

Blades of Vengeance FAQ/Walkthrough

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Blades of Vengeance
General FAQ
Version 2.8
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INTRODUCTION

This is a general FAQ with walkthrough for the game, *Blades of Vengeance*, on the Sega Genesis system. *Blades of Vengeance* is a hack-and-slash game, somewhat like *Golden Axe* and *Cadash*, released by Electronic Arts. The gameplay is more similar to *Cadash*, minus the RPG elements. If you have any questions, comments, or would like to contribute to the FAQ, just email me or post on the board. You will be credited for any contributions you make.

My email: scorpion_mk666@excite.com

Go to http://youtube.com/profile_videos?user=ninjasrok
for some strategy videos on this game and other games.

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VERSION HISTORY

4/25/06 Version 1.0
- first version, most sections completed.
- more info to be added to last three sections.

5/15/06 Version 1.5
- added "Walk Backwards" move to controls section.
- walkthrough for Levels 2 and 3 completed.
- strategies for second and third bosses added.
- added more enemies to enemies section.
- added secrets section.
- added credits section.
- minor editing to fix grammatical errors.

is usually found guarding doors that exit to the next scene. He's safe to touch, but you'll probably end up getting slashed if you just try going through him.
Colors: Brown, Green, Light Brown

Werewolf - a taunting enemy, he tries to slash you with his axe, then stops and roars. The black ones are the most aggressive and won't stop to roar; they just keep trying to slash you. You can touch werewolves, but it's probably best to kill them instead of trying to go through them.

Colors: Light Brown, Green, Grey, Black, Dark Green, Brown, Dark Purple

Spider - the weakest enemy in the game, all it does is tries to jump on you and does very little damage. Spiders usually drop from the ceiling and can be found in groups. They are safe to touch while on the ground; it's when they jump in the air when you can't touch them.

Colors: Red, Pink, Orange, Green, Black, Purple

Tarantula - a very rare enemy, it only appears a few times in the game. It is a bigger spider that just moves back and forth trying to bump into you; it does not jump at you. Unlike the spider, the tarantula can't ever be touched.

Colors: Red, Brown

Gargoyle - an annoying enemy, it usually tends to fly right above you trying to scratch you with its talons. You can touch it, but it's better to transform it and kill it.

Colors: Grey, Copper, Brown, Green, Dark Brown

Lizard - the most dangerous enemy in the game. Lizards walk around and sometimes throw their sais at you. Some of them throw their sais hard that they'll stick to walls and can be used to step on to reach high places. They become aggressive at close range; they'll stab you, turn away, then quickly turn around and stab you again. They can be touched, but it's best to keep away from them.

Colors: Brown, Green, Grey, Black

Hooded Enemy - probably not a good name for them, but I can't think of what to call them. They are those skinny, shirtless guys wearing hoods. They face your direction, shooting lasers, and move back a little as you get near them. The lasers are weak, but don't touch these guys as they do a good amount of damage.

Colors: Green, Light Brown, Black, Grey

Knight - the most well protected enemy, they are practically invincible. They usually stand still guarding something. They become aggressive and continuously poke you if they get close. Orange and green ones usually throw daggers at you. Knights only seem to become vulnerable for a while after walking and standing still or when attacking. They are easily killed with the wizard's strong attack and are completely vulnerable from the back, but it's hard to get behind them. You can touch them from behind only, but it's best to keep away from them.

Colors: Green, Red, Orange

Vampire Bat - the most rare enemy, so rare that he only appears once. At first he'll look like an ordinary bat, but when he gets close, he transforms into a vampire and slashes you with a red sword. He is still weak even as a vampire, though, and still dies in one hit. You can touch him only when he's a vampire. It is likely that you'll overlook him everytime you go through the game because you'll most likely kill him before you get to see him turn to a vampire. He is in Level 4; he's the bat guarding the invisible door.

Colors: Black

Frog - a very small enemy, but the most deadly of all, even more so than any of the bosses. Frogs attack by jumping at you and die if you are hit or you touch them. After jumping around a few times and not hitting anything, they explode.

where you're standing. You cannot touch him, so you have to be careful here. The best thing to do is stay on the ground, in one spot for a couple of secs., then move around back and forth. He'll end up appearing close to you and the rest of the pattern will be the same from the second phase. After killing him, you get 3 silver bags from him.

Difficulty: 2/10

-Level 3: Medusa Head-

This is a very powerful boss, but still quite easy. You should be able to beat her without getting hit, but just incase you do, always keep your health above 50% because her attacks do a lot of damage. She shoots laser beams at you, turns to a sparkle and moves across the room, then reappears and shoots lasers to both sides. You must hit her between each laser shot. Get close enough to her, block and wait for her to shoot a laser, then quickly do a strong attack or zap her twice. It is possible to slash her with two strong attacks, but it's best to go for one or you may get hit with the next laser shot. After a while, she turns to a sparkle and moves across the room. She can still hurt you as a sparkle, so don't touch her. Follow her staying close enough and the moment she stops, block to avoid the lasers she shoots at both sides when she reappears. The pattern is the same afterwards; hit her between the laser shots, she turns to a sparkle, and reappears shooting two lasers to both sides. If she happens to move towards you as a sparkle, crouch and she'll go over you. After getting her down to half health, she'll turn to a sparkle and bounce around the room. This is not another phase; her attack pattern is still the same and she only does this once. Stay close to the left wall to avoid getting hit. She'll reappear close to you and the pattern returns back to how it was before. Use the same strategy as before to finish her off.

Difficulty: 3/10

-Level 4: Super Lizard-

This is the first tough boss you'll meet; you'll probably use up a few health and force field items on him. He looks just like the regular lizard enemies, only he's tougher, has more attacks, and more stamina. He'll go easy on you at first; he'll just be walking around and will slash you with his sais if he gets close. Just keep shooting him and high jump attack over him when he gets close. Continue shooting him from the other side and high jumping over him when he's close. With the barbarian, walk close enough to him and quickly strike him once, then back away and repeat. Jump over him and repeat the pattern from the other side. After hitting him several times, he'll turn a grey color and become more aggressive. He'll stay closer to you and throw two sais at you from a distance. The sais turn to spiders of all colors when they hit the floor. For this phase, try to keep a distance from him and use a force field and shoot him like crazy. With the barbarian, stay close and use rapid or strong attacks on him. Hit him some more times and he'll turn a black color and move faster. His attack pattern is still similar to the previous phase, only he'll be faster and one of the two sais he throws will stick to the wall causing an earthquake. Try to get him to throw his sais at the left wall so you can use them to step on to reach a chest on the left ledge. For the final phase you should still keep away from him and use a strength item and keep shooting like crazy. Remember, you can't use force fields and strength at the same time, so keep a close eye on your health meter as you're shooting him. When the strength wears off, keep on using force fields while shooting him. With the barbarian, keep using rapid or strong attacks.

Difficulty: 9/10

-Level 5: Medusa Head-

The Medusa Head is back and is more powerful. She's tougher than the first time you faced her, but a lot easier than the Super Lizard. Her attack pattern is a little different, but still quite similar. First she'll shoot one laser, turn to a sparkle, move across the room, reappear, and the pattern repeats. She won't shoot lasers to both sides this time when she reappears. Keep a distance from

her or stay close enough with the barbarian. Stay crouched and wait for her to shoot, then quickly shoot/attack her twice. Use the same strategy as before to avoid her when she turns to a sparkle and moves. She'll drop a healing item and bounce around the room after taking several hits. Again, use the same strategy as before to avoid her. This time her attack pattern changes a little. She'll shoot a single laser twice, shoot two lasers at once, turn to a sparkle, and the rest of the pattern is the same. Use the same strategy as the previous phase, only this time shoot/attack her once between each laser. She drops a force field and bounces around the room again after being hit some more. Her attack pattern changes once more. For the last phase she shoots the double laser four times, turns to a sparkle, and the rest is the same. The same strategy for the second phase should still work. You get a midas ring, healing item, and force field after killing her.

Difficulty: 5/10

-Level 6: Super Vulture-

This is an easy boss. He looks just like the regular vulture enemies, only he has more attacks and stamina. He attacks by dropping rocks and tries to scratch you with his talons. He'll drop one of two types of rocks, brown or dark green with red outline. Brown rocks disappear when they hit the floor; the others turn to goblins. Simply move back and forth to avoid his attacks. When he comes down to scratch you, this is when to attack him. That's basically it; it's that easy. He'll turn black and speed up after taking several hits. His pattern is still similar only faster and he'll drop a new type of rock. This new rock is a dark green color with no red outline and explodes to bits in the air. To avoid it, simply crouch and let the vulture drop it on you. Since it explodes in the air with the bits going to the sides, it won't hit you. The exploding rocks can be hard to spot since they look very much like the rocks that turn to goblins. Keep using the same strategy as before to beat him and watching for exploding rocks. He turns dark green and speeds up more after taking some more hits. The pattern is still the same, only this time he'll also drop hooded enemies. They die when they hit the ground, so they're not much of a problem. Simply move towards the vulture when he flies towards you with the hooded enemy to avoid it. Continue using the same strategy to kill him.

Difficulty: 4/10

-Level 7: Stone Head-

This boss is a giant head made out of stone. He is the biggest enemy and hardest boss in the game. Being the biggest and toughest, he ironically turns out to be the weakest boss. He's about as weak as a goblin. So, what is it that makes him the hardest boss? Well, that would be his variety of many attacks. He has more attacks than any enemy or character in the game. He shoots lasers from his eyes, shoots sparkles in many directions from his mouth, throws saws from his mouth, causes rocks to fall, causes various types of enemies to appear, and much more. The best way to beat him is to ignore all his attacks and just keep hitting his teeth like crazy. When entering the area, go right to him and use a force field when the rocks begin to fall. Get close to him with the barbarian or with the other two stand a little further. Begin attacking him non-stop until your force field wears off. Now, use a strength item and attack non-stop; don't worry about avoiding his attacks as he's weak. Keep using strength items as they wear off and attacking non-stop. After about three uses of strength items and continuous attacking, he'll turn grey. He's attack pattern doesn't seem to change, though. He still does the exact same thing. Your health will probably be at about 25% if you got to him with full health, so refill and continue using the same strategy to defeat him. His jaw falls off and silver falls from his mouth when he dies. He also leaves a healing and blast item to the left.

Difficulty: 10/10

-Level 8: Manax-

Manax is the name of the final boss; she is a two-headed dragon. Being the last

items. There is another secret passage to the right, going to another secret room with a powerup. Get all the items and now you'll have to go all the way back to the staircase, or you could also take a shortcut and lose a chunk of health by walking off the collapsed bridge. It is not necessary to get the powerup, but you'll probably want to. Once on the ledge by the staircase, walk left off the ledge to land on the ground, near a lava pit where two living fireballs pop out and run at you. Kill them and keep going forward where you'll come to another lava lake; this is the ledge you land on if you decide to take the shortcut from walking off the collapsed bridge. For this lava lake, you'll have to jump from platform to platform. There is an eyeball near the first platform; jump towards it and quickly slash it while still in the air, or zap it first with the wizard before jumping to the platform. After the lava lake, cross the collapsing bridge to reach the end of Scene 1 with a door leading to Scene 2. There is a switch on the ground to the right of the door. Step on it and a chest appears to the left of the door. Enter the door to go to Scene 2.

-Scene 2-

At the beginning of this scene, you'll have to cross yet another lava lake. This one is long, but still shouldn't be a problem. You'll be riding moving platforms and jumping from platform to platform as fireballs hop out of the lava. After crossing the longest lava lake, you arrive at two staircases. The one going down has a chest with an eyeball. Get the items and jump on the first step of the upper staircase. Three living fireballs will hop out of the lava pit and come at you. Jump back to the top most step of the lower staircase and move back a little. Slash or zap the living fireballs as they reach you. Proceed right, crossing a bridge and lava lake. You'll come to a ledge; at the end there is an eyeball. Kill it and move down to the second ledge below and wait for two living fireballs to jump out the lava. Crouch, and keep pressing the attack button and you'll kill them as they barely reach you. Move forward and cross a small lava lake to reach the end of Scene 2, with a door leading to the boss. Kill the orange goblin nearby as it gives you a healing item.

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|Level 2: Cave|
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-Scene 1-

Before entering Level 2 or any other level, there will be cutscenes. Press A, B, or C buttons to scroll the text or press Start to skip the scene. You will then be able to buy items right before going to the next level. If you got all the items from Level 1, you should end up with 12 silver. Don't buy anything yet and just exit to Level 2. When the level begins, there will be two routes you can take. The upper route leads to a wall that has a secret passage at the top. The huntress is able to reach it easily with a high jump attack. For the other two, you'll have to jump on the ledge across, then jump towards the wall with a high jump attack. Inside the secret room, you'll find silver and a healing item along with bats and cavemen. Get the items if you want, otherwise, the lower route is the one to take. Further ahead, you'll come to a wall and a chest; get the items and continue heading down to the left. On the way, there will be a ledge you can reach with a high jump attack and more ledges going to a healing item. Get it and go back down continuing to the left, then down to the right. You'll come to many ledges; at the top most ledge is a blast item. Use the scroll feature to see below and carefully move down the ledges so you don't fall from too high or into a spike pit. At the end, a skeleton guards the door to the next scene. It gives you a healing item, so kill it by using strong attacks or zapping it and crouch to block its slash attacks and beams. Enter the door to go to Scene 2.

-Scene 2-

At the beginning, you'll come across a caveman and bat sleeping upside down. If

you use the scroll feature and scroll up, you'll see a ledge that appears to be unreachable. At the top of the ledge is a chest, with a blast item and a few black gold bags. To reach the ledge, head right and take the upper route, where there will be several ledges to climb up. To the right most ledge, there will be a small platform that comes down that you can use to reach a high ledge that has a gold and black silver bag. Use a high jump attack to get on the moving platform. Going to the left is how you reach the unreachable ledge. At the left most ledge will be a brown goblin; kill it and carefully jump off the ledge to land on the unreachable ledge. You can't see it before jumping, even with the scroll feature, so you'll just have to risk it. After getting the items, walk off the ledge to the right to land below another ledge and safely ride down a moving platform. It's not necessary to get these items, but you'll probably want to get the gold bag. The lower route is, otherwise, where you should go. After going past a grey goblin and jumping over a spike pit, you'll see another pit that appears to be very deep. This is actually a secret passage that leads to a powerup. Go down there by walking off the ledge. You'll fight some goblins that come at you from both sides, so you'll have to be quick to kill them to not get hit. You'll come to the powerup after crossing two spike pits. The powerup will be above a switch; stepping on the switch causes two cavemen to appear on both sides. Get it and you're attack level should now be maxed out. Head to the right towards some stairs to get out of the underground passage. Jump to the small platform on the left and onto the long ledge. If you walk all the way to the left edge you'll see a small platform come down that you can ride up to reach some items. Get them if you want, otherwise, keep moving to the right to reach the end of the scene with a door going to Scene 3. A skeleton also guards this door and gives you a healing item, so kill it before entering the door.

-Scene 3-

There will be some moving platforms and several ledges you can get on to on both sides. At the very top ledge to the right, there is a werewolf that gives you a midas ring. Kill him by waiting and blocking his attacks, then quickly slash or zap him when he roars. On the next ledge below to the right, there is a secret passage you can jump to on a wall, leading to some items. The correct way to go is all the way down and to the right. Six spiders will drop from the ceiling; you can kill them easily with a strong attack or crouched zap. The best thing to do, though, is quickly go all the way to the right and stop at the spike pit. All six spiders should now be together; now use the midas ring you got from the werewolf for an easy 6 silver. You may end up getting hit by the spiders trying to do this, but they're the weakest enemy, so there's no need to worry and for 6 silver it's worth it to trade very little health. On the other side of the pit are many ledges to climb. To the very right is a chest with a healing item. If you use the scroll feature and scroll up from here, you'll see a ledge that can be reached by doing a high jump attack from the ledge across or by walking off the really high ledge above. This ledge has a chest with 13 silver and is very hard to reach with the barbarian. If you mess up the jump from the ledge across, you fall and take major damage. I recommend you get the silver, anyway, even if it means walking off the very high ledge above. You need all the silver you can get and you can't just pass up 13 silver. If you're playing the barbarian or aren't good at doing the high jump attack, it's probably best to get there by walking off the ledge above. To the left and up is where you should go. At the top most ledge to the left is a chest with a healing item, strength scroll, and gold silver bag. Be sure to get these items and save the strength scroll for the forth boss as he is the first hard boss you'll meet. You should never use any strength scrolls on regular enemies nor the first three bosses. Save them for the tough, hard bosses. Continue to the right where you'll come to a ledge with a chest and goblin. The chest contains spiders, so there's no need to open it. Keep moving right and ride a moving platform across to another ledge. There will be two bats flying towards you trying to knock you off. Kill them quickly with a strong attack or zap them. On the other ledge across will be a powerup in plain sight. Your attack level should be maxed out if you haven't died, but incase you

have, here's another for you. This is the ledge you can walk off of to reach the ledge below with the 13 silver. If you already got it, continue heading right to reach the door to the boss, which happens to be guarded by a skeleton that gives you a healing item.

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|Level 3: Castle|
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-Scene 1-

After beating the second boss, hearts become available to buy. I recommend you don't buy any and save your money for healing, strength, and force field items instead. Sometimes healing items and temporary invisibility will keep you alive longer than extra lives, and this happens to be the case in this game. Remember, a healing item restores half of your health. If you have 20 of these, then you practically have 10 extra lives right there. Before you go to Level 3, buy all the healing, force field, invisibility, and strength items available. You can also buy a heart if you want; I suggest you don't, though. Just make sure you have at least 10 silver left or you'll be sorry later on in Level 4. You begin the level on the right side, on a ledge. Walk off the ledge to the left and go down the ladder. Then, go left and climb another ladder to a bridge where a werewolf appears. The werewolf gives you a few items, so be sure to kill it. Go left to find an elevator that leads to a room with a few silver. Get the silver; you'll need it to buy an important item after this level. Climb down the ladder to the left of the elevator and head to the right to find another ladder. There is a secret passage you can jump to through the wall that leads to a room with a blast item. Get it if you want, otherwise, climb down the ladder. Take the elevator to the ledge on the left to get some items, then continue down the elevator again. You will see one of the few appearances of the tarantula enemy below. Unlike the spider, the tarantula does not jump at you and it does more damage. A simple crouch attack will kill it. Climb down the ladder. The left goes to a room with a powerup and gargoyle. Kill the gargoyle to get a midas ring from him. All the way to the right and up a ladder is where you should go. Then, left, down another ladder and up yet another ladder to reach the door to the next scene.

-Scene 2-

This is the shortest scene in the game. Wait for the elevator to reach you and ride it down. Climb down the ladder to the exit, very simple!

-Scene 3-

You'll want to use the midas ring here. Move left, down two ledges and you'll find a caveman, viking, and several goblins. Try to get them onscreen together, all at once, then use the midas ring for lots of easy money. Use a force field item if you have to. Head left to an elevator. There is a secret passage in the wall you can jump to, then keep jumping up to reach a ledge with another midas ring and other items. To get back down, carefully walk towards the right of the ledge and you'll go through the floor landing close to the elevator. Wait for the elevator to reach you and ride it down. This is where you should use the other midas ring you just got. There will be three spiders below the elevator and a bridge with two goblins to the right. Try to get the spiders to the bridge by blocking their jump attacks, so they bounce off you towards the bridge. Once on the bridge, keep bouncing them along with the two goblins, to the very right of the bridge. There is another goblin past the bridge; once it's in sight, use the midas ring for an easy 6 silver. Cross another bridge with a werewolf that gives you some items. Enter the door to go to the boss.

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-Scene 1-

This is when the armor upgrade becomes available to buy for Level 4 to the end. It should be the very first thing you buy before entering the level. You should also buy as many of the following items in this order: strength, transform, and invisibility. If you have at least 50 silver, you should be able to buy all of them. This is the level with toxic fumes where you must use the gas potion to protect yourself. Gas potion can be bought before entering this level, but don't buy any. There aren't many areas with fumes and there is enough gas potion found throughout the level. Two vikings approach you as you enter the level. Kill them and move forward quickly to avoid the spears that pop out from the ceiling and floor. A black caveman, who is more aggressive than the red ones, comes at you. To kill him, just block and wait for him to strike you three times, then attack once and repeat. Move forward and stop at the bottom of the second slope. Spears pop out from the ceiling; wait for them to retract before moving down the three ledges. Go left, close to the bottom of the slope. Spears pop out of the floor. Once the first two on the right retract, quickly move to avoid the ones that pop from the ceiling. To the left is a door that goes to a room with lots of items; be sure to get them. Kill the lizard first by getting on the step below it when it walks away, then keep shooting it when it comes back. With the barbarian, you should block and quickly attack it once after each time it stabs you. Inside the room, two goblins will appear on each side when you walk to the center. You can kill all four if you're quick, but it's best to use a blast wand. Each goblin gives you an item with one of them being gas potion. Go back out once you get them and quickly walk right to avoid the spears. Climb down the ladder carefully as there is an eyeball below shooting lasers that go diagonally. The door to the left of the eyeball goes to a room with a force field. There are some obstacles and hooded enemies there, but they shouldn't be a problem. When you enter the room, walk off the ledge and stand against the wall. A tile lowers you down to the floor below. Move all the way left, stopping at the second tile from the wall. The tile rises taking you back to the upper floor on the other side of the fire. Climb up the ladder to get the force field and walk off the ledge to head back out the room. Walk all the way right to another ladder. The exit is below, but there is a barrier that needs a key to open. Jump on the ledge and walk off it to land on another ledge that is barely visible. A saw pops out of the wall on the left, but it shouldn't hit you. Walk off the ledge when the saw goes back in. Go right to a sleeping bat, who is actually the one of a kind vampire bat. Under him is a secret door you can enter, even though you probably can't see it. Inside the room at the left are two chests with lots of silver and a werewolf appears when you get close. The right goes to the room being guarded by the two knights; do not go this way or you'll end up taking a long fall. Go back out and move right to a ladder. Jump through the wall to get to a secret passage with items. Climb up the ladder and go left to a door guarded by two knights. Zap them with the wizard's strong attack. With the huntress and barbarian, you'll have to approach them and walk away when they come to you. Turn back the moment they move away and attack while they are vulnerable for a while. Go in the door. This is where you'd end up falling to if you had gone right from the secret room with the two chests. Move right and go to the second tile from the wall. Face left and stay crouched as the tiles take you up. There will be saws popping from the left wall and cavemen jumping at you one by one. What you should do is blast away the cavemen. The first three are red and can be blasted; use a blast wand the moment you see them. The next one is green and can't be blasted; this time use an invisibility item and you won't have to worry about him nor the other two guarding a door at the top. Enter the door to get a key and healing item. Climb down the broken ladder, slowly walk a little off the broken ledge, and jump over the gap. Climb down another ladder and jump across some ledges. There will be a barrier; stand by it and use the key to open it. Go in the door. Jump over the fire to the ledge above and quickly block to avoid the arrows shot at you. Enter

the door to get another key. Walk off the ledge to the left and you'll be near the beginning of the level where the toxic pit is. Go left, down the ladder, all the way right to another ladder, and this time open the barrier below with the key. All the way left is the exit and a powerup.

-Scene 2-

Go right a little; some rocks will fall. You can jump over them, but it's easier to move all the way back to avoid them. Move forward and go in the door. You'll be in a room with toxic fumes, but you don't need gas potion as long as you keep your character's head above the fumes. Jump to the wall on the left and ride a tile down. When it goes down as far as possible, walk off it to ride another one down to some items. Ride the tiles back up and go to the right of the door to more items. Go back out the door and move right a little. A rock will fall; it should be easy to jump over. Head right to a wall and three tiles will take you down. As you're going down, move all the way left and keep holding Left on the D-Pad. You'll enter a secret room with items somewhere along the way. Go back to the passage and wait for two spears to fall. Lightly jump towards the right wall and try to land past the three tiles that took you down or you may end up losing some health due to probably saws underneath the three tiles. Enter the door. Inside the room is a gargoyle that respawns three times and each time you kill it, you get gas potion. Go right past the spears, slowly moving as each one retracts, and jump over the first three tiles or you'll set off a trap causing several rocks to fall. Get the key and other items in the chest and go back out. Go right, jump on the block with the switch, and quickly jump to the other block to avoid the spear that falls. Be careful when you jump to the ledge across as there is a grey eyeball that can be hard to spot since it can blend in with the background. You lose half your health if you touch it, so be careful. Go in the door. This is really the only area where you'll need to use gas potion. Go right to the edge, jump a little forward, and while in the air use a gas potion. Move forward slowly as the spears on the ground retract and use another gas potion after the first one wears off. You'll probably lose a little health, but it's very little so there's no need to worry. Climb up the ladder to get a key and other items. Use another gas potion, walk left off the ledge, and head back out. Open the barrier and you can go up one of two ways. You can try jumping over the tiles and go through the wall to a secret passage or you can ride up the three tiles. Either way you go, they both lead to the same place. Saws pop at you from both sides if you ride the tiles, so stay in the middle tile crouching and face left or right depending where the saws pop out to block them. The secret passage is easier. There is a chest with spiders, so there's no need to open it. Climb up the ladder and stop a little below the ledge to avoid the saw. Again, climb another ladder stopping a little below the ledge to avoid a saw. Climb two more ladders to get to the top. If you took the tiles up, you'll end up outside the barrier with a powerup inside. If you took the secret passage, you end up inside the barrier with no powerup. Open the barrier from the inside and walk away from the door for the powerup to appear. The door on the other side of the right wall is where Scene 3 begins. The wall left of the barrier has a secret passage with a ladder that takes you all the way back down, so there's no need to go there. Enter the door and go all the way right jumping across some ledges. At the end is the door that exits the scene. Below the door is a chest in the toxic with a healing item. You can get it by walking off the ledge the other chest was on. You'll be in the toxic, but only your character's legs will be covered so you won't lose health.

-Scene 3-

You will appear by the door you saw on the other side of the wall and you won't be able to go back, so this is technically another scene. Move right and a tile takes you up; get off the tile when it's high enough so you don't get crushed by the spears on the ceiling. Walk left, jumping some fire, and enter a door. There is a yellow eyeball when you enter the room that can be hard to spot. It's not as deadly as a grey one, but still does a lot of damage if touched. Get on the

ledge and go right. Be careful with a werewolf that may surprise you when going up the slope close by. There is a gargoyle flying around on the other side of the ledge. With the huntress, stand close by the edge above the toxic fumes and use your strong attack to kill it. With the other two, transform it or use an invisibility item and move along. Jump on the block and jump to a small ledge. Jump on a moving block and go to the top. There is nothing but a saw that pops out below, so there's no need to go down there. The chest contains spiders, so don't open it. Jump to the wall to the right of the ladder to get a midas ring and healing item. There are some more items down the ladder. Go all the way back out the room after getting the items. Go left and a tile by the wall lowers you down where a werewolf appears. Move right to another tile that lowers you down. Jump over the fire and stand on the left tile closest to the fire to be lowered down. Open the chest and slowly approach the item as a saw will pop out. Get the item quickly as soon as the saw goes back in. Jump over the fire and stand on the middle tile between the fire and right wall to be lowered one last time. Go in the door right of the fire and head left. You'll find a chest by the wall and a caveman, but don't kill him yet. Ignore the chest for now and step on a tile two steps below the chest to be lowered down along with the caveman. Do not open the chest near by yet. Instead, move left until you see three spiders. Get them to follow you back to the chest and open it. Two spiders pop out of the chest, so there should now be five spiders and the caveman onscreen at once. Use the midas ring you got a while back. Go all the way left and climb a ladder to get a key and lots of silver in a chest. Jump to a secret passage on the left wall to find an exit to the room. There is a saw moving around the perimeter, so watch out for it. Head out the door and you'll appear by the door left of the fire. Enter the right door again to get the first chest where the caveman was and go back out the same way you came in. Open the barrier at the left and walk onto three tiles that will take you up. Stay in the middle tile crouched to avoid the saws. When the tiles are high enough, jump to the ledge on the left to avoid the spears on the ceiling. Continue left and you can either enter the door or take three tiles up at the left. Either way takes you to the same place. If you enter the door, you'll have to climb a ladder to another door to exit the room. There is a chest and gargoyle flying by that gives you a healing item at the top of the ladder. You should take the three tiles up. As usual, stay in the middle tile crouched to avoid the saws. To the right you'll see a switch and the door you come out of if you took the other way up. The switch causes two saws to come out of the floor, so don't step on it. Enter the room from this door so it will be easier to kill the gargoyle and get the items. Go back out the same way you came in. Jump on a block to the right on the wall; you'll have to go up jumping on blocks left and right while rocks fall in the middle. Wait at each block for the rocks to fall before jumping to the next one. At the top, jump to the ledge where the spears are on the ceiling and go through the wall to find a chest with a key and other items. There is another secret passage on the wall right of the chest with more items. Go all the way back out and continue left. Watch out for the saws moving around. Open the barrier and go left some more to reach the door going to the boss.

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|Level 5: Another Castle|
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Before going to this level, buy as many of the following items you can in this order: strength, transform, midas, invisibility, force field, and healing. The background of this level looks exactly like the third. This level is composed of only one scene and you begin on the right side when entering it. Move left and you'll see a hooded enemy, but don't kill him yet. Instead, keep moving towards him and blocking when he shoots lasers. As you keep moving, some goblins will appear on both sides of you. Keep blocking the ones in front and they'll move away. For the ones at the back, try to ignore them and keep moving forward. When

you get all the way left to a ladder and werewolf, there should now be lots of enemies onscreen. Use the midas ring you just bought to get lots of money back. Go up the ladder. To the left down another ladder is a door that goes to a key with a few silver; get them and climb back up. Climb up the other ladder to the ledge on the right. A switch is nearby that causes a caveman to appear, so don't step on it. Go all the way right to another ladder and a barrier. Inside the barrier is a door that takes you to a room with a few silver and a blast item and spears will be falling from the ceiling. The blast item isn't really needed anymore and it's only a few silver, so you decide if you want to get the items or save the key for another barrier later on. Up the ladder is where to go. To the right is a healing item with a few silver. Go left past the elevator and cross the bridge to get lots of silver at the left. Two goblins will appear on both sides close to you when you're in the middle of the bridge, so be careful. Go back to the elevator and ride it up. Get off it to the right and climb up a ladder. Head left to a door and another ladder. The door goes to two chests with a few silver. The ladder takes you down to a switch that causes a caveman to appear that gives you a blast item. Go left of the door and ladder and ride an elevator down to get a healing item, then ride it all the way up. On the left ledge is nothing else than a goblin, so get off to the right. Kill the skeleton because he gives you a healing item. There's a secret passage through the wall right of the ladder with a force field item. Climb up the ladder. To the right is a barrier and left is a door. If you saved the key you got earlier, open the barrier. If you don't have the key, you'll have to enter the door to get another one. Go right when you enter the room and slowly move as the spears on the floor retract. On the other side of the spears is a chest with a key and other items. Go back out using the door next to the chest and open the barrier. Ride up the elevator and climb the ladder. Go left past the other ladder to find another ladder by the left wall. Climb it up to get a key from a caveman. Go back to the middle ladder and climb it up. Open the barrier and climb up one last ladder to the door going to the boss room.

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|Level 6: Golden Castle|
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-Scene 1-

Buy as much of the following items you can in this order: strength, transform, and at least one midas ring before entering the level. This level is very long and it's the longest level of the game. First, begin by going all the way right to a ladder. Climb about halfway down the ladder and use a high jump attack to reach the ledge on the right. Move against the wall; a caveman will appear. Kill him to get a key and walk off the ledge. Go left of the ladder to open a barrier to get a chest with lots of silver and other items. Now, go all the way back and to the right of the ladder. Climb down another ladder and go left. As you walk left, goblins and bats will come towards you. Instead of killing them, block so they move in the other direction. When you get close to a switch, there should now be lots of goblins onscreen together since they won't go past the switch. Kill them with the midas ring to get back lots of silver. The switch just causes three spears to fall from the ceiling, so jump over it. Climb up the ladder and kill the knight before getting on the ledge. You can do so by hanging from the ladder and jumping straight up to shoot him when he walks away. It's harder with the barbarian since the knight will have to be closer to hit him. Get the key from the knight, open the barrier, and enter the door to exit the scene.

-Scene 2-

Kill the knight with the wizard's strong attack. With the other two, move toward him, back away, and attack him as he backs away and stands still. Continue going forward and go down the ladder. Go left past another ladder and kill the caveman for a key. Go back and climb down the ladder you just past. Open the barrier and

use the same strategy you used on the first knight of this scene to kill this one. Get a healing item to the right of the ladder, then climb down just to the fourth step. A knight will be walking by. To kill him, jump off the ladder when he's walking away from the wall, quickly shoot him, quickly climb back up the fourth step, and repeat. With the barbarian, go all the way down and approach the knight, quickly turn away as he tries to attack you, then quickly turn back and attack him. Head all the way left to a ladder and climb up to the exit.

-Scene 3-

Move forward and two goblins appear on both sides of you. Block the ones on the right and move forward a little more. Another one appears and a knight comes at you. Quickly use your last midas ring while they're onscreen together. Move on forward and walk off some ledges. Kill the knight right of the ladder since he gives you a healing item. Climb down the ladder, climb down another ladder, and climb down yet another ladder. Go all the way left and step on the switch to release a werewolf with a key. Climb back up the ladder and open the barrier at the top first. Enter the door to get another key with other items. Be careful with the saws moving around the perimeter of the room. Go back out, climb down the ladder, and open the barrier below to go to the exit.

-Scene 4-

Head all the way to the right. You'll come to a switch that causes a caveman to appear. It's hard to jump over it, but the caveman shouldn't be a problem. Keep going all the way right to a barrier. A knight will come to you. Kill him with the wizard's strong attack. With the other two, approach him, quickly turn away as he attacks you, quickly turn back and attack him. Get the key he drops and open the barrier. Climb up the ladder and go down another ladder at the right. Get the key in the chest to the right and open the barrier at the left to get another key, midas ring, and healing item. Climb back up and open the barrier left of the other ladder. Go left, step on the switch, and quickly use the midas ring you just got while lots of enemies are onscreen. Continue left and go up the ladder. Go all the way right and climb down a ladder. Wait for the two flaps on the right side to close, then walk and jump to the middle to avoid falling on the spears. Do the same for the other two flaps and continue going left. Go down the ladder and go left past two more ladders. Lightly jump to the ledge across the viking and watch out for the eyeball that blends with the background. Kill the lizard on the other ledge by simply staying on the middle ledge and jumping to shoot him. With the barbarian, get on the ledge the lizard is on and block, wait for him to attack, attack once, and repeat. Get the key the lizard drops and get back on the middle ledge. Walk off the ledge to the left and you'll land on a ledge below. Kill the goblin for a healing item. Head all the way right. Don't worry about getting hit by the frogs since they do almost no damage. Just watch out for their explosion. Climb up the ladder, then climb down the other. Open the barrier and head right. The switch will cause spears to fall from the ceiling, so jump over it. Continue forward and go up the ladder. A little more than halfway up is a secret passage on the right wall to a room with lots of silver and a transform item. Continue going back up the ladder. The Medusa Head returns for the third time, but she's not the boss. She's a sub-boss here, but she's easy to kill and not too powerful. Stand on the other side of the gate and use the huntress or wizard's strong attack to kill her instantly. Get close to her with the barbarian and block her laser, attack once, and repeat. Enter the door to go to the final scene.

-Scene 5-

Wait for the left and middle set of spears to retract, then move and jump over the other set of spears. Now you can go one of two ways, either up or down. Both routes take you to the same place, but it's best to take the upper one since it is shorter and easier. There is an invisible hole on the floor. Look closely at the tiles; you'll notice that one of them has a symbol that kind of looks like an "&". Jump over this tile and go right up the ladder. Continue to the right

jumping over two spear pits. There will be a powerup over some spears that come up from the floor. Move forward slowly as the spears retract and get the powerup if you need it. Get the key from the chest, open the barrier, and continue to the right. You'll see a ladder under a block; this is where you'd end up if you took the lower route. Keep going right where you'll have to cross and jump from bridge to bridge. If you miss a jump, you'll fall to another bridge below. There is nothing but goblins below, so just keep heading right if you fall and climb back up on the ladder at the end. Continue right to some falling spears. Let the spears fall first as you slowly move between them. Enter the door guarded by the knight to go to the boss.

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|Level 7: Forest|
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-Scene 1-

This is the hardest level of the game. In this level, the common enemy becomes knights and there are also gargoyles towards the end. This is why you want to get as many transform and invisibility items as possible. These two items may not have been very useful in the previous levels, but you'll be using them like crazy here. Before going to the level, buy as much of the following items in this order: strength, transform, and invisibility. The best way to complete this level is to rush through it with invisibility. The faster you get out of here, the longer you'll survive and the less healing items you'll use. The first scene is short and isn't too bad. Head all the way right and kill the second caveman after the bamboo spike pit for a healing item. Jump over another spike pit and kill the knight by attacking him from the step below. Watch out for the weed that tries to lash you and keep going all the way right. The door to exit the scene is between the two torches; that's how all the doors look in this level.

-Scene 2-

This scene is also short, but harder. For the most part, you'll want to stay on the lower route as much as possible. Move a little right and the moment a knight appears, use an invisibility item and rush through jumping over him and other knights. Your invisibility wears off when you reach two red knights. Use another one and continue moving forward. Your invisibility wears off a little before you reach a vulture. The knight below gives you a healing item if you don't use a transform item on him. Kill him by walking off the ledge, get back up as he goes to you, walk off the ledge again and attack him quickly. Get the items in the chest and continue forward to a house. Get on the ledge left of the house and jump on the roof. Jump to the upper roof and get to a small ledge on the right. Jump forward to land on a ledge with two chests. Transform and kill the gargoyle flying by for a healing item. Walk off the ledge to the exit.

-Scene 3-

Walk a little forward, then move back to avoid the falling rocks. Move down two ledges and climb down the ladder. Move a bit forward and wait for the rocks to fall. Jump over the toxic pit and climb down another ladder. Jump over another toxic pit, then jump back quickly to avoid more falling rocks. Jump over the pit again and go in the door to get a healing item and a few silver if you want. Use a high jump attack to reach the ledge above. Use a high jump attack again to get over the long pit and move forward quickly to avoid falling rocks. Wait for the weed to lash, then climb up the ladder and get off on the ground. There will be an earthquake, but no rocks will fall. Keep going forward, cross a bridge, and move back a little to avoid falling rocks. Continue right to the exit.

-Scene 4-

Move right below the ledge. Use an invisibility item so the gargoyles won't see you and move forward right through them. Stop when you see a grey gargoyle and

kill it for a healing and force field item. Continue forward; watch out for the explosions of the frogs. Use another invisibility item to jump over the toxic pit after the frogs. Get a healing item from a werewolf below the wooden ledges. Climb to the top most ledge to get a chest with more items. Walk to the ledge across and transform the gargoyle while he's flying above the upper ground, then kill him for a healing item. Continue heading all the way right to exit to the boss and be sure to kill the skeleton for a force field.

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|Level 8: Manax's Lair|
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-Scene 1-

This is the final level of the game. It's not as hard as the previous level, but the boss at the end is tough. You probably won't have much silver, but buy as many strength items as you can. Begin by going right, up a ladder, and ride down a tile. Here's the Medusa Head as a sub-boss again; she just doesn't know when to quit. Use the same strategy from Level 6 to kill her for good this time. Get the key, open the barrier, and ride up a tile. Go left and ride up another tile, but stay crouched so you don't get crushed on the spikes. This causes another tile to appear across; ride it to the area above to get some items and go down the ladder. Head left to ride up another tile and jump to the small ledge on the right wall. Wait for another tile to come down, ride it up and climb the ladder. There is a switch at the bottom of the first pit of falling rocks that causes a chest with a key to appear. Move on forward and climb up another ladder. The chest contains spiders, so don't open it. Use a high jump attack to get on the block; it can be hard with the low ceiling. Wait for the block to lower and jump to the other one across. Wait for that one to lower and jump to the ledge. Go right and ride a tile down. There is a secret room with items on the right wall near the top; just walk right as you ride the tile down and you'll reach it. Go back out and to the left. Wait for the arrows to shoot and slowly walk off the ledge so you land on the switch that stops them. Go left, down the ladder, and to the right. The switches cause the flaps to open, but there is nothing down there but traps. Kill the gargoyle for a healing item. Continue to the right and kill a skeleton for a key; you should now have two, one extra. Open the barrier and climb down. Kill the werewolf for another key. Open another barrier and head left. Slowly walk off the ledge so you don't land on the switch that will cause rocks to fall. Go left to the ladder, climb down, and go right. Open the barrier with the extra key to get some items guarded by a lizard and go back to the door to exit to the next scene.

-Scene 2-

Go in the door to get a healing item in a chest and key from a gargoyle. Go back out, open the barrier, go down the ladder, and enter another door for a key. Get the lizard to throw his sai at the left wall to reach the chest with a key. Head back out, open the barrier, climb down, and go in yet another door for a key. Go and stay crouched on the right tile as it rises and lowers. A chest with the key appears on the left. The other tile causes a chest with spiders to appear on the right. Head out, open the barrier, climb down, and go in one last door for the key. Be careful here; you'll have to go all the way right jumping deep pits. If you fall, you won't be able to get out since the pits are very deep and you'll have to let yourself slowly die on the spikes. Jump to the first small ledge and wait for the gargoyle to fly over a pit. Transform him so he falls into the pit. Continue right to the key and go all the way back out. Open the barrier at the right to get a key and other items. Goblins will appear on both sides very close to you, so use a blast item the moment they appear. Now, open the barrier at the left. Kill the vulture for a key and open the barrier further left. Ride down the tile and head all the way right. Watch out for the eyeball at the end that blends in with the background. Ride another tile down and go right. Transform

