

Castelian FAQ/Walkthrough

by hfpseudonym

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Random song of the moment...

Godspeed You! Black Emperor - The Dead Flag Blues

Castelian FAQ/Walkthrough
For the Nintendo NES
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Version 1.1
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Revision History
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April 13th, 2005

Completed the walkthrough and the other stuff.

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FAQ
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Q1: Can you lower the difficulty of this game?

A1: Nope. It's already set on novice O_O.

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Introduction
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You're witnessing a typical sparkling, summer morning in downtown Jemmerville. Both suns have risen over the planet Centrus, where summer, of course, is the only season. And it is here, on the island's precious gem-deposits are talked about throughout the Triangulum galaxy, and they're the envy of almost every life-form in this corner of the universe.

Julius was asleep in his terraineum when the holographic intercom sprayed out its message. It was the president of Domoloco and Sons inc.: "Julius we have a serious situation. The governor has reported that 7 alien towers have surrounded the island. If one more appears, the island will be completely enclosed. The naviports are almost cut off. The hyperfreighters are trapped... nothing is getting in or out."

"I've given the governor my personal promise that Domoloco and Sons would handle these towers... No one knows what they are or where they came from but I want them demolished! Now that's not too difficult a mission, is it?" Julius slowly opened his eyes and found that the president's personal hologram - not the one of his secretary - was still activated: "Wake up, Julius, and topple that tower!"

As Julius started to say something, the hologram began to dissolve as quickly as it had appeared.

Castelian, which was developed by Trifix, is a fair attempt at a puzzle game. The concept is interesting but the weaker aspects of the game left a sour taste, specifically the controls, the rather high difficulty, and some other minor issues. This guide will help you for the most part avoid getting killed. =P. If you have any suggestions, comments, or constructive criticism, please email me at <shdswrm@hotmail.com> with the heading Castelian.

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Game Basics
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Game Options

Press select at the title screen to enter the options screen.

Start - Starts the game.

Players - Sets the game at one or two players.

Sound - Turns on either the music or the sound effects when you play the game.

Difficulty - Sets the difficulty to Novice or Hero.

Controls

A Button - Shoots bomb. Press together with either left or right to jump.

B Button - Doesn't do anything.

Start Button - Pauses the game.

Select - Doesn't do anything.

Up - Enters a door. Goes up an elevator.

Right - Goes down an elevator.

Left/right - Moves your character around.

Screen Information

The only information you're provided with is located along the bottom of the screen. They are separated into little boxes from left to right.

Lives Remaining	Time Remaining	Score	Tower Number
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These are fairly straightforward so I won't bother explaining them.

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Walkthrough
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Stage 1: The Tower of Eyes

Walk to the right until you reach the door. Enter it. Don't try to walk further to the right because the platform will disappear and you'll fall down. When you reappear, walk to the left, avoid the ball, and head onto the elevator to get taken to the door. After that, go up the two elevators, destroy the two

flashing blocks, and then ball that will likely be coming at you. Once it's gone, continue to the left, up the ascending platforms to the door at the top. On the other side, there will be a ball waiting. Destroy it and head up the elevator. When you're at the top, carefully walk to the lower platform and destroy the ball.

It's better to get rid of it when it's coming toward you rather than it going away since it will likely reverse direction once you fall toward it. After it's gone, head to the left, and up the elevator at the other end. Take the elevator all the way to the top and then jump to the right. If you don't the platform will disappear and you'll have to start over. Once you're on the other side, quickly walk into the door and then to the left through the other door. Wait for the eye to float back to the right before you head onto the elevator or you'll get knocked off. When you reappear, head through the door to the right to finish the stage.

Stage 2: The Realm of Robots

Walk to the left and jump over the two gaps ahead. Ride the elevator to the top, jump to the left, head up the next elevator, and go through the door. Walk under the diamond enemy to the left and head up the ascending platforms. Another diamond enemy might be floating by when you approach the elevator ahead so watch out and try not to get knocked off. If you have to, wait just below it until it leaves, and then make a break for the elevator and the door. When you reappear, jump over the diamond enemy and head up the elevator. Once you reach the top, go to the left and then up the elevator ahead. At the top, go into the door and you'll appear at the bottom of the descending platforms.

Further ahead there will be another elevator. Head up once the diamond enemy passes by. Ignore the door beside you and continue to the left. Wait at the bottom of the ascending platforms for the diamond enemy to pass by and then start going. Stop once you reach the spot where it levels out again and wait for the next diamond enemy to pass you. Once it does, continue upwards. When you reach the platform right above the door, jump over it, and then head up some more until you reach the platform right above the elevator. Wait for the diamond enemy below to go away and then step on the platform. It'll disappear and you can head up to finish the stage.

Stage 3: The Trap of Tricks

This stage is a little tricky but it's much shorter than the others when you finally get to the top. Walk to the left and kill the ball. Enter the door after that. Head up the elevator beside you, walk to the right and then wait. The green molecule floating around will eventually go after you. Let it hit you and you'll fall to the platform below. Now kill the ball and continue to the right and the platform above the elevator will disappear, allowing you to use the elevator properly. Go all the way to the top and enter the door. You'll fall onto a platform with another elevator close by. Use it to get to the top.

Avoid the floating hamburgers at the top and head up the elevator at the far left. Walk off the left side of the elevator quickly to avoid the floating hamburger nearby. If you have to, walk to the right to avoid it and then head back to left. Climb the ascending platforms to the top, destroy the flashing bricks, and go up with the elevator. If the floating hamburger gets close, just wait until it passes before you head up the elevator. Near the top, another floating hamburger will be moving around. There's no wait to avoid this one so

if you get hit by it just continue on. Enter the door at the top and then enter the next door as well. When you reappear, enter the door to finish the stage.

Stage 4: The Slippery Slide

There's more tricky involved here. This stage is also harder than the last ones so be patient. Head to the right and jump over the two square enemies ahead. Use the elevator to go up and then destroy the flashing brick to the right when you reach the top. Now head right, destroy the two flashing bricks ahead, use the elevator, and then enter the door. When you reappear, jump to the left and enter the next door. Use the elevator beside you and then head through the door at the top. Carefully, make your way down the descending platforms and enter the door there. When you reappear, go left and enter the door. There will be a ball waiting for you near the door so kill it and then destroy the flashing brick to the far left.

Enter the door again and then head up the elevator to the right. Kill the ball at the top and use the elevator to the right. Wait on the left above the door you seen on the far right. After the elevator drops, the square enemy will float to the left. When it does, jump down, stand roughly on the middle on the rightmost platform before the gap and then jump toward the door. You can't jump from the edge of this platform because the platform above the door will stop you and you'll end up falling back down onto the elevator. Enter the door once you make it. When you reappear, climb the ascending platforms, avoiding the square enemies going up and down.

At the top, avoid stepping on the platform to the left of the door above you. It will disappear if you do. Kill the ball, jump to the left, and then use the elevator. You're almost done at this point. When you reach the top, stay here until the balls bounce to the right. After that, walk to the right and destroy the balls but don't walk onto the stack of platforms above the door below. They will disappear as well and you'll have to climb the tower again. Go to the far right and wait for the purple molecule to appear level with you. Let it hit you and you'll fall to the platforms below. Now all you have to do is walk to the right, jump onto the elevator and enter the door to finish the stage. Yay!

Stage 5: The Broken Path

This stage is a bitch. Don't be surprised if you curse a little while you're here. Start off by going up the elevator and right. The platform to the right of the eyeball will disappear when you step on it so you have to jump from this spot. It's a little tricky but you can manage it. Once you make it to the other side, destroy the flashing brick and use the elevator. Climb the ascending platforms and enter the door at the top. Keep going to the right and onto the elevator. Jump over the two holes to the left and the fall onto the platform above the first elevator and it will disappear. Shoot the two flashing bricks on the second elevator, fall off the right edge.

You'll be back at the second set of ascending platforms. Head back to the top and then left again to the two elevators. This time jump over the hole above the first elevator and fall onto the platform above the second elevator. The platform will disappear and you'll be able to use the elevator. Take it to the top, walk to the left, jump over the two holes, and then the ball. This is a dead end, but you'll see a flashing brick far to the left that's important. Hit it, jump back over the ball, and then fall into the hole. You'll land on an elevator. Take it up. Ignore the door to the right and jump to the left where

the ball is bouncing. Duck under the ball, fall to the left and take the elevator there up.

Walk off the right side when they ball isn't around, and wait beside the elevator. When it goes back down, center yourself on the platform, and then jump across. Continue to the left but watch out for the ball when you're going up the ascending platforms ahead. There will be two more balls, this time going vertically ahead. Slip under them and use the elevator ahead. Enter the door at the top. Climb the ascending platforms and enter the door at top. Duck under the first ball, and then wait for the other ball you'll see to pass by, and then climb until you see the second to last door. Enter it. When you reappear, wait for the ball you saw earlier to pass by again, and then make a break for the elevator.

You don't have much time so you have to be very quick. Occasionally, a ball from the far left will be bouncing toward you when you're coming up the elevator. Start tapping A and you should hopefully kill it before it knocks you off. You're almost done at this point. Walk to the left and carefully make your way under the two balls floating around. Wait for them to line up so that you can just walk straight to the other side. You can also just stand under the first one, and wait until the second one goes back up and then walk to the other side. Don't wait here too long or one of those annoying brown molecules will appear. Once you're through, walk to the left, use the elevator and enter the door to finish the stage. Yay!

Stage 6: The Swimmer's Delight

Walk to the right and use the elevator there. Jump over the elevator below for now and duck under the two balls to the platform below. Walk left and hit the flashing brick above the elevator and then head to the right and use the elevator there. Head to the top, face left and fire at the flashing brick far to the right. After that, go under the ball on your left and enter the door. When you reappear, jump over the ball to the left and use the elevator. After that, walk to the right, hit the flashing brick in the distance, and then head back down elevator. Now, wait for the ball to go up and then fall into the hole and use the elevator at the far right.

Yeah, you're back at the beginning but now the path is clear. Use the elevator further ahead and then another one at the top. Climb the ascending platforms to the right and enter the first door at the top. When you reappear, jump up the ascending platforms and then head over the hole to the door on the left. Now, get onto the elevator but don't take it up. Instead, jump onto the stack of platforms to the right and they will disappear. Take the elevator you land on to the top and hit the flashing brick you see ahead. Head back down and take the elevator right beside you, and then the next one further to the right.

Enter the door. Jump onto the elevator beside you and take it up. Now carefully make your way through the three balls bouncing around ahead. The best way to do this is to wait for all three to line up and then walk pass them cleanly. It's the middle ball that's the most trouble, since it has the least distance to travel. You can't wait too long though, or the elevator will go back down again and you'll have to make your way back up. When you make it, jump across the hole to the right when the ball isn't around. Stand on the right edge of the elevator before you jump or you might not make it. Now finally jump up the ascending platforms ahead to finish the stage. Avoid the balls that materialize while you're jumping. They are fairly easy to dodge but don't get hit.

Stage 7: The Nasty One

Walk to the right until you reach the first elevator. The platform will disappear above it. Wait here until the Cube goes back to the left. Take the elevator up and walk to the right until the rightmost platform disappears. You'll fall onto another elevator. Use it and hit the flashing brick when you reach the top. Walk back to the left and use the first elevator again. Press up again and it will continue up. Walk onto the rightmost platform and it will disappear, allowing you access to the elevator right below. Take it to the top and walk to the right until you reach the elevator. Destroy the flashing bricks and use the elevators ahead to get to the top. This next part is a little tricky.

Duck under the Cube ahead and stay there until the other one goes by. Now quickly jump over the all of the platforms that are lower than the others. The reason being is that you'll fall through and have to start over again. When you reach the far right, jump onto the elevator and take it up. Stay here until the Cube from the left passes by and then start walking to the right again. Stay on the lowest platforms to avoid getting hit by it. Use the elevator at the far right. Duck under the two Cubes bouncing around and use the third elevator to reach the top. Walk to the right and you'll eventually find a platform that will disappear. You'll fall through a series of them and land on a elevator. Use it to reach the door you saw earlier to finish the stage.

Stage 8: The Edge of Doom

This stage is fairly simple but very long. You have to be quick here or you'll be short on time. Walk to the right, avoiding the Cylinders, until you find an elevator. Take it up. Ignore the door beside you for now and carefully walk to the left, destroying the balls there. Destroy the flashing brick at the far end and then head through the door back to the right. When you reappear, walk to the left, and try to jump over the platform to left of the second door. You won't make it but the platform will disappear and you'll land on a elevator below. Take the elevator up and enter the door. Climb the ascending platforms until you reach the top.

A Cylinder will usually be floating here but it has quite a distance to travel so you have a good amount of time to jump. Wait until the two Cylinders to the right are going up and then jump to the platform ahead. Continue jumping until you reach the elevator. The last Cylinder in your way is slightly out of sync with the others so you have to wait for a second before jumping or you'll jump right into it. Go up the elevator and then back to left. Destroy the flashing brick on top of the elevator to the left, and use the elevator you're on now to go up. Enter the door at the top. When you reappear, jump to the left and head through the door at the bottom.

Shoot the flashing brick and then head back through the door. Don't bother going back up. Just drop off the side and jump back toward the two elevators. Take the second elevator up. Jump off the left side when you reach the top, and continue to the left. The leftmost platform will disappear as well as the stack below it, until you land on the elevator below. Take it up. When it stops, don't do anywhere, press up again until it reaches the top. Continue to the left and destroy the flashing brick and then head back to the right until you see an elevator below. The platform above the platform will disappear. Walk onto it when the Cylinder below isn't around and take the elevator up.

Go right and fall off the edge. Stay on the lowest platform here to avoid the

Cylinder but hit the flashing brick and use the elevator afterwards to continue up. Duck under the two Cylinders ahead and enter the door. There are two different paths you can take here but I'll go with the shortest one. When you reappear, face right and hit the flashing brick. A molecule will usually appear but you don't have to worry about it. After that continue up the ascending platforms to the left. When you reach the top platform, stay on the right edge of it and jump. You should land on the platform below, not the higher one, which will disappear when you fall on it.

Jump to the left twice until you reach the platform closest to the elevator. Don't bother trying to fall onto the platform to the right and jumping across like you did before. It will disappear and you'll be SOL. Instead, stand on the right edge of this platform and jump to the left. Another molecule will usually appear to the left so you have to be fairly quick. You should land on the elevator below. Take it up and enter the third door to finish the stage. Congrats, you completed the game!

Ending

There's no ending but it will say congratulations and show your score.

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Closing
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Final Words

Goodbye. It's been fun writing this thing for you all. Well, not really, but I had to have something nice to say since this guide is almost at the end. Heh. Just kidding. If you have any questions, comments, suggestions, praise or criticism, they should be sent to <shdswrm@hotmail.com>. If you're looking for specific information and it isn't in this guide, please tell me know and I'll fix it. If you're planning on using this guide, I'd appreciate it if you emailed me first. Thanks.

Credits

Trifix for this alright game.

Snakeyes for some of the information in his GB Castelian guide.

Mountain Dew, Pepsi, and Coke for helping me stay awake while I'm writing.

And thank you for reading.

End of Document_____