

Wizards & Warriors FAQ/Walkthrough

by The Admiral

Updated to v1.2 on Jan 23, 2007

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|           WIZARDS & WARRIORS
|           NES Edition
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|           FAQ/WALKTHROUGH
|           Version 1.2 (March, 21 2003)
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Introduction

After more than a decade, Wizards & Warriors is still remembered as one of the great action games for the NES. It was the first main stream title to mix both side-scrolling action and RPG elements, and the creators filled it with enough secrets and hidden treasures to keep players coming back even years later. The story is as basic and clichéd as they come, but the feel and fun of this game are something that none of its imitators could ever pull off.

Odds are, if you are still playing this game and reading this guide, you are either a W&W veteran who still enjoys the game, or you are an NES guru who wants to give this old classic a go. In either case, this guide is written for you. It contains all the details for finding every last treasure, all the hidden doors and secret rooms, the contents of each and every chest in the game, in-depth strategies for all items and against all enemies, and even the very basics, for those playing for the first time. Hopefully, this guide will improve your playing experience, whether this be your first or hundred and first time through Wizards & Warriors.

DISCLAIMER

WW01

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TABLE OF CONTENTS

WW02

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To jump to any section of this guide quickly, click the Edit option on the toolbar, then go to Find and type in the index number listed in the right column. You can also press Ctrl+F to bring up the search box in most browsers and text editors.

DISCLAIMER.....	WW01
TABLE OF CONTENTS.....	WW02
CHARACTERS.....	WW03
STORY.....	WW04
CONTROLS.....	WW05
THE BASICS.....	WW06
ITEMS.....	WW07
WALKTHROUGH	
STAGE 1: FOREST OF ELROND 1.....	WW08
STAGE 2: ICE CAVES.....	WW09
STAGE 3: FIRE CAVERNS.....	WW10
STAGE 4: PURPLE CAVES.....	WW11
STAGE 5: FOREST OF ELROND 2.....	WW12
STAGE 6: OUTER CASTLE.....	WW13
STAGE 7: INNER CASTLE 1.....	WW14
STAGE 8: INNER CASTLE 2.....	WW15
ULTIMATE BOSS STRATEGY.....	WW16
BESTIARY.....	WW17
CONTACT INFORMATION.....	WW18
REVISION HISTORY.....	WW19
CREDITS.....	WW20

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C H A R A C T E R S

WW03
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Wizards & Warriors is filled with a small yet focal cast of characters. Knowing about them isn't really important when playing the game, but it is mildly amusing and helps give the impression that this game has a plot.

KUROS

You play as Kuros the knight, sworn protector of the kingdom of Elrond. You are armed with the mighty Brightsword and set out to free the nameless Princess from the clutches of Malkil, the evil wizard.

MALKIL

Malkil is the evil wizard who has captured the Princess and sits in the far depths of Castle Ironspire. Your goal is hunt him down and destroy him, saving the fair Princess and the land of Elrond.

PRINCESS

The nameless, faceless Princess is the motivation for Kuros's journey. She is being held by Malkil deep within the halls of Castle Ironspire. And, coincidentally, only Kuros alone can rescue her. Saving the Princess nets you 100,000 points and a big thanks.

DAMSELS

In addition to the Princess, 6 other Damsels were captured and are being held by the hordes of Malkil. You rescue one at the end of each stage, and all are found on their knees wearing the same blue bikini... You get a decent amount of points for rescuing each one:

- Lucinda: 5,000 pts
- Esmarelda: 10,000 pts
- Galadriel: 20,000 pts
- Grizelda: 30,000 pts
- Penelope: 40,000 pts
- Candida: 50,000 pts

GUARDIAN KNIGHT: This mysterious and invincible knight follows you throughout your journey in Elrond, and looks uncannily similar to Kuros. In each stage, he demands that you've collected a certain number of Gems before you can pass. Oddly, this knight never takes the gems from you once you have them. In many stages, meeting the Guardian's Gem requirement will be your main obstacle.

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S T O R Y WW04

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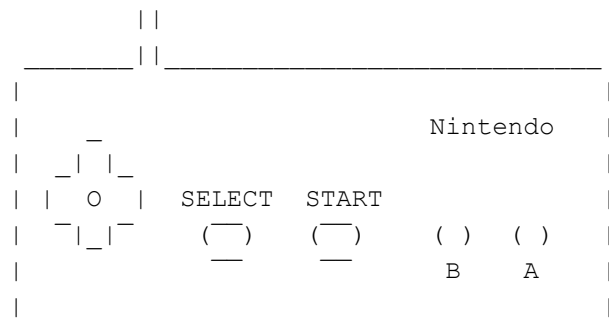
The story of Wizards & Warriors is as clichéd and trite as they come, but don't think this means the gameplay is the same. You are Kuros, sworn defender of the Kingdom of Elrond. The evil wizard, Malkil, has captured the Princess and six royal Damsels. Malkil now sits deep within Castle Ironspire, protected by hordes of creatures willing to give their lives for him. It is up to Kuros to rescue the Princess, free the Damsels, destroy the evil wizard, and save the Kingdom of Elrond. And, as you guessed, only Kuros, by himself, can accomplish this task. You must venture through forests, journey deep into the underworld, then finally emerge at the gates of the great Castle to battle this nefarious foe.

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C O N T R O L S WW05

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The controls in Wizards & Warriors are quite straight forward, but it is still important to realize the full uses for each button, especially when using special items. It is equally important to understand the difference between tapping and holding a button, as this affects such things as how high Kuros jumps or how far he throws his weapon. A description of each button is given below.



UP

This button gains uses as you acquire new items. Once you have the Potion of Levitation, holding the UP-button will cause Kuros to float off the ground for a few seconds as long as the button is depressed. Once you have the Feather, pressing UP while in freefall will slow you down and allow you to glide.

DOWN

Use this button to crouch. When in a crouching position, Kuros can jab his sword by pressing the B-button, or crouch walk by pressing the Left/Right buttons. Crouch walking will also let you hang over ledges that you should otherwise fall from (there aren't too many useful applications of this tip). Pressing DOWN also allows you to go down certain tunnels.

LEFT/RIGHT

Use these to move your character left or right. You can even move even while jumping and falling.

SELECT

This button lets you use the Special Item that you are carrying (see the "Items" section below for a complete list).

START

Pauses the game.

B-BUTTON

The B-button is used to swing your sword and throw either your dagger or your axe. Holding down the B-button allows your dagger or axe to travel farther.

A-BUTTON

This button is used to jump. Holding down the A-button will allow Kuros to get some extra height as he leaps.

T H E B A S I C S

WW06

The following section includes some of the basics of the game, which should be read by anyone playing Wizards & Warriors for the first time. The areas covered include a description of the basic menu items, methods of doing damage, information on collecting Gems and treasures, and a complete stage listing.

MENU ITEMS

HEALTH

Your health is measured by the red ovals under the word LIFE. You start off with 12 Hit Points (HP) and can never go above this total. The game's music will change to a super-annoying warning theme when you have 3 HP or fewer. When your HP are reduced to zero, you lose one life.

LIVES

They gray objects underneath your Life bar represent the number of lives you have. The objects are *supposed* to look like helmets. You begin with two lives at the start of the game or when you continue, and there is no way to get additional lives.

CONTINUES

Once you are killed and have no remaining lives, you will receive a Game Over. However, you are given the chance to continue. The game gives you unlimited Continues, and using one will start you off in exactly the same spot you died. The only downsides to a Game Over are that your Points are reset to zero and any Dagger/Axe upgrades are lost. The infinite Continues feature ultimately makes this game very easy to get through.

POINTS

Each time you kill something, collect an item, or save a Damsel, you get points. Points are almost completely trivial, as the amount you have never effects anything in the game. When you complete the game (or have a Game Over and don't continue), you can enter your initials and your score will go onto the Top 5 list if high enough. Unfortunately, this information isn't saved when you turn off the game anyway, adding even more to this number's uselessness. About the only thing points do is offer you a new personal challenge when you've already mastered the game.

DOING DAMAGE

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There are many different ways that Kuros can damage an enemy, and learning to use all of them effectively will make you much better off than relying on just one.

1.) Attacking with your sword. Pressing the B-button will cause Kuros to slice with his sword while standing or jab with it while ducking. Hitting an enemy with the sword will cause 1 unit of damage.

2.) Holding the sword. You don't even need to be swinging the sword to inflict damage. Any enemy that runs into it or happens to get hit by it has you jump will receive 1 unit of damage.

3.) Using your foot. One of the best, yet often unused, sources of damage is the tip of Kuros's boots. Landing on enemy with the tip of the boots or hitting the foe as you jump will cause 1 unit of damage. This method is extremely useful on some of the bosses.

4.) Throwing the dagger/axe. Once you get the Dagger of Throwing, you can begin damaging enemies by hurling this weapon. In all likelihood, this will become your primary attack once you have it. One of the biggest mistakes players make, however, is in relying on this attack too much. Realize that you have many other options available to you, some of which work much better in several situations. Needlessly tossing the dagger/axe and waiting for it return is never the best strategy. Pay attention to the range, speed, and attack patterns of your enemy before using this attack.

5.) Using an item. Several of the special items you pick up along the way can be used offensively. This includes the Boots of Force, Wand of Wonder, and Staff of Power. Each of these items have differing levels of power and usefulness in various situations. See the Items section below for more details.

GEMS AND TREASURE

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Even though his objective is to save the Princess, Kuros is always willing to pick up come extra treasure along the way. Here are some ways to go about collecting Gems and picking up extra goodies.

1.) Chests. Chests contain weapons, items, and Gems. When a chest holds Gems, you will receive 21 of them for finding it. Any chest you find will disappear once you collect its contents, with the exception of special items. Also, when a chest holds anything except special items, you receive 1,000 points for picking it up.

2.) Sitting on the ground. For some reason, there is a lot of treasure just

lying around the kingdom of Elrond. Some items are found on the floor, others on platforms, and others, still, in tree branches. You can collect any item on the "ground" by hitting it with your throwing weapon, with the exceptions of Keys and Potions.

3.) Dropped by an enemy. Enemies will frequently drop items when killed. Unlike items already lying on the ground, these treasures disappear after a certain amount of time. Also, you cannot pick up these goodies using your throwing weapon, meaning you must physically touch them for acquisition.

4.) Acorn/Torches. Suspended throughout the stages are acorns (in forest stages) and torches. Both are broken using your throwing weapon or projectile special item, and both leave small treasures when opened.

5.) Touch the right place. There are several treasure spots that are hidden. This includes Secret Rooms, Treasure Hoards, and "Jumping Gem" spots, which are areas that give you Gems when jumped into. Making contact with the correct spot will reveal the treasure, send you into the hidden room, or make a sound and signal a found Gem. Using the Horn item will reveal any secret doors on the current screen.

STAGE LISTING

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Here is a listing of all the stages and stage names in the game. There are 5 levels leading up to Castle Ironspire, followed by three levels at the castle. All of the stages except the Outer Castle level have a boss and a Damsel to rescue (or Princess, after the final stage).

- Stage 1: Forest of Elrond 1
- Stage 2: Ice Caves
- Stage 3: Fire Caverns
- Stage 4: Purple Caves
- Stage 5: Forest of Elrond 2
- Stage 6: Outer Castle
- Stage 7: Inner Castle 1
- Stage 8: Inner Castle 2

I T E M S

WW07

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Finding and using items is one of the most important parts of Wizards & Warriors. There are several different types that you will find along the way: some are permanent, some are temporary, and some are immediately consumed. The following section will distinguish between and comment on each type of item in the game.

NORMAL ITEMS: These are common items that are dropped by enemies, found on the ground, or obtained from destroying a torch/acorn.

- Small coin: Small pink coin left by monsters. Worth 200 points.
- Large coin: Large pink coin left by monsters. Worth 1,000 points.
- Pink Gem: Glowing pink gem, left by monsters or found on the ground. It's worth 1 Gem and 100 points.

- Red Gem: Glowing red gem, left by monsters or found on the ground. It's worth 2 Gems and 200 points.
- Flashing Gem: These gems flash many colors and are only found in secret rooms and areas. Oddly, collecting them with your body only gives you 1 Gem, but collecting them by throwing your weapon gives you 2 Gems. Even odder, the exception is the flashing gems in stage 1, which always give 2 Gems no matter how you acquire them. A flashing gem is also worth either 100 or 200 points, with the exact value being random.
- Meat: Looks like a pork chop. Restores 2 HP and gives 500 points. Left by monsters or found on the ground.
- Exploding Egg: Small oval shaped object that flashes. Looks similar to an egg, but could be just about anything. This item destroys all enemies on the screen when touched, and is only dropped by monsters. You also get 500 points for collecting it.
- Alarm Clock: Flashing alarm clock. Touching this item will freeze all the enemies on the screen for about 3 seconds. Some non-enemy objects are also frozen (like floating bubbles), but the stage guardians are unaffected. This item is only dropped by monsters, it gives 500 points when collected.
- Small Dagger: This item only appears when you have the dagger, and looks like a smaller version of the one you carry. Each small dagger slightly increases the range of your throwing dagger, with 3 upgrades being the maximum. You will need to hold down the B-button in order for the dagger to travel it's maximum distance. Any dagger you collect after the third will do nothing. The increased range is lost if you have a Game Over and continue. This item also gives 100 points when collected.
- Small Axe: This item only appears when you have the axe, and looks like a smaller version of the one you carry. Each small axe slightly increases the range of your throwing axe, with 3 upgrades being the maximum. Collecting a 4th small axe will allow you to throw TWO axes simultaneously. To get the maximum distance out of the axe, you need to hold down the B-button while it is traveling. The increased range and second axe are lost if you have a Game Over and continue. This item also gives 200 points when collected.
- Treasure: Hidden treasures are sometimes found by touching certain areas of a stage. The treasure could be a chalice or an orb. These are worth 10,000 points. A treasure pile is also left by defeated bosses, worth 5,000 points.

POTIONS: Potions temporarily grant you special abilities. They can be dropped by monsters or found at spawn points, where they appear and reappear at specific intervals. Potion effects do not work during boss battles, if you do manage to carry them into the fight.

- Blue Potion: Turns you aqua blue and allows you to run faster. You can use this ability to jump farther distances than you would otherwise be able to.
- Red Potion: Turns you red and grants complete invincibility from damage. The lone exception is the lava in stage 3. Even with the Red Potion, Kuros will still take damage when standing on it. In all likelihood, this is a bug.
- Pink Potion: Turns you pink and increases your jumping height. You can use this ability to reach higher platforms and ledges than you normally could.

KEYS: Keys open doors and chests of the corresponding color. You will always find them laying on the ground somewhere. Most stages have all three colored keys, but a few stages only have two. Obtaining the keys is usually one of the main objectives for getting through a level. Any key you have collected will appear at the bottom of the inventory section and disappear once you complete the level. Picking up a key also gives you 200 points.

- Blue Key
- Red Key
- Pink Key

PERMANENT ITEMS: Once you get one of these items, it will stay in your inventory list for the remainder of the game. There are many chests in which you can acquire each of the following items, but, if you already have that item, you will receive Gems instead. You should try to collect each item as soon as you can.

Dagger of Throwing

This allows you to throw a small dagger, and becomes your main offensive weapon once acquired. The dagger will inflict 1 unit of damage on enemies and bosses. The distance the dagger travels depends on how long you hold down the B-button. The dagger will return to you like a boomerang once it hits something or reaches the limit of its flight. You can find this weapon in the very first stage.

Battle Axe of Agor

The axe replaces the dagger once acquired. It functions basically the same, except the axe is twice as strong, inflicting 2 units of damage on enemies and bosses. With 4 small axe upgrades, you also gain the ability to throw TWO axes at once, which comes in very useful at boss fights. You can only find this weapon in the Fire Caverns (Stage 3).

Shield of Protection

The shield allows you to repel certain projectiles, thus avoiding the damage you would have otherwise taken. It is extremely useful in warding off even the attacks of some bosses. To use it effectively, you must face an enemy

and remain still. Attacking will cause you to move the shield to the side, taking away its protection. The shield can first be found in Stage 1.

Potion of Levitation

The Potion of Levitation lets you hover a small distance off the ground by pressing the UP-button on the direction pad. You can float in the air indefinitely by holding the button. You can also jump while you are floating, allowing you to reach vertical heights that you couldn't otherwise. This ability comes in extremely handy, and is needed, in many areas, to reach distant platforms. You first find this item in the Ice Caves (Stage 2).

Feather of Feather Fall

The Feather allows you to float slowly while falling. To do this, press the UP-button once you enter into freefall. You will continue to glide down as long as the button is depressed. While you are floating, you can press the left or right buttons to sail in those directions. This allows you to reach horizontal areas much farther than you would be able to by jumping alone. Floating also helps you avoid damage you normally would take from falling great heights. The feather is first found in the Ice Caves (Stage 2).

SPECIAL ITEMS: Special items appear in your inventory, and you can only carry one at a time. Acquiring a new item will automatically replace the old one. Chests that contain Special Items will never disappear, and can be used to repeatedly to collect the items within. You may want to switch special items before you enter new stages, as some are more useful in particular areas. To use any of these items, press the SELECT button.

Boots of Force

The boots are probably the most useful all-around item that you will find. They can be used for powerful offensive damage on enemies or bosses (3 units of damage) AND they will "force" open chests when you do not yet have the appropriate key. The instruction manual states that the Boots can also open doors without a key, but this is untrue. The Boots of Force are very useful offensively on the first few bosses, but are limited by their short range. They are a great item that you will probably want to keep for most of the game.

Wand of Wonder

The wand shoots out a series of spinning projectiles that freeze the enemies when hit. The enemy will then stay frozen for a couple of seconds before resuming its attack. The wand does not work on bosses, and will instead inflict 1 unit of damage when used. Though it may sound useful, the wand is a pretty poor item to be carrying. Freezing enemies really has no practical use, and the wand's firing rate is too slow to ever be used offensively. You're better off passing up this item if you can.

Cloak of Darkness

When used, you will turn black and the music will change. The cloak is

supposed make you invisible and elusive to enemies, but it doesn't. Instead, it reduces the damage you take from all non-boss enemies to 1 unit. This is still somewhat useful, but it is likely a bug. Besides, the majority of enemies in the game only take away 1 unit of damage anyway. Using the cloak makes is very difficult to see or control your character (especially in the caves), so it's probably also an item worth passing on.

Boots of Lava Walk

These boots allow you to ride the Firespouts in the Fire Caverns (Stage 3). This is probably useful for saving you a grand total of 2-3 HP over the course of the entire game. You still take full damage from walking on the lava, which is extremely odd given this item's name. The Boots of Lava Walk are arguably the worst item in the game, and have no use at all outside of the third stage. They are only found near the end of Stage 2, so try to avoid picking them up.

Horn

The horn reveals secret doors when played in the same general area as one. When this happens, you will hear a ringing sound and a glowing door will appear. Leaving the screen causes the door to disappear, so you will need to use the horn again to find it. This item is very useful in the Purple Caves (Stage 4), as that level is filled with hidden rooms. For that stage alone, this item is probably worth getting, but should be replaced once the level is completed. It is found in a Red Chest in the first of the two fire caverns in Stage 3. You will need to make a special trip back for it.

Staff of Power

The staff fires a set of four projectiles at enemies, doing 2 units of damage to whatever it hits. This item is actually quite useful, and probably the second best in the game, behind the Boots of Force. It can do long range damage at a good enough rate to ward off enemies or damage bosses. The usefulness of the staff decreases once you get the Axe, however, which can do the same level of damage at a faster rate, while allowing better mobility. Still, if you are in a situation where the Boots are not available, this item is a safe bet.

F U L L W A L K T H R O U G H

The following sections include a full walkthrough for the entire game. Before each stage, a description is given that lists the required Gems to pass the guardian, some useful items that can be found, and the enemies (along with point values) you will encounter. Each stage has complete level and boss strategies, followed by a treasure guide at the end, which lists the locations and contents of all chests, hidden rooms, and secret treasures. Finally, after each stage, you will find a few "interesting facts" that point out some odd things about the current level. These may be of some trivial interest, especially to veteran players. Good luck to you in your journey through Wizards & Warriors!

Required Gems: 100

Useful Items: Dagger of Throwing, Shield of Protection, Boots of Force

Enemies (see bestiary for complete details):

- Blue Eagle: 200 PTS
- Blue Werewolf: 200 PTS
- Hornet: 25 PTS
- Hornet Nest: N/A
- Red Eagle: 100 PTS
- Red Fly: 25 PTS
- Red Werewolf: 200 PTS
 - Pink Ball Shot: 75 PTS
 - (if killed after shooting): 2000 PTS
- Pink Eagle: 100 PTS
- Pink Fly: 25 PTS
- Pink Spider: 100 PTS

Your long journey to rescue the Princess begins in the Forest of Elrond. Despite being right next to the final castle on "The Map," it is somehow necessary to travel well beneath the earth to get to it... No explanation for that. This first stage is rather easy and offers you a good chance to boost your powers for the later levels.

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GETTING THE KEYS

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The first goal will be getting the three keys, which can be done within a minute or so. Begin the game by walking right off the starting ledge and over the sitting Pink Eagle. You should literally fall onto the BLUE KEY. Move to the right until you come to the Blue Door, but do not enter yet. On the first branch above this, there is a Pink Potion spawning point. The potion will not appear if you are standing right where it spawns, so keep on the branch next to it. Wait a few seconds until you hear a buzzing sound, then jump up and nab it. You will turn pink and have a few seconds of heightened jump. Jump on the branch to the top left of the one you are on, then jump straight up. You should get the PINK KEY from the nest, though you likely won't even see it.

You will now need to wait for the Pink Potion to appear again before you can collect the last key. Fend off any enemies that charge at you while you're waiting, and be sure to collect any items they drop - gems are especially nice. This next key can be a little tricky to get. Once you get the potion, jump left quickly until you come to the branches below the Gray Door. Walk to the very edge of the left branch, then jump diagonally up and left. Be sure to HOLD the A-button to get enough height to reach the key. It can be kind of hard to see since it blends in with the background, but it sits on top of a small branch against the far left side of the screen. If you mess up, you'll have to wait for the potion and try again. This can get quite annoying, and, if your patience runs out, you can always jump down onto this key from above later on.

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SCALING THE TREES
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Once you have the keys, it's time to climb to the top of the forest and proceed onward. Be sure to pick up the Gems in the Pink Chest on the right side of the forest before proceeding. You can take either the Gray Door tree or the Blue Door tree upwards, and the choice is yours. Both trees have chests with Gems at the very bottoms, so you might still want to make a trip to collect both. I generally find the Blue Door tree the better choice, since it contains the less annoying Spiders as opposed to Flies. You don't need a key to enter the Gray Door, but it only opens intermittently, so you'll have to wait for a short while for the opening.

Regardless of your choice, it will take you a couple of minutes to scale either tree. Both contain lots of Gems and other goodies inside, so be sure to collect them. You will see some blue acorns that don't seem to do anything yet - you will need the throwing dagger to open them for items.

SHORTCUT: You can avoid entering the tress all together by getting a little boost from the enemies. Grab the Pink Potion from the spawning point, then jump onto the branch underneath where you picked up the PINK KEY. Wait for one of the flies to come along, then jump squarely on top of it. Make sure that your heel touches the enemy, as it won't work using the tip of your foot. You should take damage and be knocked upwards, onto the branch that housed the Pink Key.

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A FEW GOOD ITEMS
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Once you're on the upper tree level, head all the way to the right, going past the Blue Door and onto the branch with the nest. You should see a Pink Chest across a small gap. Tap the A-button to do a short jump; pressing the button too hard will take you to the platform above this one, so be careful. The Pink Chest contains the DAGGER OF THROWING, a very useful projectile weapon. You throw this dagger by pressing the B-button, and it will return to you like a boomerang. Learning to use it will be vital to succeeding in this game.

You can pick up a nice treasure for 10,000 bonus points while you are in this area. Jump to the small branch to the left of the chest with the dagger, then climb up until you are on the ledge with the leaves (and the Red Guardian). Jump to the leaved branch to the left of this, and slowly walk to the left side edge. This will trigger the treasure to appear next to the knight. Leap back over and pick it up for some a hefty load of points.

Now, head back over to the Gray Door near the left side of the forest. Just above it is a Pink Chest, which contains the invaluable BOOTS OF FORCE. This item will allow you to open any chest without possessing the key, in addition to inflicting massive up-close damage. Press the SELECT key to use the boots at any time.

From here, you can get to a few more treasure chests atop the final layer of trees. You have two options. You can fend off the Flies and Eagles and wait for a Pink Potion, then jump up. OR, you can get a little boost from the enemies. To do this, wait for a Fly to come and jump directly on top of it, making sure your heel hits it. This will propel you upwards. Walk right and you will come across a Pink Chest (Gems) and some other goodies. In the center of the tree tops, where the two leaf sections meet, stand and jump straight up. This will reveal another Treasure Hoard worth 10,000 points. A

few steps right of this is a Secret Room. Jump in the air around this area and you eventually enter it. Inside are 12 Flashing Gems, which should be more than enough to push you over the stage requirement. Beyond this, on the far-right side, there is a Red Chest that holds the SHIELD OF PROTECTION. This is a great defensive item that lets you ward off projectile attacks.

=====
LEAVING THE FOREST
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The only thing standing between you and the boss now is 100 Gems. If you don't have this many yet, try going back down the Gray or Blue Door tress and collecting the ones you find. Once you have this total, proceed to the upper right part of the screen, where the red Guardian Knight is standing. Jump onto the hollow tree to his left, and press the DOWN button. This will take you into the hornet infested tree and roots section, ending with the boss.

Once inside the tree, all you really need to do is continually drop. You can stop and collect the treasure, but this will probably end up costing you a good deal of life, as the Hornets have a nasty habit of swarming you. There are some chests to look out for as you fall, however. Here they are, in order of appearance:

- Pink Chest: This contains the Dagger if you previously missed it, otherwise it will have Gems.
- Red Chest: This next chest lets you collect the Shield if you missed it before. Again, if you already have it, this chest will contain Gems.
- Red Chest: This one has the Boots of Force, and will be closed if you already got this item above. You *can* open it using the Boots you already have, but... why would you want to?
- Pink Chest: This last chest is located in the middle path during the roots section. AVOID IT at all costs. It contains the Wand of Wonder, which will replace the Boots of Force once obtained. The Boots are much more useful, and should be kept.

Once you reach the bottom, you will need to make a somewhat difficult jump onto the ledge containing the Gray Door (to the boss). Jump onto the lower platform, then take a small walking start and jump left off the far left-side edge. Be sure to HOLD the A-button as you jump to get maximum distance. This should be enough to reach the ledge. If you having difficulty, you can always get a boost off one of the Hornets, using the trick mentioned above.

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STAGE 1 BOSS: DEMON SKULL
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HP: 6
DAMAGE: 3 (contact); 1 (projectile)

This boss is so easy that there isn't too much strategy involved. You can probably escape with no damage by throwing the dagger and then jumping over the Skull as it approaches. The Demon Skull moves slowly, so get a short distance away from it and fire, then forget about the dagger and focus on jumping over it. The battle is a little easier if you have the shield to deflect the projectiles. An alternative strategy is to use the Boots of Force if you have them. Two blows will kill the Demon Skull, ending the fight in about 5 seconds. You will probably lose at least 3-6 HP this way, so only use this second strategy if you have a little life to spare.

Beat the boss, grab the treasure pile, then say hello to Lucinda, the first of several great-named and loosely clad Damsels you will rescue.

Point Totals

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-----
Demon Skull:          20,000 PTS
Bullets:              35 PTS
Treasure:             5,000 PTS

Gems (each):         20 PTS
Health (each):       500 PTS
Pink Key:            100 PTS
Red Key:             200 PTS
Blue Key:           500 PTS
Lucinda:            5,000 PTS
  
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=====
 STAGE 1 TREASURE GUIDE
 =====

Type	Contents	Location
Pink Chest	Gems	Bottom forest level, right side of the screen
Blue Chest	Gems	Bottom of tree with Gray Door entrance
Pink Chest	Gems	Bottom of tree with Blue Door entrance
Pink Chest	Dagger of Throwing	Underneath the Guardian Knight
Red Chest	Boots of Force	On the stump left of the top blue exit
Pink Chest	Gems	Above the top layer of trees, middle of the screen
Pink Chest	Shield of Protection	Above the top layer of trees, far right side of the screen
Treasure	10,000 points	Step on the leaved branch to the left of the platform with the Guardian Knight
Treasure	10,000 points	On top of the three, near the mid section where two areas connect
Secret Room	12 Flashing Gems	On top of trees, right of Pink Chest and treasure spot; jump to find it
Pink Chest	Gems (Dagger)	First chest going down tree roots, center of screen

Red Chest	Gems (Shield)	Second chest going down tree	
		roots, left side of screen	
-----	-----	-----	
Red Chest	Boots of Force	Third chest going down tree roots,	
		left side of screen	
-----	-----	-----	
Pink Chest	Wand of Wonder	Fourth chest going down tree	
		roots, center of screen	
-----	-----	-----	

=====

INTERESTING FACTS

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- You can complete Stage 1 without ever collecting a key. Use the enemies to boost yourself to the top layers of the tress, and collect your Gems from the enemies.
- The Red Werewolf on the ground is a very odd foe. He normally runs up to you and shoots a pink projectile, then runs away. If you manage to kill him AFTER he throws the projectile, you get 2,000 bonus points. Killing him beforehand only yields 200.

=====

S T A G E 2 - I C E C A V E S WW09

=====

Required Gems: 100

Useful Items: Potion of Levitation, Feather of Feather Fall

Enemies (see bestiary for complete details):

- Jr. Rock Face: 65 PTS
- Rock Pillar Beast: N/A
- Pink Deadly Bat (boss room): 25 PTS

From the hollowed roots of a tree in the old forest, you fall down into a large frozen cavern. The enemies in this level have somewhat different attack patterns from the last. You won't be swarmed from all directions, but you will need to be more alert for damage from where you stand and where you jump. The most difficult part of this stage is tracking down some of the items within, so be prepared to have your jumping and running skills tested.

=====

BLUE KEY AND EARLY TREASURE

=====

You enter the stage by literally falling from a door in the ceiling. Start by walking left until you come to a platform with a Blue Chest. If you still have the Boots of Force, you can open the chest up for some Gems; otherwise, you'll need to wait for the key. From this platform, start climbing the ledges upward, and you will shortly come across the BLUE KEY.

Begin dropping down the ledges now, picking up the Gems as you come across them. Just below the first Blue Chest is a large area that has a Red Potion spawning point. Ignore this room for now; it houses the Feather, but you will want to Blue Potion to get it. Keep heading down the ledges until you

come to another Blue Chest with Gems in it. From here, jump up a few platforms and move right. This will take you to a long platform with a Blue Potion spawning point. You want to get down to the area directly below this. There is another Blue Chest, this one holding the POTION OF LEVITATION. The potion is an incredibly useful item, allowing you to float by holding the UP button. You can then jump while floating for extra height. This item will come in very useful in this and all subsequent stages.

=====
GETTING THE FEATHER
=====

It's one of the most frequently missed treasures, but this stage contains the invaluable FEATHER OF FEATHER FALL, an item that lets you float as you fall. You don't have to get this item now, but it will save you A LOT of time in the next stage. The easiest way to get it is by picking up the Blue Potion and hustling up to the area above. From the platform with the spawn point, head left, then up, and finally right. You should make exactly 10 jumps on your way to the chest with the Feather. The final jump is through the narrow lip of a small passageway. This is where you will need to Blue Potion's effects. Get a few step head start and lightly jump through the entrance. You should be able to make it easily if you get the timing down.

Be prepared, in advance, to be frustrated. It will probably take quite a few tries before you will get all the jumps right. If you makes even a slight mistake, you will need to go back and try again. If you take too long, the Blue Potion will wear off, and, ditto, try again.

It is *possible* to reach the Feather without the Blue Potion. You will need to time your jump and tap the A-button perfectly to execute it. If you over-jump, you'll hit the top ledge and fall. Under-jumping will cause you to land on the slope and drop back down. In all honesty, this method is a lot harder and more time consuming than making it here with the Blue Potion. Either way, prepare to be frustrated, but getting the Feather is definitely worth it.

=====
RED AND PINK KEYS
=====

From the platform with the Blue Potion, walk right and head downward. You should come to a U-shaped area with a Pink Potion spawn point in the center. Grab the potion and jump right. Make a far jump over the gap and into the small inlet above. Here you will find the RED KEY. Directly underneath the Pink Potion is Red Chest, which will contain the Shield of Protection (if you missed it) or Gems (if you didn't). To the left of this is and area with lots of Meat and another Red Chest with Gems.

If you want it, and this is not recommended, you can get the CLOAK OF DARKNESS before moving on. Keep in mind that this item will replace the Boots of Force, and is quite useless in comparison. From the Blue Potion location, jump right and take the platforms leading upward. A few of them are difficult jumps, so make sure you HOLD the A-button as you leap. At the very top you will find the Cloak.

Once you are done treasure hunting, walk all the way down until you find solid ground again, then follow the Gem trail right until you see a small gap in the floor. Take the area down, then follow the path left. You should come to a Red Potion and a Red Door. Nab the potion for an easier time in the next room, then walk through the door.

You will enter into a small room with scattered Gems and several chests. There is a Blue Chest right above the doorway, which holds Gems. Climb up the platforms in any order you want. At the top, on one of the small platforms, you will find the PINK KEY. On the platform just right of this is a "Jumping Gem" location. Just stand on this platform and jump up, repeatedly, for gems (a la Super Mario Brothers). Before you go, grab the two Pink Chests near the left side of the room. Both should have Gems.

Leave this room and climb back out of the gap you entered. If you take the platforms upward, you will come to a Red Chest that contains the BOOTS OF LAVA WALK. This is the most useless item you've come across yet, so it is highly recommended that you ignore it. Taking the lower path down and then up will lead to a Pink Door, which is the entrance to the boss room. If you've gotten even half the chests in the stage, you should have the 100 Gems required to pass.

=====
STAGE 2 BOSS - VAMPIRE BATS
=====

HP: Pink Deadly Bat: 1
 Baby Vampire Bat: 3-6
 Vampire Bate: 9

DAMAGE: Pink Deadly Bat: 1
 Baby Vampire Bat: 3
 Vampire Bate: 3

The boss of stage 2 is actually one the toughest in the game. The boss room is a long hallway lined with 17 bats along the ceiling. As you pass nearby, the bats fly down and attack you. The difficulty of the bats increases as you go farther down the cave, with the final enemy being the giant Vampire Bat. The bats are annoyingly persistent, swarming around you and relentlessly attacking. Worst of all, the larger bats do heavy damage -- four hits in total and you're dead. As difficult as it may seem, it's possible to come out of this fight without losing a single HP. You'll need a pretty good strategy for that, though.

As soon as you enter the room, start walking towards the right-end of the tunnel and do not stop. You will notice the bats start to pursue you, but many of the more difficult ones near the end will leave you alone, since only so many can chase you at one point. You should get to the end of the tunnel well ahead of the bat pack following you. Position yourself right on top of the gray exit door, and wait for the bats. Once the pack gets directly underneath the second hanging bat, throw your dagger. It should go through a few bats and return, giving you time to throw it one more time before they all arrive. This second dagger should go throw the group again, killing most of them. Beginning pressing the B-button quickly to slice with your sword. If you time it right, all of the bats will be killed before any can touch you. If they do make it to you, continue attacking with the sword and you should suffer only minimal damage. If you have the Boots of Force still, now is a good place to use them. Either way, the bat horde should be toast pretty quickly.

This leaves the remaining three bats, which should still be hanging on the ceiling. For the final two Baby Vampire Bats, creep over to the left side of the screen until one awakens. As it approaches, jump into it with your sword, then throw your dagger before it hits. This should be enough to kill them, even with their 6 HP. If you time it right you should, once again,

escape without damage.

The final foe is the giant Vampire Bat, who won't awaken until all the others are defeated. The Vampire Bat is very quick and just as unrelenting as the smaller ones. He is so quick, in fact, that you probably won't have time to get off a shot with your dagger without taking damage. For this battle, forget your dagger and your sword. The key to doing damage is your feet. Move to the far side of the screen away from the bat, and wait for it to chase you. It should swoop down and fly along the ground right after you. When it gets to within striking distance, jump directly over it. The tip of your boots should hit the bat, taking away 1 damage without harming you. Run to the other side of the room and repeat, keeping all your focus on jumping and running in time. If you time it right, once again, you should not lose even a single HP during this fight.

When the Vampire Bat is defeated, it will turn into six Souls, which now chase after you. Each can be destroyed with a single blow, but they will try gang up. Try to make some distance, then hurl your dagger into the middle of the pack. Once they are all defeated, grab the treasure pile, then say hello to Esmarelda, the second Damsel. She seems to be have the same taste in bikinis as Lucinda, with an equally odd name. The true gentleman that he is, Kuros frees her, uses her for 10,000 points, then leaves her to freeze in the Ice Caves. What a guy!

Point Totals:

```

-----
Pink Deadly Bat:          25 PTS
Baby Vampire Bat:        100 PTS
Vampire Bat:              20,000 PTS
Souls:                    100 PTS
Treasure:                  5,000 PTS

Gems (each):              20 PTS
Health (each):            500 PTS
Pink Key:                  200 PTS
Red Key:                   500 PTS
Blue Key:                  1,000 PTS
Esmarelda:                10,000 PTS

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=====
STAGE 2 TREASURE GUIDE
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o-----o
| Type | Contents | Location |
|-----|-----|-----|
| Blue Chest | Gems | Located just under Blue Key |
|-----|-----|-----|
| Blue Chest | Feather of Feather Fall | At the end of room below the |
| | | starting location |
|-----|-----|-----|
| Blue Chest | Gems | Platform left of the Blue Potion |
| | | spawning point |
|-----|-----|-----|
| Blue Chest | Potion of Levitation | Platform directly under the Blue |
| | | Potion spawning point |
|-----|-----|-----|
| Red Chest | Gems | Down and left from Blue Potion |

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		spawn point; near lots of Meat
Blue Chest	Cloak of Darkness	Right and up from Blue Potion spawn point
Red Chest	Gems (Shield)	Directly below Pink Potion spawn point
Blue Chest	Gems (Dagger)	In Pink Key room, just above the doorway
Pink Chest	Gems	Pink Key room, upper pink chest
Pink Chest	Gems (Potion of L.)	Pink Key room, lower pink chest
Jumping Gems	15 Gems	Small platform just to the right of the Pink Key
Red Chest	Boots of Lava Walk	Left and up from stage exit door

=====

INTERESTING FACTS

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- In this level, it is quite possible to make it into the boss room with a potion still activated. If you manage to do this, Kuros will still be the potion's color, but the effects won't be there. This gives you an ample chance to see a red Kuros get killed by some pink bats...
- This stage is the one and only place you'll find the Boots of Lava Walk. This is meant to give the idea that they should be used in the next stage, and next stage only. Unfortunately, this item is not true to its name. You still take normal damage when walking on the lava in Stage 3, making the Boots and easy item to pass up.

=====

S T A G E 3 - F I R E C A V E R N S WW10

=====

Required Gems: 50

Useful Items: Battle Axe of Agor, Horn

Enemies (see bestiary for complete details):

- Fireball: 65 PTS
- Firespout: N/A
- Red Devil: 150 PTS

The Fire Caverns are made up of two fairly small caves, both covered with molten floors. This is the shortest stage you have come across yet, and, unlike the others, the most difficult aspect will be collecting enough Gems to pass by the Guardian. Also unlike the other stages, this level only has two keys - a red and a pink. Don't get boggled down looking for a third one when it doesn't exist. Finally, the Fire Caverns house two useful items that you should try to collect before leaving: the Axe of Agor and the Horn. The Axe replaces the Dagger and has double the attack power with no drawbacks at

all. The Horn signals the location of hidden doors, an ability that comes in very useful in the Stage 4.

=====
THE FIRST CAVE
=====

You enter into a small cave laden with red rocks. From the start, you can see a Red Chest, which contains the HORN. If you have the Boots of Force, do not open this chest yet; the Horn is completely useless in the current stage. To avoid taking any damage, jump onto the platform with the Red Chest, then wait for bubbles to float up to the right of it. Follow the bubbles up, then jump off (and glide, if you have the feather) and hope you land on the next platform, which houses the PINK KEY. If you don't mind a few HP worth of damage, or land in the lava anyway, just head all the way to the right until you find the platform with a Pink Chest. As you cross the lava, try to continually jump to keep yourself off the ground as much as possible - this will save a few HP.

If you picked up the Boots of Lava Walk from the previous stage, you can ride the Firespouts on the floor to avoid taking damage. This really isn't all that useful, however. First off, you will probably lose a few HP just waiting for the Firespout to come by. Yes, as odd as it might seem, you still take damage from walking on the lava while wearing the Boots of Lava Walk. Secondly, the floors in both caves are fairly small. It will only take a few leaps to move from one side to the other, probably not costing you more than 2-3 HP, at most.

Anyway, once you reach the Pink Chest, wait for a bubble to come and carry you up. There is a platform directly above that one, then another platform just to the left, which holds the PINK KEY. Once you have the key, you can exit the room through the Pink Door on the far right. Don't forget to pick up the Pink Chest down by the lava. It holds some much needed Gems, or gives you the Potion of Levitation if you missed it in the last stage.

=====
THE SECOND CAVE AND RED KEY
=====

The second cave has different music from the first, and is a slightly different color (more of a reddish purple). It also has the annoying Red Devils in addition to the Fireballs, so be careful. The Red Devils take away 2 HP if they make contact, and fire a stream of projectiles at you when in sight. Fend these enemies off, and jump to the platform over the gap near the starting door. There should be a Red Chest here, which contains the STAFF OF POWER. Again, it's not advised that you get this now if you have the Boots of Force. The Staff of Power shoots a stream of fireballs across the screen, causing 2 HP worth of damage to enemies. It has its usefulness, but not in this stage or the next.

Walk to the end of the platform, then follow the small ledges upward. There are about a dozen jumps you will need to make to scale your way to the top. The final jump requires the Potion of Levitation or a very-difficult-to-perform boost from the enemies. It easier to just pick up the Potion, which can be found in the previous cave if you still don't have it. You will come to a point where there is an opening on the left side, with a steep slope in the way. There should be a pink Gem visible at the end of the slope. Now, making the jump over the slope is one of the more difficult parts of the entire game IF you don't have the Feather. Here are a few ways to go about getting to the other side.

- 1.) Jump and time it so that a Fireball is between you and the ledge, then get a boost off of it. This is almost impossible to execute.
- 2.) Defeat Fireballs until you find a Blue Potion. With the Blue Potion, you will be able to get enough of a horizontal jump to make it past the slope.
- 3.) Jump over and fall down the ledge. From here, try to drop straight down you come to the lava. Once there, wait for a bubble to come up at exactly the point where you are standing. Even a couple steps off and the trick won't work. Ride the bubble up and jump off just as it eclipses the steep slope. With the right timing and positioning, you **should** be able to make it across.
- 4.) If you have the Feather from the previous stage, here is where your hard work will pay off. Simply jump, then begin to glide and press LEFT once you hit the top of the jump. You should make it over quite easily.

Regardless of how you do it, the RED KEY is waiting for you at the other end of the gap. Be sure to also get the Red Chest underneath it, which contains Gems. Now that you have the Red Key, jump back over to the platforms on the far right and continue climbing along the path you took to get there. At the very top you will find a ledge containing another Red Chest; this one holds the AXE OF AGOR. The Axe replaces the dagger and is twice as powerful. Getting this item a must. With the Red Key in your hands, the only thing keeping you in this level is the 50 Gems you need to get by the Guardian

=====
GEM HUNTING
=====

In all likelihood, you will be anywhere from 10-20 Gems short of 50 at this point. You **can** spend your time killing enemies for them,, or you can take advantage of some of the hidden "jumping gem" locations. All these secrets are found just above the door by the entrance.

Go back over to the door that brought you into the second cave, then head down until you get close enough to the lava that the bubbles start to rise. Hop onto one of them and ride it all the way to the top. There should be a few scattered gems on the left and right side of the cave walls, but just stay focused on not falling off the bubble. Get off the on the top-most platform, and jump for up to 5 gems. After this point is exhausted, jump off the right-side of platform and hug the cave wall as you fall. You should land on a small ledge, which contains another 5 jumping gems. Finally, jump straight across to your left, which should take you to a floating platform and small ledge along the wall. Far above this platform is another jumping gem location, but it can only be reached by jumping diagonally up and right from the ledge. You should hit the gem spot, then fall straight down onto the platform. The bad news is that this location is somewhat difficult to reach, especially with enemies actively attacking you. The good news is that the spot has an INFINITE number of Gems. So, just stay hare and repeat until you have 50 gems, or as many as you'd like.

Once you're through with the gem hunting, you are ready to leave the stage. Don't forget about the HORN that was in the Red Chest in the first cave. You can go back and get that now, if you'd like. Opinions on doing this are somewhat mixed. If you still have the Boots of Force, then it is a very tough call, as that item still has much use in the next level. If you aren't very familiar with the Purple Caves (Stage 4), you will have a much easier

time with the Horn, which reveals the location of any hidden doors (and that stage has LOTS of them). So, the choice is yours. Once you've made it, head to the far right side of the second cave and take the door to the boss.

=====
STAGE 3 BOSS - ROCK FACE
=====

HP: 12
Damage: 3 (contact); 1 (projectile)

Rock Face behaves much like Demon Skull, the Stage 1 boss, He pursues you at an average speed and fires horizontal projectiles in both directions from his mouth. Also like the Demon Skull, not much of a strategy is truly needed. As soon as you enter the room, press and HOLD the B-button to throw the axe. It should pass through Rock Face twice, if you time it right, inflicting 4 HP of damage right off the bat. As soon as it approaches you, jump over so that the tips of your boots just make contact, again doing damage. From here on, the only real danger is the bullet projectiles, which are fired at a pretty quick rate, but deflected by your shield. The key to avoiding damage is making sure your back isn't turned to Rock Face for too long. Make jumps over Rock Face, then quickly turn and face it. Now, continue to jump up over it and either throw you axe into it in mid-air or drag your boots along the top of it (axe throwing is recommended). Rock Face should fall rather quickly, and you may be able to escape without losing more than 1-3 HP.

For an even easier method of beating Rock Face, see the "Ultimate Boss Strategy" section at the end of the walkthrough. It has a sure-fire tip for beating most of the bosses, Rock Face included, without taking any damage at all.

Like the Vampire Bat, Rock Face turns into six Souls when defeated. Use the same strategy as you did previously, trying to distance yourself from them and throwing the axe to take out most of the group. Once these pests are eliminated, grab the treasure pile, then meet the newest Damsel, Galadriel. She looks awfully familiar to the previous two Damsels... hmm, starting to sense a pattern?

Point Totals

Rock Face: 20,000 PTS
Bullets: 35 PTS
Souls: 200 PTS

Gems (each): 20 PTS
Health (each): 500 PTS
Pink Key: 500 PTS
Red Key: 1,000 PTS
(Blue Key): 2,000 PTS
Galadriel: 20,000 PTS

=====
STAGE 3 TREASURE GUIDE
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Type	Contents	Location
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Red Chest	Horn	Second platform in first cave
Pink Chest	Gems (Potion of L.)	Bottom right corner of first cave
Red Chest	Staff of Power	Second platform in second cave
Red Chest	Gems	Just below Red Key location
Red Chest	Battle Axe of Agor	Top of path that leads up to Red Key inlet
Jumping Gems	5 Gems	Straight up from door of second cave; topmost platform
Jumping Gems	5 Gems	Straight up from door of second cave; from previous location, the first ledge on the right (below)
Jumping Gems	Infinite Gems	Straight up from door of second cave; on left side, it's right platform, but needs to be reached from ledge on left-side wall

=====

INTERESTING FACTS

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- The Fire Caverns is the first stage that only has 2 Keys. However, through the magic of cheating, it is still possible to have all 3 colored Keys when you complete the level. In this case, the third Key will net you 2,000 points. Each stage has predetermined point totals for the 3 Keys, even if that particular key is unavailable.
- If you have a lot of free time and want to see your Gems max out, this is the stage to try it. The infinite Jumping Gem point above the door to the second room is just the way. With a little quickness, you can get 50-75 Gems per minute, and you will see your total eventually max out at 999, the Gem cap. Doing this will probably require a few continues, as the monsters are very unmerciful, especially, it seems, when trying to collect these Gems.

=====

S T A G E 4 - P U R P L E C A V E S WW11

=====

Required Gems: 200
Useful Items: None

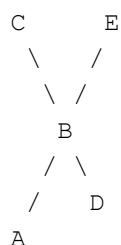
Enemies (see bestiary for complete details):

- Pink Deadly Bat: 25 PTS
- Pink Rock Pillar Beast: N/A
- Red Deadly Bat: 25 PTS
- Skull Hive 200 PTS
- Snake 65 PTS

Just what you probably wanted to see - another cave stage. Thankfully, this is the last one. The Purple Caves are the largest level in the game thus far. Not only is it confusing to find the keys, but you also need a huge Gem total to pass by the Guardian. Where do these Gems come from? A series of secret rooms that are scattered around the stage. This is where having the Horn comes in useful: playing it will signal and reveal any hidden rooms in the nearby area. To make matters worse, this stage is filled with Deadly Bats that harass you to no end, as well as more Rock Pillar Beats, ensuring that you'll need to stay constantly on the move.

=====
FINDING YOUR WAY
=====

The layout of the Purple Caves are very confusing. To make traveling somewhat easier, it helps to break down the stage into different areas, each identified by items or other landmarks found there. The stage has 5 main regions, all corresponding to the 4 corners and center of the stage. The level is laid out in the following way:



- A: This is where you begin, and the area covers the bottom-left corner of the stage. Climb up the platforms and head right to come to B.
- B: This is the center of the stage, and is identified by a set of three Red Chests, laid out in a triangle. Between them is a triangular rock slope. From here, it is very easy to access the other areas by keeping in mind their relative directions.
- C: This area holds the Red Key and Red Door (Blue Key). To the right of top-right corner is a small crater-like area, which goes down, then up.
- D: This section contains a Blue Door (Pink Key). Get to it by walking directly right, then down, from the center area (B).
- E: This final area contains the Guardian and Pink Door leading to the boss.

=====
RED AND BLUE KEYS
=====

Your first focus in this level should be obtaining the Red and Blue Keys. If you follow this walkthrough, you should also pick up a decent number of Gems along the way. From the start of the level, begin climbing platforms until you come to a small one with a Snake on it. Move over to the mid-sized platform directly to the right of it; just off the edge is Secret Room 1 (the designation is arbitrary, but helps distinguish the various rooms). If you have the Horn, use it, and the door will appear. Otherwise, you'll need to hop around in the area until you happen to find the room. Collect the Gems inside, and try to make sure you use your throwing weapon to collect as many as you can. This will net you two Gems, while Gems you physically touch only count as one (no idea why...).

Keep climbing until you come to a ledge on the right side with another Snake. Head this way, and continue moving up until you come to a Red Chest. If you have the Boots of Force, you can open this chest; it contains Gems. From the chest, start heading up and loop around left. You should pass another Red

Chest (do NOT open this one, it holds the WAND OF WONDER), and then come to some Meat. Just above the Meat is Secret Room 2. Keep walking forward from here, until you come to a two sets of fairly long, flat surfaces. At the left-side edge is a gap with more platforms. Just above this spot is Secret Room 3. From this point, begin climbing the small platforms.

As you go up, you should notice the Red Door on your left. You can't open it yet, so keep climbing up until you reach the small plateau at the very top. The RED KEY should be on this ledge. Once you have it, head back towards the Red Door. The Red Chest on the way contains Gems, and is safe to get. Trek back towards the Red Door and enter the room. You will immediately be attacked by a pair of Skull Hives, which can only be killed by the Boots of Force. It is impossible *not* to lose some HP in here, so keep this in mind when entering. Grab the BLUE KEY from the bottom of the room, then climb back up and exit.

=====
PINK KEY AND MORE GEMS

=====
Return along the way you originally took to find the Red Key. You will enter a small crater-like area, which contains a Red Chest (Gems). Climb out of it and walk along the ledge, until you see a set of 3 small platforms. Just after the right-most platform is Secret Room 4. Continue moving down, until you get to the first mid-sized platform. Just off the left side of this one is Secret Room 5. Drop down and you should be back at the center region of the stage, where the triangular platform and Red Chests sit. Avoid them both still, and, passing the chest with the Wand of Wonder, start climbing up and left. You will come to a long plateau with a Red Chest (Gems) on a mid-sized platform above. At the far right side of this plateau, underneath the Red Chest, is a Jumping Gem location.

From here, head back right through the center of the stage again and avoid the chests. The one at the top of the triangular area contain the CLOAK OF DARKNESS, which you probably don't want here. From that chest, climb down to the straight area below, then walk off the right side of it. Follow the small platforms down, then walk left along another straight area and past the Snake. Again, follow the small platforms going down. There is one place where two small platforms are touching one another. Just above this is Secret Room 6. Directly left from here is a Blue Door, leading to a small room with Skull Hives and the PINK KEY. Try to move quickly to avoid as much damage as possible. You now have all three keys and are only being kept in the stage by the 200 Gem requirement.

=====
A FEW MORE DOORS AND GEMS

=====
From the Blue Door, move down and pick up another Red Chest (Gems). If you have been following the guide up to this point, you're probably close to, if not over, the 200 Gems you need to leave. Either way, start climbing back up and collect a few final Gems.

Return to the center area with the triangular platform. Climb over the chest with the Cloak of Darkness, then move right along the platforms until you come to another flat ledge. Walk forward and loop back up and left, to pick up a Pink Chest (Gems). From here, head right along the platforms until you come to the Pink Door. This leads to the boss, and will be blocked by the Guardian if you don't have enough Gems. Before leaving the stage, move down from here into another small area. You will see a Red Chest (Gems), and a

small platform just above it. To the right of this platform is Secret Room 7. With these last Gems collected, head up to the Pink Door and prepare for the boss.

=====
STAGE 4 BOSS - EVIL GHOST
=====

HP: 15
Damage: 3 (contact); 1 (projectile)

The Evil Ghost is probably the easiest boss you have encountered yet. It moves back and forth along the ground and halts to fire magic projectiles at you every so often. It's movement and firing are perfectly predictable. As soon as the fight starts, throw your axe and hold the B-button, which should result in 2 hits for 4 HP of damage. From here on, the only strategy is to throw the axe, then jump over the Evil Ghost when it approaches. Try to make sure you don't jump over it when it is about to fire, as this is really the only unavoidable damage you can take. Also, be careful not to make contact with the Evil ghost, as this will take away 3 HP. Repeat the above steps and the Ghost will be toast very quickly.

Easy as the Evil Ghost is, if you'd like an even *easier* approach, see the "Ultimate Boss Strategy" section at the end of the walkthrough.

Fend off the Souls, once again, then grab the treasure pile. The Damsel this time is Grizelda. Apologize to her for her name, then take the points and be on your way. No more use for her now.

Point Totals

Evil Ghost: 20,000 PTS
Bullets: 35 PTS
Souls: 200 PTS

Gems (each): 20 PTS
Health (each): 500 PTS
Pink Key: 1,000 PTS
Red Key: 2,000 PTS
Blue Key: 5,000 PTS
Grizelda: 30,000 PTS

=====
STAGE 4 - TREASURE GUIDE
=====

Type	Contents	Location
Secret Room 1	12 Flashing Gems	From the platform where Snake is perched near the start, two platforms to the right
Red Chest	Gems	On flat area near middle of stage and below triangular platform
Red Chest	Cloak of Darkness	At the center of the stage, near top of triangular area

Red Chest	Wand of Wonder	At the center of stage, at the left side of triangular area
Secret Room 2	10 Flashing Gems	To the left of chest with Wand and just above meat
Secret Room 3	9 Flashing Gems	Left of Secret Room 3, on flat area just before the gap
Red Chest	Gems	On a platform just below the Red Key location
Red Chest	Gems	Found within the crater area to the right of Red Key location
Secret Room 4	5 Flashing Gems, 2 Torches	To the right of crater where Red Chest is, at the end of the 3 small platforms
Secret Room 5	12 Flashing Gems	Down and left from Secret Room 4, left side of mid-sized platform
Red Chest	Gems	Climb up platforms to flat ledge above Wand of Wonder chest
Jumping Gems	5 Gems	At the right-side edge of flat ledge mentioned above
Secret Room 6	12 Flashing Gems	Near Blue Door, above area with 2 small platforms touching
Secret Room 7	12 Flashing Gems	In area below Pink Door, above Red Chest
Red Chest	Gems	Area below Pink Door

=====

INTERESTING FACTS

=====

- Flashing Gems are truly odd. Each one you collect with your throwing weapon counts as 2 Gems, while each one you collect by touching only counts as 1. What's even weirder is that this doesn't hold true in stage 1. The Flashing Gems you find there always count as 2, no matter how you acquire them. Also, regardless of how many Gems each counts as, it is still random as to whether or not you receive 100 or 200 points.
- The Cloak of Darkness, one of the least wanted yet easiest-to-accidentally-get chests in this stage, is actually a bugged item. It is supposed to make enemies avoid you, but it does no such thing. Instead, activating the Cloak reduces all damage you take from non-boss enemies to 1 HP. This isn't as useful as it might sound, as most enemies and all projectiles only take away a single HP anyway. Whether or not this was supposed to be a feature that occurred in *addition* to enemy evasion, no one knows.
- Still on the subject of the Cloak of Darkness, there is a neat trick that you can do with this item after boss fights. Once a boss is defeated and a

treasure pile appears, use the Cloak. You will then run into the door while invisible. On the next screen when you save the Damsel, Kuros will still be invisible. Since he blends into the black background, there will be no sign at all that he is there. Not useful in the least, but kind of neat to see.

=====

S T A G E 5 - F O R E S T O F E L R O N D 2 WW12

=====

Required Gems: 100

Useful Items: Feather of Feather Fall, Boots of Force

Enemies (see bestiary for complete details):

- Blue Winged Gargoyle: 200 PTS
- Blue Goblin: 200 PTS
- Pink Deadly Bat: 25 PTS
- Pink Spider: 100 PTS
- Pink Winged Gargoyle: 65 PTS
- Red Deadly Bat: 25 PTS
- Red Goblin 500 PTS
 - Pink Ball Shot: 75 PTS
 - (if killed after shooting): 2000 PTS
- Red Winged Gargoyle: 200 PTS

After fighting through caves spanning every color this game uses, you finally make your way back to the surface and begin the second leg of your journey. The second Forest stage is the final stop before the ominous Castle Ironspire. The enemies you encounter here will be more harassing and troublesome than any you've met so far. Bats will hound you, Gargoyles will pursue you, Goblins will chase and fire at you... The inner tress will actually be *easier* than the outer forest this time around. But, before any of that, you'll need to climb the long tunnel of roots leading to the surface.

=====

MOVIN' ON UP

=====

You start this level at the base of a long tunnel of roots, very much like the one at the end of the first stage. This section is pretty simple: continue to climb up the platforms and pick up any items along the way. The Pink Spiders are the only offensive threat, and they are quite easy to handle. You should even pick up a nice number of Gems from them when killed.

About two-thirds of the way up the passage, you will come to the first of four Jumping Gem locations. It is on a screen with 3 platforms, ascending from left to right and surrounded by roots. Unlike the other Jumping Gem locations, this one is not here to provide you with treasure; it is here as an obstacle. Trying to jump to the next platform will cause you to hit your head on the Gem spot and fall down several platforms. This is where you need to be careful. Try vertically jumping straight up on each platform after about the mid-way point. This will reveal any Gem locations and save you the costly time you would lose by falling.

The next Jumping Gem spot comes shortly after the first. It is on the right

side of the screen, in the section where you have two platforms directly over one another. The third Jumping Gem location comes a bit farther up. It is on the screen with several platforms, and a series of four roots in the middle. The platform with the Gems is just to the right of the four roots. The final Gem spot is near the top of tunnel, on the screen with the Gray Door. You will find it two platforms to the right of the door.

By this point, you should have 65-75 gems and be right at the top of the tunnel. Exit through the Gray Door and welcome the breath of fresh air as you plunge into the forest.

=====
PINK KEY AND TREE CLIMBING
=====

You will emerge into the forests on the far right side, to a scene very familiar to the one in the first stage. The main difference is that all the enemies from Stage 1 have been replaced with nearly identical enemies now. Red Eagles are now Red Gargoyles, but both enemies have the exact same movement and pattern of attack. Same thing with Flies now being Bats, Werewolves now being Goblins, etc. This new flock of enemies is more difficult than the old one, and you will have a hard time finding much breathing room.

ODDITY: If you happen to die in this stage, there is a random chance that all the enemies will be replaced with the enemies from Stage 1. Those foes, while not as interesting, are a lot easier. If you another life, there is a chance that the enemies will revert back to the correct ones. The enemies will also change back if you enter and exit a tree.

SUPER ODDITY (ALTERNATE ENDING): This is possibly the oddest trick in the entire game. Go to the very left side of the screen along the forest floor. When you reach the edge, turn your back to the wall, and repeatedly tap the UP-button, which will cause you to slightly hover and fall, while slowing moving into the blackness. Continue to do this and you will eventually end up in a new level! Stage 1! You will be back at the starting stage and can play through the boards as normal. However, from here on, you will continue to rescue the remaining Damsels, not the original ones. Stage 1 will have Penelope, Stage 2 will have Candida, and Stage 3 will hold the Princess herself. The game will then end once you complete the Fire Caverns. Definitely a weird (and anti-climactic) finish to the game.

Anyway, the first goal is acquiring the Pink Key. From the start, climb the branches until you come to the Pink Door. From here, continue to move left, jumping up to higher branches when you can. In a nest near the middle of the stage is the PINK KEY. If you have the Feather already, you can avoid having to climb the inner trees. Levitate from the nest, then jump and glide all the way to the branch on the left side of the screen. From here, you can easily access the upper levels of the trees.

If you don't have the Feather, you will be forced to do one of two things. Your first option is to go back to the right until you get to the slender tree with a nest above it (and a Pink Potion spawn point). Wait beneath the nest, and jump on a Bat to boost you upwards. Alternatively, you can climb the Pink Door Tree. If you don't have the Feather, you can get it in there, so this path is recommended. The tree is fairly short, but has Red Bats that will cause a slight annoyance. There are plenty of Gems to pick up within,

and a Pink Chest just above the middle point that holds the FEATHER OF FEATHER FALL (or Gems if you already have the Feather).

=====
RED KEY, BLUE KEY, TREASURE-A-PLENTY
=====

The RED KEY sits on one of the branches in the Pink Door Tree. The branch is on the far right side of the tree, just below the upper Pink Door. The key blends in well with the background, so you'll need to keep your eyes open. If you reached the top of the trees by using the Feather, just enter the upper Pink Door and pick the key up. If you are climbing this tree already, nab the key on you way up.

Once you exit the Pink Door, move left until you see the nest. This spot is a Pink Potion spawn point. Once the potion appears, grab it, then levitate and jump onto the leaved branch above. Just to the left of this branch is another Red Chest that holds the BOOTS OF FORCE. It is highly recommended that you pick up the Boots now, as it the last chance to change your special item during the game.

Head back right until you land on the large stump. From here, you should be able to access the very tops of the trees. If you walk to far right edge of the leaves here, a Treasure Hoard (chalice or orb) will appear to the left. Grab it for an easy 10,000 points. Begin walking towards the left, and jump onto the final tree tops on the far left side of the screen. The BLUE KEY sits here. In this same area, move gently to the left-side edge and you will uncover another Treasure Hoard, this one appearing to your right. Again, this is another easy 10,000 points.

By now, you should have all 3 Keys, so the only thing keeping you in the stage is the 100 Gem requirement. If you have them, great. You can sail down to the lower levels of the forest and enter the Blue Door just above the left corner. If you are a little short, enter the Red Door below the Blue Key and pick up Gems as you fall. This tree is also very short, and filled with gem-dropping Pink Spiders. At the very bottom is a Pink Chest filled with even more Gems. This should be enough to put you over the top. The Blue Door leading to the boss is just below the bottom Red Door. Enter it when ready.

=====
STAGE 5 BOSS - QUEEN SPIDER
=====

HP: 18
DAMAGE: 3

The Queen Spider is, by far, the easiest boss in the game. She walks very slowly and then leaps just before getting to the edge of the screen. As soon as you enter the boss room, stay where you are and throw your axe as fast as you can. Just before making contact with you, the Queen Spider will leap into the air. Take this time to move to the right side of the screen, standing just behind the Gray Door. Throw your axes, and, again, the Spider will leap just before hitting you. Run to other side of the screen and repeat. There is no reason to lose even a single HP on this boss.

Once defeated, the Queen Spider turns into Souls, which are really the only threatening part of the battle. Dispatch them as you always have and grab the treasure pile. Free Penelope, another blonde Damsel with pink skin, and be on your way.

Point Totals

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-----
Queen Spider          20,000 PTS
Souls:                500 PTS

Gems (each):         20 PTS
Health (each):       500 PTS
Pink Key:            2,000 PTS
Red Key:             5,000 PTS
Blue Key:           10,000 PTS
Penelope:           40,000 PTS
  
```

=====
 STAGE 5 TREASURE GUIDE
 =====

Type	Contents	Location
Jumping Gems	5 Gems	About 2/3 of way up the roots, on the middle of 3 platforms rising from left to right
Jumping Gems	5 Gems	Just above first location, on top of two stacked platforms
Jumping Gems	10 Gems	On a screen with many platforms, on the one just right of 4 roots
Jumping Gems	5 Gems	Top of roots tunnel, on same area as Gray Door, two platforms right
Pink Chest	Gems (Feather of Feather Fall)	Just after mid-way point in Pink Door tree
Red Chest	Boots of Force	Top layer of trees, near center of the stage
Pink Chest	Gems	Very bottoms of Red Door Tree
Treasure	10,000 points	Touch top-most right corner of trees
Treasure	10,000 points	Touch top-most left corner of trees

=====
 INTERESTING FACTS
 =====

- While this stage has all 3 colored Keys, you only *need* the Blue Key to complete the stage. It is possible to get this key (and only this key) by using the enemies to bump you to the upper layer of the trees. From there, get the Blue Key as normal, and you can leave the stage once you have 100 Gems.

- The "warp zone" trick in this stage is one of the most unusual in the game. Once you get back to Stage 1, you will have the Potion of Levitation and can now try the same trick again by going to the left-side corner of the forest floor. This time, however, you will become trapped in the black void forever. Your only option from here is to reset the game...
- When you pull off the warp zone trip and return to Stage 1, the most interesting glitch is that you will rescue Damsels that should be hidden in later stages of the game. This happens because of the way the game records the Damsels you've saved. The one loaded after a boss has nothing to with the stage; it has to do with the number you've previously rescued. As you might have guessed, this means that, with the right cheat codes, it is possible to rescue the Princess after any stage, including the first.

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S T A G E   6   -   O U T E R   C A S T L E                               WW13
=====

```

Required Gems: 50
Useful Items: None

Enemies (see bestiary for complete details):

- Acid: 0 PTS
- Arrows: 100 PTS
- Pink Ant: 25 PTS
- Pink Ghost: 25 PTS
- Pink Spider: 100 PTS
- Red Ant: 25 PTS
- Red Ghost: 25 PTS
- Skull Hive: 100 PTS

After a long journey, you have finally made it to the castle, your ultimate destination. The journey isn't over yet, however. You will first need to enter then castle, then plunge deep into the basements to find the captured Princess. This first stage takes place outside the castle. You will need to scale the entire building to find the Red Key to enter the front gate. The stage is also unique in that it has no boss and no Damsel to rescue. Your objectives are quite clear: find the Red Key and obtain 50 Gems.

```

=====
SCALING THE CASTLE
=====

```

You emerge from the forest to the far right of the castle. The exit door in this stage is very close to the start. Walk dead left and you will come to it within a few seconds. Finding the key to open this door, however, will take you a lot longer. It shouldn't be too hard to realize that the only way to go is up.

You can begin climbing the castle at any spot, but the left side offers the easiest route. Before you begin, here are a few notes on climbing. The castle walls are made up of two types of blocks. The first is a moving square block that juts in and out of the castle walls. You can only land on it while it protruding from the building. The second type of block is rectangular with a slit down the middle. This block has a mechanism that fires arrows at you. There are two main things you will need to do to be

effective here:

- 1.) Use the Potion of Levitation to float when the block you want to land on isn't available.
- 2.) Use the Feather to glide at anytime you lose your footing

Start climbing the blocks on the left side. The ones where the Gems are resting are a good place. From here, you basically need to take whatever path you can to get to the top. There really aren't too many options, so just go with the flow of the blocks. Avoid the Ants when they come to close, time your jumps to avoid the arrows, and make *sure* the block you are about to land on isn't currently moving into the wall.

The main path will take you left, then gradually move into the center of the castle. If you see torches, you are on the right track. Head right from there and continue to climb. At the top, the rock walls will gradually begin to change color. Though it may be hard to distinguish, you can stand on the crenulated portion of the castle near the top. This is the area that looks like the following:

```
  _  _  _  _  _  
_|_|_|_|_|_|_|
```

Head to the left side of this balcony, then start climbing again. To the upper right is another balcony. Jump until you reach this point, then nudge left as far as you can. You should see at least part of a golden spire, which represents one of the castle towers. You will need to levitate and perform a gliding jump to make it. At the far left ledge of the tower is the PINK KEY. If you stand on the second wall from the right and jump straight up, it will reveal a hidden treasure hoard for some points.

Jump back over to the balcony on the right, and head to the far edge until the blocks resume. Continue to climb up from here, and you will reach another tower with golden spire. There is another nice treasure hoard available here. Stand on the third wall of the tower from the left, and jump straight up. A treasure will appear on the left-most wall worth 10,000 points. Go left from this tower and climb up a final sets of blocks. These lead to the final tower, and the Pink Door sits on the right-side wall. Before entering the Pink Door, you have the chance to pick up yet another Treasure Hoard. Stand on the second wall segment from the left, and jump straight up. A treasure will appear on the far left. At your convenience, the Pink Door is waiting.

=====
HUNTING FOR THE RED KEY
=====

Enter the Pink Door, and you will be inside one of the castle rooms. This area is quite large, and is filled with pesky Skull Hives and Acid that falls on you from above. You *will* be taking damage here, so be prepared in advance. If you have the Boots of Force, your time here will be exponentially easier, as you can pick off the Skull Hives. Also, remember that the projectiles that the Hives fire can be deflected with your shield or destroyed with your weapons. This area has several hidden rooms that hold much needed Gems. Be sure to find those rooms, and even surer to use your axe to collect them (this gives you 2 Gems, as opposed to 1 if you physically touch them).

From the starting point, climb straight up on the platforms and remain near the right-side wall. This path has a lot of Meat that will help you enormously. At the top right corner, you will reach a part where two square

blocks are vertically stacked, with a small space between them. Above these two blocks is Secret Room 1. After this, continue to head left along the top path. When you get to the area where the stone resumes (and a small torch is found), you are right near another Secret Room. Walk off the right side of the stone ledge and you will fall onto Secret Room 2.

Continue to head left, then down when you get the chance. You should be collecting all the Gems you see along the way also, as each one will be important. Go left, then climb back up when you get to the wall. At the top you will find a welcomed slice of Meat and a Pink Door.

The Pink Door leads to the room containing the RED KEY. This room is filled with Ghosts and Spiders, in addition to the Skull Hives. Grab the key from the top-left corner, then get out of there as quick as you can.

=====
 INTO THE CASTLE WE GO
 =====

Exit the Pink Door room head back down. Move right, climb up, then loop back left this time. Follow the path and you will come to a Red Chest, which contains Gems. These should be enough to push you over the 50 Gems mark if you weren't already. Go back right, and follow the stone flooring. Take the lower path this time, and follow it to exit.

Once back outside the castle, jump off the tower and hold RIGHT. You will fall for quite a while, but eventually find the ground again. Make sure to use the Feather a second or so before hitting the ground to avoid losing any life. Walk over the center of the Castle and enter the Red Door. The stage now ends, as Kuros is about to enter the depths of Castle Ironspire...

Point Totals

 Gems (each): 20 PTS
 Health (each): 500 PTS
 Pink Key: 5,000 PTS
 Red Key: 10,000 PTS
 (Blue Key): 20,000 PTS

=====
 STAGE 6 TREASURE GUIDE
 =====

Type	Contents	Location
Treasure	10,000 points	Left-most tower, stand on second wall from right and jump up
Treasure	10,000 points	Right-most tower, stand on second wall from right and jump up
Treasure	10,000 points	Center tower, stand on second wall from left and jump up
Secret Room 1	12 Flashing Gems	Straight up from inner room door, above two square blocks

```
| Secret      | 12 Flashing Gems      | From entrance, go left to wall; |
| Room 2      |                        | room is just below top          |
|-----|-----|-----|
| Red         | Gems                  | After getting the Red Key, go   |
| Chest      |                        | back down, right, up, and left  |
O-----O
```

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=====
INTERESTING FACTS
=====
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- The levitate bug that worked in the previous stage to take you back to Forest 1 also works here... sort of. Move to the far left side of the screen, and stand with your back facing the wall. Once again, repeatedly press UP, and you will slowly disappear into the blackness. Kuros may even start to fall, signaling a possible hidden level! ...or not. He will just get stuck in the darkness permanently, with no way to escape and no way to die. All you can do is reset and start again. Not a very noble ending for a great warrior like Kuros.
- This stage is a nice place to point out a few of the countless errors in the instruction manual (like anyone reading this still has that...). It lists both the Acid and Skull Hives as being invincible, an obviously incorrect statement. The Acid can be killed by any source, but is very hard to do from overhead. You receive no points for doing this. The Skull Hives can only be killed with the Boots of Force, and are worth 100 points when killed. These are actually some of the smaller errors in the manual. Not nearly as bad as when they list a dummied out item as a findable one... (see next stage's "Interesting Facts" for more details).

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=====
S T A G E      7      -      I N N E R      C A S T L E      1                               WW14
=====
```

Required Gems: 200

Useful Items: Feather of Feather Fall, Shield of Protection

Enemies (see bestiary for complete details):

- Acid: 0 PTS
- Pink Skeleton 200 PTS
 - Bones 50 PTS
- Red Skeleton: 200 PTS
 - Bones 50 PTS
- Red Winged Gargoyle: 200 PTS
- Skull Hive: 100 PTS

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```

The first stage within the castle is the longest and most difficult you have come across yet. While this level has a very high Gem requirement, collecting those is not the true challenge. This stage is so large that the sheer time you spend exploring will take its toll on the Health Bar. You will also learn to *loathe* the Red Gargoyles, who pester you to no end. To get a general idea of how the stage is shaped, see the next section, which offers somewhat of a map to guide you through the level.

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NAVIGATING THE CASTLE HALLS

=====

This first Inner Castle stage is likely the longest and most confusing level in the game. It helps if you remember that the stage is quite linear, though. There are several sets of large rooms that are stacked one atop the other, and a fairly large blue room that connects the two sides. Below is a simple ASCII map to illustrate the general areas of the stage. The letters represent, roughly, the order in which each part should be visited.

```
F---F--E
|       |
|  D   |
|  |   |
|  |   |
|  C--E
|  |
|  |
G---B
  |
H---A
```

- A: This is the starting area of the stage. From here, you can go left, which takes you to a small drop and the door leaving the stage (don't get any ideas, you need the Blue Key first). You can also go up, along a long series of platforms requiring a tedious amount of jumping. Guess which path you'll need to take...
- B: This is the area shortly above the starting point. On the left-most edge, there is a Blue Chest and the entrance to area G. Avoid going this way now, as it leads to chests and passages you cannot take.
- C: This area begins where the upper ceiling narrows. Just to the right of this opening is a Red Chest, and the Red Door is found to the right of this.
- D: Above the Red Door, the ceiling narrows again to a small opening against the right side wall. This signals the start of area D. This area extends all the way upward to where the Red Key is found.
- E: The Red Door in area C leads to this area. You can easily identify it by the blue background. This part of the stage is quite large, and filled with Skull Hives. At the top, it reconnects to the main level.
- F: Area F begins as soon as you leave the blue area through the Blue Door. It consists mostly of long halls, which you will be climbing down.
- G: Area G begins when you find the first Blue Chest. It stretches back down and reconnects with Area B, which starts at the second Blue Chest.
- H: This is the area right next to the stage entrance. Walk left from the starting door, and the floor will eventually fall off slightly. This is the start of area H.

=====

RED KEY FIRST

=====

From the start, choose any point along the main floor to begin climbing. You might want to go around and pick up some of them Gems, but you don't need to go overboard; this level has 500 or so for the taking. Also, be on the look out for the Red Gargoyles, which will pester you here to no end. A nice trick is to leave any item that these foes drop. A new Gargoyle will not appear so long as the item is still on the screen.

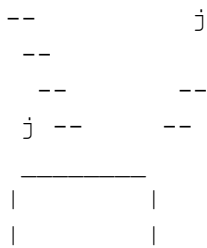
Continue jumping until you reach an area that contains lots of Meat. Be very deliberate here in collecting as few pieces as you can, as the Meat will be much more useful on your way back down. If you come across a Blue Chest,

head back right, as this chest signals the start of an area you cannot enter. From the spot where the Meat locations begin, head all the way to the wall on the right. There is a section with a long platform, 4 ascending steps, then a prison cell platform. Just off the edge of this, against the wall, is Secret Room 1.

Move back towards the center of the stage with the Meat and climb up just a few more platforms. The ceiling will narrow to a small gap, signified by a Red Chest on the right-hand side and a Red Door a little farther down. From here, walk over to the left-side wall and start climbing, then, once you reach the ceiling, start moving right. There will eventually be an opening in the ceiling along the right-hand wall, leading into another large room.

Walk along the floor until you come to the left-hand wall, once again, then resume climbing. By now, the Red Gargoyles are attacking in packs of two. It helps to pause after every couple of jumps and take them out, else you'll likely be hit while in mid-air. Follow the left-side wall until it bends inward, then start moving left. At the corner shortly after the floor begins, there are two square blocks, one at eye-level and one at jump level. Between the two lies Secret Room 2.

From here, the pathway leads straight up and to the Red Key. Not very far up up, there are two Jumping Gem locations. You will reach an area that looks like the picture below. The Jumping Gem locations are designated with a "j".



Continue climbing and you will eventually find the RED KEY in the top left corner of the hall. Begin going back down now until you come to the Red Door you found as this area began. There is a Red Chest in front of the door that holds some Gems. Enter once you're ready.

```
=====
SEEING BLUE
=====
```

You will enter a new area of the level, now with a light blue background. This part is extremely difficult, as it is *infested* with Skull Hives and dripping acid. The Boots of Force will come in very handy here in taking out the Hives, as they will pummel you with projectiles relentlessly and from all angles.

If you stay along the main floor and walk all the way right to the wall, you will find Secret Room 3 by jumping. From here, move up and towards the center of the hall and you should find the PINK KEY. Go all the way left, then loop around right. When you get to a platform with four stairs ascending from the left side, move to the right-side edge and jump straight up. This will take you to Secret Room 4. Not far up from here you should hit the ceiling. Go all the way right for a Pink Chest with Gems. Head back left for another Pink Chest. This one holds the Feather of Feather Fall, in case you've missed it previously. Picking it up here is of little use, however. If you have the Feather already, which is quite likely, the chest will hold Gems instead. A few platforms up is a Red Chest, which carries the Shield of Protection, were you to still not have one. If you do, once again,

it holds Gems.

A little farther up, on the left, is a Blue Door. A bit above this is the BLUE KEY, at the very top of the hall. To the right of the Blue Key spot, there is a square platform. Stand on it and jump up to find Secret Room 5. After this, head back down and exit from the Blue Door. You can exhale, as the stage it's pretty much downhill from here.

=====
LET'S GET THE HELL OUTTA HERE
=====

The Blue Door will take you back into the main area of the stage, and it won't be too long before a pair of Red Gargoyles come to say hello. Still, they are welcomed site after the Skull Hives. Walk left from the doorway until the floor starts to drop. Above the very first platform, a prison cell one, is Secret Room 6.

Jump down the platforms as quickly as you can. If you are shy of 200 Gems, take a little extra time to pick them up here. If not, race down as fast as you can; this will preserve as much of your life as possible. At the very bottom of the hall is a Blue Chest, again containing the Shield of Protection. The game must *really* think this item is important in the upcoming stage... In all likelihood, though, unless you were deliberately avoiding the Shield, this chest will hold Gems.

Walk right and take the path leading down again. You will eventually come to a long drop, which will end with a platform on the left. Along the wall and above this is Secret Rook 7. Below this, the hall opens up to a slightly larger area. There is some Meat, which is welcomed, but the Skeletons are also back, which is not. Head right and you will come to another Blue Chest, containing Gems. This will take you out right near the beginning of the stage, where you started climbing.

Go down from the Blue Chest, then head left until the floor drops off. Just after this drop is Secret Room 8; there should also be a Blue Chest visible in the upper-left hand part of the screen (Gems). Within sights of this is another Blue Chest on the left, also containing Gems. By now, you should have anywhere from 300-400 Gems. The Blue Door exiting the stage is just left of here. If you do happen to be short, you can go back and enter a few secret rooms or fight off Red Gargoyles - they leave a decent number of Gems when killed. When you're ready, enter the Blue Door and say good-bye to this long stage. It's certainly worn out its welcome.

=====
STAGE 7 BOSS - SKELETON CHANGELING
=====

HP: 12 (each form)
DAMAGE: 3 (contact); 1 (bone)

It's quite fitting that the most difficult stage in the game has on of the most difficult bosses. The Skeleton Changeling consists of four separate bosses, each a skeleton progressively larger than the previous. The skeletons move back and forth, hop sporadically, and continuously throw bones into the air.

The first form is the mini-Skeleton. This one comes up to about Kuros's knees, but can still be harmed by throwing your axe horizontally. This is

the easiest phase to defeat, and your goal should be to escape without losing any health. Simply jump over the mini-Skeleton when it approaches, make some distance, and attack with the axe. It's not devastating if you are hit by the bones, but it is if the skeleton makes contact - this results in a 3 HP loss.

The small-Skeleton, up next, isn't too hard either. There is a second delay after one form is defeated, so use that time to get into place. Watch the pattern of its jumps to know when to time yours, as the small-Skeleton has one very high jump that will hit you every time. This form is also a bit quicker, so you will need to be patient. Don't try to cause too much damage at a time. Hopefully, you will still have 9 or more HP left when this form is defeated.

The medium-Skeleton looks like the ones from the stage. It is Kuros's height, but has the same patterns of attack and same size bones as the previous form. It is slightly harder to jump over because of its added height, however. Watch for the hopping patterns when timing your jump. This form also has a high jump that gives Kuros enough space to walk underneath; you should take this opening if you have it. Continue to throw your axe, but don't focus on this. Just forget about it once tossed, and worry about moving to avoid harm.

The final form is the large-Skeleton, a huge monstrosity with giant bones that it tosses at you. Because of its size, this final form is very hard to avoid and even harder to jump over. If you have 6 or more HP, you can go into "artillery" mode and really try to concentrate your fire on the body. Stand firm and launch your axes quickly. Go out of your way to get hit by the bones when the Skeleton is near, as these will only cause 1 HP of damage and make you invincible for a few moments. Even if you are hit by the body, you will still get a short period to escape. Use that time to pass through the Skeleton, and head to other side of the screen. Fire away, and the Skeleton should die quickly. If your HP are lower, you will have to try the riskier method of avoiding the Skeleton. Jump over it as it approaches, and hope that it isn't about to hop in the air itself. If you are lucky, it will perform a high jump in front of you, allowing you to pass underneath, but be careful. Trying to squeeze through is very difficult. After a long and difficult battle, you should be able to bring down this foe.

Of course, you can reduce this difficult challenge to child's play if you use the trick found in the "Ultimate Boss Strategy" section at the end of the walkthrough. This tip lets you Skeleton Changeling effortlessly without losing even a single piece of life. Definitely worth a look if you're having problems.

As you are probably used to, Souls will emerge from the Skeleton once defeated. Fend them off, grab the treasure pile, and brace for the final stage. On your way, you will rescue Candida, who seems like a lovely girl. She rewards Kuros with 50,000 points, and he thanks her by walking away and never thinking of her again.

Point Totals

```
-----  
Changeling (each form) 20,000 PTS  
Bones                   50 PTS  
Souls                   500 PTS  
  
Gems (each):           20 PTS  
Health (each):         500 PTS
```

Pink Key: 10,000 PTS
 Red Key: 20,000 PTS
 Blue Key: 50,000 PTS
 Candida 50,000 PTS

=====
 STAGE 7 TREASURE GUIDE
 =====

Type	Contents	Location
Secret Room 1	10 Flashing Gems	Along right side wall, above the entrance and below ceiling
Secret Room 2	12 Flashing Gems	At bottom of hall with Red Key; left side, between two blocks
Jumping Gems	5 Gems	Above Secret Room 2, just under set of four ascending stairs
Jumping Gems	5 Gems	Next to other Jumping Gem spot, above second stair on right
Red Chest	Gems	Just before Red Door, in section straight above entrance door
Secret Room 3	12 Flashing Gems	In blue room, far right wall from entrance
Secret Room 4	11 Flashing Gems	In blue room, at right-side edge of platform up and left of key
Pink Chest	Gems	In blue room, top-right corner
Pink Chest	Gems (Feather of Feather Fall)	In blue room, upper-left ledge
Red Chest	Gems (Shield of Protection)	Platform above previous Pink Chest
Secret Room 5	12 Flashing Gems	Above platform right of Blue Key
Secret Room 6	12 Flashing Gems	After blue room exit, above first platform (prison bars)
Blue Chest	Gems (Shield of Protection)	Bottom of hall after exiting blue room
Secret Room 7	12 Flashing Gems	In hall coming from blue room exit, left side below giant gap
Blue Chest	Gems	Area just left and up from start, where blue room exit halls end
Secret Room 8	12 Flashing Gems	From starting door, walk left until floor drops


```
| Blue Chest | Gems | Left from start, before Blue Door |
|           |     | to boss                             |
|-----|-----|-----|
| Blue Chest | Gems | Slightly left of previous chest |
|-----|-----|-----|
```

=====
INTERESTING FACTS
=====

- Wizards & Warriors contains several dummied items (items removed before release but still programmed in). Most notably, the Scroll item, which is even mentioned in the instruction manual, was taken out of the game. This item allowed you to view your current location on the world map once, then disappeared. The coding for it still exists, so, with the right cheat codes, this item can be enabled again. It is a special item, and will replace whichever one is currently in that slot. Might have been nice, but a map view only comes in handy in the cave stages. After this, the item would be a waste, and I guess the programmers figured as much.

=====
S T A G E 8 - I N N E R C A S T L E 2 WW15
=====

Required Gems: 100
Useful Items: None

Enemies (see bestiary for complete details):

- Pink Ghost: 25 PTS
- Pink Spider: 200 PTS
- Red Ghost: 25 PTS
- Red Spider: 200 PTS
- Red Winged Gargoyle: 200 PTS

This is the final stage before the inevitable showdown with Malkil. After what you just went through, this level is a nice break. It is rather short and very straight-forward. The true challenge in this level is meeting the Gem requirement. You need to find 100 Gems in a stage that is extremely stingy to fork them over. Odds are, you will be spending a good while outside the boss's door defeating enemies to earn the required fare. This makes all the hidden sources in the stage that much more valuable.

=====
GET GREEDY
=====

This stage is neither long, nor confusing, but getting the 100 Gems to leave it will take some time. The key, then, is to pick up *every* Gem you see along the way. From the starting door, go left and grab the 3 Gems before you begin to climb down. Take advantage of the Feather as you fall, and don't miss the torches either.

At the bottom of the passage, you will begin encountering Red Spiders. These foes crawl along the ground and fire at you, but, luckily, they leave Red Gems quite often. Don't shy away from killing them at any chance you get. Walk right along the narrow hallway until it opens up a bit and you reach a

small staircase. Continue to move right and you will reach another staircase. Just above this is a square block. Move underneath the square block with a Red Gem on top, then walk two or three steps forward; jump here to uncover a Jumping Gem location. Shortly after this is another staircase. At the top, before the prison cell block, is another Jumping Gem location. Both should come in quite useful in amassing the requirement.

When the room finally opens up, it is time to begin climbing. Try to cover the full screen, going far left and right, as you climb; Gems are lying all around. The passage is not that wide, probably about a screen and half in width. Also, remember that you can get far away Gems by throwing you weapon. This should save some time. As you reach the top, edge toward the left corner. The RED KEY is on top of the square block there.

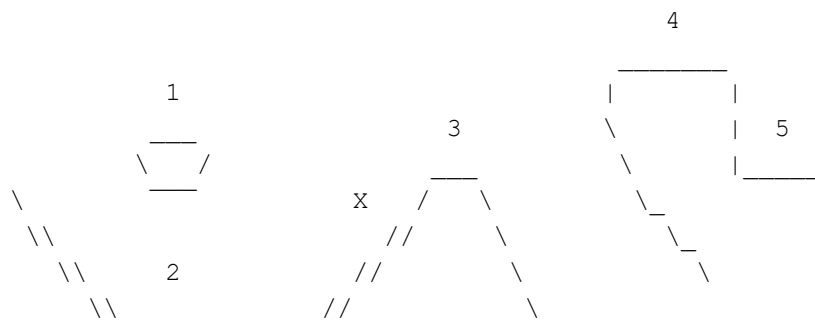
Once you have the Key, the only remaining task is gathering the Gems. Hopefully, you will have 60-75 at this point. The rest must be picked up from enemies. The easiest place to do this is back along the narrow tunnel just before the room opened up. In this section, the enemies will only come from your direct left or right. In the open, enemies come from all angles, making them much harder. So, sit here and Gem hunt until you have enough. It should take a few minutes or so, at least. Once you have 100, walk all the way right to the Red Door and brace for the long awaited showdown.

=====
FINAL BOSS - MALKIL
=====

HP: 24 (regenerates over time)
DAMAGE: 3 (contact); 1 (projectile)

Malkil's chamber is a large, stone room, filled with many hiding places for him to strike at you in secret. Malkil will randomly appear somewhere, shoot a homing fireball, then teleport somewhere else. There is no way to predict his pattern of movement, but he only appears on flat surfaces. This is your advantage.

From the starting platform shaped like a donut, walk left and you will fall onto a region shaped like the picture below. The left side of the screen has a bowl-like shape, then a gap leading to the Blue Door in the middle, followed by a crenulated area on the far right. The key to beating Malkil easily is standing in the region marked with an X below.



From here, Malkil will appear in one of the 5 marked spots above. When he does, he fires a magical homing projectile at you, which will move around until it makes contact. Luckily, this projectile is quite large and can be destroyed by attacking it. Fend off the shots from all locations, and, when Malkil appears at points 2 or 3, use this time to get in a few attacks with your throwing weapon. The key is to stay patient. It's very tempting to go

crazy with your attacks, but remain stationary and play defense until he appears near you. After a few minutes and some quick reflexes, Malkil will be toast. You can easily beat him without losing a single HP from this location.

One additional point to keep in mind is that Malkil does regenerate his HP back slowly, at a rate of about 1 every 10-15 seconds or so. If you are attacking with the axe and doing 2-4 damage each time he appears, this shouldn't be much of a problem at all. If, however, you are using the dagger, you might need to become more aggressive. Don't go crazy and chase Malkil everywhere, but slowly expand your attacking area. Instead of staying at X above, move between points 2 and 3 until you begin doing enough damage to overtake the regeneration. In this scenario, you may also want to use your special items for offense, if you can. The Boots of Force will work rather well, doing 3 HP of damage to Malkil. The Staff or Power is also a good bet, as it acts as a substitute for the axe and lets you to use the original strategy. In almost all situations, you can easily beat Malkil through patience alone. Only in the special circumstances mentioned in this paragraph does it make sense to deviate from the initial strategy.

As expected, Malkil's death releases 6 Souls. Fend them off and grab the BLUE KEY that the Souls leave behind. Walk all the way over to the Blue Door on the right, and enter.

At long last, you have saved the fair Princess! Congratulations! Oddly, even she looks exactly like the other Damsels. Malkil must have only had blue bikinis in stock when he captured them... But who cares. You have saved the land of Elrond and are the true hero. After receiving a whopping 100,000 points from the Princess, you get a chance to enter your initials. The high score list will also place a "Sir" in front of your name to signify that you beaten the game (yes, even if you are a female). Your amazing score will now be enshrined in the Wizards & Warriors Hall of Fame forever! Er... or until you reset the game, since there is no battery to record your score. Oh well. That just means it's time to play again!

Point Totals

```
-----  
Malkil:                50,000 PTS  
Projectiles:           0 PTS  
Souls:                 1,000 PTS  
  
Gems (each):           20 PTS  
Health (each):         500 PTS  
(Pink Key):           100,000 PTS  
Red Key:               20,000 PTS  
Blue Key:              50,000 PTS  
Princess               100,000 PTS
```

=====
STAGE 8 TREASURE GUIDE
=====

Type	Contents	Location
Jumping	5 Gems	Along main passageway, just right
Gems		of square block with Red Gem

Jumping	5 Gems	Just right of previous location;	
Gems		at top of staircase, left of	
		prison cell block	

o-----o

=====

U L T I M A T E B O S S S T R A T E G Y WW16

=====

This is an amazing trick that let's you take down most of the game's hardest bosses effortlessly, without taking any damage at all. Thanks in part to a bug, this strategy not only makes you invincible, but it also causes the bosses to kill themselves! To perform the trick, you will first need the Potion of Levitation, which is available in Stage 2. Once you've got it, you're ready to roll.

This trick works in any stage where the boss sits in a typical, one screen boss room. It does not work on the Stage 2 boss or Malkil, since they both have special chambers.

Here's what to do:

- 1.) As soon as you enter the boss room, walk to the very left edge of the screen. Without moving forward even the slightest, tap RIGHT on the D-Pad. You should turn without stepping forward at all. If you move even an inch, you'll have to ditch the trick or try again, as it won't work.
- 2.) Press and hold UP on the D-Pad to start levitating, and do not let go. You will be floating, but about 1/3 of your body will be off the screen. From this position, you are invincible to damage.
- 3.) At this point, you can either begin attacking by throwing your weapon, or, even nicer, let the enemy kill itself by running into you. That's right, the enemy will kill itself be constantly running into your boots. You, however, are completely safe. The boss will quickly defeat itself and you will have taken no damage at all.
- 4.) The only real chance you have to lose any life comes when the Souls appear, as they will probably be right on top of you. You can avoid this damage by jumping over the boss and doing the last bit of damage from afar, thus giving you enough distance to take out the Souls safely. In fact, this method is strongly recommended, as it also avoids the possible glitch mentioned below.

=====

POSSIBLE GLITCH

=====

So, you can defeat, say, the Skeleton Changeling without taking any damage at all. Sound too good to be true? Well, all good things come with some price tag. There is a potential problem that could result if you kill the Souls too quickly when they appear. When the initial boss is defeated, you will notice some "sparkles" drop to the ground, and this is where the treasure pile appears after the Souls are destroyed. If you defeat the Souls so quickly that the "sparkles" haven't hit the ground yet, a treasure pile will never appear, and you'll be stuck in the boss room forever (and need to reset). This glitch actually results anytime you kill the Souls too quickly, and is not directly related to the Ultimate Boss Strategy.

This problem occurs because the Souls will very likely appear right underneath you, killing themselves almost as soon as they emerge. You can avoid this bug by jumping over the boss and striking the death blow from afar. The Souls will then appear (and can be killed) as normal, avoiding any potential problems. It is recommended that you do this in all scenarios to eliminate any possible uncertainty.

=====
WHERE DOES IT WORK?
=====

So, where, exactly, can you use this strategy?

This trick works in the following stages:

- Stage 1 (if revisited using the warp trick)
- Stage 3
- Stage 4
- Stage 5
- Stage 7

This trick does NOT work in the following stages:

- Stage 2
- Stage 6 (there is no boss)
- Stage 8

This should make your life a whole lot easier when facing some of the more menacing foes, namely Rock Face and the Skeleton Changeling. If your conscience bothers you at the thought of using a glitch to beat certain bosses, the walkthrough section includes detailed accounts of beating all these enemies without using this method.

If you like this trick or can think of any other ways to avoid the possible glitch, please let me know. Special thanks goes to rye881 for first informing me of it.

=====
B E S T I A R Y WW17
=====

The following section contains full descriptions, statistics, and strategies for every enemy in the game. For information on bosses, see the boss guide at the end of each appropriate stage. The description below lists the monsters name (as given in the manual), the stage(s) they are found in, the damage they inflict when hitting Kuros, the point values they give when killed, and the number of HP they have (nearly all enemies have 1 HP). Also, unless otherwise stated, all projectiles that Kuros destroys will give him 35 points.

NAME: Acid

STAGE: Outer Castle, Inner Castle 1

DAMAGE: 1

POINTS: 0

HP: 1

In parts of Malkil's inner castle, large drops of highly corrosive acid fall from the ceiling. It's difficult to see this hazard in advance, so you will need to be on constant look out as you traverses the inner halls.

NAME: Arrow

STAGE: Outer Castle

DAMAGE: 1

POINTS: 100

HP: 1

Arrows are fired at Kuros from openings in the exterior of Castle Ironspire. Whether these arrows are fired by living creatures or launched mechanically is unknown. The Arrows move quickly across the screen in a horizontal manner, emanating from the small opening within the castle walls. They pose the biggest thread when you are jumping along the blocks. You can deflect the arrows with your shield or destroy them if in range.

NAME: Blue Eagle

STAGE: Forest 1

DAMAGE: 2

POINTS: 200

HP: 1

It hovers up and down, guarding fixed locations. The Blue Eagle often appears in tree areas where you will likely be jumping vertically. Just avoid jumping directly into it, and take it out either with the tip of your sword or your throwing weapon.

NAME: Blue Goblin

STAGE: Forest 2

DAMAGE: 2

POINTS: 200

HP: 1

The Blue Goblin is extremely similar to the Blue Werewolf encountered in the first forest stage. It runs back and forth along the forest floor and, surprisingly, the very tops of the trees. This enemy moves a good deal quicker than the Blue Werewolf, meaning you won't have as much time to react. The best strategy is to use your throwing weapon and take this foe out from a distance. You can also avoid danger all together by remaining in the trees.

NAME: Blue Rock Pillar Beast

STAGE: Ice Caves

DAMAGE: 1

POINTS: N/A

HP: Invincible

The Rock Pillar Beasts randomly appear out of the ground on any flat surface. There will be a small trembling on the rock before they emerge, giving you time to escape. These beasts have no attack except their very presence; the only way you can be damage is to hit one directly. Still, these guys can be very annoying. They are invincible to all attacks, and they have a nasty

habit of appearing on the platforms or surfaces you are about to jump onto. They also make it impossible to stay in one place for very long. Just pay attention to the ground, keep moving, and don't park yourself on flat surfaces. Nothing else will really work.

NAME: Blue Werewolf

STAGE: Forest 1

DAMAGE: 2

POINTS: 200

HP: 1

The Blue Werewolf runs along the forest floors and pursues you. It moves quite slowly, giving you ample time to slice it with your sword or throw your weapon at it. You can avoid this foe all together by remaining in the trees of the forest levels.

NAME: Blue Winged Gargoyle

STAGE: Forest 2

DAMAGE: 2

POINTS: 200

HP: 1

The Blue Gargoyle is very similar to the Blue Eagle. It hovers up and down over a fixed area, likely blocking a vital point where you need to jump. Still, it isn't a terribly bothersome enemy. Just take it out by hitting it with the tip of your sword or throwing your weapon at it.

NAME: Fireball

STAGE: Fire Caverns

DAMAGE: 1

POINTS: 65

HP: 1

The Fireballs come at you from any angle (though usually below you) and attempt to make contact. Their attack patterns are similar to the Flies you encountered previously, but they are larger and move slightly faster. You may miss if you try targeting them with your throwing weapon, but jumping into them with your sword is an effective tactic.

NAME: Firespout

STAGE: Fire Caverns

DAMAGE: N/A

POINTS: N/A

HP: Invincible

The Firespout moves along the molten floors of the Fire Caverns. If you have the Boots of Lava Walk, you can actually ride along top of it and cross the lava, damage-free. If you don't, however, the Firespout will simply pass right through you.

NAME: Hornet

STAGE: Forest 1
DAMAGE: 1
POINTS: 25
HP: 1

The hornets can be extremely annoying, flying at you quickly and from all angles, often swarming at you in groups of 2 or 3. The best strategy against them is to remain in motion. Standing still will make you an easier target and result in a continuous attack. In Forest 1, you can drop down the root layers of the tree very quickly, almost entirely avoiding this enemy. If you must fight, combine your throwing weapon with your sword, and be careful of attacks from below. The Wand of Wonder works fairly well at halting these enemies and giving you some time to escape.

NAME: Hornet's Nest

STAGE: Forest 1
DAMAGE: 1
POINTS: N/A
HP: Invincible

These are the stationary nests from which the hornets will spawn. They are invincible to any attack you can unleash, and can only be destroyed by the Exploding Egg item. There isn't much you can do, so just avoid landing on these structures as you are moving.

NAME: Jr. Rock Face

STAGE: Ice Caves
DAMAGE: 1
POINTS: 65
HP: 1

Jr. Rock Face (being a junior version of the Stage 3 boss), appears throughout the rocks in underground caverns. From there, they fire bullets towards you at a fairly quick rate. Because of their location inside the rocks, the only way to kill them is with a throwing weapon or special item that shoots projectiles. The real problem is that this enemy blends into the dark background quite well, making it difficult to see. This can be hazardous when you are moving up or down very quickly. Just keep an open eye and this enemy shouldn't cause too many problems.

NAME: Pink Ant

STAGE: Outer Castle
DAMAGE: 1
POINTS: 25
HP: 1

The outer walls of Castle Ironspire are ages old and infested with giant Ants. Both the red and pink ones climb diagonally up and down along the outer surface. The movement of these enemies is quite sporadic, as they will remain stationary and then start to pursue you, with no warning at all. The Ants are quite slow, so they are never really a big threat. Take them out with your throwing weapon, and be sure not to hit them while jumping.

NAME: Pink Deadly Bat

STAGE: Ice Caves (Boss), Purple Caves, Forest 2

DAMAGE: 1

POINTS: 25

HP: 1

The Pink Bat moves around quickly, hoping to swarm Kuros and deplete his life. Its movement is similar to the Flies, though it is quicker and much smaller, making it far more troublesome. Deadly Bats will often appear in groups of up to 3, and they can be a very dangerous opponents. The best way to save health is to move quickly and take these enemies out from afar. They need to make contact to actually damage you.

NAME: Pink Eagle

STAGE: Forest 1

DAMAGE: 2 (contact); 1 (projectile)

POINTS: 65

HP: 1

The Pink Eagle remains stationary at some fixed location and fires projectiles at you horizontally. The real danger comes from jumping to a tree branch across from a Pink Eagle's perch, as you will be quickly under fire. Try knocking off these enemies from below or taking the time to pick them off with your throwing weapon.

NAME: Pink Fly

STAGE: Forest 1

DAMAGE: 1

POINTS: 25

HP: 1

Flies come at you from either side of the screen, usually hitting you just below or above your sword. These enemies are relentless and can be very annoying. It's better to take them out with your throwing weapon before they get close enough to harass you.

NAME: Pink Ghost

STAGE: Outer Castle, Inner Castle 2

DAMAGE: 1

POINTS: 25

HP: 1

The ghosts of past warriors still roam the halls Malkil's castle and act as his protector. Both the Pink and Red Ghosts fly around in a wave-like motion and haunt you. Their movement makes them fairly difficult to target, but they are quite large and not too fast, so this makes up for it. Try to destroy them quickly, as they have a tendency to accumulate in numbers as you wait. One ghost is bad, but two or three is a serious problem.

NAME: Pink Rock Pillar Beast

STAGE: Purple Caves
DAMAGE: 1
POINTS: N/A
HP: Invincible

The Rock Pillar Beasts randomly appear out of the ground on any flat surface. There will be a small trembling on the rock before they emerge, giving you time to escape. These beasts have no attack except their very presence; the only way you can be damage is to hit one directly. Still, these guys can be very annoying. They are invincible to all attacks, and they have a nasty habit of appearing on the platforms or surfaces you are about to jump onto. They also make it impossible to stay in one place for very long. Just pay attention to the ground, keep moving, and don't park yourself on flat surfaces. Nothing else will really work.

NAME: Pink Skeleton

STAGE: Inner Castle 1
DAMAGE: 2 (contact); 1 (bones)
POINTS: 200 (Skeleton); 50 (bones)
HP: 1

These reanimated creatures are all that remains of the bodies of all the warriors who set out before Kuros. Now, those who were once Kuros's comrades fight against him. Both Red and Pink Skeletons roam along the flat platforms in Malkil's castle and toss bones at you when out of reach (where they get an endless supply of bones is anyone's guess). They move slowly and aren't really much of a threat. A simply shot with your throwing weapon before they approach will take care of them.

NAME: Pink Spider (Forest)

STAGE: Forest 1, Forest 2
DAMAGE: 1
POINTS: 100
HP: 1

These Spiders are frequently found in hollowed out trees. They hang from the ceiling by a thread of silk and try to attack you. Pink Spiders are generally quite easy to avoid and even easier to kill. Jumping into them with the tip of your sword as you move up or down will work well, as will using your throwing weapon when out of range. As a nice side benefit, Pink Spiders drop Gems quite often.

NAME: Pink Spider (Castle)

STAGE: Inner Castle 2
DAMAGE: 1 (contact); 1 (projectiles)
POINTS: 200
HP: 1

Pink Spiders found within the inner halls of the Castle Ironspire behave quite differently from their forest brethren. Both the Pink and Red Spiders scurry across the floor and try to fire at you with their projectiles. Spiders often try to take advantage of a height difference - by appearing above or below you - and this is when they are most deadly. They also possess fairly good speed. If on the platform above you, a well timed jump

and attack will take care of them. If on lower areas, it's best to move away and hope they disappear. It's really hard to combat them in that situation without losing life.

NAME: Pink Winged Gargoyle

STAGE: Forest 2
DAMAGE: 2 (contact); 1 (projectiles)
POINTS: 65
HP: 1

Like Pink Eagles, Pink Gargoyles remain perched at some spot in the tress. From there, they bombard you with projectiles, fired out horizontally. The real danger comes from jumping to a tree branch across from a Pink Gargoyle's perch, as you will be quickly under fire. Try knocking these enemies off from below or taking the time to pick them off with your throwing weapon.

NAME: Red Ant

STAGE: Outer Castle
DAMAGE: 1
POINTS: 25
HP: 1

The outer walls of Castle Ironspire are ages old and infested with giant Ants. Both the red and pink ones climb diagonally up and down along the outer surface. The movement of these enemies is quite sporadic, as they will remain stationary and then start to pursue you, with no warning at all. The Ants are quite slow, so they are never really a big threat. Take them out with your throwing weapon, and be sure not to hit them while jumping.

NAME: Red Devil

STAGE: Fire Caverns
DAMAGE: 2 (contact), 1 (projectile)
POINTS: 150
HP: 1

The Red Devil's movements are similar to the Red Eagle's. On top of that, they fire projectiles and are slightly larger. Their size works to their disadvantage, however, as this makes them an easy target for your throwing weapon. The real threat comes when Red Devils are out of your range and shooting projectiles. In this instance, just stand still and let your shield deflect the shots. When the Red Devil flies closer, nail it with whatever you have.

NAME: Red Deadly Bat

STAGE: Ice Caves (Boss), Purple Caves, Forest 2
DAMAGE: 1
POINTS: 25
HP: 1

The Red Bat moves around quickly, hoping to swarm Kuros and deplete his life. Its movement is similar to the Flies, though it is quicker and much smaller, making it far more troublesome. Deadly Bats will often appear in groups of

up to 3, and they can be very dangerous opponents. The best way to save health is to move quickly and take these enemies out from afar. They need to make contact to actually damage you.

NAME: Red Eagle

STAGE: Forest 1

DAMAGE: 2

POINTS: 100

HP: 1

The Red Eagle is the most fearsome of the Eagle family. Unlike its brethren, who remain in fixed areas and attack, the Red Eagle will not stop at anything to pursue you. A direct hit takes away 2 HP, and this is very dangerous when moving about the trees. Before jumping, always make sure there is no Red Eagle on the screen. When in range, pick them off with your throwing weapon or jump into them with your sword.

NAME: Red Fly

STAGE: Forest 1

DAMAGE: 1

POINTS: 25

HP: 1

Flies come at you from either side of the screen, usually hitting you just below or above your sword. These enemies are relentless and can be extremely annoying. It's better to take them out with your throwing weapon before they get close enough to harass you.

NAME: Red Ghost

STAGE: Outer Castle, Inner Castle 2

DAMAGE: 1

POINTS: 25

HP: 1

The ghosts of past warriors still roam the halls Malkil's castle and act as his protector. Both the Pink and Red Ghosts fly around in a wave-like motion and haunt you. Their movement makes them fairly difficult to target, but they are quite large and not too fast, so this makes up for it. Try to destroy them quickly, as they have a tendency to accumulate in numbers as you wait. One ghost is bad, but two or three is a serious problem.

NAME: Red Goblin

STAGE: Forest 2

DAMAGE: 2 (contact); 1 (projectile)

POINTS: 500 (normal); 2,000 (after shooting); 75 (Pink Ball)

HP: 1

Like Red Werewolves, Red Goblins also patrol the floors of the forest. Their attack patterns and movement are identical to the Wolves. Once they get close enough, they will launch a pink ball at you. One type of ball bounces around until it hits you or makes contact. The other type is spiked and moves quickly at you along the ground. The only real danger is the

projectiles, and these can be handled by some alertness or by staying off the ground floor. If you manage to kill the Red Goblin once it has fired, you will receive a 2,000 point bonus.

NAME: Red Skeleton

STAGE: Inner Castle 1

DAMAGE: 2 (contact); 1 (bones)

POINTS: 200 (Skeleton); 50 (bones)

HP: 1

These reanimated creatures are all that remains of the bodies of all the warriors who set out before Kuros. Now, those who were once Kuros's comrades fight against him. Both Red and Pink Skeletons roam along the flat platforms in Malkil's castle and toss bones at you when out of reach (where they get an endless supply of bones is anyone's guess). They move slowly and aren't really much of a threat. A simply shot with your throwing weapon before they approach will take care of them.

NAME: Red Spider

STAGE: Inner Castle 2

DAMAGE: 1 (contact); 1 (projectiles)

POINTS: 200

HP: 1

Red Spiders are especially ferocious and highly venomous, which is why they will only be found in the innermost chambers of Malkil's castle. Both the Pink and Red Spiders scurry across the floor and try to fire at you with their projectiles. Spiders often try to take advantage of a height difference - by appearing above or below you - and this is when they are most deadly. They also possess fairly good speed. If on the platform above you, a well timed jump and attack will take care of them. If on lower areas, it's best to move away and hope they disappear. It's really hard to combat them in that situation without losing life.

NAME: Red Werewolf

STAGE: Forest 1

DAMAGE: 2 (contact); 1 (projectile)

POINTS: 200 (normal); 2,000 (after shooting); 75 (Pink Ball)

HP: 1

The Red Werewolves patrol the floors of the first forest stage. Unlike their Blue brethren, the Red Werewolves do not come up to you and attack. Once they get close enough, they will launch a pink ball at you. One type of ball bounces around until it hits you or makes contact. The other type is spiked and moves quickly at you along the ground. The only real danger is the projectiles, and these can be handled by some alertness or by staying off the ground floor. If you manage to kill the Red Werewolf once it has fired, you will receive a 2,000 point bonus.

NAME: Red Winged Gargoyle

STAGE: Forest 2, Inner Castle 1, Inner Castle 2

DAMAGE: 2

POINTS: 200

HP: 1

The Red Gargoyle is a common foe in forests and in Malkil's castle. Like the Red Eagle, it flies towards you and pursues you relentlessly until you are killed. Unlike the Eagle, the Gargoyles are shaped differently and move in a more wave-like manner. Getting hit by them is quite dangerous, as it saps 2 HP from you each time. Before jumping, always make sure that any Red Gargoyles are killed. They are not too hard to take out from a distance, but quite difficult when up close and circling you.

NAME: Skull Hive

STAGE: Purple Caves, Outer Castle, Inner Castle 1

DAMAGE: 1 (contact); 1 (projectiles)

POINTS: 100

HP: 3

These foes are some of the most annoying in the entire game. Skull Hives remain stationary and launch round after round of projectile at you. What's worse, these enemies can only be defeated using the Boots of Force. If you lack this item, all you can do is move quickly and hope not to take too much damage. If you do have the Boots, try taking them out at any chance you get, though be warned, they do return if you enter and doors.

NAME: Snake

STAGE: Purple Caves

DAMAGE: 2 (contact); 1 (projectile)

POINTS: 65

HP: 1

Found along platforms of the Purple Caves, the Snakes remain stationary and fire projectiles at you. Though not really much of a threat, make sure there are no snakes firing into any path where you are about to jump. After this, simply dispatch them from a distance and move along.

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C O N T A C T I N F O R M A T I O N

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Thank you for taking the time to read through this guide. I hope you found it informative and useful in your adventures through Wizards & Warriors. If you have any comments on the guide, whether they be corrections, suggestions for future revisions, spelling/grammar mistakes, formatting problems, additional strategies, or any other type of feedback, please let me know. I am quite sure there are treasure spots or "jumping gem" locations that I have missed, and would welcome these additions. Anything contributed will be credited in detail to the sender.

I can be reached regularly at the following email address:
Admiral1018@yahoo.com. Please include "Wizards & Warriors" or something along those lines in the email subject heading if you can, so I don't accidentally delete the email.

Version 0.99 - January 14, 2003

- Preview Version

Version 1.0 - January 15, 2003

- Initial Release

Version 1.1 - January 16, 2003

- Added a new strategy for getting the Red Key in the Fire Caverns
- Added a third treasure spot in the Outer Castle stage
- Made correction regarding flashing gem values in stage 1
- Included information on taking damage from lava even with the Red Potion
- Included limitation about Boots of Force not being able to open doors
- Reworded some descriptions to be more clear
- Fixed a lot of spelling, grammar, and syntax errors

Version 1.2 - March 21, 2003

- Added the section entitled "Ultimate Boss Strategy"
- Added information about Malkil's HP regeneration
- Clarified several areas for improved readability
- Minor spelling, grammar, and syntax corrections

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C R E D I T S

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