

# Chakan The Forever Man FAQ/Walkthrough

by Crythania

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This walkthrough was originally written for Chakan The Forever Man on the GAMEGEAR, but the walkthrough is still applicable to the GENESIS version of the game.

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***                               Chakan   ***
***                           For Sega Game Gear   ***
***                                     ***
***   Game Guide and Walkthrough - Version 1.00   ***
***           By A.L.T., Copyright January 2005   ***
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=/-----Part 1.0 - Introduction-----\=

=====

Chakan was once a powerful mystic warrior, skilled with sword and the dark arts of alchemy. He was proud of his fighting prowess. So proud that he boasted he had no equal... Not even death. When Death himself showed up and challenged Chakan to a duel, he accepted without a second thought. The terms

of the match were simple. If Chakan lost, he would lose his soul. If he won, he would have eternal life. Chakan battled Death... And won.

But Death doesn't like to lose. While he kept his end of the bargain, he also placed a hideous curse on Chakan. Instead of living forever in luxury and peace, Chakan is doomed to a life of torment and suffering until he vanquishes all vestiges of supernatural evil in the world. Much to his dismay, Chakan discovered that eternal life can take other forms than what he was hoping for.

With his twin swords and knowledge of alchemy as his only weapons, he has become a reluctant hero in the battle between good and evil, waging a fierce one-man battle on all forms of supernatural evil he can find. His ultimate goal is to die so that he can finally rest in peace.

=/-----Part 2.0 - Controls And Game Play-----\  
=====

To see the game's story, do nothing at the title screen. Wait a short while, and the story will be presented.

At the title screen, press Start. Press Up or Down to select a difficulty level. Your task will be "Wicked", "Deadly", or "Mental". For those new to this game, I suggest practicing on the "Wicked" setting. To see the real ending, you have to complete the game on the "Deadly" or "Mental" settings. There appears to be no additional bonus for completing the game on the "Mental" setting.

With your difficulty selected, press Start to begin the game. Chakan starts out at a navigation level with portals that lead to the game's six levels. Each portal is marked by a Roman numeral (I, II, III, IV, V, and VI). The navigation level is completely safe. There is no evil here to be confronted. You can explore this level at your leisure. To enter a portal, stand in front of it and press Up. You'll be transported to one of the elemental planes.

Level I - Air  
Level II - Earth  
Level III - Water  
Level IV - Fire  
Level V - Ice  
Level VI - Lava

Regardless of which difficulty level you choose and which elemental plane you decide to visit, this game is very difficult. Be prepared for a tough fight.

While exploring the elemental realms and facing down the horrors within them, Chakan will need to use all of his abilities to survive. Press the D-Pad left or right to walk in those directions. Press Button 1 to slash with Chakan's twin swords. He will attack in the direction he is facing. He can attack in any of eight directions. Use the D-Pad along with Button 1, or hold down Button 1 and use the D-Pad to direct his attack.

Hold Down on the D-Pad, and Chakan will crouch. Press Button 1, and he will attack while crouched (in the direction he's facing).

Press Button 2 to jump. Press Button 2 again while in midair to perform a double jump (or jump spin). Use the D-pad to direct your movement while jumping. Any time Chakan is in midair (even if he drops off a ledge), a press

of Button 2 will cause him to perform a jump spin. You can perform low jump spins (a quick double tap of Button 2) or high jump spins (press Button 2 to jump, then press it again at the height of your jump). If you move Chakan off a ledge, press Button 2 while he's falling to perform a jump spin.

While Chakan is jump spinning, press Button 1. He'll perform a spin slash, twirling around with his twin swords slashing in a circular motion. He will spin slash for as long as he is airborne. The spin slash is one of Chakan's most important talents. He's usually invulnerable while spin slashing. He can spin slash right through airborne foes without taking damage. The only times Chakan will take damage while spin slashing is if he is hit by an enemy projectile or if he lands on an enemy who is standing on the ground.

Chakan can fall any distance without taking damage from the fall. That's one thing we don't have to worry about. Unfortunately, there's plenty else in this game that we have to contend with. :)

While standing on the ground, press Down on the D-Pad to crouch, and press Button 2. Chakan will roll along the ground in the direction he's facing. This is a very useful maneuver that's easily forgotten about or overlooked. With a deft roll, you can easily escape bad situations.

Our primary consideration in this game is Chakan's health. His health bar appears in the upper left corner of the screen, in the form of a skull. As he takes damage, parts of the skull will disappear. When the skull is gone, Chakan is defeated. He lets out a wail of remorse for his bitter defeat and appears on the Ship Of Death. Death ferries him back to the navigation level. Press any button, and our hero reappears on the navigation level, no closer to victory than he was before.

Because Chakan is immortal, he has unlimited lives. He cannot die. He can, however, be overwhelmed or defeated. As far as I can tell, there is no penalty for being defeated (not even to the game score). Also, as far as I can tell, the only way to get the game to reset is to complete the game (or turn it off and back on, naturally). Every time Chakan is defeated, the Ship Of Death ferries him back to the navigation level.

On the "Wicked" setting, Chakan takes the least damage when he is hit by an enemy. While playing a "Deadly" game, he will take much more damage and be harder to keep healthy. In both the "Wicked" and "Deadly" games, he is resurrected with a full health bar when defeated. In a "Mental" game, he is resurrected with only half of his health (yikes!).

=/-----Part 2.1 - The Inventory Screen-----\  
=====

Pressing Start any time during the game will pause the game and bring up the inventory screen. This screen shows Chakan's entire inventory of items, including weapons, potions, and alchemies that are available for use. Your score and the high score are also displayed at the bottom of the screen.

There are four types of colored potions that you can collect. Chakan can hold six of each type at a time. If he grabs a potion while he already has six of that type, the potion he just grabbed is wasted.

Green potions are lined up at the upper left corner of the screen. Black potions are lined up underneath the green ones, at the left side of the screen. Yellow potions are lined up at the upper right corner of the screen.

Gray potions are lined up under the yellow ones, at the right side of the screen.

Filling the middle of the inventory screen are the alchemies. There are eight alchemies, and each uses a combination of potions. Each alchemy has its own box and its own icon. Move the hand cursor with the D-Pad to select an alchemy, and press Button 1 to use it. Chakan will automatically mix the required potions to cast the magic spell, and game play will resume with the newly-cast spell in effect. To exit the inventory screen without using an alchemy, press the Start button.

The top two rows of boxes are alchemies. The bottom row of boxes shows the weapons that Chakan has collected. Each weapon has its own box and its own icon. When Chakan collects a weapon, it will be displayed here, ready to be equipped. To equip a weapon, move the hand cursor with the D-Pad to select a weapon, and press Button 1 to equip it.

=/-----Part 2.2 - Weapons-----\  
=====

From left to right on the inventory screen, Chakan's weapons are: Ice Sword, Fire Sword, Lightning Sword, Basic Sword. Each weapon is a pair of swords. Chakan is equipped with the Basic Sword at the beginning of the game.

Ice Sword  
=====

Appears as a blue sword on the inventory screen. When equipped, Chakan's twin swords glow a light blue. Fire and Water are diametrically opposed in this game. The Ice Sword does the most damage to fire-based enemies found in the realms of Fire and Lava (Levels IV and VI).

Fire Sword  
=====

Appears as a red sword on the inventory screen. When equipped, Chakan's twin swords glow a light red. The Fire Sword does the most damage to water-based enemies encountered in the realms of Water and Ice (Levels III and V).

Lightning Sword  
=====

Appears as a white sword with two sparks of electricity on the inventory screen. When equipped, Chakan's twin swords flash white. The Lightning Sword shoots a ball of electricity when Chakan uses it, enabling him to attack at range. It's his best recourse against the air-based and earth-based foes he has to contend with in the Air and Earth realms (Levels I and II).

Basic Sword  
=====

Appears as a white sword on the inventory screen. When equipped, Chakan's twin swords are white (not glowing or flashing). This is his weakest weapon.

=/-----Part 2.3 - Alchemy-----\  
=====

Chakan has eight magic spells at his disposal. Each one uses a combination of colored potions. When he has the required potions for an alchemy, the alchemy's icon is shown in its box. If he doesn't have the required potions,

the alchemy's box is blank.

#### Summon Death (1 Green + 1 Yellow)

=====

Appears as a horn. This alchemy summons Death, who ferries Chakan back to the navigation level. It is not available for use at the navigation level. I'm not sure why you'd want to use this, as there appears to be no penalty for getting defeated in battle.

#### Slowdown (2 Gray)

=====

Appears as an hourglass. This alchemy slows down enemies for a short time. I haven't had much occasion to use it, as there are usually better uses for gray potions. Slowdown affects all types of evil creatures, including boss characters.

#### Damage Enemies (2 Yellow)

=====

Appears as a scythe. When used, it has an instant damaging affect on all enemies that are in sight (on screen). Some evil creatures may be killed outright, while stronger ones will only be damaged. This alchemy does have an affect on boss characters. In fact, it can save you from defeat. If you've already done a good deal of damage to a boss, you're close to defeat, and there are no other options, try using the Scythe. It may do just enough damage to finish off the boss.

#### Confusion (1 Green + 1 Gray)

=====

Appears as four arrows, each pointing in a cardinal direction. This alchemy confuses Chakan, reversing your directional controls (pushing Left moves him right, and so on). I thought there might be an enemy somewhere who confuses Chakan, and you have to use this alchemy to overcome it (enemy's attack reverses your controls; use the alchemy to reverse them back to normal). However, no such enemy showed up during the course of the game.

#### Invulnerability (2 Black)

=====

Appears as two circles next to each other. For the hefty cost of two black potions, Chakan becomes invulnerable for a short time. Usually, I only use this as a last resort, if all else fails. Invisibility is a better alchemy to use, and there are better uses for black potions. Chakan flashes rapidly while he's invulnerable.

#### Invisibility (2 Green)

=====

Appears as an eye. For a short time, Chakan becomes invisible. He can also walk through most enemy characters without suffering damage. When Chakan becomes invisible, enemies will immediately break off their attack and start looking around for him. Even if you don't move after becoming invisible, the enemy doesn't know that you haven't moved. He'll look around for you. Chakan can attack with impunity during this time. He flashes slowly while invisible.

#### Double Damage (1 Black + 1 Yellow)

=====

Appears as a sword with six sparkles around it. This alchemy imparts double damage to Chakan's currently equipped weapon for a short time. Most useful during boss encounters, it can dramatically shorten the length of the battle. There is no graphical effect for this spell while it's in use.

#### Healing (1 Black + 1 Gray)

=====  
 Appears as a skull. This is one of Chakan's most useful spells, as it heals him back to full health. Pretty much essential for surviving some of the horrific realms he has to visit.

=/-----Part 2.4 - Inventory Chart-----\  
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Here's a representation of the inventory screen.

```

G+-----+-----+           +-----+-----+Y
G|         | Hour- |         | Two |         |Y
G| Horn   | Glass |         |Circles| Eye  |Y
|         |         |         |         |         |Y
+-----+-----+           +-----+-----+Y
|         |         |         |Sparkly|         |Y
B|Scythe |Arrows |         | Sword | Skull |F
B|         |         |         |         |         |F
B+-----+-----+           +-----+-----+
B|  Ice  | Fire  |         | Light-| Basic |
|  Sword| Sword |         | ning  | Sword |
|         |         |         | Sword |         |
+-----+-----+           +-----+-----+
  
```

Alchemy	Icon	Potions Needed
Summon Death	Horn	1 Green, 1 Yellow
Slowdown	Hourglass	2 Gray
Damage Enemies	Scythe	2 Yellow
Confusion	Arrows	1 Green, 1 Gray
Invulnerability	Two Circles	2 Black
Invisibility	Eye	2 Green
Double Damage	Sparkly Sword	1 Black, 1 Yellow
Healing	Skull	1 Black, 1 Gray

- G - Green Potion
- B - Black Potion
- Y - Yellow Potion
- F - Gray Potion (or Foggy Potion)

In this example, Chakan has 3 green potions, 4 black ones, 6 yellow ones, and 2 gray ones. All alchemies are available for casting, and he has acquired all of his weapons.

=/-----Part 2.5 - Tips For Success-----\  
 =====

There are four potions on the navigation level. One of each color. Explore the navigation level and collect them all before getting started.

To conquer each level, all you have to do is defeat the boss there. After you defeat a level's boss character, that level is cleared of all its evil energies. All of the enemies in that level disappear. You can enter the level again and safely look around for potions you passed up the first time.

Make sure you're at full health before trying to conquer a level. After most

boss fights, Chakan will probably be badly wounded. Enter a level and get him defeated before tackling the next level. He'll be resurrected at the navigation level with full health ("Wicked" and "Deadly" difficulty settings). On the "Mental" setting, he's resurrected with only half his health. You'll have to use Healing frequently there.

The manual says to use all of Chakan's moves in his battle against the forces of evil. They're not kidding. Use everything in his repertoire of moves. Double jumps, spin slashes, rolls... Don't forget the roll! Push Down and away from an enemy plus Button 2 to quickly get away from danger. Also, remember that Chakan can attack in any direction. He's not limited to left and right sword slashes. If an airborne foe is above you, push Up plus Button 1 to strike at him. If he's not directly above you, push Up and toward the enemy plus Button 1 to strike diagonally.

Use crouching attacks for small opponents crawling on the ground (such as those nasty spiders in Level II). Some creatures carry swords and will lunge at you with them. Crouch to get under his lunging sword.

Chakan is usually invulnerable while spin slashing. The only times he will take damage while spin slashing is if he's hit by a projectile that was thrown by an enemy, or if he lands on an enemy who is standing on the ground. Of course, if he happens to land in lava or touch an environmental hazard, he will take damage.

There are fire-spitting gargoyles on ledges and on the walls in Levels IV and VI. If Chakan is spin slashing, his swords will deflect the fireballs. These are the only occasions where Chakan is immune to projectiles while spin slashing. When facing an enemy character who throws projectiles, he will take damage if hit by a projectile.

Chakan moves rather slowly while walking around. You'll notice that most of his opponents tend to move faster on their feet than he does, and airborne creatures can sometimes be very fast. Chakan moves faster while jumping or rolling. Use this to your advantage. Get in some hits on an enemy, then jump or roll away from him. There are very few situations where Chakan can stand toe to toe with an enemy and survive the encounter.

Use your potions carefully. If you use a few alchemies during a level and then get defeated, the potions you used for the alchemies were essentially wasted. It's all or nothing, especially during boss encounters. If you use up all of your potions and still find yourself defeated, the game is pretty much over. It's nigh impossible to emerge victorious without the aid of alchemy.

This goes without saying: Practice. Use the navigation level to practice Chakan's fighting moves. Do a couple dry runs on levels you're not familiar with. Enter the level and see how far you can get without using any alchemies. Watch each enemy character and study his movements. It helps to know what you're up against. Study the inventory chart and familiarize yourself with each alchemy, its icon, and its potion requirements. It's not going to help if you repeatedly use Invulnerability only to find that you've used up all of your black potions when you need Healing.

That's the best I can do by way of general advice without giving away some major secrets. All will be revealed in the walkthrough.

=====  
If you're like me, you started out on Level I. Seems like a good place to start. After barely defeating the rock hurling minotaur and coming face to face with two axe-wielding demons, I arrived at the conclusion that Level I is impossible. I tried out Level II and couldn't even make it through the first area. Level III gets even worse. And so on. This game is a nightmare. It's quite impossible.

Or is it?

I had to pause and smile when I discovered how easy this game can be. The solution is revealed below.

One final note: I'm playing on the "Deadly" difficulty setting.

=/-----Part 3.0 - Early Game Goals-----\  
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The designers did a great job of faking us out with Level I, which turns out to be the hardest level in the game. Level VI is the easiest level. There are also some well concealed secrets that make the game much, much easier when discovered and exploited. Having unlocked this game's secrets, I have developed an early game strategy that is crucial to success.

The key to understanding this game is the realization that Chakan's Basic Swords are next to useless. There are very few enemy characters that he can easily vanquish with them. Against most opponents, you'll be pounding on him while wondering if he'll ever drop. The Basic Swords just don't pack enough of a punch to compete with the forces of supernatural evil. I believe the Basic Swords are regular steel swords. Against zombies and other undead creatures, an ordinary sword isn't going to be all that useful. It does very little damage.

To emerge victorious over supernatural evils, Chakan is going to need weapons with supernatural powers. The Ice Sword, Fire Sword, and Lightning Sword are all imbued with such powers. The elements of Fire and Water are diametrically opposed here. The Ice Sword is very damaging to fire-based creatures, while the Fire Sword is best used against water-based creatures. The Lightning Sword isn't quite as powerful as the other two. It sacrifices damage power in favor of a ranged attack (it shoots lightning bolts). The Lightning Sword appears to be Chakan's best form of recourse against air-based and earth-based creatures.

Chakan begins the game with only his Basic Swords. The other weapons are hidden in the elemental realms. This is an early horror genre game, and the most horrific part of it is that Chakan faces an impossible situation. Regardless of which realm he visits, he has little to no hope of prevailing. However, he can prevail by using his immortality to his advantage. That's what we're going to do here. We are going to take an impossible situation and turn it into a possible one.

Chakan's early game goals are to properly arm himself and acquire some potions that he will need in his struggle against evil. Once he is armed with weapons that can actually compete with his enemies, he's already won half the battle. The other half of the battle is won with smart strategy.



=/-----Part 3.1 - Preparing For Battle-----\=

=====

I'm going to presume that you've explored the navigation level and found the four potions there. Check your inventory. You should have one of each color. Enter Level VI.

Level VI - Lava

=====

This is about as easy as the game gets. There are two enemy characters here, and prevalent lava as an environmental hazard. Items in this level include 3 Yellow Potions, 1 Black Potion, and the Fire Sword.

Phoenix

=====

He rises from the lava, usually under a ledge you need to stand on. He'll fly to the left a bit, then turn around, flying right for a bit, flying back and forth through the tunnel. Each time he turns around, he gains a bit of height. Chakan can dispatch a Phoenix with his Basic Swords.

Black Drake

=====

A large saurian beast found hanging out in the upper regions of the lava caves and in rooms. He flies about erratically, his movements often unpredictable. If you stay on the ground too long while he's nearby, he'll come after you. Chakan can dispatch a Black Drake with his Basic Swords.

Goal - Find Fire Sword And Collect Some Potions

=====

Chakan starts out on a ledge just above a lava flow in a tunnel. The only safe way to proceed is to jump to ledges on the lava flow. If you happen to land in the lava, you'll start taking continuous damage. Quickly get out of there. Phoenixes will rise from the lava and start flying back and forth, gaining height each time they turn around.

My advice is to ignore the Phoenixes. Jump from ledge to ledge, using spin slashes in case any Phoenixes get near. This is a great place to practice spin slashing. Double tap Button 2, quickly press Button 1 as you proceed from ledge to ledge. Most of the ledges are a single jump's distance from each other, but some are further away, requiring a double jump to cross the distance. If you get hit by a Phoenix, he'll knock you into the lava. Use spin slashes to get from ledge to ledge, and keep moving.

If you're having difficulty with repeatedly falling into the lava, all I can say is: Practice! Get a feel for the distance you need to travel to safely land on each ledge.

If ignoring the Phoenixes isn't working for you, spend some time watching a Phoenix's movements. He'll rise from the lava and start flying back and forth, gaining height each time he turns around. Stand on a ledge where a Phoenix is patrolling, jump over him each time he flies toward you. When he's high enough that he'll fly over you, attack upward (Up plus Button 1) to get rid of him as he flies above.

At the end of the tunnel is a shaft with a lava-fall. To the right are two ledges, each with a fire-spitting gargoyle on it. You cannot defeat the gargoyles, as they're a part of the scenery. The gargoyles will breathe fireballs downward toward you. Double jump to your right and spin slash. Any fireballs that hit Chakan while he's spin slashing will be deflected by

his slashing swords. You'll probably land on the lower ledge. Double jump straight up, through the upper ledge to safely land on it. Jump to the left to land on another ledge just above a lava flow in another tunnel.

Proceed leftward through this second tunnel, jumping from ledge to ledge while avoiding or dealing with the Phoenixes here. At the left end of this tunnel is another shaft with two gargoyle ledges. Spin slash to avoid being hit by the gargoyles' fireballs, get to the upper ledge, and jump right to enter a third lava flow tunnel.

Proceed right, through yet another tunnel with Phoenixes. At the right end of this tunnel is a high shaft with gargoyle ledges. Spin slash up to them. At the third gargoyle ledge, double jump to your left. You should land on solid ground near the top of the cavern. There are some cave entrances in this area. There is also a Black Drake flying around. He's probably to your right. Spin slash rightward to find him. You can defeat him by spin slashing through him. There are two high gargoyle ledges to the right of the area with the cave entrances. Atop the highest gargoyle ledge is a Yellow Potion. Grab it.

Get back down to the area with the cave entrances, and head leftward. There's another Black Drake flying around. Find him and deal with him. To the left of the area with the cave entrances are more gargoyle ledges. Atop the highest ledge is another Yellow Potion. Grab it and jump back down to the area with the cave entrances.

There are four cave entrances here. On a ledge above them is a fifth cave entrance that leads to the boss (the Black Dragon). Below you are some extraneous areas (lava flow tunnels with more Phoenixes). Each of the four cave entrances leads to a room with a Black Drake. Three of the rooms have items. From left to right, here's what's in each room....

- Cave #1: Nothing
- Cave #2: Fire Sword
- Cave #3: Yellow Potion
- Cave #4: Black Potion

If you've taken a lot of damage while getting this far, don't worry about it. We're not trying to win the battle yet. Our only goals right now are to get the Fire Sword and potions.

Enter Cave #2 (second from left). You'll appear in a room with a Black Drake flying around. Grab the Fire Sword here and deal with the Black Drake. There's an exit to your right that will take you back to the beginning of this level.

If you're low on health, drop into the lava and get killed. The Ship Of Death ferries you back to the navigation level. Enter Level VI again. Try to get the Yellow Potion in Cave #3 and the Black Potion in Cave #4. Each cave's exit will take you back to the beginning of the level. With Fire Sword and all potions acquired, drop into the lava and die.

=/-----Part 3.2 - Further Preparation-----\=  
=====

Back at the navigation level, check your inventory. You should have the following...

1 Green Potion  
2 Black Potions  
4 Yellow Potions  
1 Gray Potion  
Fire Sword

Equip the Fire Sword (move hand cursor over it and press Button 1).  
Find Level V and enter.

Level V - Ice  
=====

The realm of Ice is full of danger. There are three enemy characters here, and icy spikes as an environmental hazard. Watch the flow of water in the waterfalls. Some will carry you downward, while others will carry you upward. Items in this level include 1 Green Potion, 1 Black Potion, 1 Yellow Potion, 4 Gray Potions, and the Ice Sword.

Undead Wolf  
=====

A gray wolf with a face misshapen by evil. He'll come right at you and keep clawing away until you're defeated. Undead Wolves are resistant to Chakan's Basic Swords, but he can easily dispatch them with his Fire Sword.

Lizard Man  
=====

A green lizard man who carries a sword. He will aggressively come after you and lunge with his sword. Lizard Men are very resistant to Chakan's Basic Swords. With some effort, he can dispatch them with his Fire Sword.

Undead Fish  
=====

They drop down waterfalls and swim around in the frozen lake underground. An Undead Fish will drop down a waterfall and swim to the left or right side of the lake, turn around, swim to the other side, and so on. Chakan can easily get rid of these aquatic nasties with a deft slash of his Basic Sword or Fire Sword.

Goal - Find Ice Sword And Collect More Potions  
=====

As soon as this level begins, you'll be attacked by an Undead Wolf from the left. Chakan starts out facing right. Turn and deal with the Wolf. Jump or roll to your left. Chakan moves rather slowly while walking. He moves faster while jumping, and faster yet while rolling. You'll enter an ice cave. Keep going and drop off the ledge to your left, landing on a slippery ice slope. Drop down the slope and head right. If you're fast enough in getting here, the Lizard Man in this area will be to your right, advancing on you. If you're not fast enough, he may be waiting for you at the slope.

If you arrive at the bottom of the slope before he does, spin slash right through him while he's advancing. The repeated strikes with the Fire Sword while spin slashing should dispatch him quickly.

If he's waiting for you at the bottom of the slope, double jump off the slope and spin slash, landing on top of him. You'll take damage from landing on him. Try to angle yourself so you land to his right. Get some distance on him, then spin slash through him to get rid of him.

With the Lizard Man dealt with, head right. Drop down another slippery ice slope and jump off to your right. There are damaging ice spikes at the bottom of the slope. Land on a small ledge just above the spikes. Jump

across two more ledges, then jump right and fall down a shaft. You'll land on a slippery slope. There's a bed of icy spikes at the bottom of this slope. Double jump off the slope, heading leftward. You'll land on another slope. Quickly double jump off this slope, heading left, or you'll slide into the bed of spikes. At the top of the slope is a safe area where you won't slide. Double jump leftward to land on yet another slope. There are more spikes at the bottom of this slope. Quickly double jump left to get to another safe spot.

To your left is a large cavern with two waterfalls (they both go downward). Double jump and spin slash down one of the waterfalls (just in case any Undead Fish happen to be swimming down the waterfall). You'll be carried into the underground lake at the bottom.

Chakan can remain underwater for as long as he likes. He's immortal; he can't be bothered with such nonsense as having to breathe air. ;)

Above the lake is a ledge with some spikes, some potions, and two Lizard Men patrolling. Watch for Undead Fish as you head left. They could come from the left or right, and they move very fast. Be alert and quickly react when one shows up behind you. Turn and slash with your sword. A more unreliable method of getting through this area is to repeatedly spin slash as you proceed. If you land on the floor of the lake at just the wrong moment, an Undead Fish may hit you before you can get spin slashing again.

At the far left side of the lake is a Gray Potion under a slope. Grab it. Use double jumps to ascend two slippery slopes here. At the top of the second slope is a Gray Potion, next to some icy spikes. Jump up two more slopes, and jump into the wall to your right to enter a secret passage. Head right, dropping down a floor to find a secret area that contains the Ice Sword.

Head back to the slopes. As you emerge from the secret passage and drop onto the slope, jump up and left to get to another slope to your left. Double jump right and spin slash through a Lizard Man who's guarding a Gray Potion on the top floor of the ice caves.

Drop back down into the lake. To your right is a ledge with a Lizard Man. There aren't any items here, so ignore him and proceed rightward through the lake. As before, watch for Undead Fish. You'll pass under some waterfalls (all of which empty downward into the lake) and a ledge with some potions and a Lizard Man. When you emerge in a large cavern with a waterfall that goes upward, get up onto the ledge you passed under. If the Lizard Man is waiting for you at the edge of the ledge, spin slash through him. Otherwise, get on the ledge, wait for him to come after you, and spin slash through him. Double jump through the waterfalls (otherwise they'll carry you back down into the lake). There's a Gray Potion here, and a Green Potion further to the left.

Head back to the cavern with the waterfall that goes upward. Spin slash up the waterfall, right through an Undead Wolf who's waiting for you on the floor above, and angle right to land on the floor. There's a Yellow Potion here. Ride the waterfall up to another floor and angle either left or right to land on the floor (if you don't, the waterfall will carry you all the way to the top floor). There's nothing on this floor. Spin slash up the waterfall again, through an Undead Wolf who's waiting for you on the third floor. Angle left this time. There's a Black Potion here. Ride the waterfall up to the top floor and let the Undead Wolf there kill you.

Back at the navigation level, check your inventory. You should have the following...

2 Green Potions  
3 Black Potions  
5 Yellow Potions  
5 Gray Potions  
Fire Sword  
Ice Sword

Note: It may take a couple trips through this level to acquire all of the items. If you get killed half-way through the walkthrough, just enter the level and try again. You should be able to get all of the items on the left side of the ice caves in a single attempt. Re-enter the level and get the items on the right side.

=/-----Part 4.0 - The Fire Realms-----\  
=====

Now that Chakan has two of the supernatural weapons he needs, he can begin his assault on the elemental realms. The third supernatural weapon, the Lightning Sword, is hidden in a sneaky place. Let's get our hands on that first.

Equip your Ice Sword and enter Level IV.

=/-----Part 4.1 - Fire - Level IV-----\  
=====

The realm of Fire has two areas that Chakan needs to traverse. There are two enemy characters prowling this realm, plus fire pits and fire-spitting gargoyles on the walls in the castle. Once inside the castle, Chakan will need to get keys from defeated opponents to unlock doors. Items in the realm of Fire include 2 Green Potions, 3 Yellow Potions, 1 Black Potion, and the Lightning Sword.

Vulture Imp  
=====

These guys are winged demons who defend the dead forest that Chakan has to traverse to reach the castle of Elkenrod, Mistress Of Spectres. Each Vulture Imp carries a spear, which he will use to attack our hero and try to keep him at bay. Vulture Imps are very fast, flying in a clockwise oval pattern. He'll come at you from the right, flying leftward straight at you. Then he'll circle around, flying overhead rightward before dropping down and coming after you again. Vulture Imps are very resistant to Chakan's Basic Swords but vulnerable to the Ice Sword.

Zombie  
=====

Prowling the hallways of Elkenrod's fortress are sword-wielding zombies. Watch out for his slashing sword. He can easily cut you down with repeated strikes. Zombies are very aggressive when approaching you from the right, but for some reason they're timid when approaching from the left. Try to keep right of him if you can. Zombies are very resistant to Chakan's Basic Swords but vulnerable to the Ice Sword.

Goal - Defeat Elkenrod, Mistress Of Spectres  
=====

Chakan starts out in the dead forest. There are four Vulture Imps on guard duty here. As you begin, the first guy is already coming after you. Do a

quick double jump, or he'll slam you with his spear. If you advance to the right without slaying this guy, he'll follow you, and you'll be overwhelmed by Vulture Imps before you get close to the castle.

Watch his movements. He comes at you from the right, flies past you, circles around and flies overhead, flying rightward; then he drops down and comes after you again. His movement pattern is a clockwise oval. He moves very fast. It's easy to get caught off guard. Watch his movements and get a feel for the timing. The best way to deal with him is to double jump over him when he comes after you, wait just a bit as he circles around, then double jump and spin slash to get him while he's flying overhead. If your timing is off, he may hit you in midair before you can spin slash. Double tap Button 2 to get airborne in a double jump, then quickly hit Button 1 to spin slash.

The dead forest is a linear left-to-right area with a few fire pits (a small crater that glows red). Double jump over the fire pits and spin slash, just in case a Vulture Imp happens to be advancing. Deal with the Vulture Imps one at a time. If you're having difficulty getting through the area in one piece, all I can say is: Practice! Familiarize yourself with the Vulture Imps' movements and where each guy is. With practice, it's possible to make it to the castle without getting a scratch.

Once inside the castle, you're in a spooky corridor. Head right, and watch for the first Zombie. He'll be coming after you shortly. Stay out of his sword reach, double jump, and spin slash through him. He'll drop a key when defeated. Get the key. Proceed through the corridor until you can jump up to the second floor. Get up there and face down another Zombie. These guys are timid when approaching from the left. He looks like he's afraid of you, rapidly slashing with his sword as he slowly advances. Your sword reach outmatches his. Let him have it until he's defeated. He leaves behind another key.

Head left on the second floor until you reach a shaft with fire-spitting gargoyles on the wall. The gargoyle belches a fireball, which falls downward. The gargoyles cannot be killed, as they're a part of the scenery. Steer clear of the fireballs and get up to the third floor. Advance right until another Zombie comes after you. Get rid of him just like you did the first one. Stay out of his sword reach, double jump, and spin slash right through him. If you arrive at a room with a higher ceiling before the Zombie comes after you, back into the corridor and wait for him to follow you before spin slashing through him (otherwise you'll spin slash up toward the ceiling and completely miss him). Pick up the key he leaves behind and head right.

You'll soon arrive at a room with a barred door and some ledges. Double jump over the fire-spitting gargoyle here and drop down to the door. To enter the door, you have to press Up once to unlock it with one of the keys you're carrying, then press Up a second time to enter the doorway.

You'll appear in room elsewhere in the castle. There are gargoyles on the walls to the left and right, and above you is a ledge with a Black Potion. Two Zombies are advancing from the right, so jump straight up onto the ledge, grabbing the Black Potion. The Zombies will hang out below, waiting for your next move. They know they've got you trapped, surrounded by fire-spitting gargoyles with nowhere to go. Use the Scythe alchemy (Damage Enemies). It costs two Yellow Potions, which you should have plenty of. The magic spell will kill both Zombies, and one of them will leave a key behind.

Spin slash leftward. Chakan's rapidly slashing swords will deflect the fireballs from the gargoyles, allowing him to land at a safe spot against the

left wall of the room. Face right and roll along the floor to quickly get under the gargoyles' fireballs (press Down plus Button 2 to roll). Grab the key that was left by the Zombies. Double jump straight up and spin slash to your right. You should be able to safely get past the row of gargoyles here. To your right is the exit door, with two gargoyles above it. Get to the door, quickly unlock it, and enter.

You'll appear in a corridor at the upper right corner of the castle. A Zombie will come after you. He's approaching from the left, so he's timid. Get rid of him and grab his key. There are three doors in this hallway. Unlock and enter the door on the right. You'll appear in another corridor with another Zombie approaching from the left. Dispatch him, grab his key. There are two doors in this corridor. The one on the left is guarded by two gargoyles. Get next to a gargoyle, double jump straight up, and spin slash left. Chakan's slashing swords will deflect the gargoyle's fireballs. To your left is a Green Potion. Get past the second gargoyle and grab it. Head right, getting past the gargoyles, and take the right-hand door.

You'll appear in yet another corridor with a Zombie advancing from the left. Get rid of him, grab his key. There's only one door in this corridor, and it's guarded by two gargoyles. Get past the gargoyle and enter this door to arrive at Elkenrod's chamber.

#### Elkenrod, Mistress Of Spectres

=====

She's a tough boss who has a mean reach with her long sword. She'll jump toward you and attack, then back off a bit while lunging with her sword. Her sword reach easily outmatches yours. She knows she's got you outmatched, so she'll wait for you to come after her. If you get too close, she'll kick you away. If you don't come after her, she'll bring the fight to you. If you allow yourself to get cornered at the left or right side of the room, she'll pound you with kicks. Elkenrod is a formidable boss who is confident that she'll emerge victorious. She's extremely resistant to Chakan's Basic Swords and vulnerable to the Ice Sword.

The easiest way to defeat her is to use Invisibility. Double jump and spin slash to the center of the room, where Elkenrod will begin her assault. Use Invisibility. It costs two Green Potions. Elkenrod will immediately break off her attack and jump back and forth, looking around for you. Hit her several times whenever she's on the ground, then advance underneath her while she jumps over you, and hit her again when she lands. Keep doing this for an easy victory.

Invulnerability works about as good as Invisibility. Get to the middle of the room. She'll attack from the left, jump over you, attack from the right, then jump over you, and so on. Hit her whenever she's on the ground. The problem here is that Invulnerability costs you two Black Potions, which you may need for Healing later. Invisibility is a smarter strategy.

Another idea is Double Damage. It costs one Black Potion and one Yellow Potion. Get to her right, crouch, and attack. Chakan can easily get under her sword while crouching. Try to get in as many hits as you can while she's backing off a bit. Hold Down and toward her to slowly advance while crouching if she backs out of your striking range. Try not to get too close, as she'll kick you away. Keep pounding on her, and don't allow yourself to get cornered against the wall. When she jumps toward you, quickly roll underneath her and resume your assault from the left. The Double Damage alchemy reduces the length of the fight and makes quick work of Elkenrod as long as you're able to score consistent hits.

If you're close to defeat and she's getting the best of you, use the Scythe alchemy as a last resort. It will only damage her, but it may do just enough damage to finish her off.

#### Goal - Find Lightning Sword And Collect Potions

=====  
With Elkenrod defeated, Chakan can enter the Fire realm and safely collect items he passed up earlier. The Vulture Imps and Zombies are gone, and the gargoyles are no longer spitting fireballs. All of the doors are also unlocked.

In the castle, at the first shaft with gargoyles, get up to the third floor. Jump out into the shaft (left), and double jump, angling right to land on the fourth floor above. Do this again to get to the fifth floor. There's a Yellow Potion here. Drop back down to the third floor and proceed into the room with the door. Head right, past the door, and through a long corridor. At the end of this corridor, you can jump up to the fourth floor and collect a Green Potion. Back at the room with the door, jump up to the fourth floor, then get up to the fifth floor. At the end of the corridor here is a Yellow Potion. Drop back down to the fourth floor and head right. You'll have to jump up to the fifth floor to proceed.

You'll come upon a large shaft with a forboding line of gargoyles on the wall (good thing we didn't have to pass through here when they were spitting fireballs). At the bottom of this large shaft is a Yellow Potion. Jump up the ledges to get to the top, and head right, into the corridor with the three doors. Enter the right-hand door. You'll appear in another corridor. Enter the first door you see to get to the last corridor, which only has one door that leads to Elkenrod's chamber. Face right and enter this door. As soon as you appear in the boss chamber, roll along the floor. When Chakan stops rolling, immediately roll again, then roll a third time. Jump to grab the Lightning Sword, which is on a ledge at the far right side of the room. You have a short time to get that sword before Death transports you back to the navigation level. Rolling is the fastest way to get across the room.

Very sneaky of them, hiding this sword in a boss chamber, and it only appears there after you've defeated the boss.

#### =/-----Part 4.2 - Lava - Level VI-----\= =====

This is about as easy as the game gets. There are two enemy characters here, and prevalent lava as an environmental hazard. Items in this level include 3 Yellow Potions, 1 Black Potion, and the Fire Sword.

We've already been here, and you should've picked up all of the potions here. If not, you can get them after defeating the Black Dragon.

#### Phoenix =====

He rises from the lava, usually under a ledge you need to stand on. He'll fly to the left a bit, then turn around, flying right for a bit, flying back and forth through the tunnel. Each time he turns around, he gains a bit of height. Chakan can dispatch a Phoenix with his Basic Swords or the Ice Sword.

#### Black Drake =====

A large saurian beast found hanging out in the upper regions of the lava



caves and in rooms. He flies about erratically, his movements often unpredictable. If you stay on the ground too long while he's nearby, he'll come after you. Chakan can dispatch a Black Drake with his Basic Swords or the Ice Sword.

#### Goal - Defeat The Black Dragon

=====

See section 3.1 for a walkthrough of the Lava realm. Keep your Ice Sword equipped, and make your way through the lava flow tunnels, ascending toward the upper region of the lava caves where the four cave entrances are. On a ledge above, a fifth cave entrance leads to the Black Dragon's domain.

#### The Black Dragon

=====

This guy is one of the easiest bosses to beat. He's a large dragon who will stay above you while breathing fireballs. When a fireball impacts the ground, it will set the ground ablaze. Fires on the ground last for a short while before going out. The Black Dragon knows that Chakan cannot spin slash fast enough to hit him while ascending, so he's not shy about hovering directly above you. He'll try to hem you in with blazing fires to your left and right, and then ram you from above. He's extremely resistant to Chakan's Basic Swords, but vulnerable to the Ice Sword.

If you're badly in need of Healing, go ahead and use it. I usually don't need it, as I've become good at making it through the Lava realm without taking much damage. For the actual fight with the Black Dragon, I don't need to use Healing at all. He's easy to beat. Just get around him with a double jump, spin slash, and fall through him. He'll take massive damage from your rapidly slashing swords, and he'll retreat upward. Watch him carefully as he flies down to attack again. Get around his fireballs and keep spin slashing through him. Just try not to land in one of the fires he's set on the ground.

If you're having difficulty with him, try using a Slowdown alchemy (the Hourglass). It costs two Gray Potions. The Black Dragon will be much easier to get around and spin slash through while he's slowed down. You shouldn't need to use any other alchemies here. Save them for later, when you'll really need them.

#### =/-----Part 5.0 - The Water Realms-----\=

=====

Chakan will need his Fire Sword for the Water Realms. The going gets tougher here. You'll need Healing more often, but try to save up some Black and Gray Potions for the Air and Earth Realms, where you'll need them the most. Also, we'll be needing plenty of Yellow Potions and at least two Green Potions for the Earth Realm. For the Air Realm, we'll need as much of everything that we can save up.

#### =/-----Part 5.1 - Ice - Level V-----\=

=====

The realm of Ice is full of danger. There are three enemy characters here, and icy spikes as an environmental hazard. Watch the flow of water in the waterfalls. Some will carry you downward, while others will carry you upward. Items in this level include 1 Green Potion, 1 Black Potion, 1 Yellow Potion, 4 Gray Potions, and the Ice Sword.

We've already been here, and you should've picked up all of the potions in the ice caves. If not, you can safely collect them after the boss is defeated.

#### Undead Wolf

=====

A gray wolf with a face misshapen by evil. He'll come right at you and keep clawing away until you're defeated. Undead Wolves are resistant to Chakan's Basic Swords, but he can easily dispatch them with his Fire Sword.

#### Lizard Man

=====

A green lizard man who carries a sword. He will aggressively come after you and lunge with his sword. Lizard Men are very resistant to Chakan's Basic Swords. With some effort, he can dispatch them with his Fire Sword.

#### Undead Fish

=====

They drop down waterfalls and swim around in the frozen lake underground. An Undead Fish will drop down a waterfall and swim to the left or right side of the lake, turn around, swim to the other side, and so on. Chakan can easily get rid of these aquatic nasties with a deft slash of his Basic Sword or Fire Sword.

#### Goal - Defeat The Behemoth

=====

See section 3.2 for a walkthrough of this level. At the bottom of the lake, head right, watching for Undead Fish. At the waterfall that goes upward, spin slash up the waterfall and let it carry you all the way to the top. You'll slash through three Undead Wolves along the way. At the top, head right to face the Behemoth.

#### The Behemoth

=====

A large creature of some sort who lives under the snow. If you're wondering where he is, you'll soon find out. He rises up from the snow to attack. His body takes up most of the screen, leaving Chakan with very little room to maneuver at the left side. The Behemoth uses some smart attacks in his attempt to do our hero in. He knows that Chakan's only safe spot to stand is at the left side of the area, so he'll lift his claw from under the snow to grab him. He'll also fire a white beam from his eyes. He's a big tough guy who throws his weight around and leaves our hero with very few options. He's extremely resistant to Chakan's Basic Swords and vulnerable to the Fire Sword.

It's amazing how easily this guy drops when you use Double Damage on him. It'll cost you one Black Potion and one Yellow Potion. That's usually all I need. If you made it this far without taking much damage from the Lizard Men and Undead Fish, you should be fine. Crouch and hit him in the head whenever he rises from the snow. Even if he scores a few hits on you with his claw, don't panic. Keep pounding on him. Watch your health. If you need Healing, go ahead and use it. More often than not, this is a short fight.

If you're close to defeat and you've already done some good damage to him, use the Scythe alchemy as a last resort. It may do enough damage to finish him off.

Do not use Invisibility here! The Behemoth knows where you are (your only safe spot is at the left side of the area). He will score hits on you, just as if you were visible. You cannot safely walk through him while invisible.

=====

The realm of Water is a nightmare. There are two areas here that Chakan needs to traverse to reach the lair of the Naga Lord, and he must face down three enemy characters plus the almighty Mantis in order to get there. As if that weren't enough, there are corridors filled with jabbing spears that make his life very difficult, and he can get swept away by the strong current of an underground river. He will need one key to unlock a door. Items in this realm include 2 Green Potions, 3 Black Potions, 2 Yellow Potions, and 3 Gray Potions.

#### Iguana Man

=====

The first area is infested with these fast-moving guys. They will drop down a shaft at the left side of the area, and a waterfall at the right side, and rapidly proceed through the maze of corridors until they arrive in the river at the bottom and flow off-screen at left. They are very fast. It's easy to be caught off guard by one of these guys. Iguana Men are resistant to Chakan's Basic Swords and vulnerable to the Fire Sword.

#### The Mantis

=====

A giant praying mantis who hangs out in a pit full of skulls. He has a mean reach with his pincers, making it pretty much impossible to get to melee range with your Fire Sword. He's so strong, he might as well be a boss character. That's how strong he is. He's resistant to all of Chakan's weapons except the Fire Sword. But good luck trying to fight him with it.

#### Undead Piranha

=====

Little fish who swim around in pools of water. Chakan has to traverse a few pools full of these guys. He can easily dispatch them with his Fire Sword.

#### Shark Man

=====

Chakan has to traverse a pool where two of these guys are swimming around. They swim around in a clockwise oval, patrolling their domain and defending the entrance to the Naga Lord's chamber. They're resistant to Chakan's Basic Swords and vulnerable to the Fire Sword.

#### Goal - Defeat The Naga Lord

=====

The first area of the Water Realm is a nightmare. You can head right and face the almighty Mantis in his layer of skulls, or you can drop down the shaft to your left and try to navigate through a maze of jabbing spears and Iguana Men.

The easy way is to face down the Mantis. Equip your Lightning Sword and head right a bit. Try to stay just outside the Mantis's striking range. If you're not sure what his striking range is, you'll find out soon enough as he emerges from the layer of skulls and starts attacking. Apparently, he cannot leave the skull-filled pit. Stay outside his striking range, crouch, and hit him with lightning bolts whenever he rises from the pit. The Mantis is resistant to the Lightning Sword. He's vulnerable to the Fire Sword, but I don't see a way to engage him with it, short of using Invulnerability. Keep hitting him with lightning bolts, and he'll eventually drop.

Head right and get across the skull pit. Don't worry about sinking in (it's safe). To the right of the skull pit, drop down a shaft, landing on a small ledge. Equip your Fire Sword and drop down to the floor below. Stand to the left of the slope and face right. Wait for an Iguana Man to show up. Be alert because these guys are really fast. When he comes on the scene, get rid of him and grab the key he leaves behind. The Fire Sword makes quick work of him.

Jump up to the small ledge, and double jump into the right-hand wall of the shaft above. You'll enter a secret passage. There's a Green Potion here. At the right end of this passage is a waterfall. Wait for three Iguana Men to descend through the waterfall. When the coast looks clear, jump out into the waterfall and double jump to get additional height, angling left to land on a floor above.

You're in a corridor with three barred doors. Enter the middle door (the other two take you back to the navigation level). Push Up to unlock the door with the key you got from the Iguana Man, and push Up again to enter the door.

In the second area, you're falling down a shaft. Press Button 2 to spin jump while falling, and spin slash. You'll land in a pool of water where two Undead Piranhas are swimming about. If you happen to land on one of them, the spin slash should take care of him. A swipe of the Fire Sword will easily defeat a Piranha. At the right side of the pool, jump and spin slash down another shaft, into another pool with Piranhas. At the left side of that pool, jump and spin slash down a third shaft and into yet another pool with Piranhas. At the right side of this pool, a shaft leads to solid ground.

Head left and drop down into a large room with ledges scattered about. Drop down along the left wall of this area. At the bottom, you'll land on a Gray Potion in a pool of water where two Shark Men are patrolling. Face right and attack them when they start showing up. You'll probably take a hit and be knocked backward against the left wall. It's safe to stay here, as the Shark Men won't come after you. They swim in a clockwise oval pattern. Keep attacking when they show up. Each of the two Shark Men drops a key when defeated.

Jump up the various platforms in this room. There's a Black Potion on a ledge mid-way up, and a Green Potion on a ledge near the top of the room. Drop back down into the pool at the bottom. If you need Healing, go ahead and use it. Head right, through the wall. You'll be carried upward by a waterfall that goes up. At the top, drop down a long shaft, hugging the left wall, to land in the Naga Lord's den.

#### The Naga Lord

=====

The game's manual doesn't give this guy a name, so I gave him a name of my own (I did the same with the Black Dragon). This guy looks like a naga to me (serpentine body). Maybe a cross between a naga and a mantis. This guy is very energetic, what with all that jumping and hopping around. If you stay on a ledge, he'll come after you and pound on you with his claws. He's a very aggressive character who doesn't appear to use any sort of strategy. Not the smartest of supernatural evils. He's extremely resistant to Chakan's Basic Swords and vulnerable to the Fire Sword.

Head right and drop off the ledge you're on. Hit Button 2 while falling to go into a jump spin, and spin slash. Fall straight down. You should land in a pool of water at the bottom of the chamber, meeting the Naga Lord on the way down. If you land on one of the ledges instead, get down to the water at the bottom. The Naga Lord will try to jump on you. Double jump to get

around him and spin slash, falling through him as he jumps to try to keep up with you. Stay at the left side of the chamber. If you're at the right side, your double jump will carry you to a ledge above, and he'll just jump up there and start pounding on you. Use double jumps to get around him and spin slashes to do massive damage to him. It should be about as easy a fight as the Black Dragon was.

Use Double Damage along with the above tactic to make quick work of this guy. It'll cost one Black Potion and one Yellow Potion.

Another tactic is to use Invisibility (two Green Potions). He'll break off his attack and start looking around for you. Pound on him during this time.

Really, I suggest practicing the spin slash tactic. It's very possible to beat this guy without having to resort to Invisibility or Invulnerability. You'll be needing plenty of Green and Black Potions later.

#### Goal - Collect Potions

=====

With the Naga Lord defeated, Chakan can enter the Water Realm and safely look around for items he missed the first time. The evil creatures are all gone, as are the stabbing spears. All doors are unlocked.

Drop down the shaft to your left and angle right to enter the wall. You'll enter a secret passage. There's a Black Potion and a Yellow Potion here. Head back left and drop down the shaft. Proceed right to an intersection. Drop down and head left. Drop down another shaft into the river at the bottom. Use rolls to fight your way against the current, rolling right. Jump through the ceiling to enter a secret room with a Gray Potion. Drop back into the river and head right. When you reach a slope that angles up leftward, double jump to your right to land in a corridor. There's a Black Potion here. Head back to the slope and jump up the slope to arrive at the intersection. Jump up and head right. Proceed through the hallway here and head upward to the corridor with three doors at the top.

Take the center door. In the second area, there's a Gray Potion at the lower right corner of the boss chamber, in the water. Head upward to find a Yellow Potion on a ledge. Exit the realm of Water through the door on the highest ledge.

#### =/-----Part 6.0 - The Air And Earth Realms-----\= =====

The nightmare continues as Chakan confronts the horrific realm of Earth, home to the Spider Queen, and the realm of Air, stronghold of the Dragonfly King. These two realms are the toughest parts of the game, presenting our hero with a nasty gauntlet of challenges. He will need plenty of Black and Gray Potions for Healing, as many Yellow Potions as he can get for strategic uses of the Scythe alchemy (Damage Enemies), and some Green Potions for Invisibility, which will be essential to his survival at one point.

Everything up until now has been a walk in the park. Okay, it wasn't. It's been quite a challenge to get this far. But the Earth and Air realms make the rest of this game look downright easy in comparison.

Chakan will need his Lightning Sword here. You'll notice it's not as damaging as the Ice Sword or Fire Sword. The denizens of Earth and Air are resistant to all of our hero's weapons.

=====  
The realm of Earth is a nightmarish gauntlet of caves and tunnels that are infested with evil spiders. Unlike some of the other realms we've visited, there is no quick route to the boss chamber. There are three enemy characters here, and slime dripping from the ceiling that presents an environmental hazard. Items in this realm include 1 Yellow Potion, 3 Black Potions, and 1 Gray Potion.

#### Spider Centaur

=====  
He looks like a cross between a giant spider and a humanoid mantis. While not as fast as other evil creatures, he can still easily keep up with you, slashing away with his claws. Spider Centaurs are very resistant to all of Chakan's weapons.

#### Spider

=====  
A small black spider who crawls along the floor in tunnels. These nasty creatures are everywhere. They aren't very fast, but they will sap away Chakan's health if he's hit by one of them. They will also spit poison at range. Chakan can dispatch these evil creatures with two hits from his Basic Sword or Lightning Sword.

#### Web Spider

=====  
A spider who descends from his web on a silky string to bite at you from above. He'll descend toward you for a bite, ascend back toward his web, then come after you again. Chakan can get rid of these nasties with two hits from his Basic Sword or Lightning Sword.

#### Goal - Defeat The Spider Queen

=====  
Chakan starts out falling down a long shaft. Hug the left wall during the fall. At the ground floor, a Spider Centaur is waiting for you. Quickly double jump over him and spin slash. Try to land to his right. You may land on top of him and take a hit, as he's a smart guy who anticipates your every move. Try to land to his right, and use a deft roll to get away from him.

I suggest not using Invisibility here. While invisible, Chakan can walk right through the Spider Centaur without taking damage. However, we have a good distance to travel before arriving at the next enemy presence. Your invisibility will likely wear off by then.

Just try to get over him and land to his right, then roll to get away from him. As he comes after you, fire off a couple lightning bolts with the Lightning Sword, then roll away to your right. Keep hitting him, and keep retreating to the right every time he gets near, and he'll eventually drop.

Practice the roll tactic here. We haven't had to use it much during battle so far (the only time we had to use it was while confronting Elkenrod without the benefit of Invisibility). Face the enemy, get in a couple hits, then push Down and away from him plus Button 2 to roll away from him. We'll be needing to use this tactic more often during the Air Realm.

With the Spider Centaur defeated, there's only one way to go. Head to the

right end of the tunnel and ascend a long shaft, using the small ledges here to work your way upward. At the top of the shaft, another Spider Centaur is waiting to the left. Stay on the small ledge below and double jump, angling right just a bit (if you double jump straight upward, you may get hit by his slashing claws). Spin slash and angle leftward to score some hits on him, and drop back down to the small ledge. Repeat this tactic until he's defeated. He may back off a bit to the left. Just keep spin slashing him when he's at the right side of his ledge. Don't land on his ledge; he'll just knock you off.

With the second Spider Centaur defeated, get up to his ledge and drop down a long shaft to your left. At the bottom, you will meet the first two Spiders. If they're waiting for you at the bottom, you're facing a tough situation. You'll get knocked around as they bite you.

Spiders are the nastiest creatures in this game. If you land on one of them, you'll get knocked around, and you'll keep taking damage as they bite you. They'll also spit poison at range. If you get hit by a poison projectile while trying to land on the floor, you'll get knocked upward again. Try to land on the floor, quickly crouch, and nail the spiders with sword strikes.

If they're not waiting for you, face left and crouch. When a Spider crawls into view, hit him a couple times with lightning bolts. There are two Spiders in this tunnel. Make sure both are vanquished before you proceed.

To your left, slime drips from the ceiling, making this a very hazardous tunnel to get through. Use rolls to quickly get through the tunnel. If you're lucky, you'll make it through without taking a hit. If not so lucky, you may take a hit or two. Keep rolling leftward to safety. Check your health. If you need Healing, go ahead and use it.

As you jump up the small ledges in the next shaft, Web Spiders will descend to bite at you. The first small ledge on the left side of the shaft is safe. When you double jump to the next ledge to your right, a Web Spider will come after you. As soon as Chakan's feet touch the ledge, crouch. The Web Spider will ascend back toward his web above. Stand and strike upward with your swords to get rid of him as he comes back down. For each ledge you jump to, a Web Spider will drop down and come after you. You're safe as long as you crouch on the ledge. Wait for him to ascend, then attack straight up as he comes back down. Two hits will defeat each Web Spider.

At the top of the shaft, head right and drop down another shaft to face two more Spiders. Get rid of them quickly. If they're waiting for you at the bottom of the shaft, jump to the right to get away from them. Crouch and hit 'em with lightning bolts.

Head to the right end of this tunnel, where you can jump up to the floor above. There are two more Spiders up there, and they may be waiting for you. If they are, get up there with a spin slash and try to get away from them. If you're having problems, use the Scythe alchemy (Damage Enemies). You should have plenty of Yellow Potions. Make sure the Spiders are on-screen when you use the Scythe alchemy. The damaging magic will kill both of them.

If they're not waiting for you, get up there quickly, crouch, and nail 'em with lightning bolts.

A note about the Spiders: As soon as you leave a floor where Spiders were, two more will re-spawn in that tunnel. As soon as the floor of the tunnel leaves your field of view, two more Spiders have just appeared in that tunnel, and they could be directly below you. While ascending the tunnels in

this area, tunnels that you've already cleared out are not safe to go back to.

At the left end of this tunnel, you can jump to the floor above and face down two more Spiders. Try your best to deal with them or get away from them. This is a very difficult area to get through. If all else fails, consider using Invulnerability (2 Black Potions).

At the right end of this tunnel is a small ledge that'll provide some respite from the Spider onslaught. Get up there. On the floor above to your left, there are probably two Spiders waiting for you. Use the Scythe alchemy to get rid of them. Head up into the new tunnel. At the left end is a shaft. Get on the small ledge here, double jump rightward, and spin slash to hit a Spider Centaur on a ledge above. You'll land on a small ledge just below him. Jump leftward to get clear of his slashing claws, double jump, and spin slash through him, landing on that small ledge just below him. When he's defeated, head up and right.

There's a Black Potion on a small ledge to your right. Grab it, then drop down the shaft here to arrive at a doorway. Check your health. If you need Healing, go ahead and use it. Push Up to enter the doorway.

In the second area, Chakan starts out falling down a long shaft. Angle to your right to land in a secret entrance in the right-hand wall. It leads to a secret area with two potions. Drop down to your right. At the bottom of this shaft is a Black Potion. Use the small ledges to ascend toward the top of the shaft. Near the top, a Gray Potion sits on a small ledge against the left wall. At the top, head right and drop down a long shaft.

At the bottom, a Spider Centaur is approaching from your left. Use a roll to get away from him, and nail him with lightning bolts as he comes after you. Keep rolling away from him, and keep hitting him. If you get cornered against the right wall of this area, double jump over him and resume your assault from the left. There's a Black Potion on a small ledge above. Grab it. At the right wall of this area, double jump to a tunnel above and head right. Ascend through a tall shaft as far as you can go for a Yellow Potion. Drop back down to a junction you passed up earlier and head left.

Drop down leftward and double jump over a Spider Centaur who comes after you here. Get on a small ledge at the left side of this tunnel. Strike downward with your swords to hit the Centaur as he mills about below you.

Head up and right, into an empty tunnel. At the right end of this tunnel, you can jump up to the next floor, where two Spiders are probably waiting for you. This is another difficult area to get through. Use the Scythe alchemy if you're having trouble, and use Healing as needed. Try your best to deal with the Spiders or avoid them. At the middle of this tunnel, you can jump up to the next floor and face down two more Spiders. Proceed right, get up to the next tunnel, deal with the two Spiders there. Finally, we can jump to the top floor and the final two Spiders. Dust 'em and head right through a long tunnel. Drop down a long shaft to enter the Spider Queen's lair.

The Spider Queen

=====

Another aggressive combatant who doesn't appear to have any sort of strategy in mind. She'll come after you, corner you against the wall, and pound you into dust. She's very fast. Even if you double jump over her, she'll just hit you on your way down. She also spits poison at range. This horrific creature is extremely resistant to all of Chakan's weapons.

The best way to defeat the Spider Queen is to use Invisibility. It's one of



the smartest uses for two Green Potions. She'll break off her assault and start looking around for you. Keep her in sight and pound her with lightning bolts for an easy victory.

Because the Spider Queen is so aggressive and there's very little room to maneuver, there aren't a whole lot of other strategies that work well here. Double Damage isn't a good idea. You'll have to duke it out with her, which means you'll probably need Healing to stay in the game. If you duck under her poison projectiles, you're safe. Problem is, you can't score hits on her either. Hits to her legs don't count. You have to score hits on her torso while standing.

If you've somehow managed to save up a good number of Black Potions (like, at least four), try Invulnerability (two Black Potions). You'll need your other two Black Potions in the Air Realm.

My advice is to save up two Green Potions for this fight and use Invisibility. That's the best way to go about things here.

=/-----Part 6.2 - Air - Level I-----\  
=====

The realm of Air is the toughest part of the game. Chakan will be navigating through four difficult areas on his way to the Dragonfly King. There are four enemy characters to face here, and the hardest boss in the game. Chakan will need plenty of Healing here (Black and Gray Potions) and at least two Green Potions for a strategic Invisibility. He will also need to get keys from defeated opponents to unlock doors. Items in the realm of Air include 2 Green Potions, 2 Black Potions, and 1 Gray Potion.

Goblin  
=====

A winged green creature who carries a spear. He flies around, tossing spears at our hero in the first area. He's resistant to all of Chakan's weapons.

The Minotaur  
=====

He stands atop a cliff, tossing boulders. He's resistant to all of Chakan's weapons.

Demon  
=====

A green demon who wields an axe. Usually seen in pairs, they will come after you with axes swinging. They can easily keep up with you, as they're pretty fast. Get in a couple hits, then roll away to safety. Demons are resistant to all of Chakan's weapons.

Beholder  
=====

A flying eyeball who sends out magic bolts that paralyze Chakan. He flies around in a clockwise circle. Whenever he sees Chakan, he'll fire off a paralyzing bolt. If Chakan is jumping, jump spinning, or spin slashing, he'll be paralyzed in midair. Beholders can be easily dispatched with Chakan's Basic Swords or the Lightning Sword.

Goal - Defeat The Dragonfly King  
=====

Chakan starts out in an outside area, at the bottom of some slopes that lead

up to the Minotaur. As you head right, the screen will shake, accompanied by rumbling sounds. All that commotion is being caused by the Minotaur, who is tossing boulders down the slopes in your direction. As you head right, you'll meet the first Goblin. Double jump and spin slash into him. He's resistant to the Lightning Sword (as well as the rest of your weapons). It may take a couple spin slashes to defeat him.

At the first slope, get up to the floating platform nearby. Double jump left to land on a long floating platform. There's a Black Potion on a ledge above, and a Green Potion on a ledge to the left. You're probably being harassed by another Goblin. They re-spawn when defeated. Deal with him or try to avoid him as you grab the potions.

Head back right to the slope. Boulders tossed by the Minotaur are rolling along the ground, and there's another Goblin here. Repeatedly spin slash as you head right. If you happen to land on a boulder, you'll take some damage; but this is the easiest way to get through this area. If you try to use normal jumps to get over the boulders, you'll likely be harassed by the Goblins hanging out above. Just head right, repeatedly spin slashing. Get rid of any Goblins you encounter, and keep moving.

Up another slope and further right, the Minotaur is atop the cliff. Get up there, quickly double jump over him (might as well spin slash too), and land behind him. Turn to face him and attack. When he's defeated, the rubble that blocks the passageway to the right will explode. You'll probably take some damage from the explosion. Get out of there and land on the left edge of the cliff. When the way is clear, proceed through the passageway.

The second area is a long hallway with three doors. If you need Healing, go ahead and use it. As you advance through this area, two axe-wielding Demons will come after you. Get in a few strikes with your Lightning Sword, then roll away to the left as they get near. Keep hitting them with lightning bolts, and keep rolling away from them. Each guy leaves a key behind when defeated. Unfortunately, these two keys unlock the first and second doors, which will take you back to the navigation level.

Demons will re-spawn at the right side of the hallway when defeated. As you advance, two more will come after you. Strike and roll. It's the best way to handle these guys. One of them drops the third key, which unlocks the right-most door. Wait for two more Demons to come after you. Double jump over them, roll rightward to get away from them, find that right-hand door, unlock, and enter. Push Up to unlock the door, and Up a second time to enter.

The third area is what I call "the projectile room". There is one door in this hallway, and you'll need to defeat a Demon to get the key that unlocks it. At the far right end of the hallway are two large shields. Two Demons hide behind them and fire projectiles in your direction. Chakan can easily find himself cut down by these nasty darts. Use Invisibility (two Green Potions). When Chakan becomes invisible, the Demons will stop throwing darts and come out from behind the shields to look for him. Quickly get over there (jump or roll), kill the Demons, grab key, and enter door.

The fourth area is a high tower with slopes that zig-zag upward. There's a Beholder here. Attack diagonally to kill him with a lightning bolt if you can. A Demon will approach from the right. Get rid of him and grab his key. As you make your way upward, you'll encounter Beholders who circle around. When Chakan is hit by a Beholder's energy bolt, he's paralyzed for a short time. It's easier to just avoid the Beholders than try to fight them. Use double jumps to ascend the slopes in this area, and use spin slashes just in case a Beholder happens to be in your path. At the top is a door. To the

left of the highest slope here is a Black Potion. Grab it. If you need Healing, by all means get healthy. Enter the door to confront the Dragonfly King.

#### The Dragonfly King

=====

This guy is mean! He carries a big axe, which he'll swing downward at you. If you get too close to him, he'll just kick you away. He'll take up a defensive position, swinging his axe and kicking to keep you at bay, then he'll jump and try to land on you. If there's a ledge above, he'll land up there and hang out there for a while before dropping down to engage you at close quarters. The Dragonfly King is a tough boss who is confident in his abilities. He's nigh impossible to fight with a melee weapon. His only weakness is that he wasn't expecting Chakan to show up with a ranged attack. The Dragonfly King is extremely resistant to all of Chakan's weapons.

Chakan appears on a ledge at the top of the arena. Head left and jump to a small ledge with a Gray Potion. Head back right, across the ledge you started on, and jump over to another small ledge with a Green Potion. Drop down to your right and look for the Dragonfly King, who is probably nearby.

With the Lightning Sword, you shouldn't need to use any alchemies here. Maybe Healing if you get in trouble. Face the Dragonfly King from a safe distance and pound him with lightning bolts as he takes up his defensive position. He'll jump to the ledge above and then hop down toward you. Use a deft roll to get out of there. Don't let him corner you. For that matter, don't let him get close. Roll away from him whenever he comes after you. Keep slamming him with lightning bolts, stay alert, and keep at a safe distance from him. He'll eventually drop.

Congratulations! Chakan has emerged victorious over the last vestiges of supernatural evil! At long last... Peace.

=/-----Part 7.0 - The Secret Realm-----\=

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To see the real ending, you have to complete the game on the "Deadly" or "Mental" difficulty setting. We see the ending, the credits roll... Then something odd happens. It seems that Chakan's quest isn't over, after all. Death is rather cruel here. He's got quite a mean streak to him. After the dialogue, Chakan appears at the navigation level. By sheer force of will, he has opened up a new portal that leads to Level VII.

The Secret Realm is a spaceship, or some sort of high-tech stronghold. There are two enemy characters here, and mounted guns on the floors that shoot rapid-fire lasers. There are also three teleport chambers that Chakan can use to get around. Items in this realm include 1 Green Potion, 1 Black Potion, 1 Yellow Potion, and 3 Gray Potions.

#### Orb-Bot

=====

A spherical robot who patrols the upper portion of the spaceship, moving along a clockwise patrol pattern. He's very resistant to all of Chakan's weapons.

#### Mosquito Alien

=====

Some sort of insectoid creature who looks sort of like a giant mosquito. He darts around erratically, his movements often difficult to predict. Chakan

can easily dispatch him with his Basic Swords or Lightning Sword.

#### Goal - Defeat The Evil Robot

=====

Chakan starts out on a platform above a corridor where Orb-Bots are patrolling. There are a lot of Orb-Bots in this area. The good news is that they won't come after you. They just patrol the corridors, moving in a clockwise pattern through the spaceship.

Head right and drop down to the floor below. Quickly retreat leftward from a mounted gun that's rising from the floor to fire on you. Jump or roll. You'll probably encounter an Orb-Bot or two while proceeding left through the corridor. We're moving against the flow here. Use spin slashes to safely get through the Orb-Bots, otherwise they'll ram you and you'll take damage. At the left side of the corridor, double jump and spin slash down the shaft to your left, angling right to land on a floor below (if you miss this floor, you'll have to travel quite a distance to get back up and try again). Head right and jump into the area with latticed walls. There's a Gray Potion here, against the left wall.

Head back to the shaft and spin slash down (just in case any Orb-Bots happen to be ascending through the shaft). You'll land next to a mounted gun. Quickly proceed right, retreating from the gun. At a slope that angles downward to the right, there's an area with some platforms scattered about. Jump up to the highest one for another Gray Potion.

You can try to fight the Orb-Bots moving through this area by standing on a platform beneath a shaft that they come down (drop off the left side of the ledge where you found the Gray Potion). Stand here and repeatedly spin slash through the Orb-Bots as they descend. These things can take a pounding before going down!

At the slope, drop down a long shaft to arrive at a junction. Head right and up to a corridor with tubes that glow a light blue. Insectoid aliens are darting around in this area. I know, they're hard to see, what with the tubes obscuring our view. Try to spin slash through this corridor. You may take out an alien or two. At the right side of the corridor, double jump out into the shaft to your right, spin slash in case there's an alien above, and angle left to land on a secret floor above. There's a Black Potion concealed behind the latticed walls, against the left wall.

Drop back down into the corridor with the blue tubes and head left, back to the junction. Proceed left and up to another corridor with blue tubes. At the left side of this corridor, double jump and spin slash out into the shaft to your left, and angle right to land on a secret floor above. Behind the latticed walls here is a Gray Potion, against the right wall. Drop down the shaft to land on a slope. There's a Yellow Potion on a platform nearby.

At the bottom of this area is a small chamber with a Green Potion in it. To either side of that is a mounted gun on the floor. Behind each mounted gun is a teleport chamber (you can jump through the wall behind the gun). To use a teleport chamber, stand in the middle and attack. The direction you're facing determines where you'll be transported to. Before teleporting, use Healing to get back to full health.

#### Left Teleport Chamber - Facing Left

=====

You'll appear in a small teleport chamber at the upper right corner of the spaceship (we passed up this area earlier; there's nothing here).

#### Left Teleport Chamber - Facing Right

=====

You'll appear in the small chamber with the Green Potion, and the boss will immediately attack.

#### Right Teleport Chamber - Facing Left

=====

You'll appear in the small chamber with the Green Potion, and the boss will immediately attack.

#### Right Teleport Chamber - Facing Right

=====

You'll appear in the small teleport chamber at the upper right corner of the spaceship. In this room, face left to teleport down to the Left Teleport Chamber. Face right to teleport down to the Right Teleport Chamber.

When you teleport into the small room with the Green Potion, the Evil Robot will immediately come on the scene and start attacking with gunfire. He can move through the walls. You'll probably take a couple hits. Quickly get to the center of the room and attack to teleport out of this death trap. You'll appear in the left or right chamber. Get out of there and into the open, and start engaging the boss.

#### The Evil Robot

=====

This guy is the strongest boss in the game. He can take a pounding before going down. However, he's about as easy as the Black Dragon was. He'll hover above you, raining down gunfire. Aside from the sneak attack in the Green Potion room, he doesn't have much of a strategy. He's extremely resistant to all of Chakan's weapons.

Invulnerability plus Double Damage makes quick work of this guy. You'll need two Black Potions for Invulnerability, and one Black and one Yellow for Double Damage. Spin slash through him with abandon.

If you don't have enough Black Potions left, double jump to get around him, spin slash, and fall through him. It'll be a lengthy fight, but this guy is easy compared to the horrors we've already confronted. Try using Slowdown (two Gray Potions). He'll be easier to get around while slowed down. Keep getting around him and keep spin slashing through him. Chakan will spin slash through his gunfire without taking damage.

Congratulations! Chakan has emerged victorious over all vestiges of supernatural evil... In this game!

#### The End (For Now)

=/-----Part 8.0 - Afterthoughts-----\=

=====

This is a great early horror genre game. I really like the variety of evil creatures and the strategies Chakan has to use to combat them. It's interesting, how he starts out facing an impossible situation and slowly turns the tables on it with smart strategy.

Here are some bits of trivia that I encountered while writing this FAQ...

+ There are 9 Green Potions in the game.

- + There are 12 Yellow Potions in the game.
- + There are 13 Black Potions in the game.
- + There are 13 Gray Potions in the game.

+ It's very possible to complete the game on the "Mental" difficulty setting. You'll have to use Healing a bit more often. Develop a game plan for the whole game and map out your boss-beating strategies so that you know exactly which potions you'll be using, and when. I suggest using Invisibility for Elkenrod and the Spider Queen. Use Double Damage for the Behemoth and the Naga Lord. Aside from Healing, don't use any alchemies for the Black Dragon or the Dragonfly King. Use whatever you have left for the Evil Robot.

Long live the Game Gear! A great portable gaming system.

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