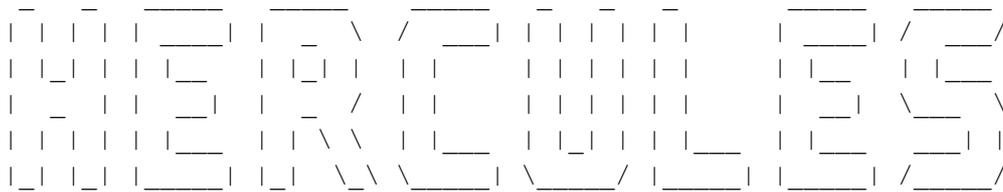


Hercules: The Legendary Journeys FAQ/Walkthrough

by DGenerateKane

Updated to v2.41 on Jul 22, 2004



The Legendary Journey's

FAQ by DGenerateKane

+++===Current Version: 2.41===+++

Latest update always available at www.gamefaqs.com.

+++++

ATTENTION!!!

+++++

I haven't played the game since I first wrote this FAQ, more than two years ago. What does this mean to you? It means I can't answer a single question off the top of my head. However, I did recently "acquire" a copy of Hercules, and can refer to it if necessary. Also, I do plan to start and finish the game someday, so I can add my own Walkthrough for the last leg of the game.

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Date Created: 8-22-00

Last Updated: 7-22-04 @ 12:20 am

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1. Version History

0.5 first version, not much up yet.

0.6 fixed Traycus walkthrough, added character section, and updated sections 7, 8 and 11.

0.7 added codes, gs codes, and dex drive sections, fixed a few things in the walkthrough, and updated contributors section.

0.8 Revised a part of the walkthrough, updated rules section.

0.9 Revised walkthrough, updated section 2 and updated rules section.

1.0 Updated walkthrough, updated contributors section.

1.1 Updated walkthrough, updated contributors section.

1.11 Updated walkthrough, updated contributors section, and changed a section.

1.2 Updated walkthrough, updated rules section, and I have been starting to space sections out to make it easier to read.

1.21 Updated moves section, and updated section 12.

1.22 Updated section 14.

1.3 Do to the many emails I received on it, I have added a more detailed explanation for the journey to Thrace. Many thanks to Philip Buehner(detwings22@hotmail.com). Updated section 12.

1.4 Fixed a couple things in the items section, removed Dex Drive Saves section, and added Q&A section in its place. Also fixed some things in the walkthrough and added a gameshark code.

1.41 Added an item to the item list.

1.5 Updated enemies section, updated contributors section. Also updated controls section slightly.

1.6 Updated introduction, contributors, and Q&A sections.

1.7 Updated moves section, updated walkthrough, and updated contributor's section.

1.8 Updated rules section, and fixed a MAJOR error in the first Minotaur walkthrough (I said he was in an incorrect city).

1.9 Updated contributors section, updated characters section.

2.0 Updated Rules section.

2.01 Updated Rules section.

2.02 Updated Rules section, changed version numbers to better suit me.

2.1 Updated Titan section of walkthrough, updated contributors section.

2.2 Added ASCII text for the title, Top Announcement.

2.3 Changed top announcement to reflect my new e-mail policy, changed my e-mail address, updated the GameShark section due to a credited site's new url, (which happened a year ago :p) asked for help in the Controls section, attempted to rectify the formatting, small updates in other sections.

2.31 Tweaked the format, fixed several spelling and grammar errors, and tweaked a couple things in several sections.

2.4 (1-18-03) Updated Enemies section and Characters section, updated Contributors section and Notes section.

2.41 (7-22-04 @ 12:20 am) Changed email address due to a billion virus riddled emails. Changed intro message.

2. Introduction

This is the story of a time long ago, a time of myth and legend, when the ancient gods were petty and cruel, and plagued mankind with suffering.

Only one man dared to challenge their power -- Hercules! Hercules possessed a strength the world had never seen, a strength surpassed only by the power of his heart. Wherever there was evil, wherever an innocent would suffer, there would be Hercules!

Drinking an elixir poisoned by Hera, Zeus, the almighty king of the gods, fell ill. This gave Ares, son of Zeus and half brother to Hercules, an opportunity to seize the throne. These events transpired unnoticed by the rest of the gods, who merely sensed an imbalance in the godly plane of existence. Most fled to the mortal plane to investigate the cause of this disturbance, causing turmoil among the mortals on Gaea. As most of the gods were either too busy or too petty to care about the mortals, it would be up to Hercules, and you, to save them. Are you up to the challenge?

This is the story at the beginning of the game

Sent in by Mike (mikeca@idmail.com)

3. Controls

(Hercules/Ioles/Golden Hind)

Joystick-move character (move left/right while blocking to dodge)

B-punch/staff strike

B,B,B-punching combo/striking combo

hold b-power punch

A-open doors/chests, talk to people i.e. action button

c-left-back kick/reverse staff strike

c-down-block

c-right-first person view

c-up-Potion sub menu (Hercules only)

R-jump

R+B (simultaneously)-Charging attack

Z-change views

L-not used

B+R- Not to be confused with the charging attack, use this while standing still, Hercules does a spin sort of punch.

Could someone tell me the exact controls for the Golden Hind? Someone sent them in awhile ago but I accidentally deleted the e-mail. If someone does, I can then separate the Controls section into three parts, one for each character.

4. Items

barrels-can be picked up/thrown by herc and destroyed by Ioles, inside is a healing item.

apple-100 health

beer-200 health

bread-300 health

meat-450 health

fire potion-used by Hercules as an offensive attack, buy inside the tavern.

earth potion-same as above

lightening potion-same as above

freezing potion-same as above

dinars-currency used to buy various things (you start out with 100)

small key-usually used to open locked chests

key to Thrace-self explanatory

Letter-deliver to a person

world map-self explanatory

leather coat- a coat

runes-used to open doors

(Most items used for trade are not included.)

apple, beer, and bread values were fixed thanks to raju

(raju.shah@aya.yale.edu)

raju also let me know about the meat.

5. Enemies

Bandits-small weaklings that will not only attack but also try to steal money from you

when given the chance. (each one killed gives out 5 dinars.)

Warriors-a bit tougher than the bandit, but wont steal money. (each one killed is 5 dinars.)

Ninja's-Tougher than the warrior, and wont steal money. (each worth 10 dinars.)

Soldiers-a little tougher than the warrior, doesn't steal money. (each worth 5 dinars.)

Wolves-Tough S.O.B's to hit, but die easily. (each worth 5 dinars.)

Archers-They are not that hard to dodge, only The Golden Hind can kill them without the use of GameShark. (If you use GameShark and use moon jump, u can kill them, each worth 5 dinars.)

Barbarians-They wear wolf skins, and are as tough as the soldiers. (each worth 5 dinars.)

Knights-These S.O.B's have armor, and are harder than hell to kill. (each worth 10 dinars.)

Birds-As the Golden Hind You can shoot a couple birds. (each worth 5 dinars.)

Satyrs-the goat like archers. (each worth ??? dinars.)

Skeletons-Found in the minotaurs labyrinth, these guys are hard. (each worth 5 dinars.)

Skeleton Wolves-found in second minotaurs labyrinth. (each worth ??? dinars.)

Swamp Monsters-Found in the swamp between the training area and Traycus, they look somewhat like the monster that guards the Lens of Truth in Zelda: OoT.

Hera-Queen of the Gods, Hercules's Evil StepMother.

Ares-Evil God of Warfare

Tents-Not really an enemy, but it gives you dinars. (each worth 10 dinars.)

Gigantus, Asterius and Gryphus-The three minotaurs.

Mnemosyne-The Titan.

raju informed me about the Skeleton Wolves.

Note: Aost names were conjured up by me. I didn't have the instruction booklet so I don't know what the actual names are.

6. Characters

Hercules-Main character you play as.

Ioles-Second most used character.

Serena- A.K.A. The Golden Hind-Third most used character, Serena is her human name.

Aphrodite-Goddess of Love, gives Ioles a message.

Scribe-The dude that saves your game for you.

Salmoneus-Tavern owner in every city, sells magic potions to Herc.

Hephaestus-Blacksmith in Alpsius, he is very helpful.

Serena- the female-centaur who shoots with her bow.

Cheiron-the male-centaur who trains you at the start.

Morigan-Leader of San Tomanicus

The acolytes-the dudes where you can buy medailion

Zeus-God of all gods, and your father.

7. Walkthrough

(please note this is entirely by memory, if something is wrong or out of order, email me) (also a tip, save at every scribe.)

a. Training

This is easy, no need for a walkthrough here.

b. Journey to Traycus

Along the way you will find a few tents housing bandits. Each tent has five bandits you can kill. After you kill them power punch the tents until you destroy them to get 10 dinars.

You will come across a big rock next to a wall, you must lift it and open the chest to find a key. Use the key in the keyhole behind the waterfall to open the gate.

As you go along you will find a few chests with 100 dinars each, also you will run into a few rock walls, power punch them to continue on the journey.

Near Traycus you will see a small cave entrance, ignore it, you will come back to it later.

c. Traycus

Upon entering Traycus the villagers inform you that a Cyclops has blocked the river with a giant boulder and injures the villagers who stand up to him.

First cross the empty river and walk up the wood ramp ahead of you. Talk to the lady and she will inform you she has lost her mothers cookbook and is distraught because it is a family heirloom. Go back down the ramp and immediately to your right is the house with a shelf of cookbooks. On it is her mother's cookbook, return it to her. When she takes it she finds a key between the pages.

Walk down the ramp and head towards the farmer's house with the fence, to the right of his house is a bridge you need to cross. Immediately to your left is a different wood ramp. Climb the ramp and jump into the river on your left, swim to the left until you find a chest. Open the chest and you will find a teddy bear. Get in the river and swim ahead, then turn left and swim under the bridge until you find the way out of the river. Turn right and walk towards the well. When you reach the well you should see the tavern and another building. Enter the other building and give the bear to the man inside. He gives you the key to the Cyclops. Head to the gate with the giant fence around it and inside you must battle the Cyclops. To defeat him, try to get at his sides to attack. After you defeat him, He removes the boulder and is swept away with the tide.

In one house there is a man who asks you to deliver a letter to his cousin, say yes, you will need it. Go to the farmer whose crops are growing again and take the wheat he gives you. Take it to the mill to get it made into flour. Now you can return to the cave that you passed earlier where Ioles waits.

d. The Vines

Ioles informs you that the river has rejuvenated the vines and wonders if you want him to take a look. This is when you take over as Ioles, first up climb the vines. You enter what looks to be...well, I don't know. There are bandits and archers here, just run when you encounter the archers. It isn't much of a maze so I won't go into detail. You then enter a city which I don't remember the name.

First go to the house that Aphrodite resides in. She will say to you to tell Herc. to go to alpsius and talk to a guy. Leave and go to the house right by it, inside is a girl who lost her cat. Go to the house with the vines (the one that the vines aren't behind a fence)and climb up to the top. Jump to the catwalk and you will find the cat. Return it to her and she wants to bake a pie for you but has no flour. Give her the flour and she bakes one for you. Take the pie to the house where a lady says she is hungry. Give it to her and she will let you use her secret passage behind her fireplace. Now head to where there is a small pool of water and walk around until your action icon appears. Press A and you should pick up a small key. Return to the hungry lady's house and use the secret passage. Climb the vines and jump onto the catwalk that leads to a chest. Inside is the Gem of Dispel, which you need to free the mayor.

Go to the house in the middle of the town and inside is the mayor, free him and he will give you the key to Thrace. Now you can go back to Herc.

e. Journey to Thrace

With Herc. return to Traycus and go to the door that leads to Thrace. First once you get in fight the guys if you want and turn right and the first one you see. Climb the ladder and press the switch. Now go back and keep going forward until you see a like bridge with an archer on it. There should be like a hill near by on the hill is the second switch. Now go to the bridge and through it until you see a fork in the road. Go to the right. Go up the ramp and you should be at a higher elevation than before. Go across the bridge and then keep going until you see like a cliff with no bridge. Jump and if you do it just right you'll make it to the other side. (It may take a couple of tries. If you have a gameshark just use moon jump). Now keep going and press the switch, now fall into the little ditch that you had to jump over. Keep going and you should make your way to a wooden ladder thing. (If you keep going and find a bunch of dogs you went the wrong way turn around.) Press the switch. Now go to where the wild dogs are. Keep going until you see the door to Thrace (If that is not the right city I apologize.) You can't open it so don't even try. Now go right and you should see like a separate path go through and find the last switch. Now open the door.

f. Thrace

From Thrace you can go to several places, one being the sacred garden of shrines. In each town there was an altar and a man asking for a 100 dinar donation to a god. Pay all of them and you get a medal from each. You then

you to turn left well turn right. You should find a wall with 5 tiles break it and find a chest same thing as always. Then go back where you found the first wall and near it is a wall with 6 tiles break find chest etc. Once you open the 6th chest it will give you a big key. Now go down the ramp (where the second chest is) and immediately turn left you'll see a wall break it and find a big door open it using the big key and then fight the minotaur. This minotaur is a bit harder. First you must power punch all three gongs to make the hot magma appear. Then just beat him up and throw him into the magma. Return his heart to get another rune.

i. Journey to San Tomanicus

You will come across several groups of soldiers along the way, all in threes. About halfway to San Tomanicus on your right is a cave, ignore it, you will return later.

j. San Tomanicus

Immediately take a left and go to the ship at the end of the dock. The lady will tell you she would like you to get some things for her. Leave the dock and along the left cliff wall you will see another path leading to a cove. Swim out to the small boat and the woman will give you her spare net. Return it to the woman on the ship and she will then need bait.

Take the money and one of the buildings on the walkway above has a picture of a fish on it. Buy the bait from the shop owner (I think it cost more than the lady gave you) and take the bait to the ship. She gives you a clam in return, which a lady will shuck for you. She is also located in a building on the walkway.

Inside is a pearl that you give to the village leader located inside the tavern. She gives you the key to the third minotaurs labyrinth. Unlock the lock on the pedestal and then open the door to the labyrinth with the rune. Once you start you'll be at a fork in the road turn left. Then if you look straight ahead there will be a couple of left turn places you can go. Turn left at the first left you see. Then keep going forward and turn at the second left. (The first left is where three chests are, don't go there yet.) Make your way around and you should see a chest with one tile above it open it. (There is a pit near it make sure not to run into that. Jump over it.) You should get a key.

Now go back around to where there is like a wall that moves with spikes on both sides. Then dodge the wall and make an immediate left. then turn at the second left. There should be like a door type thing that open and closes. Go through that and find a chest open it and get the key. Now go back and once you dodge the door type thing that open and closes and turn left. If you have done everything correctly to the left of you should be a wall type thing that can smooch you. DON'T GO THERE YET.

Now go right and an immediate left go around and you should see more doors than open and close go through there and find another chest. Open it and get the key. Now go back around where if you turn right you will be near the wall that can smooch you. Don't go there turn left. Keep going forward and turn right. If you did everything correctly you should be were you started the level. Now pretend you are getting the first key again. Remember when I told you to take the second left well take the first. You should be where three locked chests are. Open them using the three keys you got. Now you should have three large keys. Now make your way around till you get to where the wall smooches you. There are two of them I would take the one on the right. (I think it 痴 easier but it doesn't matter.)

Now get by that and you have two options you can go around or you could go

where there is another wall with spikes on both sides. DON'T GO THERE YET. Now go around and you should see a statue and some crates of food. Keep going and find another wall that smooshes you. Right behind it is another chest with another key. Get the key. Now go back where the wall with spikes on both sides is and turn right go around and find another chest. Open it using the chest key you just got. It should give you a huge key.

Now go back and dodge the wall with spikes and once you have dodged it immediately stop. You should see three keyholes next to you. Use the large keys. A certain key works for a certain hole so don't thing you messed up if the key doesn't work just try a different hole. Now if you have put those in go forward a little bit and to the left of you should be a huge keyhole. Put the huge key in there. Now go around and you should be at a wall that can be broken. Break it with your massive punch. Now immediately turn right and there should be another wall to the right of you break it and find a stone thing that you can push in. Press it. Now go back to where you just can. WHERE YOU WHERE BEFORE YOU TURNED RIGHT, NEAR THE HUGE KEY HOLE.

Now keep going forward and to the left of you should be another wall. Break it and find another stone. Push that in. Now go back to where the first stone thing was and keep going forward until you can't go forward any more. YOU SHOULD BE UNDER A LANTERN.

Now turn left and then right go forward and find another wall. Break it down and find the last stone thing. Press it in. Now turn right and right again you should see two lanterns. In between them is a door. Open it and fight the 3rd Minotaur. In order to beat the minotaur you have to break the stone pillars. Break 1,2, or 3 of them. DON'T BREAK ALL FOUR OR THE PLACE WILL BE FILLED WITH LAVA AND YOU'LL DIE. Beat the minotaur until he is dazed and throw him into a waterfall of lava. The more pillars you break the more lava waterfalls there will be.

Tip

A trick is to get Herc aligned with the lava waterfall then when the minotaur is about to attack, attack and hit his axe, This makes him block and charge at Herc. Then jump out of the way. So he charges right into the lava waterfall.

Sent in by Dark Dragon.

k. The cave

Go back to Alpsius and talk to Hephaestus. He'll give you another rune. Now go back to San Tomanicus and go through the cave. You will see The Golden Hind and she'll take over. Now go open the door and you'll find a lot of archers. Kill them if you want but I just run right past them. Keep going until you see bird痴 right behind the birds is another cave. Go in and press A. If you have the rune you should be able to get in. Now she'll read something and some type of Titan comes out. (If someone could actually pass this part without using gameshark they must be really good.) Don't try to shoot arrows at him because it won't work. Instead there are like 7 or so bull痴-eyes. This is really hard you have to shot all of the bull痴-eyes down in order to kill the Titan.

When the titan comes out of the ground, ride around the big circle. When you see that little bar that shows you how high your shooting turn red that is the one you shoot first. When you knock it down go to the next one that turns red and shoot it down keep doing this until there are no more bull痴-eyes left.

Once you've killed him go back to Hercules and have Hercules go back to

Hephaestus. He'll give you the medallion of Zeus. Now if you have given the guys the 100 dinar donation to each of the gods you should have every medallion. (You can check by pressing start and seeing if you are missing any.) If you are go back to each city and get the medallions. Once you have all the medallions. Go to the Garden of the Shrines which is the door to the right of Traycus and to the left of Alpsius.

Put the medallion on each of the pedestals and when you've have done the others. Zeus' is on a higher level kick the block to the edge and jump to his pedestal or if you have gameshark you can just moon jump. Once you do that on the lower level (Where Demeter's pedestal is) you should see a shiny white glowing thing go to it. This will take you to MT. OLYMPUS.

First off any time you see a gem grab it. You should end up with four gems before the level is over. You find the yellow gem really early and the others I'll tell you where they are. First keep going to the shiny white thing. You should easily see it until you get to a place where there are four kicking stones. Kick the 1st and 3rd ones forward and the 2nd one back. A white sparkly thing should appear.

Now you should be at a small place where it looks like there is no where to go. But there is a small narrow path that you can see if you hold Z. go along that path and at the end you should find the Blue gem grab it and go to the shiny white thing. (There is a building where you can save after you get the Blue gem.) Now go around until you are on "Yellow Sand" Go in side the path way and find the yellow gem. Grab it and go to the shiny white thing. Now go forward and grab the Red Gem. You should have every gem now.

Now go around until you see the Golden Hind. Let her take over. With the Golden Hind go around until you see a bridge right underneath that bridge there is four pillars with a shiny white thing. Go to it. Now fight the Fire Breathing dragon. Just shoot arrows at him until he is dead. Then once you've killed him you should drop one level down and find Hercules. Take over as him. Now if you are facing the wall turn left and you should end up at a dead end with a statue near it. Kick the statue and fall into the secret passage way thing. You should be at a higher level. Make your way around until you find a ramp that leads to the next level.

Now you should see four pedestals put the gems on them. Then a shiny white thing should appear in the middle go to it. Now you fight Ares. Take out half his life and then he will disappear. Then four of the things you fought through out the game come after you. I.E. a Thief, a minion etc. Kill them and Ares will come back but there will be three of them. You only have to kill one so I would only focus on one. Once you kill one you will tell Ares his kingdom is no more and save Zeus.

8. Codes

After more than two years, no code has surfaced. It is safe to say none exist, besides GameShark codes.

9. Gameshark Codes

1. Infinite Health
810CF93E 270F

2. Max Health
810CF942 270F

3. Moon Jump [note 1]
D017D2D5 0020

810CF994 44CB

4. Infinite Magic

810B65CA 000A

810B65B2 000A

810B65E2 000A

810B65FA 000A

5. Infinite Dinars

810B6042 03E7

[note 1] Press and hold L button to rise and release L at desired height to fall.

Infinite health and moon jump I have tested and work.

Codes 1-4 I found on www.cmgsccc.com.

Code 5 I found at www.gameshark.com.

10. Q&A

Got a question that's bugging you? Send it in and I'll answer them the best I can as long as it 痴 not answered somewhere else in this FAQ.

1. Where is the medallion located in Alpsius?

A. Inside the cave that Hephaestus resides in, there is another cave entrance. It is the path that leads up the mountain straight to the shrine.

11. Notes

Well, it is pretty much complete now, nothing left to add except corrections, if any even exist.

12. Contributors

To contribute to this FAQ email anything I have missed, or messed up on. You will receive full credit in this section.

www.cmgsccc.com - 4 gameshark codes were found here.

www.gameshark.com - 1 gameshark code was found here.

Philip Buehner (detwings22@hotmail.com) - Walkthrough for the journey to Thrace, maze to the second minotaur, third minotaur, and the rest of the game.

Brian (Trunks1819@cs.com) - Informing me what the button combination for the charging attack was.

Raju (raju.shah@aya.yale.edu) - Informing me about the values of the three healing items and that there was another healing item. Also let me know there was another enemy.

Mike (mikeca@idmail.com) - Sending in the story from the beginning of the game.

Dark Dragon - sent in a tip for the third minotaur.

Chris (christhiessen@hotmail.com) - sent in a move for Hercules

goucher@uswest.net - sent in the name of the tavern owner.

FIyguy007@aol.com - Sent in the order to shoot the bull-eyes at the Titan.
Erwin van der Klooster (The Netherlands) - Sent in a couple enemies I missed,
and names of several characters.

13. Contact Info.

Nickname: DGenerateKane
Real Name: Brandon Bierman
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AOLIM: DGenerateKane (May become inactive near the end of 2002)
ICQ#: 53809292
Message Board name on Gamefaqs: DGenerateKane

14. Rules on this FAQ

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<http://www.cheatcc.com>
<http://www.gamewinners.com>
<http://www.cheatcity.com>
<http://www.cheatplanet.com>
<http://www.nitestash.com>
<http://www.cheatstop.com>
<https://www.neoseeker.com>
<http://www.freshbakedgames.com>
<http://www.dhgaming.freesevers.com>
(<http://www.dhgaming.com>)
<http://www.gamened.com>
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