

# MediEvil II FAQ/Walkthrough

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## MEDIEVIL II WALKTHROUGH

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### PART 1: BACKGROUND:

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## 2 GAME FUNCTIONS:

To review the controller functions within a game level, press Start, highlight CONTROL OPTIONS, press X, highlight VIEW CONTROLS, and press X.

These are the special moves using Button layout 1. The game starts with these controls. However, there are two other possible layouts.

RUN: With the Directional Pad, tap in a direction and then hold it down in the same direction.

WALKING JUMP: While pressing and holding the Directional Pad in a direction, press O.

RUNNING JUMP: Tap and hold the Directional Pad in a direction to run, then press O. (This allows you to jump farther.)

DARING DASH: Tap and hold the Directional Pad in a direction to run, then press Triangle. (This gives you a burst of speed if needed.)

SUPER JUMP: Perform a Daring Dash and then press O to jump during the Daring Dash for extra distance.

## 3 BASICS FOR THE WALKTHROUGH:

A main part of understanding this walkthrough is understanding what direction I mean. To make sure this is clear, I will explain. No matter what Dan actually looks like on the screen, think of Dan as being in the middle of the screen with his back to you. If you are confused, put Dan in that position and match him up with my descriptions of the scenery. In other words, the top of the screen is in front of you. The bottom of the screen is behind you. Right and left are your right and left as you are looking at the screen.

When I tell you which buttons to use, I am using Button layout 1 which is the default layout.

Some things are in ALL CAPITAL LETTERS. These things are items you can find, Spectral Trails, Spivs, Books, and any thing of importance. This is because these are important to find and they will stand out if you are looking for something specific.

In this walkthrough, I numbered the Spectral Trails. They are not actually numbered in the game. I did this to help keep track of them. I also did this to make it easier for me to use them as landmarks.

This work contains everything \*I FOUND\*, not necessarily everything in the game.

#### 4 BASICS FOR THE GAME:

**The Projector:** Aside from when the game forces you into new areas, you can visit areas up to your current area with the use of the projector which is in the Professor's Lab. Use the directional pad and press to the left to back up and show slides of previous areas. Some areas allow you to hear a mission briefing from the Professor if you press Square. If an area has a Chalice, it will appear on the clock in the upper left. If you did not get it, a red X will be on it. If you did get it, a green checkmark will be on it. While at no time is replaying any level required, it is necessary to see all the Dan Hand areas and it can be helpful to fill up health or gather gold.

**Distance Weapons:** When you equip any weapon that can be thrown, it will have a green light hovering around it. That is its targeting sensor. If the targeting sensor moves to an object or monster, that means if you throw your weapon it will hit that target. Otherwise, you will miss. Also, remember that holding down the button for any throwing weapon gives you continuous firing. Use L1 to change which enemy is your target.

**Losing what is in your life meter:** If you fall into deep water or into a void, etc., you will lose what is in your life meter. This is only what is in the meter itself and not what is in the life bottles above your life meter. If you do lose what is in your life meter, the meter will be filled with what is in the life bottle on the far left.

**Dropping from a great height:** Depending on how high you are, dropping can hurt you. If you drop from too high, it acts just like a void except you start from where you landed. When dropping, never jump up first as that increases your height.

**The Chalice of Souls:** Ten levels have the Chalice of Souls. You can see it in the upper right. As you kill monsters, they will fill up that Chalice. Once it reaches 100%, you can take the actual Chalice that is in the level. Taking the actual Chalice allows you to collect a new weapon from the Professor. Sometimes Winston will have to deliver it to you.

**Missing the Chalice:** It doesn't appear to be possible to miss a Chalice in this game. You can always go back for one you did not get. If you get one, you will not be allowed to progress your game until you pick it up. However, I've noticed a kind of glitch in my game where if I have played an area but did not get the Chalice and then I play it over and try to get the Chalice, I just get a Chest of Coins and

not my new weapon. If that happens, reset the game console and play through the area again. The order you receive items for Chalices remains the same regardless of the specific level. So, skipping a Chalice in a level will not cause you to skip an item that you would receive.

The Professor's Lab: You will see a lot of this place. There are normally three points of interest in the Lab itself, and each has an image of a Chalice on the floor in front of it. The desk to the right is where you can collect your Chalice. The middle desk is where the Professor will speak with you. Off to the left is the projector.

Level Replays: Most of the level will remain the same, but not all of it. Any Life Bottles previously collected will be Bags of Coins. Most levels allow you to reclaim the Chalice as you did at the first. The Greenwich Chalice and the Wulfrum Hall Chalice are the only exceptions. A Bag of Coins will replace them if you already claimed them earlier. If you gain a Chalice a second time, in the Lab you will collect a Chest of Coins. Energy Vials will reset so you can build health with them. Fountains will not reset, so the amount of health you can get from them is finite even if you play the level over again.

Exit Level: Within a level, once you have been in the Professor's Lab at least once, you can choose to exit. However, if you do that, it is like you never entered the level. So, if you replay a level to gain health or gold or another shield, etc., you have to finish it to keep that.

Your Skull: Don't worry about your skull if you forget to retrieve it. You will automatically get it back after you complete the level, unless you are forced to get it back for a purpose.

#### 5 CHEATS:

Exit Level Money Glitch: When and how this works, I'm not sure. As I said, it is a glitch. I did this with Greenwich. After you collect the Chalice, enter the level and exit the level immediately. In the Lab, you can collect the Chalice again for a Chest of Coins. If this happens, it can be done over and over. But, why bother with that, which may or may not happen for you, when you can access the Cheat Menu.

Cheat Menu: I have to thank Game Sages for this one. There is no way I thought this up myself. First, press Start to bring up the PAUSED menu. Then, you need to enter in a combination of buttons. (Left, Right, Up, and Down are done with the directional pad.)

Hold L2 down the entire time you do this. Next, press the following: Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left, Triangle, Circle, Down, Circle, Circle, Right.

Then, in the PAUSED menu, you should see CHEATS listed below CONTROL OPTIONS. You will actually see it appear before you are done all of the above, but finish the entire sequence.

If this is messed up a little, the options within the CHEATS menu will also be messed up a little at the top.

## PART 2: THE WALKTHROUGH:

### 1 THE MUSEUM:

Here we go again. Where in blazes are you now? What a way to wake up.

Like it or not, you will speak to a ghost. You can hear the exact same message again if you press X at SPECTRAL TRAIL 1.

Press Select to bring up your inventory. You can use the directional pad to scroll from side to side and to scroll up and down in your inventory, but you see more shapes than things. Here is where you can use items you find and here is where you can change your equipment.

You should notice your arm is in your inventory. You can select your ARM here, or since you have no weapon yet, just pressing X will cause you to rip it off. You swing your chosen weapon with the X button. You can throw your Arm with the Square button. You will need a better weapon than this, however, so you will want to get another weapon soon.

Turn around and you can read a BOOK that tells of your past good deeds. You are already in the Hall of Heroes, so what more do the living want of you? You've got it made already.

Press the Start (or Select) button and your Life Meter, the Chalice percentage, and how much gold you have will appear at the top of the screen. Start will put you in a menu of options. Press Start again to exit that menu, or select Resume. The Chalice must have a new purpose. That also means there are things to kill in here, somewhere, or nothing could fill your Chalice.

The only way out is up the stairs and into the hall. Continue across the hall and enter the room that is opposite your resting place. This puts you in a room with statues. The one in the center has a glass case around it and something notably interesting inside. You will notice the green targeting sensor that is at your Arm will fly to it while you are still standing outside of the room. That means if you throw your Arm, it will hit that target. The sensor is required to be on target for any throwing weapon to hit its mark. Use L1 to change the target if more than one is possible.

Either throw your Arm or whack the case, but one way or another, break the glass and take the SMALL SWORD. In this case, it will replace your Arm. It can be powered up with the Square Button. You can use L2 and R2 to rotate your view so you can look around the room. Walk out into the main hallway.

Ugh! That green hand on the floor seems to like you, doesn't it? It hovers around you like your loyal best friend. Well, don't worry about that now. You have better things to do.

With the room of statues in front of you, go to the right to follow the main hallway forward.

With the hall stairs in front of you, notice there is a small opening to the left directly before these stairs. Pity you cannot send in your hand friend to look what might be in there, isn't it?

Walk up the stairs and you should see some zombies ahead of you. As you kill them, you will notice red energy leaves their bodies and that will fill your Chalice. Once you collect 100% of what the Chalice requires, you can get it, and not before.

Kill all the zombies. Then walk up the steps of the center structure to pick up the MUSEUM KEY. Exit this room through the archway on the opposite side of where you entered.

As you enter the next room, you find two more difficult foes. Tap and then press the directional pad in the same direction to make Dan run. Running to dodge is a good idea here. Try to keep to the backs of these two as you kill them.

You will then see two sets of stairs in front of you. Walk up the one on the right first to pick up an ENERGY VIAL. (Energy Vials will reset, so you can get them again if you play the level over.) Walk around the purple and yellow structure to pick up the BAG OF COINS that is behind it. Press and hold L2 and R2 while facing that way to see it is there. This is your Dan-Cam.

Go up the longer set of steps and you will see another object of interest in a glass case. Hit the case and take the PISTOL. Press Select, page down one, and select the Pistol. It cannot be powered up. It comes with 100 bullets. You can buy more from the Spiv. Select it and you will notice you can select one of the two weapons in the upper left corner of the screen. Select your Arm, and it will be replaced with the Pistol. Leave the inventory screen. Press L1 and Square together to switch between the two weapons in the upper left. You then find SPECTRAL TRAIL 2. Then, exit this level.

From as you enter, go to the left first. You will find SPECTRAL TRAIL 3. Hit the chest to open it, then take the COPPER SHIELD. It will automatically be equipped. The 150 on it shows how much it can take before it will break. Press Triangle to duck and to use your shield so it will actually protect you. Continue left to find a door. Walk into the keyhole to use the Museum Key and open the door. Then, walk to the right to explore the rest of the room.

You will find a small break in the floor. While you are still walking, press O at the last moment to do a walking jump so you clear the gap. You will then find an ENERGY VIAL. Now, the next gap is a bit bigger, so run first and then press O at the last moment to do a running jump. You then find SPECTRAL TRAIL 4. You also find THREE BAGS OF

COINS. Last is the largest jump. If you run and press Triangle, you do the Daring Dash, which is very helpful in dodging enemies as it gives you an extra burst of speed. If you do a Daring Dash first, and then press O to jump, you will do a super jump. Do a super jump over the last gap to return to the door which is the exit.

(If you fall down, you return to the room where you found the Museum Key. Be careful when you fall. If the drop is far enough, it will hurt you. If it is too far, it is almost exactly like falling into a void or deep water which completely drains what is in your Life Meter, except you will be on the lower level when you recover.)

Next is SPECTRAL TRAIL 5. Walk up to the planks to climb down to the level below you. If you are in a hurry, you can press O to jump and fall to the floor the rest of the way.

Skeleton birds join you. You must kill them all to proceed. They are slow and not too difficult, but do not get in the way of energy blasts that they can shoot from their mouths. The blast does have a limited range. The fallen statue gives you the way out. Next to the exit you find a BAG OF COINS on one side and a FOUNTAIN on the other. While Fountains give more health than Energy Vials, they also cannot be restored. In other words, if you drain a fountain and you replay the level later, it will have a lesser amount of energy left or none at all depending on how you left it. They are finite.

The next room has two soldiers. As you hit them, you will cut off their legs first. Try to keep moving so that they cannot aim at you properly. It is possible to jump down over the edge at the bottom of the screen, however it will hurt and you will reach that room eventually anyway. However, that edge around the room has items for you, so jump up onto it. (Use the Dam-Cam to see it properly.) Walk left to find a BAG OF COINS. Walk right to find another BAG OF COINS. Jump back into the room you were in and exit to the right.

You find SPECTRAL TRAIL 6. Press X to talk to the SPIV. Under Provision is where you find more ammunition for any of your weapons that need it. Kill the skeleton birds as you find them. Both ways downstairs lead the same way, so just pick one. Go down the stairs to find a cannon. The Myths & Legends room is blocked with debris. First, go right into the Display Room, which is the room you previously saw from above.

Kill the soldier first if you can. (If you go too far into the room, the glass cases around the suits of armor will break, so do not rush forward.) You can break the glass before you battle the suits of armor. I would suggest standing behind each case so you can hit the suit of armor from behind immediately. At the far end of the room, you can pick up the TORCH, which you should do last. Exit the room.

Next, go into the Garden. Here, you can find several zombies. Some of them pop up out of the ground. Near the pond you will find SPECTRAL TRAIL 7 and the CHALICE. By the large tree with benches near it, you will find a FOUNTAIN.

When you kill enough monsters, you will see a message on the screen saying, "The Chalice can now be collected," which means you can walk into the Chalice to take it. With the Chalice to your left, while you are at the Fountain, you should see a chest in the upper right. Open it to get the CANNON BALL. Then, leave the Garden. (Once you take the Chalice, it will appear in your inventory.)

Make the Torch your chosen weapon. You can press Square to wave it or X to hold it out straight. Either one will work. Stand at a lit torch and light your Torch on it. (Your Torch will eventually go out if enough time passes.) Walk up to the cannon. Use the Cannon Ball. Then, wave or hold out your Torch to light the fuse on the cannon. Next, enter Myths & Legends.

Look around yourself to see planks on the wall which you can climb. Climb up and follow the path to the right. You will find a BAG OF COINS, the DINOSAUR KEY, a BAG OF COINS, and a third BAG OF COINS. (From up here, you can see the head of the Kraken.) Once you are above the planks, walk up close to them. Be careful not to fall. Once you are close enough, Dan will automatically start to climb so you can climb down. Get used to doing this as falling instead of climbing down can be painful in certain places.

Once down, you can read the BOOK to learn about the Kraken. Kill the two soldiers. Next is a BOOK about Zarok. Before the door is a chest with a new COPPER SHIELD. You cannot have more than one, but getting a new one restores your total amount of breakage possible to full. Walk into the keyhole to use the Dinosaur Key, and then walk through the doorway.

You must kill the skeleton birds to progress. Before you continue, jump through the hole that was just put into the wall. This gives you a view of the tomb, but all you can do is collect the TWO BAGS OF COINS on either side of its entrance. Return to the other room.

Before you leave, make sure you have your Chalice as this is the end of this level.

#### 2 TYRANNOSAURS WRECKS:

As you enter this room, you find the only SPECTRAL TRAIL which gives a welcome message of the option to save first. Please do.

Check at the side of the lion statue at the opposite end of the room from where you entered for a BAG OF COINS. Then, go up the stairs to meet your first boss.

The way in will be blocked. However, there is another way out of the lower level. Run to it as fast as you can to enter another room.

In this new room, you will find a chest with a COPPER SHIELD. Walk up the first set of stairs to find a BAG OF COINS and a SPIV. Walk up another set of stairs and read the BOOK for a little help on how to hurt this monster. Exit on



the top level to return to the boss fight.

You will now be above the boss. You cannot harm it now, so just keep running around and around the room as then it will not hit you with anything, but be sure not to fall to the lower level. There is a FOUNTAIN on this level to help you.

When the boss stands in the middle of the room and roars, you know your opportunity is coming. Its brain will leave its skull and pulse. This will summon two smaller skeletons to attack you. After a limited amount of time, the smaller skeletons will automatically break and the monster will resume its normal attack. Killing them both will cause it to resume its normal attack more quickly.

While its brain is out, it will be reared up with its head on level with you. This allows you ways to hurt its brain.

It is possible, but more difficult, to stand on the platform directly in front of the monster and hit the brain. However, the skull can still get in the way from that angle. It is easier if you jump onto its back or drop down onto the floor and the run up its spine so you can hit the brain more directly. I would suggest using the Small Sword for this. Once you hit it, repeat the whole process. Two hits should kill it.

Killing the brain will only destroy the first form of the monster. A flying form follows, but the way to kill it is very similar. However, now you should use your Pistol.

Make sure you are on the upper level of this room, as the lower level is painful. Again, running constantly around the room will keep you out of the way. If you need an extra burst of speed, remember you do have the Daring Dash.

This monster will pass by four times to hit you with fire. Then, it will hover in the center of the room with the brain showing. Fire at it with the Pistol. (Make sure the green targeting sensor is on the brain so you actually hit it.) Hold down X for rapid fire. After it is dead, it leaves behind a LIFE BOTTLE. This will appear over your Life Meter. While you can lose the life in the bottle, your Life Bottle itself is permanent, so you can refill it. If you lose everything in your Life Meter, it will fill with what is left in the Life Bottle on the far left.

Exit the way you entered at first to leave this level. That would be under the Fountain.

\*\*\* THE PROFESSOR'S LAB: CHALICE 1

More green hands are here. There are three images of a Chalice on the floor. First, stand on the center one.

Stand on the image of a Chalice to your right to collect it. You will be given the CANE STICK. It can be powered up with the Square button.

Then, stand on the image of the Chalice at the projector. At the projector, you can use left and right on the directional pad to move through the different locations. You can see on the clock on the left if a Chalice is in that level. A red x over it means you did not find it. A green checkmark over it means you did get the Chalice for that area. You can replay areas here. For some areas, you can also get a mission briefing. If you did collect the Chalice, you will not be allowed to continue until you pick up your new weapon.

Once you choose an area to play, you will be allowed to save your game.

### 3 KENSINGTON (PART A):

You start outside of the Library, which is now closed. Perhaps that is where the Professor's Lab is hidden.

(Though the Cane Stick is stronger than the Small Sword, the Small Sword has a wider swinging range. Both can be useful in this level.)

As you proceed down the street, you will find zombies on the ground. A gentleman zombie will appear and animate them. You must then kill all the thug zombies first. Then, the gentleman zombie will become solid. While he is solid, you can hit him. If you do not do so fast enough, he will animate the thug zombies again and you will have to kill them all again first. Beware of the gentleman zombie's cane stick as it can send you flying off to the side. It is a good idea to run past him and hit him as you go so you can keep out of his way. Kill the gentleman zombie to destroy the lot and get a BAG OF COINS.

You now have a choice of direction, forward or to the right. If you go forward you find a tunnel leading to the other half of town and a ladder leading up to the train tracks. Ignore them for now. Go to the right.

You will pass the Town House, but a key is required. Proceed to the water fountain and take care of the thugs and the gentleman zombie there to get another BAG OF COINS. This puts you back at the Museum. Next to the Museum main entrance, you find a FOUNTAIN. By the other side of the main entrance, you find two ladders. Climb up the one on the greenish wall.

This will put you on the train tracks. Follow them to find a SPIV. There is a bell here. Ring it and a train will go by. Notice it leaves a pink glow. That is a clue. Follow the tracks to the other end to find a COPPER SHIELD in a chest. Return to the other end of the train tracks and climb down at the Museum.

Go to the water fountain. With the Museum to the left, go up the street. You will find the entrance to the Depot, but you cannot enter it yet.

Return to the water fountain. With the Museum on your right, go forward and enter the tunnel to go to the other half of town.

As you walk up the street, you will find more thugs and a gentleman zombie around a large statue of a fish. Kill them for a BAG OF COINS.

At the statue of the fish, look for the sign for McPepper & Son Quayside Mills. Walk that way to find the water. Falling into this water is a bad idea. Hit the lever to lower a small platform. Jump onto it to be raised to a higher level. Enter the opening.

From as you enter, walk off of the edge to the right. Falling into the water is a bad idea here as well. There is a BAG OF COINS on a thin portion of floor by the water's edge. Here you find SPECTRAL TRAIL 1. Look at the different crates. One is a darker brown color than the others. Stand next to it and then press and hold X to grab it. Then, use the directional pad. You can either walk forward to push it or backward to pull it. In this case, you want to pull it backwards so that it lines up with the stack of two crates there in the large pile. Jump onto the crate you pulled. Jump up onto the stack of two crates from there. Jump up onto the stack of three crates. Jump up onto the platform to get the DEPOT KEY. Walk into the opening to exit.

Drop down and some zombies will pop out of the ground. Stand so that the water is to your right and the fish statue is to your left. Go forward down the alley and through the tunnel.

This puts you back on the first side of town. There will be more zombies to kill. Go to the left to return to the water fountain. Go right and walk into the keyhole to use the Depot Key while you kill more zombies along the way. Enter the Depot.

From as you enter, look around here. You will see a chest with a skull and crossbones on it. Hit it to find a bomb. This bomb will not hurt you. However, it will blow up the zombies quite nicely. You will then see a ladder, so climb it.

Drop into the next room where you find a FOUNTAIN. At the far end of the room next to a cart is a large stack of crates. Jump up them to get the TOWN HOUSE KEY. Jump back down.

Say good morning to the mummy dogs. Beware of them as they can pounce on you. They also can shoot out streams of energy in four directions at once, and you cannot hurt them while they are doing this. They do glow in warning before they do that. I would suggest really centering on one at a time.

In a corner is a darker crate you can move. Pull it toward the Fountain. Then, push it past the Fountain and toward the cart. Before the cart, push it up against the wall. Then push it all the way onto the cart. Jump onto it to reach the exit of this room.

Drop down to leave. Beware of the zombies and return to the town.

More zombies will be around the water fountain. Go left and walk into the keyhole to open the Town House door so you can enter it.

Inside you find SPECTRAL TRAIL 2. Notice you cannot leave. Go up the stairs. You will find crates. Break all of them with your weapon. Next, open the chest to find a POCKET WATCH. Then go downstairs and leave.

Return to the water fountain and the Museum. Climb up to the train tracks again. Return to the bell and ring it. If your Chalice is full, the train will stop and you can take the CHALICE from it.

Return to the Museum and drop down. Climb up the ladder on the red wall. This puts you on the roof of the Museum. You will find SPECTRAL TRAIL 3. Approach the window in the roof to see a scene. This opens the window so you can drop down into the Museum that way.

This ends the first part of Kensington.

### 3 KENSINGTON, THE TOMB (PART B):

You find the only SPECTRAL TRAIL, which happily allows you to save your game.

All these suspended platforms give you a safe way to reach the higher levels of the outside of the tomb. The drop is rather deadly if you miss a jump and painful if you walk off of the edge. (Sometimes, if you run right off of the edge of a platform, you will land safely. Sometimes that doesn't work and you will be hurt.)

To ensure a safe landing, you will need to make running jumps to each of the suspended platforms. Turn your view before each jump so you can best see what you are doing. Once you land on the next platform, make sure you stop pushing on the directional pad so you do not run right off the edge. Once on the last platform, you can walk right off the edge and onto the tomb.

Pick up the BAG OF COINS that is right there. Walk to the other side of the tomb to pick up another BAG OF COINS. Drop down to the level with the SPIV. Notice there is a small ladder there in case you are trying to climb up instead of drop down. At the other end of the tomb from the Spiv is a ladder leading down, but the drop is safe. It also allows you to return to the Spiv if you need to after the next fight.

Once on the floor, you will find more mummy dogs. Try to center on one at a time, and run if they attack together so you are not being hit by two at once.

Enter the tomb and you will light your Torch and then light a torch on the wall. Next to you is another unlit torch, so light it. Go down the hall a little to find a FOUNTAIN to the right. Go down the hall a little more to find more mummy dogs. Try setting them on fire with your Torch.

You can find a green hand trapped along the wall. There is also a small opening in the wall in another part of the room. There is nothing you can do about all that now, so exit through the narrow doorway.

Light your Torch and go down the stairs. Light the torch on the wall to the left. Light the torch on the wall in the opposite corner of the room. This is not required, but it is nice to have light in the room.

You should see three stacks of green blocks. Pull the single green block away from the wall and to the center of the room. Then, push it up against the pair of blocks. Use the blocks as stairs so you can reach the SCROLL OF SEKHMET. Drop down.

Pull the single block to the center of the room and then push it to one side so it is out of the way. Grab the stack of two blocks and pull it away from the wall. This will reveal a mummy dog. Push the stack of two blocks up against the stack of three blocks. Then, push the single block against the stack of two blocks. Jump up them all to reach the TABLET OF HORUS. Drop down.

That takes care of two sides of the room. The third side is the stairs, so that only leaves the fourth side to explore.

Pull and push the single block and the stack of two blocks out of the way. Pull the stack of three blocks away from the wall to reveal another mummy dog. Push all three stacks of blocks up against the last wall so you can jump up all of them to the last area of this room. Take the STAFF OF ANUBIS and fight the last mummy dog. Drop down and exit this room.

Go down the stairs and go left to approach the first statute. Face its legs and give it the Scroll of Sekhmet. Go left and stand at the legs of the next statue. Give it the Staff of Anubis. Go left and stand at the legs of the last statue. Give it the Tablet of Horus. You now have a friend.

### \*\*\* THE PROFESSOR'S LAB: CHALICE 2

Talk to the Professor. You try to explain the strange people you saw exiting the Museum and you give him the Pocket Watch.

Collect your Chalice for the HAMMER OF THOR. It can be powered up with Square button.

### 4 THE FREAKSHOW:

If you've been a good little skeleton and you've gotten both Chalices so far, you can save yourself much grief and equip yourself your Hammer. A couple solid hits with it will kill the bearded fat women. The shockwaves from a power up blow will take care of any imps for you.

Beware of the bearded fat women. They can bounce you into the water. They can also do a power up blow of their own with the shockwaves causing damage to you.

You start on a bridge. Back up first before going after the fat women. To the right you can find a FOUNTAIN. To the left you can find SPECTRAL TRAIL 1 and then a BAG OF COINS.

Cross the bridge and take care of the fat women. Cross the next bridge and take care of any more fat women along the way. (Off to the left, you will notice some items. There is a safer way to get them, so ignore them for now.) Cross the next bridge. As you pick up the FOUR BAGS OF COINS, be careful as more fat women are there.

There is an obvious exit through a gate in the upper right, but go to the upper left first and enter that tunnel. Be prepared for the imps. Pick up a BAG OF COINS.

On the other side, you will find a BAG OF COINS and a LIFE BOTTLE. You can make a running jump to the right to reach a CHEST OF COINS. Then, make a running jump back to the left and go back into the tunnel. Once you are back out, exit through the nearby gate.

This locks you in an area with a mage. He fights in a pattern. First, he will run to a new spot. On that spot, for a moment, he will be solid. At that moment, you can hurt him. I would suggest powering up the Hammer and squashing him directly. Then, he will summon his serpent and it will come after you. At that point, you should run away. Jump over the serpent if you have to. The serpent will then return to the mage and the process will repeat. If you hit the mage properly, two hits should kill him this way. Then, the way forward will open, so enter it.

Here are more fat women and a lot of imps. Also, there are more of those green hands running around on the ground.

From as you enter, to the right is a game that tests your strength. You need the Hammer to play. Power it up and then hit the bottom star to cause the weight to hit the bell at the top. Then, THREE BAGS OF COINS will drop down for you. Opposite it, on the other side of the path, you will find a bomb in a chest, which can help with your monster problem. Next to the game is a building which has an image of a Hammer on the door. Enter it to play another game.

You will see a lever in the corner and nine holes in the floor. Hit the lever to start play. Hit the required number of imps before the timer runs out to win. Keep on the lookout for ENERGY VIALS that appear to help with your health problem. It can help if you keep your shield out. While it is possible to use other weapons, the Hammer is the easiest one to use for this.

Round 1: Whack 8 Imps and win 10 CHICKEN DRUMSTICK.

Round 2: Whack 10 Imps and win 10 CHICKEN DRUMSTICK.

Round 3: Whack 12 Imps and win 10 CHICKEN DRUMSTICK.

Then the game is over. Exit the house. (The Chicken Drumstick cannot be powered up. It works like a time bomb. You throw it, then after a moment, any monsters within its area will turn into Roast Chicken. The Roast Chicken can be

taken for health for a very short amount of time.)

Cross back over to the other side of the path and look for SPECTRAL TRAIL 2. There is a trampoline here. Stand on it and press and hold O to jump high. Let yourself bounce at least three times before you jump onto something. This one is just for practice.

Enter the next house to find a SPIV. You will want bullets for your Pistol later. Exit the house.

As you follow the path, you find an archway with two statues that requires two keys. Enter it. Go right first to find a FOUNTAIN. Go left and kill the imps. Keep going left to a stand at the far end. Walk around the stand on the left to find the CHEST OF COINS. Return to the previous area, just outside the archway with the two statues, and enter the green and white striped tent.

There is another mage in here. On top of him, first you have to battle some fat women. Then you have to battle a gang of imps. There is also a FOUNTAIN. Once you are done, exit near the Fountain.

Go up onto the wooden platform and make a running jump forward onto the trampoline. Stand as close to the opposite edge of the trampoline as you can. Hold down O and bounce at least three times. At the start of the last bounce, press forward and hold it to jump up onto the next wooden platform.

You will be at a red and white striped structure. Jump onto it. Move your view to see the CHEST OF COINS on the little island right next to it. Drop down and take it. Jump back out and return to the main area of green grass.

You will find SPECTRAL TRAIL 3. In this area you find more fat women and more imps. You also see very black water. Falling into it is a bad idea, but not quite as fatal as normal blue water. You will be promptly chewed upon and then spit back out by the creatures in the water. Proceed on the grass and keep going past the metal building. Once around the corner of that building, it is helpful to try to lure some of the imps which are on the upper level down to your level so you can kill them now instead of later.

Enter the metal building. Kill the imps. Use the FOUNTAIN if necessary. Use the trampoline to reach the higher level. There you will find a SPIV, a COPPER SHIELD in a chest, and the CHALICE. Drop down and leave.

Follow the path from that door to a tunnel. This leads to a fight with a mechanical elephant. Equip your Pistol.

The robot can blast you with its trunk, so you do not want to stay in front of it. While you are in front of it, dodge from side to side. Wait for it to walk away from the very end of the path first, and then run between the legs of the robot so you are at the back of it. (When you run between its legs, it may then rear up and cause a small earthquake.

You need room behind the robot so you can run out of the range of the shockwaves.) Be careful not to touch the legs as that is painful.

Once it is in about the middle of the path, and you are behind it, shoot the imp that is controlling it. Hold down X for rapid fire. Make sure you are far enough back from the robot to hit the imp. After a few hits, or if it reaches the end of the path, it will turn around. Run between its legs again and shoot at the imp again. If you do this all quickly enough, you can keep the robot in the center of the path during the entire fight. Do this until you defeat it. Then, collect ELEPHANT KEY 2. Key 2...well there must be another one somewhere. (Do not be in too big a hurry to grab the key. Touching the robot will still hurt until the gate has opened.)

Go back into the tunnel, and go past the metal building where you found the Chalice. Near Spectral Trail 3, there is a trampoline on the corner of the large, black lake. Get onto it. Stand in the corner nearest the next trampoline closest to you in the lake. Jump forward to the next trampoline. (To play it safe, stop bouncing when you land.) Next, pick the trampoline to your upper left. Again, stand on the edge nearest the next one, change your view so you can jump forward directly, and jump to it. Jump forward to the very next one, so you ignore the one on the right. That leaves two more jumps until you are on the next grassy area. (If you fall into the water, you will be spit back out at some other location.)

If you lured down the imps as was suggested previously, the last jumps will not be a problem. Otherwise, you might find imps are jumping at you. If so, bring out your Pistol and take care of them first before you try to keep jumping.

Once safely on the other side, make sure you do not drop down to the previous area yet. Proceed to an archway which leads to another mechanical elephant. Destroy it the exact same way as you did the other one. Then, take ELEPHANT KEY 1. Leave this area.

You can drop back down to the area that led to your first mechanical elephant fight and make your way back from there. However, you can use the trampolines as well.

With the black lake in front you, get onto the first trampoline and then jump to the one in the upper left. From there, jump onto the wooden opening that is off to the side. Drop down and you will be at the final tent.

Run to the exit of this area, which is the archway. Put Elephant Key 1 and Elephant Key 2 in the two keyholes to open up the final tent. Then, enter the final tent.

The chest contains a COPPER SHIELD. You may want to wait until the one you have, if you have one, breaks before you take it. This mechanical elephant is protected. You cannot shoot it. You will need to find another way.



This robot attacks the exact same way as the others. It can blast you from its trunk. If you run between its legs, it can rear up to create a shockwave attack. It is best not to get in its path at all. When moving from lever to lever, try to stay clear of it.

Jump into the ring and then jump onto the platform with the lever. Use your shield as you are about to be a sitting duck. I like to use the Small Sword to hit the lever because of its swinging range. Hitting the lever causes the heavy object it is holding up to be lowered. Dodge the blasts of the robot until it is under the heavy object and then hit the lever to drop that object on the imp.

Find the next lever and do the exact same thing. Find the third lever and do the exact same thing to destroy the imp and the robot. The hits must be directly on the imp or they do not count. Once a hit is successful, the lever will be useless.

Exit the tent. Run down the path and past the two red statues where you used the keys. With them in front of you, go right and follow the path back out of here.

From as you enter, just walk forward and out of this area.

\*\*\* THE PROFESSOR'S LAB: CHALICE 3

The lab is a little different. Notice the BOOK behind the Professor. Speak to him.

Present your Chalice for the CROSSBOW. It comes with 150 bolts which can bounce off of walls. You can buy more from the Spiv. It cannot be powered up.

5 GREENWICH OBSERVATORY (PART A):

Just a few steps forward, and you've lost your head! Right there you will find SPECTRAL TRAIL 1. Press L1 and Triangle to switch to your head. (This can be done when you see the picture of your head in the upper right.) That way you can have a look around where your head is located, which can help you retrieve it. Use the same buttons to switch back to Headless Dan. Only the head of Dan can use the Dam-Cam, but both can rotate the camera view.

Make sure you kill all the zombie sailors in the area. If you find any birds, switch to a distance weapon to kill them.

Follow the path to the Royal Naval Observatory. Once at that building, go right to find TWO BAGS OF COINS and a FOUNTAIN. Then, go left of the building to find SPECTRAL TRAIL 2. Near it, you find a ladder leading to BIRD'S NEST 1 where your head is located. Kill the bird and retrieve your head by pressing L1 and Triangle. Climb back down.

(You can only pick up or put down your head if you see a blue, circular light indicating that this is possible. So, when you stand next to your head, you should see that light around your head. When you find a place where you can put

your head, you will see this light on that place.)

Make sure you take care of any zombie sailors and continue left of the Observatory. You will find a bomb in a chest there. You will also find a COPPER SHIELD in a chest. Then, proceed to the Docks.

Be careful of more zombie sailors. If you see a zombie sailor just lying on the ground, use the Hammer and smash it. Why you need to do that will become clear soon enough.

As you walk down the paved street, you will have to turn at the corner. Go left. Walk forward all the way, and then look to the right to find a ladder. Be careful of the bird. Once at the top of the ladder, swing your camera angle around so that you can see BIRD'S NEST 2. A walking jump will get you over there. Those birds can still steal your head, so if it happens, you need to check the nearest bird's nest for it.

At the top, you can drop down to a slightly lower level of the roof. Then, drop down again to a third level. You will find another ladder. Climb it to find a FOUNTAIN.

Climb back down both ladders and return to the street. With the ladder in front of you, go to the right. A green brain will jump onto a zombie sailor and take over its body. That is why you want to smash any of those that are lying around as you can only kill the green brain when it is not on something else. You will have to attack what it has possessed to knock it loose. It can take you over as well, so be careful. If it does, press X over and over quickly to get it off. Feel free to use distance weapons to kill them before they can jump onto anything if they are in the distance.

Walk past the drawbridge. You should see the bird in advance, so try to start hitting it before it even notices you.

Walk all the way to the very end and then turn left to find a SPIV. Very near the Spiv is a path to the right leading to the inside of a building. Go into there next. Make sure you have your head.

Inside you will find SPECTRAL TRAIL 3. You will also see four levers. Each lever also has four settings. Notice a square hole in the wall. Walk up to it. Press L1 and Triangle to take off your head and put it into that opening. (You can also select it from your inventory to do this.) You cannot get your head back until you solve the puzzle.

Use L1 and Triangle to switch to the head. Use the Dam-Cam, L2 and R2, to see what is inside there. This will show you the correct settings for the four levers. (The settings change from game to game.) Switch back to Headless Dan and have him hit the levers until they are all at matching settings. This will lower the drawbridge. Then, you can take your head back. Leave this room.

Before you go, walk all the way around this building,

without dropping down, to pick up the LIFE BOTTLE at the back.

Return to the Spiv. With the Spiv behind you, walk forward and away from him and drop down to the bottom level. Notice the green hands are here. A BAG OF COINS is right where you land.

Be careful of the zombie sailors and green brains. Walk forward toward the ship with the Chalice on it. Walk behind that very ship to find TWO BAGS OF COINS.

You will end up at a stack of crates with a lever on the top of them. If you look around, you will see a center ship with a small hole. Remember that for later. Walk past it with it on your left.

After you paddle in the small pool, you can find a ladder to your left. Walk toward it. That is the way back up to the previous area. Climb up it.

Go to the drawbridge and cross it. This puts you on a ship. Walk the length of it and drop down onto another ship. Walk to the end of it and do a walking jump onto another ship. From there, do a walking jump onto the stack of crates and hit the lever. This raises a runway for you. I prefer to do a running jump to the last ship. Pick up the CHALICE.

Jump back to the stack of crates and then back to the previous ship. Do a running jump to your runway. At the opposite end of the runway is a small, lower opening in the side of the next ship. You are going to have to aim your next jump for that. For this, I like to use a super jump. If you mess this up, you can walk around and try again.

Jump up onto the deck. Go left all the way and then drop down onto a new area.

You should see a bomb in a chest, so use it to help with the zombie sailors and green brains. At the stairs you will find a CHEST OF COINS and SPECTRAL TRAIL 4. Climb up the steps to exit this part of the level.

5 GREENWICH NAVAL ACADEMY (PART B):

You find SPECTRAL TRAIL 1, which allows you to save and that is a very good idea in this place.

The area below is full of zombie sailors, green brains, and birds. Also, the cannons on the building will fire at you if you are in front of the building.

Climb down the ladder and go to the right. At the far end, you can pick up an ENERGY VIAL. Then, go around all the way to the left. At the far end that way is a FOUNTAIN. As you turn from the Fountain to go back, make sure you look behind the pair of trees to find a BAG OF COINS.

Return to the ladders. Near there is the main entrance to the large building.

Once inside, you will notice several zombie sailors on the floor. Destroy them all quickly so the green brains cannot control them. This is a very good area to use distance weapons to kill the green brains.

Just in case you do not have your head, we will cover that part first. Follow the metal ramp upward. You will have a choice of directions where you can go farther up or you can continue on the same level. Continue on the same level and then go to the right. Ignore the observation tank.

This puts you back outside on the upper level where some cannons are located. Go to the right first to find a SPIV. Climb a ladder to the next level. Run to the opposite end to find a BIRD'S NEST and your head. Climb up to the top level to find SPECTRAL TRAIL 2. Walk down the ramp here.

This puts you back in the previous area. Walk down the ramp, and then walk to the observation tank you saw earlier. Put your head into it. Down it goes until you finish this puzzle. Walk all the way back down the ramp until you are on the main floor.

You will see three levers. The first moves the magnet forward and backward from your perspective. The second moves the magnet left and right. (For the first two, the magnet goes in one direction only, but once you force it as far as it can go, the next hit will cause it to come back the other way.) The third drops the magnet. Use the head to see where the object is located in the green liquid. The shadow from the magnet will help you see if it is over the object. (When you drop the magnet, you will automatically see with your head.) So, use Headless Dan to move the magnet until it can be dropped onto that object. The location of the object changes from game to game. The object will be dropped off to the side after you drop the magnet on it.

Pick up the BELLOWS. Walk back up the ramp to the observation tank and get your head. Walk up the next ramp and to the top of the building.

Equip the Torch and light it. Jump onto the platform for the hot air balloon. Light underneath the balloon with the Torch. Then, use the Bellows to feed the fire so the balloon will work. Jump up and down on the bellows to do this.

You drop right in on some old friends. This would be Dogman and Mander. Running and the Daring Dash are a good idea with this pair.

Equip the Hammer. Power it up and strike a hard blow when you can. But, don't let Dogman grab you and knock you silly. While Dogman is fighting, he will stay in front and Mander will fire from behind. Once you knock him out, Mander will become much more aggressive and start whipping you with his tail as well as firing bolts of energy. This is really where the Daring Dash will help. I like to switch to the Crossbow for him. I don't really aim at him unless he is a good distance away, but I do try to turn in his direction while I dodge. Powering up the Hammer for Dogman will have hurt

Mander with the shockwaves before he attacks on his own as well.

Before you defeat them, look around this room. The exit where you start is a dead end, but go to the left of it and you will soon find another room. Here are the welcome sights of a SPIV and a FOUNTAIN. Ducking into this room can also give you a break from the fight for a moment as they cannot follow you here.

Once you knock them both out, the level will be over.

\*\*\* THE PROFESSOR'S LAB: CHALICE 4

Speak with the Professor. Pick up your Chalice for the AXE. It can be thrown with the Square button. It will return to you, so this is a distance weapon for which you will not have to buy ammunition. It is also a very close range weapon with the X button.

6 KEW GARDENS:

The first thing you should notice is that your Chalice percentage is already at 41%. This is to account for the innocent lives. If you lose any of those, your percentage will decrease by as much as 6% for each person, from what I can tell. The bottom line is, if you lose too many, you won't be able to get the Chalice, so try to keep them all alive.

I like to equip the Axe here. Throwing it at the pumpkin monsters seems effective.

You start at SPECTRAL TRAIL 1. As you walk forward, you find a huge building. First, go to the right toward the pool, but quickly dodge to the right and out of the way of the huge pumpkin that will roll down from behind the pool. In the pool you will find the POTTING SHED KEY.

Next, follow along the wall of the huge building. You will see platforms above you, but do not worry about those now. If you stay close to the huge building, the second huge pumpkin should pass by harmlessly. Then, run along the wall until you reach a fence and rush up to the fence to get out of the way of the third huge pumpkin.

As you continue, beware of the bouncing pumpkin bombs. Also pumpkin monsters will start to pop up out of the ground. (Run away from them at first to give yourself some distance and then throw the Axe at them.) When you kill them you will notice those monsters leave ANTIDOTE. Look at it in your inventory to see it has a percentage. Each one you get is worth 25%. Gather 100% because you will need it. If you have 100%, picking up more doesn't help and any you leave behind will remain in case you need them later.

Within the square of hedges you can find a LIFE BOTTLE. As you continue around the building, be careful as some bouncing pumpkin bombs will turn into running pumpkin bombs. Any pumpkin bombs do nothing for your Chalice percentage, so just try to keep out of their way.

You will find the main entrance to the huge building as you go along, but ignore it and keep going.

You should find a BAG OF COINS in plain sight and a couple more pumpkin monsters. Walk into the keyhole to use the Potting Shed Key and enter the shed.

Inside the shed, pick up the WATER TANK VALVE and then leave. Return to the main entrance of the huge building and enter it. Inside you find SPECTRAL TRAIL 2.

Once inside, run forward and drop down as soon as possible. Use the leaves on the tree to drop down safely. Be careful as flowers that spit fire balls are on the one side of the room. Those fire balls can hurt you.

In this first room, there are three innocent people to be saved. When the pumpkin monsters stab them, they start to transform into pumpkin monsters as well. Equip and use the Antidote with the X button, as Square does nothing, to cure them. If they are not cured, they will turn into pumpkin monsters and you will have to kill them.

While the pumpkin monsters will not attack you directly, though they will counter attack when hit, you still need to kill them to finish the trial and save the innocent people. In killing them, be careful you do not directly kill an innocent person. When you are done, you will be told how well you did or did not do. The best advice I can give is take your time. There is no rush to do this as fast as possible. Try to get the pumpkin monsters alone so you can get a clear hit on them without endangering the people.

Once you are done, walk near the tree and jump up onto the leaf that is closest to the ground. Then, do a walking jump onto the next leaf and the third leaf so that you can jump back up onto the higher area. Be careful as these pumpkin monsters will attack you directly.

You can climb farther up this tree. Jump on the leaf that rests just above the fence. Jump over the branch to the next leaf. Make a running jump to the next higher leaf which is on a different branch. Hop onto the branch and walk to the last leaf to collect a CHEST OF COINS. Use the same leaves to return to the level where the entrance is located.

With the tree behind you and Spectral Trail 2 in front of you, go to the left. Follow the path to a doorway and enter it.

Be careful as there is another fire ball flower here. Climb down the vines to the lower level. Be careful of the pumpkin monsters. At the base of the vines you find TWO BAGS OF COINS. Use the FOUNTAIN on the other side of the room and then climb back up the vines.

With the fire ball flower in front of you, you should see a platform to the left. Turn to face it and do a walking jump to it so you can enter the next area.

Again the pumpkin monsters will not attack you directly, but there are two innocent people to save. Kill all the pumpkin monsters in the room and save them with the Antidote as necessary.

Jump onto the lowest leaf of the tree. Walk onto the next leaf on the same branch. Do a walking jump onto another leaf near it, but on a different branch. Walk onto the small greenhouse and use it to reach the next leaf. Jump onto the branch itself and climb up the vines on the tree trunk. Climb the vines over to the right to reach a new branch. With the vines to your left, walk forward and onto the next leaf. Do a walking jump onto a leaf close to it. Jump onto the next branch and be careful as fire ball flowers are in the area. Walk onto the next leaf and just walk off of it and onto the ground on the level where those flowers are located.

The path is circular, so go left or right until you find the door that leads out of here. (Notice the Chalice is in this room.)

This puts you outside and on the platforms. Be careful not to fall as you will then have to climb up the trees again just to return here. Walk to the right and do a walking jump to the next platform. Continue to the right and drop onto the third platform. Climb the ladder up to the next level and go left and onto the platform there.

Do a running jump to the left to the next platform. Do a walking jump to the left to the final platform. Climb up the ladder. Jump up onto the top of the building. Be careful not to drop down through the holes in the roof as you will fall back into the room with the Chalice, and that might hurt depending on where you fall. The hole on the right drops you painfully back down onto a leaf of the tree below. The hole on the left drops you safely onto a leaf that is higher up on the tree.

To the left, pick up the TWO BAGS OF COINS. Walk across the roof to the metal path. You will see a huge pumpkin in advance. When it starts to move, run back to the roof and off to one of the sides so you are out of its way.

Return to the metal path and enter the room. Inside you find a SPIV. You also find a box within one of the pipes. It has a hole with two blue arrows around the hole. Put the Water Tank Valve, which is blue, into that. The very first room of the huge building will be filled with rain and the fire ball flowers will open up and be harmless. Exit this room.

Run back across the roof and return to the platforms. Drop down onto the platform with the ladder. Use your Dan-Cam to look around. You should see some treasures fenced off from you so that you cannot get them while on the ground. Using your super jump, from this top platform you can jump into that area. The landing, however, will hurt. (The lower platform nearest this side has a fence blocking the way so the jump cannot be made properly.) For your extra effort you

will find TWO ENERGY VIALS and TWO CHESTS. Then, stand on the pumpkin closest to the fence and jump back out of there.

(If this little side trip is not worth the effort, then walk off of the top platform to the right so you land on the one under it. Then, walk off of that one to the left.)

Either way, run back to the main entrance of the huge building and enter it. Run to the tree and drop down into the lower level using the leaves. Jump up onto the first open flower. Then, jump onto the taller open flower. Jump to the ladder and climb right all the way, then up all the way, then right all the way, then up all the way, and then left all the way and drop. Take the POND ROOM VALVE. Walk to the opposite side of this level so you are as far away from the ladders as possible. Then, drop down and you will drop safely onto the entry level. Be careful as more pumpkin monsters appear. Stay on this level and follow the path back to the doorway that leads farther into this building.

In this room, again jump to the platform off to the side so you can enter the next room. In the next room, climb back up the tree again to the higher level.

Go to the right past the flowers to find another box within a pipe. This one has green arrows, so use the green Pond Room Valve. This will start the rain both in this room and the previous room. Return to the flowers. Jump onto the short one and then the tall one. Then, jump onto the platform and take the HOTHOUSE VALVE. Drop back down.

Use the tree to return down to the ground. Return to the previous room with the lone flower. Do a running jump along the small platform up onto the larger platform with the golden fences. Then, do a walking jump onto the now open flower and another walking jump onto the platform at the far end of the room to find a new exit.

Inside you find another situation with two innocent people. Be careful as more fire ball flowers are here. Kill all the pumpkin monsters and save the people.

From as you enter, go counter-clockwise first. You will pass a greenhouse with a small crack in the base of it. Notice there are green hands here. Next to it is a BAG OF COINS. Next you will find an exit, so take it.

This puts you in a room. Jump onto the table to take the LIFE BOTTLE. Then, return to the previous room.

Continue counter-clockwise to find a box in a pipe with red arrows. So, use the Hothouse Valve, which is red. Go to the flowers and jump onto the short one and then the tall one. Then, jump up to where the exit is located.

Brace yourself as this next area has quite the fight. You will find a chest with your first SILVER SHIELD. Near it is an ENERGY VIAL. On the other side of the room is a FOUNTAIN.

Enter the lower portion of this level to start the fight.



First, you are surrounded by pumpkin bombs. When they are all gone, you are attacked by pumpkin monsters with a few more pumpkin bombs. Once you are done that, you have more pumpkin bombs, more pumpkin monsters, and huge pumpkins rolling through the screen. Once you kill the last of the pumpkin monsters, a huge pumpkin will break open the exit for you. This is the exit for the entire level, so do not go this way until you are ready. The huge pumpkins will still continue to roll through the screen.

However, you don't have the Chalice yet. If you don't have 100% by now, it is highly doubtful you can get it. If you want it, exit this room.

This returns you to the room with the green hands. Exit it back to the room with a lone flower. Do a walking jump to the flower and then another walking jump back to the platform on the other side. With the flower in front of you, look left and then do a walking jump onto that platform so you can exit this room.

Proceed up the tree until you are on the leaf that allows you to just walk directly onto the higher level. You should see a BAG OF COINS on a leaf. Do a running jump to it and take it. Jump onto the branch and then climb the vines to the very top of the tree to collect the CHALICE. Then, return to the final exit and completely exit this level.

\*\*\* THE PROFESSOR'S LAB: CHALICE 5

All is not right here, but the SPECTRAL TRAIL will allow you to save and will give you your weapon for this Chalice. With or without a Chalice, this is a level in itself.

You will be given BOMBS. You are given 20 of them, but you can buy more from the Spiv. Use X to light one and drop it. Use Square to light one and throw it. Move out of the way as the blast will hurt you.

7 DANKENSTEIN:

After you save at the only SPECTRAL TRAIL, where you will get your Chalice from the last level, you find out this is a level.

Walk forward to the middle of the room, and use the Dam-Cam to look around the room. Aside from the pathways above you, there is the Chalice on a room in the corner. Remember this.

Look around and you will see one of the doorways is open. Enter it.

You need to collect limbs. (In this, I agree with Dan's reaction.) Notice there is a BOOK in this room which gives you some background on the limbs you must find.

Once the Professor stops talking to you, the timer starts. You need to collect all the body parts, one at a time, and place them on the slab before that timer runs out or you will have to start over and do all the body part collecting over again. Your health remains the same as when the timer

ran out. If you got the Life Bottle, you will keep that. If you collect the Chalice, you will also keep that too. You will still see the Chalice in the level, but you will also have it in your inventory showing you did in fact get it. The timer is in the lower left.

(If the timer does run out and you do not like your condition, you can Quit and return using your saved game to start completely all over again.)

Leave this room and make a right to enter the next room where the creations are roaming.

The Hammer and the Axe are good choices. You must kill a monster first. When you hit them, they can go into a guarding stance which makes them more difficult to hit until they drop the stance. Once a monster is dead, it will drop its body part. Pick up the body part and return to the room where the Professor is working and put it on the slab.

You have a timer for the body part as well. It is in the lower right. If you take too long to deliver the body part, you will lose it and you will need to get it again. If you already have a specific body part, if you kill the same kind of creature again, it will leave nothing.

If you cannot find the creature you need anywhere in the room, leave the room and return to the main Lab, then enter this room again. To save time, it is best to find some creature that has a body part you do not have during each trip. You can see the body part on each creature to know what type of body part it is. You can only collect body parts one at a time.

The Creatures:

Pink bodies: LEFT LEG.

Mummies with blue faces: RIGHT LEG.

Blue bodies: LEFT ARM.

Pink bodies: RIGHT ARM.

Spider creature: TORSO.

The behind on the train: BUM.

I like to get all but one body part very quickly. Then I gather any items I want from the room before delivering the last body part as the final act of the level.

When you first enter the roaming room, you will be on one side of the train tracks. Here you tend to find arms and legs. You should also notice there are green hands here. There is a raised area right where you enter. There is a small hole in the base of this raised area. Remember this.

(Stand on the raised area here and throw the Axe at the monsters to keep out of the way of their attacks.)

As you continue into the room, you can jump up onto a raised area which is next to the train tracks. (The exits you see on either side of this strip lead to one another, so just ignore them.) For now, cross the train tracks and drop into the other bottom half of the room.

In this half, you tend to find arms and legs. Torsos may appear on the area above and drop down. As they tend to appear a bit less frequently than the others, it is a good idea to get a torso if you see one. If you walk all the way to the other side of this room and then go to the right, you will find a LIFE BOTTLE in the corner.

(There is an incline next to the train tracks. Stand on it to keep out of their way while throwing the Axe at them. Be careful of the torsos as they spit poison, so make sure you have your shield ready for them.)

Next, get onto the train tracks. Be careful on the tracks as you can get hit by the train. Avoid the engine itself. But, there is another car with a body part on it doing something I would rather not discuss. (I really didn't need to see that). I would recommend throwing the Axe for this. Hit the green bottom to knock it off of the car. Then, hit it some more to collect the bum.

Follow the train tracks so that you are above where you found the Life Bottle. Here, you can jump over a fence to reach a FOUNTAIN. You can also open a chest to find a SILVER SHIELD. Again, this is where torsos may appear.

You will notice the tracks lead back into this wall on both sides. Ignore that. If you enter one way, you will just exit through the other on the opposite side of this same wall. You need to follow the tracks back toward the main room of the Lab. Do not do this until your Chalice percentage is 100%. Also, make sure you do this before you deliver all the parts to the Professor as that will end the level.

So, with the way you entered this room in front of you, pick the path on the left and go forward. At the wall itself, notice you can stand on the concrete on the sides of the train tracks. This is helpful if you need to allow something else to go through so that it doesn't hit you. You also should see a clock on the wall between the two paths. That shows you that you are on the correct side of the room.

You are now in the main Laboratory, but you are on the path up above it. You should notice an area to the left. Make a running jump to reach it if you want to reach the SPIV. Make a walking jump back to the train tracks.

The tracks make a U shape. Walk to the end of the curve. Look at the walls. You should see concrete blocks on the walls in the upper right. Make a running jump to the closest one. From there, make a running jump to the right to reach the next one. This one makes you turn a corner. (With the Spiv being in the left side of the room and the Chalice being in the lower right, this corner would be the upper right corner.) Make a running jump to the pipes along the wall near it. You should now be above the projector.

Jump onto a higher part of the pipes to get a CHEST OF COINS. You should be able to see the Chalice. Make a running jump to the CHALICE to collect it. Look down around the room

you are currently upon to see the ramp that leads up to the door. Drop down onto that ramp, making sure you stay close to the side of the room so you land on the highest part of the ramp, to return to the main floor without being hurt.

Once you have collected all the body parts so they are all on the slab, this area will be over.

#### 8 IRON SLUGGER:

Unfortunately, you cannot save. However, if you lose, you will just start over again at the start of the Iron Slugger level.

You will notice that you, Dankenstein, and the Iron Slugger have health bars at the bottom of the screen. That allows you to track your progress in the fight. Any damage Iron Slugger takes is permanent. However, between rounds, Dankenstein will regain some health. So, don't think you have to do this all in one round. But remember, there are only six rounds to this fight.

Each round is on a timer, You can see the timer in the lower left corner. Once the timer runs out, that round ends.

If you do not lose any limbs, you will go directly to the next round. However, if you do lose limbs, you will enter a side event outside of the ring. Here is a BOOK which gives you directions for fighting. You also find a SPIV. There are also imps here who steal your limbs. Kill them if necessary. You can get up to two limbs back. So, if you lose more than that, you will have to wait until the end of the next round to regain more. This side event also has a timer which is located in the lower left. When it runs out, you return to the fight. If you collect two limbs, you return to the fight immediately.

Only you can retrieve limbs. Any the Iron Slugger loses, it loses for good.

#### Fighting:

High Hits: Square.

Low hits: X.

High hook: Triangle

Low Hook: O.

Overhead chop: R1 and Square (high).

Jaw-buster: R2 and Square (low).

Headbutt: Square and X.

High block: R1.

Low block: R2.

Change camera view: L1.

If things are going badly, just back away from the Iron Slugger constantly to stay out of range until the timer runs out for the round. (In doing this, try to circle the ring without getting trapped in a corner.) You don't want to loose all four limbs, or you may only get both legs back between rounds. If you do lose both arms, any attack will be a headbutt.

The Jaw-buster and Overhead chop are best at inflicting

damage. (Block first and hold the block. Then press Square.)  
But, don't just sit on top of the Iron Slugger. Get in a hit or two, and then back away before trying to hit it again. Try to take into account if it is blocking high or low as you hit it.

Once the limbs start flying off of the Iron Slugger, really pound him unless you are low on health yourself. Obviously, once its health bar reaches 0, you win.

\*\*\* PROFESSOR'S LAB: CHALICE 6

Speak to the Professor again to learn Kiya is going on a trip too.

Pick up your Chalice to get the BROAD SWORD. It can be powered up with the Square button. Notice it has a percentage. You can buy enchantment for it from the Spiv. As you hold the sword, the enchantment will run out.

Notice that the blue light is around the green hands. Press L1 and Triangle to put your head on a hand and become the Dan Hand. The Dan Hand can walk, run, jump, and even do a Daring Dash exactly like Dan can. However, you cannot attack as the Dan Hand. To return to normal, have the Dan Hand walk in front of Dan's body so the blue light is over it. Then press L1 and Triangle to take back your head. You also use those buttons, as before, to switch between the two.

So, it may be a good idea to explore previous levels with this new ability.

9 DAN HAND PREVIOUS AREAS:

After the Iron Slugger fight, you learn the ability to use the Dan Hand. So, it is a good idea to go back to previous levels and see what can be seen. This is why those green hands were important. Remember, to keep what you find in a level, you must finish the level. You cannot just take what you want and Exit early.

A THE MUSEUM:

Return to the first level. Walk out into the main hallway and make a right. Stop when you reach the stairs. Place your head upon the green hand. Look for a hole in the wall near the stairs and walk into it with the Dan Hand.

Jump onto the shortest crate. Jump to the second level and then the third level. Make a walking jump to the next set of crates. Jump to the next higher level. Make another walking jump to the last set of crates. Make a running jump onto the wooden structure and take the CHEST OF COINS. Follow the path to another CHEST OF COINS and a third CHEST OF COINS and then go into the new opening.

Drop down. Walk to the opposite end of the room to find a FOUNTAIN. Jump on the crates there. Jump to the higher level so you can walk in-between the highest crates to pick up a CHEST OF COINS. Drop back down.

Jump up the stairs near the Fountain. Walk along the metal

path to an ENERGY VIAL. Go right to pick up a CHEST OF COINS. Follow this pipe to the end to find another CHEST OF COINS and then drop down. Jump up the stairs again. Return to where you found the Energy Vial and go left to get a CHEST OF COINS. Follow the pipe and do a running jump to the crates.

Jump to the higher level and then to the third level. Walk along the wooden planks to a CHEST OF COINS. Then, jump onto the next set of crates. Make a walking jump over the gap in the crates. Follow the next set of wooden planks to a hole and drop down into the hole. You will be back in the hallway with your body. Pull yourself together and finish up the level.

#### B KENSINGTON, THE TOMB:

Unfortunately, one must replay all of Kensington to get to the tomb, but it is within the tomb where the green hand is found.

Once you enter the tomb, you go through the Torch sequence again. Walk down the hall and Torch the mummy dogs. Remember to run away as they come after you even when they are burning. Notice in the room where they appeared, there is a lone torch. Jump into the enclosed area around it to find your green hand. Put your head on it.

Jump out of the enclosed area and look around this room. You should see light coming out of a hole at the base of a wall. Enter that hole.

Walk to the other end of the room and pick up the CHEST OF COINS. Notice that within the center square of the room there is a FOUNTAIN. With the Fountain in front of you, take the ramp that leads up on your left. This leads you right to another CHEST OF COINS. Notice there is a hole in the base of the wall up here. If you walk out of it, you will drop into the previous room. Do so and join your body. Finish the level.

#### C THE FREAKSHOW:

Go through the first area with all the bridges. Go through the second area with the mage. This brings you to the area with the games, and the green hands.

Before starting, it may be a good idea to go around and kill all the monsters in this area. Your little Dan Hand is rather defenseless.

From as you enter, look left of the path. Near the bomb in a chest is a red and white striped tent with an opening. It is possible to enter. For some reason, my Dan Hand would not walk into this gap. Dan Hand had to run to enter.

Inside are imps, so be careful. Get onto the trampolines and bounce up to the top, which is the third level. Bounce up to the ledge where you find a CHEST OF COINS.

While on the ledge, have a look at the other side before you drop into it. In looking at the trampolines there, think of

this ledge as the back wall with the far side of the tent being the front of this square.

Drop down. In the lower right is a single level trampoline you can use to reach a double level, taller, trampoline. Use it to get to the CHEST OF COINS tucked away on a ledge in the back wall.

Then, go to the lower left corner and jump up on the lowest trampoline. Stand on the very edge of it and jump on it so that you can jump onto the lone trampoline along the left wall. Use it to jump to the CHEST OF COINS on the ledge in the left wall.

Use the set of trampolines in the lower left to return to the first ledge that separates the two sides of the tent. Drop down on the first side and exit through the hole.

This puts you back out with your body. That is the only really hidden area, but you can make trips with the Dan Hand. If you enter the hole in the blue and white striped tent that is right next to the red and white striped tent, you will exit the hole for the imps that is next to the final tent and vice versa.

In the next area, inside the green and white striped tent where another mage is waiting, the Dan Hand can also enter one of the holes there just to exit out of the other one. So, finish up the level.

#### D GREENWICH OBSERVATORY:

Lose your head, follow the path, retrieve your head, and go to the Docks.

Return to the area of the abandoned boats. Drop down and kill everything there so you don't have to worry about anything attacking your Dan Hand.

Return to the base of the boat which had the Chalice. Then, move to the crates near it, which have a switch on them. With the crates behind you, look forward. You should see a hole in the base of a boat to your left. Put your head on a hand and go inside the boat.

This first screen has deep water, so be careful not to fall into it. While you can jump over the water, there is no point. From as you enter, go forward and through the hole in the wall.

In the next screen, do a walking jump to the closest stack of crates that are in the water. Do another walking jump to the next set of crates in the water. From there you can do a walking jump to the right to more metal of the boat. Walk forward until you enter a new chamber.

Watch out for the rats. They can hurt you. In the corner is a CHEST OF COINS. (The hole in the floor will drop you onto some crates in the very first screen. If this happens, make a walking or running jump back to the right to return to where you started.) Then, go left to find a room with TWO

CHESTS OF COINS. There is another exit from this room which leads to the FOUNTAIN. This is all that is here, so drop down and leave this boat. Finish the level.

#### E KEW GARDENS:

Go all the way to the last room where you need to save innocent people. There is a large greenhouse in the center of this room. It is where you use the Hothouse Valve.

Stand where you use the Hothouse Valve and put the head on a green hand. Go left to the first greenhouse on the outer wall. Enter the crack in the glass.

You are told your task when you enter. You must rescue the four hands. Watch out for the pumpkin bombs. They can bounce down the paths or ambush you at specific locations.

When you find a hand, do not use your Daring Dash too much or it may not be able to keep up with you. Make sure you keep your hands close.

From as you enter, go forward and make a right. Right then becomes forward. Turn a corner by going left. You should then see a line of pumpkins ahead of you. Take the path to the right and turn at the corner at the end of the path. This leads to a dead end. Let the FIRST HAND come to you. Then the pumpkins in this area will bounce and blow themselves up. Turn the corner again and return to the intersection where you saw the line of pumpkins. Walk toward them so that they start to bounce. Stay close to a wall and out of the way until they all explode. Here you see a huge hand statue over a pit. Walk into the pit to deposit your first hand in there.

With the path you were on behind you, and the back of the wrist of the statue in front of you, turn to the left and take that path, so that way becomes forward. Off to your right you will see several pumpkins on the upper ledge. Of course they will roll down as you approach, so be careful of them. Make a left and go along that path all the way to find the SECOND HAND. Do not even bother to get close enough to these pumpkins to set them off. Let the hand come to you. Take the path to the left so that way becomes forward. You will pass the entrance to your right. Keep going and take the next left to return to the huge hand statue and deposit this hand into the pit.

Stand so that the front fingertips of the hand statue are behind you. Turn left and go all the way along that path. Two pumpkins will roll at you from the far end. Dodge them. Make a right and a left and let the THIRD HAND come to you. Turn both corners here again and follow the path straight back to the hand statue. Deposit the hand.

Again, stand so that the front fingertips of the hand statue are behind you. Go directly forward toward what looks to be another greenhouse. Turn left and follow the side of it. (At the next T junction, left will lead you to some rats. They can hurt you, so do not go that way.) Go right again to follow the next side of the greenhouse. Be careful of the



two pumpkins that roll down the path. Make another right to reach the back of the greenhouse. Move close enough to set off the pumpkin bombs and stand back while they explode. Let the FOURTH HAND come to you. You should see a CHEST OF COINS, so take it when the coast is clear. Continue around the back of the greenhouse to the opposite side. Make a right at the corner. (Be careful of the pumpkins that will roll down this path from behind you). Continue on this path and beyond the greenhouse so you are no longer at it. Turn right at the next corner and you will be back at the hand statue, so deposit your last hand.

Take the THREE CHESTS OF COINS. Stand so that the back of the wrist of the hand statue is behind you. Take the path in the upper left. On that path, go to the right. On this next path, turn to the left to find the entrance which is also the exit.

F DANKENSTEIN:

Once you enter the room of roaming creature with limbs, you should notice a green hand is directly below you. Put your head onto it. Then, quickly run into the hole in the raised area at the entrance.

Inside you find a FOUNTAIN and TWO CHESTS OF COINS. Take them quickly as the rats will attack you.

That is it. Finish up the level.

10 WULFRUM HALL:

It's time for some puzzles, so plug in your brain and lets go.

First, you find a SPIV as well as SPECTRAL TRAIL 1. Notice green hands are trapped in the middle of this courtyard.

Approach the entrance. Jump down to the left of the stairs. Pick up the BAG OF COINS. Jump back onto the stairs.

Notice the front door does require a key, but it wouldn't hurt to ring the bell. (Isn't he lovely?)

Well, you need another way. Return to the green hands and put your head onto one of them. This time, jump down to the right of the stairs. There is a path that leads right to a window here.

Be careful in this next room as the guard can grab you and throw you back outside. The guard can also hurt you if he catches you with the key. If you have the key when he catches you, he will take it back.

Drop down into the room. Ignore the switch in the floor for now. Jump up into the small elevator shaft to hide from the guard. (If you accidentally go up in the elevator, jump within it to come back down here.) Be patient. Once he is past you and his back is facing you, drop down and go to the left to enter the other side of this area. Hurry as the point is not to be seen by him if possible. Remember you can use the Daring Dash with the Dan Hand as well.

In this next room, there is a doorway if you go north. It is probably best to ignore it for now. Concentrate on the task of the key. You should see it in plain sight on the table, so jump onto the table and take the FRONT DOOR KEY.

(However, if you are seen, you can run into that doorway to the north to get away from the guard. You will find an ENERGY VIAL in there. That is all the Dan Hand can do in there. Be careful as you leave. The guard will no longer be instantly after you, but he may still see you.)

Run back into the previous room and again jump into the small elevator shaft to hide, dodging the guard if necessary. If you do all this fast enough, the guard should not even notice you. Wait for him to return to the other room.

(It is also possible to hide under the tables in both of the rooms if necessary.)

When all is clear, jump down and stand on the square switch in the floor. This lowers a small elevator. Jump up into it and it will raise you to a higher level.

This puts you into a small room. Exit in the lower right. You will enter a formal dining area with a small, vampire girl. Be careful of her as she can hurt you. You can jump up onto the table and have a look around in peace, but there isn't much to see except which way to run for it to leave. Exit into the next room.

In the next room, move the camera so that to the left is the entrance itself and to the right is a blocked way. Go forward and into the library.

(Trick: Bring up your inventory. This will pause the game, but you can still swing your camera angle around to have a safe look around the room without worrying about hiding.)

Another vampire girl is in here. This first room has a fireplace. Enter the room to the right to find an ENERGY VIAL. You can jump onto the desk or a chair to temporarily avoid the vampire girl. But, you need to return to the fireplace.

To the right of the fireplace as you are facing it, you should see some small stacks of books. Jump up onto them to reach the top of the bookcase. Jump onto the top of the fireplace. Then, make a running jump so you land on the bookcase that is in the corner. Turn the corner and follow it to the window. Drop out of the window.

Return to your body and pull yourself together. You can now use the Front Door Key to open the front door.

Remember the Chalice is here. Defeat all the suits of armor. Unless you missed something from above, there is no reason to enter any of the rooms with the vampire girls. However, there will be more of them. They will jump onto you to feed.

Press X repeatedly to get them back off of you. You can stun them with your weapon, but you cannot defeat them.

Approach the way that is blocked. Hit the wooden planks repeatedly to break them and then jump into the next room.

You find an ENERGY VIAL as you enter. You also find a vampire girl, so be careful. With the stairs in front of you, run around them on the left side. You should find a doorway in the side of the stairs. This leads back to your original guard. Take him out and return to this room. (You can also then pick up the Energy Vial this way if you did not get it earlier.)

Go up the stairs. Once upstairs, you find another guard and another vampire girl. You also find SPECTRAL TRAIL 2. With Spectral Trail 2 behind you and an open doorway to the left, go forward. Grab the CHEST OF COINS and enter the doorway right here.

Puzzle room 1: You see two coffins. A sleeping vampire is in each coffin. There is a window with boards on it. Break the boards on the window. The coffin near the window will immediately burn as a vampire bursts into flames. Run away from it until it dies. So, the sunlight killed it. Grab the other coffin and pull and push it into the sunlight to do the same to it. Then you can leave this room.

Return to Spectral Trail 2. With it in front of you and an open doorway to the right, go left. Get the SILVER SHIELD from the chest and enter the doorway that is right there.

Puzzle room 2: Notice the square in the floor with a round symbol on it will raise if you stand on it. This is a raising platform. Also notice another window with boards on it. Break the boards. Push the coffin near it into the sunlight. Run to the opposite side of the room until the vampire dies. Then, push the crate forward toward the raising platform, slightly to the right, and forward all the way so it is against the wall and next to the raising platform. You should be able to easily walk from the raised up platform to the top of the crate in the direction of the window.

Move the coffin near the raised platform. Raise it up first before you push the coffin onto it.

(Otherwise, the jolt of the drop will cause the vampire to come out. If this happens, avoid the vampire. It will end up trapped in the lower level. Pull the coffin off of the raising platform and back onto the level where it started. Push the coffin down to the lower level. Then the vampire can get back into the coffin. Push the coffin onto the raising platform from the lower level. The platform will raise with the coffin.)

Either way, you should have the coffin on the raised platform so that you can push it onto the top of the crate. Pull and push the crate even closer to the window so that you can push the coffin onto the higher level on the

opposite side. (You can jump up and push at the coffin to nudge it over until you can jump up onto the crate itself to push it properly, or you can pull it from the other side.) Then, drag the coffin into the sunlight. Run to the other end of the room until it dies. Exit the room.

With the room you just entered in front of you and the opened chest just to the right, go left and enter the last puzzle room of this part.

Puzzle room 3: You will enter near stairs. Notice a long crate blocks the path next to the stairs. Jump over it and take the CHEST OF COINS. Jump back over it to the other side. Follow the lower path and turn the corner to see a similar crate here. Go back and run all the way up the stairs. This will bring you to a FOUNTAIN. If you ring the bell, you will wake the vampires. If you do that, you will need to wait until they go back into their coffins, so do not ring the bell.

Look around the room and you should notice suspended boards. Move the camera view so the board is to the left and do a walking jump to the left to land on it. Keeping the camera angle steady is a bit of a problem. Do your best to do a walking jump forward onto the next suspended board. Then do a walking jump forward onto a platform where you can reach the window. Break the boards on the window. Look around the room. You have three options for places where the coffins will burn. Do a walking jump back to the suspended board. Drop down onto the level with the coffins.

One beam of light falls next to the stairs. A second falls below the window. The last fast at the far end of the lower path beyond the second crate you saw earlier. This is the spot I like to pick. It is not the only possible solution.

When moving the coffins, make sure you do not move them onto the green floor. Then the bell will ring and they will come out. If they see you, they will chase you. Try to get away from them so they are sleepily walking around near their coffins. Then, they will return to their coffins and sleep again.

Pick a coffin. With the stairs that the Fountain is on being the front of the room and the window being in the lower left corner, move the coffin so that you push it off of the edge in the lower right corner. The crate below should already be in place to capture the vampire in that corner right where the sunlight is shining on the floor.

If you do it right, you can drop the coffin right into the sunlight and you will not have to use crates at all. If you miss the direct sunlight, the sleepy vampire still knows better than to walk right into the sunlight. Drop down to the lower level on the opposite side of the crate. Push the crate to force the vampire into the sunlight. Let it die. Put the crate back where it was.

You can just do the exact same thing with the other one, but for the sake of variety, lets shove the second crate off

toward the left wall so it lands in front of where you first entered this room. Remember to not push the coffin onto the green parts of the floor as you do this. Drop down next to the stairs so you are on the opposite side of the first crate. This is a little less safe as the vampire technically can move around the crate as you push the crate toward it because there is extra room around the door, but that is unlikely if you are quick. Force the vampire into the sunlight that is directly below the window. Let it die and you can leave. (If somehow the vampire does come onto your side, just jump over to the opposite side and use the crate to force the vampire into the sunlight that is falling next to the stairs.)

Return to Spectral Trail 2 and enter the open doorway near it. Do not go up the stairs first. Explore this room to find the LIFE BOTTLE first. Then, go up the stairs. Kill the guard.

Your Chalice should be full, so go down the stairs and back through the partially blocked archway so you can pick up the CHALICE at the entrance. Go back through the partially blocked archway again to return.

Enter the open doorway near Spectral Trail 2 again. Go up the stairs. There are two doors, but only one is open, so go that way.

Puzzle room 4: Take inventory of the lower level. You have a small crate and a large crate, both of which you can move. Stand on the raising platform. This deposits you at the window, so break the boards. But, the sunlight only lands up here. Look around to see both coffins are on the other side of the room, so they will fall where the smaller crate is located. Drop down close to the same wall that has the window so you land safely. Do not jump down. Just walk off of the edge.

Grab the larger crate and push it forward toward the raising platform so both gaps in the small stone walls are clear. Push the small crate through both gaps and then push it away from the raising platform so the way is clear. However, do not push it all the way up against the wall. Give yourself a gap on the other side.

Return to the window. With the window in front of you, make a running jump to the small platform to the left. Make a walking jump to the left to reach the platform in the corner. Turn the corner. Make a running jump to the left to reach the next platform. Make a running jump to the left to reach the next platform which is on another wall and which has the first coffin on it. Push the coffin over the edge.

Use the platforms to return to the wall with the window so you can drop down safely on the higher level below. Be careful, but use yourself as bait to lure the vampire next to the raising platform. Jump up on the higher level to get away from it. Then, drop down on the opposite side of the smaller crate. Push the crate toward the raising platform to force the vampire onto it. It will then burn at the top. Be

careful as the vampire will probably fall down, so keep out of its way. Reset the small crate as the vampire rises and hide behind the crate.

Then, use the raising platform to return to the window. Proceed counter-clockwise around the room exactly as you did before. Make a running jump to the final platform and push the second coffin over the edge. Follow the platforms clockwise until you are again against the same wall as the window and drop down safely.

Again, lure the vampire over so it is near the raising platform and jump up onto the higher level to get out of its way. Again, use the small crate to push it onto the raising platform. Again, be careful as it drops as it burns. Then, leave this room. The other doorway is open, so enter it.

Puzzle room 5: Stay on the red carpet and follow it to a ramp going up the wall. The wooden ramp leading upward will bring you to a doorway. Enter it to find a room with a FOUNTAIN. This room also has a picture on the wall. Look at the picture taking note of which blocks have vampire faces. X is a face. O is an open block.

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XXXXOXO
OOOOOO
OXOXOO
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OOOXOX
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Follow the ramp upward some more. This will lead to a circular room where you find the chain to the chandelier. Walk around the edge of this room to find the window. Break the boards on the window. Note there is also a closed door here. Walk all the way back down the wooden ramp to the red carpet.

Once on the red carpet, just drop down and look at the coffins. Notice there is a bell. If you ring it, you will wake the vampires. They will go back into their coffins if you leave them alone. Drop down with the coffins. Pick up the BAG OF COINS. You should see the chandelier in another room right here, so walk into that room.

You will drop down into the room. Hit the switch three times and the chandelier will raise so high that it shines light onto the floor. It will then lower itself back down to your level, one stage at a time.

Jump onto the red carpet to exit and return to the coffins. You will need to push the coffins into the room with the chandelier. However, notice they are on a checkerboard. Remember that picture from the previous room? With the doorway to the chandelier being the top of the picture, if you move any coffin onto a block with a vampire face, the bell will ring and wake all of the vampires. As long as you stay off of the checkerboard, they will return to their coffins quickly, so trial and error works well enough here as well.

Lets take the coffin on the right first. Push it up one square, from a light square to a dark square. Then, pull it left two squares to the next dark square. Then push it forward and out of the room.

Drop in after it. Dodge and run from the vampire as you do your best to hit the switch three times fast enough that you raise the chandelier to the top. (If you hit the switch and you take too long before you hit it again, the chandelier will drop back down.) Jump onto the red carpet to avoid the dying vampire.

Return to the coffins. Pick the center one. Push it forward two squares, from a light square to the next light square. Then, push it right one square onto the dark square. Then, push it forward into the other room. Repeat the process of killing it and return to the last coffin.

At the coffin on the left, push it forward two squares, from a light square to the next light square. Then, pull it to the right three squares so you are on a dark square and in line with the door. Then, push it forward into the other room and repeat the process of killing it.

Once all three vampires are dead, follow the red carpet path and take a right to go up the stairs. Follow the next red carpet path back to the wooden ramp. Follow it all the way to the top where you found the window. The doorway there is now open, so enter it. This is the exit for this level.

#### 11 THE COUNT:

The first thing you find is a SPECTRAL TRAIL, which will allow you to save. You also find a CHEST OF COINS and a SPIV.

Enter the next room. Before you jump into the middle of the room, look around and notice all the full length mirrors in the room. You are going to need them.

As soon as you jump over the fence the battle will start. There are phases to this fight. Though, he fights intelligently. For example, I've noticed if you are running to the right, he will dash so that he arrives a little bit ahead of you to the right. Try to keep him in the screen so you can see what he is doing and be ready to do a lot of zigging and zagging.

Phase one: When the Count is in the center of the room shooting power blasts at you, this is the time to hurt him. Hit a mirror so that it is perfectly vertical. Then, stand as bait in front of it so that he aims for it. Get out of the way so that the blast hits the mirror and reflects back at the Count to hurt him. Otherwise, he will be dashing after you. He is very fast, so make sure you use your Daring Dash to get out of the way. While dodging these attacks, make as many mirrors perfectly vertical as you can so you can easily pick one to use when he switches back to his other attack. After two hits, the attack will change.

Phase two: He will start attacking with bats of fire. Use the Daring Dash and just keep out of the way. After that he will shoot a spread of power blasts. He will hover in the center of the room for a moment first, which gives you time to act. So, again, make the mirror perfectly vertical and try to stand as bait in front of it so that the blast hits the mirror. Dodge at the last moment so that most of the blasts hit the mirror. After the power blasts comes the fire rain blasts which flips the mirrors from the blow. Then the cycle will repeat. After two hits, the attack will change.

Phase three: He will dash at you again with a bat attack, so be prepared to move and try to keep him away from the mirrors so his attacks do not hit them from where you want them. After a few passes with it, he will flip the mirrors and rain fire, forcing you to start over. You need to get all four mirrors slanted at an angle toward the ceiling. You will know when you have it right because the room will become brighter once the mirror is in the right position and you will see the strong light being reflected on it. Not caring for being burnt, he will cause them to move again and more fire will rain down upon you. Repeat the process a second time to win.

\*\*\* THE PROFESSOR'S LAB: CHALICE 7

Speak to the Professor again. Dan's fears were realized and Kiya isn't back yet.

Pick up your Chalice for LIGHTNING. It can be powered up with the Square button. It also has a percentage on it, so it can run out.

12 WHITECHAPEL:

You start in the cemetery. The order of the day is to cover every inch of it and find all the zombies you can kill.

You start on a path. Go forward toward a building. Go to the right of the building to find a bomb in a chest. Wander around this building completely to not miss any zombies. Then follow the path forward. You should notice a smaller building off to the side. There are two images on the wall on either side of the door of that building. Remember that.

Near the exit to this part you will find the SPECTRAL TRAIL. Then, exit into town. Before you even exit, notice you can see a "Club" sign. The Club you need is the first building you find.

Unfortunately, the police do not like you too much. The good news is, they are not innocent souls you can lose, so feel free to hit him. The bad news is, you can only briefly stun them and then they will be after you again. Use your Daring Dash to get away from them fast. When you pass the Club, go to the door to talk to the ghoul to give yourself a quick break from them.

You will notice some rats in the town. You can squash them with your Hammer, or slice them with the Broad Sword, etc., for one coin each.



There are more than enough zombies to fill the Chalice, so do not worry about finding every single one in town.

The ghoul in red is the doorkeeper for the Club. Try to enter and he will ask you for a Membership Card, which you do not have. So, you must get one.

With the Club in front of you, go right and up the street. Turn left at the corner. You will come to a couple of crates. You cannot move these first two, but you can stand on them and have a break from the police while you look around. You also find zombies here, so kill them. Take the moment to look around. You should see a crate you can move and boards that will work as a ladder. So, move the crate straight up against that wall and jump onto the boards. Climb up and onto the roof. Drop down on the ledge on the other side of this roof and then jump into the window.

This puts you in a room with a FOUNTAIN. Go down the stairs. The door in the next room is locked, so go down some more stairs.

Here we have some breakable crates. Make sure you break them all so you can get the LIBRARY KEY. Also, pick up the TWO BAGS OF COINS. Notice there are green hands here. Put your skull on one and then travel into the hole in the wall. (If you get the clothing first, notice the skull still has the hat. In general, however the skull looks on your body is the same way it will look on the hand.)

Once inside, stand on the square switch that is in the floor. This moves a bookcase upstairs. Exit the room and rejoin your body. Go upstairs.

Because the bookcase moved, you can now take the GRIFFIN SHIELD. Then, walk into the keyhole to use the Library Key.

In the library, open the chest behind the ladder to find a SILVER SHIELD. Read the BOOK to learn of Isibod Brunel. Climb the ladder to reach the MEMBERSHIP CARD. Climb down the ladder and leave the room.

Go up the stairs and jump out the window. Jump over the ledge back into the street. You should see the Club from here, so try to enter again.

Now the problem is, you have no beard. Well, its a pity we cannot just take Isibod's beard. It is his card. The book did say he was buried in the cemetery. Remember the building with the two images on the wall? One of the images looks a lot like that Griffin. However, there was another image, and we need it too.

With the Club in front of you, go to the left. At the junction, make a left. Now, just follow along the wall on your left where the green grass can be seen beyond the fences. On the right, you pass a shop with a small sign above it saying it is a Tailor's Shop, but ignore it. There is an opening to the right, but ignore it. You will pass a

second opening to the right, and ignore it. You will find a third opening to the right and ignore it also. But now, to the left, you should see a large statue of a man.

You need to find this statue of Isibod beyond the fence. Once you see that fence to your right, follow along it all the way around in a circle until you come to the entrance to that area so you can reach that statue. So, keep that statue in view so that it is always to your right as you walk along in the street.

Zombies will come out of the ground. Take care of them and your Chalice should be full, wherever it is. In front of the statue is a square with a peach flower on it. Stand on it first to turn on the lights. There are three lights. Hit them all, four hits per light, to turn them so that they are all pointing at the center item. Next to each light is a square. Stand on the square to change the color of the light from red to green to blue and back to red. Make one light red, one light green, and one light blue so that pure white shines on the statue. The peach flower will open and inside you can take the UNICORN SHIELD.

Leave this area. As you leave the fenced area, notice a doorway to your right. Inside, open the chest to get the FLAMING CROSSBOW. It comes with 150 bolts. More can be bought from the Spiv. It cannot be powered up.

Leave this house. Walk back in a circle around the area with the statue. You should notice a large door off to the side, but ignore it for now. Follow the fence all the way around until you see fencing on your right. You should still see the statue of Isibod behind you, but now ahead of you, you have a choice of going to the right or to the left.

Go to the left. Very shortly you should see the CHALICE off to your left. Take it. Keep going along this street until you come to another junction. Right just leads back to the main street, so to see all the town, go left.

You will disturb some zombies, but ignore them. You will come to another junction where not far in front of you is a doorway with a sign, with a green bottle on it, above the door. Do not go in just yet. Go right at the junction. You will turn two corners and be back out onto the main street.

Go left on the main street. You should see the Club. Return to it and then go up the steps and return to the cemetery.

Directly in front of you is the building you need. Approach it. Use the Griffin Shield and then the Unicorn Shield and the door will open. Enter the building. Kill all the zombies that appear and old Isibod will come out to greet you. At this point, forget about the other zombies. They are an unending horde. Kill Isibod. It may be helpful to stand on a raised square on the other side of the room to keep out of the way of the zombies while you try to swing at Isibod. Once he is dead, then you can finish off whatever zombies remain and clear the area. Take the BEARD from above Isibod's sarcophagus. Notice you are now wearing it. Leave

this place and return to town.

(If you really want to do so, you can return to where you found the Membership Card to see the Dan Hand with a beard.)

Return to the Club and try to enter. But now, you aren't dressed well enough to enter this Club. Your battered armor just won't do.

With the Club in front of you, go to the left. At the junction, go to the right. As you follow this street, watch to your left for a doorway. Enter it. Inside you find a SPIV and a FOUNTAIN. Leave this building.

Continue on the street. You will find more zombies unless you killed them earlier. You'll pass a poster that says "Crime" on it. Just past it on the left is another doorway. A sign with a green bottle on it is over the doorway. Enter it.

There is nothing to see in the first room, so go into the second room. Break all the crates. Take the THREE BAGS OF COINS. Go up the ramp into the next room. There is a doorway with a blue curtain, so enter it. You will come out looking far more classy. (If you go back in, you can change back into your normal attire, but that is not necessary.) Exit through the door that just opened for you and you will be back in the street.

Now, with both the Beard and the clothing, the police will finally leave you alone even if you hit them. They must think you are Isibod himself now. Luckily, so will the ghoul at the Club. Look around yourself and you should see the Club. You are standing outside of the Tailor's Shop entrance.

Go to the Club and this time, you can enter.

After you enter, jump over the counter to find a CHEST OF COINS. Approach the woman in green. She will give you a LIFE BOTTLE.

(If you are replaying this area, the woman will give you an ENERGY VIAL instead of a Life Bottle, as you can only get those once.)

Leave the Club. With the Club in front of you, go left. At the junction, go left. Ignore anything to the right. Keep going until you see the statue of Isibod again. Keep going past the statue so the statue is on your right. When you reach the junction, turn left to return to that large door.

The sight inside isn't pretty.

\*\*\* THE PROFESSOR'S LAB: CHALICE 8

Sorry, but Dan really couldn't care less that he has a Chalice right now. Just talk to the Professor.

You can pick up the Chalice from Winston in the next level.

You will get the BLUNDERBUSS. It comes with 75 bullets. You can buy more from the Spiv. It cannot be powered up.

### 13 THE SEWERS:

(Note: If you want to skip a Chalice and you have not done so yet, you need to skip this one.)

You find SPECTRAL TRAIL 1 which allows you to pick up your last Chalice and it allows you to save.

There are rats in this level. Squash them with your Hammer or slice them with your Broad Sword, etc., for one coin each.

As there is nowhere else to go, drop down the hole. A green creature is calling to you. He is harmless, so follow him. He leads you to a problem his people are having.

One of those green brains has taken over an animal. You will have to attack the animal to free it from the brain and then attack the brain to kill it. Do not let the animal ram you. (Remember, these green brains can jump back onto a host. They can also possess you. Press X repeatedly to shake a brain loose from you.) Don't worry about the shallow water. Once the brain is dead, a door will open for you, so go that way.

Hitting the animals or green people will not kill them. That can, however, make the green people cry. It just upsets the animals a little bit.

Follow the path to a kind of village where you will learn of what they really want of you.

You will be placed at the chief's house. Open the chest here for a GOLD SHIELD. Unlike other shields, you can have the Spiv fix this one for you. There are three ways you can go from here. One is over the wooden plank bridge. One is into an archway. The last is down to the lower level of this same room. There is nothing you can do right now on the lower level, but in case you fall down into it, remember that this is the way back out of it.

Walk over across the wooden plank bridge to the middle building so that you are walking forward toward it. Left is the way you came into this room when you first entered. So, go to the right and across another wooden plank bridge.

In this next area, notice there are exits far above you. You will find some deep water and a bell. You ring the bell to summon the boat, but he won't bring it for you, so don't worry about that now. Return back to the wooden plank bridge and return to the middle building.

There is one last path away from this building and it leads toward the FOUNTAIN, so go that way. Walk into the archway. This will lead you to a metal bridge. You are up above the room where you first met one of the green people. Follow the bridge into the next room.

You find two green people possessed by green brains. Again, attack them only to knock the brains loose and then kill the brains. Make sure you pick up the BAG OF COINS that is next to a metal wheel. Do not jump over the fence as that water is way too deep for you. Exit this room.

This puts you in a metal tunnel. In the next room, the water is shallow, but there is no exit. However, there is a green hand, so put your skull on it. The second you do that, two green brains will appear. The Dan Hand is vulnerable, so grab your head again or quickly switch to Headless Dan so that it is not attacked.

With the Dan Hand, be careful as that water is too deep. However, there is a door at the one end of the room and the lower corner of it has been broken away, so enter through that small opening.

Again, do not drop into the water. Jump up onto the first piece of metal piping. Then, do a running jump onto the second piece of metal piping. (On the second piece, if you drop down to the strip of floor, jump back onto the second piece again. If you walk through the shallow water, you can use this method to reach the second piece as well.) From the the second piece, do a running jump over the water and to a third piece of metal piping. The water there is shallow even for the Dan Hand, so don't worry if you fall into it.

This leads you to a higher level and to a square switch. Jump on the switch to open the door leading back to the other room.

Switch to Headless Dan and enter the now open doorway. All the water is shallow for Headless Dan, so cross the room however you please and retrieve your head. (Either put it back on or have it follow on the hand, it doesn't matter.) Enter the next metal pipe.

This leads to a room with small metal boxes in piles. There is another green hand here, so if you have your skull back, put it on this green hand. Otherwise, you are already ready.

As the Dan Hand, approach the huge pile of metal boxes. Jump on the first level, then the second, third, and fourth. This leads you to a small pipe. Jump into it.

In this next room, be careful of the drops as the water below is far too deep for the Dan Hand. From as you enter this room, go directly to the left to have the Dan Hand walk into a small, green tube. Then, change to Headless Dan.

Enter the next room to join the Dan Hand. This water is shallow for Headless Dan. Hit the switch here to move the tubes which are above. One hit will do, then switch back to the Dan Hand.

Your small tube is now joined to an elbow shaped tube, so walk into this next tube.

Switch back to Headless Dan. Hit the switch three times to

join the next two tubes together and then switch back to the Dan Hand.

Walk into the next elbow tube and then switch back to Headless Dan. Hit the switch three more times to move the long part of the last tube up against the floor of the higher level. Then, switch back to the Dan Hand.

The only thing the Dan Hand can do on this new level is stand on the square switch which is in the floor. Switch back to Headless Dan.

While that entire path is not necessary, the far end of the path of tubes will allow you to stand close enough to the ladder on the wall so you can jump up to it and climb to where the Dan Hand is now. Take back your head.

Climb up the next ladder in the wall. Before you enter the metal tunnel, go all the way left to pick up TWO BAGS OF COINS.

In the metal tunnel, you find a junction. Go left and you will find SPECTRAL TRAIL 2. You also hear the screams of a female. Next you find the SPIV, who first hands you a POSTER.

When you approach the girl, she will be taken and the monster will attack. It can come out of any of the three holes in this room. Block with your shield if necessary as it spits out fire balls. You cannot hurt the head. You must attack the neck of the creature right at the hole itself. As you fight, it will retreat and come out of another hole. I like to stay close to the middle hole and move to the right and left as necessary. I like to use the Hammer on it, but other weapons will work. (Tip: Especially if you listen through headphones, you can hear where it is moving in the room to tell which hole it will come out of next.)

Once you kill it, you will free your FIRST FEMALE. She will run home on her own. Exit the room and return to the metal tunnel.

From as you enter this tunnel, you need to walk all the way right and then go forward. The pipe will open up so you can see this room. Look around. Two more girls are here, but getting to them doesn't look easy. If you do fall, it will hurt, but it will not be like a void.

Walk all the way to the end of the pipe so you are at the wall. Do a running jump over to the next pipe you see, but be careful you don't run right off on the other side. Staying along this same wall, do another running jump to the next pipe. This puts you right at a girl. This fight is easy as it only has one hole. Just stand close to the hole and hits its neck every time it comes out. This will free your SECOND FEMALE.

Follow this same wall past the opening for the monster so that you are in the corner. You can then drop down first to a slightly lower level and then drop farther down. Lastly,

you can drop down to the floor below. Kill the green brains. Run to the opposite side of the room and jump up onto the higher level. Behind the metal item, you will find THREE ENERGY VIALS. Drop back onto the bottom floor and look around for the ladder leading up a pipe. Climb it.

You will see two holes in the wall here. Your monster will come out of both of them. Approach the girl to start the battle. Kill the monster to free the THIRD FEMALE. (I would suggest standing between the two holes so you can easily move back and forth.)

Either use the ladder to climb back down to the bottom floor, or drop down where it is safe to do so. You should see a large, open pipe in the bottom corner of the side of the room where you could safely drop down earlier. Enter it.

Be sure you want to drop if you do drop as it is a long walk back to here. This returns you to the area with the boat. Return to the chief's house in the village. Enter the archway that is there.

You will find yourself on a wooden path with a fence. Along it, you find a FOUNTAIN. At the bottom, you find animals and a green brain. Kill the brain. Do not let the animal ram you while it is possessed.

You should see an archway blocked by rocks. Start hitting the animals, being careful not to be rammed by them, until you can lead one into ramming those rocks for you to clear the way. It is easier if you let one wander in front of the rocks before you start hitting it. Then, go that way.

Here you find another girl and two holes on opposite sides of the room. Defeat this monster just like the others to free the FOURTH FEMALE.

Enter the next room to find more animals, more green people, and more green brains. Kill the brains first. You should see a ladder, but ignore it for now. Again, keep hitting an animal until it rams through the rocks and metal that are blocking the next doorway. If it is feeding right in front of that doorway, one hit should do it.

Here you find your last and FIFTH FEMALE. This room has three holes for the monster. Kill the last one.

Notice there is a green hand here. Put your head on the hand. The two side holes just lead to the two side holes in the room of your next to last monster fight, so ignore them. Enter the center hole and take the CHALICE. Exit this hole and take your head.

Return to the previous room. Climb up the ladder. Once up on the higher level, look around first to spot the LIFE BOTTLE. Then, exit this area.

Be sure you are ready to drop before you do. This returns you to the area with the boat. Return to the chief's house. Did he mention a Time Stone? What would that be?

Well, you are sent to the shore. Pick up your TWO CHESTS OF COINS, which made all that worthwhile, and then ring the bell for the boat so you can leave. Jump onto the boat.

\*\*\* THE PROFESSOR'S LAB: CHALICE 9

At first glance, the Professor is nowhere to be seen. But there is a ramp leading up to a doorway. The door is now open, so enter. That poster is of a time machine. That sounds just like what we need.

In the start of the next level, Winston will appear with the MAGIC SWORD as your reward for your Chalice. It can be powered up with the Square button.

14 THE TIME MACHINE (PART A):

You find the SPECTRAL TRAIL to collect your previous Chalice and to save.

If the stairs going up are in front of you, go right and look around the lion statue for a CHEST OF COINS.

Then, go down the stairs and through the doorway in the corner of the room.

You are promptly greeted by two strong suits of armor. Try to attack from behind each one so they cannot hit you.

Go down the ramp and then down the stairs. Down below, off to the side of the stairs is a FOUNTAIN. The sign by the doorway says, "Earth". Go that way.

Read the BOOK. Find the green hand and put your skull on it so the Dan Hand can enter the opening that is next to the Book.

Use the Dan-Cam to look around this room. There are two satellites orbiting the earth. An object of importance is on top of the Earth. Dropping down will not hurt you unless you get too high. Jump up the stairs around the outer wall of the room until you are on the highest one. The satellite orbiting horizontally will pass you. Hop onto it as it goes by. Try to land on the center part of it.

Notice the other satellite will pass very close to the one you are on, so when you can, hop onto the other one. I think it is easier if you drop onto the other one while it is rising upward. While on it, you will get the TIME MACHINE PIECE. Wait until the satellite is close to the bottom and walk off of it. Exit this room. Rejoin your body.

Go back into the room with the "Earth" sign. Go up the stairs and the ramp. Go past the first doorway and enter the next one.

Turn to face the center structure in this room. You can see the one satellite go over the earth. From this view, go to the left. The first doorway has a sign that says, "Contact". Enter it.



Read the BOOK. Get ready for a game that tests your memory. Walk onto the platform with the seven squares in the floor. It will play three notes. You have to stand on the squares in the exact same order that it just played. If you mess up, you will have to start all over.

Once you repeat the first three notes, it will add a fourth note. Play all four, and it will add a fifth note. Play all five and it will add a sixth. This will go on until you have to play eight notes. Do it all right and you will be given the next TIME MACHINE PIECE. Exit this room.

Outside of the next room is a sign that says, "Space". Enter it. Read the BOOK. Notice there are green hands here. There is also a small hole in the glass that blocks off the exhibit. There are three buttons in the floor. When Dan stands on one, it will cause an alien to appear in the exhibit. Each switch controls a different alien.

Put the skull on a hand and send your Dan Hand into the exhibit. Something is on the rocket, but it is too high. Hide the Dan Hand behind the rocket first. Trust me. Switch to Headless Dan.

Have him stand on a switch. An alien will pop up. Switch back to the Dan Hand. If the alien can see you, it will shoot at you and hurt you. However, this is helpful. Using yourself as bait, try to get the alien to shoot directly at the rocket. This will blast away part of it and lower the item you need. That will also kill the alien. The item still isn't low enough. Hide again.

Switch back to Headless Dan and have him stand on the next switch. Switch back to the Dan Hand and do the same thing as before. The item still is not low enough. Have Headless Dan stand on the last switch and do the exact same thing a third time to kill the last alien. Take your third TIME MACHINE PIECE. Return to your body. Leave this room.

The last room has a sign by it that says, "Time". Enter it. Read the BOOK. Put all three of the pieces on the time machine and then you can use it to move through space. But, where would you go? Remember that remark about a Time Stone? Back to the sewers it is.

14 TIME MACHINE, SEWERS (PART B):

You will find SPECTRAL TRAIL 1 where you can save your game.

Drop down and ignore the locals. Run all the way down this hall and enter the doorway on the left.

This will return you to the village. Notice the middle building is now open, but look around first.

If you go to the left from the middle building, you will find a FOUNTAIN exactly where one was the last time you were here, even if you depleted the other one.

Return to the middle building and enter it. You can see a square switch within what looks to be a metal fireplace, for lack of a better term for it. You will need a green hand. Drop down into the hole.

From as you drop into this room, notice a door is to the left. That is your exit. Ignore it for now and drop down into the next area. Take the green crystal, which is the TIME STONE. However, a cage will drop down to trap you for doing this. Here comes a green hand to the rescue.

Put your skull on the hand and make a run for it. Be careful of the guard as he will not take kindly to your stealing that stone. With the Dan Hand, jump all the way up the stairs and jump into the small opening at the top.

Be careful, as you are now outside. The guards here won't like you either. Remember your Daring Dash. You need to find the way back to the upper level which is near the chief's house. This hole faces the way you first enter the village, so with that way in front, the way to the upper level is to the upper left. You'll probably have to adjust your camera angle first after you drop out of the hole to see where you are properly. Then, enter the middle building, where your body is still trapped, by the front door.

You now find SPECTRAL TRAIL 2 in here. Then, jump into the "fireplace" and stand on the switch to free your body.

Switch back to Headless Dan and leave by the now open exit door. Hit the guards enough to stun them if necessary, but it is better just to get away from them. This doorway faces the way that leads to the boat. Turn the view so that you personally would be looking directly into the now open doorway, then go left a little and then forward to return to the higher level at the chief's house. Enter the middle building and take back your head.

(Now, you can run all over to find out what happened. Run back to where your time machine was and you will find out it is gone. Then, run back to the boat and you will find the time machine is there. You find SPECTRAL TRAIL 3 by the bell for the boat, so pick up a tip from Winston.)

Go to the chief's house. Attack a guard there to stun him. The chief will come out to help. Attack the chief until you stun him. Then you will get KING MULLOCK'S KEY from him. Use it to open the door to the chief's house. You can attack and stun both guards if you wish, or you can ignore them. Then, enter the next room.

Be careful around the deep water. Enter the changing room. You will find GOOD LIGHTNING. It cannot be powered up. It will not run out like normal Lightning, but it uses up your health to work. (If you go back into the changing room, you will change back into your normal attire, but you need your costume.)

Exit this building. In this disguise, you will be left alone. Even the Dan Hand will be left alone now. (There is

no point to using the Dan Hand now unless you just want to see a feathered skull on a green hand. Though, if you enter the changing room as the Dan Hand, you can get the Good Lightning a second time, which is also pointless.)

Return to the boat and ring the bell. Jump onto the boat and leave for your date with the Ripper.

14 TIME MACHINE, THE RIPPER (PART C):

First, you have the SPECTRAL TRAIL, which allows you to save. In your current area, you also have a FOUNTAIN and a SPIV.

Make sure you equip a shield of some sort. This guy is mean.

He hasn't been able to kill her yet, but he will happily kill you first.

I like to rely on the Magic Sword and on the Good Lightning. Good Lightning takes your health and gives it to someone else. You can give health back to Kiya with it after the Ripper has hurt her. However, you are more of a sitting duck while you are doing that. (You do not need the Good Lightning to win, but if you have a bad round, it can save you from losing Kiya which will end the fight.)

If you do not have the Magic Sword, I would actually suggest the Flaming Crossbow. However, with that, you definitely need to use the Good Lightning to help Kiya.

For a lot of the fight, you cannot hurt the Ripper. Keep your shield up. Use your Daring Dash to get out of the way as he is fast.

He starts with lunging attacks. Try to dodge off to the side as he lunges forward. He will then swipe at you with his long claws, which is far harder to dodge. He does both of these every round.

Once he picks up Kiya to harm her, then he is vulnerable. Attack him all you can until he drops her.

Notice both the Ripper and Kiya have health meters at the bottom of the screen. If hers runs out first, you did this all for nothing and the game will force you to start over. (If that happens, it is better to quit and start from your saved game. An in-game restart keeps your health as it was when you lost Kiya.) Even if you leave him alone, he will not kill her all in one attack.

After he drops Kiya because you hurt him, he will do an extremely fast zigzag attack down the length of this area. Keep your shield out. Make sure you run toward the end of the area from which he started his attack.

Once you have really hurt him, he will start a fire ball attack with explosions all over the area instead of the zigzag attack. Again, keep a shield out and dodge if you can. Remember even if your Gold Shield wears out, you probably still have a Silver and a Copper one. Use

everything you've got.

When you have almost killed him, he will do a zigzag attack and a fire ball attack, so be ready for that. It is possible to kill him before he can do this. (I did that with the Flaming Crossbow.)

When you win, you automatically not only get the CHALICE for this area, but you also get the SUPER ARMOUR which can be repaired by the Spiv. Notice that the boarder around your Life Meter will now be gold instead of white. That is your meter for how much protection your Super Armour still has in it. As it is damaged, white will appear again. If the meter is all white, then the Super Armour is giving no protection at all until you get it repaired.

\*\*\* THE PROFESSOR'S LAB: CHALICE 10

First, go into the Professor's bedroom and read the BOOK which is his diary.

Talk to the Professor. Remember, at this point in time, he doesn't know Kiya was killed.

Pick up your final Chalice to get the GATLING GUN. It comes with 300 bullets and more can be bought from the Spiv. It cannot be powered up.

15 CATHEDRAL SPIRES (PART A):

Lovely place. It looks like we need door number 5 at the far end of the building. It's going to be a long walk. You're going to need a shield of some sort here. And, what would that five stand for anyway?

Go up to the SPECTRAL TRAIL. Near there is a chest with a GOLD SHIELD. It saves you having to repair your other one at least.

The front door seems to not be of any help to you, so go off to the right first to find a BAG OF COINS and a ladder. Climb it to find an ENERGY VIAL and a SPIV. Climb back down.

Run all the way around the building to the other side. You will find a being with wings. Walk into her to collect your LOST SOUL ONE. Climb the ladder.

On the next level, explore off to the side first. You will hear a statue break and a demon will appear. I like to use the Flaming Crossbow on them so they burn even when I'm not hitting them. Try not to stand too still while you are in its range as it will shoot fire balls at you that can do a lot of damage to a sitting target. Another good choice is the Gatling Gun, especially when you are dealing with multiple demons. Which you choose depends on your budget. If you do not have the Gatling Gun, Lightning works well, but save that for times of great need with large groups because once you use up all your Lightning, it is gone. Plus, I like to have some Lightning left for the last level.

Pick up the CHEST OF COINS.

Before you climb the ladder, notice something is at the top of the longer ladder. It is a pot that will pour poison on you.

Make sure that you use your shield to block the liquid so you are not harmed and thrown off of the ladder. Be careful to hold up your shield the entire time the liquid is being poured. If you are slightly off center on the ladder, sometimes the liquid will not hit you at all. It is good to try for that, but don't count on it.

As soon as you can, move over to the safety of the other ladder and climb to the top. Notice another statue is up here, so be ready for another demon.

On this level, you need to walk around to the other side of the building. You will come to three gargoyles that blow fire. (The fire can blow you right off the edge, so be careful. Here, at least, there is a roof below you, so you can jump back up easily.) Be patient and wait for the one in front of you to stop blowing fire, then move past it. Wait for the middle one to stop and move past it. Wait for the last one to stop and move past it. Be careful of the next demon. Pick up the CHEST OF COINS near the next ladder.

You can hear there is another pot above, so be ready for it as you climb this ladder. Use your shield for protection. Again, as soon as you can, move off to the side ladder and climb up to safety.

First, move off to the right toward a chest, and you will hear another demon appear. In the chest is a SILVER SHIELD. There is also a CHEST OF COINS here.

Now, you need to go around back to the other side of the building. You will find three more gargoyles that blow fire. Again, just wait for each to stop so you can inch your way through and past them. Being pushed over the edge is more of a bad idea here. As you come around on the other side, be prepared for another demon.

Yes, that is another pot up there and this is the longest climb yet, so be ready with your shield. Move off to the side ladder as soon as you can and take a deep breath before you climb up to the roof as two demons are right there waiting for you.

Rotate the camera until you see another girl with wings and pick up LOST SOUL TWO.

Turn around and go the other way and you will see two sets of stairs off to the sides. Go to stairs on the right first and enter that room.

Well, the room looks pretty empty, for now. Pick up LOST SOUL THREE and be ready to pay for it. By now, you should probably equip the Gatling Gun if you have not already. Kill the demons and leave.

Go to the stairs on the left and enter the other room. It looks just like the first room, so I think we know what is coming. Pick up LOST SOUL FOUR and be ready for the demons. Leave the room.

Continue on across the roof, and of course, there is a demon. As you approach the next structure, you see a ladder. Get too close and more demons appear, but they are too high to see properly. You can still hit them, and it is a good idea to take care of them before you start your climb.

Do not climb yet. Walk around to the back of the building. Two more demons will appear. At the back of the building is a doorway, so enter it.

In this small room is a FOUNTAIN and a SPIV. Stock up and leave. Return to the ladder.

Climb up it and then climb to the right to reach the next wall. Here, you can climb up or you can climb to the right. (If you climb up, you will notice that the door is closed and there is nothing you can do about it right now. But the image next to the number looks a lot like a lost soul. You can drop down to where the last lost soul of this level is located without harming yourself, but the ledge is difficult to see. Stand to the left of the Bag of Coins and drop down to do that.)

Climb to the right. Follow this path all the way to a ledge where you will find a LIFE BOTTLE and LOST SOUL FIVE. Now you have five souls, just like the number five on the door. So, now the door is open and you can enter.

If you continue to the right, you can reach the top, but then you have to deal with a pot. While you can go past it easily enough, I prefer not to take any more chances. So, climb, but go back to the left. Climb to the top when you can. At the top, walk around the edge to pick up a BAG OF COINS. Then, enter the doorway to exit this part of the level.

#### 15 CATHEDRAL SPIRES, THE DESCENT (PART B):

You find your SPECTRAL TRAIL which allows you to save. We can bet in here is going to be a ton of fun just from the music.

There is what looks to be a sort of chandelier in front of you. The game is cruel and isn't going to allow you a forward camera angle to jump onto it. Falling down will deplete your life meter like a void and you will miss souls that way.

Turn the view so that the chandelier is at the bottom of the screen. Then, make a running jump onto it. Hit the lever two times to move down to the next level. Pick a side and make a running jump toward a lost soul. Pick up LOST SOUL SIX. The levers on the sides just allow you to move the chandelier to this level if it is not there already.

Again, turn the view so that the chandelier is at the bottom

of the screen, though you will not be able to see it. Make a running jump to it. Turn the view so the next lost soul is in front of you and make a running jump to LOST SOUL SEVEN. Just as before, turn the view so the chandelier is technically at the bottom of the screen and make a running jump back onto it.

Hit the switch three more times to reach the lowest level. If you keep hitting it, you will go back up. There is a switch down here as well which can be used to lower the chandelier to your level.

Look around the room first before you drop down. You will see a small doorway, a large doorway, and several strong suits of armor.

Drop down and try to attack the suits from behind. Kill all four of them first just so you do not have to worry about them. You can easily jump back up on the middle structure of the room to get out of the way again. Enter the small doorway.

This is a room. You see a lost soul and some statues. Take LOST SOUL EIGHT and get ready for the demon dogs. They can shoot out energy blasts that bounce off of the walls, so be careful. You cannot hurt them while they are doing that. Your Gatling Gun is helpful here, though the Magic Sword isn't a bad choice if you are low on bullets and money. The demon dogs are not that intelligent. They never really aim for you. There are just so many, it is difficult to stay out of the way of all of them. Exit the room.

Next, go through the large doorway. This room looks complicated. Walk forward and then down a couple steps to the next lower level. This level circles the room. Drop down onto the floor below and be prepared for the two strong suits of armor. Kill them to get them out of the way and then look around for the ladder to climb back out. Jump up both steps and return to entrance level.

There are three swinging platforms in this room. Wait for the one to come close to this edge and then jump onto it. Let it go all the way to the other side just to activate the demon statues. Kill them both first with a distance weapon before you move. The Flaming Crossbow will work well enough unless you have better.

There are two swinging platforms off to the sides. The one to the right is more direct, but you will have to make a running jump to the ladder on the wall. The one on the left allows a shorter jumping distance to the wall, but it is a little longer and another demon must be fought that way. I will explain it both ways.

#### TO THE RIGHT:

With the way you entered behind you, pick to the right. When your swinging platform is near the swinging platform on the right, jump onto it. Be careful as the drop is lethal. Wait for it to take you close to the ladder on the wall and then make a running jump onto the ladder. This is the more direct

method, but it is a long jump to that ladder. At the top, take LOST SOUL NINE. If you look around yourself, you will see floating platforms that hold up the swinging platforms. Wait for the log of the swinging platform to be out of the way and make a running jump to the floating platform. Jump over the log as it comes toward you. Make a walking jump to the next floating platform. Go left to pick up LOST SOUL TEN on the side closest to the entrance of this room. Jump over the log as is necessary. Go to the other end and pick up LOST SOUL ELEVEN. Just walk directly off of the edge and you will drop safely in front of the higher exit to this room.

#### TO THE LEFT:

With the way you entered behind you, pick to the left. When your swinging platform is near the swinging platform on the left, jump onto it. Be careful as the drop is lethal. Wait for it to take you close to the ladder on the wall and then make a running jump onto the ladder. This swinging platform all but bumps the wall with the ladder, so this jump is easier. As you jump, you will hear something break. Climb to the top and kill the demon. Turn the camera view so you can see the floating platforms. When the log of the swinging platform is out of the way, make a running jump onto the floating platform that is close to you. Jump over the log. Make a walking jump onto the middle floating platform. Make a walking jump onto the next floating platform. Jump over the log. Make a running jump over to where you see a soul and pick up LOST SOUL NINE. Turn the view back to the floating platforms. Wait for the log of the swinging platform to be out of the way and make a running jump to the floating platform. Jump over the log as it comes toward you. Make a walking jump to the next floating platform. Go left to pick up LOST SOUL TEN on the side closest to the entrance of this room. Jump over the log as is necessary. Go to the other end and pick up LOST SOUL ELEVEN. Just walk directly off of the edge and you will drop safely in front of the higher exit to this room.

Either way, you should now be on the upper level of the side of the room where the pair of demon statues were previously located. This is the opposite side of the room from the side where you first entered.

Enter the doorway here. Pick up the CHEST OF COINS. Drop off of the ledge. Pick up another CHEST OF COINS. Here is a SPIV. There is a lever here. Hit it and the chandelier will come all the way down. It has a lever on it as well. Hit that lever twice for it to raise you to the top. You should see an object you can take. Make a super jump, using the Daring Dash first and then jumping, to reach the level with the first GOLDEN COG.

Make another super jump back to the chandelier. Hit the switch one time. Jump right onto the ledge and return to the previous room.

Walk off of the edge to drop down to the middle level. Then, drop down to the floor. Turn the camera until you see the small doorway. Enter it.



You see LOST SOUL TWELVE, a LIFE BOTTLE and some more statues. The demon dogs do not attack until you try to exit this room with that lost soul.

In the next room, you find a FOUNTAIN. you also find a green hand. Put your skull on the hand. You must need it for something. Take the Dan Hand into the next room. The next room is an odd room with sideways stairs on the one wall. Switch back to Headless Dan.

In the previous room, there is a switch on the wall near some large gears. First, use the Golden Cog at the gears. Then, hit the switch on the wall one time. Switch back to the Dan Hand.

Dan Hand can now reach the stairs. Jump up them and enter the next room.

More green hands are in here, but it is better to leave Headless Dan back at the first switch. As the Dan Hand, drop down into the hole in the middle of this room.

Be careful as that drop is nasty. Make a running jump to the turning gear near where you landed. Being very careful, walk off of the gear onto the metal structure next to it. Jump up onto a wooden step. Jump up onto the next wooden step. Jump onto the last wooden step to take the second GOLDEN COG. You will notice a large, vertical gear next to you. Jump onto it. It will then fling you up to the exit.

You drop out right next to your body. Pick up your head. Hit the switch two more times. Enter the next room. Approach the large gears here and use the Golden Cog. Climb back into the previous room. Hit the switch two more times. Enter the next room again.

You should see the switch next to the stairs. Hit it three times. Jump up the stairs and go into the next room. You should be able to access the next ladder, so climb out of this room and into the next one.

Without all the lost souls, you can do nothing in here. But with them, that devil will be gone and you can take the SPELL PAGE.

However, now the building is falling down with you in it. You have to get out and fast. The timer is in the lower left, and you only have a minute. If you mess up, you will start over from this point. You can keep trying until you run out of health. You cannot get anything along the way. So, if you didn't take the Life Bottle or you want to stop at the Fountain, forget it at this point.

Run out of the door of this room. Don't forget your Daring Dash can give you extra bursts of speed.

Drop off of the ladder, run to the other side of the room and jump up at the next ladder, so you start higher on the ladder than at the bottom, to climb out of the room. (If trying to do that takes too much time, just climb up

normally. It isn't necessary, but every bit of extra time is helpful.)

Drop down the steps and jump up at the next ladder to climb out of this room.

Run straight through the room to the exit. Be careful of falling objects.

Run straight through this room to the exit. Be careful of falling objects.

You should still have forty seconds to go. From as you enter, go left and climb the ladder. Then go right and jump up the two steps to reach the exit. Be careful of falling objects and the demons.

Still be careful of falling objects. Jump onto the center structure. Hit the switch to lower the chandelier. Hit the switch on the chandelier five times to raise it to the very top. Make a running jump onto the platform where the door is located. Then, exit this building.

#### 16 THE DEMON:

You are at the end. Drop down to find a SPECTRAL TRAIL which will allow you to save. Enter the next room.

Here you find a FOUNTAIN and a SPIV. While the Gatling Gun is the best choice for the final battle, it is possible to win with other long distance weapons. It is just a lot more difficult.

This is your final fight, so feel free to spend all your money. Drop into the next area.

Dogman and Mander come first. If you want to make this really easy, equip the Lightning. Run constantly to stay away from Dogman, but turn toward him from time to time so you hit him. Once he is dead, just blast Mander. While being hit by Lightning, he cannot move.

If you are now sad because you already used up all of your Lightning:

Equip the Magic Sword and the Flaming Crossbow.

Mander will stay behind Dogman, so go after Dogman first. Mander shoots blasts at you. Dogman has a shockwave attack. He can pick up boulders and throw them at you. If you get too close, he can knock you silly, which you really should avoid. I like to power up the Magic Sword and run by him quickly for sudden and powerful attacks until he is dead. If you can hit Mander at the same time, all the better. Keep on the move as Dogman will follow you, but it is easy to keep ahead of him.

Mander will attack very rapidly once on his own. Switch to the Flaming Crossbow and fry him. While he is burning nicely, you can switch back to the Magic Sword if your timing is good. Once he is dead, exit through the doorway.

You may want to equip the Gatling Gun first. If you do not have that, the Flaming Crossbow will do. Even the regular Crossbow will work.

Dan has the right idea, but there is nowhere to run from that thing. The Demon himself cannot be harmed by you, so forget about that. If left to just him, you would be ground into a fine powder eventually. The weakness here is that Palethorn is an arrogant idiot. Shoot at his ship. Eventually you will damage it enough that he will lose control and he will shoot at the Demon and annoy it.

With the Gatling Gun equipped, you cannot use your shield. If you get to a point where you need it, make sure to switch back to some other weapon during the straight down attacks to protect Dan. During the round about attacks, make extra sure you fire on Palethorn as much as you can.

Phase 1: The first thing the Demon will do is try to smash you. Look at which hand it raises. It will smash down on the opposite side of the ground, so don't be there. You want to be on the other side. It will then hit the center, and lastly the other side so all of the floor will be hit. The trick is, just after it has hit the middle, run to the middle to avoid the final blow. Then you will not get hurt at all. If you get hit, the blow will knock you silly for a moment.

After one hit, Palethorn will make an attack straight down at you from the left. Run to avoid his machine gun. He will fire one confusion bomb, which will stun you for a moment if it hits you, so avoid it also. Those bombs are very good at aiming for you, so keep moving.

Next, move off to one side. The Demon will breath fire. Jump over the wave of fire.

Palethorn will make a round about pass, but will not fire on you. Make sure to hit him on round about passes as those are the ones where the demon can be hit.

Then the cycle will repeat over and over until Palethorn fires on the Demon.

Phase 2: The Demon will pound the ground two times in a row.

Palethorn will appear for a straight down attack from the right, and this time you have to avoid two confusion bombs. Watch out for his machine gun.

The Demon will again breath fire, but be ready to make a running jump over the two lines of fire that come at you so you clear both at once.

Palethorn will perform a round about attack and fire a confusion bomb at you. Make sure you try to hit him.

This cycle will repeat over and over until Palethorn fires on the Demon a second time.

Phase 3: This time the Demon starts with the fire attack. Jump once over the first line of fire, then jump a second time over the second line of fire. It will then try to hit you.

Palethorn returns to the left for a straight down attack on you. He fires three confusion bombs this time. Again, watch out for his machine gun.

This time, the Demon hits first and follows that with the same fire attack as before, so you have to jump two times.

Palethorn follows with a round about attack and two confusion bombs. As always, try your best to hit him.

This cycle will repeat until Palethorn hits the Demon a third time.

Phase 4: You've almost made it.

First the Demon will try to hit you. Then, it will follow with a fire attack. Jump over the first line of fire. Then, jump over the second. Then, jump over the third.

Palethorn will follow with a straight down machine gun attack from the right with four confusion bombs. Do your best not to be hit.

Next, the Demon will breath fire. Jump over all three lines and get ready for Palethorn.

Here comes another straight down machine gun attack, but from the left. Be ready for four more confusion bombs.

The Demon will try to hit you one time.

Last, Palethorn appears for his round about attack with three confusion bombs. Do your best to hit him.

This cycle will repeat until Palethorn hits the Demon.

Once Palethorn hits the Demon a fourth time, it has had enough of this. You've won. It is possible to only go through each phase one time with no repetition while only hitting Palethorn on the round about attacks.

17 ENDINGS:

The question is, which one is supposed to be the best ending?

If you miss any Chalices, you will see a happy ending with you and Kiya. (This could be the best ending as a reward for winning without the Gatling Gun because that is what you get for the final Chalice.)

If you get all 10 Chalices, you see an odd ending where all is not well. (At first glance, that looks like the worst ending. However, that monster seems to have Palethorn's face and he did make a threat after you defeated him. He wanted people to notice...what? That he made a small bomb to try to

blow up Dan? That is next to nothing. Maybe he meant something else.)

### PART 3: LISTINGS:

#### 1 MONEY:

Bag of coins: 10 coins.

Location: Many areas.

Chest of coins: 50 coins.

Location: Many areas.

Rat, if killed: 1 coin.

Location: Whitechapel, The Sewers.

Note: Rats are in other areas, but can only be turned into money in these areas.

#### 2 HEALING:

Roast Chicken: 20 points of health.

Location: Use the Chicken Drumstick.

Energy Vial: 100 points of health.

Location: Many areas. Will reset in replay.

Fountain: Around 600 points of health.

Location: Many areas. Will not reset in replay.

#### 3 ITEMS:

The Museum: Museum Key, Cannon Ball, Dinosaur Key.

Kensington: Depot Key, Town House Key, Pocket Watch.

Kensington, The Tomb: Scroll of Sekhmet, Tablet of Horus, Staff of Anubis.

The Freakshow: Elephant Key 2, Elephant Key 1.

Greenwich Naval Academy: Bellows.

Kew Gardens: Potting Shed Key, Water Tank Valve, Pond Room Valve, Hothouse Valve.

Dankenstein: Right Arm, Left Arm, Right Leg, Left Leg, Torso, Bum.

Wulfrum Hall: Front Door Key.

Whitechapel: Library Key, Griffin Shield, Membership Card, Unicorn Shield, Beard.

The Sewers: Poster.

The Time Machine: Time Machine Piece (one), Time Machine Piece (two), Time Machine Piece (three).

Time Machine, Sewers: Time Stone, King Mullock's Key.

Cathedral Spires: Lost Souls (5 total).

Cathedral Spires, The Descent: Lost Souls (7 total), Golden Cog (one), Golden Cog (two), Spell Page.

#### 4 SHIELDS:

Copper Shield: Wears down and breaks.

150 maximum.

Location: The Museum, Tyrannosaurus Wrecks, Kensington, The Freakshow, Greenwich Observatory.

Silver Shield: Wears down and breaks.

250 maximum.

Location: Kew Gardens, Dankenstein, Wulfrum Hall, Whitechapel, Cathedral Spires.

Gold Shield: Cannot break. Can be fixed by the Spiv.

400 maximum.

Location: The Sewers, Cathedral Spires.

#### 5 WEAPONS:

Arm: Your own arm. You cannot use a shield with it equipped.

X: Swing.

Square: Throw.

Location: Your own body.

Small Sword: Weakest sword.

X: Swing.

Square: Power up.

Location: The Museum.

Pistol: Distance Weapon.

X: Shoot.

Square: Nothing.

200 maximum.

Location: The Museum.

Torch: It can be set on fire for a limited amount of time.

X: Hold it out to light it or set something on fire.

Square: Swing to light it or set something on fire.

Location: The Museum.

Cane Stick: Stab or a small shockwave.

X: Thrust.

Square: Power up.

Location: Chalice 1.

Hammer: Smash or smash with a shockwave.

X: Smash.

Square: Power up.

Location: Chalice 2.

Chicken Drumstick: Distance Weapon time bomb. Turns enemies into Roast Chicken.

X: Throw.

Square: Nothing.

30 maximum.

Location: The Freakshow.

Crossbow: Distance weapon. Bounces off of objects.

X: Shoot.

Square: Nothing.

200 maximum.

Location: Chalice 3.

Axe: Close attack and distance weapon.

X: Close attack.

Square: Throw.

Location: Chalice 4.

Antidote: Used only in Kew Gardens.

X: Distance healing.

Square: Nothing.

Location: Pumpkin Monsters of Kew Gardens.

Bombs: Distance weapon. It can hurt you.

X: Once to light and once to drop.

Square: Light and throw.

30 maximum.

Location: Chalice 5.

Broad Sword: Middle Sword. Can be temporarily enchanted by the Spiv. Enchantment wears off if equipped.

X: Swing.

Square: Power up.

Location: Chalice 6.

Lightning: Unreplenishable distance attack.

X: Use lightning.

Square: Power up.

Location: Chalice 7.

Flaming Crossbow: Distance weapon. Bounces off objects. Can set things on fire.

X: Shoot.

Square: Nothing.

200 maximum.

Location: Whitechapel.

Blunderbuss: Distance weapon. Cannot use a shield with it.

X: Shoot.

Square: Nothing.

200 maximum.

Location: Chalice 8.

Magic Sword: The best sword.

X: Swing.

Square: Power up.

Location: Chalice 9.

Good Lightning: Give health to an ally, only in the Time Machine.

X: Give your health to an ally.

Square: Nothing.

Location: Time Machine Sewers.

Gatling Gun: Rapid fire distance weapon. Cannot use a shield with it.

X: Shoot.

Square: Nothing.

999 maximum.

Location: Chalice 10.

#### 6 CLOTHING:

Gentleman's Suit: Whitechapel.

King's Suit: Time Machine Sewers.

Super Armour: Time Machine The Ripper.

500 maximum.

Its damage meter is the boarder of the life meter.

#### 7 THE SPIV:

Services:

(100%) Enchant Sword: 100G.

(100) Repair Gold Shield: 75G.

(100) Repair Super Armour: 150G.

Provision:

(50) Crossbow: 50G.

(50) Flaming Crossbow: 80G.

(50) Pistol: 30G.

(50) Gatling Gun: 40G.

(30) Blunderbuss: 50G.

(10) Bombs: 100G.

#### 8 CHALICES:

1. Cane Stick.

2. Hammer.

3. Crossbow.

4. Axe.

5. Bombs.

6. Broad Sword.

7. Lightning.

8. Blunderbuss.

9. Magic Sword.

10. Gatling Gun.

#### 9 LIFE BOTTLES:

1. Tyrannosaurs Wrecks.

2. The Freakshow.

3. Greenwich Observatory.
4. Kew Gardens.
5. Kew Gardens.
6. Dankenstein.
7. Wulfrum Hall.
8. Whitechapel.
9. The Sewers.
10. Cathedral Spires.
11. Cathedral Spires, The Descent.

\*\*\* THE END.

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