

Disney's Hercules Action Game FAQ/Walkthrough

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This walkthrough was originally written for Disney's Hercules Action Game on the PSX, but the walkthrough is still applicable to the PC version of the game.

Disney's Hercules
For the Playstation
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Introduction:

Get ready for the Epic Adventure of a lifetime. You are Hercules, battling through a series of action-packed levels in order to prove yourself a True Hero on Earth and take your rightful place as a god on Mount Olympus!

However, before you can face your first monster, you'll have to convince Phil, Herc's temperamental trainer, that you've got what it takes to be a True Hero.

Once you've sharpened your skills, rescued a few "Damsels in Distress" and shown Phil you've got what it takes, you'll be ready to set off for a REAL adventure! If you're able to make your way through the deadly Centaur Forest, survive the chaotic "Big Olive," and defeat the fearsome Hydra you'll think you've got this hero stuff wired!

But that's just the beginning.

Hades, the dark lord of the Underworld is carrying out his evil plan. He's enlisted the Titans - elemental creatures of Ice, Wind, Lava, and Rock - as well a monstrous brood of fire-breathing Griffins, razor-beaked Harpies, and a whole army of Skeleton Warriors to help him.

To foil Hades' plan Hercules is going to have to use every bit of his training strength and skill. So guzzle some Herculade, sharpen your

sword, and see if you have what it takes to go the distance, and become a TRUE HERO!

The World of Hercules:

Your Basic D.I.D.* (*Damsel in Distress):

On the mythical Isle of Idra, Hercules receives instructions from his trainer Phil in order to develop the skills necessary to become a True Hero. Acquire power-ups or the "Gifts of the Gods" as you progress through the level. Experiment with the different types of Power Swords to defeat the various mechanical training dummies you must face in Phil's home-made training ground. Phil will monitor your progress, give you hero hints, and allow you to advance through the level once your skills have been sufficiently developed.

Climb ledges, swing on poles, and stomp around to fully explore the world Phil has created. Watch out for the mechanical Stymphalian Birds. Drop-in Dummies, and jumping Sharks that may appear without warning!

The Hero's Gauntlet:

Phil has designed the ultimate training gauntlet, forcing Hercules to successfully navigate a treacherous path of mayhem and danger. Execute expertly and you're ready to take your show on the road to the Big Olive. But one misstep, and you go from Hero to ZERO! Remember - save those Damsel Dummies to maximize your results!

The Centaur's Forest:

On his way to Thebes, Herc and Phil hear cries from a REAL Damsel in Distress and find themselves in a most unfriendly forest. Collect and use all the weapons at your disposal including your Power Punch (remember it needs to be at MAXIMUM power to have any effect) and M.A.G.S. to reveal new or hidden area. Don't be afraid to follow paths into the background where you will discover power-ups, "Gifts of the Gods," and more enemies for you to defeat. Get safely through the forest and Nessus will be waiting for you as a final, formidable challenge.

The Big Olive:

Welcome to Thebes, A.K.A. The Big Olive. This is a city in serious need of a hero. Work your way through the city by beating down the Thebian Thugs, Skeleton Warriors, and the mighty Minotaur (remember, Herc's pretty good at throwing things into the background as well as side to side!). Protect the Thebians from being carried away by Harpies, giant winged warriors of doom. Climb the stairs into the background, use your M.A.G.S. (Mid-Air Ground Slam) to reveal hidden areas, but watch out for the falling debris. After all, Thebes wasn't built with earthquake safety in mind!

The Hydra Canyon:

The Hydra Canyon is named after, well the Hydra. And with the whole city of Thebes watching, it's time to show the world just what kind of a hero you are!

Medusa's Lair:

She has the stare that turns living things into stone and flaming Venom Spit that comes flying out of her head (sounds like the perfect blind date for Hades!). Medusa is all monster as Hercules tries to avoid her stare and the Skeleton Warriors that protect her. To solve the challenge you may need to find a way for her to take a good look at herself in some sort of mirror! Good luck. Hero hopeful!

Future Levels:

Cyclops Attack

Titan Flight

Passageways of Eternal Torment

Vortex of Souls

What, you think we're going to tell you everything? Good Luck on becoming a TRUE HERO!

Getting Started:

Use the Directional button to highlight START GAME, PASSWORDS, LOAD GAME, OR OPTIONS from the Main Menu on the Title Screen, and then press the X button on the controller to select.

Choosing Options:

Be sure you make your choices from the Options menu BEFORE you start to play.

Use the Directional button to highlight CONTROLLER, SOUND GAMEPLAY, or QUIT from the Options Menu, and press the X button to select.

Controller:

Use the Directional button right, or left to select the controller options you desire. Press the triangle button to select and back up one screen.

Gameplay:

Use the Directional button up or down to highlight the Number of Lives or the Difficulty level (Beginner, Medium or Herculean), and the Directional button right or left to change the values. Press the triangle button to select and back up one screen. NOTE: Beginning players might want to start on the Beginner difficulty setting to practice, but just be aware that you will not be able to finish the game on the Beginner setting.

Quit:

Exits out of the Options Screen to the Main Menu.

Using Passwords:

If Hercules is able to find all four Mystery Password Vases in selected levels, then a password (in the form of a series of four pictures on vases) will be offered upon the completion of the level. To rejoin your adventure at a later time use the square and circle buttons to turn the vases, then press the X button to select. Meg will assist you by turning the vases. Select the correct picture on each vase, and be sure they are in proper order, so they match the password you received. Once the correct pictures are chosen, and they are in the proper order, press the Start button to take up your adventure at the beginning of the next level.

Controls:

Movement:

Use the Directional button to guide Hercules left, right, forward, backward, and to move him in the air.

Jump:

Press the X button to Jump. Press and hold the X button to increase the height of Hercules' jump in order to reach higher ledges.

Running Jump:

Press and hold the Directional button right or left, and press the X button to perform a running jump.

Sword Action:

Press the square button to combat enemies.

Jumping Sword Attack:

Press the X button to jump, and while in the air press and hold down the square button to attack your enemies with your sword.

Punch:

Tap the circle button to quickly throw a double punch.

Combo Punch:

Press and hold the circle button to throw a series of combo punches at your enemies.

Jumping Punch:

Press the X button to jump, and while in the air press the circle button to land a jumping punch on your enemies.

Uppercut Punch:

Press and hold the Directional button down to duck, and press the circle button to throw an uppercut punch at your foe.

Power Punch:

Press and hold the triangle button for Hercules to begin winding up for his Power Punch. The longer the "powerbolt" icon charges the more powerful Hercules' Power punch becomes until it reaches MAXIMUM FORCE (indicated by a ringing bell). Only at the strongest level can Hercules use his Power Punch to smash throw obstacles in his path. But be careful, the longer Herc takes to charge up his Power Punch, the more vulnerable he is to attack!

M.A.G.S. (Mid-Air Ground Slam)

Press the X button to jump, and the Directional button down while Herc is in the air to create an earthshaking M.A.G.S. Use this to open up secret areas and loosen surrounding objects.

Swinging:

Press and hold the Directional button right or left, and press the X button to perform a running jump when a "pole" is spotted. Once you grab onto the pole you will begin swinging. Jump for a swing pole while standing still by hitting the X button and pressing the Directional button left or right, to grab the pole. Press the Directional button left or right, in the opposite direction of Herc's swing while on a swing pole to change direction.

Picking Up and Carrying an Object:

When Herc finds an object that he can pick up and carry press and hold the Directional button right or left to pick up the object. While carrying the object you can move Herc by pressing and holding the Directional button right or left, but remember that with all that weight he can't move very fast, and becomes an easy target for his attackers.

Throwing an object:

Once Hercules has picked up an object, move him into position to throw the object by pressing and holding the Directional button right or left. Now press the Directional button right, left, or up (for the background) to aim where you wish to throw the object. Next, press and hold the

square button to throw the object.

Grabbing a ledge:

Press and hold down the Directional button right or left, and press the X button to jump up and grab onto a ledge.

Selecting Power-Ups:

On some levels, Gifts of the Gods can be selected by pressing L1 or R1. The rotating icon in the upper right corner (depending on the level) reflects current Gifts of the Gods being used by Hercules, and indicates how much energy is left in the meter on the right of the icon.

Power Swords:

Special Power swords can be used by pressing L1 or R1 to select the desired weapon followed by pushing and holding the square button to fire. Note: Each Gift of the Gods sword icon you can find increases its amount of energy and results in additional time Hercules can use the weapon against his enemies.

Items:

Small Coins (Silver): Collect for bonus points awarded at the end of the levels.

Large Coins (Gold): Collect for bonus points awarded at the end of the levels.

Herculade Bottles: Collect to restore health.

Hercules Action Figure: Collect to increase the Herometer.

H-E-R-C-U-L-E-S Letters: In selected levels of the game, a Continue can be earned by collecting all the letters and spelling HERCULES.

Hercules Vase (Small Vase): Collect to earn an extra life.

Mystery Password Vase (Large Vase): If Hercules finds ALL FOUR Mystery Password Vases in a level, after finishing the level a PASSWORD SEQUENCE will be revealed that can be used either with Meg in the Password area or saved onto a Memory card.

Hermes Sandals: Instantly increases Hercules' speed allowing him to smash through certain rocks and boulders. A word of caution: Hercules can't smash through everything.

"Hermes" Level Marker: When Hercules meets Hermes within a level, his progress is saved and each new try will be started from the last Hermes point Herc was able to reach.

Damsel Dummies: Rescue Damsel Dummies on the Isle of Idra to prove to Phil you're ready to be a hero (in addition to earning a few bonus points in the process)

Gifts of the Gods (Power-Ups):

Helmet of Invincibility: Causes temporary invincibility when selected.

Sonic Sword: Affects enemy targets at close range with a circular sonic

blast when selected and fired.

Lighting Sword: Shoots lightning any direction Hercules aims when selected and fired.

Fireball Sword: Shoots fireballs that seek out onscreen enemies when selected and fired.

Walkthrough:

Opening Scene

"Your Basic D.I.D "Damsel in Distress"

Move right and jump up to get the coins. Continue right and press the square button in front of the dummies to break them. Jump up and press the square button to smash the last 4 dummies. Afterwards, rescue the D.I.D and get the coin that drops down. Continue right and jump onto the bar with all the dummies hanging off of it. Don't smash them with the sword, or the bar will be too high to jump onto it. Stand in the middle of the bar and press the X button to jump, while holding down the down arrow, so that Hercules does a M.A.G.S. (Mid Air Ground Slam). Keep doing this until you break all the dummies and the bar is raised up to the top. Once the bar is all the way raised up, jump up to get all the coins and the letter "H". Drop off the right side of the bar, and get the "damsel in distress" and coin that drops down. Continue forward to the next test. There will be dummies moving back and forth. Press the square button to smash the first one, then get the coins. Now, smash the next one. You can't get the D.I.D. yet, so continue on and smash the next 2 dummies, getting the coins make your way back and get the D.I.D. and get the coin that drops down. Move right, going under the block that Phil has just raised. Hold down the right arrow run then jump up, getting the next coins on the right and watching out for the dummies that are falling. If you miss any, don't worry because you can go back and get them after the dummies have all smashed to the ground. Continue right, jumping up to get the next set of coins along the way. Keep going until you come to a bar with several dummies hanging from it. Jump up and get the 3 coins, then wait for the bar to get close to Hercules and jump onto it. Move to the middle of the bar and there will be a smaller bar sticking out above you. Jump up to it, and Hercules will spin around it. Whichever way you want him to spin, press that direction on the controller. Get all the coins and the letter "E". Now, do a M.A.G.S. (Mid-Air Ground Slam) and smash all the dummies. Drop off the right side, and get the D.I.D. and coins. Continuing on, the next set of test dummies will be swining around in a circle. Get close to them, and press the square button to smash them. Keep hitting them and eventually they will break. Do the same thing with the next set of dummies, and the D.I.D. will drop down. Get her, the extra Hercules and coins, then move right again. Before moving under the raised block, jump up to the get the lightening bolt, and Herculaide along the way. Continue right, jumping up to get the 3 coins, then jump onto the lowest cliff ledge. Get the Herculaide and coin, then jump up to the next ledge getting another Herculaide and more coins. Finally, jump to the top getting the next lightening bolt along the way. At the top, press the R1 button until the lightening bolt shows in the upper right hand corner of the screen. Hold down the square button, and press the right and left arrows. Lightening will shoot out of Hercules sword, smashing the mechanical birds. Now, move right to the place where the rock looks broken on top of the cliff. Perform a M.A.G.S, and Hercules will fall through. (takes about 3 M.A.G.S) As he falls, he will get some coins and the letter "C". At the bottom, jump to the left getting the vase, then

jump right to get more coins and the letter "R". Climb out of the hole, and move to the right. Stop at the ledge before dropping down. Soon as you drop down hold the right arrow and quickly make your way across, jumping up to get the invincibility helmet along the way. If you don't, all of the log bridge will fall out from under you. On the other side, drop back down to the left and get more coins. Afterwards, make your way back to the right again and climb onto the ledge. Press the R1 button until the helmet shows in the upper right hand corner. Now, the swarms of birds can't hurt you. Smash all of the mechanical birds, then drop down to the right, swinging your sword to smash more birds. Run to the right and jump over the pits of water to get the coins. If the shark jumps out, hit him with your sword. Now, there will be another bridge of logs like the last one. As before, quickly run across, jumping up to the coins along the way. At the end, you will see a column in front of you. Press and hold the triangle button to do a Super Punch. Wait until the meter fills up, on the upper left hand side of the screen, and you hear a bell ring. Release the triangle button, and Hercules will smash the column to bits. Get the coins, then repeat the process for the next column. Now, grab the vase and continue to the right. Past the trees, trap doors in the ground will open and mechanical robots will jump up and come after you. Smash them with your sword, and get the coins, little Hercules, and Herculaide that come out of them. Perform a Super Punch to smash the next column, then jump up to get the flame on the other side. Keep running to the right, ignoring the birds for now because traps will shoot fire balls at you. Once you are on the other side, press the R1 button until the flame shows up in the upper right hand corner. Smash the birds with your flame sword. Afterwards, continue to climb up the cliff ledges to the top, getting the coins along the way. At the top, move to the middle where it is broken and perform a M.A.G.S.

To be continued!

Credits:

CJayC: For having a great website!
Disney Interactive: For making the game!
Instruction Manual: For the Introduction, Word of Hercules, Getting Started,
Using Passwords, Controls, Items and Gifts of the Gods(Power-Ups)!
Anyone who reads this!

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