

# Astal FAQ/Walkthrough

by SloDeth

Updated to v1.1 on Feb 2, 2004

```
*****
*
*          _____  _____  _____  _____  _
*          | (   ) || (   \\/   ) (   | (   ) || (
*          | (___) || (_____| | | | (___) || |
*          | ___ | (_____) | | | | ___ || |
*          | ( ) | (_____) | | | | ( ) || |
*          | ) ( |/\_____) | | | | ) ( | | (____)/\
*          | /   \|\_____) )_( | /   \|(_____/
*
*
*                      for Sega Saturn
*                      FAQ/Walkthrough
*
*                      Guide By: SloDeth (slodeth@iname.com)
*
*                      v1.1                      September 2, 2001
*****
```

```
XXXXXXXXXXXXXXXXXXXXX
TABLE OF CONTENTS
XXXXXXXXXXXXXXXXXXXXX
```

## I. INTRODUCTION

What is this game?  
Where can I find this game?  
What are the controls for this game?  
What's the deal with the Karma system?  
Explain the deal with two-player mode...  
Are there any good secrets to this game?  
Is this game hard?  
Is this game any good?  
Can I use this guide on my website?  
Is this the latest version of the guide?  
Can I send you E-mail?

## II. VERSION HISTORY

## III. WALKTHROUGH

LEVEL ONE - THE JOURNEY BEGINS  
LEVEL TWO - INTO THE DARKNESS  
LEVEL THREE - THE EVIL EYE

LEVEL FOUR - THE DEEP FOREST  
LEVEL FIVE - THE RIVER OF DREAMS  
LEVEL SIX - THE FOREST FIEND

LEVEL SEVEN - VOLCANIC VALLEY  
LEVEL EIGHT - GUARDIAN OF FIRE  
LEVEL NINE - SEA OF CLOUDS  
LEVEL TEN - THE BEHEMOTH

LEVEL ELEVEN - GLACIAL RIFT  
LEVEL TWELVE - THE CRYSTAL PALACE  
LEVEL THIRTEEN - FROSTBITE!!

LEVEL FOURTEEN - THE PLAINS OF DESTINY  
LEVEL FIFTEEN - DESTINY UNFOLDS  
LEVEL SIXTEEN - THE FIGHT FOR THE FUTURE

IV. CHEATS

V. CONTACT INFO/COPYRIGHT

=====  
I. INTRODUCTION  
=====

\*\*\*\*\*

What is this game?

\*\*\*\*\*

This is Astal, one of the only good platformers for the Sega Saturn. It was released by Sega in 1995.

\*\*\*\*\*

Where can I find this game?

\*\*\*\*\*

Check your local used game stores. It can be difficult to find, since its name is not written on the side of the box! You'll need to look for a blank space where the title should be on the side of the box.

If that fails, look on the internet! [www.ebay.com](http://www.ebay.com) usually has whatever you're looking for.

\*\*\*\*\*

What are the controls for this game?

\*\*\*\*\*

D-Pad - Movement

A - Bird Action

B - Attack/Action

C - Jump

X, Y, Z - Bird Actions

L, R - Scroll Bird Actions

I go into more detail in the first level of the walkthrough...be sure to read it.

\*\*\*\*\*

What's the deal with the Karma system?

\*\*\*\*\*

When you kill certain enemies, or you hurt the various bosses, you receive Karma points. These can be redeemed to make your Bird perform special moves, like attacks and health-retrieval. Learn to use these wisely! You need to maintain a balance between gaining more health and using the Bird for attacks.

\*\*\*\*\*

Explain the deal with two-player mode...

\*\*\*\*\*

Two-player mode really adds a new dimension to the game. The entire game is based around two characters - Astal and his Bird. The whole point to the story is the way they interact and help each other, and how their relationship grows. In two-player mode, the first player controls Astal while the second player controls the Bird. The second player can now concentrate on fighting off the enemies while the first player concentrates on getting through the level alive. It also adds quite a few unique boss strategies...there's plenty to explore!

\*\*\*\*\*

Are there any good secrets to this game?

\*\*\*\*\*

Not really...it's very straightforward, and there's not much to explore. Try pounding the ground every once in awhile - you may find some special items.

\*\*\*\*\*

Is this game hard?

\*\*\*\*\*

It can be very, very hard your first time through, but it's much easier once you know all the tricks to the levels. They can be very creative. Hopefully this guide will make the game easier for you...

\*\*\*\*\*

Is this game any good?

\*\*\*\*\*

If you like 2-dimensional platformers, this game's for you. If you hate 2-dimensional platformers because you think they're all the same, don't worry...this one is very innovative.

\*\*\*\*\*

Can I use this guide on my website?

\*\*\*\*\*

It depends. Here's how it is:

YOU MUST E-MAIL ME(slodeth@iname.com) AND ASK FOR PERMISSION! A simple "may I please use your {NAME OF GAME} guide on my website(www.wherever)?" will do it, but any and all sucking up is appreciated. :)

You may not make any changes to it. You can ask, but the answer will be "no" in almost every case.

You cannot make it seem like you wrote the guide yourself IN ANY WAY. It must be clear that it is my original work.

You may not re-write it yourself in your own style. It's called plagiarism. Even if you change every word, plagiarism is the theft of IDEAS.

\*\*\*\*\*

Is this the latest version of the guide?

\*\*\*\*\*

It depends. If you got it from my website(go.to/SloDethFAQs) or from GameFAQs(www.gamefaqs.com), it is the latest public release of the guide. If you got it from www.neoseeker.com(I'm a mod on the boards there, look for me), it is probably the latest version, give or take a day. If you found it at any other site, it may not be the latest version.

\*\*\*\*\*  
Can I send you E-mail?  
\*\*\*\*\*

Yes, but PLEASE read the Contact Info section at the bottom of the guide, after you make sure your question isn't already answered in the guide!

=====  
II. VERSION HISTORY  
=====

v1.1 - 9/2/01 PM - Roughly doubled the size of the walkthrough, on the advice of CJayC himself...hope it's good enough for ya! Unfortunately, the guide doesn't look much more detailed...but I can't think of anything else to add. If I get any email requesting help, I'll change the guide to add detail to that part...but other than that, I think I'm done with this guide.

v1.0 - 9/2/01 - Fixed the formatting. Added Cheats and information on two-player mode. Played through the game again to make sure I didn't miss anything. Decided not to add a Story section, since all the information you need is contained in the game or the instruction manual. I don't want to spoil anything...

v0.8 - 9/1/01 - First version. Done, but not complete. I still need to fix the formatting, add details on the story, maybe add cheats, etc...just wanted to get this guide out there.

=====  
III. WALKTHROUGH  
=====

~::~::~~::~::~~::~::~~::~::~~ LEVEL ONE - THE JOURNEY BEGINS ~::~::~~::~::~~::~::~~::~::~~

After you walk forward, some jewel-shaped enemies will jump at you from the foreground and the background. Use your attack for the first time - either grab them and throw them(forward + B), or smack them over the head(jump, down + B). After that pair, if you continue forward, you will run into a line of enemies. For these, you want to use the dash-throw attack(tap forward, then hold forward and press B when you get close). After them, you run into a big tree in the road. Get close to it, then press B to lift it. Walk forward, then toss it(with B) onto the next set of enemies. After that, you see a fruit on a tree - it increases your life by one, so grab it.

In the next cave, you find your Bird in a cage surrounded by ~8 enemies. You might want to try your breath attack(hold up, press B) for this one. Kill them all, then continue. You can now use your bird's special powers. To explain these:

- X - Bird flies forward and finds an item (usually a life-restoring fruit) for you. Press X once to make him retrieve it, then press A to make him release it.
  - 1-3 Karma - finds one Red Fruit after draining all of your Karma.
  - 4-8 Karma - finds a Green Fruit, which restores your life completely, after draining 4 Karma.

Y - Bird performs some special action. This usually is level-specific, such as lighting a dark cave or attacking a boss. It typically costs 4 Karma.

Z - Bird performs an attack.

1-7 Karma - bounces around the screen at a 45-degree angle, destroying everything it touches, for about three seconds at the most. The more Karma you have, the longer the attack lasts. This attack costs 4 Karma, at the most.

8 Karma - after using 4 Karma, Bird splits into four and bounces around the screen.

(note: if you don't have these three buttons, use L or R to scroll through them and A to perform them)

As you continue on, you run into more enemies. Note that some enemies have glowing balls orbiting around them. If you jump on or kill these, your Karma increases by one, up to a maximum of eight. Your Karma meter is in the center of the bottom of the screen. Karma is used for your bird's special actions. You will find one glowing diamond that fills up your Karma bar completely - enjoy! After a few birds, a diamond enemy, and a bee, you run into another large plant. Lift this one, toss it on the group of diamonds and birds, and continue forward.

You will run into some enemies that shoot arrows at you - just continue forward, avoiding the arrows. Kill the diamonds and birds and continue forward until you find a large, glowing ball. This will transport you to the next level.

~~~~~ LEVEL TWO - INTO THE DARKNESS ~~~~~

Walk forward in this dark cave. The enemies are large, but not dangerous. You run into bees and big rock-enemies at first. After the first hill, you will see a single beam of light, then the screen will go dark. Some Cyclops bats will appear above you, lighting up the room. These act as a low ceiling - just stay below them and you'll be fine. The Bird's special action option becomes available - use it to keep the Cyclops bats off you. If you don't have enough Karma, get to a low place and duck down. You lose health when you touch them. It's a short level, so don't worry about it...just try to learn how to use this Karma system. Near the end, you run into a row of eight of those rock enemies, but you can run past them, since they fall from the ceiling. Up the next hill, you run into a row of four diamonds. Use the dash attack and continue. The next valley contains the exit.

~~~~~ LEVEL THREE - THE EVIL EYE ~~~~~

This is the first boss level. One of the cyclops bats decides to make it personal. Attack it using the jump, down + B attack. Use your Bird's special attack when you get the chance. The jewel in the upper right represents the boss' life bar. About halfway through, the bat starts hopping around towards you. Stay relatively close to him and use the same attack to hit him in the eye.

It goes to a cutscene. I won't describe what happens in these cutscenes...it's a very good story with a surprise ending, so I don't want to spoil anything.

~~~~~ LEVEL FOUR - THE DEEP FOREST ~~~~~

Watch out for the green water in this level - it hurts! This level involves much more jumping than the previous ones. Learn how to jump after dashing, then practice jumping on the heads of birds to get across longer gaps by holding B during the jump. The level is a bit longer, but it's not very dangerous. Decide whether you want to kill the enemy birds or use them for jumping when you see them, and you should make it through easily.

After the first four simple jumps, the platforms start towards the top of the screen. Be careful...during the second next jump, a bird dashes at you in mid-air. Wait for it to pass, or just kill it. In the next jump, two birds float up and down. You can't jump completely over them, so you need to jump on the second bird's head by holding B. The next jump has two birds moving at different rates, and the platforms are farther apart - jump across both their heads. In the next jump, two birds move up and down in the same vertical line - smack the one on top and jump. The next difficult situation comes when three birds in a vertical line come at you - smack the one on top again, then kill the bird flying half a screen behind them. This formation appears again soon after. For one jump, you can grab a fruit halfway under the platform by jumping on the bird's head at the correct time, but it's unnecessary. After three more simple bird-jumps, you run into a line of FIVE birds between two platforms. Slowly jump across each one. After that, you find a platform with one fruit and three birds flying above it. You meet the first demon (brown guy with one long arm) here - if he grabs your Bird, kill him quickly, or your Karma will start to drain. After a pair of rock enemies, you must bird-jump over three largely-spaced birds to cross. Get up some speed before you jump. The end is very soon after that.

~~~~~ LEVEL FIVE - THE RIVER OF DREAMS ~~~~~

In this level, you ride this dragon through a river. Birds fly above you, and you can jump on top of them to reach high items. Note that you can pound the dragon (down + B) to make him lunge forward and attack enemies in front of him. Use this if he ever stops moving to get him to start again. It also flings you in the air, if you want those higher items. This knowledge comes in handy in the beginning...you can grab a fruit and avoid a few plants. The plants come alone in the beginning, so you can simply jump over them. About halfway through, the dragon just stops moving. If you have enough Karma, have the Bird retrieve an item - it will be an extra life. Pound his back and continue onwards. Jump over two plants, then duck to avoid the next one. Kill two lines of birds, then jump over two plants, then duck under the next. After that, you can use the birds like steps to avoid plants and grab a fruit.

Then, the dragon goes crazy, since it's trying to eat a certain fish. Learn to time your jumps perfectly. You won't get flung in the air if you jump before it recoils, but you might want to be flung to avoid obstacles. The more control you have in this section, the better.

~~~~~ LEVEL SIX - THE FOREST FIEND ~~~~~

A boss so soon? This time, it's a giant flower. It tries to attack you by darting at you - just slam him. When he releases seeds, you can uproot the flowers to keep them from hurting you. While they grow, slam the ground to force the big flower down to your level, then slam him. About halfway through, his roots turn into legs. He ducks down more often in this stage, so you have



attack him while he rushes at you, but he usually jumps over you. Five tosses will kill him. The Bird's special attack is very effective, but you won't even need it. A cutscene kicks in, and the game continues...

~~~~~ LEVEL ELEVEN - GLACIAL RIFT ~~~~~

This level is filled with avalanches, slippery surfaces, and tricky hopping enemies. Sound tough? Well, it's not...the hardest part is in the middle. After five avalanches and six hopping enemies, you exit the first cave. After a mess of jumping and crawling enemies, you will come across a long, elevated ice platform. You'll know you find it when you see a bird flying straight at you. The platform crumbles after you step on it, so dash across it. Jump over the first few birds. When they appear in pairs, you need to slam-attack them and quickly move on. You can dash through all the other parts of this level...there are only two avalanches, two holes in the ground, and a few enemies.

~~~~~ LEVEL TWELVE - THE CRYSTAL PALACE ~~~~~

Another fairly straightforward level. Go forward, then jump across the platforms, avoiding the spikes. The camera zooms out. Jump down to the platform below, then jump across to one that's lighter than the rest. It begins falling...many of the icy platforms in this level are weak. When you step on them, they begin to fall forward, taking you with them. This can be a good thing, once you figure out the timing of your jumps. If you can't stay high on these platforms, just walk around the bottom, avoiding the spikes. You'll have to do some tricky jumping at the end with a flock of birds if you fall. When you reach the end of the first big "room," climb to the top and follow the path downwards, avoiding the spikes descending from the ceiling. At the end, when you reach magma at the bottom, have your Bird do a special action, which knocks the stalactites down from the ceiling, creating a path.

~~~~~ LEVEL THIRTEEN - FROSTBITE!! ~~~~~

For this boss, Astal gets trapped, so the Bird must save him! The controls are pretty simple...the control pad moves the Bird around, and B attacks. If you're close to the enemy, press B rapidly to slap at it. If you're farther away, hold it down and release to dash-attack. When it swings around, stay low. When it turns into a cyclone, stay high or low to avoid him. When it just sits there right after an attack, dash in and start slapping at Astal. Five attacks should kill him. Another cutscene cuts in.

~~~~~ LEVEL FOURTEEN - THE PLAINS OF DESTINY ~~~~~

This is a very strange level. In the beginning, you encounter a giant bug. As you go under him, a few of his legs lift up. Stay under these lifted legs. The legs switch off, creating a safe little bubble under him. Stay inside this bubble until you can finally come out the other side. It moves forward a large distance, backward a large distance, forward halfway, forward one step, then forward to the exit. Kill two enemies, then go under the next bug. You can tell which legs are going to stomp down by the way they move. The stable legs are safe, so stand under them while the others lower. Go forward by one set of legs after they stomp down until you reach the end. After that worm, start





Options menu with the first controller. Then, on the second controller, press Left, Right, Left, Right, Up, Down, L, R, then Start. You'll hear a chime, and Secret Mode should be enabled. You can now increase the number of lives to 99.

After enabling Secret Mode, you can also enable a Level Select option on the main menu. Go to the Options menu and press Up, Down, Left, Right, L, R, A, Y, C, Z, B, then X. Back on the main menu, you can choose from any of the 16 levels.

There are two cheats that can be performed during the game. The first of these makes you invincible - pause the game and press Up, Y, Left, A, Down, B, Right, then C. This won't prevent death by falling, so you still need to be cautious. The next cheat refills your energy bar - pause the game and press Down, R, Up, L, X, A, Y, B, then Z.

And remember...the game is always more fun if you play it WITHOUT CHEATING!

=====  
V. CONTACT INFO  
=====

E-mail: slodeth@iname.com  
ICQ UIN: 15025844  
Web Page: <http://go.to/SloDethFAQs>

E-mail Rules:

Don't ask me questions that are already answered in the guide! Search for it before you email me! It will save you AND me some time.

Make sure you are reading the most updated version of the guide.

Include the name of the game or guide in the subject. Astal is enough.

E-mail me just about ANYTHING: questions(not answered in the guide), comments, praise, constructive criticism, requests...

Ask me if you can use this guide. I will almost certainly let you, as long as you ask politely.

Don't E-mail me crap. Don't ask me to join a website, like AllAdvantage.

I've received way too many of those.

Try to use correct spelling, decent grammar, and capitalization. I'm not a big fan of people who like to freestyle with their spelling...

AOL slang is not up to my standards. Don't use "r u" instead of "are you" or anything like that. It gets on my nerves. If you do that thing where you cApItAlIzE eVeRy oThEr lEtTeR, don't expect a response.

ICQ Rules:

Do whatever you wish. I don't care about ICQ very much. Put my number on spam lists, tell it to your friends, and flood it with whatever you want.

What you can find at my web page:

- More info on me(in case you care)!
- Links to all of my guides!
- The most recent versions of my guides!
- HTML versions of my guides!
- Feedback forms, surveys, and some other crap!
- News on what I've done and what I plan on doing!

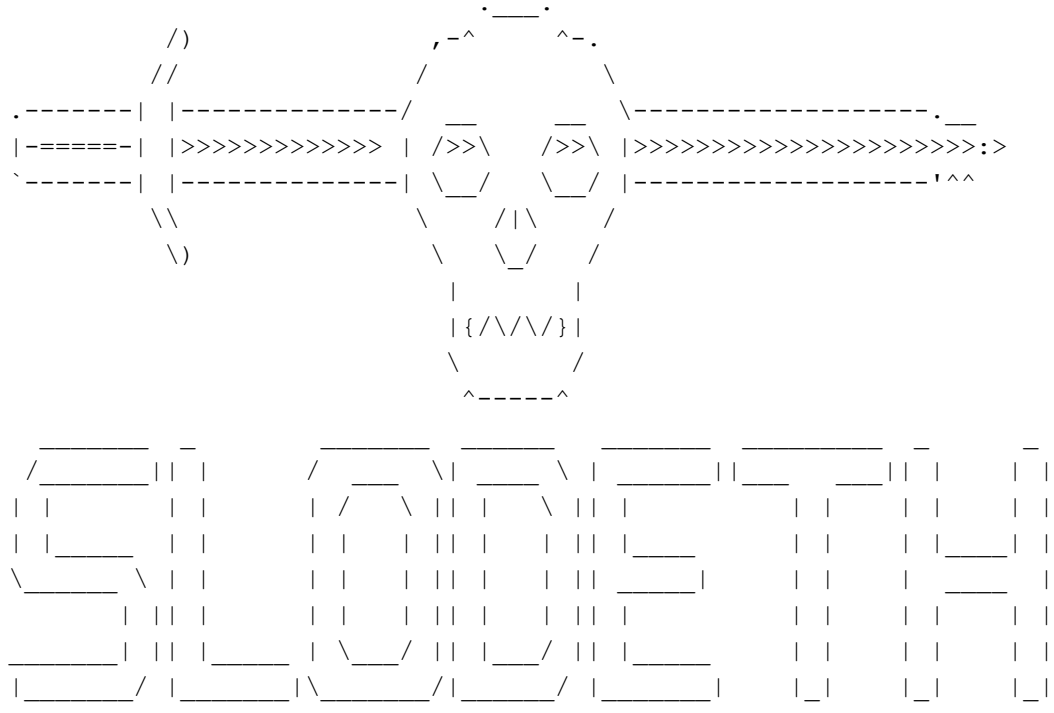
If you're looking for me on a message board, you'll probably find me on the

GameFAQs boards. I go to the FAQ Contributor board the most often, and I visit the boards of the games I've written for. Also, I'm a mod on the Neoseeker boards, so look for me there.

~~~~~

Please do not distribute this guide in any way without my explicit permission. I'm sure you could use it and mutilate it to your pleasing, but I'd appreciate it if you ask permission first. Do not sell this guide, or do anything to pass it off as your own guide. I am well aware of my rights, and I will take the necessary actions to protect my work. Check out <http://www.templetons.com/brad/copyright.html> if you have any doubts.

Or, as they say, This document Copyright 2001 by Martin Silbiger.



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