

Gargoyle's Quest II: The Demon Darkness FAQ/Walkthrough

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| GARGOYLE'S QUEST II FAQ/Walkthrough |
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v2.0

Complete with solutions for all areas in the game!

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INTRODUCTION AND NOTES:

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Welcome to Gargoyle's Quest II, the not-as-popular sequel to the popular Game Boy original.

There are a few things you need to know, both about this game, and this walkthrough so you don't get confused about the layout or the wording I use.

** In case you wonder, buying a Maelstrom is like purchasing an extra life. Maelstroms are extra lives. In action levels, a Maelstrom looks like a little miniature Firebrand.

** Unlike in the last game, you can fight enemies seen on the map as much as you want.

** Also unlike the last game, there are no random battles on the world map.

** Every area walkthrough is presented in steps. Each step is indicated by a plus sign (+).

** Have fun playing Gargoyle's Quest II!

As for the story, you are the red gargoyle Firebrand who lives in the town of Etruria. To become a true warrior, Firebrand pumps himself up in the training center each and every day. Then...

WALKTHROUGH FOR ALL AREAS

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Etruria

- + King Morock will tell you that you'll get the Spectre's Fingernail when you become a true warrior. Leave the castle.
- + Go right and down to the Training Center. The guy in bed to the far right will tell you that Argob's Pot can be exchanged for the Spectre's Fingernail.
- + Go to the right and go into the Training Center

Training Center

- + Go up and right until you see the pot.
- + Attach yourself on the left side of the block directly to the right of the pot.
- + Jump to the left and then start flying to seize the pot.

Back in Etruria...

- + The man just outside will say he saw the Black Light, and encourages you to pay a visit to King Morock immediately.
- + Go outside to where the action is.
- + You can kill the ghost people with a simple shot from your mouth. Climb up houses to advance.
- + Attach to the lantern at the right of the second housetop and jump/fly to the tree branch.
- + Stay along the tops of the trees to avoid trouble.
- + Kill the spider who is scurrying along the wall and make your way to the top of that house.
- + If you go down the right wall and hang to the left, you can go inside the house and get another vial.
- + Either go down and go up or stay on the upper level and go to the right.
- + It takes two shots to kill the fire sitting on top of the wall.
- + Going down the wall, kill all the fire and the spider.
- + There is a heart that heals you on the ground next to the wall.
- + Go through the door to the boss.

BOSS: NAGUS

This boss has an easily predictable pattern. First he will fire small orbs at you. There are three, and they each branch off in separate directions. They can be easily jumped over, and the single fireball he fires that bounces can be run under. Fire at him until he dies. Go back through the door and go back to the castle.

- + Morock will give you the Spectre's Fingernail just before he dies. He'll

tell you to go to Gibea and see King Barr. Just keep moving west until you find a ghoulish standing in front of a bridge.

+ Defeat the three ghosts to advance to the bridge.

Broken Bridge

- + With the Spectre's Fingernail, your jump power is enhanced. Start moving to the right.
- + When you can't jump up past the wall of spikes, drop down and get the vial.
- + Hang to the left and don't fall in the fire - it will kill you instantly.
- + When you make it across the fire pit, the exit is directly to the right.

Gibea - PASSWORD: 00400051-6021003

- + The guy just inside the town tells you that Gibea used to be ruled by King Barr, but... and that's where he trails off.
- + You can get the power of Maelstrom for 10 vials in this town.
- + Go in the castle and talk to the guy in the bottom right corner. He says that Samuel from Sidon might be able to give King Barr back his power, but that you'd have to pass through the River of Flames at Arnon. Hmm...
- + Leave town.
- + Go east through the mountains, then north and west to the zombie guarding the bridge.
- + Answer yes to both his questions to get the Dragon's Armor, which increases your vitality.

River of Flames

- + Jump across the green pillar ghosts to avoid falling into the fire. They shoot things at you, so be careful.
- + When you get up to the top of the wall, walk to the right.

Sidon

- + In the first house in front of you, the person inside says that a Venus of the Night named Hecate looking for the Night Drop. (This game is very lacking in its grammar.)
- + In the house above that, Samuel is shocked to learn of the sealing of Barr's magic. He tells you to go see Hecate in Gaza to the north.
- + Outside you can learn of various locations and types of magic. Go north to Gaza.
- + Go north and east to Hinom Forest to get the Night Drop.

Hinom Forest

- + At the second green ghost pillar, jump when he's as far to the right as he's going and fly to the upper green ledge to hang onto it.
- + Kill the small flowers on the hills.
- + When the one-eyed flying monsters start following you, shoot them when it's safe. Another one will appear when you kill one of them.
- + When you get all the way to the right, take the path down and to the left. There is an extra life if you go up and ride the green pillar, but it is out of your reach and not worth the time.
- + You will be able to fly up in the tunnel ahead of you without wasting your wing power, somehow. Jump in and you will start flying. Press the jump button again to drop, and press it again to start flying again. Start going up.
- + When you get to the top past the spikes, your wing power returns to normal.
- + Watch out for the spikes that come up from the ground and the flying guys dropping stuff down on you.

- + The plant people can only be killed when they come out of the plant to discharge objects at you.
- + Get the heart all the way to the left.
- + Down and to the left is the door to the boss.

BOSS: DEATH BALLOON

The blowfish's pattern is also easy to predict. I almost beat him while dozing off into a coma. He will blow air at you first to suck you in, then blow three bubbles at you that blow you away and will try to hit you. Use the ledge in the middle to your advantage, and only attack him when he tries to suck you in. It's hard to avoid him while he's moving across the screen if he's on your level. Eventually after about 12 hits or so, he will be out of the picture. Go back through the door to obtain the Night Drop. Firebrand will also learn the power of Magic Buster, which can destroy rocks. What kind of rocks? I'll tell you...

- + Go to the cave north of Sidon and find the small house inside it.
- + Talk to the lady inside. It's Hecate. She's overjoyed that you found the Night Drop, and she will use it to make the Candle of Darkness.
- + Use it on the swirly tile in the center of the room and listen to the accompanying story.
- + Talk to Hecate to get the wings of a fallen angel.
- + Leave and go out the cave by going to the right.
- + With the new wings, the person guarding the door will let you across.

Gaza Valley

-
- + For the first jump, you will have to stand on the very tip and then start flying to the ledge at the peak of your jump. Take the hit from the monster that flies by.
 - + The rest of the jumps are easy, but watch out for the falling platforms.

Desert Sittim

-
- + Drop down past the purple bird flame things and cling to the wall opposite the rock blockade. Don't bust through the blocks; instead, go down and to the left.
 - + Kill the batlike monster that flies at you and fly across the pit to the lava falls. Don't worry, they won't hurt you.
 - + There is a blue vial up ahead. You can't get it. Kill the monster that comes out.
 - + Destroy the blocks up ahead so you can stand on the ledge.
 - + Go up and down the walls ahead and kill the bat monsters and bony fish.
 - + Bust the six blocks when you come to them.
 - + Kill the genie in the blue vial and go through the door to the boss.

BOSS: SAND FROG

This thing likes to speed at you and release things from its brain that inhibit your jumping ability. Everything about this guy requires jumping and quick firing. The lava falls will also slow you down, giving the boss plenty of opportunity to lay the smack down on you. Jump over everything he tosses at you (including himself) and keep firing the Magic Buster at him. When you win, go back through the door to get the Gremlin Stick and the ability of the Magic Tornado, which has short range, but can be used temporarily as a ledge. Go back across the valley and go back to Gibeia.

Back in Gibeia

- + Use the Gremlin Stick on King Barr. He will lower the barrier of red rocks to the west and give you the power to jump higher.
- + Leave and go west to the king's palace.

Broken Bridge 2

- + The only thing to know here is that when you see the vial near the wall of spikes, it's safe to fall straight down. There is another vial directly below you. The exit is immediately to the right of that second vial.

King's Palace - PASSWORD: 51615153-8303428

- + The king's palace is the first tower after the bridge.
- + Go in the middle door in the building with three doors and talk to the king. He claims to have no idea what the Black Light is and tells you to go back to Etruria. Refuse and you will fight him.

BOSS: FAKE KING

You will have to run away from this boss upon sight or he will hit you, and he takes two hearts away. After that he is easy to defeat. Use the walls and your jumping ability to your advantage. Because of his slow movement he is often easy to fly over. He takes very few hits to die, actually. When you defeat him, leave the palace.

- + Go in the door to the right and talk to the man to the left about the Essence of the Ghoul Realm. When he asks if you've heard of it, say no and he'll give you some. It will increase your vitality.
- + The guy in the other part of the room is studying the Essence of Soulstream and needs Achelon's Water and Dagon's Scales to make some. Hmm...
- + The door all the way to the left is the Ghoul Realm Laboratory.
- + Leave the King's Palace and go northeast.
- + Find the door that has another door directly above it. This is Mt. Imaus.

Mt. Imaus

- + To get around (besides flying), you will have to ride these things that move up when you stand on them and return to their original position when you jump or get off. Fly from one to the other, never lowering your altitude. If you drop down, chances are you will get stuck on a pillar and have to kill yourself in the fire.
- + The skulls on the pillars breathe fire at you in a downward arcing fashion.
- + When you come to the one at the far right, ride up and kill the bees that follow you.
- + The rest is simple ledge hopping, but avoid the bees and the green-shelled enemies that roll at you and can deplete two of your hearts.

BOSS: TWIN GUARDIAN

These two guys have a varied arsenal of attacks but move very slowly with one exception. They can link to each other, which gives them the ability to swoop down quickly toward you or turn into a tornado that fires moon-shaped beams in random directions. Run away if they are moving fast, but when one moves slowly toward, fire Magic Busters at him as fast as possible. This is the quickest way to do both monsters in. For beating them, you will obtain the Candle of Poltergeist.

- + Beating this area will lead you to the Palace of Imaus. The king inside had his power stolen by the King of Destruction. He does not know who this is, but thinks that Lethe who lives north of Topete knows. He will give you his

abilities, with which you can jump higher AND fly farther! Cool!

+ Leave and go northwest from the King's Palace to reach Topete.

Topete

- + Talk to everyone. Two people have useful tips for you. One is to never attack the Doppelganger while he's transformed into you and to only attack when he reveals his true self. Good to know.
- + The other person with useful information says that Dagon lives in the desert to the south. Also good to know.
- + Go south to the desert first.

Desert Near Topete

- + Find Dagon's lair hidden within the desert area.
- + The only thing to find here is Dagon. He is a monster that follows you even slower than the last boss did. Kind of hard to imagine. You can take off sections of his body as you hit him with the Magic Buster. When he dies, you can take Dagon's Scales and go north to the labyrinth. But somebody doesn't want you to get in...

BOSS: OUTSIDE LABYRINTH

This praying mantis-like creature doesn't want you to see Lethe. He attacks with cutters that take two hearts off of you, so at this point you can only take three hits. Jump over the cutters, and hit him as much as possible, whether he's flying or on the ground. When he gets too close for comfort, try to make it over him without dying. If you hit him enough the first time he attempts to get near you, you'll have no problem when he seeks to come near you the second time around.

- + On the way to the labyrinth, the only difficulty you'll have is with the bees. Now they actually try to get you into tight spots. Worst of all, they have backtrack regeneration ability like no other. Do your best to stay away from them.

Labyrinth

- + Go in the mirror before you to enter an action level.
- + When you come to the point where you have to choose between the mirror to the upper right and the mirror to the upper left, take the upper left.
- + The broken mirrors here release ghosts that can be conquered with two hits.
- + Jump from the wall next to the spikes to cling onto the wall that leads you to the next room.
- + Go in the second unbroken mirror you find.
- + Use the Magic Tornado to get to the top. There is an extra life in front of the mirror to the right. Ignore the crystal monster who will shoot annoying crystal shards at you if you hit him. Do not go in the mirror to the right. It leads back to the beginning, so fall back down the shaft.
- + Use Magic Tornado to make it to the higher mirror. There is a vial in this room.
- + The highest mirror up leads to another room. Here there is a broken mirror that releases a ghost. Float until the ghost comes out, then move back to safe territory so that you can still see the mirror. When you kill the ghost, fire one Magic Tornado and jump/fly from there so you don't hit the spikes.
- + Jump to the second dropping platform and kill the crystal monster, moving to the lower right area so as not to get hit. Do not go in the mirror.
- + Scale the walls to where the crystal monster just was, then use more Magic Tornadoes to get to the highest unbroken mirror. Fly over the crystal

- monster to the mirror and go in.
- + The next area is full of mirrors, some broken, some not. Blocks that look broken cannot support your weight. Go in the third unbroken mirror to the right, then the first unbroken one to the left.
 - + Avoid the slow-moving spikes and jump over the crystal monster when it's safe.
 - + Jump up to the highest mirror in the next room. You should not need to use tornadoes.
 - + This mirror leads to the Doppelganger.

BOSS: DOPPELGANGER

The reason the guy in Topete said not to hurt the Doppelganger while he looks like you is that if you do, you will get hurt instead of him, which can't help you any. Mostly he swoops at you extremely fast. Since up to this point he's the fastest boss in the game, you'll have to get used to his speed. Hit him when he turns into the purple-robed ghost form and jump when he swoops at you. He swoops once in one form and then as soon as he changes form, so hit him between those two times, but ONLY IN GHOST FORM! The fake Firebrand can also fire small football-shaped discs at you. Remember all of this and focus and you'll get to see Lethe.

- + Lethe will explain the story behind the Black Light. He will tell you that Goza is trying to bring Breager, the King of Destruction, to life so that the whole world will be destroyed. He encourages you to travel to Loosekeep and get the king and queen there involved in all this. So guess where you're headed next?
- + No, not Loosekeep, Naga's Path. Only one entrance to Naga's Path will lead you to Loosekeep.

If you talk to the blue guy on the right, he'll give you the password:
68758945-9425549

Naga's Path

- + To find the correct cave, move as far down as you can go from Lethe's palace and go in the cave near the dead trees.
- + Advance through the level to get to Loosekeep.

Loosekeep

- + There are two towers in Loosekeep; Rushifell's to the left, and Verona's to the right. Go to Queen Verona's tower.
- + Queen Verona will pour her power into Lethe's Candle when she realizes you are the chosen one. You will get the Hippogriff's Feather, which engulfs your wings and allows you to fly even farther than ever.
- + King Rushifell transfers his power into Lethe's Candle also. When he does, you get the Magic Claw, which lets you climb "walls of thorns." Hmm ... interesting...
- + Leave the town and cross back through the Naga's Path. Equip the Magic Claw. In addition to being your most powerful firepower yet, fire it at walls of spikes to create a safe padding that you can climb "walls of thorns" with. Cool!
- + Go back into Lethe's palace. Noticing your newfound power, he will put his power into his own candle. It will become the Candle of the Ghoul Realm. His parting words contain a message to stop Goza and save the Ghoul Realm.
- + Use the Candle of the Ghoul Realm on the red rock to the east.

Goza's Palace

- + You will have to be careful how you navigate this area. The majority of it is covered in thorns. Don't worry about the green floating monsters. They're easy to take down.
- + When you come to the fork that takes you either down or left, go left.
- + Go down after you go left (unless you want a vial).
- + If you let the red ledges fall, you can get a heart in case you need it.
- + Follow the path down and to the left.
- + You will come to a room with a red demon holding a lantern. Move all the way to the right and climb the wall with the Magic Claw. The red and white platforms fall rapidly, so jump from one to the next as quickly as possible. If you kill the red demon, the lights will go out and you will temporarily be surrounded in total darkness. In this state you won't even be able to see how much wing power you have, so it's best to keep the lights on.
- + If you need it, there's a Maelstrom in the upper left corner.
- + Bust the blocks ahead with the Magic Buster.
- + Another red lantern monster is up ahead. He's easy to run away from. Don't kill him until you can start moving up.
- + Get the heart in the corner and crash through the wall with Magic Buster.
- + Goza should be in the door up ahead.

BOSS: GOZA

Goza is almost the easiest boss in the game. All you have to do is hit him in the eye on his head repeatedly. Stay away from the red things and the blue lasers he fires. They can destroy the bricks you stand on. Use Magic Claw to stick to the wall, then fly and fire at his eye, moving out of the path of lasers and such, until your wing power starts to peter out. Move to safe ground when it does. Repeat this until you win. After this you must fight Breager.

- + After defeating Goza, the voice of King Demogorgon surrounds you. He admires you coming this far and needs you to defeat Breager, who by now is completely revived. He will give you the Mammon's Hoof, the Bereal's Wings, and Atlas' Armor. All the power from these items gives you the Magic Darkfire, your most powerful ammunition. Once you have all these things, you are free to leave.
- + You now have insane jumping power and the ability of infinite flight. The door will lead you to Breager's palace.

Breager's Palace

- + You will have to take an unavoidable hit just up ahead. Make sure it's only one hit though.
- + The columns with mouths will shoot annoying arrows at you. These are fairly easy to avoid, and can be destroyed with Darkfire.
- + To get past the skeletons up ahead: Jump completely over the first one's projectiles and cling to the wall to the left. Fly to the right under the second one's fireballs. Jump as high as you can and fly at the peak of your jump to the second one. Kill him when there's an open spot.
- + Cling to the wall below the third one and take him out when there's an opening.
- + If you want the heart, jump up to it and start floating where it was to avoid the incoming fire. Descend between firings.
- + Repeat the process for killing the third one for the fourth one.
- + Go through the wall with Magic Buster.
- + Kill the green things and avoid the eyes that shoot out.
- + It should be easier to get at the skeletons this time around.
- + Use Magic Tornado and Magic Buster to get to the door leading to Breager.

BOSS: BREAGER

Talk to Breager to initiate the battle. There is an extremely easy pattern to this battle. It is difficult to jump off the moving gray column, but try to cling to the very top of it and jump to the left. Equip Darkfire and either move away from or destroy everything that comes at you. Keep firing in the hopes of getting in a hit. The small blue orbs cannot be destroyed, but the big ones that blink red and blue can. Move and destroy as needed until Breager's reign of terror is ended.

Talk to the king to end the game.

Yeah! You beat Gargoyle's Quest II!

CREDITS AND COPYRIGHTS

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Thanks go out to:

** Capcom for the second installment in the Gargoyle's Quest series.

** fceultra.sourceforge.net for the best NES emulator out there right now.

** Whoever posts this FAQ that I give permission to. GameFAQs is allowed to post any of my FAQs and walkthroughs. I will have to give any other sites serious consideration before I allow them to use my walkthroughs.

** Whoever has helped develop my writing talent.

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Have fun playing Gargoyle's Quest II!

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