

X Button - Special Ability / Strong Attack
C Stick - (No Use)
Start Button - Pause the Game
- Open the Options Screen
Directional Pad - Scroll through Options

PlayStation 2

* Thanks to Andromeda and Ginger Tray for contributing the controls for the PS2 version

Control Stick - Move
- Move Aim
X Button - Action Button
- Select Option
Square Button - Attack
R1 Button - Change Character
L1 Button - Defend
- Aim
Triangle Button - Team Up
Z Button - (No Use)
Circle Button - Special Ability / Strong Attack
Right Stick - (No Use)
Start Button - Pause the Game
- Open the Options Screen
Directional Pad - Scroll through Options

Xbox

* Thanks to Sariis for contributing the controls for the Xbox version

A Button - Action
B Button - Special Ability
R Trigger - Change Character
L Trigger - Defend/ Aim
Y Button - Team Up

you can skip hitting the objects.

Walkthrough:

After the intro movie you'll appear in the living room, and will have at your disposal Peter and Edmund. I recommend that you control Peter throughout this level. Hit the furniture here to obtain coins.

You'll obtain shields by hitting the piano several times (1), the sofa in front of the chimney (2), the sofa to the left of the chimney (3), the chimney itself (4) -until the circle fills with red-, and the cupboard (5).

Now hit the door until the circle fills with red; you'll destroy it. Enter the hallway. Walk towards the mother to trigger a scene. Then hit the furniture to the right of her to find another shield (6). Go down the hallway, and then up the stairs, grabbing the coins as you do so. When you reach the second floor, follow the hallway until you reach a dead end. Here hit the door to the left.

You'll now enter a bedroom. Susan's room, in fact. Walk towards the left until you find her. She's holding a flash light, which you can use to light several things. Simply press the <L> button to aim the torch in the direction that Susan is facing. The shields in this room can be found by: lighting the painting above the bed (7), illuminating the mirror on the wall (8), and by hitting both beds (9, 10).

Exit Susan's room, and before you destroy the door to the right (it leads to Lucy's room), go back through the corridor and illuminate the paintings that are near the staircase you previously used. Two of the paintings will yield shields (11, 12). Now enter Lucy's room (you'll need to break the door). Illuminate the bed to the right to find Lucy, and then return to the hallway. A scene will start.

-o- Checkpoint -o-

If you've been collecting the shields, then most likely you'll almost be out of time, so allow the timer to get to 0 so that you can start back from this checkpoint. Enter Lucy's room and illuminate the painting that's on top of the wardrobe (13). Return to the hallway.

To cross the hallway you'll need to control either Edmund and Lucy. Once one of them is on the other side of the hallway, hit the big Ben Clock so that it falls and creates a bridge that the others can use to cross. This will trigger a scene, and you'll unlock a new ability.

In the inventory screen, buy the ability "Double Damage". It costs 10 coins, which you should already have. If you don't, go and find some. After you've bought this ability, return to the game.

Take control of Peter, and hit the door to the right until you destroy it. You'll enter a devastated room. Hit the furniture that is beside the door to obtain a shield (14). Then grab the numbers to the left to add 30 seconds to the counter. Hit the bed to obtain one more shield (15), and then wall downwards to trigger a scene.

Now you'll need to control Edmund. Get near the bed post and press the indicated button to climb onto it. Climb to the top and another scene

will start. Before crossing the room, shine light on the painting to the right to obtain another shield (16).

Keep walking until you reach the bathroom. Shine light on the bathtub to obtain a shield (17), and then have Peter destroy the door. Go down the stairs.

-o- Checkpoint -o-

Now you'll need to control either Peter or Susan. Stand besides the furniture, making sure to face the fire, and then push it onto the fire by holding the indicated button. You'll push it until it falls through the hole with the fire. If you're interested in two more shields, shine light on the painting that is on the wall where the furniture you just pushed used to be (18). Then enter the living room (the room to the right), and shine your light on the painting that's above the chimney (19). Get back to the hallway, and put out the second fire by moving the furniture.

When you reach the mother of the children a scene will start. Use Susan to find the keys, but before you do so, hit the chair near the sink to find a shield (20), and do the same thing with the furniture to the right of Mother, in the corner, to find the last shield (21). You can shine light on various objects to obtain coins. By shining light on the purse that's to the right you'll find the keys and will finish this level.

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II.02 - Glimpse of Narnia  
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Preliminary Notes:

In this level you'll notice that there are two types of attacks: A special attack and a weak attack. The weak attack doesn't consume energy, while the special one, as well as most special abilities, do so. Don't worry, you'll gradually recover your energy when you've used some of it.

Walkthrough:

Take control of Edmund and start by grabbing the stick in this area (It is glowing with a yellow light). Once you have it, walk to the brambles located in the upper left part of the screen, and destroy them using your stick. Grab the first token {1}, and then destroy the frozen brambles that are behind by pressing the indicated button to use your special attack. After destroying them grab the token {2}.

Go back to the bonfire and light up your stick with it. Now go down and light the bush that holds the next token {3}. Explore the zone and gather the coins; don't forget to go up the thin tree to obtain another

token {4}.

Now take control of Lucy and make stand on the snowball; simply walk towards it to get on it. Once she's standing on it, go towards the token and grab it {5}, and don't forget the shield that is nearby (1). Press any button to make Lucy jump off the snowball.

Take control of Edmund again. Look for the stick bundle and stand behind it, so that you and the bundle are facing the pile of snow that encloses the last token, in the upper part of the area. Hit the bundle to make it roll and hit the pile of snow. If it hits the target, you'll obtain the last token {6}. A screen will show up, telling you that you have unlocked Team Up abilities.

Before going on, if you would like to obtain the second shield, first turn off your stick by using Edmund's special attack several times. Now that it's unlit, grab the stick bundle and move it towards the pile of snow to the left of the bonfire. Make sure the arrow is pointing towards it. Hit the bundle, and if it hits the pile of snow, you'll get the shield (2).

Now place Edmund beside Lucy and press the button indicated on the screen when the purple rings appear on the ground. This will Team Up Edmund and Lucy. Next, go to the ice blocks to the right and do the Team UP attack to make Lucy break them.

-o- Checkpoint -o-

Walk to the next zone and kill all of the wolves. If you want to obtain the shield floating in the air, go back and make Lucy stand on the snowball to get it (3). Just be careful, since the wolves will continuously reappear.

Enter the cave and follow the path until you come out in the next area. Walk to the lamp post. Use Edmund to climb onto it when the crows are not near, and make him light his stick at the top to get a fourth shield (4). Quickly get off the lamp post before the crows return. Destroy all of the barrels in this area to obtain coins and a heart, incase you need health.

Go through the next corridor until you reach a place with deep snow. Team Up Edmund with Lucy to cross it (Simply walk through it).

-o- Checkpoint -o-

Light up your stick if it is unlit, and destroy the brambles blocking the path. In the next zone you'll have to kill the wolves and torch the three bushes through which the wolves are coming from. You'll additionally get a shield by doing this (5).

Proceed to the next area, grabbing the hearts. Brake the frozen brambles by using Edmund's Special Attack, and watch the scene.

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II.03 - The Spare Room  
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Preliminary Notes:

In this level you'll have to hide from the Macready in certain locations. When you need to do so, you'll be notified and a counter with 15 seconds will appear on the upper part of the screen. The places to hide the children will be marked with their respective faces. If you don't hide them before the time finishes, you'll lose.

Remember you can obtain a bunch of coins by hitting the different objects in the mansion.

Walkthrough:

Exit the wardrobe room. Follow the stairs downwards and hit the armor in the center to obtain a shield (1). Don't get near the professor, or you'll lose. Go up the left hand side of the stairs and enter a small room to obtain your second shield (2).

Return to the stairs and follow them upwards to the right, and enter through the access that is between the armor and the wardrobe room. In this corridor go into the first room that you come across, which is almost straight from the intersection.

In this room there's a bed and several types of furniture. Hit the one beside the bed and that has the green lamp to find a shield (3). Then move the table in the corner, by the curtains, to find Lucy. She will run away.

-o- Checkpoint -o-

Follow Lucy out into the next room. This one is filled with boxes. Lucy will be on the other side. Destroy the boxes. After hitting the first one you'll be notified that Macready has heard you. Quickly destroy the remaining boxes, and then hide Peter beneath the Table and Susan inside the trunk, by pressing the buttons indicated on the screen.

Once you've hid both of them, a scene will start and the Macready will go away, leaving you to explore the house. Follow the corridor. You'll notice a small opening to the left with an armor. Hit it to obtain a shield (4). Follow the corridor and you'll see Lucy open a door and enter a new room.

-o- Checkpoint -o-

Go into the room that Lucy entered (It has a couple of swords engraved on the door). This will be a studio. Between both beds you can find Tennis balls. After grabbing them you can wait a bit and more will spawn. If you switch to Susan you'll see on the upper left part of the

screen how many balls you currently are carrying. By hitting the couch in this room you'll obtain a shield (5). To continue hit the weird light that has the symbol of a button. This will reveal a hidden passage way, along with a group of bats. With Susan, use the buttons indicated on screen to aim at the window and throw a ball at it. You'll destroy it and the bats will fly away.

-o- Checkpoint -o-

Enter the secret passage. You'll go up some stairs and enter a corridor. There's a little access to your right with a shield (6). Continue through the corridor and down the stairs to enter another room with bats. Using Susan shoot balls at the bats, and then aim for the grates in the roof that the bats are using to enter this room. There are two grates and you'll get a shield if you close each one (7, 8). Continue on to the next room.

You'll be in a large room; it's the one with the stairs you used at the beginning of this level, but this time we won't be using them. Hit the chair in the left corner to obtain a shield (9). Then go to the wall on the right and hit the grate in the wall to destroy it. Take control of Lucy and make her enter the small access you've revealed so that she can open the next door.

Now enter the next room. You'll be in the dining room. Use Susan to close all of the bat's grills. They are two, and you'll get a shield from each (10, 11). Moving the table to the right you can get a stick for Peter, which will come in handy later.

The next room is the living room. Hit the trunk to obtain a shield (12), and the couch to obtain another (13). Destroy the grill by the door and have Lucy go through the hole to open the door, which will let you exit into the backyard.

-o- Checkpoint -o-

Here quickly destroy all of the crates, since the Macready will hear you after you hit the first one. One of the boxes will contain an additional 30 seconds, to your benefit. Once you've destroyed them all, go back into the living room and hide the children. Peter behind the furniture to the left, Lucy inside the "container" to the right, and Susan behind the curtains.

Once the Macready has gone, return to the backyard and explore it to find Edmund. Then close each of the three bat's grills to obtain a shield from each (14 - 16). There is one on the wall to the right, another to the left of the door that leads to the living room, and one on top of the closed door to your left.

Now take control of Edmund and have him go up the pole in the left corner. After this is done you'll have to escape the Macready once and for all. Go into the access that Edmund opened and follow the stairs. Remember that Peter is the strongest of the lot, and he destroys the crates the fastest.

You'll eventually reach a corridor, and then be back to the main stairs. Follow them up and enter the Wardrobe room to trigger a scene and finish the level at the same time.

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II.04 - Lantern Waste  
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Preliminary Notes:

If you're collecting the shields, then you'll have to visit this level several times; don't worry, it's supposed to be like that. Remember that the shields you obtain are saved when you finish the level, so that the next time you play you won't have to get them (in fact, you won't be able to obtain them, since the ones you've gotten disappear).

Walkthrough:

Start off by destroying the barrels in the bottom left corner to obtain a Stick. With this stick, have Peter destroy the frozen brambles to the right, using his Special attack.

After destroying them, you'll enter a corridor and will face several wolves. Kill them and continue walking to get to some more frozen brambles. Destroy them. Next will be a zone with a lamp post. First destroy the barrels to get a stick for Edmund. Then make him go up the lamp post to light it up. On the other hand, Lucy can go into the small tunnels to make her reach places that are unreachable to the other children. Just make sure that she goes back through the tunnel to reach the rest of the children. If you want to obtain the coins floating in the air, you'll need to go back to the beginning of the level and get the Snowball.

If Peter gets close to Edmund he will be able to light his stick. Now continue on until you get to a cave. Destroy the ice blocking its entrances by teaming up Edmund and Lucy. Since you have some improvised torches, you'll be able to go into the cave without any problem.

When you exit this cave you'll enter an apparently desolated area, except for a bonfire. Use your sticks to light up the bushes to the right, next to the big rock. This will make them explode, severing the big rock.

Team Up Peter with Edmund, and use their team attack to hit the big rock. When the circle is completely filled with red, the rock will fall and... you've just created a bridge for 15 hungry wolves. Kill them, and then use the big rock to try to cross to the other side.

This zone can be very fun and very frustrating at the same time. It'll be fun if you're not collecting the shields, but if you are collecting them then be prepared to go down this path several times.

You'll need to move your ice "board" as if it was a sledge, avoiding all the holes, but trying to hit all of the ice blocks to obtain shields. It sounds simple, but it actually isn't. And it's impossible to obtain all of the shields in one go, so take note of which you got and which you are missing.

Start by grabbing the coins, and then after the curve you'll need to focus on destroying the ice blocks. The first one is to the right (1), then to the left (2). The next are to the: left (3), watch out for the holes, right (4), right (5), right (6).

-o- Checkpoint -o-

Note:

If you die in between this checkpoint and the next, you'll automatically miss getting shields 5 and 6, since the place where you start off makes it impossible to steer towards the ice blocks containing them.

The next ice blocks are in the following positions: left (7), right (8), left (9), right (10) (it's difficult to get all of these in one go, so don't worry if you've got to come back later for them; just take note of which you missed, so that you focus on getting them later).

Next comes a hole, and then more blocks: left (11), right (12), left (13), right (14). A few more holes, with a shield on top of one to the right; you'll need to use your momentum to get it (go towards the left, then make a sharp right turn just before you get to the hole; this way you'll fly over the hole to get it).

As can be expected, more blocks of ice!: left (16), right (17), right (18), right (19), and finally left (20). And say bye to the avalanche part.

-o- Checkpoint -o-

Now you've got to avoid sinking into the frozen thick ice. We'll be using either Edmund or Lucy here. You need to walk slowly; if in the direction where you walk the ice starts to move, go back to where you were and walk in a different direction. You've got to do this trying to find blue pieces of ice (They'll turn blue once you step on them). The blue colored ice sections will not sink. There are 23 blue ice sections in total that make a continuous path from one side of the frozen bank to the other. Just avoid falling, because if you do so you'll fail. Once you reach the other side a scene will start.

-o- Checkpoint -o-

Kill the wolves. To cross this unfrozen bank start by controlling Lucy. Use her to move the snowball to the right (while standing on it you

can obtain the coins floating in the air). When you moved the snowball you revealed a secret tunnel, with a green cross. Take the green cross and you'll be notified that Lucy has learned the ability to heal. Just take note that this ability isn't infinite, so use it wisely.

Through the tunnel you'll come up in an upper platform. First go to the right and hit the statue until you get a message that you've unlocked it [1]. Then hit the stick bundle to throw it into the bank. Return to the other children, and make Edmund stand on the bundle of sticks and cross the bank. Once you've reached the other side, have him hit the tree to bring it down and create a bridge, which the others will use to cross.

Change back to Peter and destroy the brambles blocking the path.

-o- Checkpoint -o-

Edmund can climb the tree to get a shield (21). Then proceed through the path. At the end there's a weird ice structure that you'll need to destroy. First, with Peter, hit its center until the circle fills with red. Then repeat with the left part, and end with the right one; while you do this let the other children deal with the wolves. A scene will start.

Those dwarves have lit two fires. Switch to Susan and press the buttons indicated on screen to throw snowballs :) It's like throwing tennis balls. If you get hit a lot while trying to extinguish the fires, remember that Lucy can heal. You need to throw 5 snowballs into each fire to extinguish it.

Once you've extinguished both fires, return to Peter and hit the gate that's on the bottom part of this structure, until you break it. Cross it and go into the next area, and kill the three dwarves that are shooting arrows at you. This is an intersection. First go left to go up to two statues that you can unlock [2, 3], and a tree which Edmund can climb to get a coin. Return to the intersection.

A bit ahead of you is a statue of a pig. Unlock it [4]. The barrels to the right explode, so have Susan throw snowballs at them to destroy them from far. Behind this barrels is a cave that Lucy can enter to grab a few coins. Go back to where the children are and keep going on.

-o- Checkpoint -o-

Here you'll need to be careful. Ahead of you is a frozen pond with thick ice, so neither Peter nor Susan can cross it in its present state. First have Susan shoot the dwarves that are in each of the sides of the pond. Once you've killed them hit the statue that's before the pond [5], and then use Susan to shoot the statue to the left of the pond [6].

Now take control of Edmund and Lucy; preferably the one with the highest health, and if Lucy still has some medicine, then preferably her. You'll need to find 28 sections of blue ice so that the others can cross. Once the crows arrive, try to stay still and as far away from them as you can.

Once all of the children have crossed, hit the statue to the right [7]. Have Peter destroy the brambles, and then continue on.

-o- Checkpoint -o-

In this zone there are several dwarves shooting arrows at you from behind one of the explosive barrels. I recommend using Susan and shooting the barrels to make them explode, killing the dwarves as well.

Start walking. To the left there is a tree which Edmund can climb to grab a coin. Going on you'll find a statue to the right [8] and another right before an explosive barrel [9]. Here destroy all of the barrels using Susan; one of them will have a heart. To the left will be the last statue, behind some of the barrels you destroyed [10].

Keep walking until you encounter a group of wolves. There are 20 wolves in total, which you'll have to kill to finish the level.

II.05 - To Western Wood

Start by hitting the statue to the right [1] and then the one to the left [2]. Remember that it's better to explode the barrels with the green patch on the center using Susan's snowballs.

Now go downwards and look for Mr. Beaver. Beside him is another statue [3]. Destroy the barrels to the left and you'll obtain a Stick for Peter. Switch to Susan and throw snowballs at the burning furniture. After the fire's been extinguished, a circle will appear, indicating that you've got to hit them until you destroy them. Once done, go through to the next area and a message will pop up, telling you that you have found Mr. Tumnus's panpipes.

You can try playing the panpipes. It's not difficult at all. In this next area is a stick to the left, for Edmund, and a green cross for Lucy. When you proceed wolves will start attacking you. Take control of Susan and play the panpipes in the center of this area. A magical note will appear on the ground. Stand over it and press the indicated button to play the panpipes. You will have to press the buttons shown on screen to play it. It will put the wolves to sleep for a certain time.

While they are asleep, extinguish the fire on the furniture up ahead and then, before destroying it, activate the two statues to the right [4, 5]. Destroy the furniture and go on to the next area.

-o- Checkpoint -o-

Kill the two white wolves, and then any that may be chasing you. Afterwards hit the statue to the left [6], and then the two to the right, near the trees [7, 8]. Near the furniture that is on fire is a magical note you will ONLY see if you have Susan's Stone Song ability. If you don't, you'll have

to come back later for the statue that it will reveal [9]. Extinguish the fire and then destroy the furniture to proceed to the next area. A scene will start.

This area may seem a bit complicated, but it is in fact quite easy. The beaver will chew the trees while you kill the wolves. You've got to defend the beaver, because if you don't, the wolves will distract him and he will stop chewing on the trees (The wolves can't kill Mr. Beaver). There are also a grand total of 25 shields in this area. To obtain them you've got to light up your stick using the bonfire on the upper right, and use it to torch the bushes on the right and left sides. You can obtain up to three shields from each side. Wait a bit and the wind will extinguish the fire. Keep repeating this until you get all of the 25 shields (1 - 25). Just let the wolves entertain the beaver while you collect the coins. Don't forget the statue to the right and the one to the left [10, 11]. Once the beaver finishes gnawing the trees a scene will start.

-o- Checkpoint -o-

Grab the bow. This will come in handy. Use Susan to shoot arrows; it's done exactly the same as throwing snowballs. You'll have to shoot arrows at the dwarves and fight the wolves at the same time. A good way to avoid being hit by the enemy arrows is to only fire one arrow, then move, and then fire another arrow, and so on. Walk to the next bow and kill the remaining dwarves.

You'll soon reach a floorless bridge. To the right is a ramp that you can use to descend to some ice blocks. Team up Edmund and Lucy and break them. You'll activate the water wheel and the bridge will get its platforms. Before crossing the bridge, have Lucy go through a door (The door opened when you destroyed the ice blocks) on the opposite side of the one with the ramp to get a shield (26). Now cross the bridge.

-o- Checkpoint -o-

Kill the dwarves that are shooting arrows at you. In the barrels to the left you'll find arrows, in case you need them, as well as a heart. Before going on don't forget to hit both of the statues beside the bridge [12, 13].

Go on and you will reach deep snow. Team up Edmund and Lucy to cross it. A scene will start. Don't worry; you won't be fighting the Ogre. Have Susan play the panpipes to reveal a magical note on the ground. Stand on it and play what is required to put the Ogre to sleep.

Use Edmund or Lucy to grab quickly the shields near the Ogre, since the ice will sink. Other than that you can walk safely on the ice to the sides.

-o- Checkpoint -o-

You'll now battle some wolves. Shoot with Susan the target to the left; then have Lucy go into the cave to the left so that she can get up and hit her target. Before going to the right side, buy in Susan's inventory a song called "Stone Song". It will allow you to see red notes on the ground, which make stone statues appear. Play the panpipes where the bow is, and you'll

see a red magical note, which will reveal a statue nearby [14]. To obtain the last shield, which is also in this zone, you'll need to learn Dryad's Melody in a later level. Play it in the center and a green magical note will appear in the center, which will yield a shield (29).

To the right you'll need to light a stick and use it to torch the bushes, and then Team Up Peter and Edmund to destroy the rock with the circle. After doing so, you'll have to kill the remaining wolves and hide the children (you already know how to do so). Look for their faces and hide them before the time runs out.

Once the Ogre has left, proceed to the next area. Grab the sword for Peter, and then wait a bit and another will appear, which Edmund will equip. Continue on.

-o- Checkpoint -o-

Keep going on until you enter an area with trees. Here you'll encounter the nasty Ghouls for the first time. They'll fall of the trees when you get below them. You will need to kill all of them. It's best if you use Peter to do this. Although it may seem that you will never finish killing them, you will. While you are fighting a time counter will start on the top of the screen.

Make sure to kill all of the Ghouls before time runs out. When you have killed them all you will be able to hide the children in the area at the back. If the faces to hide them don't appear, then you are most likely missing some Ghouls which you have to kill, so look for them. Before hiding make sure to activate the statue to the left [15], in the area with the trees.

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II.06 - Beaver Dam  
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Preliminary Notes:

Buy all the abilities you have available, since you will most likely need them in this battle.

Walkthrough:

In this level Ghoul Bane is very useful to kill off the Ghouls. If you want to obtain the statues and shields, I recommend that you focus on activating them before actually fighting the Ogre.

Statues: One on the left side of the area [1], another to the right [2], one in the area to the back [3]. To find two more go downwards [4, 5]. The last one [6] can be found by playing the panpipes in the right side of this area. Susan's Stone Song ability is required to do this.

Shields: Two can be obtained right now: Go downwards to find two barrels, each with a shield (1, 2).

Hit the Ogre, preferably with Peter (if you want to avoid being hit, try to attack him from the back), until Lucy's image appears. Then switch to Lucy and get near the Ogre. Press the button shown on screen to make Lucy climb him. Go back to Peter and start hitting the Ogre until a scene starts. Continue hitting him with Peter, and when Edmund's image appears, switch to him and press the indicated button. Go back to Peter, and keep hitting the ogre. Soon Peter will also climb onto the Ogre, so you'll have to use Susan to finish hitting the Ogre.

-o- Checkpoint -o-

You'll now have some new abilities which you can buy. Dryad's Melody will allow you to see green magical notes, Hawkspeed increases the speed of Susan's arrows, and Team Attack allows Susan and Peter to team up for a powerful combination, in which you use the primary attack button to fire arrows and the special attack button to slash Peter's sword.

To get a shield play the panpipes near the center of the area, to reveal a green magical note which will give it to you (3). The fourth and last shield can be obtained by killing several Ghouls continuously (4). Remember that you can find arrows in the sides of this area.

In regards to the Ogre, you've got to do exactly the same thing that you did last time to damage it. The only difference is that you'll now need to shoot the two Dwarves in the upper part of the area before taking on the Ogre. Teaming Up Peter and Susan to use their Team Attack will greatly help now, since Susan won't get stunned if she is hit. You can even hit the Ogre from far away with Susan if you prefer it, until you Peter needs to climb onto him. You'll reach a Checkpoint once all of the children have damaged the Ogre.

-o- Checkpoint -o-

You'll use the same strategy that you used last time. The only difference is that now you'll need to take care of four dwarves, instead of two. This cycle will soon end and you will complete the level.

II.07 - Through the Tunnel

Preliminary Notes:

You should first pass this level, without focusing on the Shields or statues, so that you can familiarize yourself with the strategy to follow.

Once you've passed this level, be sure to come back and grab the statues and some of the shields, finish the level to save, and then return again and grab the remaining shields.

Walkthrough:

Start by grabbing both bows and then walking towards the left, to hit the statue in between the bushes [1]. Keep walking and smash the barrels to obtain a stick. Go on until you trigger a scene. Lucky you... More ghouls!

There's a statue a bit to the right [2], in between the path you just used, and the one that leads to the next area. There are also three more in the back: One beside the door to the left [3], another beside the window [4], and a third one behind a bush to the right [5]. Don't forget to kill the Ghouls you encounter. If you want to keep getting the statues, don't kill the ghoul carrying Mr. Beaver just yet.

Go to the right to reach an area with a fire and a green cross for Lucy. Play Susan's panpipes here and you'll see a magical note on the ground, which will give you a shield (1). There are also two statues here; don't forget to activate them [6, 7].

Now go up to reach the next area. Play Susan's panpipes and a red magical note will appear, which will in turn reveal a statue to the left [8]. Now take out your bow and aim for the statue on the platform that's above the path [9]. Now do kill the Ghoul that has kidnapped Mr. Beaver. This will trigger a scene with some nasty wolves.

-o- Checkpoint -o-

Go to the beginning of this level. To the right is a wooden fence that is impeding the wolves to reach you. Use Susan to shoot arrows at the wolves to kill them; three arrows per wolf, and there are two wolves. Remember that the bar on the top of the screen indicates how much time you've got before the wolves break the wooden fence (if they do, you'll loose).

When you've killed both wolves a scene will start, and Mr. Beaver will again be kidnapped. Go to the zone above the one with the fire to find the kidnapper. This will trigger a scene, and... here come the Boggles! The kidnapper will go through the tunnel to the right. Followhim.

After you exit the tunnel hit the nearby statue [10] that's slightly hidden by the bushes. Then free Mr. Beaver to trigger yet another scene, with some Boggles trying to push a boulder.

-o- Checkpoint -o-

In the center of this area play the panpipes to reveal a magical note that will yield a shield (2). From here look down towards a rock that you can't reach. On top of it is a statue. Use Susan's bow to hit it [11]. The last statue [12] is on the opposite side of this one, towards the back of the screen -and is almost entirely hidden-. As a reference point, shoot in the opposite direction of the previous statue.

Now use Susan to shoot both Boggles trying to push the boulder to the right.

Kill them. Remember that the bar on the upper part of the screen shows how much before they bring down the boulder. You've got to kill them before they do so.

To finish the level you'll need to alternate between these situations, until the beaver finishes chewing the trees. Apparently the wolves are the fastest, so I recommend they be your first priority. Remember that Mr. Beaver can't die, so first take care of the wolves and the boggles before rescuing him when he's kidnapped (But remember that you won't be able to finish the level until he finishes chewing the trees). A good suggestion is to Team Up Peter with Susan so that they can use their Team Attack. They make a great team. You'll soon finish the level.

Now, if you're wondering how to get the remaining 11 shields, the answer is simple: You get a shield (3 - 13) for every 10 continuous hits that Peter makes. The best place to do this is after the first Checkpoint, after Mr. Beaver is kidnapped and the tunnel is revealed, but before you actually go through this tunnel. Go to the first area of the level and wait a bit, then go to the next area, where the Ghouls drop down. If you waited enough, there will be 4 Ghouls waiting here, and you can hit each one up to 4 times, so it won't be difficult to have a total of 10 combined hits. The numbers on screen indicate how many hits you've done.

Just keep in mind that the hit counter will go down to 0 if you don't hit any Ghoul in a couple of seconds, or if you get hit.

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II.08 - Frozen Lake  
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Look for a strange rock. Once you've found it, play the panpipes to see a red magical note, which will reveal a statue [1]. In front of this statue there is another one [2]. Keep on walking until you reach the frozen lake. Here go left and hit the small frozen waterfall until you destroy it. Have Lucy go through the hole to reveal a statue with a platform above, which contains a shield (1) and a statue [3], and then have Lucy return to where the rest of the children are.

To the right and downwards there is a statue [4]. Then have Peter hit the tree to the right. After your halfway done some dwarves will appear. Switch to Susan and shoot them. Go back to Peter and keep on hitting the tree to destroy it, and then proceed to the next area.

-o- Checkpoint -o-

A scene will start, and once it's finished you'll encounter more Ghouls. First I must warn you of the eagle; it will drop rocks into the ice that will not only hit you, but may create a hole in the ice (if you fall through it you will lose).

Down and to the right is a statue [5], and in the center (also in the lower

part) is a shield (2). Go to the middle of this area and play the panpipes to reveal two notes. One will yield a shield (3), while the other will make the enemies fall asleep. There's a dwarf in the back, which you should kill, and then shoot the barrels to its right to get a shield (4). To the right of those barrels is a statue [6]. On the ice and a bit to the back is the last statue in this area [7]. Now go to the tree trunk that's blocking the path and Team Up Lucy with Susan to destroy the ice blocks on its front. Then have Peter destroy it.

-o- Checkpoint -o-

As is usual, a scene will be triggered. Before actually fighting, there are some new upgrades available. Susan's Fast Reload and Peter's Lion's Claw are very effective during fights.

Start off by switching to Susan and shooting the rocks to the left of the Ogres. The rocks will fall and take out the Ogres. If you can manage to hit the rocks to the right of the Ogres you will be able to block the path that the Boggles are using, but it is slightly difficult to actually aim at them. Anyway, if you feel the need, you can play Susan's panpipes in the center of this area to sleep all of the enemies.

Go down and shoot the barrels to obtain a shield (5). Switch to Peter and hit the tree trunk blocking the path until it sets on fire. Have Susan throw snowballs at it (She'll throw them if she is aiming at the tree trunk, instead of shooting arrows). Then switch back to Peter and continue hitting the tree.

An Ogre will eventually surface. The best thing to do is to play the panpipes to make all of the enemies fall asleep, and then deal with the tree trunk to the right until you destroy it.

-o- Checkpoint -o-

A scene will start. It appears that a sledge is chasing you, and the counter on the upper part of the screen shows how much time you have left. It's impossible to fall from this piece of ice that you are on, so you can kill the Ghouls without worrying. Hit the statue that's up [8], and once you kill all of the Ghouls a piece of ice will float to the right, connecting where you are with the area to the right. Switch to Lucy and have her connect the blue sections of ice in the new area, until she has created a continuous path.

-o- Checkpoint -o-

Kill more Ghouls. Remember to grab the timers that give you more time. In the upper part you'll find two statues [9, 10]. Once the Ghouls stop appearing a piece of ice will float to the right, and you'll have to use Lucy again to find all of the blue sections of ice.

-o- Checkpoint -o-

Here you'll encounter a lot of enemies, including Minoboars for the first time. Hit the statue that's up [11], and the one that's down [13]. Then use Susan to shoot the barrels on the platform with the dwarves to obtain a Shield (6). After this, play your panpipes in the lower area to reveal a magical note that gives you a shield (7). Once you kill all of the enemies you will finish the level.

II.09 - The Great River

First of all, use Susan to destroy the explosive barrels, so that you don't get hurt. Then play the horn (same as the panpipes) to reveal a magical note that contains a shield (1). Now go all the way to the left to find two statues [1, 2]; you'll have to get there by walking where the ice isn't melting. After that go all the way to the right to find another two statues [3, 4].

Go to the center of this area. To the back you'll see Lucy's face. Switch to her and rapidly cross the cracked ice, since it will sink. Hit the waterfall until it breaks, and then return to where the other children are, being cautious not to drown Lucy.

Switch to Susan. Use her to shoot the indicated parts of the waterfall. There are three different places you will have to shoot. Once you've hit them all a counter will start. Quickly switch to peter and hit the tree trunk that's near the center of this area until you trigger a scene.

-o- Checkpoint -o-

This is very similar to the avalanche part that you went through a few levels back. The only differences is that now you have to avoid hitting the rocks, or you'll lose health (and if you get stuck you'll lose). There are some shields here. The first is to the left (2), as well as the next (3).

-o- Checkpoint -o-

You'll still be in the rapids. The next shield is to the right (4). Don't forget to grab the heart at the center.

-o- Checkpoint -o-

Still in the rapids. There is a shield to the left (5), near the Ogre that throws the stone. After this you will have to avoid the rocks that the Ogres throw: Simply float to the opposite side of the river. Also watch out for the eagles that drop rocks.

-o- Checkpoint -o-

Now comes Maugrim, Captain of the Secret Police (the large wolf). I highly recommend first getting the shields before taking on Maugrim. Starting on the right and heading left, hit the large jars (6), then the shields (7), then the table (8), then some more shield by the axes (9), and finally play Susan's horn in the center to reveal a magical note (10).

To damage Maugrim, you will need to continuously hit him until you lower 1/4 of his health (It starts to replenish itself if you don't hit him, so be quick). When this happens various wolves will come out, and a circle will appear by the wheelbarrow. Hit it until you break it.

Maugrim will be back. Continue hitting him until Lucy's face appears on the tree to the back. Control her and have her climb it. Then continue hitting Maugrim with Peter, and when Susan's face appears by the tree, have her climb it. After this kill the other wolves and Maugrim will go for the girls. Quickly make Peter go and hit him, and then take control of Susan and shoot arrows at Maugrim until he runs off.

-o- Checkpoint -o-

More wolves. Repeat the strategy mentioned above, so as to have the girls climb the tree and then damage Maugrim.

-o- Checkpoint -o-

Surprise! More wolves! Have Lucy go up the tree and, if you want to obtain the remaining shields, you'll have to hit 12 consecutive times the wolves, indicated by the numbers on screen. Each time you do so you will get a shield (11 - 16). Eventually you'll want to have Susan climb the tree, and then kill the remaining wolves and hit Maugrim to finish the level.

II.10 - Rescue Edmund

This dwarf is the most annoying dwarf in the game. To hurt him you will have to let him do his spinning attack (while he is doing run away from him). When he has finished his spinning attack, he will be dizzy. This is the right time to hit him towards the tree on the back. By doing this you will push the dwarf towards the tree and Peter will tie him to it. While he is tied up, hit him as much as you can.

When the dwarf frees himself, he will most likely climb the tree. Immediately go and start hitting the tree with your sword. For some reason this prevents the things he throws from hitting you. Repeat until you defeat

him.

-o- Checkpoint -o-

You will now face a lot of enemies, but the thing that will determine when you proceed to the next area is the death of the two Cyclops, the one-eyed enemies. If you are collecting the shields and statues, I recommend that you leave the Cyclops for later:

You can find one statue by going down [1]. Another is to the right of the tree on which you tied up the dwarf [2]. The next one [3] is in the upper left part of the area, in between the barrels and a heart (if you haven't already grabbed it).

And the shields can be found by: Destroying one of the barrels in the upper left part of this area (1). Then light a stick with Edmund, and use it to light the wood beneath the nearby pot (2). Then torch a bush that's to the right and downwards of the tree with the dwarf (3). You'll also obtain a shield by torching some bushes to the left and above the stove on the left (4). The last one can be found by torching the bushes that are located downwards of the mentioned stove (5).

After this we can focus on the Cyclops and his minions. First kill the Minoboars (It will be wonderful if you get Minoboar Bane). The easiest and fastest way to kill the Cyclops is to have Edmund torch the stick bundles in the lower part of the area, and then have Peter throw them at the Cyclops. Remember that you can move the stick bundle in case the Cyclops isn't in front of it. The Cyclops will eventually fall.

-o- Checkpoint -o-

Now we'll go on to the next section. Hit the tree to the right to bring it down, allowing you to enter the section to the right. You'll have to do what you did last time: Kill the Cyclops. But before doing so, you can obtain the remaining shields and statues:

Light the bonfire in the upper part of this area to obtain a shield (6). Then torch the bushes in the upper right part to obtain a shield from each one, and break the nearby barrels for another one (7-9). Behind these barrels is the last statue [4]. There is a bush in the lower right part of this area that can also be torched (10).

Kill the Cyclops, using the Stick Bundles either in the lower or upper part of this area.

-o- Checkpoint -o-

In this part you will need to kill the indicated amount of Minoboars. Minoboar Bane is your best bet for this part. A couple of Minotaurs will also join the fight. I recommend using any Bane to remove their armor, and then hit them with your strongest attacks (Hint: Peter and Edmund's Blade Spinner).

You'll now be on top of a tree! You have at your disposal two attacks: Your normal attack and your special attack. Your normal one will hit enemies to the left, and your special one will hit those to the right of the tree. Once the enemies start climbing the tree, hit them. When they climb the other tree, switch to Edmund and have him kill them. Keep doing this until the timer runs out. This will finish the level.

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II.11 - Follow Aslan  
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For the moment we will control Susan. Go down and shoot the barrels to obtain a shield (1). Then go forwards and destroy the wooden objects to the left. Here play Susan's horn to reveal a blue magical note. Have Susan Team Up with Lucy, and use Lucy to break the wooden objects blocking the path.

Immediately after this play the horn and then what the blue magical note requires. This will put to sleep the Centaur. If the Centaur catches the girls, then you took to long. Try doing the following: First play the horn and stand over the magical note. Quickly Team Up both girls and destroy the wooden objects. You should still be able to see the magical note, so quickly play what is required.

Keep walking until you reach a tent with a light on. Don't get near the light, since you will be spotted. To the right of this stand are some shields and spears. Hit them to obtain a shield (2). Have Susan shoot the top of the tent to shut off the light, and then quickly cross to the other side, before the light starts to come out again.

To the left of this tent are some jars, from which you will obtain a shield (3). On the other side of the path is a wheelbarrow behind some barrels. Hit it to get another shield (4). Keep on walking. To your left is a bonfire. Hit the jar next to it to obtain another shield (5). Destroy the wooden objects to the right and play your horn to reveal a blue magical note. Team Up both girls, and destroy the wooden objects blocking the path, and then play what the magical note requires to put to sleep the Centaur.

Now walk pass the wooden objects that were blocking the path, and turn left at the first crossing. Look for a wheelbarrow. Hit it to obtain a shield (6). Hit the jar nearby to obtain another one (7). Go back to the crossing and this time go right to find a couple of barrels. One of them holds a shield (8). Now return to the crossing and then go up.

If you wait a bit you will see that there is a group of Centaurs patrolling this path. They won't spot you unless you walk right in front of them. Wait for them to pass by, and then quickly shoot the tent with the light. One you

shut off the light, go to the right and then down, into a small path that is parallel to the big path.

In the middle of this small path play the horn to reveal a magical note which will yield a shield (9). At the end of the path shoot the tent in front of you, and then run to the right. After this part the group of Centaurs will stop patrolling.

Hit the wheelbarrow to the left to obtain a shield (10). Then keep on walking on the left side of the path, until you get to a jug which holds another shield (11). Look for the wooden objects to the right and destroy them. Play the horn, step on the note, Team Up with Lucy, break the wooden objects blocking the path, and put the Centaurs to sleep.

Now go up, keeping to the right of the path to avoid being spotted by the guy in the lit tent.

-o- Checkpoint -o-

Use Susan to kill the dwarves on the path to the left. Then switch to Lucy and have her go into the cave on the path to the right, before reaching the Cyclops. The cave will allow Lucy to get to a third path with a boulder that you will have to hit. Return to Susan.

You can now cross the path to the left. It may seem that it is a dead end, but play your horn to reveal a blue magical note that will put the Cyclops to sleep.

-o- Checkpoint -o-

Start off by hitting both statues that are nearby [1, 2]. Then kill some of the enemies and get near the bonfire with Susan. Press the indicated button to obtain Fire Arrows. Run to the right and shoot the fire arrows at the trees blocking the path. Return to the bonfire, get more fire arrows, and go more to the right to find more trees. Repeat one more time. Of course, you'll have to do this while fighting the various enemies that will try to stop you. After the third tree barricade you will reach what appears to be a dead end.

You will have, more than likely, noticed that there is a counter on the top part of the screen. It indicates how much time you have left before the Cyclops come. Stay here in this enclosed area (The dead end that's after the third tree barricade), and start killing all of the enemies that you encounter. Lucy's Tame abilities are very useful here.

After you have killed them all, the faces to hide the girls will appear on the tree to the right. Before hiding them, have Susan play the horn in the center of the area to reveal a magical note that will give you a shield (12). There are also three statues here; don't forget to hit them [3 - 5].

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We'll start off by hitting the statues. There are three on the left part of this area [1 - 3], and the remaining one is on the opposite side [4]. On the right side, along with the last statue, there are some barrels. One of them contains a shield (1).

Kill enemies until a scene starts. Meet the giant! You can't kill it directly. Instead, you will need to kill 10 Ghouls, as indicated in the upper part of the screen. What you need to keep in mind is that you mustn't let the Giant get near the bottom of the screen, where the Centaurs are. If he does, then you will lose. You can push him back by hitting him with the stick bundles. After you kill 10 Ghouls, look for a circle on the ground. Step on it and press the indicated button to have the Giant killed.

A scene will start, and you'll most likely have some new abilities, one of them being Shield Slam, which I highly recommend you buy, as well as the life extension. Soon you'll encounter two giants. The first requirement is 15 Ankle Biters, the little fellows, and then 8 wolves to kill the second. Each time you meet the requirement, look for the circle to issue the killing order.

-o- Checkpoint -o-

You'll now face three giants. The first requirement is 5 Minoboars. Then 3 Ogres. If you manage to learn Ogre bane, then you shouldn't have any trouble. The other method is to use any Bane to remove their shield, and then hit them with your sword... Or, alternatively, hit them with a Stick Bundle to kill them instantaneously.

To kill the third and last giant you will need to kill two Minotaurs. This are harder to kill than Ogres. You can use stick bundles to kill them, or any Bane and Shield Blast to hurt them.

-o- Checkpoint -o-

The White Witch must be mad. You will now have to deal with the Minotaur general. The method to kill him is exactly as with the Minotaurs: Hit him with a Stick Bundle. It is much harder to hit him with Bane and Shield Blast, but it can be done. If you go for the Stick Bundle approach, have him chase you, and then get behind the stick bundle and hit it when the boss places himself in front of it.

The remaining shields can also be obtained here (I recommend getting them while fighting the General). I am not 100% sure on how they are obtained, but if you fight for a while you should obtain them. The most likely thing is that they are given to you depending on how many continuous hits you make, or how many enemies you kill with one blow (2 - 6). If you figure it out, then I'd appreciate it if you let me know.

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II.13 - The Witch's Castle
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Preliminary Notes:

It is obligatory to find all of the statues in the level if you want to finish it :)

Walkthrough:

Hit the five statues in this area [1 - 5] to fill the bar that surrounds the image of Susan's horn in the upper part of the screen. Once you have activated all 5 statues, a yellow magical note will appear. Play what is required so that you can proceed to the next area.

-o- Checkpoint -o-

Once you enter the next area you'll be notified that Lucy has a new ability: Sun Speed. This ability will allow her cordial to fill up much faster.

In this area you've got to do the same thing that you did in the previous one. Hit all of the statues to proceed. I recommend that you start with the three that aren't hidden, and then to shoot the objects in the walls so that the light enters the room and the Shadows leave. Each of the 3 Shadows will reveal a statue [6 - 11]. Find the magical note and play what is required to trigger a scene.

-o- Checkpoint -o-

Before going into the next area, play Susan's horn in the center of this room with the Witch's throne, to reveal a magical note that yields a shield (1). Now proceed to the next area.

This is a small area, with some stairs that go up. First hit the two statues here [12, 13], and then go up the stairs. You'll be in a room with a big unlit torchlight to the right, and a lit one to the left. Have Susan move the unlit one to the lit one, so that it catches fire. You'll receive a shield for lighting it (2). Now look for the Shadow in this room and shoot above it to let some light into the room. Hit the statue [14].

To break the ice blocks that are blocking the door, Team Up Susan and Lucy, and have the latter break them. In the next room take control of Lucy and have her go through the tunnel that's before the first shadow to the left. You'll reach an ice block which you have to hit. Return to where Susan is. Now go through the tunnel that's after the first shadow to the right. Hit the ice and return to where Susan is.

Have Susan use her bow to hit the icicle in the center. The Shadows will leave and you'll have to hit the four statues (one in each bottom side, and one in each upper side of the room)[15 - 18], while watching out for the wolves. A magical note will appear. Play what is required and watch the next

scene.

-o- Checkpoint -o-

Proceed to the next area. Go down the stairs and Team Up both girls to destroy the ice blocks on the wall, while you evade the Boggles. This will reveal a new path. I recommend you use Lucy, and then go through the new path, staying as far away from the castle as you can. This will trigger a scene and you'll be trapped with some Boggles. Lucy's Boggle Tame comes in handy here. Once you've killed some Boggles, a rock will fall creating a new path that allows you to enter the castle. Do so.

In the first room that you get into after entering the castle, play Susan's horn to reveal a magical note which will give you a shield (3). Proceed to the next area and watch the scene.

-o- Checkpoint -o-

First of all, play Susan's horn in the center of this area. A magical note will appear, which will give you a shield (4). Afterwards get near the fire and press the indicated button with Susan to obtain Fire Arrows. Shoot each of the six Shadows with a fire arrow to send it soaring into the air and hit the statue at the same time. Once you have activated all six statues [19 - 14] an Ogre will appear. Peter and Edmund may be able to defeat one without much trouble, but the girls aren't capable of doing so.

What I recommend is that you have Lucy act as bait and make the Ogre follow her as much as you can to the right, and then quickly switch to Susan and hit the gate on the left until you destroy it. This will allow you to enter a room with a yellow magical note and an unlit torch. Before playing the horn, move this torch to the fire on the right so that you light it up and receive a shield (5). It may be tricky to do so, with the Ogre banging at you as you move the torch, so try and have Lucy distract him a bit and then switch back to Susan and push it. Return to the magical note in the small room and play what is required to finish the level.

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II.14 - The Great Battle

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### Preliminary Notes:

When you select this level, a screen will show up, telling you that you can use your statues to buy reinforcements for the battle.

The reinforcements you can buy vary, but obviously the higher the cost the better it is. Don't worry about which to choose. Every time you choose this level you'll be asked what you want to buy, so you can try out different combinations.

Walkthrough:

This is a fun level, since you only need to worry about fighting and trying to kill as much enemies as possible. Peter is obviously the most suited for this kind of job. This level is subdivides into waves, in which you will have to kill the indicated number of enemies to advance to the next wave. If you are collecting the shields, you will obtain 1 for each 10 continuous hits you make. By doing this you will obtain 6 of the 7 shield. The seventh can be found by playing Susan's horn to reveal a magical green note (7).

The first wave consists of 8 Ghouls. The second of 8 Ghouls and 12 Ankle Slicers. The third of 8 Ghouls, 12 Ankle Slicers, and 4 dwarves. In this last wave I recommend that you first take care of the Ghouls and Ankle Slicers, and then Team Up Peter with Susan to shoot the dwarves on the rocks to the right, on the other side of the marching enemies. After this you will reach a Checkpoint.

-o- Checkpoint -o-

The fourth wave consists of 6 Minoboars and 6 Wolves. Nothing to complicated if you use Banes. The fifth wave consists of 6 Minoboars, 6 Wolves, and 4 Dwarves. Remember to team up Peter with Susan. You will most likely be able to acquire Triple Tipple, which makes Lucy's cordial fill up faster.

The sixth wave consists of 6 Minoboars and 4 Minotaurs. Remember that you need to use a powerful attack, such as Bane or Shield Blast to remove the armor from the Minotaurs so that you can hit them with normal attacks.

The seventh wave consists of 6 Minoboars, 4 Minotaurs, and 12 Ankle Slicers. The eighth one consists of 2 Ogres and 4 Minotaurs. The ninth (and last) wave consists of 3 Ogres, 6 Minotaurs, and 10 Minoboars.

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II.15 - The White Witch

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You finally get to fight the White Witch! Start off by controlling Susan and playing the horn in the lower part of the area to make a green magical note appear, which will give you a shield (1). The other shields can be obtained by making 10 continuous hits, but I recommend you do this when a lot of enemies appear (2-5).

To confront the White Witch you will need to run around, evading her, until she goes to the upper part of the area. She will stand still, and a 5+ Symbol will appear on top of her. Control Edmund and make him hit her 5 times in a row. Then you will need to switch to Susan and fire arrows at her until Edmund's symbol appears on top of her. Switch to Edmund and hit her till she runs away.

-o- Checkpoint -o-

Now you will face a bunch of enemies and, eventually, two Cyclops. Focus first on killing the enemies until the Cyclops appear. This is the ideal moment to get that 10 hit combo you need to do to obtain the shields. When the Cyclops appear, still keep on killing the other enemies, since it is very hard to deal with the Cyclops with so much enemies running around. You'll eventually be left alone with the Cyclops.

To kill the Cyclops you need to hit them with stick bundles. Of course, the quickest way to do this is to first light up the bundle by pushing it into one of the fires, and then moving it towards a Cyclops and hitting it. Two hits with burning bundles will kill a Cyclops. If you hit them with unlit bundles, you will take much longer to kill them.

-o- Checkpoint -o-

You will again face the White Witch. The method to kill her is the same as last time, with the exception that she will now strike the ground creating an earthquake that can harm you (Just be far from her when she does this to avoid being hit... but it doesn't harm that much).

-o- Checkpoint -o-

After the scene, you won't be able to use Edmund any more. The method to harm the White Witch has also changed. For starters, you will first need to hurt her with Susan's arrows when indicated, and then throw a burning stick bundle at her, and finish off by hitting her 5 times in a row with Peter. You will need to repeat this two times, making a grand total of 3 times.

As a side note, she now has another attack in which she will knock down the children (Lucy is the only one that is immune to this attack). When this happens, make Lucy use her cordial to heal the children and wake them.

If the battle seems to be too difficult, then try first lighting the stick bundle, and then shoot her with Susan, and quickly run to where the stick bundle is. If you positioned it correctly, the only thing that you will need to do is hit it, and then have Peter finish her off.

Once you have harmed her three times, a yellow magical note will appear on the ground. You need Susan to play what is required to defeat the White Witch once and for all. If you don't get enough time to play it completely with Susan, then try using one of the children to lure her and the rest of the enemies to the bottom part of the screen, and then quickly switch to Susan and play what is required before the Witch reaches you.

Congratulations on finishing the game! If you haven't found all of the shields and statues, it would be a great idea to do so. There are also a few bonus levels that you can play in the bottom drawer of the wardrobe.



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*-----*
| #% | EXTRA CONTENT |
+-----+
| 03 | Movie - Peter Recording Session |
| 06 | Movie - Susan Recording Session |
| 12 | Movie - Edmund Recording Session |
| 16 | Movie - Lucy Recording Session |
| 24 | Bonus Level - To Western Wood |
| 30 | Movie - The Making of Narnia |
| 36 | Bonus Level - Allies Enclave |
| 42 | Movie - Story Boards |
| 48 | Bonus Level - Frozen Lake |
| 54 | Movie - Prototype Battlemarch Demo |
| 62 | Bonus Level - The Great River |
| 69 | Movie - From Concept to Game |
| 78 | Bonus Level - Follow Aslan |
| 89 | Movie - Concept Art Blend Tests |
| 97 | Bonus Level - The Witch's Castle |
|100 | Movie - Unused Models |
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Cheats
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Thanks to ninjitsu\_monkey and SBacon for some of the cheats.

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~ GameCube Cheats
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- Cheat Mode: This code must be entered in order for most of the cheats to work. At the title screen, press the A button, then hold both the L and R buttons simultaneously and press Down, Down, Right, Up on the D-Pad. If entered correctly, the text that says "Please Press Start to Begin" will turn green.
- Level Select: In the level select screen, hold L, then press Up, Up, Right, Right, Up, Right, Down on the D-Pad
- All Bonus Levels: Hold L, then press Down, Down, Right, Right, Down, Right, Up on the D-Pad
- In-game Cheats:
  - ~ 10,000 Extra Coins
    - Hold L, then press Down, Left, Right, Down, Down on the D-Pad
  - ~ Restore Health
    - Hold L, then press Down, Left, Left, Right on the D-Pad
  - ~ Restore Energy
    - Hold L, then press Up, Up, Right, Up on the D-Pad
  - ~ Invincible Mode
    - Hold L, then press Down, Up, Down, Right, Right on the D-Pad
  - ~ All Abilities unlocked
    - Hold L, then press Down, Left, Right, Left, Up
  - ~ Skip the Level
    - Hold L, then press Down, Left, Down, Left, Down, Right, Down, Right, Up on the D-Pad

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~ PlayStation 2 Cheats  
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- Cheat Mode: This code must be entered in order for most of the cheats to work. At the title screen, press the X button, then hold both the L1 and R1 buttons simultaneously and press Down, Down, Right, Up on the D-Pad. If entered correctly, the text that says "Please Press Start to Begin" will turn green.
- Level Select: In the level select screen, hold L1, then press Up, Up, Right, Right, Up, Right, Down on the D-Pad
- All Bonus Levels: Hold L1, then press Down, Down, Right, Right, Down, Right, Up on the D-Pad
- In-game Cheats:
  - ~ 10,000 Extra Coins  
Hold L1, then press Down, Left, Right, Down, Down on the D-Pad
  - ~ Restore Health  
Hold L1, then press Down, Left, Left, Right on the D-Pad
  - ~ Restore Energy  
Hold L1, then press Up, Up, Right, Up on the D-Pad
  - ~ Invincible Mode  
Hold L1, then press Down, Up, Down, Right, Right on the D-Pad
  - ~ All Abilities unlocked  
Hold L1, then press Down, Left, Right, Left, Up
  - ~ Skip the Level  
Hold L1, then press Down, Left, Down, Left, Down, Right, Down, Right, Up on the D-Pad

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~ Xbox Cheats  
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- Cheat Mode: This code must be entered in order for most of the cheats to work. At the title screen, press the A button, then hold both the L and R buttons simultaneously and press Down, Down, Right, Up on the D-Pad. If entered correctly, the text that says "Please Press Start to Begin" will turn green.
- Level Select: In the level select screen, hold L, then press Up, Up, Right, Right, Up, Right, Down on the D-Pad
- All Bonus Levels: Hold L, then press Down, Down, Right, Right, Down, Right, Up on the D-Pad
- In-game Cheats:
  - ~ 10,000 Extra Coins  
Hold L, then press Down, Left, Right, Down, Down on the D-Pad
  - ~ Restore Health  
Hold L, then press Down, Left, Left, Right on the D-Pad
  - ~ Restore Energy  
Hold L, then press Up, Up, Right, Up on the D-Pad
  - ~ Invincible Mode  
Hold L, then press Down, Up, Down, Right, Right on the D-Pad



~ All Abilities unlocked

Hold L, then press Down, Left, Right, Left, Up

~ Skip the Level

Hold L, then press Down, Left, Down, Left, Down, Right, Down, Right, Up on the D-Pad

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007. Frequently Asked Questions
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If you've got a question that isn't answered in the Guide, then you can send it to me at [luarfaqs@gmail.com](mailto:luarfaqs@gmail.com) so that I can answer it, and possibly include it in this section.

- What do the Shields do?

They are in the game for completion purposes. If you want to complete the game with 100% you will need to find all of them (Well, the shields actually add up to 96%; you will have to finish the bonus levels if you want the 100%). Bonus stuff is unlocked depending on how much percentage of the game you've completed.

- What do the Statues do?

They are used as currency (money) to buy reinforcements in "The Great Battle" level.

- Is there any way to miss an ability?

Yes, some abilities are obtained only after doing certain things. This is especially true for Peter's Bane abilities. I'll have more information on this later when I discover what actually determines if you do/don't get an ability.

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008. Version History
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Version 5.11 (Jan. 16, 2006): Added the controls for PS2.

Version 5.10 (Jan. 5, 2006): Added the Cheats and Unlockables section.

Version 5.00 (Jan. 3, 2006): First Version of the Guide. Walkthrough is complete.

009. Contact Information

If you have a question, doubt, correction, or simply any comments that you would like to make to me, you can contact me in the following ways:

- E-mail. Write to [luarfaqs@gmail.com](mailto:luarfaqs@gmail.com), and don't forget to include the name of the game, Chronicles of Narnia, somewhere in the message.
- MSN Messenger. You can either add [lu4rfaqs@hotmail.com](mailto:lu4rfaqs@hotmail.com) or [luarfaqs@gmail.com](mailto:luarfaqs@gmail.com) to your contact list. However, I prefer it if you write an e-mail. I'm also not online at the Messenger very frequently.

Keep in mind:

- You can send me any question you have, as long as it isn't answered in the guide. I always try to answer as quick as I can; however, I may take up to a couple of days in getting back to you.
- If you have any correction, be it grammatical, of content, etc., I will gladly accept it.
- Any collaboration to the guide is welcome. If you do so, I will give you the proper recognition for helping out. It is left to my discretion what to add to the guide and what not.
- If you find any part of the guide confusing, let me know. The purpose of the guide is to help everyone.
- You can also thank me, give me constructive criticism, opinions, and suggestions.

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