

1.***** INTRODUCTION *****

Hi, I made this FAQ because I saw there was no FAQs yet for the game so that's to help people who are still playing that fantastic game. I never though I'd be able to finish that hard game one day (I never went further than level 1 before today !) but to write the FAQ, I had to complete the game so I forced myself up, played like mad and completed the game in one evening, completing the FAQ while playing, between each level. What a challenging evening ! Hope my FAQ can help you master the game !

WishingTikal

2.***** WALKTHROUGH *****

I suggest you starting with Practice Mode...

STAGE ONE

THE EXECUTION PLACE (level 1-1)

This level is a kind of old cemetery. You'll encounter Skeleton Murderers popping out of the ground and from behind the bushes, vultures flying above your head and Poisonous Flowers throwing rocks. There are also some guillotines. Get past the obstacles, past the enemies and you'll eventually cross a bridge leading to...

THE FLOATING ISLAND ON THE LAKE (level 1-2)

Watch out for strong winds here ! At the start, there'll be some Sickie Weasels, you can't kill them when they're flying, you have to wait until they stop. But hurry before the wind blow starts or you'll be unable to jump forward over the enemies, so don't mind the enemies and jump over them, running to the next part. Don't loose your time killing them. From there, you'll have to climb a mountain. Don't go up yet, go straight to the very end at your right and you'll come to a ladder. Go up and then start climbing up the mountain. Watch out for the Goblins above you, they'll try to vomit on you... Once you're on top, go down the "stairs" to face...

BOSS 1 - STATUE OF TERROR

This one is pretty easy. Don't stand right next to the creature, don't try to hit it yet. Stay at a good distance. The creature will eventually bend his head so now is the moment to strike. He'll throw a flame at you so jump over it and hit his head once. He's gone already ! (On Expert mode, it'll take you many more hits to kill him) Take the key and enter the gate to...

STAGE TWO

THE VILLAGE OF DECAY (level 2-1)

First, there will be Rock Turtles falling down the hill so try to avoid them and kill the other ones that are on the ground. Once you're at the top of the hill, there'll be moving sand inside a mill. Don't go on, jump on the steel rope above you. At certain places, if you walk on, the rope will break so watch out and remember where you can step and not step. If you fall down, run up through the moving sand and start back. Just be careful not to fall on the creature under you... Once you're done with that part, you'll be out the mill. Avoid the fiery thing and run to the big skull pile. Watch out for the enemy that throws rock though. Walk up and... Seism ! Welcome to...

TOWN OF FIRE (level 2-2)

There are lots of earthquakes here so watch your steps. Jump over the first pit because the ground will fall at this place. To the next, the first ground part will fall but not the second one so jump on it. The third part will then fall. Then, get over the 2 "platforms" and kill the snake. The rest is hard, fire falling from the ceiling, Fire Bats all around you, lava pits... Try to have a weapon you can throw because at one place you'll have to jump and kill a snake before reaching the platform. Get over all the lava pits to face...

BOSS 2 - INFERNOMO

This one is harder. He's like a giant lion with fire fur. He'll jump over you and flames will fall from above. Avoid them by standing between two. Then, the creature will jump over you again, but this time, bend yourself! Get back up and hit the creature as many times as you can. He'll jump again, bend again! Avoid the fire, hit the enemy. Now don't stand next to him, he'll walk to you before jumping. Hit it some more times to defeat him. You just have to learn his patterns (he always does the same thing) and you'll get him. Pick up the key and enter the gate to...

STAGE THREE

BARON RANKLE'S TOWER (level 3-1)

In that stage you're on a platform that goes up and you have to avoid the Flying Goblins that'll throw rocks down at you. You have to kill all the big purple knights too or they'll attack you after. Don't hit their swords, hit their body. Hope you have a throwing weapon. After that, you'll have to always go to right or you'll be crashed into the ceiling. Kill the yellow enemies and go right, always right, don't loose any time. At a certain point, you'll have to hit blue blocks to break them and have the way free to continue. After that part, you'll end up on a purple tongue leading to...

HORRIBLE FACED MOUNTAIN (level 3-2)

Go on the gargoyle's tongue but never stay on them too long or the gargoyle will swallow you. Jump on the tongue above and then drop down on a moving platform. Destroy the chest but watch out, there's a sorcerer inside so jump back on the platform behind you to avoid it. Then, Jump on the tongue to your right, the one above you. But kneel ! Because there are some kind of stalagmites under the platform above. Then, drop down on the platforms below but you'll have to jump on the next one to your right, in the opposite direction of where the platforms are going. Jump and jump and jump and then on the tongues and finally on the purple platforms with grass on. Jump from one to the other and you'll reach...

BOSS 3 - MISTRAL WINDS

This boss is a kind of big cloud with an eye in the center. I was lucky on this fight, I had a good weapon. A throwing weapon would be best here. The boss isn't particularly hard but the problem is that there's no way to know if you're hurting him or not. He'll just move across the platform, up and down. Really easy to avoid. He has no attacks, so don't worry. I'm not sure if there was really a special moment to hit him but just keep hitting him continuously and he'll eventually go away. Grab the key and enter the gate to...

STAGE FOUR

THE CRYSTAL FOREST (level 4-1)

It don't see in which way this is supposed to be a forest, it looks more like a cavern but well, anyway. There are Skeleton Murderers here again and some trunks throwing a blue energy ball at you, so be careful. Also, don't touch the green crystals on the ceiling, they're sharp. In the second treasure chest is an armor if you've lost yours. Go through the forest part to...

THE CRYSTAL CAVE (level 4-2)

In that section of the level, you go down the water flow. Kill the green hand and jump over the gap. Run up the water flow and kill the other green hand. Watch out for the blue worms too. At one place, you'll have to bend down to avoid a spiky ball. Go down the water stream to the first green "platform". Don't stay on it all the way down or the cannibal plant will swallow you. As soon as you can jump on the next platform, jump ! Kill the green enemies that are throwing green energy balls at you and jump from green platform to platform until you reach the bottom to face...

BOSS 4 - CRISTALLISED WORM

I had a very hard time figuring out how to beat that boss! He's pretty hard to defeat too... There will be small green worms coming out from the big worm, avoid them or kill them. There will also be a long orange worm that'll pop out from the big worm sometimes. You can't kill it and it's annoying so try to avoid it (on Expert mode, there are 2 of these orange worms!). To defeat the boss, you have to hit the 6 orange/green small organic pods you can see inside

the big worm's body, they stick out and in. So you better have a throwing weapon. When the pod sticks out, aim down and throw your weapon at it. After 3 or 4 hits (I was too nervous to count well..), the pod will explode. Hit the 6 pods that way, avoiding the enemies (very difficult) and make them all explode to defeat the boss. It's hard because of the enemies all around you, annoying you all the time... Avoid all you can and be really careful. After the fight, take the key and enter the gate to...

STAGE FIVE

CASTLE OF EVIL DEMONS (final level part 1)

This level is insanely difficult. At the very start of the level, kneel and throw your weapon to the skull of the dragon to destroy it. Jump over the treasure chest (there's a sorcerer inside so don't bother) and quickly go up the ladder. Now you'll encounter some very annoying enemies, the Red Destroyers' Kings. They fly around you and it's very hard to hit them. They'll dodge most of your attacks. They can throw 3 little stars at you, easy to avoid. They wait for the best time to strike. Once they're after you, they'll do anything to kill you. There's lots of them and kill them if you can or try to avoid them, do what you're best at. My trick to destroy them is to wait until they strike at you and throw your weapon continuously. They'll approach you and die. Then, there'll be a place with lots of ladders you have to go up and many Pigmen. Be careful as there is also Demons Dayflies flying around. Kill the Pigmen from under them before climbing a ladder but watch out for them vomiting on you. Then, drop down to...

TOWER OF EVIL DEMONS (final level part 2)

(Note: At the start of this section, a chest may appear. Inside is a sorcerer so kill him. After the first ogre, there'll be another chest with a Magic Armor in. You'll need it! After the dragon heads, there'll be another chest again with a weapon in. Try to get the Fire Water weapon if possible so you can use the Fireball Magic, it's the best for this level.)

There'll be a long ladder to climb up. Watch out for the spiky chains popping out of the walls. Watch them carefully before climbing. Learn their patterns and climb up when you think it's the right moment and it's safe. (Best moment : when the two first chains pop out at the same time, you'll have to wait a little for this moment) At the top of the ladder, you'll reach face a kind of big ogre who breath fire. You can easily avoid his breathing by kneeling (but stand near him). To defeat him, you have to hit his eyes. Hit his eyes many times and he'll eventually be destroyed. Go up the ladder there. At the top will be two dragon heads. They throw fire so watch out for this and try to kill the two heads. When the two heads are gone, a new passage will appear. Go through it to reach a room with lava walls and 2 big green doors. Two ogres will pop out from these doors ! (Stay in the center, between the 2 doors) It's hard but kill the one to your right to accede to next section. There are clouds there you can kill and ladders. Go up all the ladders. (You can just avoid the clouds if you wish too) Once on top, there's another dragon head so destroy it and watch out for the Flying Goblins above your head. Climb up the ladder to...

(Note : If you're in Expert Mode, in the third chest of this level, the princess' soul will come out ! She's give you a magical weapon but this one has

no magic power. Keep this weapon ! You'll need it to defeat the final boss.)

BOSS 5 - PHANTOM BEE

I guess I was very unlucky on this fight... I had the sword as my weapon and since the bee flies, I could barely hit it. The bee will throw 3 or 4 green beams at you so avoid them and hit the bee then. After, the bee will split into several small bugs, so try to avoid that too. You can kneel and rapidly attack them to be safe without having to dodge them. The bugs will then turn themselves into a bee again, so repeat the process and after several hits, the bee will be defeated. If you have the Magic Armor, use your magic power and the boss will die in 1 hit ! Pick up the key and enter the gate to...

(Note : If you were on Practice Mode (in expert mode also), a screen will appear telling you you can't defeat Loki yet. You'll be taken back to the first level but now you're in expert mode. Reach level 5-2 again and in the third chest of this level, the goddess will come out ! She'll give you a magical weapon but this one has no magic power. Keep this magic weapon ! You'll need it to defeat Loki.)

FINAL BOSS - THE PRINCE OF DARKNESS

I thought this fight would be harder. Loki is sitting on a big chair in the center of the screen. First, he'll throw light beams at you from his left hand. Avoid that and never stand at the same place for too long or else the floor will collapse and you'll fall in the lava. Aim for his head and hit him as many times as you can. Then, he'll shoot light beams at you from both of his hands. You can touch his feet and jump over them, but watch out to not stand under them or he'll crush you with them. Hit him some more times on his head and he'll start shooting light beams from his mouth too. You can only hit his head when his mouth is open. Hit him some more to defeat him. I also have a trick to beat him, making the fight easier. You can jump on one of his foot and stand on it. Stay on it until Loki raises his foot. Stand on the edge and hit his head. You have to avoid the beams but this way you won't have to worry about falling in the lava pits below. Choose the way you prefer. Also, when you have a good moment to hit his head, rapidly press the attack button to hit him as much as you can. I even once beat him this way, only by shooting rapidly at his head on only one try!

ENDING

The princess' soul is released and the gate to the world of ghouls and ghosts is sealed. Arthur has saved the princess he loves and brought peace back to his land but is it really the end of all the evil there is on Earth... ?

STORY

Eerie music greets you as you begin the ghostly journey into a land of ghouls and goblins. You're Sir Arthur, a knight with one huge headache. The wicked and evasive Prince of Darkness has once again pillaged your land and plagued your people with paralysing fear. Plus, he's taken your girl; a real princess with a mean temper if she's held captive against her will.

To avenge your village and get your gal, get ready for an intense battle of wills. Yours and theirs.

And the odds aren't even by far. There's one of you and hundreds of them. Everything from snorting pigmen, scythe wielding skeletons, and haunted guillotines with an appetite for human flesh. This place is living torture. And even if you make mincemeat of your foes, natural disasters await with deadly results. Acid rain, tornadoes, and strong winds will intermittently rally against you.

So what does it take to get through ? Guts and weapons. We've got the weapons, and that leaves you holding the courage meter. You'll journey through four stages before reaching stage five where the Castle of Evil Demons has a "No Vacancy" sign on the door and they don't like visitors either. So get in and get out and you can consider this one a win !

WEAPONS/MAGIC

To use the magic power of a weapon, make sure you are wearing the Magic Armor. A red gauge will appear at the bottom of the screen. Hold the attack button until that gauge becomes golden. Release the attack button to use the magic.

Sword : It flies straight and is Arthur's first weapon.

Torpedo Magic : Sword will send torpedos in three directions; up, right and left.

Big Axe : Able to penetrate through things, but cannot be thrown consistently.

Exploding Magic : Causes explosions all around your position and burns up enemies in one fierce swoop.

Super Sword : It can't be thrown, but you can cause twice as much damage with one stroke.

Thunder Dragon Magic : Release the Thunder Dragon upwards and destroy all the enemies in the sky.

Fire Water : When Fire Water hits the ground, it spreads blue flames everywhere. If the Fire Water hits your enemies directly, they will burn.

Fireball Magic : Spread four fireballs in the area surrounding your position. The fireballs will move in a whirlpool-like motion.

Discus : Throw it from a kneeling position and it will skim the ground.

Mirror Magic : A mirror will appear in front of you, and for a short period of time, it will protect you like a shield from your enemies.

Dagger : This weapon will fly the farthest and can be thrown consecutively.

Double Magic : For a limited period of time, your clone will appear and the two of you can fight together. In fact, your double cannot be defeated.

ENEMIES

Skeleton Murderer : Carries a scythe and can cut your life short.

Sickle Weasel : Rotating wings shaped like sickles with the body of a weasel for protection.

Poisonous Flower : Spew deadly skulls filled with poison from its blossom. Moves with underground legs.

Pigman : A guard to flying goblins and the death spirit.

Red Destroyers' King : The King of the Red Destroyers. He emits blue killers from his mouth.

Rock Turtle : Rock creatures which attack in hordes.

Mud Armor : The evil Prince made a suit of armor from mud. If you can penetrate its powers with fire, it will turn back to mud, leaving him defenseless.

Bi-Fang : It won't attack, but its body is envelopped in a membrane of poisonous gas. You'll lose a life when you touch it.

Demons Dayfly : Giant antfly. Its huge clippers and stinger attached to its tail are deadly.

Fire Bat : The fire bats born from evil pillars of fire.

Flying Goblin : They're everywhere, so keep your head up.

CHEAT CODES

CHEAT MODE

At the title screen, press A, A, A, A, Up, Down, Left, Right while the words "Push Start Button" are flashing; you'll hear a signal to confirm the code.

Now you have access to the following cheats during the game:

Invincibility

Press START during the game to pause, then press A and unpause. Now you're invincible, but can still die if you fall off the screen. To disable this feature, just pause and press A again.

SLOW MOTION

Press START during the game to pause, then press B to play the game in slow-motion or press C repeatedly to step through the animation one "frame" at a time.

STAGE SELECT

At the title screen, press Up, Down, Left, Right while the words "Push Start Button" are flashing; you'll hear a signal to confirm the code. Now press START to access the main menu. To choose your stage, you must hold specific buttons down when you press START at this menu as follows:

Stage 1-2: Hold A and press START.
Stage 2-1: Hold Up + B and press START.
Stage 2-2: Hold Up + A and press START.
Stage 3-1: Hold Down + B and press START.
Stage 3-2: Hold Down + A and press START.
Stage 4-1: Hold Left + B and press START.
Stage 4-2: Hold Left + A and press START.
Stage 5-1: Hold Right + B and press START.
Stage 5-2: Hold Right + A and press START.
Final Boss: Hold Down/Right + A and press START.

*Note that holding Up or Down may cause you to highlight different options at this menu screen; just make sure that you've got the correct option highlighted when you press START.

**Also note that the stage select code must be entered independently of the "Cheat Mode" code above. If you want to use the cheat mode and the stage-select trick in the same game, enter the cheat mode code first and wait for the game's demo to begin; now you can press START to return to the title screen and choose your starting stage as described above.

- From the 1998 Video Games CODEBOOK

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