

Evil Dead: Hail to the King FAQ/Walkthrough

by Demon-Fighter Ash

Updated to v2.5 on Apr 9, 2001

This walkthrough was originally written for Evil Dead: Hail to the King on the PSX, but the walkthrough is still applicable to the PC version of the game.

"But as for myself, I have seen the dark shadows moving in the woods and I have no doubt that whatever I have resurrected through this book is sure to come calling for me..."

--Professor Raymond Knowby's last words, "The Evil Dead"

EVIL DEAD: HAIL TO THE KING FAQ v2.5
for the Sony Playstation
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SECTION 1: THE EVIL DEAD STORYLINE

This game is a continuation of the Evil Dead movies, so it definitely helps to know the trilogy's story. Since the game's introduction rushes through that part, here's a more involved description:

It all began when Professor Raymond Knowby and his wife Henrietta rented a small cabin in the woods where he could rest and concentrate on translating the Book of the Dead, an ancient demonic text he'd excavated in the ruins of Kandar earlier that year. He recorded aloud the phonetic translations of the demon-resurrection passages, spells designed to awaken an evil presence that slumbers in the forests and dark bowers of man's domain, and in doing so unwittingly unleashed an evil force that possessed his wife and tried to kill him. He survived the attack, but mysteriously died later that week; whatever evil was revived by his translations returned to its slumber.

A week later five college kids, including S-Mart employee of the month Ash, rent the cabin for a weekend of partying, or hunting, or whatever. They find the book, an ancient bone-dagger that was unearthed with the book, and the tape-player of the professor's translations. They play the tape that night and the evil force awakens again, possessing each of them one by one and changing them into undead cackling monsters. The only way to stop a possessed victim is to totally dismember them, and since there's a chainsaw and sawed-off shotgun handy...

"Why do you bastards keep torturing me like this...why?!"

Ash is the only one to survive the night and he tries to escape the next morning, only to find the bridge leading back to civilization has been totally destroyed. The sun sets and he retreats back to the cabin, where his mirror image briefly comes to life to taunt him. Eventually his right hand is infected with the evil--it keeps trying to kill him and he finally has to cut it off with a chainsaw.

"Who's laughing now, huh? Who's laughing now?!? Aaaaaaggggghhhhh..."

Soon Annie Knowby, the professor's daughter, shows up along with a few others, expecting to meet her parents. They band together that night against the evil and, in the course of the battle, Ash goes to the workshed, using metal-braces and leather straps to connect the chainsaw to his right arm.

"Groovy."

After an encounter with the ghost of Raymond Knowby, Annie uses the Book of the Dead to open a vortex and banish the evil...but is stabbed in the back with the ancient dagger by Ash's demonic severed hand. She finishes the spell with her dying breath and the vortex opens, sucking the evil, Ash (chainsaw-arm, shotgun and all) and his Delta '88 into the past.

He lands in fourteenth-century England, where King Arthur is under siege by the monsters that he and his wise-men call "deadites." They suspect Ash of being a rival king's soldier and take him prisoner. They try to toss him into a pit of deadites, but he fights his way out and sets things straight.

"Alright you primitive screwheads, listen up! This...is my...BOOMSTICK!!!"

Now convinced that Ash is the "Hero from the Sky" prophecied by the Book of the Dead to save them from the deadites, Arthur and the wise-man send Ash into a haunted graveyard to retrieve the book so they can destroy the evil once and for all. He doesn't remember the spell that would have allowed him to safely remove the book from its altar and so accidentally awakens an army of skeletal deadites.

"Did you say the words?"

"Yeah, basically."

"Did you say the EXACT words?"

"Look, maybe I didn't say every single tiny little syllable, no, but basically I said them!"

Ash leads the knights into battle with the army of the dead, using gunpowder-tipped arrows and the souped-up Oldsmobile to fight against them. They win the battle and the wise-men use the book to send him back home, where he returns to his job as S-Mart housewares clerk and meets a new girl, Jenny, assistant manager of Arts and Crafts and S-Mart's employee of the year.

"Hail to the king, baby!"

Eight years have passed and Ash is beginning to have nightmares and hallucinations of the deadites and the evil in the woods. Jenny convinces him to go back to the old cabin in the woods, to face down his fears and prove to himself that nothing's there.

This may be Ash's worst decision yet: his possessed hand emerges from the shadows, switches on the old tape-player, and awakens the evil. Jenny is kidnapped, Ash's dark half breaks out of the mirror and now Ash has to find the missing pages to dispel the evil. The good news is that there's an axe hanging on the wall and the old chainsaw's waiting out in the workshed...

"Come get some."

This FAQ has spoilers, so read at your own risk.

SECTION 2: ABOUT THE GAME

2.1 Basic Controls

Directional Pad

Up - Moves Ash forward in the direction he's facing.

Left/Right - Turns Ash left and right.

Back - Ash takes a single hop backwards. Hold to make Ash walk backwards.

Analog controls are the same as digital.

L1 - Hold down while pushing left or right to hop left or right.

L2 - Turns off the chainsaw.

R1 - Hold down the button to make Ash run. You'll be using this one a lot.

R2 - Starts the chainsaw. Pushing R2 while the chainsaw is on revs it up.

O Button - Open doors, search the area, pick up items, look at an object and occasionally talk to people. When the chainsaw's turned on, pushing this will turn it off...the same as L2.

X Button - Swing the chainsaw. You can do this even when the chainsaw's turned off, although it does much less damage...about the same damage as the axe. This is the confirm button in the menus...it uses selected items.

Square Button - Uses the left-handed weapon, which is selectable.

Triangle Button - Ash says a one-liner. You can use this while running around to make Ash ramble insanely as he roams the woods--be warned, though, sometimes a deadite will erupt from the ground in response to his taunts. This is mainly used during battles--see "fighting enemies" for more details.

Start Button - Pauses the game and open the game-options screen for such things as closing credits and sound settings, vibration function...nothing related to actual gameplay.

Select Button - Pauses the game and opens the inventory screen.

2.2 Inventory Screen

Weapons are displayed in the top row, selectable items in the right column. Select an item using the control pad and push X to use it. Some items have to be combined with another item; when you push X the selected item will change color and you'll have to select the item you want to combine it with.

The left column holds five options. TEXT goes to the file screen, where you can read letters and journals found so far by selecting them and opening them with the X button. MAP shows a crude map of the cabin and the surrounding woods--this feature also works on the second disc, showing the city of Damascus and the major buildings. CHEST will rarely be used, since you automatically go to this screen when you open a chest and you can't use it otherwise. SAVE is used to save the game on a memory card--you can only select this at an inventory chest when you have a save tape.

2.3 Fighting Enemies

Although enemies constantly respawn, they're not random--it's usually a good idea to scout out an area and take note of where the enemies are, then reload the game and get the chainsaw ready before you run into them.

When fighting an enemy with a hand-weapon like the chainsaw and axe,

keep pushing against them...it doesn't do any good to wave around a chainsaw if you're not shoving it in their faces! Keep alternating between attacks, even if you're just using the axe and chainsaw--enemies will often dodge attacks from one hand after a few hits so you'll need to keep switching them.

Although you'll want to keep pushing at the enemies with hand-held weapons, guns are the exact opposite. They don't do very much damage and the main purpose of them is to keep monsters at bay. You'll virtually never use the handgun and you should save the rifle and shotgun for fights against the bosses, when it's important to do damage without letting the enemy get too close to you. Most of the enemies recoil when hit with gunfire and, if you time it right, you can kill some bosses without ever going near them or even starting the chainsaw.

The legless floating apparitions that you fight will usually respawn, so there's no point in trying to clear out an area. The only reason to fight them or the skeletons in the forest-maze is to either clear enough room to make a run for the next screen or to build up your health-kit supply. Many other monsters won't respawn, however--possessed Wolverine scouts don't come back once you defeat them, for example, and it's worth the time and trouble to kill them and clear out a safe area to catch your breath.

The one-liners are actually pretty important to fighting. When you weaken a deadite, they'll stagger for a few moments and, much like Mortal Kombat, you'll have a chance to finish them off by gutting them with the chainsaw. Once you've got them on the chainsaw, use the secondary weapon to finish them off and use the one-liner as you kill them. The better the one-liners and the more you use them during the battle, the more health and gas items the enemy will leave behind after dying. There's a random element to it, though, and be careful--if your secondary weapon isn't loaded, Ash will just have to shake the dying deadite from his chainsaw. This takes a few moments and leaves you vulnerable to anything else that might wander up to you while you're trying to shake your chainsaw loose.

2.4 Saving the Game

This game takes three blocks of memory on a Playstation memory card. To save the game Ash has to have a save-tape, an item that looks like a roll of audio tape, and be at one of the inventory chests that are scattered about the game. Open the chest and in the chest's inventory-screen select SAVE. Saves deplete the save-tape, so you'll have to find a new blank tape each time you want to save the game.

2.5 Using the Converter

Once Ash has found two special files, he'll learn how to change certain otherwise-useless items into health-kits and gasoline. Simply select the item you want to convert with the X button, then select the converter, as though you were combining them. The new item should replace the old one.

The items that can be converted seem to be:

White Mushrooms - Small health kits

Red Mushrooms, Lighter Fluid, Moonshine, Jug - Small gasoline cans

SECTION 3: WEAPON LIST

3.1 Level 1 Guns

Knowby's Handgun

Ammo: Bullets

Ammo Limit: 8

Range: Medium

Power: Low

Location: Default item

Shotgun

Ammo: Shotgun shells

Ammo Limit: 2

Range: Low

Power: High

Location: Hellbilly cabin

Rifle

Ammo: Rifle ammo

Ammo Limit: 6

Range: High

Power: Medium

Location: Archery range

3.2 Level 2 Guns

Nail Gun

Ammo: Hangun clips and nails

Ammo Limit: 15

Range: High

Power: Medium

Location: Made from Knowby's handgun with an upgrade kit

Rock-Salt Shotgun

Ammo: Shotgun shells and rock-salt

Ammo Limit: 4

Range: Medium

Power: Very high

Location: Made from shotgun with an upgrade kit

Spike Rifle

Ammo: Rifle ammo and rifle spikes

Ammo Limit: 8

Range: Very High

Power: High

Location: Made from rifle with an upgrade kit

3.3 Chainsaws

Chainsaw

Ammo: Gasoline

Ammo limit: 30 seconds

Range: Very low

Power: Medium

Location: Default item

Demon's Chainsaw

Ammo: Gasoline

Ammo Limit: 70 seconds

Range: Low

Power: High

Location: Sacred-Heart Church

Buzz-Saw

Ammo: Gasoline

Ammo Limit: 35 seconds

Range: Low

Power: Very High

Location: Armory courtyard

SECTION 4: ITEM LIST

4.1 Health Items

Small Health Kits

Location: Random

Used For: Healing 1/3 of your health-bar.

Large Health Kits

Location: Random

Used For: Healing 2/3 of your health-bar.

Save Disc

Location: Various

Used For: Allows you to save the game once at an inventory-chest.

Sandwich

Location: Refridgerator in Knowby's cabin

Used For: Restores some health

Biscuits

Location: Kitchen counter in Knowby's cabin

Used For: Restores some health

Vitamins

Location: Medicine Cabinet in Knowby's cabin

Used For: Restores some health

Beef Jerky

Location: Picnic tables north of campground

Used For: Restores some health

Sausage Links

Location: Roasting room in hellbilly cabin

Used For: Restores some health

Strawberry Jam

Location: Fruit cellar, Knowby's cabin

Used For: Restores some health

4.2 Conversion Items

Converter

Location: Default Item

Used For: Reading certain files will allow you to use the converter to change some items into gas and health items.

White Mushrooms

Location: Random

Used For: With a certain file, the converter can change these into small health kits.

Red Mushrooms

Location: Random

Used For: With a certain file, the converter can change these into small gasoline cans.

Moonshine

Location: Still outside hellbilly cabin

Used For: With a certain file, the converter can change this into a small gasoline can.

Lighter Fluid

Location: Fireplace beside picnic tables, north of campground

Used For: With a certain file, the converter can change this into a small gasoline can.

Jug

Location: Market square, nether-beast lab

Used For: With a certain file, the converter can change this into a small gasoline can.

Upgrade Kits

Location: Market Square, Celestial Temple and Armory

Used For: Makes one of the guns more powerful

4.3 Ammunition

Pistol Clips

Location: Random

Used For: Ammo for pistol

Shotgun Shells

Location: Random

Used For: Ammo for shotgun

Rifle Ammo

Location: Random

Used For: Ammo for rifle

Small Gas Can

Location: Random

Used For: Filling 1/3 of your chainsaw's tank

Large Gasoline Can

Location: Random

Used For: Filling chainsaw tank completely.

Rifle Spikes

Location: Random, disc 2

Used For: Ammo for upgraded rifle

Rock Salt

Location: Random, disc 2

Used For: Ammo for upgraded shotgun

Pistol Nails

Location: Random, disc 2

Used For: Ammo for upgraded pistol

4,4 Puzzle/Event Items (CONTAINS SPOILERS)

DISC 1

Amulet

Location: Drainage pit in the hellbilly shack

Used For: No in-game purpose--give it to Grammy

Battery

Location: Inside Ash's Delta 88

Used For: Lighting the mines south of the campground

Car Keys

Location: Sacred-Heart Church

Used For: Opening Ash's Delta 88

Crank

Location: Beside rusted cars outside hellbilly cabin

Used For: One of two pieces to fix the pump

Crowbar

Location: Behind the Knowby cabin

Used For: Entering hellbilly shack's attic

Evil Sapling

Location: Church Graveyard

Used For: Solving grave-puzzle in front of the church

Headstone

Location: Church Graveyard

Used For: Solving grave-puzzle in front of the church

Herbicide

Location: Hellbilly attic

Used For: Clearing vines in the maze of trees

Linda's Sweatshirt

Location: Church Graveyard

Used For: Solving grave-puzzle in front of the church

Pig-Sty Keys

Location: Grammy in the hellbilly shack attic

Used For: Opening the pig-sty in the hellbilly shack

Pull-Rope

Location: Maze of Trees

Used For: Switching on generator outside hellbilly cabin

Pump Motor

Location: Pig-sty in the hellbilly cabin
Used For: One of two pieces to fix the pump

Wrench

Location: Knowby's fruit cellar
Used for: Tightening pipe in Knowby's fruit cellar

Wolverine Hat

Location: Church Graveyard
Used For: Solving grave-puzzle in front of the church

DISC 2

Battlement Key

Location: Constructed
Used For: Operates battlements in armory

Bridge-Pulley Mechanism

Location: Market square
Used For: extends rope-bridge from market square to prison

Broken Track

Location: Battlements
Used For: Can be fixed with a hammer and anvil

Earth Key

Location: Celestial Temple
Used For: Unlocks the Earth Door

Earth Orb

Location: Earth Room, Celestial Temple
Used For: Solving Celestial Temple eclipse-puzzle

Your Hand

Location: Nether-beast lab
Used For: Give to Abdul Alzeez

Exotic Jug

Location: Market square in Damascus
Used For: Can be converted into chainsaw fuel

Fuel Tank

Location: Merchant in Damascus
Used For: Combine with rope and white powder to make bomb

Hammer

Location: Soldier's quarters, armory
Used For: Straightens broken track

Handle

Location: Market square
Used For: Combines with pin and spool to make pulley mechanism

Hook

Location: Soldier's quarters, armory
Used For: Opens door to inner chambers in the armory

Key-Mold

Location: Captain's quarters in the armory
Used For: Can be used to make a battlement key

Length of Rope

Location: Merchant in Damascus

Used For: Combine with white powder and empty fuel tank to make bomb

Makeshift Bomb

Location: Constructed

Used For: Blow down the door to Abdul Alzeed's cell

Pin

Location: Market square

Used For: Combines with handle and spool to make pulley mechanism

Pump Lever

Location: Armory courtyard

Used For: Activates pump in aqueducts

Spool

Location: Market square

Used For: Combines with Pin and handle to make pulley mechanism

Skull Key

Location: Battlements

Used For: Unlocks captain's quarters in the armory

Spell-Book

Location: Arcane library

Used For: Give to Abdul Alzeez

Sun Key

Location: Celestial Temple

Used For: Unlocks the Sun Door

Sun Orb

Location: Sun Room, Celestial Temple

Used For: Solving Celestial Temple eclipse-puzzle

Torch

Location: Arcane library

Used For: Can solve library puzzle when lit

Track

Location: Constructed

Used For: Fixes battlements in armory

White Powder

Location: Celestial Temple's foyer

Used For: Combine with rope and empty fuel tank to make bomb

SECTION 5: MONSTERS

5.1 Disc 1 Monsters

Legless Deadites

Attack: Low

Speed: Medium

Stamina: Low

Intelligence: Low
Respawn: Yes

There are three kinds of legless deadites, the red deadites being the most powerful. Even they don't pose much of a threat, but they do spawn quickly, making it easy to be overwhelmed by them.

Wolverine Scouts
Attack: Medium
Speed: Fast
Stamina: Medium
Intelligence: Medium
Respawn: No

Quick and deadly, but they don't respawn and there aren't many in the game. There are two kinds: one carrying a knife, the other bow and arrows.

Deadite Pigs
Attack: Low
Speed: Low
Stamina: Medium
Intelligence: Medium
Respawn: No

There are only four in the game and they're all in the hellbilly shack.

Skullbats
Attack: Low
Speed: Low
Stamina: Medium
Intelligence: Low
Respawn: Yes

They're not worth the gas it'd take to kill them.

Hellbillies
Attack: Medium
Speed: Medium
Stamina: High
Intelligence: Low
Respawn: No

Much like the scouts, but won't run away from Ash when damaged. There are two kinds of hellbillies and four hellbillies in the game.

Skeletons
Attack: Medium
Speed: Fast
Stamina: Medium
Intelligence: High
Respawn: Yes

They'll ambush you, chase you, gang up on you and run away when they're

about to die. A pain to deal with, but they're only found in the maze of trees.

Linda

Attack: Medium
Speed: Medium
Stamina: High
Intelligence: High
Respawn: No

Linda has the same attacks and strategies as the skeletons, but moves slower. She only makes one appearance in the game.

5.2 Disc 2 Monsters

Legless Deadites

Attack: Low
Speed: Medium
Stamina: Low
Intelligence: Low
Respawn: Yes

They're back for a second round and every bit as annoying as they were on the first disc. Physically, they're exactly the same as before.

Skeleton Guards

Attack: Medium
Speed: Medium
Stamina: High
Intelligence: High
Respawn: No

Much like the forest-skeletons, but not as quick. They'll play dead, leaping back up when you let your guard down.

Guild Monks

Attack: High
Speed: Medium
Stamina: High
Intelligence: Medium
Respawn: No

They can be devastating, but they aren't very bright. The red monks only have long-range attacks so stay close and keep hacking at them. The grey monks have long and short range attacks--watch your health during the fight.

Nether-Beast Familiars

Attack: Very Low
Speed: Medium
Stamina: Low
Intelligence: Low
Respawn: Yes

Strange, almost-cute creatures summoned to serve the Guild. There are three kinds of nether beasts, but they're all pretty harmless--just use your axe and build up your health-kit supply with them.

SECTION 6: WALTHROUGH

DISC 1

The first disc is somewhat non-linear; you can get the items and pages in any of several different orders. For this walkthrough, I've chosen the quickest and easiest path--but there are other ways.

- 6.1 Exploring the Cabin
 - 6.2 Outside the Cabin
 - 6.3 Wolverine Campground
 - 6.4 Hellbilly Land
 - 6.5 The Maze of Trees
 - 6.6 The Hellbilly Shack
 - 6.7 BOSS: Grammy
 - 6.8 Back to the Maze of Trees
 - 6.9 BOSS: Tree-Monster
 - 6.10 The Page on the Bridge
 - 6.11 BOSS: Scoutmaster Nugent
 - 6.12 The Archery Range
 - 6.13 The Church Graveyard
 - 6.14 BOSS: Skeletal Ash
 - 6.15 Knowby's Fruit Cellar
 - 6.16 FINAL BOSS: ??????
-

6.1 Exploring The Cabin

The game begins with Ash making a tape-recording of his plans to find the missing pages and rescue Jenny. As soon as he gets finished, you have control. Pick up the save-reel flashing on the professor's desk and go to the inventory screen. Load the gun, but use the axe as your secondary weapon--you won't need the handgun for awhile. Walk to the right of the desk to the next screen and quickly turn on your chainsaw--your first battle is coming up. On the wide-view of the cabin, walk down a little bit and one of the legless deadites will leap up from the ground to attack you. Keep pushing down into the monster and alternate between swinging your chainsaw and hitting it with the axe. Keep attacking it and it shouldn't have time to respond or hit you back. Make sure you use the chainsaw to finish it off and use a one-liner as it dies--you'll usually get a large health kit.

That deadite never respawns, so you now have the living room to yourself. The first thing to do now is to search out the cabin. Walk to the left of the fireplace until you see two doorways. Go through the left door and into the old bedroom. If you don't want to fight, quickly run up through the room to the door on the opposite side--otherwise a deadite will erupt from the window and attack you. Unlike the living-room battle, this one will constantly respawn. The good news is that the respawning deadites here only replace each other--they won't gang up on you. This room is a good place to build up your health kits later, but for now just run through the room into the adjoining piano room.

Ash will notice a Necronomicon page sitting on the piano (how the heck did the professor miss that page?!). After that slightly spooky sequence, pick up the page and read it--it lets you know that really bad

things are happening, just in case you hadn't figured it out already. There's nothing else to do--Ash just won't play the piano, maybe because of that clunky chainsaw on one hand--so leave through the door opposite the window and you'll find yourself in the hallway. The door at the end of the hallway leads outside and you don't want to go out there yet. Instead, go to the room across from the piano room. It's a bathroom--inside the medicine cabinet are some vitamins (orange-flavored, no less) that will work like a large health kit when you use them. You can also check out the toilet if you want--it makes no difference to the game, but considering some of the bosses you're going to face, you may want to take care of business first.

Now go back to the hallway and walk toward the camera to the next doorway on the right. This leads to the kitchen, where you'll find a sandwich in the fridge. Ash doesn't seem to be bothered by the fact that it must be at least eight years old, so take it and use it as a small health kit. Also check out the counter on the right side of the kitchen to find a biscuit.

You now have everything you need from the cabin, so it's time to venture out into the demon-haunted woods.

6.2 Outside the Cabin

Leave the cabin through the back door, the door in the hallway. You'll emerge in the back of the cabin with a mushroom, a small gas-tank, and a crowbar. Pick all of them up--the red mushroom may seem useless now, but you'll definitely want it later. Then head to the right of the cabin to the old workshed, slashing away any deadites that pop up on the way. They respawn here so don't try to kill them all--just clear a path to the workshed as fast as you can and run through the door.

Here you'll find your first inventory chest. Definitely save the game here and put away the converter, the mushrooms and crowbar--you won't be able to use them until you get to the next chest. You'll notice that you can still hear the deadites snarling outside. Take a deep breath and run outside, switching on your chainsaw as you step out the door.

Fight off the two deadites waiting for you and run to the other side of the cabin as soon as a path clears. Run up along the side of the cabin and grab any mushrooms you find along the way. You're now in front of the cabin--just dodge the deadites while you pick up the mushrooms and run to the left side of the cabin; be careful to not pick up the shovel lying on the grave, no matter how tempting it looks. Run down the side of the cabin to grab a large gasoline can--you're probably going to need it by now. Since this is a narrow dead-end path, you're going to have to fight your way out. Just hack and slash through the deadites and go back to that smoking grave. Pick up the shovel and get ready for a surprise!

Man, and you thought YOUR old girlfriends were bad! Stay on the headless dancing corpse of Linda and whack her with the chainsaw and axe--if she gets too far away, pull out the gun and start shooting. After a few hits she'll leap away into the night, never to be seen again.

6.3 Wolverine Campground

Run south from the cabin entrance and follow the dirt road to the bridge, dodging or killing any deadites that get in your way. You'll find your car and a Necronomicon page hanging from the wrecked bridge. You can't open your car (Jenny had the keys) and you can't reach the page--hmmm, just a coincidence? At any rate, run left from the bridge to find an old hiking trail. Follow the trail along a ridge--a new enemy is waiting on the ridge for you, flapping skull-headed bats, but they'll respawn and are so easily dodged that it's not worth the time and health to fight them. Just keep running along the ridge and they probably won't hit you.

As you arrive at the park, you'll hear an evil cackling sound. Walk a little further and you'll discover the awful truth--evil cackling demon-possessed Boy Scouts! Okay, so these are technically Wolverine Scouts, but either way the kids at Camp Crystal Lake had it easy compared to these guys.

Two deadite-scouts will rush in to attack you. You might want to draw your gun on them, although a few quick slashes will take them out. Don't try to kill them both at once--just focus on killing one deadite and let the other run around until you're ready to go after it. They shouldn't pose too much of a threat and there's a stick of beef jerky waiting for you on the right picnic table to help heal you after you're done.

Check out the firepit to find some lighter-fluid and follow the trail to the right. You'll find a crossroads; go east and you'll see a locked chain-link gate and a file. Read the file to learn about Father Allard, Knowby's old friend. Encouraged by the thought of "meeting new friends" at Allard's old church, go right back to the fork and head south. If your chainsaw's nearly empty, fill it up now--you're gonna need it.

You've just stumbled onto Camp Evil Dead! Yikes! Two deadite scouts will attack you at a time, some flinging arrows while others slash at you with knives. They won't respawn but there are aLOT of them, so you may want to just run through the camp and follow the trail leading up the mountain. Still, you're going to come back here several times, so I recommend killing them off now.

Just use the same strategy that you used at the picnic tables, attacking one and then killing the other after the first is down. Keep using health and gas items when you need them. There's eight or ten scouts to kill, after which a save-tape will appear on the ground and legless deadite-spirits will start attacking. These will keep spawning so just search the tent to the left of the big tent for a letter and the big tent for rifle shells.

Now cross the campground to find a rocky trail leading up the side of a cliff. Follow the trail to a caved-in mine entrance. Have Ash search the rocks for a sudden flash of insight from Ash and then use the shovel; he'll clear out a small tunnel and crawl into the old mine. Here you'll find the Wolverine Scout guide and an inventory-chest. Save the game and take out the converter, the crowbar and the mushroom you put in the chest. Put the rifle shells and lighter fluid in the chest for now.

Now that Ash has read the Wolverine Guide, you can use the converter to change white mushrooms into small health-kits! Take note of the missing battery in the control panel that should light the mines, and then head back out into the campgrounds.

6.4 Hellbilly Land

It's time to go back to the cabin, the same way you came. Leave the camp, turn west at the crossroads, go past the picnic tables, up the ridge with the skullbats, walk down below the bridge and follow the dirt road back to the Knowby cabin. From here you'll want to go west, past Linda's old grave.

There's really no way to avoid fighting the deadites on these trails, so just pick up all the mushrooms and health-kits you find and keep swinging at them until your path is clear. Keep following the trails and you'll finally come to the old shack Knowby mentioned in his journal. Nice place...for an undead redneck. One of the possessed hellbillies will float toward you--use the gun to take it down before it gets too close. Be sure to pick up the crank lying beside the old rusted cars south of the shack.

You can't get into the cabin yet--it's locked from the inside. Instead, pick up the mushrooms lying about and walk past the cabin to find a generator. It needs a pull-string to get it started--the sort of thing you might find on a lawnmower. Anyway, go down from there to find a still and have Ash search it to find a jug of moonshine. No, you can't drink it...Ash doesn't even want to risk touching it!

Now go down past the still to find another trail, one leading up into the maze of trees that nearly killed the good professor. Pick up the gas-tanks you'll find along the way and brace yourself.

6.5 The Maze of Trees

It's time to see if Ash can survive where Professor Knowby and several of Ash's friends have all failed; the undead forest-labyrinth. The skeletons you'll face here are some of the hardest enemies in the game and can run as quickly as Ash. You should pick up every mushroom you find, avoid every fight you can, and if you don't want to read the directions for getting through the forest, you'll also probably need to draw a map of the maze--it has at least three different entrances.

Once you get into the forest (you'll know you're there when the landscape changes to a dull brown vine-covered forest and the music changes slightly), run up the trail and turn left down the first fork in the trail. Try to stay on the right side of the paths--skeletons will erupt from the ground if you walk over their graves and there seem to be less of them on the right-hand side of the trails.

Follow the left trail until you reach an up-down fork in the path. Go up until you seem to reach a dead end. It's really not--just run left of the wall and you'll see a small clearing with a lawnmower. Check it out and you'll find a pull-string...just the kind you might use to start a motor.

Now head back out the same way you came: go back down the trail, then go left onto the first path you see, follow this path, then go right onto the first branching trail you find. That'll take you back to the hellbilly cabin.

If you're lucky you won't see any skeletons--if you do, just stay close

to them and keep swinging the chainsaw. Your pistol really doesn't do much damage to them, so keep the axe handy for finishing moves.

6.6 The Hellbilly Shack

Before you use the rope, look around the shack for any mushrooms. This is the last chance you'll have to search this area without any distractions, so make the most of it.

Now walk up to the motor, then select the rope from your inventory and use it. Once you use the rope on the motor, two of the possessed locals will emerge from the shack to see what's going on. They move very slowly, so just back away while you ready the chainsaw, then attack the first one that reaches you. By the time the second one arrives, you'll be cleaning the first one off your saw.

When these two are out of the way, quickly run to the door of the cabin, grabbing the save tape in front of the cabin on the way. Legless deadites will start to spawn, so just get off the screen fast by going through the open door. You're now in the hellbilly cabin, and what should be waiting for you but your old boomstick! Now Ash is ready to kick serious deadite...

Try to ignore the horrible screams and groaning chants long enough to pick up the file on the ground and read about the family's misadventures with Grammy. Then walk away from the fireplace until you see a door leading into the next room, then walk to the right of that, into the corner. You'll see a table propped beneath a trapdoor--climb onto the table with the O button and select the crowbar to climb up into the attic.

A strange skeletal old granny says her deadite boys trapped her in the attic with a magical amulet and now you have to rescue her. The deadites never seemed to shy away from killing before and you've never seen one keep a journal, but since she does claim to have one of the pages, there's not much to do besides look for that amulet. Before you go, she'll give you the key to the pig-sty, which lies deeper within the shack.

Now go back to that door on the left side of the wall and follow the long hallway down into the next room, where Ash will automatically find a moonshining magazine. The good news is that you can now turn red mushrooms, lighter fluid and moonshine into chainsaw-fuel! The bad news is that there are two possessed hellbillies waiting for you when you return to the main screen. Run back down the hallway you came, killing the deadite blocking the hall with a combination chainsaw/shotgun attack, then turn back around and brace yourself for the other approaching deadite. As long as you attack it first and stay on it, it shouldn't give you too much trouble. Now go back up into the room where you found the magazine, and head left.

In this roasting chamber, you'll find a glittering sausage-link beside the table on the far side of the room, which works like a small health kit when you use it. Forget the chainsaw hand--Ash must have an iron stomach! Anyway, go out through the left door, where Ash'll find himself ankle-deep in a room flooded with blood. If you're wondering where all this blood came from, just check out the walls...

There's an inventory-chest and a pump in this room. First save your

game with the save-disc you found outside the cabin, then check out the pump. It's missing two parts--you have one of the parts already. Use the crank and the pump's half-fixed. Now you can unlock the door to the left of the inventory chest with the pig-sty key and check out those strange growling noises coming from behind it.

You're in the pig-sty and when you walk half-way up the screen a demon-pig's going to erupt from the mud to attack you. There are two pigs in the pig-sty and, unless they corner you, you should try to avoid fighting them--you'll never come back to this room again anyway. Run up to the far side of the room and you'll find one of the pieces of the pump lying in the mud--look for the glitter. Grab it and run back the way you came.

Now use that piece on the broken pump and it'll work, draining the blood away to reveal a grate in the floor. Check out this grate and you'll find a drainage pit. There's a pig in here and since the room's so small, you'll have to fight it. Just keep chainsawing it until it dies. Then grab the shining amulet on the other side of the pit and climb back up the ladder. It's time to talk to Grammy again.

6.7 BOSS-BATTLE: Grammy

Surprise! Grammy is really a gigantic deadite monster and you've just released her from her prison! Okay, so absolutely nobody is surprised by that, but this is nonetheless going to be one really hard fight, featuring perhaps the coolest boss-theme music in the game. Grammy is a monster-spider with tall spindly legs and normally her tiny body is out of reach. The trick is to stay beneath her and swing the chainsaw when she swoops down to attack you--fortunately, she'll flash green just as she starts to attack.

You'll only get one hit each time she ducks so be patient and stay on her, preferably between her hind legs so she can't slash you. When you hit her she'll recoil and rise without swinging back so the battle shouldn't take too much health, though it might drain your gas-tank dry, since Gram's attacks come randomly and you can't afford to turn off the chainsaw while waiting for them. Don't bother with the guns--Ash fires them too slowly and she'll usually rise by the time he pulls the trigger. Besides, the chainsaw does more damage to her than bullets. Just keep slashing with the chainsaw every time she ducks and she'll finally keel over.

It turns out she was telling the truth about one thing: she really did have one of the pages of the Book of the Dead. Pick up the page and the herbicide she leaves behind and then get out of the cabin, watching out for both a save-tape and a single deadite-pig in the cabin's living room.

6.8 Back to the Woods

Now it's time to go back to the maze of trees. Go back the same way you went there the first time and follow the path until you reach the first left-right fork. Go right this time, and introduce any skeletons you meet to your old boomstick--it'll sometimes kill them in one hit and makes a great finisher.

Keep going down that path until you see a second path branching off to

Ash's right side. Turn down this path and follow it until you see a path branching off to the left. Turn down that path and you'll come to an intersection of four paths. Take the left trail and follow it straight down. You'll finally reach a path blocked by thick green vines. Use the weedkiller on those vines and get ready to meet every lumberjack's worst nightmare.

6.9 BOSS-BATTLE: The Tree-Monster

This is really one of the easiest battles in the game, despite an impressive-looking boss. It can swing its tree-trunk like a scorpion's tail so stay close to its mouth and just keep digging that chainsaw into it like a dentist looking for cavities. It'll lash its tongue at you every few seconds--just keep healing and it'll die long before you do. Once this tree's toppled, you'll get yet another page and you'll meet Father Allard.

6.10 The Page on the Bridge

While Father Allard cowers behind his church-gate, you'll have to go back and find the last two pages of the Necronomicon. The only good news is that you now have your car-keys and the forest-maze has changed back into a normal forest now that you've killed the tree-monster. Alright, no more skeletons! At least, not for a little while...

Save the game at the church gate and follow the trail from the church down to the picnic table area, going south from the church until you reach a fork in the path. Going south takes you back to the cabin and west takes you to the hellbilly shack; follow the trail to your right and keep going straight to go back to the picnic tables. Go left past the picnic tables to the ridge-trail with skullbats, then follow the trail up to the wrecked bridge, where your old Delta 88's waiting for you.

Use the keys to get into the car. After Ash rams the car into the bridge--he's gotta take his frustration out on something--use the O button to climb on top of the car and get the page hanging from the bridge. Be sure to pick up the battery and head down to the campgrounds along the hiking trail.

Run back through the campground and along the ridge to the mine-entrance. Go back to the mine and use the car-battery on the wall-socket you saw earlier. The mine-shafts will light up and you'll be able to follow the tunnels down into some really cool camera-angles and lighting effects. Once you get past those, you'll meet a demon-possessed Mr. Nugent--hey, we all knew it was gonna happen someday, right?

6.11 BOSS-BATTLE: Scoutmaster Nugent

Scoutmaster Nugent apparently got a special badge in deflecting bullets because he'll laugh off every attack you throw at him. However, the small cave-in he caused when he banged on the support-beams at the start of the fight gives you a clue as to how to beat him--you have to hack at the wooden columns and crush him with falling rocks. Just run from one beam to the next and position yourself on the opposite side of the pole as he approaches you. As he nears the column, hit it with your axe or

chainsaw and falling rocks will crush him. You'll have to do this several times to kill him, though.

The scoutmaster moves pretty quickly so between hits you may want to run around the area, leading him away from the four support beams so you'll have time to position yourself when you run to the next one. Also, Mr. Nugent is accompanied by skull-bats who constantly fly in to help him...since they hang around the boss, they're not much of a threat, but they'll give you health-kits if you crush them in the rock-slides.

Once the scoutmaster's retired, you'll get yet another page of the...just kidding! Actually, you'll only get the key to the archery range and a save-tape. Save the game at the inventory-chest, pull out the rifle shells and get out of the mine, running back to the picnic tables and crossroads.

6.12 Moving-Target Practice at the Archery Range

The archery range is behind the locked gate where you found the church pamphlet, on the right path at the crossroads. Unlock it and you'll find an eerily quiet archery range and a page waiting for you at the far-side of the range. We all know where this is going, but since you don't have any choice, fill up your health, load the shotgun, and walk over to the page, being sure to pick up the save-tape on the way.

Of course, as soon you pick up the page, a couple of deadite kids show up to practice their archery skills on Ash! You can hide behind the targets--but since you'll have to get out somehow, run back to the archery gate and fight the kids. Don't try to leave, you can't until all three are dead; just hack at them with the chainsaw until they drop. You'll get the rifle the deadite-scouts neglected--this is the best gun on the first disc, since it has a farther reach than the pistol and is almost as powerful as the shotgun.

You now have all the pages of the Necronomicon and it's time for another talk with Padre Allard. Go north at the crossroads and head back to the church by turning north again at the next four-way intersection. Save the game at the chest by the church gate, then press O at the gate to talk to Allard.

6.13 The Church Graveyard

Whenever an evil undead force is possessing corpses, I always like to hang out in old deserted cemeteries! Allard has come to his senses and realized that's really not the best place to hide, but of course he's making Ash go in there to find ye old Kandarian dagger. Your goal here is to search out each and every crypt on both the left and right sides of the cemetery, killing the monsters and getting each of the items.

Run to the left side first and go into the first building--here you'll find a Wolverine hat and a forest-skeleton...did ya miss them? Kill the skeleton, grab the hat and go back outside. Continue up the path until you see an odd, darker headstone that glitters. Pick it up. Now go into the next building on your left. It's a save-chest. Get anything you need from it and remember this room--you'll probably want to come back here later.

Take note of the glittering tombstones in front of the church and

Linda's Michingan sweatshirt set atop the middle grave. Now go back down and along the other side of the cemetary, killing any skeletons you meet.

Go into the first crypt on your left and you'll find a skeleton, a save-disc and a skeleton in a coffin with a medical bag. Creepy, but since you can't get the bag and he doesn't come to life, just head back to the graveyard.

Keep going down the path and enter the next crypt--inside you'll find an evil sapling and a skullbat. If you decide to kill the skullbat, remember to stay beneath it and swing your chainsaw. It'll take three hits to bring it down. Grab the evil sapling and go back outside.

You'll end up with a save-disc, a Wolverine hat, a strange-looking tombstone that says "mother," and a sapling possessed by the evil. At the top of the cemetary, in front of the locked church, you'll see three graves with hollow pits in front of them--your next puzzle. The middle grave already has Linda's college sweatshirt in it, so use each item at each of the other two tombstones: from left to right you should use the Wolverine hat and the evil sapling. Just left of Linda's grave is a perfectly-spun doily on the ground. Take a step or two from the doily toward the church, until you're lined up with the other headstones, then use Mother's tombstone to finish the puzzle and unlock the church (if you've seen the movies, this puzzle will probably make a lot more sense.)

Arm your shotgun, take a deep breath, make sure you've saved your game in the top left-hand crypt, and then step into the haunted church.

6.14 BOSS-BATTLE: Skeletal-Ash

Just when you thought two Ashes were bad enough...now you've got this eerie levitating rotted-skeleton thing pretending to be you! He's not very hard to beat as long as you stay against him, keep attacking him without giving him a chance to react, and use your med-kits when you need to--also, be sure to load your shotgun after two shots: otherwise you'll waste time and leave yourself open to attack when you reload on-screen.

After he dies, Ash will check out the demon-chainsaw and decides it's a perfect fit for his own arm; this boosts your chainsaw's reach and power. The floor collapses and you'll find yourself in...

6.15 Knowby's Fruit Cellar

Now anyone who's seen the movies knows this is really bad, and anyone else will quickly figure it out after a few fights. Enemies will respawn here but since the rooms are small and you'll only go through them once, and since you're soon going to need all the health-kits you can get, go ahead and kill them, then move on to the next room before they come back. Be sure to pick up the save-tape and any mushrooms you find on the way. Eventually you'll come to a creepy room with a projector. Go to the next room, the door to the right of the movie screen, and search the shelves in this room for some strawberry jam and a wrench. Check out the steam blocking the door at the top of this screen, then head into the projector-room, saving the game at the inventory-chest first if you want.

A legless deadite will attack you, but just hack him up and walk to the pipe to the left of the projector. You'll see a bit of steam coming out of it--use your wrench on it. If you did it right, things just got a bit creepier.

Now go back into the room with the inventory chest and you'll notice the steam blocking the upper door is gone. If you haven't saved the game yet, do it now: you're about to face the hardest boss in the game.

6.16 BOSS-BATTLE: DON'T READ THIS UNLESS YOU WANT TO RUIN THE SURPRISE!

Oh no, not Annie--I liked Annie. It looks like the professor's daughter has taken after her demon-possessed mother Henrietta and now it's up to Ash to help her rejoin her deceased parents. This is by far the most disturbing boss in the game--just look at its marionette-like walk and its almost-Satanic taunts: "your precious Annie's soul is with us now!" Yikes!

And then reload the game, because if you had time to check out either one of those things, then she had more than enough time to kill you!

Annie moves fast and her dagger does massive damage...you do not want her anywhere near you. Arm the rifle before you enter this room and stay by the door. The second you see her bouncing onto the screen, shoot her; she'll jerk back with a cry then come at you--shoot her again. After two or three hits Annie will step left or right--adjust your aim and keep shooting at her, waiting for her to start walking before you take the next shot. Always make absolutely sure you count the rifle's six shots and reload on the inventory screen when you run out; otherwise Annie'll have enough time to run up to you while you're trying to reload and things will get really ugly. Once her life-meter is half-gone--by then you'll probably be out of rifle shells and working your way through shotgun-rounds--she'll change form.

Now you're fighting the snake-headed beast from Evil Dead 2, and to make matters worse her health has been totally restored. Run around the cellar to get some distance between you and Annie, and then head to the corner on the left of the entrance door. Brace yourself against the corner and keep taking shots at Annie just as you did before--she'll hop from side to side every once in awhile, so just swivel a bit to adjust your aim and keep shooting her. Her head's the only vulnerable part of her body now, so make sure you don't waste any shots--don't shoot her while she's recoiling and make sure you count your shots, pushing select and reloading when you need to.

You'll probably use up all your ammo in this fight--that's fine, you'll get plenty more later. Once you've emptied the handgun, yank out the chainsaw. By this time her health-bar should at least be purple, so just run up to her and start swinging wildly while pressing against her. A few hits should finish her off. Take a deep breath and watch the next cinema.

You've finished the first disc! After a few surprise twists, you'll find yourself in a strange wind-swept land that looks like it's in ruins. Where is Ash? Where's Jenny? Will he get back home? It's time for disc 2...

SECTION 7: WALKTHROUGH

DISC 2

Unlike the first disc, the second disc is very linear: there's only one way to get through the second half of the game alive and this is it...

- 7.1 Damascus in the Afternoon
- 7.2 How to Make a White Scimitar
- 7.3 The Celestial Temple
- 7.4 BOSS: High-Priest of the Guild
- 7.5 The Aquaducts
- 7.6 BOSS: Deadite Mechanic
- 7.7 The Armory
- 7.8 BOSS: Skeleton Captain
- 7.9 Arming the Battlements
- 7.10 BOSS: Possessed Guild-Armor
- 7.11 Entrance to the Lair
- 7.12 BOSS: Fungus-Humongous
- 7.13 The Nether-Beast Labs
- 7.14 The Arcane Library
- 7.15 BOSS: Evil Ash
- 7.16 FINAL BOSS: Kandarian Demon

7.1 Damascus in the Afternoon

Ash lands in an open stable that looks like it's been deserted, while a wierd old man in a cell prophecies his coming. Ash meets a nearby merchant who is every bit as freaky-looking as the deadites--check out that smile, it looks like he had a run-in with the Joker!

Anyway, after you've found out about Alzeez, you'll go back to playing the game. Pick up the letter and the save-disc, then save the game in the nearby inventory-chest. Now follow the left road up to the plateau, and try not to be too awed by the stunning matte-effects in the background, because you're going to have a lot of fighting to focus on in a moment.

Two of the skeleton-guards you read about will appear and run up to you when you pass by the old well. Try to stay behind the well so they'll come at you single-file...these guys can be really tough when they gang up on you. Hack at them with your axe and chainsaw--it's unlikely you'll have anything else to fight with at the moment. Even when they fall down, keep your distance unless they've dropped an item--these enemies will fake their deaths two or three times, seeming to die before leaping back up to attack you again.

Once the two have truly died and dropped items--one of which will be a pulley or pin--pick them up and walk slowly onto the plateau. Other skeletons will appear, two at a time, to attack you. Walk backwards to the well and block their sword-swings with your chainsaw, then let them run at you single-file once you reach the well. Once they've dropped their items, pick them up and walk cautiously back up the plateau, retreating again when the next skeleton warrior appears. Some of them will drop ammo for your guns--if the skeletons gang up on you, use the shotgun to knock them back. Keep doing this until they're all dead--you'll have to kill six or eight skeletons.

By this time you should be fairly well-stocked again and you'll have

three pieces of a medieval device. Go to the south side of the plateau after you look at the ornate door on the north end--remember the picture of the eclipse on the locked door. On the right side of the south end of the plateau you'll find a small path leading down to a smaller ledge. Follow it, taking down a legless-deadite that'll pop up on the way, to find the drawn rope-bridge that the merchant told you about.

Now go to the inventory-screen and combine the three machine-pieces you found to make a pulley for the bridge. Walk up to the round pedestal near the edge of the bridge and select the pulley--the bridge will automatically extend so you can cross. Cross the bridge, check out the beautiful palace looming over the city, and kill the single skeleton-guard waiting for you on the other side. Once that's done investigate the cell-door for a cut-scene.

7.2 How to Make a White Scimitar

To blow down the door and free Alzeez you're going to need to make some White Scimitar, a primitive version of TNT. Cross the bridge back to the main city and notice the door on the same side of the plateau as the bridge's ledge; it was locked before but is open now. Go in and you'll find the merchant, who's become the world's first used-car salesman thanks to Ash. He'll tell you the White Scimitar is in the palace and you'll need a fuse.

You'll also find your first upgrade kit. You can combine this with any one of your three guns to make it more powerful. Personally, I always upgrade the shotgun first. You'll going to start finding rock-salt ammo pretty soon, which you can't use without an upgraded shotgun, and it can hold four shots, removing the shotgun's one weakness and making your boomstick the best gun.

Now go up along this screen until you see a small side-alley running to the right. Go up this alley and you'll see a set of gold levers on the wall that control the palace entrance. Switch the levers to open the doors--this looks like a puzzle but it's not, Ash knows which one to hit--and then go back out the door onto the main streets.

Out here you'll probably run into a few legless-deadites, but they're pretty easily dispatched with your new-and-improved boomstick. You'll see a roll of tapestries along the top wall--check them out to find some exotic wine, which Ash pours into his chainsaw as fuel, of course (hey, wouldn't we all?).

To the right of these tapestry rolls is another merchant. Talk to her and she'll give you some rope. Be careful--right after she gives you the rope she'll be possessed and a legless-deadite will attack you!

Now open the ornate locked door you saw earlier while fighting skeletons--it leads into the palace foyer. Inside you'll find a horde of legless-deadites and some of the worst graphic-slowdown you'll ever see this side of the SNES. Fight off the deadites and take the bowl of white powder lying on the floor. The door on the far end of the room is mystically sealed, so just leave the way you came, combining the rope and powder before you go.

Go back to the merchant who told you about White Scimitar and he'll give you a...well...he'll give you something that you can use as the casing to make a bomb out of the White Scimitar. Of course, he'll then fade

out of existence, unleashing one of the legless-deadites. Get rid of it--or just run, since you'll never have to come back--then combine this item with the rope and powder. Take the makeshift bomb back across the bridge to Alzeez's cell. Stand at the prison door and use the bomb to free the mad poet.

7.3 The Celestial Temple

Back at the temple, Alzeez will open the locked door you noticed while you were getting the White Scimitar. The first things you'll notice are a save-tape, a chest...and an upgrade kit! You can upgrade either of the remaining guns, but I'd choose the rifle since it's more effective against bosses.

Run down to the end of this room and take note of the statues--there's a Sun and Earth missing from the display. Now go down the left-hand side-passage by the entrance. You'll run into strange gurgling creatures in the hallways; you'll learn more about them later. Right now just think of them as walking, warbling happy-meals: they barely attack you and they occasionally give you small health-kits when you kill them. Don't even draw the chainsaw for them, since the axe will kill them just as quickly.

Run to the door at the end of the passage and you'll find an office with some astronomical notes. Read them and head into the adjoining room where you'll find a strange robed creature guarding the planetarium. Stay close to it as you fight and it won't hurt you, despite its impressive-looking pyrotechnics.

Once you defeat it, it'll drop the Earth Key. Now run back through the side passage and go back to the main chamber. There's another passage running to the right of the entrance. Go down this one, hacking apart any of the little warbling beasts that get in your way. Follow this passage until you reach a door on the right-hand wall. In here you'll find a letter about the Guild's recruitment problems and another planetarium, this one guarded by another robed figures. These things are pushovers--just press against it, alternating between chainsaw and shotgun, and you'll be fine.

Surprise, surprise--this one dropped a sun-key. You may be tempted to run back and try to solve the puzzle with these items, but don't--the keys won't solve it. Instead, go back into the hallway and follow it all the way up to the purple-green stained-window. There's a door on your left, locked with an Earth symbol. Use the Earth key to open it.

Inside you'll find a wierd chamber and two grey-robed figures hovering to either side of a blue orb. They won't bother you unless you try to take the orb which, of course, is exactly what you have to do. They have a powerful medium-range attack similar to Annie's dagger and they like to gang up on you--focus on one of them at a time, using the chainsaw and shotgun, and heal when your health goes to red. They'll usually give you enough health-kits to make up for what you lost. After that, grab the save-disc and blue orb.

Run back to the main chamber and down the right-hand passage until you reach the first door on your right. It's locked with symbol of the sun on the door so use the sun-key to open it. Two robed figures await, guarding an orange orb. Fight them off the same way you did the first two and take the orb.

Now go back to the main chamber, save your game in the inventory chest and place the two stones on their pedestals--Sun on the brown pedestal, Earth on the green one. The wall will open to reveal the first boss...

7.4 BOSS-BATTLE: Mr. Fancypants (Celestial High-Priest)

This is a fairly easy boss once you know the trick to beating him. He has a long range dagger attack and a medium-range light-circle blast that can put a serious hurt on Ash. But if you stay within arm's reach of him, slashing him with the chainsaw, his only effective attack will be his kick, which doesn't do much damage. As long as you stay within chainsaw's reach, even his light-circle blast won't actually touch you. Save your ammo--the chainsaw does enough damage to finish him in five or six hits.

Once he dies, you'll open the fountain and venture into the aquaducts.

7.5 The Aquaducts

Once you're in the aquaducts, you'll find an inventory-chest and an insanely difficult puzzle. Once Ash has taken care of the puzzle, venture through the large iron door to find the next boss: an undead mechanic.

7.6 BOSS-BATTLE: Deadite Mechanic

This boss has a pitchfork that can do major damage, and your health-kits are probably still pretty low from that last battle, so pull out the rifle. Keep taking shots at it as it tries to walk up to you--it moves pretty slowly so if it gets too close run to the other side and start over. If you haven't used any rifle shells yet you'll kill it without ever needing to turn on your chainsaw. Once it dies, check out the two water-pumps on the far side.

7.7 The Armory

One of the levers is in the armory and you need it to clear the tunnels. Go down into the lower level and you'll find a small room with a lever; pull it to lower the drawbridge to the armory. Now get out of the aquaducts, killing all the warbling little happy-meals you find on the way for health and ammo, and run back across the plateau, into the armory on the other side.

After Ash proves he's not as dumb as he looks, you'll find yourself in a long hall with an inventory chest. Take note of the chain on the right-hand wall and the picture at the end of the hallway. You can't open the door on the right without hooking the chain somehow, so head through the left door.

You're now in the skeleton-guards' quarters--oh joy! After killing the two guards waiting for you, check the cabinet beside the door for some rock salt ammo. Now go to the far side of the room. The door on the right is locked from the inside, so go through the left door.

Kill the skeleton in this room, then check out its room. You'll find a

hook, some pistol nails in the cabinets, and a save-disc. Go back to the main hall and save your game.

Go back to the chain you noticed earlier and use the hook on it--this opens the door to your right. Follow this door into another hallway and enter the first door on your left. You'll find the armory itself and the third upgrade kit! Now you can boost all your guns.

Notice the anvil on the left side of the room and climb the stairs beside it to reach the battlements. Take down the single skeleton waiting for you and grab the captain's skeleton-key (get it, "skeleton" key?! um, nevermind...).

Now go back through the armory into the hallway and follow it all the way to the door on your right. These are the captain's quarters and they're locked, but since you now have the key, unlock it and go inside.

Pick up the notes to learn about an upcoming boss, then check the chest near the front of the room for some rock-salt. Load your gun and brace yourself before you enter the door on the left--you're about to meet the captain.

7.8 BOSS-BATTLE: Skeleton Captain

This is a ridiculously easy boss. Just use your chainsaw to back it into a corner, and then keep hacking at it--once it's in the corner, it won't have a chance to counterattack. Keep slashing until it dies.

7.9 Arming the Battlements

Pick up the key-mold and run back to the armory, watching out for the legless deadites that are now roaming the hallway. Run straight into the armory-room without turning, and look at the second table on your left. The key-mold did say molten metal, but I guess metal crumbs lying on a wooden table will just have to do. Use the mold and you'll get the battlements key.

Now go back up to the ramparts, where you got the skeleton key, and look at the lever-box. It needs a battlement-key. Since you conveniently have one, use it to start the cauldrons. You may wonder why Ash thinks doing this is so important, but trust him...he's Ash.

A cut-scene reveals skeletons emerging from the locked door you saw in the soldier's quarters. Go to the stuck cauldron, pick up the bent metal track and go back down into the armory, then into the hallway. Run left into the first hall and go into the opposite door.

Once you've killed the two skeleton guards, go through the right door, the one they politely left unlocked for you. There's one more skeleton waiting for you in the next room--get rid of him and check the dresser for some rock salt. Now go through the door in the right wall.

After a long wistful look at all those axes and swords locked in their racks, kill the remaining skeleton and pick up the hammer he leaves behind. Now go back through the rooms to the hallway and back to the armory. Walk up to the anvil and combine the hammer and broken track--since Ash was always good at metallurgy, he fixes the track. Maybe he's not such an idiot after all...

Now go up to the broken cauldron and use the track.

Okay...so Ash really is an idiot. And now you're going to pay by facing the very same creature that chased him into the armory to begin with...

7.10 BOSS-BATTLE: Possessed Guild-Armor

This boss is similar to Scoutmaster Nugent--you can't hurt it directly but you can use the environment to your advantage. In this case, there are two cauldrons hanging over the two doors opposite this courtyard. Run to the one nearest you, pull the rope to load it with molten iron, then run to the other one and pull the rope to fill it with water.

Ah, so that's why you went through so much trouble to fix them!

Remember the notes that said the Guild's armor is weak to temperature change? Now Ash is going to find out if they ever fixed that. Run to the molten-iron cauldron and wait for the armor to reach you. Just as it gets within arm's reach, pull the rope and molten metal will cover it. Now run as fast as you can to the other side and wait for it at the second rope. Once it's within arm's reach, pull the rope and water will fall on it, cracking the armor.

It will take two hits to completely shatter the armor. Afterwards Ash will notice a buzz-saw on the armor's gauntlet and decide it makes a good fashion-statement; it becomes your chainsaw-weapon for the rest of the game.

Grab the save-disc, save your game in the chest past the open doorway and grab the pump lever. Now go back to the armory courtyard, run out the left door onto the market square and go back to the aquaducts.

7.11 Entrance to the Lair

Once you're in the aquaducts, go through the doors beside the inventory-chest and use the lever to operate the pump on the right. Once the water's been drained, go down the path, where Alzeed is waiting for you at the ladder. After the next cut-scene, Alzeed will be knocked away and you'll find yourself face-to-face with a...

7.12 BOSS-BATTLE: Fungus-Humongous

It looks kinda like a shroom, but whatever it is, it's pretty easy to kill despite being really big and nasty. It attacks by swinging its fists down and as long as you stay in front of it and between its arms, you'll be safe. Keep sawing with your chainsaw and it won't give you any trouble. Once it's dead the door will unlock and you can enter the Lair.

Alzeed finally explains what's going on and, after some of the funniest dialogue in the game, sends you off to find a familiar.

7.13 The Nether-Beast Labs

This is definitely the easiest sub-quest in the game. Just kill the

nether-beasts that come at you, being especially careful with the green reptilian ones--they can actually hurt you. They may seem to be respawning endlessly but they're not--just keep hacking them and they'll finally die.

Walk up through the rooms and you'll find an old friend lying on the ground near one of the cages. Pick him and the save-tape up, check the blood-soaked tables for a wine-jug, then walk back through the now-glowing portal.

7.14 The Arcane Library

After some more hilarious dialogue from Ash, Alzeez sends you into the Arcane Library to get the book of spells. When you arrive, take down the two robed guards waiting for you. Once the room is clear you'll find a torch lying on the ground. Pick up the torch and then use it next to on one of the burning torches on the sides of the staircase. Place the now-lit torch on the empty spot on the right side of the podium and press O button at the podium.

This should spell out the puzzle for you: you have to push the four sparkling books into the bookshelf in a certain order. If you're thinking about simply skipping the torch and going straight to the books, don't--the game can sense cheaters and won't let you solve the puzzle if you haven't lit the torch and looked at the books from the podium.

The order is, from left to right: 2, 4, 1, 3. Walk up to the second book from the left and hit O on it to push it into the bookshelf. Then walk to the last book from the left and push it into the shelf, then the first one, and finally the third one.

Once this is done a bookshelf will slide away to reveal a secret room. This room holds an inventory-chest and the spell-book. Grab the spell-book, save the game and pull out any items you might possibly need--this is the last chest you'll ever see in the game.

Now go back to the opposite side of the room and run through the portal.

7.15 BOSS-BATTLE: Evil Ash

Now that you've gotten the spell-book and your hand, you can take control of it and venture into the depths of the Lair! Guiding Ash's hand through the tunnels and catacombs is gonna be really, really cool...

...or maybe not. I guess Ash didn't need our help after all. Anyway, after the next cut-scene you'll find yourself in the Cathedral of the Dead, a kind of limbo between the human world and the dark-world. This is where you'll go mano a mano with your evil doppelganger and rescue Jenny.

Evil Ash really isn't that hard to fight though his attacks are devastating if he lands a hit. The secret is to keep backing away from him as you swing the chainsaw. If he stops or raises his arms for a second, he's about to use the light-circle attack, the same attack the Guild priest used in the temple, so take a small backwards jump. Just don't turn your back on him and he'll fall without any trouble.

7.16 FINAL BOSS-BATTLE: Kandarian Demon

The demon that created and controlled Evil Ash will gruesomely rip himself out of his body and attack you. This boss is really fearsome-looking, like some kind of decayed dragon or worm. This isn't really a battle, however--it's more like a puzzle that happens to occasionally take off life-points.

Stay behind the pillar that you start off at; you're safe behind any pillars since this boss can't actually move. The boss is completely invulnerable to attacks unless you first switch off all four of the glowing pillars in the room. Once you've psyched yourself up run all the way down the room behind the pillars, picking up white mushrooms on the way, until you've reached one of the two dead-ends. Heal whatever damage you took on the way and use your turned-off chainsaw to whack the pillar. It will stop glowing.

Now run from pillar to pillar, grabbing mushrooms and healing between each one; the creature will launch a kind of poisonous breath at you, but it'll only have time for one shot before you reach the next pillar. Whack each pillar as you reach it and when you reach the opposite side of the chamber, turn on your chainsaw and hit the last pillar.

Now the creature will become translucent and vulnerable to attacks. Run up to its head and start slashing away with the chainsaw as fast as you can; you only have a few seconds before it becomes invincible again. Once it becomes solid again, turn around and run back to the corner of the room, take cover behind a pillar and heal the damage you took during the battle.

Turn off your chainsaw and whack the pillar you're standing behind. Wait a few seconds--mushrooms will usually randomly appear around the court. Run to the next pillar, picking up any mushrooms and converting them to health items as you go. Hit that pillar and run to the next one, healing any damage you take from the poison-breath as you go. Turn on the chainsaw before you hit the fourth pillar, then rush back in to slash at the boss the second he becomes translucent again. When the pillars light up, run back to the corner column and start the process over again.

It'll probably take you three or four turns to completely kill this boss. After that, just sit back and watch the hilarious ending sequence; it looks like Ash and Jenny have a lot of reading to catch up on...

SECTION 8: FILE LOCATIONS AND TRANSCRIPTS

Knowby's Notes
Location: Default item

"October 9th.
The key to dispelling the evil I have unleashed lies somewhere in the pages of the completed Necronomicon. I have been working for a sleepless week trying to reassemble and translate the pages when today, alas, something terrible happened. I sat down to rest and had fallen asleep. It couldn't have been long, but when I awoke, my work area was

in shambles and the pages were gone. Someone (or something) had taken them! Perhaps the family of strange, awful people in the woods had something to do with it. I have seen them lurking about late at night. I should investigate their old shack just west of the cabin. In any case, it's imperative that I get every one of those pages back. A local priest, Father Allard, has been assisting me. I tried to reach him today, but the Evil has horribly altered the path to his church! I wandered for hours in the labyrinth, but soon found myself lost. I barely made it back to the cabin alive. I've got to find a way back to that church."

Church Pamphlet

Location: Archery range gate

"The congregation of Sacred Heart Church and Father Allard welcome all to Sunday mass. Early mass begins promptly at 8am followed by separate services at 10am, 12pm and 5pm. This Sunday's sermon, 'The Nature of Evil' will be followed by a juice and cookie mixer. Stick around and meet some new friends."

Wolverine Letter

Location: Wolverine campground

"Dear Mom and Dad,
How are you guys? Sorry I haven't written. We've been really busy. Troop Leader Nugent has had us out at the shooting range almost every day. I'm getting pretty good with the bow and arrow, but my rifle skills need to improve. Mr. Nugent says I just need more practice. Speaking of Mr. Nugent, he's been acting a bit wierd lately. He disappeared into the woods last night. He walked off towards an old, abandoned mine. It's ten in the morning and he hasn't returned. Come to think of it, I think some of the other Wolverines are missing as well. Oh, well. They're probably out hiking somewhere. I'll try to write again in a week or two. See you soon.

Love,
Matthew"

Wolverine Guide Book

Location: Abandoned mine

"The first thing any good Wolverine must learn is how to subsist in the wild under less than favorable conditions. A wilderness explorer must be prepared to identify a wide range of vegetation that he will be able to eat, thus maintaining the health and stamina required to survive any number of obstacles Mother Nature might send his way."

Hellbilly Journal

Location: Hellbilly shack

"I feel terrible 'bout what got done to Gram. Pa says we ain't got no choice and told us to forget about her. I wish we hadn't found those damn pages in the woods, 'cause things ain't been right 'round here since."

Modern Moonshiner Magazine

Location: Hellbilly shack

"The key to a great batch of ruckus juice is finding the right ingredients for your mash. Use your imagination. Common food items you wouldn't necessarily associate with a proper batch can actually enhance flavor. Common mushrooms and other plants have been known to produce textured brews that defy description. And remember, there's no such thing as a bad mix. Anything deemed 'undrinkable' could still be bottled and used around the house as a powerful cleaning solution, paint thinner or fuel!"

Necronomicon Page

Location: Knowby cabin

"The initial manifestation of the evil is twofold: first, invisible interdimensional forces are able to take control of humans. Once in full possession, all aspects of human form are lost."

Necronomicon Page

Location: Hellbilly attic

"The second stage is the manifestation of deadites in the flesh. These creatures are full-fledged demons and have maintained their ancient form."

Necronomicon Page

Location: Sacred-Heart Church

"Long before man, the Dark Ones trod the ways of darkness...Their maliciousness was great upon the Earth; all Creation bowed beneath Their might."

Necronomicon Page

Location: Bridge

"After being banished to their own realm, the Dark Ones could not cross over into our dimension without the help of man..."

Necronomicon Page

Location: Archery range

"The Warrior from the Sky fell, the one from my dreams. He made a most glorious entrance..."

Merchant's Letter

Location: Market square

"Shiraz,

The state of affairs has grown worse. The city has become a place of bedlam and unrest, and we merchants must band together. The robed figures are going to and fro at all hours of the night--indeed there are strange happenings at the temple. And there have been sightings of what can only be called unearthly guards. These soulless, animated skeletons

have been seen roaming about the town. How are we supposed to make a living in this kind of climate? We have to meet.

Yours,
Ali"

Notice of Execution

Location: Outside Alzeez's cell

"Abdul Alzeez, having been convicted of a Crime against the City of Damascus, has been condemned to Death. Public Execution to take place on Wednesday the 23rd of October, at 11:00am."

Guild Research Notes

Location: Celestial Temple

"Some of our most gifted scholars have given themselves to the Cause. The process of translating the book takes a heavy toll. Within a week or two of initially understanding the text of the Necronomicon, each translator starts going a little mad. Some of them babble and curse, while the more extreme examples have started phase-shifting into other worlds. They disappear--literally--sometimes for hours at a time. Others fade in and out of existence before your eyes. Victims of the unparalleled power of the texts, they are merely shadows of men now. It is quite worrisome. Only a few scholars remain. Alzeez has volunteered himself. He seems strong. Perhaps we will give him a chance."

Astronomical Notes

Location: Celestial Temple

"Months of research have led me to conclude that the study of heavenly body alignment is crucial to learning the secrets of the universe. When the Earth's most influential celestial bodies are aligned properly, the ability to travel between the planes becomes possible. Unlocking the doors between worlds is easiest during an Eclipse. With this in mind, we have scheduled another Experiment for the next Eclipse."

Captain's Log

Location: Captain's quarters, Armory

"September 6
We have been doing defensive drills should the city fall under siege. Our work with the Guild to develop superior Armor for the men has finally paid off. This new heavy Armor can withstand almost any attack. Only when the armor is newly forged is it vulnerable, if at all. It was when the smithy quenched the armor too quickly in water that it cracked down the middle. Protecting the armor from extreme hot-to-cold changes should insure its longevity."

(missing file?)

SECTION 9: HINTS AND TRICKS

Items and puzzles sparkle with a white glow against the background. If you see a sparkle, even if it seems to just be a background design, try picking it up or using it with the O button.

The game only gives you save-discs before and after major boss-battles, plot-points and accomplishments. Don't try to save up on discs, just use them as you find them; they're a big clue that you've reached an important point.

The legless deadites will dive underground after a few swings and then erupt from below to attack Ash; to counter this move, take a small backwards hop as soon as they vanish. They'll usually pop up again in front of you and you can give them a second helping of chainsaw.

The skeletal soldiers on the second disc will fake their own deaths-- don't be fooled! They'll fall down and seem to vanish after a few hits. Hop back a step and wait for them to leap back up from the ground. When the skeleton-soldiers die, they usually leave items behind, so if they haven't dropped anything, beware.

If you're carrying a gun in your free hand while fighting off deadites, make sure that it has at least one shot loaded. Nothing's worse than having Ash impale a deadite on his chainsaw, only to have to stand there looking dumb--and vulnerable--because you don't have any bullets to finish it off.

Remember: when you go to inventory-screen or pause the game, your chainsaw will be turned off when you start playing again. If you're in the middle of a battle, keep your finger over the button as you unpauses the game.

Always use a one-liner as you impale a deadite. While Ash will say a line anyway, pushing the button boosts your odds of getting a large health-kit.

Mushrooms respawn. If you find mushrooms on a screen once, make a note of that place--there will usually be mushrooms there again if you revisit the area later. Be patient--sometimes spawning takes a few moments.

It's not necessary to fight Linda. Once you pick up the shovel you can run off the screen--when you come back she'll be gone for good. But why wouldn't you want to fight Linda? It just wouldn't be "Evil Dead" without chopping her head off at least once...

Spawning mushrooms will often be accompanied by a whirring, wind-like sound. If you're exploring the screen and hear it, look around again--you'll usually find several new mushrooms. (thanks revilfan!)

The game will only allow you to stockpile four large health-kits; after

that the enemies will stop dropping items. Once you've gotten four large health-kits, don't worry about finishing off the enemies. (thanks CConrad15!)

SECTION 10: FREQUENTLY ASKED QUESTIONS

I AM HAVING A PROBLEM IN THE WOLVERINE CAMP SECTION. I HAVE THE SHOVEL AND I AM AT THE ROCK CAVE-IN. I CAN NOT FIGURE OUT HOW TO USE THE SHOVEL. I HIGHLIGHT IT AND IT WON'T DO ANYTHING. I HAVE TRIED ABOUT EVERYTHING BUT STILL CANNOT GET IT TO WORK."

CALLAHAN

There are places like that throughout Evil Dead, where you have to use an item at the exact spot or nothing will happen. One way to find that spot is to just keep investigating the rock-pile with the O button until Ash makes a comment about digging his way through. Then, without touching the control pad, go to the inventory screen and use the shovel by selecting it and pushing the X button--he'll clear the passage. This works for other exact-spot puzzles as well: for example, search the motor outside the hellbilly shack until the screen actually changes to show it and say it needs a part, then select the part on the inventory screen without moving Ash.

I GOT TO THE SECOND DISC--BUT THERE IS A PROBLEM. AFTER BATTLING ANNIE I HAD VERY LITTLE LIFE LEFT. SO I GOT MUSHROOMS AT THE WELL AND RAN FROM THE GUARDS AND SAVED THE GAME. NOW THERE ARE NONE TO FIGHT. WAS I SUPPOSED TO SAVE IT AFTER I FOUGHT THE 2 GUARDS? DO I HAVE TO START OVER FROM THE BEGINNING NOW?

REVILFAN

I tested this and got exactly the same result. It must be a glitch in the game--when you reload a game, it takes away the surrounding monsters, but in this case you have to fight the monsters to get the pieces to the next puzzle. I've written THQ about it and hopefully the PC version will at least get a patch. As for what to do...I hate to say it, but you're stuck on that screen now. Just reload the game as close to Annie as you can and, when you reach the second disc, use the save-disc before you go up the cliff. When you reload the game it'll show the cinema again, then take you back to the chest in the middle of the market stables.

I HAVE ONE SILLY QUESTION AND THAT IS WHERE ARE THE INVENTORY CHESTS TO SAVE THE GAME. I HAVE PLAYED AND PLAYED AND CAN'T FIND ONE AND I AM SO TIRED OF STARTING OVER.

CHUNCHMA

That's not as silly as it might sound--I had the same problem when I played through the game the first time. Those chests, and the save discs, are very rare and they blend easily into the background. Here's the locations of the chests in the first half of the game...

1. Workshed behind Knowby's cabin - in the back of the workshed

2. Abandoned mine - on the right wall, across from the battery slot
3. Hellbilly shack - in the bloodsoaked room, between the two doors
4. Church entrance - to the left of the gate
5. Graveyard - in the second crypt on the left trail
6. Fruit cellar - in the room beyond the projector-room, against the wall

I WAS WONDERING IF YOU KNEW ANYTHING ABOUT SOME CODES FOR THE DREAMCAST.

PIRO147

I'm sorry to say it but THQ has confirmed that there are no secrets or codes built into the game. There was talk of an infinite-gas code on Playstation but it doesn't work. There are several Gameshark codes available for both the Playstation and Dreamcast, but since I don't own a Gameshark and can't test the codes myself, I haven't included them in the FAQ.

WE TRIED YOUR ANSWER ON SECTION 7.14 IN THE POSTED WALKTHROUGH BUT IT DOESN'T WORK. 2, 4, 1, 3 JUST DIDN'T HELP US WHEN WE TRIED IT.

STYGIANQUEEN

I've updated the faq to make the answer simpler--press O on the 2nd book from the left, the 4th book from the left, the 1st book from the left and then the 3rd book from the left. That opens the secret passage. A lot of people also get stuck when they try to skip lighting the torch--that's as much a part of the puzzle as the books and if you haven't done that, it still won't work.

I HAVE THE PULL-ROPE BUT WHEN I TRY TO USE IT ON THE GENERATOR NOTHING HAPPENS. I TRY TO SELECT IT IN THE INVENTORY BUT IT DOES NOTHING. I'VE EVEN TRIED CHANGING THE POSITION OF ASH EACH TIME I ATTEMPT TO USE IT AND STILL NOTHING. IS THIS A DEFECT IN THE GAME OR AM I DOING SOMETHING WRONG?

XIOTHOLESE

THE GAME WON'T LET ME USE THE SHOVEL. I HAVE THE SAME PROBLEM ANYWHERE, I CAN'T EVEN EAT THE SMELT JERKY OR OTHER THINGS. I'VE ALSO GOTTEN TO THE HELLBILLY CABIN AND CANNOT PUT THE DRAWCORD OR CRANK ON THE GENERATOR.

CALLAHAN

Make sure that when you're on the menu screen you push the X button to use the item--this can be easy to miss, since the use button is O in every other part of the game. I haven't experienced this myself so I'm still hoping it's just a simple button-mistake and not another glitch in the game itself.

Also, I've heard that the Gameshark codes can interfere with the item screen, making it impossible to use any item. Try the game without the gameshark to make sure that it's not glitching the game.

I HAVE BEEN ABLE TO BEAT THE WOLVERINE TROOP LEADER NUGENT BUT CAN'T

EXIT THE CAVE. WHAT AM I DOING WRONG?

NEILYNNE117

The cave is designed like a room and you have to push the O button at the door to get back to the mines. The trick can be figuring out exactly what spot the game considers to be the door. Run to the right of the screen until you get to a rock pile with two small wooden posts. Stand between the posts and investigate the rock pile by pushing the O button. The game will say the rocks can be pushed aside and Ash will automatically go back to the mine.

HEY I GOT THE GAME AND DEFEATED IT BUT I WAS WONDERING IF YOU KNOW ANYTHING ABOUT THE TRAP DOOR IN THE CABIN?

BANGER312

The trap door in the cabin leads down into the fruit cellar. Ash falls down into the fruit cellar from the church and emerges from the trap door into the cabin during the cut-scene at the end of the first disc, when Evil Ash reads the spell and sends them all to Damascus. There's no in-game way to open that door, though--it's just there for Ash to use during that cut-scene.

I REALLY DON'T KNOW HOW THE TWO MUSHROOMS COULD BE COMBINED WITH OTHER ITEMS. I ALREADY TESTED THEM WITH ALL THE OTHER ITEMS THAT I'VE ALREADY GOTTEN BUT NOTHING HAPPENS, INCLUDING THE CONVERTER.

DINO_18

Go to inventory screen with the select button, then move the yellow cursor-box onto a white mushroom. Push X and the yellow box will change to a blue cursor-box. Move this cursor up to the converter and push X again--the mushroom will change into a health-kit. The same applies to red mushrooms, which will change into small health-kits.

But this only works if you've found the right in-game files. You need the Wolverine Guidebook to change white mushrooms into health-kits and you need an issue of Modern Moonshining magazine to use the red mushrooms. They are found in the mines south of the camp and inside the hellbilly shack.

WHEN WE FINISH THE GAME THERE IS A SCENE WHERE ASH AND JENNY RETURN HOME TO FIND THE PLACE DESERTED AND ALL SORTS OF NECRONOMICONS ON DISPLAY IN A BOOKSHOP. WHAT DOES IT MEAN OR SIGNIFY?

GARY_IS_IN

That's a really good question--at first I thought maybe I'd gotten the "bad" ending but the THQ website says the game only has one ending.

It seems to be a reference or homage to the "original" Army of Darkness ending that had Ash screwing up a potion meant to send him back home and returning instead to a post-apocalyptic future. That ending was replaced when test audiences didn't like it, but it remained Sam Raimi and Bruce Campbell's favorite ending for the movie.

Now, as for the game itself...

I think Ash definitely screwed up somehow and ended up sending the Book of the Dead into the past where it got published and quickly overran the world. The sign in the window says it's been on the New York Times best-seller list for 300 weeks, which is almost eight years. Since Raymond Knowby first found the book eight years ago, Ash may have somehow altered history and made the professor's translations successful, although I'm not entirely sure how.

Ash let go of the Necronomicon while he and Jenny were in the vortex and it seemed to fly ahead of him. Since Evil Ash and Jenny arrived in Damascus almost a week before he did after they leaped through the vortex at the end of disc 1, perhaps the Book of the Dead ended up dropping into the present seven or eight years before Ash and Jenny got home, landing in Dearborne where some publisher found it and turned it into a bestseller.

Either way, with all these books around, it's a safe bet the Dark Ones rule the world--which is why the sky has an evil face and the city is deserted.

Hope that helps some--and let me know any theories you have about the ending!

SECTION 11: UPDATES

12/30/00 - A quick and small update; due to a typo, the walkthrough gave the wrong solution to the graveyard puzzle. It's been fixed now--thanks to Doozer810 and others who pointed this out to me! I've also fixed a few small spelling errors and done some light proofreading--nothing else about the guide itself has changed, though.

12/31/00 - Last update of the millenium! I've proofread the FAQ and played through the game to compare the two. The walkthrough's been updated with a much more thorough section on the graveyard.

1/01/01 - Added a Frequently Asked Question section to the FAQ--thanks to everyone who's written and made it possible! I've also slightly modified the walkthrough and added the mushroom-spawning tip to the Hints and Tricks section...specialthanks to REVILFAN for pointing that one out!

1/03/01 - Added one more question to the FAQ warning of a potential bug in the game--watch out! See Frequently Asked Questions for more details...

1/07/01 - Added a few more questions to the FAQ and some minor proofreading.

1/10/01 - A tip from CCONRAD15 and some more proofreading...

3/11/01 - Some grammatical changes and an extra question added to the FAQ.

4/03/01 - Last update for the FAQ, since I feel confident that everything in the game has been covered. Finally checked and updated the FAQ to include a biscuit in Knowby's cabin--several people wrote in to tell me about that and thank you to all of them. I've also added a

few more details to the infamous library puzzle, checked up on THQ's website for last-minute revelations, and included links to both the official game's website and to Bruce Campbell's official site. Thanks to everyone who helped contribute to this FAQ!

SECTION 12: SPECIAL THANKS AND CONTACT INFO

Thanks to Bruce Campbell, Sam Raimi, and Renaissance Pictures for making the coolest horror-series in existence! Thanks to THQ for doing a truly faithful translation of the series, and, since this is the first FAQ I've ever done, thanks to everyone who's read it and to all who have written with comments and suggestions. Hopefully, as more secrets and codes are uncovered, I'll have more updates and future versions of this FAQ.

If you have any questions on the game, any information I might have missed, or just want to talk about the game, e-mail me at akimol@aol.com.

For the official game website, go to:

<http://www.evildeadgame.com/>

And, of course, the official Bruce Campbell site:

<http://www.bruce-campbell.com/>

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