

# Sword of the Berserk FAQ/Walkthrough

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Sword of the Berserk FAQ/Walkthrough (actually some hints)

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Sword of the Berserk can be really difficult especially on the harder settings. I hope that my faq (if you can call it that) will be helpful.

NOTE THAT THIS FAQ CONTAINS POSSIBLE SPOILERS

The Attacks:

Since I played Sword of the Berserk on a friend's DC, I can't readily recall the letters of the buttons but here's what the buttons do and I probably don't have the right terminology. Oh well, you'll know what I mean once you play.

-sheathe/unsheathe sword: this lets you put away your sword and you'll be using your fists and crossbow instead. You move faster when you're not carrying about Dragonslayer. Drawing your sword can harm your foes if they're within range

-weapon: hold this button down and press the corresponding buttons to use items from Gatts's inventory. Limited items have the opportunity to be restocked under certain conditions.

-guard/cannon: this will put you in a guard stance protecting you from many types of attacks. When you hold the weapon button, you'll fire your arm cannon. Also guard allows you to use slide kick and sidestep/retreat

-attack 1/throwing knives: when Dragonslayer is equiped, you'll do a vertical slash that can result in a 5-hit combo, when unarmed this is your punch which can do a 3-hit combo. When you hold down the weapon button, you'll hurl a throwing knife

-attack 2/smoke bombs: with Dragonslayer equiped, this'll be a horizontal slash that can be made into a 3-hit combo, unarmed you'll use your crossbow. Using weapon will result in Gatts throwing a smoke bomb

-jump/healing powder: use this to jump (Gatts is a surprisingly good jumper) and holding weapon will use your healing powder.

The Weapons

Dragonslayer-this is Gatts's main weapon and the weapon of choice for hand to hand. Because of his wild swings, Dragonslayer can easily nail enemies trying to surround Gatts and knock projectiles out of the air. Also the Dragonslayer is far more damaging and lengthy compared to Gatts punch attacks. The only time you'll want to avoid using Dragonslayer is when you're fighting in extremely tight spaces (even then Dragonslayer can still be semi-useful) or need to run. The biggest problem with Dragonslayer is that it'll tend to strike walls in confined space and you move slower

with it.

Note that your slashes are more damaging if you are moving than if you are stationary so try not to stand still if you can help it.

Fists-because of Gatts's superhuman strength and the fact that one of his hands is steel, his punches are really strong. However they don't come close to being on par with Dragonslayer in terms of damage or range. Also he can only hit enemies directly in front of him so avoid going bare-knuckle if you can help it.

Crossbow-with Dragonslayer out of the way, Gatts will fit a rapid-fire crossbow on his steel arm. Because of the magazine and winch, the crossbow can shoot quarrels very rapidly. Best of all is the fact that Gatts has unlimited ammo with the crossbow. Also crossbow has a fairly decent auto-aim and Gatts will fire it in a slight spread. The weakness of the crossbow is that it has a fairly long reloading time when the magazine empties, also the quarrels don't have knock-back and will only stall an enemy for a short time so it's not effective against groups. Also individual quarrels are not powerful and so you must use a full magazine to do real damage. Best used for sniping or shooting foes who have been knocked down.

Throwing Knives-Gatts has an unlimited number of these as well. He can't throw them as rapidly as he can shoot the crossbow but he doesn't have the reloading delay. Also the throwing knives are fairly damaging and they have the same auto-aim feature as the crossbow. The Throwing Knives are best used for some initial sniping damage before getting ready to go hand to hand, also you can throw a knife at downed foes for extra damage.

Smoke Bombs-these create a very powerful explosion that's more damaging than even the Dragonslayer. While they explode immediately if they hit an enemy dead-on, there'll be a delay before an explosion if it just hits the ground. Great for hurting the masses, only problem is that the limited number of bombs you have

Arm Cannon-Gatts's prosthetic arm has a cannon built into it. It fires an insanely powerful blast that kill normal opponents and severely injure Bosses (except for Zodd). The cannon blast has a wide arc and so you can take out more than one with a single shot. You unfortunately have even less cannonballs than smoke bombs

Healing Powder-magic Elf dust that will instantly bring Gatts to full health. Like the Cannon, you have a very limited supply of these so use them sparingly.

To restock your limited supplies, some enemies will drop items and also some boxes/doors will have items when you smash them. Also clearing an area will not only replenish your health but may restock some items. So don't be too miserly with your weapons.

#### The Moves

-Slash 1: this is a vertical slash that can nail people behind you as well. The slashes are rapid and you can get a nice 5 hit combo. The power is less than that of the horizontal slash but when you're fighting bosses, the quickness of these slashes will help prevent them from counterattacking. Also this slash is more useful in close-quarters

as you are less likely to hit walls. Last but certainly not least, Slash 1 can be used to hit downed foes. Remember for Slash 1 & 2 you do more damage when you are moving than if you stand still and attack. All slashes with Dragonslayer will cause Gatts to move forwards so keep this in mind, getting out of position at the wrong time can be dangerous.

-Slash 2: this is a horizontal slash. The damage is powerful and the wide arc is great for dealing with crowds. Unfortunately the swings are quite slow and you can do a maximum combo of 3 slashes. This is attack though is perfect for large numbers of weak or medium foes.

-Punch: unarmed Gatts will do a right-left combo ending with an uppercut, effective against single foes that lack long attacks. One nasty tactic is to punch an opponent down and then use the crossbow on the downed foe until it's dead

-Double Swing: hold slash 1 for a bit and then release. Gatts will spin forwards twice and he'll cut through enemies around him for sizeable amounts of damage. Not only that, but the double swing even works in close quarter fights and will knock down most foes. When you are charging for the Double Swing, Gatts will move even slower than normal.

-"Get out of my way!!!": press jump and slash 1 together and Gatts will do a double swing without charging. This will cause the screen to flash and he'll yell "Get out of my way". The thing is this will use up health but you can't die from using it and you can use this attack even if you have just a bit of health left. One tactic is when you are badly hurt and heavily surrounded is to keep using this until all the enemy are dead and then heal yourself.

-Jump Slash: just press jump and when you're coming out of your jump hit a slash button. You'll do fairly good damage plus knock down most foes. Can nail downed foes

-Leaping Dual Slash: press jump and on your way up hit Slash 1 and hit Slash 1 again to get the 2nd slash out. This move resembles the Dragon punch of Street Fighter and is very devastating, the 2nd slash in particular. Can nail downed foes with the 2nd slash

-Shoulder Charge: when you're unarmed, hold forward and hit punch. You'll push forward with your shoulder and will instantly knock over most enemies. You won't go far forwards though so keep that in mind.

-Slide Kick: hold forward and guard. Gatts will slide quickly and will knock over most foes. This only does a little bit of damage (though it'll kill mandragora saplings instantly as does any attack). Best used for escape

-Sidestep/Retreat: hold joystick to one side and guard, Gatts will do a quick sidestep that, while hold back and guard will make Gatts leap back. These moves can quickly can Gatts out of danger especially when going one on one, so they are quite useful.

#### Enemies

-knights: the only danger they present to you is that they come in large numbers and can do a combo on you with their sword

-crossbowmen: these guys are annoying as they like to run off and snipe a few shots at you. They'll avoid close combat but will occasionally swipe you with their crossbow. Their crossbows aren't rapid fire like yours though

-swordsmen: these soldiers carry two swords and can do large leaps. They always use combos to attack you so watch out for them.

-assassins: guys with hats and fancy clothes, they attack from long range with these bladed yo-yos. However if you close-in they're a push over.

-halberdmen: these are gigantic knights who use large halberds. Their halberds are as long as Dragonslayer and cause heavy damage. Worse yet, they can do this 3 swing attack. Best to block their 3 swings and counter or kill them from afar.

-bandits: spear wielding wusses who are fodder for your sword. From a distance though, they have a nasty habit of throwing axes at you. Close in and they're toast

-normal mandragoran-these aren't all that dangerous other than spitting slime at you. They're the guys with a tentacle in place of one arm

-head-handers: these giants have a huge head mounted on one arm. They take a lot of punishment and will try to run you over. So watch it.

-3 headed giants: luckily these guys aren't too common. They are extremely hardy and will flail away at you with long tentacles.

-tentacle ladies: I really hate these. They take incredible amounts of punishment to kill and have long ranged attacks with their tentacled heads. Worse yet, they can strangle you for continuous damage and are often located in tight corners limiting Dragonslayer's effectiveness.

-squatties: these mutant midgets just flail at you but sometimes they do this whirling rush that is quite fast. So beware.

-Fat ladies: these mandragorans in white aprons will puke up slime and belly bump you. Fairly hardy.

-Mandragoran soldiers: these are giant mutants in plate armour. They're tough and strong and can hurl barrels at you. To make matters worse, they are often backed up by crossbowmen and halberdmen. Just great

-mutant dogs: they are fairly easy to kill but can clamp onto your leg so take some precaution

-mutant turkeys: these guys are a joke to kill. They will try to rush you from a distance, but avoid it and they're simply swordfodder as they lack endurance

-mutant bears: these are another matter entirely. They're strong and can squish Gatts. They take a lotta hurting to kill. Buggers

-mutant frogs: I hate these guys. They take only a swipe to kill but because of their small size, it's hard to nail them. Also like to pounce on your back and clamp on you. Kill 'em if you have to but I usually just run off

-slithers: these are very rare. They're these low to the ground tentacle monsters that really easy to kill. Unfortunately their blood is acid so beware of splattering them too close

-ground clams: they don't move and are easy to kill. Only dangerous because you're under pressure from other things and so might blunder into 'em. When you do they bite your legs and hold you for other monsters to pummel you.

-saplings: these guys are the wussiest monsters in the whole game. Even a slide kick will instantly kill them. Unfortunately they're so small they are hard to hit. Also they come in large groups dropping from the skies. Worse still there's no limit to them. So you have to eventually run off.

-zombies: these guys are a cakewalk. Kill 'em at your leisure as they are slow as hell.

-ghosts: they disappear and reappear at will but a single swipe will dissipate them.

Walkthrough:

Prologue

You'll fight a large group of bandits. If you just really on using Swing 1, you'll have the chance to Berserk. Otherwise they die off too quickly on the easier levels.

The real beginning

After the cool, yodelling gunslinger theme score you get to fight a boss

BOSS

Jacques

Poor Jacques, he doesn't mean to be harmful as he was just protecting himself from others. Unfortunately he met you.

-killing Jacques is easy. You can block all his attacks except for his tentacle grab. If you just use Swing 1, he won't have much opportunity to attack if he does at all. If you use your arm cannon on him, the fight will be almost over

-later a bunch of FMVs you'll haveto battle a group of mandragoran mutants the toughest of which are the head-handers. After killing these guys you must find Casca

-to find Casca you must follow Rita's dog. Unfortunately he leads you through a gauntlet full of soldiers. Making matters worse is the tight areas. Remember that the dual swing can be effective still and don't forget about smoke bombs. Move about looking for the dog and once you've killed enough foes you'll be able to find Casca.

-after the FMVs with the resistance you'll get to fight a whole slew of undead. Kick them around at your whim.

-Next you are on a mission to find the heart tree in the Mandragoran village. You'll have to beat a path through a forest of mutant animals and then you'll have to take on an army of bandits. Close up the bandits are no match but many of them will be sniping you with throwing axes so remember to dodge or block. Kill 'em all and you make your way to the mandragoran village. On the way you have to take on a trio

of 3-headed giants and their cronies

At the village someone will pull out a sapling and this will kill your party members and awaken the villagers. Fight time.

The meanest mutants here are the head-handers and the fat ladies. Luckily you'll have plenty of opportunity to go berserk. Make use of that. Also there are plenty of boxes that might contain items to resupply with. So leave one mutant alive until you restock yourself and then kill it.

FMV follows which send you down the church looking for the heart tree. This time things get real annoying. First off break through the slithers that block your path. You'll plummet through a hole in the ground and end up in a pit with 3-headed giants, mutant frogs and saplings. Unfortunately the saplings keep raining down so you must escape quickly. Keep wandering about the pit (I recommend increasing the brightness or contrast for this), you'll find a tunnel leading you out. Now you have to brave a gauntlet of ground clams, that'd be easy enough but unfortunately if you aren't moving constantly forward, an earthquake will drop a ton of rocks on your health weakening you and possibly knocking you into the clams. Making things even worse is the 3-headed giants lurking about. My advice is to jump through and attack the clams only if they are in your way. When you reach a doorway covered with vines, cut through and go on.

The Boss

The Heart-tree

Now before the actual fight you must survive 3 time trials. Fail any and you instantly perish. If you survive, you now fight the Heart-tree. The Heart-tree is actually a really easy boss. It consists of 3 parts- the flower/heart and two vines. The vines thrash about constantly trying to whap you but the damage they're easily avoided and the damage isn't too severe. You can nail the vines with the leaping dual slash and use a combo

when the vines rest on the ground. The Heart-tree will attack with an unavoidable sonic shriek and dislodging the roof on you. Annoying as these are, they're not that damaging. Destroy both vines and now the flower/heart is vulnerable to attack. You can move up to the heart and combo it. It'll try to defend itself by sweeping with a large tongue-like appendage or spinning its petals about but these are nothing.

You can take a small breather and watch the FMV. I suggest you take a break because you now face...

The Boss

Nosferatu Zodd

Errrrr, this is the boss to beat. Zodd is simply the meanest, toughest boss in the whole game by far. On easy mode, you can try to trade blows with him and save yourself with berserk mode and healing powder. But hard and very hard mode is another matter altogether.

BEATING ZODD ON HIGHER LEVELS

You must be methodical. First off Zodd has incredible strength and he's pretty darn fast. What really makes things suck is that he is extremely resistant to your attacks, even the arm cannon only does wimpy damage. Since damage is severely reduced what this means is that Swing 2 does no more damage than Swing 1 or most other attacks. To harm Zodd means you must get in a lot of attacks rather than just one big strike.

-taking him on. The first blow does the most damage so start off by firing your cannon at him. Move about him and use up all your cannon shots, once you do so I suggest you throw all your smoke bombs at him FROM SAFETY. That means throw your bombs only if you face his back or flanks from a fair distance. Once you use up all your exhaustible weapons, I suggest either using your throwing knives or crossbow. I'd prefer the crossbow as it shoots multiple quarrels. If he closes in on you then use Dragonslayer's Swing 1. As always make sure to be in a safe spot. Now as for trying to stay safe, here's the following tips. You can block Zodd's tail swipe and his slap combo, but his backhand, horn gore, grabslam, leap attack and punch ending of the slap combo cannot be blocked. If you stick to Zodd's side that is missing the horn, he cannot use the horn gore or grabslam on you. Zodd will wind up before using his tail swipe so you can read it and block before countering it with Swing 1. If he uses his slap combo, he'll stand up and so watch out as the combo does the most damage and is really fast. What you should do is block and then sidestep away from Zodd so he won't get you with his unblockable punch ending. The punch comes from his horned side. So stay on his hornless side but not too far to the side or he'll nail you with the unblockable backhand. Also watch out when he poses and roars, that means he's going to go for either a leap attack, horn rush or slap combo. As much as possible stay near the centre of the battlefield. If you are too close to the wall or other objects you might not be able to sidestep away. Also because of camera angles, when you are backed up against a wall, Zodd can move up to you and obscure your sight with his bulk, which is really disorienting. Probably the most amount of damage you cause to Zodd will be through using up all your cannon/smoke bombs and going into berserk mode then going all out with Swing 1. If you have to go hand to hand stick to Swing 1 as every other hand to hand attack puts you at great risk (not to mention doing little damage).

If you defeat Zodd then congratulations, now you face even more shit. Now you must face a huge legion of soldiers who now have the halberdmen and mandragoran soldiers. Hopefully you have some continues left. Anyway, kill only as many soldiers as you need to before continuing. Once you reach an area blocked off by a wall of wooden spikes. Shatter the wall and kill all the soldiers. In this area there's a stairs that leads to a wooden door. The wooden door houses a healing powder if you need it. Shattering through, you now get to battle a host of awaken mandragorans since you're now in the dungeon/laboratories. This is where you'll be introduced to the tentacled ladies and squatties. You'll learn to hate the tentacle ladies especially when fighting them in the laboratories. Slaughter your way through and you now enter a hall. The hall is guarded by soldiers and the old man assisting Belthazar (is that the guy's name, I can't remember). The old man though he is not a boss has phenomenal endurance and he's quick and packs a crossbow as well. I suggest isolating him in a corner and keep hitting him while he's down until he's dead. With luck the other soldiers won't help him. Kill everyone with the focus being the annoying halberdmen and now you meet...

#### The Boss

##### Mandragoran Belthazar

He has imbibed the Mandragoran essence in his bloodthirsty madness and is now more than human. Well so are you so no need to fear. Belthazar will come at you with his two halberds and because of his skill with them you won't be able to block his attacks. No matter, that's because Belthazar likes to leap around and often has his back to you. This gives you ample

opportunity to backstab him. Once you're berserk, have at him and soon he'll be lying in a pool of his own evil blood

Unfortunately now you meet...

The Boss

Mandragoran Heart Baby

This evil bugger has Casca. Since the bum likes to float upwards I suggest you use the leaping dual slash until he comes to the ground then you can nail him with combos. The baby will protect himself by sonic shriek and when his health is low he'll try to grab Gatts with his fronds. Oh well this boss ain't much. Having rescued Casca, you now face

The Boss

Demon Belthazar

(final boss)

That evil bastard, he has sacrificed his wife to the behelit and the demons of the netherworld. Belthazar has now been made into a disciple and so he's one ugly demon. Unfortunately for him he's one ugly and IMMOBILE demon. Don't be intimidated by his looks just throw everything you got at him. He tries to use his halberds on you but since he's immobile it's easy to evade them. The only danger is he tries to suck you into the mouth of one of his demon heads. I'm not sure if you can avoid the sucking vortex but you can endure it with the help of healing powder.

Get ready to see the FMV, the credits and then the finale involving a certain character from the comics.

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