

# Xena: Warrior Princess, The Talisman of Fate FAQ/Walkthrough

by falsehead

Updated to vFinal on Oct 3, 2001

```
====
=
- - - - - presents
=
====
```

XENA: WARRIOR PRINCESS - Talisman of Fate - Nintendo 64  
The Total FAQ version 1.60  
Updated 01/18/2002  
By Charles Grey (iceout0002@aol.com)

- |                      |                  |
|----------------------|------------------|
| 01) Updates          | 02) Secret Codes |
| 03) Combo System     | 04) Legend       |
| 05) Universal Moves  | 06) Xena         |
| 07) Gabrielle / Hope | 08) Autolykus    |
| 09) Joxer            | 10) Caesar       |
| 11) Ares             | 12) Velasca      |
| 13) Lao Ma           | 14) Callisto     |
| 15) Ephiny           | 16) Despair      |
| 17) Credits          |                  |

-----  
01) UPDATES  
-----

1.60 (01/18/2002)  
\* Cleaned up FAQ.

1.55 (04/09/2000) 02:41 PM EST  
\* New Gabrielle/Hope ground combo

1.53 (03/09/2000) 08:43 PM EST  
\* Invisible Bird code sent in by several people, but reod\_dai\_2000 was the first to find it  
\* spanka10@hotmail.com says Dahak may be an undiscovered character

1.52 (03/05/2000) 12:31 PM EST  
\* New code from reod\_dai\_2000

1.5 (02/13/2000) 11:19 AM EST  
\* Joxer: Low Dagger (from fallen\_archangel\_82)  
\* Garbielle: Knockdown  
\* Ephiny: Hop Kick

1.4 (01/31/2000) 08:04 PM EST  
\* 3 more ground combos  
\* 5th crouching attack for Gabrielle and Autolykus  
\* Slight fix to recovery attacks

1.32 (01/24/2000) 09:44 AM EST  
\* Callisto's B,F+2/3 slashes from Appleboy  
(They don't look much different from normal moves, though.)  
\* Added "boredom pose"

1.22 (01/19/2000) 12:53 PM EST

\* Added fallen-archangel\_82@yahoo.com to credits and sites to find the FAQ

1.2 (01/15/2000) 08:53 AM EST

\* Callisto's Sword Stab (from appleboy@jps.net)

\* Ephiny's Aerial Kick (it's kind of worthless, though)

\* Finished another ground combo

1.1 (01/09/2000) 11:09 AM EST

\* Completed all of the ground combos, including "dizzy" combos.

\* How to parry weapon combos added

\* 6 new cheat codes, including 3 from DGenerateKane@cs.com

\* Added a few more juggle combos

\* Small corrections

-----  
02) SECRET CODES  
-----

TITLE SCREEN CODES

\* At the title screen tap Right,Right,Left,Left,Right,Left,Right on the directional pad. If done right, you will head a sound.

Now you can enter the following codes:

1,2,4,3 : Bunny outfit for Despair (activate him first)

2,3,2,3 : TITAN level (you can fight 3 opponents at once)

1,1,1,1 : Xena can fight Gabrielle instead of Hope

1,4,1,4 : Play as Despair

\* Despair also becomes playable if you beat the game

IN-BATTLE CODES

\* During the game (it can be a practice game), hold the A button, and tap Right,Right,Left,Left,Right,Left,Right on the directional pad.

Now you can enter the following codes:

A/Z : Big Heads

R : Big Feet

1,1,A : Get a red nose

1,1,Z : Get a purple nose

1,1,R : Get a green nose

2,2,A : White polygon mode

2,2,Z : Snow mode

4,4,4,3,A : Both invisible

4,4,4,3,Z : Make yourself invisible

1,1,1,3,3,3,A : Icy Stages

2,2,2,3,3,3,A : Invincibility

2,2,2,3,3,3,Z : Take less damage

2,2,2,3,3,3,R : One hit win

4,4,4,3,3,3,A : Invisible Bird Attack

\* Repeat the code to turn it off

\* 1,2,3,4,A code (for small fighters) dosen't work on my copy

ALTERNATE OUTFITS

\* Each character has four outfits. How do you get them?

-----  
03) COMBO SYSTEM  
-----

## GROUND COMBOS

These are 2-10 hit move sequences which go through different attacks, even if they don't hit. A few ground combos will "dizzy" followed by a bonus hit for BIG damage. Ground combos during weapon hits can be stopped by your opponent with a parry.

## JUGGLE COMBOS

Some juggle combos exist in the game. With one small exception (Callisto's Flame Vortex), the only chance to juggle is to hit your opponent out of the air. If you connect at just the right time, you can bounce them with more hits before they land. Most juggles involve the first hit of GROUND COMBOS.

## ----- 04) LEGEND

-----  
B = directly away from you  
F = straight ahead

L = not used    R = jump  
                  Z = crouch

B = not used    1 2 = weak/strong punch  
A = target        3 4 = weak/strong kick

## ----- 05) UNIVERSAL MOVES

-----  
Standing Attacks        : 1/2/3/4 (some start ground combos)  
Crouching Attacks      : crouch, 1/2/3/4  
High Block              : B  
Low Block                : Crouch, B  
Parry / Deflect         : 1 while blocking weapon strike  
Jumping Punch           : Jump, 1/2  
Jumping Kick            : Jump, 3/4  
Power Jumping Punch    : High Jump, 1/2  
Power Jumping Kick     : High Jump, 3/4  
Recovery Punch         : 2 when knocked down  
Recovery Kick          : 4 when knocked down  
Get Up                  : 1/2/3/4 after being down  
Surprise Punch         : B+1/2 with opponent behind you  
Suprise Kick            : B+3/4 with opponent behind you  
Wall Jump               : B+Jump near wall  
High Jump               : Crouch, Jump  
Focus on opponent      : Target (3 or 4 players active)  
Throw                   : F+1+3 (close)  
Taunt                   : 1+2+3+4  
Bordeom Pose            : Do nothing while not being attacked 15 seconds

## ----- 06) XENA

-----  
Chakram Throw : B,F+1    Fire Breath : B,F+2  
Flying Kicks    : B,F+4

## GROUND COMBOS

B+1,1,2,1,4,4,4,2 (dizzy combo)  
1,1,1  
2,2,4  
3,3,4

4,4,4

B+4,4,1,2,4,4

JUGGLES

\* Hit out of air with 1, follow with 1,1 (one hit will miss)

\* (corner) Hit out of air with 1, juggle with 4,4,4,4 (very hard)

\* Returning Chakram hits out of air, follow with 1,1,1

-----  
07) GABRIELLE / HOPE  
-----

Single Shot : B,F+1 Leaping Slash : F+1

Floating Shots : B,F+2 Spin Slash : F+2

Face Kick : F+3 Turn Kick : F+4

Overhead Hit : Crouch 1+3

Knockdown Hit : Crouch F+2

GROUND COMBOS

B+1,1,1,2,2

1,1,1

2,2,1

B+2,2,2,2

B+3,1,3

3,4,4

4,4,4

JUGGLES

\* Hit out of air with 4, follow with 4,4 (one hit will miss)

-----  
08) AUTOLYCUS  
-----

Toothpick Toss : B,F+1 Flip Slash : B+1+3

Grapnel : B,F+2 Thrust Slash : B+2

Spin Kick : B,F+4 Mid Kick : B+3

Face Kick : F+4 Wide Slash : Crouch 1+3

GROUND COMBOS

B+1,1,1,2,2

1,1,1

2,2,4

3,3,4

4,4,4

B+4,4,4,4 (dizzies)

JUGGLES

\* Hit out of air with B+1, follow with 1,1,1 (one hit will miss)

\* Hit out of air with crouch 1+3, follow with crouch 3

-----  
09) JOXER  
-----

Overhead Pounce : B+1 Boot Toss : B,F+2

Wild Slash : B+2 Kicks Stone : B,F+4

Roundhouse Kick : B+4 Low Dagger : Crouch B,F+2

GROUND COMBOS

1,1,3,4,1,2

1,1,4,4

2,2,2

3,1,1  
4,4,1,1,4,3,2,1,2

JUGGLES

\* Hit out air with jumping 1, follow with 1

-----  
10) CAESAR  
-----

Arrow Rain : B,F+1    Rock Call : B,F+2  
Crowd Call : 2+4      Shot Kick : B,F+4

GROUND COMBOS

1,1,3  
2,1,3  
B+2,2,3,3,4,2  
B+3,1,1,3,4,4,4  
4,2,2

JUGGLES

\* Hit out of air with early jumping 2, follow with 2 again in air

-----  
11) ARES  
-----

Electro Bolt : B,F+1    Lightning : B,F+2  
Fire Circle : 2+4      Headbutt : B+2

GROUND COMBOS

1,1,2  
B+1,1,1,2,3,3,3  
B+2,1,1,3,4,2  
2,2,2  
3,3,3  
4,3,4

JUGGLES

\* (corner) Hit out of air with jumping 2, follow with 2,2,2

-----  
12) VELASCA  
-----

Blue Ball : B,F+1    Whirlwind : B,F+2  
Wind Breath : 2+4

GROUND COMBOS

1,1,2  
B+1,2,3,4,2,2  
2,1,4  
B+2,3,4,3,3,4  
3,3,4  
4,4,4

JUGGLES

\* (corner) Hit out of air with 1, follow with 1,1,1,1 (very hard)

-----  
13) LAO MA  
-----

Hairpin Toss : B,F+1    Fan Slash : B+1

Axle Kick : B,F+2 Underhand Fan : B+2  
Somersault Kick : B+3 Step Kick : B+4

GROUND COMBOS

1,1,4  
2,2,4  
3,3,3  
4,1,1,1,4,3,2,1,1,2 (Dragon Mist dizzy combo)

JUGGLES

\* (corner) Hit out of air with crouch 2, follow with crouch 4, crouch 4 (5 hits)  
\* Hit out of air with crouch 4, follow with crouch 4

-----  
14) CALLISTO  
-----

Fire Blast : B,F+1 Smash Punch : B+1  
Sword Stab : 1+2 Fire Vortex : 2+4  
Torso Slash : B,F+2 Low Slash : B,F+3  
Leaping Slash : B+3 Roundhouse : B+4  
Leaping Kick : B,F+4

GROUND COMBOS

1,1,2,2,2,4,3  
2,2,2  
B+2,2,4,2,2,2,4,3  
3,3,4  
4,1,2

JUGGLES

\* Hit with 2+4, follow with 2  
\* Hit out of air with jumping 2, follow with quick jumping 2  
\* (corner) Hit out of air with jumping 2, follow with 2,2,2,2

-----  
15) EPHINY  
-----

Face Punch : F+1 Crossbow : B,F+2  
Leaping Kick : F+2 Somersault Kick : B,F+3  
Flip Kicks : B,F+4 Aerial Kick : Jump, 3+4  
Hop Kick : Crouch F+3

GROUND COMBOS

B+1,1,1,1,3  
1,1,1  
2,2,2  
B+2,2,4  
3,3,3  
B+3,3,4  
4,4,4

JUGGLES

\* Hit out of air with crouch 1, follow with 4,4,4  
\* (corner) Hit out of air with jumping 2, follow with 4,4,4

-----  
16) DESPAIR  
-----

Rock Toss : B,F+1 Fire Breath : B,F+2

Flame Eruption : 2+4

GROUND COMBOS

1,1,2,1

2,2,1

crouch 4,4

JUGGLES

\* (corner) Hit out of air with crouch 4,4, follow with crouch 4,4

-----  
17) CREDITS  
-----

Sites that have this FAQ (1/19/2000):

<http://www.gamefaqs.com>

<http://vgstrategies.about.com>

<http://members.aol.com/iceout0002/n64xena.htm>

Tips & Tricks February 2000 : Extra combos  
spankarules@hotmail.com : Gabrielle/Hope combo  
reod\_dai\_2000@yahoo.com : Invisible Bird Code  
fallen\_archangel\_82@yahoo.com : Joxer's Low Attack/Dragon Mist Combo  
Appleboy@jps.net : Callisto's Sword Stab, extra slashes/combos  
DGeneratekane@cs.com : Icy Stage/Invincibility/1 Hit Win codes  
Gamesages (sages.ign.com) : Some of the cheat codes

XENA: WARRIOR PRINCESS - THE TALISMAN OF FATE

(c) 1999 USA TELEVISION

Game by TITUS and SAFFIRE SOFTWARE

N64 (c) NINTENDO

None are affiliated with GameFAQs or

ICEOUT GAME PAGES

01/07/2000

"NO KEYS WON!"

This document is copyright falsehead and hosted by VGM with permission.