close this
story.

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