

2. Whats New

Version Final (8/29/2004) : Fixed some typos.

Version 1.0 (8/29/2004) : Finished the guide!

Version 0.3 (8/28/2004) : Walkthrough up to Act 3-2.

Version 0.2 (8/27/2004) : Started the guide

3. Frequently Asked Questions

Q: What are stars and vases for?

A: If you have collected enough of them you'll get an extra level.

4. Characters

Asterix The hero of these adventures. A shrewd, cunning little warrior; all perilous missions are immediately entrusted to him. Asterix gets his superhuman strength from the magic potion brewed by the druid Getafix.

Obelix Asterix's inseparable friend. A menhir delivery-man by trade; addicted to wild boar. Obelix is always ready to drop everything and go off on a new adventure with Asterix - so long as there's wild boar to eat, and plenty of fighting. In this adventure the Romans have captured him.

Getafix The venerable village druid. Gathers mistletoe and brews magic potions. His specialty is the potion which gives the drinker superhuman strength. But Getafix also has other recipes up his sleeve.

Vitalstittistix The chief of the tribe. Majestic, brave and hot-tempered, the old warrior is respected by his men and feared by his enemies. Vitalstittistix himself has only one fear; he is afraid the sky may fall on his head tomorrow. But as he always says, 'Tomorrow never comes.'

Cacofonix Cacofonix, the bard. Opinion is divided as to his musical gifts. Cacofonix thinks he's a genius. Everyone else thinks he's unspeakable. But so long as he doesn't speak, let alone sing, everybody likes him.

Fulliautomatix Fulliautomatix has been around since the first book - sort of. His name appeared in Asterix the Gaul, but the man attributed to that name looked nothing like his later reincarnation. His name appeared again in Asterix the Banquet. It wasn't until Asterix and the Normans that we saw the real Fulliautomatix emerged.

Geriatric

Geriatric is the only character in Asterix that we know their age. He is 93 years young, I say "young" because although he looks very old, he doesn't feel very old. He is always ready to fight, even without the magic potion, like at the battle of Alesia which the Gauls incidentally lost. He takes an active interest in politics, dancing, drinking and the LADIES

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| 5. Walkthrough |
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Note that game play may be slightly different if you choose other levels.

The game starts with a letter from Vitalstatix.

Obelix has vanished!

The Romans have confirmed his capture and taken him to an unknown destination. Track them down and find Obelix before Cesar throws him to the lions...

Poor thing!

Vitalstatix

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| Act 1-1 |
| Gaul |
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You'll start in a forest with Asterix, as you could read, you need to rescue Asterix' poor fat friend Obelix. All levels have a time limit but you have more than enough time to complete the levels. Now, we begin.

Hit the swine to heal so you have full health. Jump on the tree and take the stars and hit the A from Asterix. When you go further you'll see two A's in a tree but a log will start shooting seeds so you need to kill it first. Take the A's and the star on the right. Jump over the ravine and beat the Roman Go on the trees and take the letters. When you got the one before the pins a key will appear.

Take it and you'll be in a bonus level. Take the stars and the vase and if you want to leave take the other key. Go right again and jump on the little piece of ground in the middle of the pins, take the pot with magical soup so you'll be immortal for a few seconds. Jump to the right and hit the tree-trunk, take the stars and the A. To get across the pins, jump on the branches and on the piece ground. Take the two A's. Jump the wild boar hog to cross the pins without being hit by the pins. Jump the ravine and do the same. Take the star and the A, another key a little bit further will appear. Hurry because it will disappear after a few seconds. If you made it you'll be in another bonus area.

Take the stars and the vase, to exit take the other key. Back in the real level, again jump on the boar hog and on the branches to take the feather and regain health if you have been hit. Jump to the other one and take the star, now you have to defeat the Roman. Next jump on the bounce and you'll be flying towards the exit of the level.

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| Act 1-2 |
| Gaul |
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You'll be finding yourself in an area with stone hedges. The first thing is beating the Roman. Jump over the ravine and take the stars. Go on and take the feather to regain health. Take the star and hop onto the platforms taking the vases. Don't stand on them too long because they'll fall into the abyss.

Hop on the little platforms and hit the A, on top of the stone hedge will appear the key to a bonus level. Back take the two A's, one of them has the magical potion so you'll be immortal again for some time. Kill the Roman and hop on the little not-moving platform. Now on the stone hedges. Take the A and the stars. Take a little ride on the moving platform and jump again on the stones to the right, don't fall off! If you think it's too risky to take the star at the bottom just don't take it and hop onto the platform. When you hit the A, you'll be in another bonus area. When you're back hit the Roman.

Hop onto the platforms and watch out for the acorns. Kill the tree-trunk. Take the stars and the A, kill the Roman and jump on the bounce to finish.

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|                Act 1-3                |
|                Gaul                    |
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You'll be in the camp of the Romans now. Destroy the A and jump over the ravine and kill the soldier. Jump on and be careful with the white thing because it will hit you. Hop over the pins and on the higher piece of ground. Take out the soldier and hop onto the wooden platform, duck to evade the fireball, destroy the A and hop onto the wooden platforms to the left. To take the others. Now go back to the right and avoid the fire cannon. A bird statue will be jumping down, hit it away and go on, there will be another magical potion, take it. Hop to the other platform and avoid the slicer thing. Jump on the wooden platforms and hi the A so you can land on the other one.

Go right avoiding the slicer and hop over the ravine. Jump over the fireball throwing cannon and beat up the roman. Take the A and you'll get another key to a bonus level. Continue and hop over the pins. Avoid the bird statue and hit the roman. Hop over the slicer and on the bounce, you've cleared the level!

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|                Barrel Bonus Level      |
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You need to get to the black guy at the top. This one is easy, the barrels can't make you lose health. The only thing you need to be careful for are the ravines. Just jump on a barrel when you're standing on the second platform and jump on the other barrel, when it bounces up you can make enough height to reach the guy. Hit him and you finish.

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|                Act 2-1                |
|                Helvetia                |
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You'll be in a winterland now called Helvetia. Watch out for the snowman throwing snowballs at you o_0. Beat it and take the feather. Take the A's and watch out for the other snowman. This one will walk around throwing to the left and right. When he's at the right on the platform jump on it and punch the snowy character. Hop on the ice elevator and take the A's. Hop on and jump down and take the vase. Hop on the ice mountains and take the A for a feather.

Destroy the other A and you'll have access to another bonus area with the key.

Jump to the other ice pillar and punch the snowman. There are another two A-cubes. Hop on the moving platforms and beat the snowman. Go up and beat the A-cubes so you'll be in bonus room. Back again in the icy world of Helvetia jump over the ravine and wait until the snowman shows his back to you. Hop over the other ravine and onto the bounce to continue to the next level.

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|               Act 2-2               |
|               Helvetia              |
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You'll see some pillars of ice with tars on, you have to jump on them. Hop onto the ice elevator and take the right moment to hit the crow. Now quickly jump down to avoid the snowballs of the snowman. Hit the A-cube and push the snowman. Continue and punch the other snowman. The next A-cube contains a feather. Another two cubes are on the platform above you but watch out for the snowballs. Hop onto the moving ice platform and keep punching so you'll hit the crow. Take the medal on the pillar and continue. While you're immortal just jump and don't mind the crow, punch the snowman instead. Hop onto the ice pillar and take the cube for a vase. Go up take the A's and hop onto the moving platform.

When you hop on the pillar you need to jump on the A cubes, don't destroy them else you can't go any further. When you're on the new platform you can destroy the second cube for a Health feather. Jump towards the snowman and punch him. Go up and take the two stars. Jump onto the pillars and you'll see the bounce hop onto it and you have cleared this level.

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|               Act 2-3               |
|               Spain                |
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Whoohoo you won't be in the north pole anymore! You're in the warm Spain, palm trees, beautiful sea, white beaches and so much more :). Too bad our little friend Asterix can't swim so when you hit the water you'll be game over. If you want an extra level you can jump on the little platforms and take the A-cube but be careful you don't fall into the water. When you're on the platforms you can destroy the cubes, in the second one is a vase. The third one contains a feather. Now to jump back on the land make sure you don't hit the fish. Pretty easy now to take out the soldier, take the immortal medallion and hop onto the platform the spears of the roman can't hit you so punch him and wave him goodbye, mhuhuahua =p.

Hop onto the little platform with two stars, make your way over the fishes and take the vase, the two stars and beat the roman, when it turns his back to you is your chance! Now you have to get a good timing, first destroy the A cube and you'll be in a bonus room with some stars and two vases for you. Jump onto the platform. When the fish is almost back into the water you need to jump. Actually if you don't have one feather remaining it's not that bad if the fish hits you because there is a feather on the platform. When you hop onto the second platform make sure you won't be hit by the spear of the roman, wait until it passes you. Beat the stupid guy! A crow will appear when you land on the platform so keep hitting. Again you'll need to have some timing to make it. Hop onto the little platform when the moving one is at its highest point. And jump on it. Get the cubes and jump back on the moving one.

From here you can jump over the fish but watch out for the crow. Another roman will throw spears to the left and right so again when the

spear passes jump onto the platform and let the guy fly. Get the A and you can get a key to the bonus room. Again some fish with some A cubes. The first one contains a vase and the second one just a regular star. Yay, you can see the bounce so you know you finished the level!

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|                               Barrel Bonus Level                               |
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Again a barrel level, just the same as the other one but the platforms are smaller and there are 2 extra levels in the room (the white things). Phew that was a little bit harder than the other one, it's ok if you fall down you'll just skip it and continue to the next act.

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|                               Act 3-1                                       |
|                               Egypt                                         |
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Wow, from Spain to Egypt, that's a little trip, this time no roman guys but some Arabic peeps that throw spears and stuff.

You start in an area with a palm tree, see the pyramids in the background? =p Anyway, jump onto the A's and punch the Arabic guy. The best way to do is hop onto the stone wall, duck and when he threw his spear do a surprise attack. There is a little ravine but on the other side is a snake so like always jump when the snake shows her back at you. When you beat it another spear throwing guy will walk down, you can attack him in the back. Now jump on the stone wall and take the A cub for a vase. Another 3 A cubes are waiting for you. When you reach the moving platform watch out for spears, hop on it and take the star and the feather. Jump off and when you almost reach the ground do a punch and the Arabic one will fly. Break the cube and a key will appear two platforms from here, wait on the middle one until the spear is gone and take the key.

Now back you have to take care of mister "I am so smart I can throw spears". Jump to the star and hop to the other one too. When you jump down watch out for another spear guy. Here are some good things, some A cubes, a vase and a feather. Take the others near the palm tree and a key will appear for the bonus area. Now you need to hop over the pins and don't be hit by the crow. When it's at the right side of the cube jump and punch. You can either use the cubes for safety if you want to make sure you don't want to fall into the ravines or you can break them and take some stars. Further you need to jump over the pins by using the moving platform.

There is another crow at a palm tree, beat it and hop and punch the snake. Now you found a pyramid, or something that looks like it, there is another Arabic guy, beat the weirdo and take an Life-up! Enter the room and finish!

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|                               Barrel Bonus Level                               |
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This is one complete other bonus game, you need to hop onto the barrels before they will go into the sea. There will be several items falling down from the sky, such as feathers, stars and life-ups.

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|                               Act 3-2                                       |
|                               Egypt                                         |
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Another act in Egypt, this time in the pyramid you've entered.
This is a special level, you'll be riding some kind of mine cart.
First, watch out for the cubes because if you don't break them fast enough
they'll push you from your cart. The first one contains a vase. If you take
the second one a key will appear. When you're back a spider will hit you.
It's not that bad because there are some cubes and one of them has a feather.

Now comes the tricky part, you need to switch carts. When you're at the same
level of the other cart jump and try to land on the other one. Do the same
thing switching for the second time. Now you'll go down with your cart and
there will be flames, jump and break the A, you'll need to land back on the
cart of course. This part went to quickly to explain but there are some other
flames where you need to jump over and duck for some spiders, at the end your
cart will go into the ravine and you'll land on the bounce finishing the level

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| Act 3-3 |
| Egypt |
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Still in some pyramid, walk on and watch out for the slicer. Hop onto the block
in the wall and go left to take an extra life. Now go right and in the second
cube will be a vase. Now you have to jump down avoiding the pins and the snake
Jump when it starts going right. When you've reached ground keep punching
until the snake is gone. Further are some cubes but also another
spear throwing maniac. A key will also appear. Continue and you'll find a
slicer and a cube with a feather. Next are some pins, in the middle a jumping
fire, watch carefully and jump on the right moment (when it goes up).
Quickly jump to the next platform. Another two cubes and one feather.

A snake will slide on the ground either jump over it or give it a little punch
Go on but watch out for spears. If you took the cubes a key will be next to
guard. Back, break the four cubes and watch out for the slicer. Also another
guy will throw some spears. Continue and take the blocks.

Deja vu? Nope, again you'll need to jump over the pins when the fire is
jumping. There is a snake next so punch it and take the A. It contains the
magical potion. Hop onto the little stone but quickly jump on because it will
fall down and you'll be stuck because you can't reach the platform anymore.

When you're on the platform hurry left, don't stand still because stones
will fall down from the ceiling. This part is pretty hard, you'll need to
avoid the spiders, and another fire will be jumping where you need to jump
over but the stones will keep falling. Phew that took some time, don't be
disappointed if you can't make it the first 5 times, I didn't make it too.
At the end will be the door.

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| Barrel Bonus Level |
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Ahh the regular barrel bonus level is back! Now with three life-ups. Remember
what you need to do? No? Then scroll some lines back =p.

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| Act 4-1 |
| Rome |
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Finally reached Rome! Time to kick some Roman ass. The first thing you see is a roman guard throwing spears at you, punch it and take the cubes. Go a bit right and punch the fly away, take the A and hop onto the stones. Beat the other Roman, break the A and punch the fly. A jumping bird statue will hop down, punch it and jump over the pins. You can now go onto the roofs of the houses to the left and take a life-up and a feather. Back to the right are those little platforms that will fall down, quickly jump further breaking the cubes so you won't fall into the pins. You can also hop onto the cubes but then you won't have the vase. At the end of this is a bee that needs to be taken care off. Also a roman soldier will throw spears. Again go on the stones and punch the soldier away. Hop onto the platform and destroy the A's.

When you hop onto the roof watch out for the bee. Keep jumping from roof to roof, a cube contains a feather, the second one a vase. Now you need to jump down but wait until the Romans don't throw spears at your direction. Strangely enough they can walk into the pins without being hurt. Continue and you'll find another bird statue hopping around, take care of it, hehe.

Let the bee fly and break the cube so you can go to a bonus level. After that kick the roman and hop onto the bounce.

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|               Act 4-2               |
|               Rome                  |
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Again mine cart racing for our little fellow Asterix. Destroy the blocks and take the feather, jump back on the cart. When you reach the flames jump and you'll avoid the flames. Continue and break the A. Watch out for the spear and beat the roman, jump down and break the cubes for a bonus area. Now jump up on the fire blocks and onto the new cart (take the feather in the mean time too). Jump over the crow and break the cube. Again a roman will throw spears, first jump onto the cart to activate it and hop onto the other platforms, over the crow and back onto the platform. There will be another key

You'll be back on the cart, ignore the cubes if you want and continue riding the cart. Yay, finished the level!

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|               Act 4-3               |
|               Rome                  |
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Back into the city, again water will be one of your enemies. Take the cube. Again there are two small platforms with jumping fire. When you're over them watch out for the slicer and spears from the roman guy. Now go up and hop onto the first platform. For the second time you have to jump over a fire block, quickly jump to the right because the next block will fall into the water and Asterix can't swim! Again 2 blocks with fire, when you jump onto the pillar do a punch so the A cube won't be in your way. Also look out for some spears. Hop onto the second pillar and jump down when the slicer can't hit you. There is another roman that will walk down and throw some spears, break the cube and take the key for a bonus round. When you're back hop onto the little platform quickly jump up because it'll fall into the water now watch out for the spears, take the blocks with a feather and an immortal magical potion. Go on and watch out for the slicer, also for the soldier.

Further again some fires, also a life-up but why would you spend a life to get one and start back in the beginning of the act? So hop on the pillars and

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