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Chester Field is rated D for "Dungeon." It contains scenes of castles and forest. Player discretion is advised.

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|                                     CF1: Intro                                |
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Imagine the serendipitous situation I faced when deciding to write this guide. I balanced my options one day: write for FLight of the Intruder or for Chester Field. Well, no sooner did I decide on Flight of the Intruder when I noticed someone recommending Chester Field for a FAQ! Well, I decided I should do the game - after owing up to my FoI commitment - because this is a guide that may be of use to someone.

Chester Field is hard from a glance, but what the game really requires is patience. Patience, and knowing what you're doing. The enemies can often score cheap hits on you, and the labyrinths are often possessed of a strange layout. But, this isn't a problem - at least not to me. My corny little dedication at the top of the guide is true in many ways. This game was great, in that I found it challenging at times and I could actually get lost. The labyrinths aren't huge - but they are strange. This was the first game I've had to map out in a long time.

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|                                     CF2: The Basics                            |
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- A: Jump
- B: Attack
- Down: Duck/Climb down ladder
- Up: Aim up/Climb up ladder
- Hold Up: Enter Door
- Left/Right: Move
- Up+Left/Right+B: Diagonal attack with sword
- Select: Subscreen
- Start: Use Item

Subscreen:

--Labyrinth and misc Items listed under equipment.
--Sword, Armor, and Shield listed under equipment.
--Items and Magic listed in the box below.

--Stats listed under Vitality.
--Under the vitality box, you can change your weapon between sword and the second weapon type, when you get it.

In each level, you must find a treasure in the labyrinth (maze). You can proceed through some levels without ever entering the labyrinths - but you will not be able to beat the game.

Find bosses in the labyrinths and defeat them for items.

Defeat the boss at the end of the stage, then enter the end door to proceed to the next stage. If you leave and come back, the boss will be back.

Many enemies drop simple items to help you on your way, and there are a number of NPC's. Enemies also give you experience, allowing you to become stronger as you gain levels.

Stats

Stat break down:

HP: Your health count, when it runs out you die.
Max: 200

AP: Your attack strength.
Base Max: 16

DP: Your defensive strength.
Base Max: 16

CL: Combat level: Counts down from P to A.
Max: A

Exp: 100 exp to gain a level.

The following table summarizes stat growth.

--Stat Growth--

Level	AP	DP	CL	Stage
1	1	1	p	1
2	2	2	O	1
3	3	3	N	2
4	4	4	M	2
5	5	5	L	3
6	6	6	K	3
7	7	7	J	4
8	8	8	I	4
9	9	9	H	5
10	10	10	G	5
11	11	11	F	6
12	12	12	E	6

```
| 13 | 13 | 13 | D | 7 |
| 14 | 14 | 14 | C | 7 |
| 15 | 15 | 15 | B | 8 |
| 16 | 16 | 16 | A | 8 |
```

+-----+

```
=====
|                               CF3: Equipment and Items                               |
=====
```

```
*****
CF3.1: Pick-Ups
*****
```

Bag of Metal: This grants you the money you need to buy your other items.
Stage 1: Worth 2 Metal.
Stage 2: Worth 4 Metal.
Stage 3: Worth 6 Metal.
Stage 4: Worth 8 Metal.
Stage 5: Worth 10 Metal.
Stage 6: Worth 12 Metal.
Stage 7: Worth 14 Metal.

Heart: Restores 5 Hp

Potion/Drink: Restores 10 Hp

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*****
CF3.2: Potions
*****
```

//It is a good idea to keep a healing potion active while fighting a boss. It will kick in when you are reduced to zero.

Red Potion: Restores 20 HP

Yellow Potion: Restores 100 HP

Blue Potion: Temporary invulnerability. Cannot be used against bosses.

```
*****
CF3.3: Magic
*****
```

Red Spell Book: Destroys all enemies onscreen. Ineffectual against most bosses.

Blue Spell Book: Freezes all enemies onscreen. Ineffectual against most bosses.

White/Grey Spell Book: Return to the beginning of the labyrinth.

```
*****
CF3.4: Other Finite Items
*****
```

[!]
-Cripples your jumping ability and turns you green.
Found: In a secret room of a castle - it requires leaping into a pit and for this, it is too risky.

Scale
-Needed at the cliff in Stage 5

Found: Labyrinth 5

Bag

-Summons a wizard when the time is right, in Stage 8

Found: Labyrinth 7

Knife/Symbol

-Required to stun a boss in Labyrinth 8

Found: Labyrinth 8

CF3.5: Weapons

I will use the initial sword as a "base attack" stat of zero, and explain weapons in terms of how many more AP they are then the sword.

Sword:

-A white-bladed sword that is your starting weapon.

Cost: 0 Metal

Found: Start

Base Attack 0

Mace:

-A purple mace which is more powerful than the sword and so is a definite buy early in the game.

Cost: 50 Metal

Found: Stage 1, Stage 2

Base Attack +1

Special: Breaks some blocks.

Sword 2:

-A more powerful sword. Use in place of the mace due to speed.

Cost: 100 Metal

Found: Stage 2

Base Attack +1

*Notes: It is solid blue on the subscreen, but no different lookwise ingame.

Sword 3:

-The next upgrade to the sword, use it when you get it as it is now stronger than the mace.

Cost: 200 Metal

Found: Stage 3

Base Attack +2

*Notes: This is yellow on the subscreen.

Sword 4:

-Third upgrade.

Cost: 280 Metal

Found: Stage 4

Base Attack +3

*Notes: This is red on the subscreen.

Sword 5:

-Fourth upgrade.

Cost: 320 Metal

Found: Stage 5

Base Attack +4

*Notes: This is blue on the subscreen.

Sword 6:

-Fifth upgrade.

Cost: 450 Metal

Found: Stage 6

Base Attack +5

*Notes: This is yellow on the subscreen.

Sword 7:

-Sixth upgrade.

Cost: 580 Metal

Found: Stage 7

Base Attack +6

*Notes: This is red on the subscreen.

Sword 8:

-Seventh upgrade.

Cost: 700 Metal

Found: Stage 8

Base Attack +7

*Notes: This is blue on the subscreen.

Sword 9:

-Eighth upgrade.

Cost: 10 Metal

Found: Stage 8

Base Attack +8

*Notes: This is blue on the subscreen.

CF3.6: Armour

Red Ring:

-A red ring with a green gem. Exteremly useful to cut down on damage sustained early in the game.

Cost: 80 Metal

Found: Stage 1

Base Defense +2

Blue Ring:

-A gold ring with a blue gem.

Cost: 300 Metal

Found: Stage 5

Base Defense +1

*Note: Does not replace red ring.

Armour 1:

-A bronze-looking suit of armour. Low defense plus, but every little bit helps.

Cost: 120 metal.

Found: Stage 2

Base Defense +1

Armour 2:

-Bluish armour.

Cost: 250 Metal

Found: Stage 4

Base Defense +2

Armour 3:

-Purple armour appearing grey on the subscreen.

Cost: 480 Metal
Found: Stage 6
Base Defense +3

Armour 4:
-Reddish armour.
Cost: 900 Metal
Found: Stage 8
Base Defense +4

Armour 5:
-Yellow armour.
Cost: 10 Metal
Found: Stage 8
Base Defense +5

Shield 1:
-A brown shield.
Cost: 0 Metal
Found: Start with.
Base Defense +0

Shield 2:
-A blue shield.
Cost: 180 Metal
Found: Stage 3
Base Defense +1

Shield 3:
-A purple shield.
Cost: 600 Metal
Found: Stage 7
Base Defense +2

CF3.7: Power-Ups

Boots
-Allow greater jumping ability
Found: Labyrinth 4

Gauntlet
-Shoot fireballs from your sword.
Found: Labyrinth 5

Orb:
-Damage the final boss with your sword.
Found: Labyrinth 8

CF4: NPC's

Search the following people out in each world:

~~Old Man (Yellow):

Talk to these Old Men in each world.

~~Innkeeper

Talk to her then say Yes to stay at the Inn. Talk to her and say no, then yes and you may stay in the Inn and get a password. This costs an extra 15 Metal.

~~Potion Shopkeeper

She sells you the three kinds of potions found in the game. They increase in price as the game goes on, but you'd may as well stock them.

~~Weapon Shopkeepr

He sells you the upgraded swords and early on - the mace. You should always seek out a new weapon in every stage.

~~Armour Shopkeeper

She sells you defensive items. Seek her out in every Stage, as every little bit of defense helps.

~~Magic Shopkeeper

She sells Magic. It would be wise to keep in stock of at least one of each spell once you are able to buy them.

~~Knight

Talk to him in each world.

~~Old Man (Blue)

Transports you. The most common are at the end of stages, say yes after talking to progress to the next stage. Say no, then yes to go to the previous stage.

=====
| CF5: Walkthrough |
=====

CF5.1: Q&A

Q: Help! I cannot progress any further!

A: Have you searched for false floors/walls/ceilings? There are many but it does not take a lot of time to cover all ground. Also, if you missed an item from a labyrinth - I suggest you go back and get it.

Q: How do I go back?

A: Talk to the old man at the end of the stage. Choose No, then Yes.

Q: Why is my experience stuck?

A: You may only increase two levels per stage. It stays at 99 until the next stage.

Q: How much should I level per stage then?

A: As much as possible.

Q: Why can't I damage the boss?

A: Some bosses require a very specific method of attack. For others, try a more advanced weapon. Check the Walkthrough for info on specific bosses.

Q: How can I refill my HP in a jam?

A: Use the wasps if available. Just stand still and they will arrive if you are outside. This is an infinite source of drops. Otherwise, pick the easiest monster around.

CF5.2: Labyrinth Key and Terms

+-----+
| | Labyrinth Room.
| |
+-----+

+---~--+ Ladder

+---=--+ Ladder, room it leads into overlaps with another. That is - it takes you to a new room even though due to the map you should be going into a previously visited room.

+--_--+ Wrapping/teleporting ladder: Takes you to another room, section, or vertically wraps.

! Denotes the start of the labyrinth.

+-----+
| / Denotes a room where, while the wall is open it wraps you to an earlier
| \ portion of the floor.
+-----+

+-----+ The double line means that there is a wall in the way at this portion
| || of the split.
|| |
+-----+

A few Terms:

-Labyrinth used here just refers to the mazes in each stage.

-The 'Split' is just a reference to the fact that rooms are usually split in half. So going 'below the split,' for example, means going to the lower half of the room.

-Wrapping. Wrapping refers to areas that wrap to a different part of the maze. That is - they are connected but also separated by many rooms. It's like you are in a Cylinder really.

-Repeating Room: A room that repeats via wrapping unto itself as you go in one direction. Rooms that wrap vertically can put you below or above the split.

CF5.3: Walkthrough

□//This walkthrough takes into account the collection of a Labyrinth item in each stage. So, if you missed a Labyrinth item, I suggest you go back.

Stage 1

You begin with 100/200 HP and 50 Metal. Head to the right and attack the green crawlers that appear by crouching and swinging your sword. You can enter the ship. This is the first labyrinth of the level. You've got two options, either try and get an early handle on the labyrinths, or exit and head right. I recommend heading to the right, as you will need to buy one items to help beat the Labyrinth.

The green crawlers can be defeated by ducking and attacking, they should take only a few hits. Keep heading to the right on the beach. That flower, you can duck and strike it. It's shots can be deflected by your shield, but shouldn't hit you if you are adjacent to it anyways.

Leave the beach. Enter the house and talk to the old man. Exit when he's done. Head right, keep a keen eye open for plants as they can be hard to see against the trees. The next house can't be entered. There'll be wasps attacking you now and then now, they move forward in a curvy up-and-down path. Get them as they near you. Entering the woods, make sure to look out for the plants while you fight the wasps.

After the woods, you'll see a weretiger. They can do large amounts of damage to you but have a really basic way of attacking - running into you. Keep attacking to keep them at a distance. After this first weretiger jump over the pit. Fight past a few tigers and you'll come to a house. Talk to the knight inside and then leave.

Head right through the woods, fighting the plants and weretigers. Jump up onto the cliff, killing plants as you go. When you come to the first gap, bring up the menu as you near the ledge with the next plant. It should bring it closer to the edge of the ledge giving you better room to land after a jump. If this doesn't work, just try to time your jump to land beside - not inside - the plant.

It is possible to jump up and strike the next plant depending on its position. This is very dangerous as you need to get back onto your ledge as you fall. If you can spare a hit, jump up onto the platform then jump to the next, disregarding the plant. This is, of course, if you don't have space to land safely and attack the plant.

There's a few wasps as you make the next few jumps, but nothing majorly hard. When you land back on the ground after all of the jumps be ready to fight a few weretigers immediately. Beyond these woods is a town.

*Building 1: This girl will sell you a red ring for 80 metal. Talk to her then say yes. Choose take to buy the red ring. It is extremely useful as it cuts down the damage you've been taking.

*Building 2: This man will sell you a mace for 50 metal. Talk to him then say yes. Choose take to buy the mace. It is more powerful than your sword so buy and equip it.

*Building 3: This girl sells potions.

--Red Potion - 5 metal

--Yellow Potion - 20 metal

--Blue Potion - 20 metal

*Building 4: This is an Inn with a price of 10 metal.

Buy the mace and red ring. Fight the weretigers if you need metal. Now, head back to the pirate ship. When at the cliffs, nevermind the plants so much. You can jump through them with minimal damage.

When you reach the ship, enter it:

```

                +----+----+
                ||  |  ||
                ||  |  ||
+----+----+----+----+~+~+----+
||!  |  |  |  |  ||  |  |  | -> Loop
|  ||  |  |  ||  |  |  |  | -> Loop
+--~+--~+----+--~+--~+----+----+
||  |  ||  ||  ||  ||
||  |  |  ||  ||  ||
+----+--~+--~+----+----+
      ||  |  ||BOSS|
      ||  |  ||BOSS|
+----+----+----+

```

Boss Room is blocked on all sides except the ladder up.

*The enemies are mostly easy. The green slugs and blue eyes just move back and forth. The brown hoppers should be hit as the approach/leave you and aim up to hit one if it's jumping on top of you.

Alright, solve the Labyrinth in these steps:

1. Go to the right until you can take a ladder up.
2. Take the ladder up, go right and take the ladder down.
3. Head right until you can get to the bottom portion of a room.
4. Head right past the Start room.
5. Go down one floor, then right, then up one floor.
6. Go right then down the next ladder.
7. Head all the way down to fight the boss.

BOSS

Skeleton demon. He shoots a three-way spread fire. It is suggested you purchase the mace and red ring prior to this fight. You WILL be hit by him, and you will take very heavy damage without the ring. Jump up and smash him in the face with the mace multiple times to destroy him. You will earn a treasure chest. "TAKE" it, it is a key.

Head back to the right beyond the town. Climb up the brown cliff killing the plants and then across the wasp-infested bridge.

BOSS

Dragon. It can do extremely heavy damage to you if you lack the red ring. It will jump towards you firing a shot. Go under its head and move forward when it jumps. Aim up and strike the head rapidly with your mace. It shouldn't take long to down.

Take the boots afterwards. These let you jump extra high.

Enter that house to progress to the next stage. Talk to the man and then say yes.

Stage 2

CFS2

//It might be prudent to battle wasps until you have ~100 metal.

Head to the right and bash some wasps. The first building is a shop: Red Potion for 10 metal, yellow potion for 50 metal, and blue potion for 50 metal. Save your cash unless you truly think you need some. If you're low on HP, the next building is a 20-metal inn. Cross the bridge and enter the castle.

Now, this area can be tricky because you can fall through the floor and you have to jump through walls. No - not like Kool Aid Man, these are false walls. Alright, the first door has an old man to talk to. Do so, then work your way past the purple snakes. You will come to a blue cyclops, it is like a slower weretiger. Keep going right.

The next door you will come to is a man selling a mace for 50 metal, don't take it, just keep to the right. Jump up to the high path. Duck and strike the monkeys as they come to you. They should be kept at bay. There are two blue cyclopes towards the right. Before continuing over the pits, make sure you have at least 100 metal.

The flying eyes that come at you as you jump from ledge to ledge move in a pretty tight up/down paths. They are actually fairly hard to hit so don't sweat it if they get you. Alright, the moving platforms. Do NOT linger on these or you will die. Simply put, one rotating platform will push you off the other. Try and jump on a platform as it approaches the top of the arc. At the end, either jump into the wall, or go along the bottom.

//Blocks can be destroyed by the mace, but not the sword. So if you haven't bought a mace you will need it.

If you go along the bottom, you will have to search the ceilings to the right for false blocks to jump through (jump at the floor). If you jump into the wall you should break your way all the way to the right wall, jump through it, fall to the bottom of this chamber, then work your way to the door. The man in this door will sell Sword 2 for 100 Metal, buy it. It has the same power as the mace but is faster so at this point it is better for enemies.

Break through the blocks immediately left of the door and fall through the floor. Be very careful crossing back over the platforms. Keep jumping to safe platforms and get all the way back to the high/low path split and take the low path. Move to the right through the enemies and fall through the false floor.

Okay, move left immediately so the spike wall doesn't harm you. Follow it as it moves away from you and fall through the false floor. Repeat this for the next floors in this room using that real hole as the portal to the next room. This next room is played the same way.

//Make sure the spike wall below you is moving away from you and not towards you as you try to find the false floors. However, for the bottom wall in the last room, make sure it has passed you, or else you cannot get into the hole. If you mess up, jump back up through the ceiling and try again!

Fall down the holes in the next two rooms, careful not to let the platforms

carry you into the spikes. Alright, equip your mace and begin smashing this room to bits! Cut through to the right and then drop down. Head to the left through the wall and through the blocks until you reach a door. Enter it and but that suit of armour for 120 metal. All the way right you will find a door, this takes you to the labyrinth. In the ceiling you can break through those blocks and enter a door taking you to the beginning of the stage, in the case that you missed the sword or want to get potions or what have you.

Enter the Labyrinth.

Section 1:

```

+---~+-----+
|   | B | -> This floor continually wraps at different lengths.
|   |   |
+---~+-----+-----+-----+-----+
|   | ! |   |   |   |   | <- Wraps from the leftmost room here
|   |   |   |   |   |   |
+---~+-----+-----+-----+-----+
|   |   |   |   |   |   | <- Wraps from the leftmost room here
|   |   |   |   |   |   |
+-----+---~+---~+---~+---~+
      ||   ||   |   ||
      ||   ||   |   ||
      +---~+---~+---~+---~+
      ||   |   C|   ||
      ||   |   |   ||
      +---_+---_+---_+

```

To A To B To B

Section 2:

These ladders go to room B, bottom of the split

```

+---~+---~+
||  ||   | <- This rooms leads to the boss.
||  |   |
+---~+---=--+
||   | A ||
|D   ||   | --> To Room C
+---_+-----+

```

To Room B, bottom of the split.

Solution:

1. Head right until you can head right no more from the start.
2. Head to the bottom of the split and make your way to the ladder beneath the starting room.
3. Make your way down to the ladder on on the bottom of the leftmost descending area of Section 1.
4. You should arrive in section 2, head left, up, right, down.
5. Fight and defeat the boss.
6. Head up, left, up.
7. Scroll the hallway until you come to the ladders, climb down.
8. Head right and exit the labyrinth.

BOSS

This boss is essentially the same as the boss from level 1's labyrinth, only more powerful. Deflect the shots with your shield then hit it in the head. Jump over it if it gets too close. Take the lantern afterwards.

-Ok, now exit the labyrinth. Crush those stones above and exit to the start of stage 2. You can go back the way you came but climbing up that area with spikes and platforms is more a pain in the ass than anything with no benefits. When in town, stay at the inn to restore yourself if you are in any need of it. Head to where the hidden sword shop is (all the way right when you first enter the castle).

Go to the passage to the right of the wall of breakable blocks, the one with the room's ceiling. Start jumping at the ceiling and eventually you will be able to jump through one part of it.

//Hint: Try making your jumps where the wall is different.

Up here, break on throught to the right. You will be attacked by flying eyes and behind that door is a knight to talk to. Head all the way right.

Boss

A beholder I suppose. Wait for it to open its eye then crack it there. Do not let it touch you, stay to the left of it at all times. Use your shield to deflect the shots and swing when you get a clear shot at the open eye. Mace and sword work, maybe choose the sword to get in some diagonal blows as well - it's your call as it doesn't take long to go down as long as you are patient.

Stage 3

CFS3

//You will need to accumulate some serious coin starting in this level. Get 180 metal for a new shield and 200 for a new sword.

Head right, the first building is a 30 Metal Inn. The next is a potion shop:

*Red Potion: 20 Metal

*Yellow Potion: 80 Metal

*Blue Potion: 80 Metal

Head over the bridge, just ignore the ghosts as they are too fast to be of any great value. The next building, which is shaped like a loaf of bread, houses an old man and a knight for you to talk to. Continuing on, we meet some red weretigers! Treat them the same as always. Also, there are some red crawlers which you can thrash, they are no different than green crawlers.

As you approach the shore, lo and behold you are attacked by ghosts again. Get out on to those cliffs and carefully jump between them until you get to those platforms that look like mountains. Stick to the top if you are wary of those jumping knights. They are really tough, and can get plenty of unfair hits. The best bet is to attack with horizontal than diagonal slashes. You could also hit and back off but they can gang up on you quickly so take care. If ghosts get thrown into the mix then you'll be in for some pain so for now the top route is best.

In the town, but the sword in the first building for 200 Metal then the shield in the second for 180 metal.

Once you've got the equipment, head into the last building. Choose YES to be taken to a pirate ship. That door is the labyrinth. Let's enter, shall we?

There are two new types of enemies in the Labyrinth: an orange knight and a teleporting enemy. You may best to avoid the porting enemy unless its right in your way, and the orange knight jumps backwards when you swing. So make sure it is facing towards you before swinging!

Section 1:

```
+----+----+
|    |    | --> Floor Wraps
|    |    |
+---~+---~+----+
||   |    |    | --> Floor Wraps
||   |    ||   | /TO A /TO B, these ladders lead to these rooms in
+----+---~+---~+---~+---_+---_+ section 2.
| ! |   |   |   | C |   |
|   |   |   |   |   |   | --> Floor Wraps
+---_+---_+---_+---_+---_+---_+

```

These all lead to section 2, top of the map above the room split.

Section 2:

These all lead to Section 1, bottom of the map below the room split.

```
+---_+---_+---_+---_+---_+---_+
|   |   |   |   |   |   |   |
| A | B |   |   |   |   |   | -> Floor Wraps
+----+---_+---~+---~+---~+---~+
  TO C/ |   |   |   |   |   | -> Floor Wraps
        |   |   |   |   |   |
          +----+---~+---~+---~+---~+
                ||  ||BOSS|
                ||  ||   |
                +----+----+

```

Solution:

1. From the start head to the right to the room C, or the room before it and scale the ladder.
2. Head right (away from A and B) until you see another ladder, climb down it.
3. In the room to the right of the room with the four orange phantom heads, go down the ladder.
4. Defeat the boss. TAKE the treasure.
5. Climb up the ladders then head to Room B, it should have two orange Jumping knights on the lower half of the room and be between two rooms full of Gray Hoppers.
6. Take the down ladder to C, head to the start, then exit the Labyrinth.

```
****
Boss
****
```

It's the same as the other two have been. You can defeat it in four hits if you have all of the levels and equipment you can. Heck, you can stand inside him, aim up and swing. But try the hit and run if you must, it's no different.

Head out of the Labyrinth and then to the right. You will fight some weretigers and then the boss.

Boss

Just defeat this little unicorn-nosed guy like a weretiger. However, the real fight starts afterwards. Watch out as the sea serpent rises from the water. The first time it will raise its head high, shoot two shots. Avoid them. Next, it will stretch its neck out at a diagonal. Try to stand in front of it and deflect the two shots with your shield. Swing after you hear the sound. The Sea Serpent will continue this patten on vertical then diagonal, occasionally switching sides of the screen. Overall, it can take 20-30 hp off you even when you are fully powered (for this level) so patience is required. You can even get a couple of hits in on him at a time if you're fast enough.

When it is dead, head to the right. There are some red crawlers then a jumping knight around the door. Speak to the old man inside to progress to level 4.

Stage 4

CFS4

Ah, a nice sunset level. It looks fairly rad. Head right, the first building is an old man you can talk to. Jump across that water and defeat any wasps in the way. The next door has a knight to talk to, and the following door is a potion shop:

*Red Potion: 20 Metal
*Yellow Potion: 100 Metal
*Blue Potion: 100 Metal

You cannot enter the first red building, but the next is a 40 Metal Inn. When you finish up, head into the woods. There's only wasps attacking you for the time being. Enter the castle, as you head right you'll notice the purple snakes have returned. There's also now Red Cyclops, but it is no different than Blue.

So fight your way down this long corridor. If you go to the end, you will come to a door that takes you back out to the start of the stage. If you jump up to the upper platforms, then you should head all the way back to the left along the high road. Fight your way past all of these enemies, then walk into the wall at the end.

Crush the blocks. You will come to a vertical opening. Jump up, you can make it farther left but not much. Up here, wait until the spike wall is heading right, jump up at the third thin vertical section of wall. Next floor, the farthest section to the left. Jump now into the third.

On this floor, jump up at the farthest section left. The next is the third over from the left. The last is farthest to the left.

This next floor is tricky.

```
+-- -----+
+-- -----+
|>      <| |>
|>
|> F      E      D
|> [] <| |> []+-----+
```



```

|>      <| |>  +-----+
|>      <| |>
|>
|>              C
|>              +-----+
|>      B      +-----+
|>      <| |>
|>  [] <| |>
|>      <| |>
|>  A <| |>  +-----+
+--- +-----+-----+
+--- +-----+-----+

```

From A, jump to the moving platform then right to B. Jump now to C from B. Jump up to D from C - stand near the edge of C and jump up and turn to reach D. Let the platform slide under your feet. It should then move you automatically. Step off onto E, then let F catch you. Jump into the ceiling.

From here, head right. If you go left then you will just fall into the previous room. Some grey flying eyes will appear. They're the same as the brown ones the Beholder was based off of but faster. Head to the right, you will eventually fall through the floor - it's easy to jump back out if need be. But smash the blocks to escape, then smash inwards to the left from the bottom of the stack. Inside, a man will sell you sword 4 for 280 Metal, buy it.

Next, head back up through that gap, and make sure you have 250 Metal. Head to the right beyond the false floor. This is a bit with multiple moving platforms. Use them to get all the way across - jump when they near each other. At the end you will see some crushable bricks. Crush them and head left. There will be a few vertically moving platforms, run across them when they stop on the ground. They will crush you if you don't watch it. All the way to the left, in some smashable blocks you will uncover a door. Inside, is Armour 2.

Now, head to the right, drop down the first hole onto a platform. Now go fall through the floor to the left again. Break out, and head right. Jumping from statue to statue, ignore the grey mists. They are not worth the damage or risk of falling to be bothered with. Just take your time as you cross, make sure they have materialized before you jump.

Alright, at the end you could potentially have some trouble. The mist will stop but you have to cross some moving platforms - or you could try to jump at that smashable wall, break it, land back on the statur, then jump back up into the space you've made. That is tricky, and there's a vertical platform just after so take whatever path you're most comfortable with.

Now, there's a door and a breakable wall area. You cannot open the door yet so clear a path in the breakable area. No door? Head down to the big door and jump up. You should go through the floor. Swing your mace up as you jump and break the blocks. When you have a 2x2 section cut doing this, go back up and drop down, swinging to reveal a door. This door is the Labyrinth entrance.

```

                                +---~--+
                                |   |  <-- Room Repeats in every direction
                                |   |  except going back down.
                                +----+---~--+
                                ||  |   |
                                ||  ||  |
                                +----+---~--+---~--+
Vertical Wrap                    |   |   ||  ||
                                | A ||  |   ||

```

```

+---~+---~+---+---~+---~+---~+---~+
||  |  |  |  |  |||  ||| D||
||  |  |  |  C |  |||  ||  ||
+---~+---~+---+---~+---~+---~+---~+
|B  |  |  B/  ||  |  ||  |
|  |  |  \  ||  |  |  |
+---_+---~+---+---_+---~+---+---+
      ||  ||      To A|  |
      ||  ||      |BOSS|
+-----+---_+      +-----+
||!  |  |
||  |  |
+---~+---~+---+
|  |  |  |
|  |  |  |
+---~+---~+---+
      |  |

```

Vertical Wrap

Solution:

1. Head up to the hallway flanked by B's.
2. Get to the upper half in the room with three knights, then up one floor.
3. Head beyond the vertically repeating room, C, and climb down.
4. Head right, and climb up.
5. Head to the right and enter a long ladder room with a grey slug.
6. Head all the way down the ladders as far as you can (next room as well).
7. Go left until you see a down ladder, fight and destroy the boss.

-When escaping the labyrinth, remember that it does wrap vertically at some points.

```

****
Boss
****

```

I'd say this boss is easier than the skeleton archetype to a degree, it's more predictable yet much more powerful. Block the dragon's spreadfire with your shield and jump up and hit him in the head. Try to hit him as he approaches the apex of his jump, then get out of reach. You can run under him when he jumps. Keep it up, and you should beat him with patience.

Okay, now that you have these boots, head back to the very start of the castle. When here, jump up at that little room of breakable blocks until you find a false floor. Smash away with your mace and enter the magic shop. You can buy:
 Red Book: 180 Metal
 Blue Book: 120 Metal
 Grey Book: 50 Metal

When that's done, head back to the hallway that has the false floor leading to the room with the labyrinth entrance. You know, the room you got the new armour in. Head all the way right here and you'll notice a thin vertical opening in the breakable blocks. Jump up into it. We're ignoring that door near the maze as we cannot open it.

Alright, those breakable blocks above you just hold basic enemy drops. Jump up to the right, then drop down, walk right, jump up, and then jump through the ceiling. However, to make the first jump you must clear a few of the blocks in order to give yourself room to get on top.

D is a long, full ladder room.

The rooms between and including the B's wrap. The ladder on the far left takes you to the long ladder at the beginning of the labyrinth and provides one route back to "!"

C repeats vertically in both directions.

Right on, the door to the left won't open so head to the right. Do not go too close to the next door because the boss will materialize.

Boss

A Metal Dragon. In fact, it follows the same pattern as the Labyrinth boss and isn't much different in power either. So, just chop at its head when you can, deflect or dodge the shots, and run under it when it gets too close. You know, you can duck fairly closely to the dragon and avoid the shots altogether...

Enter the door and progress to the next stage.

Stage 5

CFS5

Ah, a nice sheet of rock. This stage is pretty cool, introducing a few new enemies and some nice scenery.

Start to the right, one of those unicorn men will attack you. But this unicorn is red and can shoot you. Block his shot and strike him down. Next, start jumping from cliff to cliff. These enemies that move like the centipedes from Centipede will appear. They mayke tight, up and down movements with an emphasis often on down. Strike their heads but don't get too worked up about them.

You will come eventually to a magic shop:

Red Book: 180 Metal

Blue Book: 120 Metal

Grey Book: 50 Metal

Get at least one of each if you haven't already.

When you get back to land, you will encounter these weird mole enemies. They toss projectiles intot he air. Take the moles out and try to deflect any projectiles with your shield. There's also a red unicorn thrown into the mix. What variety!

Cross the bridge, beware of Sky Centipedes. That house is the Labyrinth. Let's pass it for now. Go beyond a rocky area with moles and you will come to a small building. Inside, the man will sell you Sword 5. Buy it for 320 Metal.

The next building to the right is a 50 Metal Inn.

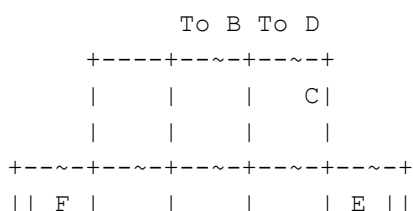
Up next is a potion shop:

Red Potion: 20 Metal

Yellow Potion: 120 Metal

Blue Potion: 120 Metal

Then, an armour shop selling a blue ring for 300 Metal. Buy it! Now, head to the labyrinth. Make sure you have a grey/white book.



There are two bosses in the Labyinth.

Furthermore, the skeleton boss is now a regular enemy in tall ladder rooms.

You can defeat the bosses in any order.

```

    || | | | |
+---+---+---+---+---+---+---+---+---+
||  ||  ||  |  |||  |  ||
||  |  ||  || B |||  ||  ||
+---+---+---+---+---+---+---+---+
|BOSS|To F|| | / ! | A | /
|  |  ||  | \  | E | \
+---+---+---+---+---+---+---+
      ||  |  E||  ||  ||
      ||  |  ||To A||  ||
+---+---+---+---+---+---+
||  |  ||  ||  |  ||
||  |  ||  || D|  ||
+---+---+---+---+---+---+
      |BOSS|      To C
      |  |
      +---+

```

The / walls flank the looping hallway.

All rooms marked with E wrap unto themselves vertically.

Soultion:

Let's go after the boss towards the top first.

1. Head right twice, then up.
2. Head above the split then left, up, right, all the way right.
3. Wrap above, then head all the way left.
4. Head up the ladder.
5. Head left and and down to fight the Black Dragon.
6. From the Dragon's room head up, right, down.
- 7: Enter the room that says "To B" on my map, warp to B.
8. Head left, down past the Skeleton.
9. Head right, wrap to the bottom of the room.
10. Head left, down, left.
11. Go to the bottom of the split, then right and down.
- 12: Fight the White Dragon.

```

****
Boss
****

```

The black dragon is not much different thant what you've already fought. Just duck/deflect its shots and strike the head. The treasure it drops is a gauntlet which lets your sword shoot fireballs. Very nice.

```

****
Boss
****

```

The white dragon follows the same pattern, but you die if you attack it. Cast the white/grey book's spell and it will be vanquished. The treasure is a scale.

Head out of the labyrinth. Head to the right, until you come to that impassable drop. Use the scale.

You will be transformed into a white Dragon.

//Wasps will still come even if you idle as the dragon...

Move with the control pad, shoot with the attack button.

Fly to the right, attacking the stone heads that appear. You will come to a cliff. Then afterwards, land and a red unicorn. There is a man you may speak with in this building.

Head right, the sky centipedes are probably too difficult to hit like this. A pterodactyl will materialize, you can fight it or not, your choice. For the next few red unicorns, shoot from below their shots, then enter the building. There is a knight to talk to. There are pterodactyls and sky centipedes farther right. Next up, a few stone heads.

The next building looks exactly like the one you just passed. You can't enter it so it's different. Look out for the pterodactyls and sky centipedes as you fly to the right. There are a lot of stone heads as you approach and pass the cliffs so take your time if you're hurting.

As you pass the second set of cliffs, watch out as a pterodactyl appears. Keep flying to the right through the waves of stone heads.

Boss

The same type of Dragon for stage 1, flying up and down and firing. It moves left and right in the same fashion as well. The best thing to do is to go behind it and try to shoot it in the head. It does heavy damage if it hits you so by the virtue of patience you can come out of this fight unscathed.

Afterwards, fly up and into the door. Talk to the old man and say YES to go to the next stage.

Stage 6

CFS6

Alright, a night stage! As usual, this stage leads into a castle. But let's make a few stops first, shall we? You can't enter the first building but the second is an item shop:

Red Potion: 50 Metal

Yellow Potion: 130 Metal

Blue Potion: 130 Metal

The next building you can enter is an inn, after a short wooded area. It is a 60 Metal base stay. So jump over the pit to the right of it and head into the castle.

The castle is rough right from the get-go, you will see these spinning platforms which converge in the middle. Jump on the leftmost platform as it is coming out from the centre. Jump again after landing on it to the topmost platform. Then, jump onto the right platform when it is heading out, and jump to the right formation. Get to the top of the second formation and jump right to safety. That door you come upon cannot be opened.

As you head right, a wizard will materialize. Shoot him with fireballs, yet you should also pay mind to his bats. He's easy with patience. There is a harder enemy just up ahead. That heavily armoured red warrior is only vulnerable from behind, and jumps at you with you swing near him. Jump over him and hit him in the back with a fireball if you need/want to fight one. Try to keep a distance so it doesn't jump on you. There's also a red monkey up ahead, similar to the monkeys you've fought in Stage 2, they don't give any experience and should be

kept at bay by consistent attacking.

Keep to the right, that door doesn't open. That wizard shouldn't be much of a problem with this much space, the red monkey could cause some problems if you ignore it though. Okay, take the high route otherwise you will need to fight a red warrior. And a wizard will appear at the end of this split so together they can become a royal pain. At least taking the top path you can take them on one at a time.

The door doesn't open, so maintain your rightward velocity. Again, the high path is the easiest as there are two red Warriors below and a wizard at the end of the split. Try to down the wizard before jumping down. Again, this door does not open. It doesn't really matter which side of the split you take now, the layout is finally changing. Okay, so the floor under that breakable chamber looks like this:

```
[] [] [] [] [] []  
+-----+  
+-----+
```

That's no problem to cross if you move fast enough, and there's no real reason to cross it quickly anyways. Except that between the first and second block? You can fall through the floor. But more on that in a moment.

Now, that chamber of breakable blocks above you? Go to the right of the chamber and jump into the side. Smash your way in, and enter the door. It's an armour shop. She is selling a purple suit of armour for 480 Metal. Buy it.

It is now time to drop through the floor. Smash through the wall and to the right. Move beyond the verticalmoving block and drop down. What's the matter, the stage doesn't progress to the right? Head to the left and fall through the floor.

You're in one of those moving blocks + spikes rooms. Just break through and fall down. You will have to clear the bottom corner of the breakable block area in order to safely make the jump left, however, so do so. You only need to worry about those blocks and spikes if we're coming back up this way.

After dropping down, head to the right. Fight the red warriors en route, you do have plenty of room to do so. Take your time so that you don't have to fight any wizards at the same time. And this cases where you have no choice, take the wizard out first with some distance between you and the warrior. If you get two warriors together and you want to fight them, try to keep them overlapping. Otherwise skip them.

When you reach the end you can jump down and to the left through the wall under the statue. However, the door merely leads outside.

//A note, I've not been able to do this many more times, but if you fall down you can fight a load of wizards and mists, and get an [!] item which cripples your jumping ability (fall down to the right of the first statue). Seemed like I could only get into this area from first coming upon the hole, otherwise it killed me. The door down here takes you outside. Don't attempt it if you want to be sure to live.

Head to the right, the top path is easiest. Also, there's a false ceiling towards the far left of this chamber. Take it. You don't need to use the moving platforms to reach that vertical passage, just break in. The next room up, get up through that opening. Do the same in the next room.

Great, now head to the right. If you take the lower path you can uncover a magic shop:

Red Book: 180 Metal
Blue Book: 120 Metal
White/Grey Book: 50 Metal

Keeping along the lower path, you can next uncover a knight to talk to. First along the upper path is the labyrinth. Next, a door which will not open.

Let's not merely rush to the Labyrinth, far to the right is a chamber of breakable blocks suspended over a bottomless pit. Alright, so jump into the left hand side of it, then bust through to the right, jump into that wall, drop down to floor level, and clear out the door. The man inside will sell you Sword 6 for 450 Metal. Now, go enter the Labyrinth.

Labyrinth:

```
+---+~---+---+~---+---+~---+---+~---+---+ S Marks a large Grey Skeleton
||  || ! ||  A||To D|  B || C |  ||
||  || E ||  |  |  |  |||  || Ladder E brings you to the long ladder at
+---+~---+---+~---+---+~---+---+~---+ the start of the Labyrinth.
      /  |  |  /  |BOSS|
      \  |  |  \To C|  | Between the / walls, the rooms repeat.
      +---+~---+---+~---+
      |  |  |  |         <- Floor Repeats
      |  |  |  |
+---+~---+---+~---+~---+
|| F |  |  |  | F ||
||  |  |  |  |  ||
+---+~---+---+~---+~---+
      |  |  |  |         <- Floor Repeats
      |  |  |  |
      +---+~---+---+~---+
      |  |  |  |         <- Floor Repeats
      |To A| D |To B|
      +---+~---+---+~---+
```

Solution:

This Labyrinth is very easy, you need only go through the bottom half if you make a mistake, and even then it is very simple.

1. Head left, go below the split.
2. Head right until a wall blocks you.
3. Head down, then below the split, then down.
4. You should wrap back up to the above room, above the split.
5. Head right, and keep going down to fight the Blue Dragon.

Boss

The Blue Dragon is much like the other dragons you've fought, you can basically snipe him in the head with your fireballs, and run under him when he jumps. If you don't have the fireball powerup, take him out like the first dragon, occasional jump strikes to its head. Defeating it gives you a candle and warps you outside of the Labyrinth.

Go back to the room with the false ceiling you accessed the path to the maze from. It should be mostly uneventful. Take out the Red Warriors or try to

scroll them off the screen by heading left then right. Anways, when you are in the clear go right to the large breakable wall. Start in, you don't have to be specific because there's no doors in here. At the end, there's a moving platform. If you're up high, drop to it as it comes towards you. If you're down low - break blocks above you and then jump to it.

That door will not open, head right.

Boss

This horseman is probably the toughest boss you've fought so far. The gauntlet for fireballs and boots for jumping make him much easier. Jump and shoot a fireball at the rider, it should connect with his head. The blades it throws into the air are like those of the moles, but they also make jumping over it difficult. If you want to defeat it without running into it and chopping up, fire at it and jump over it when it nears. Eventually, it will be defeated. Just give yourself room to jump, backing it into the corner will ensure that you take damage.

Afterwards, head right, enter the door. Talk to the old man to progress to Stage 7.

Stage 7

CFS7

Another nighttime stage. How dramatic! Start to the right, you will be immediately attacked by a group of Grey unicorns. Deflect their shots, then attack. Crossing the bridge, you will see a variant on those stone heads you fought as a dragon. They are easier to defeat, actually, because you can hit them more rapidly. Especially if you have the fireball gauntlet - and you most definitely should by now, they are easy to take down.

Cross the bridge. You will come to a building with an old man to talk to. You cannot enter either door of the bread-loaf shaped building. The tall building is a magic shop:

Red Book: 180 Metal

Blue Book: 120 Metal

White/Grey Book: 50 Metal

Rightm further right is a variant on the Jumping Knight. It's very easy if you can shoot fireballs. Otherwise, treat it the same way as a jumping knight. The next door is a 70 metal Inn.

Keep truding to the right, there will be a Red Sky Centipede. Based on your level and abilities, it should be no problem if you try to fight it. They will be prevalent as you try to cross that water, jumping from block to block. Take your time here and either try to outright avoid them or attack them as they come down towards you.

The wooded area will have a few grey stone heads, no problem there. You can enter neither building following the two blue knights. In fact, you can't enter any building until the one shaped like a house. Before this, you will fight a red mole - no different than their cousins. Actually, now that I think of it, they are more like zombies... The potion shop has:

Red Potion: 50 Metal

Yellow Potion: 170 Metal

Blue Potion: 170 Metal

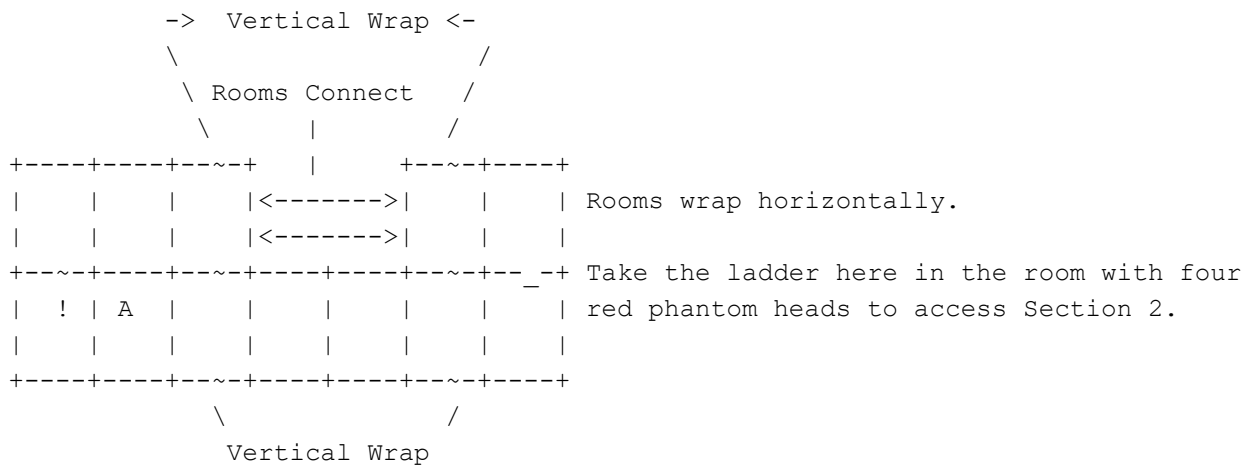
Fight your way through the town, the next building you can enter is again house shaped - and it is the labyrinth. Let's skip it for just a moment, shall we?

The house closest to the next wooded area is an armour shop. She sells Shield 3 for the very steep price of 600 Metal. Take it. One extra DP doesn't seem like a lot, but every bit counts. Alright, the next door you can enter is a weapon shop, selling Sword 7 for 580 Metal. Again, get it. Metal bags are worth 14 Metal in this Stage so it shouldn't take you long to raise the money - and a level in the process while you're at it.

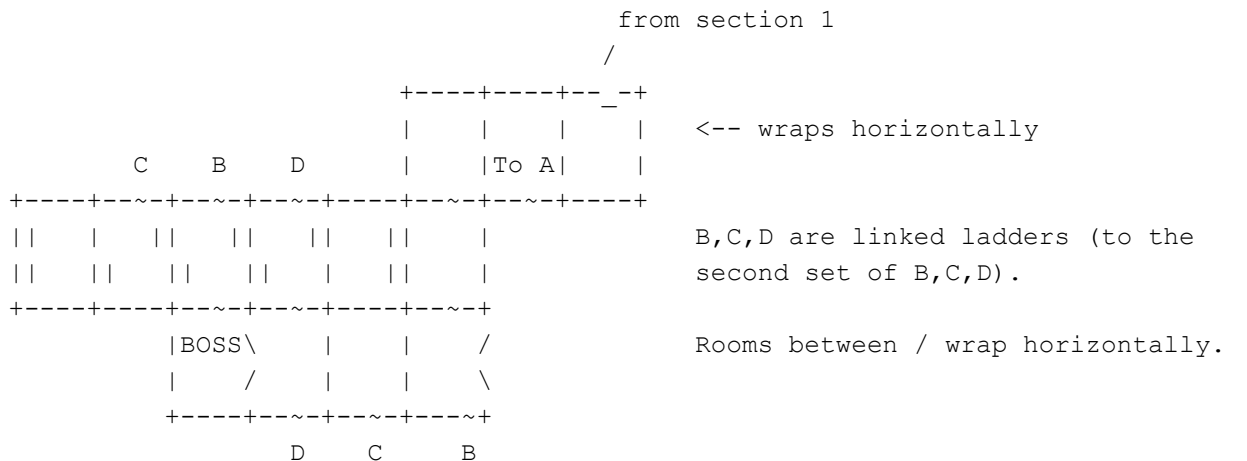
Head to the Labyrinth after you get your sword.

Labyrinth:

Section 1:



Section 2:



Solution:

1. Head right and climb a ladder.
2. Head right until you are in a room with four red phantom heads, and a ladder leading down but no ladder leading up.
3. Climb down this ladder to enter section 2.
4. From here, head left and drop down the split but do not go all the way down the ladder.
5. Head left and go down the ladder, go all the way down this long ladder.
6. Head left, until you can climb a ladder.

7. Climb up the ladder, head all the way right.
8. Go above the split and head all the way left.
9. Go below the split, and go two rooms to the right, to a room with a Grey hopper, red knight, and red winged demon.
10. Go down the ladder and fight the boss.

Boss

A female warrior. She will kill you if you attack her. The solution is actually kind of unorthodox. Freeze her with the blue book, then go over and touch her. That will win the boss fight. You will talk with her for a while, you will receive a small white bag, then a second boss fight begins.

Boss

A light grey dragon. This guy is no different than the dragons you've fought previously. Just snipe his head, dodge or block the spread shot and run under him when he gets close. When it is dead, you will have a lengthy bit of talk and then you can take the treasure. It is what appears to be a mask.

Alright, now that you are taken out of the Labyrinth, head right back to the weapon shop, and if you have the new armour and sword keep going. Pass a few buildings which you can not enter and some blue jumping knights and you will come to a Romanesque ruins area. Pass it and enter another town-like area with blue jumping knights. you can enter the first tall grey building, and talk to the knight inside. Now head right through the woods and more Blue Jumping Warriors.

Boss

This red dragon is the same kind of Dragon you fought in stage 1, and stage 5. Now, you know how your gauntlet lets you shoot fireballs? Well, it's probably best to do this the old fashioned way. It's faster, but if you need the safety of fireballs you can stay to the left and snipe it. But if you run under its head and chop upwards, moving away from it when it's jumping forward and toward it when it's jumping away it'll just die much more quickly.

Head to the right, talk to the old man inside to progress to stage 8.

Stage 8

CFS8

//Yeah! The final lap!

Right, it's another red-sky stage. A nice, dramatic end to this game. So start heading right. That first house has a blue old man who will warp you back to Stage 7. If you have all of the treasures, head right past it. The first house with a hedge is a potion shop:

Red Potion: 80 Metal

Yellow Potion: 200 Metal

Blue Potion: 200 Metal

After the pit you will come across an 80 Metal Inn. Head right to the purple castle and enter. Talk to the knight and say YES, you will be taken into this large and elaborate castle. Get ready!

Head right and smash through the wall. There's nothing hidden here so just plow through. there's a red snake coming at you as you drop down, it behaves like the snakes you've previously battled. You may fall through the floor up ahead, as you do battle with grey warriors - palletes swaps of red warriors.

--Going down--

Let's head down for a moment shall we? In the first room you dropped to, search the bottom left for a secret passage. Now, in this room, break out to the right and then along the bottom of that bottom area of breakable blocks to the bottom right. Talk to the knight, then head to the bottom left. You will need to break a few blocks to make the jump accurately without hitting some spikes. When you are in the bottom left, enter the pit.

Head to the right, take the bottom path for occasional red wizards, take the top for plenty of red snakes. The bottom path has a door with an old man you may talk with. the top path has a door leading back to the outside. Make your way farthest right, either by moving platforms on the bottom, or waiting for the vertically moving platform to come to a halt on top. At the end is a chamber with a vertical opening.

Up here, you don't even need to use the platforms. Clear all of the blocks from the right side of the chamber you start in. Jump out and up, swing at the top chamber of blocks. Do this until you can squeeze in there. There is a hidden passage in the ceiling. Alright, the next room. That long vertical passage has a false ceiling at the top. Jump up and break through the blocks farthest right then make a little path over to the vertical passage. Jump up into. In the next chamber, jump from platform to platform. If you have the boots, and you should, you can jump on the first, then the one right above, and up through the hole.

This next room is a massive breakable chamber. Go all the way right to get to a weapons shop. Buy Sword 8 here for 700 Metal. Break up to the top door and enter it. It takes you back outside. Replenish yourself in the Inn if you need to, then head back into the castle.

Head all the way to the right, snipe the red mist if it is bothering you, and find the false floor of the breakable chamber above. Clear it out. Inside is a magic shop selling:

Red Book: 180 Metal

Blue Book: 120 Metal

White/Grey Book: 50 Metal

Take anything you need then head out and left. Jump up the vertical passage.

//You can do the two Going Up sections in whichever order you like.

--Going Up, rightmost vertical passage--

A spike wall room, but they are moving faster. Get to the third opening, then the next opening is directly above this. Wait until you can be to the left of the topmost spikewall. The last passage is to the far left. (close to the extreme left)

Break all the way right through this long, long passage. Then jump up and back onto a statue. Crushing your way through the blocks left, you can find a red suited man to talk to behind a door. Farthest left is a weapon shop selling

Sword 9 for 10 Metal. Yes, 10 Metal.

--Back to the start--

Afterwards head back to the starting room. Now head left, fight the two red snakes. Head left, either skip or fight the grey warrior, and enter the large door. It is an armour shop selling a reddish suit of armour. Armour 4 costs 900 Metal. Head left after this. The door all the way left leads outside. In that chamber of breakable blocks, search for a false ceiling leading up.

--Going up, left of the Armour Shop--

Break enough room to jump to the the top of the spiked column to your right, then break into the long vertical opening. Jump up here. That brown door will not open, so concentrate on cutting a path up to that vertical open section of blocks. there is a false ceiling at the top of it.

Start to the right, when you near the statues some red mists will start to show up. Just keep on jumping across the staues. You'll do the same as you move to the right until you come across an area with a breakable block floor. Jump down to the right and search the floor for a false block. Fall through.

Search the bottom for another false floor. Fall through, then cut back up into those breakable blocks until you get to that brown door. It is an armour shop selling Armour 5 for 10 Metal. Yes, 10 Metal. Buy it.

--Gold Dragon--

//Make sure you have a CL of "A," that is your level is maxed. This is it.

Head back up all the way though the rightmost vertical passage and then head to the right.

Boss

No matter what you do, you cannot damage this dragon! Well, remember that bag the female warrior gave you in Stage 7? use it here, it will summon a wizard who will turn the Gold Dragon grey. You can now fight it like any other dragon, it it in the head. Preferred means would be fireballs.

After defeating it, enter the door. The Labyrinth! Oh, and it has a new theme song. Very foreboding.

--Labyrinth--

//Take Yellow potions into this dungeon with you, they will be essential to survival if you can't get used to the Anubis-type enemy. If you are low, fight the grey/black knights until you are fully healed.

The dog/jackal headed enemies are best avoided. They are just like the red/grey warriors but you have less room. Swing and move under their jump.

```

+----+----+
|  !  |  A  | -> Floor Wraps
|     |  S  |
+----+----+----+----+----+
|     |     |     |     |     | -> Floor Wraps
|     |     |     |     |     |
+----+----+----+----+----+

```

```

      |   |   |   |||   |   |   |   -> Floor Wraps
      |   S|   |   ||| S |   |   |   S marks Grey Skeletons
+-----+-----+-----+-----+
||  ||   |   ||BOSS|
||  ||   |   || 1 |
+---~+---~+---~+-----+
|   |   |||   |   ||   | -> Floor Wraps
|   || B||   |   || B |   B marks Black Dragons
+---~+---~+---~+-----+
||  ||   ||BOSS|
||  ||   || 2 |
+---~+---~+-----+
||   |   ||
||   |   ||
+---~+---~+
|END | To A
|BOSS|
+-----+

```

Since the bosses have a required order, I have marked them as such.

Solution:

1. Head right or left, it doesn't matter, into the room with the grey skeleton.
2. Jump down the ladder, then go back to the starting room. Go down.
3. Go right/left until you find a ladder between the sections of the floor.
Go down.
4. Take a left then go down to the next floor.
5. Head far to the left to the grey skeleton room with a blocked left wall.
6. Go below the split, defeat the skeleton, then head right.
7. Defeat the other skeleton along the way, keep going right until a wall stops your progress.
8. Go down and fight the Black Dragon.
9. Head up, go left, then down.
10. Down again, right, to below the split.
11. Head left and down, fight the Female Warrior.
12. Head back up, then right. Fight the first Black Dragon you come to. In the room with a down ladder and a Black Dragon, take the ladder. Or use the room before it.
13. Ok, in the room with the both sides walled off, go down the ladder.
14. Next, you're going down again, then again.
15. Go right, go below the split.
16. Head left, then down, then engage in the Final Boss fight.

```

*****
Boss 1
*****

```

The Black Dragon should be pie by now. Shoot it in the head, and block the shots with your shield. You will get a knife/symbol.

```

*****
Boss 2
*****

```

The female warrior, like the boss of Stage 7, will kill you no matter how you attack her. The knife/symbol will freeze her - use it like an item. Go over and touch her to talk to her. It appears she was the captive princess, and she will give you an orb.

Final Boss

//You need the orb to harm this boss.

The first phase is easy, it's just a black Dragon. However, once you defeat it, you will do battle with the true end boss of the game.

This guy, looking sort of like Cthulhu with a prettier face, can swing at you with a sword and shoot a spread fire. Yellow potion is sorely recommended in this fight as it is difficult to jump over him and he randomly teleports. Try to stay on the side of the arena opposite him, blocking his shots. Get your own shots in when you can, he is vulnerable in the head. Keep it up and you will conquer Chester Field.

Ending Text

"Down fell the God of Darkness and night,
Millions of souls passed away in the fight,
Heaven was their goal, all gone with the light.

A year passed since his battle...

The King of Guldred is Kein and his wife is Karen;

The united Kingdom of Guldred comes true. That was the long-cherished wish of the two families between The Gulse and the Viser. The New Age of the Kingdom will open soon with a child of the young couples."

And so ends the game of Chester Field. I hope this work has been of some help.

CF6: Codes and Tricks

*Passwords:

Due to display issues, I can not provide the passwords in the faq (they are in Japanese and will not show up universally). However, I have provided my hosts with an image file of the passwords.

*Spatial Displacement:

While fooling around in this game I brought up the subscreen. When I came back, much to my surprise, the character's legs were stuck in the labyrinth split! Well, I had to figure out how to replicate it, and it is fairly easy and at times quite useful.

Bringing up the subscreen causes a sort of 'spatial interference,' with many of the objects and enemies in the game. For instance, it can move stationary monsters to a different location, or cause your pick-ups to disappear. So, is this a glitch. In some cases it is, in others it isn't.

What are the functions?

--Displace the position of stationary monsters, such as the plants in Stage 1.

This will give you space to jump in beside them on the cliffs, for instance. You can use this to avoid damage, but do remember that if you bring up the subscreen without intentions of moving the enemies, they will still be in a new position.

--Erases Pick-Ups. If you have any pick-ups on the screen and you need to use the subscreen, gather any pick-ups you want/need first.

--Erases Projectiles. It will erase your projectiles and the enemies. If an enemy shot is coming towards you, you can just make it vanish by bringing up the subscreen.

--Labyrinth application: Duck, and bring up the subscreen. Return to the game and you will be stuck in the floor. Press right/left to drop down to the lower half of the room. This is a stage breaking trick. Really, you don't have to use ladders if you use this, so I don't recommend it as a viable strategy! But it does cut the time of some labyrinths drastically.

```
-----  
|                                     CF7: Enemies                                     |  
-----
```

- Wasp Colours:
Stage 1: Yellow
Stage 2: Red
Stage 3: Green
Stage 4: Purple
Stage 5: Red
Stage 6: Red/Pink
Stage 7: Red

*****Stage 1:

//Best experience monster: Weretiger. Exploit them near the town, they should not even touch you if you attack quickly.

--Labyrinth:

Green Slug: Slow moving enemy that moves back and forth. Duck and swing to kill it.
+1 exp

Blue Eye: Quick enemy that flies back and forth in a sinusoidal fashion. Hit it as it approaches you.

Brown Hopper: Hops back and forth. They are actually fairly hard if you have only the sword. Hit them as they move away from you and when they are in the air you can aim up and strike them.
+1 exp

--Overworld:

Green Crawler: Moves across the ground. Duck and strike.
+1 exp

Plant: Shoots four shots into the air. You can block these with your shield, but if you can get adjacent to the plant and attack, it will soon be destroyed.
+0 exp

Wasp: Moves forward in an up/down path. Hit it as it nears you. It will also appear if you stand still for too long.

+0 exp

Weretiger: Runs towards you. Keep attacking to keep them away until they die.

+2 exp

****Stage 2:

//Best Experience Monster: Blue Cyclops. Handle it as per the Were Tigers.

--Labyrinth

Blue Hopper: Behaves the same as hopper. Use the sword and exploit the diagonal strike.

+1 exp

Blue Slug: Behaves the same as green slug.

+1 exp

Red Eye: Behaves the same as blue eye.

+1 exp

--Overworld (Castle):

Blue Cyclops: Behave like a slower weretiger.

+2 exp

Flying Eye: Move in a very tight up/down fashion. Hard to hit.

+1 exp

Monkey: Runs across the ground towards you.

+0 exp

Purple Snake: Speeds up as it approaches you, duck and attack.

+1 exp

****Stage 3:

//Best Experience Monster: Red Weretiger, unless you are willing to take on the Jumping Knights and can do so without much trouble.

--Labyrinth:

Blue Slug: Another upgrade to the slugs.

+1 exp

Grey Hopper: Another upgrade to the hoppers.

+1 exp

Orange Knight: Jumps backwards when you swing. Make sure they are heading towards you before you attack.

Phantom Head: Orange enemy that teleports around firing. Block shots with your shield.

--Overworld:

Ghost: Teleports on and off the screen and takes a shot at our hero.

Best avoided.

+1 exp

Jumping Knight: Tough enemy that jumps at you. Try to hit as it is jumping with multiple diagonal slashes.

+3 exp

Red Crawler: Tougher green crawler.

+1 exp

Red Weretiger: Tougher weretiger.

+2 exp

****Stage 4:

//Best experience monster: Red Cyclops: Easy and plentiful.

--Labyrinth:

Black Hopper: Behaves the same as all hoppers.

+1 exp

Green Knight: A more powerful Orange Knight.

+2 exp

Grey Slug: Another slug.

+1 exp

--Overworld:

Grey Flying Eye: Faster flying eye.

+1 exp

Grey Mist: Teleports around the screen firing shots.

+1 exp

Red Cyclops: Same as blue.

+2 exp

****Stage 5:

//Best Experience Monster: Moles. Easy and the same exp as Red Unicorn man.

--Labyrinth

Blue Knight: Same as Orange and Green.

+2 exp

Winged Demon: Orange enemy that fires a shot and tries to walk into you.

+2 exp

--Overworld

Mole: Rises out of the ground. Walks towards you and tosses things into the air. Deflect them with your shield if they come too close. Make sure to strike

the mole repeatedly to keep it at bay.

+2 exp

Red Unicorn: Moves forward. Block its shot then strike it down.

+ 2 exp

Sky Centipede: Moves up and down in a tight pattern. Strike it when it's next to you but make sure to hit the head.

+1 exp

--Dragon

Pterodactyl: Flies forward firing.

Stone head: Spews shots at you, maybe attack it from behind if you have trouble with it.

****Stage 6:

//Best Experience Monster: Blue Winged Demon.

--Overworld (Castle):

Blue Mist: Just like the old mists. They are easier now that you can shoot them but they tend to materialize inside of you. Still best left avoided.

+1 exp

Red Monkey: Just like the old monkeys, keep hitting them to keep them away.

+0 exp

Red Warrior: A heavily armoured warrior vulnerable only from the back. Jump at you when he nears.

+2 or 4 exp, this seemed highly variable but '2' is the base. I had gotten as high as '20' but I don't totally trust that result.

Wizard: Teleports around firing bats at you. Attack him from afar with your fireballs. If you don't have this upgrade... then he is best ignored.

+2 exp

--Labyrinth:

Blue Winged Demon: It behaves the same as the winged demons.

+2 exp

Green Phantom head: Teleports around the room firing. A little easier now that you can shoot them.

+2 exp

Grey Eye: Like all of the previous eyes, except easier than ever thanks to your fireball-shooting sword.

+1 exp

****Stage 7:

//Best Experience Monster: Any overworld creature, but the moles are nice in particular.

--Overworld

Blue Jumping Knight: A new version of the jumping knight. If you have the fireball gauntlet it is rendered obsolete.

+2 exp

Grey Stone head: Fly forward firing. They fire spread shots and fly in a curvy path.

+2 exp

Grey Unicorn: These guys are essentially the Red Unicorn men, except they seem to have a slightly enhanced rate of fire.

+2 exp

Red Mole: Again, behaves exactly like the earlier mole enemy.

+2 exp

Red Sky Centipede: No different than their green brethren.

+1 exp

--Labyrinth

Red Knight: Again, they jump back when you slash at them. They are pie with the gauntlet granting you fireballs.

+2 exp

Red Phantom Head: You know them by now, wait for them to materialize then attack.

+1 exp

Red Winged Demon: Another pallette swap of the winged demon. Block the shots and attack in the openings.

+2 exp

*****Stage 8:

//BEst Experience Monster: Either Grey knights in the labyrinth or the wizards.

--Overworld (Castle)

Grey Warrior: A red warrior with greater endurance.

+~2exp. I had the same variable problem as with the red knights...

Red Mist: The teleoporting enemy returns. Avoid it unless necessary.

+1 exp

Red Snake: Rushes towards you when it nears.

+1 exp

Red Wizard: A more powerful Wizard.

+2 exp

--Labyrinth

Anubis: Just like the red/grey warriors except it also fires a shot. Absolutely deadly enemy in the low rooms of the labyrinth. Avoid.

+4 exp (I believe, could have yet the same errors as the other warriors).

Grey Knight: Just as any knight you've fought so far, they are very easy with fireballs.

+2 exp

CF7.2: Monster Names

These are taken from the Ending, so don't read if you consider that a spoiler!

-----Monsters-----

Wasp - Yellow Wasp, Green Wasp, Red Wasp
//These are the wasps appearing in every stage.

Goblin - Wolf Man, Josephine
//These would be what I referred to as weretigers.

Lizard Man - Water Lizard, Sand Lizard, Dark Lizard
//These are the 'Unicorn Men.' The water lizard was found on a pirate ship.

Sand Man - Goggle Man, Sickle Man, Sickle Man 2
//These are what I referred to as Moles.

Ghost - Ghost, Ew 2, Weel
//These are those teleporting ghost enemies.

Flying Snake - Dango Mushi 1, Dango Mushi 2, Dango Mushi 3
//These are the Sky Centipedes.

Wing Lizard - Gabary
//This was the Pterodactyl.

Poison Flower - Guella Drella
//The flower monsters from Stage 1.

Little Dragon: Petit One 1, Petit One 2, Petit One 3, Petit One 4
//The 'Hoppers' in the Labyrinths.

Moul - Brown Slug, Green Slug, Red Slug, Black Slug
//These are the Labyrinth slugs.

□Fire Demon - Yellow Demon, Blue Demon, Red Demon
//These are the Winged Demons of the Labyrinths.

Devil Eye - Blue Eye, Red Eye, Black Eye
//The Eye enemies of the Labyrinths.

Merol - Brown Cobra, King Cobra.
//The snake enemies of late castle stages.

Cyclops - Blue Type, Red Type.
//The Cyclops enemies.

Flying Rock - Gallom
//These are the Rock Heads.

Hella Quetta - Yellow Monkey, Blue Monkey, Red Monkey.
//These are the monkeys.

Magician - Dark Missionnaire, Hell Missionnaire.
//These are the wizards.

-----Knight-----

Normal Armor - Green Jumper, Blue Jumper
//The jumping knights that first appear in Stage 3.

Metal Armor - Copper Armor, Green Armor, Bronze Armor, Red Armor, Iron Armor
//The Labyrinth knights, that jump backwards.

Hyper Armor - Blood Sucker, Soul Sucker
//The Warriors only vulnerable from behind.

Guemon SS - Skill Armer
//The predominant enemy of Labyrinth 8, jumps forward when you swing.

-----Master of Stage-----

//These are just the bosses you fight at the end of each stage.

Stage 1 - Calcuenorm Y
Stage 2 - Gran Gad
Stage 3 - Water Lizard (Different from the regular monster)
Stage 4 - Silver Dragon
Stage 5 - Calcuenorm G
Stage 6 - Death Messenger
Stage 7 - Calcuenorm R
Stage 8 - Golden Dragon

-----Master of Dungeon-----

//These are the Labyrinth bosses. The giant skeletons are the Skultass.

Yellow Skultass
Green Skultass
Blue Skultass
Red Skultass
Black Skultass
Green Dragon
Red Dragon
Blue Dragon
Black Dragon
White Dragon

The God of Darkness Luva - Final Boss

CF8: Credits

Special thanks go out to HumanADdotORG for recommending that the guide be made.

Special thanks to Adam Lamontagne for the support and conversation through the duration of the writing of this guide. He also informed me how to get passwords, and I bounced my Labyrinth trick off of him. Thanks a lot!

Thanks go out to Vic Tokai for the great game, it's been a while since I've actually had to draw a map!

Thanks go out to the hosts who let you read this.

Websites with permission to use this Guide:

www.GameFAQS.com

www.neoseeker.com

faqs.IGN.com

www.1up.com

Game by Vic Tokai

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