





ROSE WITHERED.

Disney's  
Beauty  
and the  
BEAST

^^A stained glass window of a fierce looking Beast fills up most of the screen.  
In the lower right hand portion of the window is a stained glass Belle, wearing  
a blue cloak. Beneath it these large golden letters scroll up.^^

FEARING HARM MAY  
BEFALL THE ROSE,  
THE BEAST SEEKS BELLE  
IN THE CASTLE HALLS.

~~~~~ Beast ~~~~~

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                                r7MBW8aZM0SX  0S;7
                                MZ,. . . r.SaM  X0XB8
                                M: S          ; a aa
                                BXi S  SWMZ, r8882222Z, , XZ  ,
                                SZWZZXBX S  rM,  ;X  .. :r ;7:aX8M
                                ,X  ,; :: S;  X.8X BX : ;; ;
                                SMii.  : :r 7  i2 rr  M2  Z a
                                0,  ii :r @ 0; , 2.  7 8@Z,7
                                ;8  ;2  2 2 ; 7  8 X M i ,a ,;
                                aX;B.  SX  7 87 7  W,; r .r 2
                                rM@  aX  8 Z a.S aaa7,;iirS: @
                                r2827  7.  ZM7  XZ ; 7  Xa  W . ri8i
                                :W  8i,2  :Z0Zi  @ M  W  rZ, i B W
                                ;8  B  7X  .,ZBS;X  r:  M,i  i: ,M
                                .W  .X;:: X2  : i  :Si  ,,:rXB;,7 7
                                M  ;X  7,Z :S7aS  Z.X2;::,,:r  i:
                                M  ;rM8i: ;2; @ ,S .2a200002Xr,2:2i7M,;, ;7
                                :r  Mi S 8 WM: 7; ,M  ri .X  r, : .,i7;7Xr
                                ZX  Xi a M M  MXr  ZM;  S a  M7Z7;XSi:,. B
                                M a M ,Z 7 0 M  S 0  ;  r@  iM  M  ri  :M
                                Z a2.M @,M Z M  aS  B  X  0  M  M;  M
                                :8 S  7  7@:  Zi  Zi  X 0i: ;ra2  M0  M
                                B,:MS  W Si  W  :2  X X  arB  @Z;:r ::
                                ,,  @ S7  M  ;SX,2;: S2r  M  Z i ; 8rM
                                @i a  M  iM:i:  @  rS:@ 0ZB  @
                                .rS 0  M  a  .  M  X  Z  70
                                M S :: M  a  iW7  2  M :M W
                                M 7 0  8  MBM  M  i.  Z @
                                B  8  ;  B  r0X  W  r72 2 W
                                @  2 i;rM.  W  8r  8  M 0
                                @  XM;XXi:  M  .ra  2i  ,7M
                                .Bi  Z:  Xr  7ZM:  .i  ;X  X;7
                                .ZOS 2  Br  ; ,X0;  i  @7r. i0  ;a2
                                8X  r  X2M,M2  M ;a@W  M  2Z,0  ..  0
                                Z@  iari M  Z  8  aS  .rZr:, 202  .X  ;XX0MMMWBW8XM
                                iarr70  ;:rXX  2iM  W: 7M i  ;::a; MM28  M8r.
                                iMMBr,7,  S8:  i .7 W. .2MSMBMaZS. :B27  M. S:SZ2,r
                                ,XSSS22ZZar  7 i i  @  , rXr  8S  ;;S0
                                .OMMS0WBMWS:  :ZXX7SZS27

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;;The level begins with Beast and Lumiere encountering Belle. Belle is in her cloak and Lumiere escorts her to a safer place.;;

~~~~~ Belle ~~~~~

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: 0                               :SrX ;Z 2,Mi 7 .
,;r                               ,BMM8aWaWBX           Z0 :X
M;r                               MMS           MMS;           ,7M
r                               SB 782X;iZ 0W0           r
M, :MM7 r2a.MX M@
M M8 r.M 2 @ 0M
M aM M 0X.:Z 2 iaM
M MS S2 , 7r BM rM
M M 0 8 MMri M M M2
W MB 2MM M 7:,, M ; 2@
M M 7 , , 8MW M
M M MS B r a 02 :8
M iM. M i.:2W 0 MM M
M W S@ 8a ,rX7. 8MZMa M M
M aB i a MS 2M Z M2 0
M aZB;X a r7 WXXM M
MM Xi0r0Si r2; SB
M8MW7M .iz7Mr 0a80WMMM
rM r7 2:Z8X. SM
8M M M i .M
X8 B, M @;
WWM Bi Ma M
M B W8 88 Mai
M 20W8 M M M
M WS W M. M
M2MM iMX7r MB M.
WS,Z M ,8MMM008000B@MWZX W2
,M ,B M r0 X2 rM0 M
M M M BMXM 2B 72Z7X2BW@MMM.0 2M
7a M 0M M BS 0 WMi ii M
M: 8 r0i, .Z M 2. MZZS82Z M. M
a, 0BZ B M a 8 W aB@8r X:M
M8 ,.W M Z 0 M M 7BWM2M.M
ZM M X iX0 Zi7XZ.0 M M ,
WX 8. ;XS. B M. ,iM
M WBMZ M, 2 @ Xi77SB 8i ,M ,W
M 8 :M : 8 0 ; 7W 2W MM
M M rW . @ @ M; .M8B.@
M ;r 8B 0 M aB M
M M Z2 M M ,M M M
@. M,8 M M M 0 M
M :M M M M M Z;
M M ;M W MZ M
M: M M Z: M M
MW M X7 MM
8M M r8 M
X r : .

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^^The same stain-glassed window is in the background. In the foreground is a timid Belle. Enter stage left and angry Beast. He unleashes a fierce roar and Belle recoils in fear. She runs off the screen and the Beast follows after her.

The screen fades out and a new stain glassed window appears. The middle is pitch black with ominous eyes scattered about. Centered at the bottom of the glass is Belle, holding a lantern and venturing into the dark. Above her looms Beast, a scowl on his face and his teeth bared. Large golden letters scroll up from the bottom of the screen, disappearing as they reach the base of the window.^^

IN THE DARK OF NIGHT  
 PROWL PACKS OF WOLVES,  
 AS BEAST FOLLOWS BELLE  
 INTO THE WOODS.

~~~~~ a Wolf ~~~~~

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;Ma WM
M ZM @M0.
M M W M:7 . M
M ;72M MM8M M
SM2 :M
ZM2 OM2MM MM 0@
M M MM MM M
.MZMZMWM MM MXM MZWS0@aM2
,WMr: MX BM MM, ,M : M;2i.MMMM
:WWX82SMa ,MMMS .M Z MMZ S Ma :BMMMM7
.M7 .i0a X aMMMMSM8Z8MMZ iMMM MMMM . M
,M rM; M M i8 ; rM@ 2MMMi 2MZ
M M M M S Wa r7 M MM M SMM
M Z, ,2 2 SX M a2 M W@ . .M
B M :MM8 ;M.77aa7M MX M2 XB2Z
M2 XMMSrMS M rMMaZZ20iMM Z 0; a
M MMM ,i 7: M. M XW: a@ M,M@ M
W :M M M M ,M M MM MX
M iMS M Z M8. M M B M.Zi
MBM2 BW M M .X.2 7WSX
.M M M M MS MrMr7r.
M@aZ M MM88Si;. M MZ2X;. M 7XM
M8 MMZ .Z MMM M ;aM M70M2MMB
.M;M .MWMMMM; WWMMMMMr

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^^The stain-glassed window of Belle encountering the wolves is still in the background. Belle is in the foreground, wearing a blu dress as Beast walks in from the left. He lets out a scream of pain and crumples to the ground. Belle rushes over to see what's wrong. The screen fades out.

A new stain-glassed appears. Ms. Potts, Chip, Cogsworth and Lumiere are featured in a blue background. Golden letters scroll from the bottom of the screen, disappearing before they reach the window.^^

CLOSER AND CLOSER,  
 TWO HEARTS DRIFT.  
 TO WIN BELLE'S LOVE,  
 THE BEAST SEEKS A GIFT.

;;The first part of the level has Beast and Belle in a snowball fight, the latter part has Beast in the castle library, looking for a gift for Belle.;;

~~~~~ Beast and Belle Dancing~~~~~

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7MMMMMrMMMMM
i;2 8 M 2MS
MWM WrMMMM M 8M
MSXM ZM iaM:2MMMa MMZMM
Z: , ;.W; M@. MM MM M
M M7M2Ma M MW W8 M
MOM7iX,; WM M S28 MrM
M XZSa aM . Z8i2 aM ZM
M@MM ;M,X.M M BM, 7M M @X 8 OM @7M

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@ M @7 MM W M0MM2M 0MX2S .MM 0M
W M aMMM MMM 7ZMMMMaS .:MZ87 MM ZZ
MM0 7i X ; 8MSM78WrBX MMMi IMM ;0BOS.M.
2@MM MMZ :M7X, 8M MM SWM MMS MWOS MM
M MS,MBMMMMMM0 0@X M W MM W 8MMi BMr M M
2M ii@7 7 M.8,@B MW MrW.X . M0 MZ M
M7 . M 0. MMS i.; MM MZ2M0M M M0OW@ZS M
@0 M i28 M 7;MXM ,M M:M8 M W M MM M
M M ,ZMMaaMM 2M MMMM MMBMMMMMMa @ M2 XM
8, i 8B ;7M M Z . XMMMMMM @ MM
Mi2ii0MM7 Mi MS MW X: M; @ MMM
8;M0 M;MW: M8 M : M M2 B M M
M MMX X00MM@MMM MM M;M
XMM@ rMM SW M XMM MM0 a:. ZMMM
;Mr riZ:. M MW M .MMMMWMMa. WMaM7
M@ M M rS M0 M MM M aWaMMMMMMMMMMr M
MM M M M Mia8iM M; M rM M
Mr M :M M M ZM M aMMMMMMMMMM M
M M M W; MM 7 :Z MM M
M M M ZM X@ M Z 00 WM ,M
M M 2: r@Mi8 M rM 78 Ma MM 8M
M 77 M 70 M M ZaMM. XMM MM WMaM. M
ZM M M XW8 M MM: M M aM SM BMM;M
MM MM 7M rSM M . rMMMM Mi iM. MM ;MMM
M 2r;rZM aZ8ZXZWM. SMM M M WM M; M@ MM
MM rMMM 0M i 8MMMa M MM0a Mr MM MM
ZZaMM Z@MM MMMMM M 0 M i; @a M M7S WM
r M; M M M a0rM iMiZOM aMMr XM
MM M M M MMZM :8@ M 8MMMMM iM
Mr M M M MM 8M2 2ZMMM MM MM
Bi M M M MZMMMMMMi MM M.M
Wa 2X 27 MMMM M MM M
Zr M @ M M MM
8S M M MX MS
a @S M M iM M
.MMBM @ M MMMZMM MW
OM M M M8 a a 7, M
MM. M M MMXMM2M M0
@MMMai 70MM M08MMMW S2MMM
:a0MZr rMMMMMMMMMMMMMMMMMM

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^^The stain-glassed window of Ms. Potts, Chip, Cogsworth and Lumiere are featured in a blue background. In the foreground Beast and Belle dance, beast wearing a blue suit with his hair in a pony tail and Belle wearing a yellow dress. The main song from 'Beauty and the Beast' plays in the background (Tale as old as time/Song as old as rhyme/Beauty and the Beast)

The screen fades out and a new window appears. An angry Gaston is portrayed looking into a mirror, where Beast's angry face is.^^

FIRED BY HATE.  
 ANGER UNLEASHED.  
 SPITED BY BELLE,  
 GASTON STALKS THE BEAST.

~~~~~ Gaston ~~~~~

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;;
MMMMMM ;M
MM@MMMMMMMM iaW@08BW2

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M 27 SWr 2W , : Mi  
M :W0 ZW. . i. ;.. M  
MM;X . :rSX , iX8B . ;W . i ZX  
Z ,;ZXXSXX8SZ@M WXB8; M  
W 77, : . 0 M  
,a., r Z 2 , 0 : M  
M ; i M @  
M M M

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=^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==

## II CONTROLS

B- Jump

Y- Swipe/Slash

A/X- Hold A or X to charge a ROAR. When the screen begins to shake release the button and Beast will ROAR.

Up- Hold up to glance upwards.

Down- Hold down to duck and glance downwards.

ROAR- Beast's roar is not a defensive action but rather a tool used to help him progress through the level. In many instances platform and jumps will not move or cannot be completed unless Beast roars. The first level for example, has a platform that blinks in and out. It will not become fully tangible until Beast roars. Later in the level a bat flaps harmlessly between two platforms. Beast stands on one but cannot jump high enough to get to the other. If Beast Roars he can freeze the bat and use it as a stepping stone to reach the higher level.

Roaring can also momentarily freeze certain types of enemies.

JUMPING- Jumping is very strange in this game. The game tries to take a more realistic approach to jumping and severely limits how you can move in the air after you jump. In most games you can jump then hit left or right and the character will significantly move left or right. Not here. In Beauty and the Beast it's all about momentum. Without a running start--large or small--Beast will basically pop straight up in the air. Run prior to jumping and Beast can spring himself far into the air. Gradually you'll get used to the strangeness of Beast's jump.

=^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==

## III WALKTHROUGH

What's on the Screen:

In the upper left you'll notice a few things: a heart, a x2, and a rose in a case.

Heart- This is beast life. Taking damage twice will cause a quarter of the heart to disappear. Four section of heart, 2 damage per section means Beast can take 8 hits before dying.

x2- Amount of lives Beast has remaining.

Rose- Why is this rose here you might be asking. You don't remember the story do you? One cold stormy night an old woman came to a wealthy man's castle. She asked for food and lodging to protect her from the fierce storm. The young man refused. This was no ordinary old woman but instead a beautiful magical creature. She showed herself in her true form--as a young woman--and cast a

curse on the man. Him and his servants were cursed with a variety of forms and the man became a Beast. As a Beast he was to remain unless a woman came to love him for what he had become. However if a woman didn't come to love him by the time this enchanted rose (that the old woman gave to him) wilted then the castle would remain cursed forever.

The rose in this game is a timer of sorts. If the rose wilts then Beast will die. I'm not really sure why but it does a new dimension to the game. The timer can be reset by picking up a rose petal (good) or dying (not so good).

\_\_-Pick Ups-\_\_

Rose Petal- Resets the rose timer.

Red Book- Grants temporary immunity to Beast.

Green Book- Checkpoint. If Beast dies later in the level he will be reborn at the spot where you got this book.

Orange Book-

Pink Book- Refills Beast's Heart.

Blue Book-

Looking Glass- Allows Beast to see a short distance ahead in the level. You could also call it a mirror but it doesn't exactly reflect anything does it?

Heart- Gives Beast a free life. If Beast has the maximum amount of free lives--x 8-- Beast's life will be refilled. 50,000 points also gives you a free life.

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Why books, you may be wondering. Well remember in the movie Belle was an avid reader with quite a fondness for books. Don't make me break into song to jog your memory.

.....  
Level 1: The Castle  
.....

--First Area--

The challenge of this game is two fold. Most of the bad guys and traps in this game penalize the overzealous gamer. If you rush through the level most bad guys will hurt you before you even get a chance to kill them. However if you go too slow and are too cautious your Rose will wilt and Beast will die. Try to find the right pace.

At first you'll be very frustrated with this game, its controls and the level layout. Have patience and you'll quickly improve. You have to realize that this isn't a see and react type of platformer but rather a react to what you already know is going to happen. The level takes some foresight and repetitive practice.

Pause the game immediately. The candlestick guy is Lumiere, the woman in blue is Belle. Notice those three red dots grouped together? That's the first bad guy you'll encounter. If you don't realize that he's there he'll hurt you.

LURKING SPIDER- A spider who is completely hidden except for his three red

eyes. Waits in ambush for Beast to come by and jumps out of hiding. Defeat him by realizing where he is waiting and moving near--but not all the way to--that location. He'll drop out of hiding in front of Beast and be vulnerable to a swipe.

Move right and kill the Slash at the spider. The next two pillars also have spiders waiting. Move near them, wait for them to drop out and swipe away. Proceed until you come to the brown stone block. You can pick that up with Y and throw it with Y. The block can be used to destroy enemies (like the Lurking Spider) and can be stepped onto to help Beast reach higher areas or cross spiky terrain. Pick up the block and throw it, killing the spider. If you jump up you might be hit by the other type of spider.

SWINGING SPIDER- A spider who swings back in forth like a pendulum. Time Beasts slash so he hits the spider before the spider hit him.

Jump up and Slash the spider to death. To your right will be another Lurking Spider. Kill it and move on. Lumiere will jump over the pit but don't follow, his time as tourguide is over. Drop straight down the pit. Two choices here: either go to your left, battle three RATS and three BATS to grab a block (and an orange book) and return to throw it or just jump to your right, take a little damage from the spikes and move on. The choice is yours. If you go left don't grab the rose petal until you have the stone block, if you go right grab the petal immediately.

RAT- Crawling enemy that will launch itself at Beast and latch onto his arm. The rat will continue to do damage until Beast shakes it free. Hit right and left and Y to shake the bugger off of you.

BAT- Flying enemy. He'll hide in the shadows until Beast comes near and then swipe down, hurting Beast and quickly flying away. Often takes two Swipes to kill or Beast can jump or duck the enemy and he'll fly away.

If you do go to the left, on the way back another Rat will be waiting for you. After crossing the spike pit kill the CRAWLING SPIDER and jump right, latching onto the wall.

CRAWLING SPIDER- Spider who patrols a set area, damaging foes by touching them.

Take note of that type of wall. The lighter color of brick means Beast can latch onto it. Climb up and jump left, latching onto that wall. At the top awaits a Crawling Spider. Time your jump off the left wall so that you can swipe and kill the spider as you fall down. Climb back up again and go right. Kill the two Swinging Spiders and climb up the next available wall. At the top will be yet another Swinging Spider. Climb up as soon as the spider begins to swing right and Swipe it before it can hurt you.

Get a good running start and jump all the way from the platform you are on to the next platform. Slash as you land, killing the Swinging Spider. You won't die if you fall down in the space in between but there is a Rat there and a false platform that will break and cause you to fall into spikes. Move right and you'll eventually come to a false spot in the floor that drops you down to a lower platform. From there jump to your left and pick up the Green Book. Return to the right platform and press on.

Move to the right edge of that platform until you can see the Swinging Spider. Jump and slash at him as he swings right to invade his platform. Jump into the looking glass--not so much as he tells you what's ahead but rather because it grants you temporary immunity from the waiting Bat. Move right to trigger the Bat's dive attack and jump, latching onto the wall to your right. At the top

will be a Swinging Spider. Move right and kill the next Swinging Spider.

A vertically moving block will appear. Jump onto it as it goes down. Jump from that block to the next block, a horizontally moving one. Try to move to the middle of it and jump up and slash at the Swinging Spider when the block approaches it. Jump onto the next vertically moving piece and from there jump to the stationary piece. Appears to be a dead end right? Nowhere to jump to and you obviously didn't miss anything prior to it. What are your options? Well jumping won't work, Swiping is useless so that leaves... Roar. When in doubt, Roar. For some reason Roaring causes all sorts of weird things to happen. In this case the block begins to move upwards.

Jump to your right and kill the Swinging Spider, who should still be frozen by your Roar. Get on top of the left side of the wooden plank as it breaks. Pick up the rose petal and fall left. At the bottom three rats will wait to your right. Move right, dispatching the vermin until you come to a spot where a block flickers in and out of existence. What to do... Roar of course. The block--once again for some weird reason--becomes bigger and tangible. Jump on top of it and ride it up.

Jump to the platform on the right and wait. The platform up and to Beast's left will periodically spew flames--damaging those below and on the platform. Wait for a spew to dissipate and jump onto that platform and quickly up and to the right. Go into the sparkly stuff to reach the next screen. To your left will be a Pink Book but why bother? Your life gets refilled at the end of a screen.

--Second Area--

In this level the bottom of the screen will become filled with spikes and slowly raise up. Move quickly and never fall down. Make sure you get some momentum on every jump, it will greatly help you. Jump back and forth from the first 10 ledges, gaining altitude. Ledges 2, 3, 5, 6 and 10 have spiders and ledges 4, 7 and 8 spew flames. At ledge 10 jump onto the moving platform and as it moves left jump to the next ledge, slashing to your right as you land. That will kill the Bat that awaits. Wait for the ledge to your left to spew flames then jump onto it and ascent til you reach the next moving block.

From this block you'll want to jump to the next moving block but there's a catch. The second moving block will rub Beast off of it when it moves all the way to the right. Jump onto the first block then jump to the second one just as it begins moving left. Snag the Blue Book if you can and jump onto the next ledge as the flame dissipates. Jump to a higher ledge and watch out for the bat. Time your next two jumps carefully as flames are coming from the next two platforms. Once you reach the highest platform move right into the sparkles to get to the third screen.

--Third Area--

CANDELABRA- Enemy in the form of a small candle holder. It will fire flames at Beast then jump off screen. Hard to kill as it is shorter than Beast Swipe and not vulnerable to Roar. Kill it by hitting it when it jump into the air. Usually it is better to avoid this enemy and run past it.

Move Beast to the right and you'll see you very first Candelabra. It will be underneath a large purple drape. Beast can jump onto and climb these drapes and he will need to do so throughout this screen. Move close (not too close) to the Candelabra and duck under its flame attack. Uncrouch and latch onto the drape. Climb up and jump to your left onto the next set of stairs. Move left until you are about two Beast lengths to the left of the next available staircase. Quickly pivot right and jump up to that staircase. If you are too slow, miss

the jump or move too far to the left you'll be hit by a FALLING STATUE.

FALLING STATUE- Statue that awaits on a pedestal. When Beast draws near it will rock itself off its perch and attempt to hit Beast. It cannot be killed with Swipes. The only defense against it is to leave the area before it becomes unlodged or duck underneath one of its bounces.

Perform the same trick on this next platform except pivot from right to left and jump left. After the statue rolls away jump back to your right and grab the Red Book. With this temporary invincibility proceed up and to your left then up and to your right. Latch onto the drape but only climb halfway up it. Hop from the drape over the platform where the ominous looking statue awaits. Kill it before you lose your invincibility.

FLYING STATUE- Statue that will begin to move and fly as Beast draws near. It will continue to hover around Beast, launching projectiles at him until Beast kills it.

On the ledge up and to your right a Candlelabra will be waiting. It won't appear though until you try to jump or on to the ledge. Jump onto the left side of the ledge and duck. Wait for the flame to fire over you and jump left, latching onto the drape. Climb up it to the next platform and continue to your left. Jump left over the gap and quickly run left. If you wait where you are the Flying Statue will be able to hit you and you won't be able to jump up and kill it because of the low hanging ledge above you. Kill the statue and move right and kill the next Flying Statue. To your far left you'll find a rose petal. The next platform that you want to reach is in eyesight but Beast cannot jump that far. However there is a suspicious looking bat... Roar! Roar will freeze the bat, allowing Beast to use him as a stepping stone. Beast must be fast though because if he lingers on the bat for even a second the bat will fall and Beast will have to try again.

Bat jumping is takes a little practice. What you must remember is that the bat is not a stopping point but a simply a new place to jump off of. Imagine Beast as a skipping stone and the bat as a potential place to skip. If Beast takes a high jump and lands on the bat he'll sink. Instead get some momentum and skip off the bats surface. Keep your bat jumps low and shallow.

A Candelabra will await you on the ledge. Swipe to try to kill it but it'll still probably hurt you. Jump on to the right drape and climb up near the top but not all the way. A Candlelabra will emerge when you reach the ascension. Let it fire and jump from the right drape to the left drape. Climb onto that platform and pick up the GREEN BOOK.

Jump left for some more exciting bat jumping. Now there are two bats that you must jump onto to reach your destination. You'll want to set them up like this:

\_\_\_\_\_

b

b

With 'b' being the bats and '\_\_\_\_' being the ledge. To do that charge a Roar and release it right when the bottom bat starts flying from left to right. Get a small amount of momentum and proceed upwards. More two bat jumping mayhem awaits but you only need one of the bats to clear the jump. Move to your right and situate yourself so that the Candlelabra's flame passes over Beast's head. Roar to freeze the bats. Get a little right to left momentum--taking care not to get hit by the Candlelabra--and jump onto the leftmost bat, quickly jumping

from the bat over the platform to the drape.

Climb near the top (not onto all the way though) until you trigger the Candlebra. Wait for it to fire something and jump to the right staircase. Run right and about halfway down the first set of stairs jump right, over the Candleabra (which you can't see until you're over it) and onto the drape. Climb up it and trigger the next Candleabra. Wait for it to fire and jump left. Kill the Flying Statue. Up and to your right will be a Heart pick up. Don't worry about that yet. Move left and grab the Rose Petal, continuing up and to your right.

Trigger the Falling Statue and run back down the staircase, jumping onto the drape to your right. After it has rolled by, go right climb up the drape onto the platform and fall off it to your right. Grab the HEART and retrace your steps. Even if you die right after you get the Heart it's worth it. After every death the Heart pieces appear so you can always get it again. Plus there are two Heart pieces in this level. You can get both, die, get both, die etc. until you have the maximum amount of extra lives.

Grab onto the drape you used to dodge the falling statue and climb up, bringing the Candelabra to life. After it fires jump to the drape to your right and climb up it. Hop from that drape onto the right side of the next ledge and duck. Climb up the drape after the flame fires over your head and climb up. Trigger the next Candelabra and then quickly step onto its platform and jump over it, latching onto the drape. Shimmy up the drape and jump right. To your right will be a Candleabra guarding a hole between two boards. Fall down that hole to get a HEART.

To your left will be another platform. Hop onto it and Roar, freezing the bats. Bat jump to the screen exit.

--Fourth Area--

Move to your right and hop onto the statue that is half a body. A CHANDALIER will fall down in front of you. Take note that it takes a little while for it to disappear. If you touch it while it's spinning on the ground you will be hurt.

CHANDALIER- Ceiling ornament that will fall on Beast. Some fall when Beast gets near and some fall when Beast passes underneath them. They will cause damage to Beast even when they're already on the ground.

Move to your right, wait for the Chandalier to fall and jump up to the high platform. Wait on the right side of that platform. Beneath you is a pit of spikes that will hurt you, to your right is a bat flapping around and further right is a platform with a Chandalier dangling above it. It's tough to get by this part without taking any damage so don't worry if you get hit once. Freeze the bat and jump off of it but be careful that you don't jump too far to the right. Try to land on the left side of the platform. Also if Beast slashes in mid air that will cause him to drop pretty much straight down from when you hit Y.

Climb up the wall and continue on. Drop down on top of the half statue. Notice the ENCHANTED BROOM? You can Swipe it but that will only temporarily stun it. Jump over it and continue on.

ENCHANTED BROOM- Magical broom that will sweep back and forth, hurting anyone who tries to impede it. Can be stunned by Swiping at it but won't die.

You'll come to a ledge with a pit of spikes underneath. Roar and a moving block

will disengage itself from the wall. Hop onto it and from the block hop onto the half statue. Jump to the next platform but don't jump too far--a Chandalier dangles above. Move and jump over the pit to the next ledge, over the next pit and over another pit. You'll land on a stationary block that will begin to move once you land on it. From that hop up to the platform and drop back down on the block as it passes through said platform.

Leap onto the upcoming vertically moving piece and wait until another horizontally piece comes into jumping range. Hop onto it and jump to the wooden plank. Jump to the next plank and Slash as soon as you land, killing the FENCER.

FENCER- Emerges from a painting when Beast gets near. Attacks with a sword, dies in one Swipe.

Proceed to the right and grab the Red Book. Jump over the spike pit and grab the HEART. Hop back onto that small platform that you dropped onto and jump onto the wooden ledge to your far right. From that wooden beam jump to the next one that is up and to the right to grab a GREEN BOOK.

Remember if you die you can always pick up that HEART again. Drop off that book platform, down past the broom and to the left. If you fall to the right you'll land on wooden spikes. Move left, jump onto the half statue and jump onto the platform. Grab the LOOKING GLASS and Roar to start the moving block. The game tries to play a little trick on you. The first block will barely move to the left and dart back to the right, trying to rub Beast off it. Hop from that block to the middle one which will immediately drop and try to run Beast into the spike. Quickly hop from the middle one to the left one. Now that the game has you freaked out you'll try to overreact and jump quickly off of this block but if you do you'll fall into spikes. Instead stand on it until it carries you over the spikes, then hop off of it. That sequence is like an evil game of Simon Says.

Go left until you come to the spike pit. Fall onto the stationary block and it will begin to move left. Hop off that block and Swipe as soon as you land, killing the KNIGHT HEAD.

KNIGHT HEAD- Bad type of head that is abrasive and painful, not like the good type of night head which can be pretty sweet. Removed in a single Swipe across the face but the pain will haunt you and your boys for years.

Another Knight Head will be visible but it won't begin to move until you're past it. However if you go too far past it you'll trigger the next Knight Head and Beast will be surrounded. Move Beast completely past the suit of armor and turn, Swiping the Knight Head. Then move left and bring the other one to life and kill it. Jump up and move left. Another Knight Head will come to life and hop around. Jump over it and slowly move left until the next head starts moving. As it begins to hop left drop down to its level and Swipe it. Move further left and kill the Fencer.

Jump far to your left and latch onto the wall. Climb up it and move left, jumping over the spikes that are protruding from the ground and falling to your left. Right as you land Swipe and kill the Fencer, move left and kill the next Fencer. Keep going left and jump onto and climb up the wall. Go near the top and the Knight Head will begin moving. Wait until he moves to the left and Swipe him. Move a little further left to reach screen #5, the final screen before the boss.

--Fifth Area--

Roar to freeze the bat. Bat jump over the spikes. Move left and pick up the

stone block walk over to the edge and try to walk off it. The block will fall out of your hands and land on the spikes below--allowing you to safely drop down. Move right and Swipe the KNIGHT HEAD. Grab the RED BOOK and run top speed to your left until you get to the second moving block. Jump on it and Roar so that it starts to move again. Leap to your left and run full speed underneath the Chandaliers. They won't fall until you pass under them. Jump over the spikes to the safe platform, jump over the next pit and the pit after that.

Leap onto the horizontally moving piece as it is moving up and jump from that onto the next ledge. Make sure to give yourself enough head room so that you don't bump into the ceiling and fail the jump. Hussle to your left and kill the Fencer before he falls out of the painting. Move left and kill the next Fencer. Fall onto the right side of the stationary block and it will try to bring Beast into a set of spikes. Jumping on the spikes or touching them from the side will hurt Beast. It's a tough jump to make without getting hurt but it is possible. Try to wait on the right side of the block for as long as possible, get a little momentum and jump clear over the spikes, landing on the block.

Fall left and land on the block that will begin to move when you're on it. Jump onto the ledge as it passes underneath and jump back on it. As it gets to the far left jump off of it and slash as you land, killing the Knight Head. Kill the next head and jump to the waiting block. Roar to get it to begin its upward movement. Hop onto the ledge to your left and from that ledge to the next vertically moving piece. Jump up and right to the high ledge. Move right, kill the head, pick up the ROSE PETAL and jump over the next six spike pits. Get a good jump for the seventh pit and latch onto the wall. Climb up it and continue onward, killing the two Fencers.

Kill the Knight Head and grab the LOOKING GLASS. Yep you're going to have to bat jump. Kill the Knight Head again (it regenerates after you get the pick up) and charge a Roar. Wait on the right edge of the platfrom for the bat to appear. Release your Roar when the bat flies off the screen. You'll need a good jump to get to the bat and an even better one to get to the far platform. Jump over the next two spike pits and over the third one to grab onto a wall. Climb up it and move right. Kill the Fencer and Roar to freeze the bat. Bat jump off of that critter and onto the upper platform. Kill the two Knight Heads and grab the HEART. Drop down a level, kill the last Knight Head and enter the sparkles. Congratulations, you've made it to the first boss.

!BOSS!

---Gargoyle---

Stone by day, flying stone by night this Gargoyle is a fiend who tries to dive down and knock Beast into the spikes.

Once you realize a few things this boss will become very easy:

- 1.) The Gargoyle isn't diving at you, he's diving in a preprogrammed pattern.
- 2.) If you go to the platform on the far right he can only hit you with one type of dive but you can hit him in multiple instances.
- 3.) You can use his shadow to see where he is and when he is going to dive.

Types of Dives:

-Dive from the right of the middle platform, into and through the middle and left platforms.

Beast can hit the Gargoyle by waiting on the left side of his platform (as close as you can get to the edge without falling or dangling off of it) and slashing as the Gargoyle swoops down.



-Dive from left of the middle platform, into the middle platform and a quick ascent up.

Beast can hit the Gargoyle by waiting on the left side of his platform (as close as you can get to the edge without falling or dangling off of it) and slashing as the Gargoyle flies by.

-Dive from right of the middle platform, into the middle platform and a quick ascent up.

Beast can hit the Gargoyle by waiting on the left side of his platform (as close as you can get to the edge without falling or dangling off of it) and slashing as the Gargoyle flies by. Be warned though, if you don't slash the Gargoyle he will hit and damage you.

-Dive from far left of the screen, into and through both the left and middle platforms.

Beast can hit the Gargoyle by jumping and slashing as the Gargolye is ascending. I recommend jumping right before the Gargoyle begins descending. That way you can slash him on your way down and time the attack a little better.

-Dive from middle of the screen, barely touching the middle platform and swooping through the far left platform.

Beast is unable to hurt the Gargolye when he does this dive without giving up is favorite platform--a tactic I do not condone.

-Dive from middle of the screen, through the middle platform and into the far right platform.

This is the dive that hurts Beast. Swipe at him to make sure you deal damage to and take the blow like a man. You can survive 7 more of those.

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Those are the only attacks that this boss can do. It takes 11 hits to kill him.

#### Map

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#### Key

B: Where Beast should stand, facing left.

^: Spike

\_: Platform

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#### Level 2: The Forest

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Now its time for Beast to stretch is legs and enjoy some fresh air. This area has less enemies but more difficult jumping. Now when you fall you won't land on spikes but in deadly ice water.

Take a little while to notice your surroundings. Snow means the thing is safe to stand on. Ledges, platforms and tree branches that have snow on them can be jumped on to. Looking up and down using the directional buttons will be very useful in this level. Also take note of how the bats come out of the large

black circular wholes in the trees. These bats take two swings to kill and have horrible hit detection. It is better to swing early at these buggers or they'll 'hit' and cause damage. Onward Beast, Belle must be saved.

--First Area--

If you have the maximum amount of extra lives or are comfortable with the amount that you have head right. If you're interested in living dangerously and going for a HEART fall down, to the lower branch then jump all the way left and fall down some more. You'll see ice platforms floating in the water. You can jump on them but be wary. When they turn over and expose their spiky side, Beast will die instantly if he touches them. The ice logs will not turn over if Beast is standing on them. Wait for the log to show its safe side and jump onto it. Hop from that log to the middle one which doesn't have a spiky side. The third log does though so be wary. Jump on it as soon as it comes into view and you should be safe. Jump from the third log to the snowy ledge. Swipe quickly at your very first FROG.

FROG- Small frog enemy that jumps at Beast. Dies in one swipe but is always positioned near water and tries to knock Beast into said water.

If you want to go a safer way do this. Jump from the starting point to the snowy branch on your right. Move over a little and kill the Bat that comes out of the tree. Hop over to the next branch and to the branch on the next available tree. Move right and kill the Bat that emerges. After killing the Bat you won't be able to see another available tree branch. Hit down to look downwards and you'll see the next branch. Jump to it, move right on that branch and look down again. Drop down to the right of the Frog and slash him when you land. Leap over the water, Slashing as you land to kill the Frog. Move a bit to your right and kill the bat.

Your destination is right but for there is a RED BOOK if you climb up the tree. If you are confident in your jumping ability jump up onto the branch, face left and kill the bat and jump up to the next branch. Grab the book and drop to the base of the tree. Caution the ice you are about to jump on disappears when you fall on it. Jump on the ice block to your right, jump to the next one, jump to the third one and jump to the snow. Hurry past the Frog and skip across the next two ice pieces and land on the platform with another Frog and a GREEN BOOK. That last platform is where the invincibility kicks in. Without it the Frog will sometimes knock you into the water. However even without the invincibility you can kill the Frog by slashing as you land.

The second ice piece jumping can be tricky. A safer strategy is to not bother with the book and hop across the three ice pieces. Kill the Frog when you land on the snow and begin climbing up the tree. Jump to the lowest branch, to the left branch, to the higher branch on the right and to the next tree. Snag the ORANGE BOOK. Jump right onto the next branch right again and drop down a level. If you duck down you'll notice a GREEN BOOK being guarded by a Frog. If you land directly on top of him he'll hurt you but won't knock you into the water.

Jump to your left, hop across the ice pieces and retrace your steps. If you die you'll start on the branch up and to the right of where the GREEN BOOK was but if you value the life that you are on you'll have to jump to your left. This time instead of dropping down a level jump right onto a branch of equal height. Jump right and maintain your high altitude. Jump right to the next tree. You can either continue on jumping right on the branches and dealing with Bats or drop down, kill the two Frogs and a WOLF and continue right. You'll end up in the same destination. Staying high in the tree is easier but there is a difficult to get HEART on the lower level.

WOLF- Enemy that leaps at Beast and tries to hurt him. Usually takes two slashes to kill.

I'll describe to you how to get the HEART but in my opinion it isn't worth getting as you'll probably die a few times before you get it and (and probably a few more times after you get it) and I was unable to find a way to get it and still survive. Stay low and move right from the Frogs. Kill the Wolf and jump over the ice piece into that little cave. You'll have to jump over four spike pits that will kill you instantly if you fall into them. Kill the Bat that guards the first one then jump over the pit. Jump over the next pit. The third one has low hanging ceiling spikes. Do a low jump (or don't try to get under it until you are already descending from your jump) and duck under it. Kill the Bat that guards the fourth pit and low jump under the next ceiling spikes. Great now you'll have your HEART. Go back to your left try to jump over the ice platform but I'm not sure how. If I get the HEART piece I always die there.

Back to beating the level. From the top of the tree jump to the high snowy ledge drop to the next level and drop to the level after that and kill the three Wolves and move into the sparkles.

--Second Area--

Move right and kill the Wolf. This screen is a lot like the second screen in the first level in that your goal is to move up the screen, not across it. Kill the next Wolf and move right to get a RED BOOK. Ascend the tree as fast as you can with your invincibility cloak. Frogs await on the four consecutive branches. To the left of the third Frog branch is a HEART. At the last Frog branch on the right you'll see a Wolf on a snowy platform. Don't bother with it, there isn't anything over there. Hop up onto the tiny branch and up again to the larger branch. A Bat will swoop in from Beast's left. Climb a little further up and on a left pointing branch will be a GREEN BOOK.

Hop over to the right side of the tree to continue your ascent. Further up and on your right is the sparkles. If you want another HEART don't go into the sparkles yet. Jump to the left side of the tree then to the left side of the screen. You'll fall a short distance and land on a HEART guarded by a Wolf.

--Third Area--

Kill the Wolf and move a little further to the right. Jump up to the small part of the branch then the larger. Jump right to the next available branch. Move right and two Bats will ambush you. Dispatch of them and to the branch on the other side of the tree. Drop to the lower branch and as far as you can left. Swipe as you hit the ground to kill the Frog. Move right and kill the Wolf. You'll have to jump over a few pits filled with fatal spikes. However on the next platform awaits a Wolf. If you jump when he's on the left side of it you'll bounce off him, into the pit and die. Move near the edge so you can see the Wolf when he is on the left side and jump (with some momentum) as soon as he turns to go right. Slash as you land and jump to your right to the next ledge.

Here you can scoot across the four disappearing ice pieces and onto the next snow ledge where a Frog awaits. Make sure to Slash as you land.

Or you can climb up the tree, where a GREEN BOOK awaits. Jump to the lowest available branch, get a little momentum and jump up and to your right then down in to your right to get the GREEN BOOK. A Bat will fly at you from the right. Jump to the right branch of the tree and jump far to your right, hopefully landing above and to the right of the Frog. Go down and right, kill the Wolf and jump over a deadly pit if you need a ROSE PETAL (you probably won't). Backtrack and jump up and to the right. Kill the Wolf, jump to the right side

of the next Wolf, turn to your left and Swipe him. Ignore the Frog underneath you and jump to the branch on your right. Drop down to get a HEART piece and quickly jump off that ice flow to your right. Jump over the water to the snow ledge and Slash, killing the Frog, jump over killing another Frog, one more time killing the last Frog and enter the sparkles.

!!BOSS!!

--Ninja Wolf--

While this Wolf is totally sweet I'm giving the description Ninja because he is stealthy like a Ninja. He is constantly disappearing and reappearing as you fight him. He'll also send out his Wolf minions. He'll hurt Beast by appearing on top of him or by appearing near him and leaping at Beast.

Counter his attacks by swiping him before he hurts you. Much like the Bats the hit detection on this guy is horrible, but it works both ways. If he leaps at you he'll hurt you before he touches you and if you swing at him it will hurt him before you hit him. The best times to hit him are right when he appears--before he jumps--or to get a some open ground between you and Swipe him when he lunges at you. Kill his minions as soon as they approach you. It takes 11 hits to kill him.

I like to wait in one spot and turn back and forth as he appears around me, slashing when he comes in to range. This strategy works but you will take some damage when he appears directly on top of you. I don't get it, he's a mangy wolf and I'm a big powerful Beast but when we touch each other I get hurt? What's up with that?

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Level 3: A Gift for Belle  
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This level is very bright compared to the rest of the game. The first area is completely different than anything this game has thrown at you so far. Gone is the Wilting Rose and Beast can no longer die by taking damage. What kills him now is dropping three snowball, Beast cannot take the shame of failure.

--First Area--

Notice the new controls Beast can only face right and can't backtrack on the screen. B still jumps but isn't needed. Y no longer slashes but is instead used to catch snowballs. Move to your right and Belle will begin to throw snowballs at you.

The art of catching snowballs is frustrating at first but gets easier with practice. It also is made harder by Belle throwing her hardest to catch snowballs first and her easier ones later. Catching a snowball is all about timing and positioning. Position Beast so that the snowball will fall in front of his body (but not in front of his outstretched paws). Then as the snowball passes in front of Beast hit Y. Beast is not so much catching the snowball as he is grabbing it from out of the air. Simply having his paws out in front of him as the snowball comes by is not enough, Beast must reach out and catch it. Catch with your hands, not your body.

Catch 6 snowballs from Belle to move onto the next throwing station. If you catch all 6 she'll throw a seventh snowball that can be caught for a HEART. Catch 9 snowballs at the next spot, catch the tenth for a HEART. Belle will move once more to the last spot and throw more snowballs. Catch 12 to beat the level, the 13th will give you a HEART.

--Second Area--

Looks like Beast has gone to the library to find a present for Belle (as she is such a book afficianado). The gameplay returns to how it was before the snowball fight.

Move right and climb up the ladder. Go to your left and Slash to stun the MAGIC BOOK. Continue past the three BOOKS, Slashing them as you go by and climb the next ladder.

MAGIC BOOK- Enemy that cannot be defeated. Like the Magic Broom a Swipe will only temporarily stun it.

Run to your right, before the Books can fall from the shelf and hurt you. Hop up the next ladder, move to the right and slash the two Books. Climb the next ladder and go right. Fall down to the lower platform and look down. There will be a Book walking back and forth, wait for it to be going right, fall down and Slash. Climb up the ladder. Run left, underneath some more falling books and climb up the next two ladders. Slash the book, Slash the next one and jump up and to your right to get the RED BOOK. Use that invincibility to shimmy up the ladder, past the four Books and up the next ladder.

Green books will protrude from the bookcase, appear for a second and go back into the bookcase. Your objective is to jump on one then jump to the next one before the one you're on goes away. Wait for the first green book to appear to your right and jump on it. Follow the sequences of books to its right, then up, then back to the left and up again. When you see the ORANGE BOOK jump onto the ledge that's near it and proceed to your right.

Climb the next two ladders and slash the three books as you move left. Climb up that next ladder. Mid way up on your right will be a HEART. Once you reach the top of the ladder there will be more green book jumping. I'll tell you a short cut. Wait for the first book to appear, hop on it and jump to the next green book. Run off the right side of that book, continuing to hit right as you fall (run don't jump, run). You'll land on a ledge with a HEART. Climb up that ladder, grab the two ROSE PETALS and the GREEN BOOK. Wait there until a green book protrudes from the wall. Jump onto it and jump as far as you can to the left, grabbing yet another HEART. Scale the ladder and run underneath the four red falling Books. Climb the ladder and run left under four more falling books. Scale that ladder, slash the two Books as you run right, pick up the ROSE PETAL and get ready for some more book jumping action.

If you hop on that moving platform and go to the left there will be another ROSE PETAL. Either way return to ledge to the right of that platform and wait for the first book to appear. From that book jump up and to the right onto a book that is always protruding. Follow that trail as it goes up and jump to your right to grab a PINK BOOK and above it is a ROSE PETAL that Beast can reach. From that platform you can jump to the right to grab a BLUE BOOK and another ROSE PETAL. Wait for a green book to protrude and follow that trail to the left, then up then to the right. As soon as you are able jump onto the vertically moving platform and jump from that to the upper right ledge. Enter the sparkles.

--Third Screen--

Slash the two books as you proceed right. Climb the ladder and jump left, landing with a Swipe to stun the book. Hop up and to the right to get the RED BOOK, down and left then up and left to reach a ladder. Up the ladder up the ladder to the left. Go right and up the ladder--being careful to not touch the

Magic Book when you get to the top. Move left and scale that ladder, again being careful of the Magic Book that awaits. Right, up the ladder, watch out for the book.

Hop right onto the middle ledge, up and to the left, up and to the right, up and to the left--watch out for the Magic Book--and up and to the right. Jump up and to the right, grab the ladder and climb. Run left climb up the ladder, watching out for the two books that are there. There are multiple paths to get to this point but they're all basically the same.

Hop onto the vertically moving platform, grab the ORANGE BOOK and hop back on the platform again. Ride it up and leap left off of it and climb the ladder. Move right, Swipe the book, move right, Swipe the other book and climb the ladder. Jump left, climb the next ladder. You'll encounter a new enemy.

FLYING BOOK- pretty harmless book that flutters above Beast. More of a distraction than a threat. Beast can kill them by Slashing--even when the books are far above his head. Die in one Swipe.

Kill the Flying Books that get in your way and move right. Go up the ladder, left and up the next ladder. If you drop to your left you can climb up a ladder, swipe a book, jump over a gap and get a HEART. After getting the HEART go back to that same spot and jump right and climb the ladder. Move left and Swipe the three books. Enter the sparkles, it's boss time.

!!!BOSS!!!

---Flame Gargoyle---

This boss is another statue that has been brought to life. Unlike the previous Gargoyle, he doesn't dive--rather he moves in straight lines and tries to kill you by shooting fire at you or flying through you.

Basically you want to position Beast on the lower green book and use your stellar reactions to defeat this flying foe. Jump over the fire attacks and swipe as he passes by. Remember if you hit him with a swipe he'll temporarily be unable to hurt you. He'll go back and forth flying right to left then left to right ad nauseum. Not much strategy is needed as he is pretty easy.

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Key

B: Beast

[]): Green Book platform

{}: Pedestal where Flame Gargoyle starts

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Level 4: The Hunter and the Hunted  
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This level is dark and gloomy. None of the bad guys or traps are hard to dodge in a normal area but with all the atmospheric effects and poor lighting they become troublesome. A few things to watch out for:

Flying Bats- any time you go to the edge of the screen--especially the right

side--expect a Bat to come out of nowhere and hit you.

Falling Spikes- Spikes fall off of platforms and land on Beast. The worst part is that almost every platform is decorated with these spikes. Only a low percentage of spikes fall but there are a lot of spikes. The only way to avoid them is to treat every spike like it may potentially fall on you and to make sure that you are constantly moving side to side (which isn't always possible).

Electric Shock- Yellow rail transmits shocks. As soon as Beast stands on the yellow rail a shock will work its way down the rail. Very easy to dodge.

Rolling Stones- Stone roll from out of nowhere, into and out of thick pipes.

Wind- A strong gust will push Beast from right to left for a limited time. Not much of a factor but good to know about.

False Platform- Weak piece of platform that will crumble if Beast stands on it. Can be noticed because of its extreme deterioration.

--First Area--

Move right and run under the first platform. Two spikes will drop down, falling behind Beast. Hop up on the yellow rail and jump left to the platform. Jump left to the rail and wait on the rail--dodging the lightning--until a vertically moving platform comes into view. Jump on it and jump up to the next level. If you go all the way to the right, watching out for two rolling stones, you'll find a ROSE PETAL. Don't bother with it though because you don't need one yet.

On the left side another vertically moving platform will appear. Jump on it, jump to the large platform to your right. Jump onto the smaller one then up and to the right onto the other small one. Face left and prepare to Slash twice as a Flying Bat will be ready to dive at you. Another tactic is to jump over the Bat but if you do you might hit your head on a Rolling Stone. Jump left and move left, watching out for the yellow rail. Hop up and to the left onto the next platform and wait for a vertical piece to lower.

Hop up onto it. At the top jump up again and then to the next platform on your right. Jump right again and one more time, a Bat will swoop in from the right. Jump up and to your left. A False Platform will be a little to your left. Jump over it and then jump as far left as you can to get an ORANGE BOOK. Retrace your steps and this time jump up and to the right instead of jumping over the False Platform. Watch out for the Bat.

Get a good running start and jump as far as you can to your left, landing on the platform. Jump up and to the left then up and to the right. Go up and to the right to pick up a ROSE PETAL then up and left to a wider platform. To the right of the platform will be a yellow rail and on the left side of the platform will be a series of narrow jumping ledges going straight up. For a HEART, Roar (to freeze the Bat) and jump to your right. Jump up on the narrow ledges on the left side of the platform. Move to your right and jump over the False Bottom. Continue right and grab the GREEN BOOK.

Retrace your steps to the left, jumping over the False Bottom again. Hop up on the narrow piece, being careful of the Wind. Jump up and to the left and then up on the next two small ledges. Jump up and to the right. Hustle across the platform and jump up and to the right before a spike can fall on you. Swipe as you land to kill the waiting Bat. Hop up and to the left, then quickly up and to the right, watching out for the Bat. Go up and to the left and run left

across that platform, jumping as far as you can to the left to get a BLUE BOOK. A spike will fall as you jump across but if you're going fast it won't hit you. Jump back over the gap to your right.

Hop up and to your right onto the rail. Go a little to the right to get some momentum and run right, launching yourself as far as you can to the left. Hop up onto the narrow platform and wait--a spike will fall above you. Jump up and to the right to avoid the spike. Move a little to your right and a spike will fall, breaking on the ledge above you. Jump up twice. Move to your right and jump onto the narrow ledge, watching out for the Rolling Stones. Jump up and to the right onto the next small ledge and jump up as fast as you can so the Bats don't hurt you. Grab the PINK BOOK to refill your life. Get a running start and jump up and to your left and up and to your left again. Enter the sparkles. Gaston! Gaston, your head belongs to me! Now would be a good time to drop a rap lyric like, "Ashes to ashes/ and dust to dust/ I might leave in a body bag/ but never in cuffs."

!!!!BOSS!!!!

---Gaston---

Beast actually has to do a little pre boss jumping and dodging to get to Gaston. Gaston for me was very annoying until I realized a few things:

- 1.) Even though every other bad guy turns transparent when they take damage, Gaston doesn't. He'll still be able to hurt you and you won't be able to hurt him.
- 2.) Gaston's bow shots are very easy to dodge and give you plenty of time to go up and swipe him in between shots.
- 3.) Gaston's fists have the worst hit detection in the game. Being remotely near them when he swings will cause you damage.
- 4.) After Gaston stops running, stand and face him. Swipe as fast as you can and Gaston will be unable to hurt you.

On the way to Gaston is easy. You should be able to reach him without getting hurt. There is one tricky part that requires a soft touch. Basically Gaston's GOONS appear from the windows and try to shoot Beast. The shots and touching a GOON will cause Beast damage. Move quickly throughout this part, only stopping on the (SAFE) platforms.

GOON- Part of a band of men who follow Gaston. Are armed with guns. Also touching their pale, fragile, human flesh with your rugged Beast hide will cause Beast damage.

Here is the jumping pattern, with safe ledges being signified with (SAFE). Some platform should be approached at the following angles. Signified by \*\*:

- Up (SAFE)
- Up and to the left (SAFE)
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- Up and to the left
- Up and to the right (SAFE)
- Up and to the left\*\*
- Up and to the left
- Up (SAFE)
- Up and to the right\*\*
- Up and to the right (SAFE)

This next jump is the hardest jump and should be the only place you take damage, if you do in fact end up taking damage. You'll want to jump almost as far as you can to the left. However if you go too far the Goon waiting in the



window will touch you, thus hurting you. Try to land on the right side of that platform.

- Up and to the left (SAFE on the right side of the platform)
- Up and to the right
- Up and to the right (SAFE)

This is the second hardest jump and the last jump of note. You'll have to jump maximum distance to the left.

- Up and to the left (SAFE)
- Up and to the right
- Up and to the right
- Up and to the left
- Up and to the right
- Up and to the left (SAFE)
- Up and to the right (SAFE)
- Up and to the left (SAFE)
- Left (SAFE, ride this moving platform until it stops)
- Down (SAFE)

Finally it's Gaston time. You'll drop down, fight him and he'll either run or get knocked down to the next lower platform. It takes two Swipes to knock him down. Near the bottom he'll stop running and fight you. There are four things that can kill you.

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I like to fight Gaston by standing a good distance away and letting him fire his bow. Jump over the arrows and approach him. Land a swipe and back away with a jump. If you stay too close he'll be temporarily invincible and punch you. Repeat until he flees. At the bottom where he stops running it is best to sucker him into attacking you and Swipe him as he approaches.

Here's the battle sequence:

- Drop down from the left side of the platform and to the left

Gaston will come out of the window and start so close to you that it is hard to hit him. Instead dodge his punch and let him drop down a level.

- Drop down from the rights side of the platform and to the left

This part is tricky as the game's controls are very weak in this aspect. Jump slightly to the right and off the platform. Pivot mid air and fall to the left. Jump over Gaston's bow shot and slash him if you can. As this is a small platform it is okay to play it cautious and just try to dodge his attacks.

- Drop down from the left side of the platform and to the left

Jump over his bow shots and Swipe him. Jump back to avoid his fist and try to Slash him again.

-Drop down from the right side of the platform and to the left

Jump slightly to the right and off the platform. Pivot mid air and fall to the left. Draw the bow shot and Slash him.

-Drop down from the left side of the platform and to the left

Draw the bow shot and slash. Retreat and repeat.

-Drop down from the right side of the platform and to the left

Jump slightly to the right and off the platform. Pivot mid air and fall to the left. Draw the bow shot and Slash him. Jump up to the platform above you if you need to dodge his punch.

-Drop down from the left side of the platform and to the left

Draw the bow shot and slash. Retreat and repeat.

-Drop down from the right side of the platform and to the left

Jump slightly to the right and off the platform. Pivot mid air and fall to the left. Draw the bow shot and Slash him. Jump up to the platform above you if you need to dodge his punch.

It's safe to look down now. Gaston is done running. Look down until he stops firing his bow. Drop down and to the left and face right. Tap Y as fast as you can. Gaston will approach and get wrecked.

It takes 7 hits to kill Gaston when he stops running. It might take more if you don't hit him that often when you are fighting up above. Be careful though because the top of the screen can still kill you. Run off the platform to the right and you'll fall, beating the game.

Map



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B\_\_G\_\_

---

Key

B: Where Beast should stand when he fights Gaston and he stops running.

G: Gaston's last stand (unless you die).

[]): Window that Gaston comes out of.

\_\_\_\_\_ : Platform where you fight Gaston

\_\_\_\_\_ : Final platform. Drop on it to beat the game.

Tale as old as time

True as it can be

Barely even friends

Than somebody bends

Unexpectedly

Just a little change

Small, to say the least

Both a little scared

Neither one prepared

Beauty and the Beast

Ever just the same

Ever a surprise

Ever as before

Ever just as sure

As the sun will arise

Ever just the same

Ever a surprise

Ever as before

Ever just as sure

As the sun will arise

Tale as old as time

Tune as old as song

Bittersweet and strange

Finding you can change

Learning you were wrong

Certain as the sun

Rising in the east

Tale as old as time

Song as old as rhyme

Beauty and the beast.

Tale as old as time

Song as old as rhyme  
Beauty and the beast.

Beauty and the beast

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#### IV BOSSES

.....  
Level 1: The Castle  
.....

---Gargoyle---

Stone by day, flying stone by night this Gargoyle is a fiend who tries to dive down and knock Beast into the spikes.

Once you realize a few things this boss will become very easy:

- 1.) The Gargoyle isn't diving at you, he's diving in a preprogrammed pattern.
- 2.) If you go to the platform on the far right he can only hit you with one type of dive but you can hit him in multiple instances.
- 3.) You can use his shadow to see where he is and when he is going to dive.

#### Types of Dives:

-Dive from the right of the middle platform, into and through the middle and left platforms.

Beast can hit the Gargoyle by waiting on the left side of his platform (as close as you can get to the edge without falling or dangling off of it) and slashing as the Gargoyle swoops down.

-Dive from left of the middle platform, into the middle platform and a quick ascent up.

Beast can hit the Gargoyle by waiting on the left side of his platform (as close as you can get to the edge without falling or dangling off of it) and slashing as the Gargoyle flies by.

-Dive from right of the middle platform, into the middle platform and a quick ascent up.

Beast can hit the Gargoyle by waiting on the left side of his platform (as close as you can get to the edge without falling or dangling off of it) and slashing as the Gargoyle flies by. Be warned though, if you don't slash the Gargoyle he will hit and damage you.

-Dive from far left of the screen, into and through both the left and middle platforms.

Beast can hit the Gargoyle by jumping and slashing as the Gargolye is ascending. I recommend jumping right before the Gargoyle begins descending. That way you can slash him on your way down and time the attack a little better.

-Dive from middle of the screen, barely touching the middle platform and swooping through the far left platform.

Beast is unable to hurt the Gargolye when he does this dive without giving up is favorite platform--a tactic I do not condone.

-Dive from middle of the screen, through the middle platform and into the far right platform.

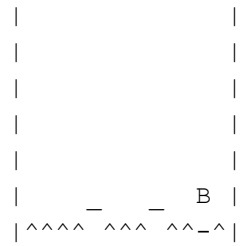
This is the dive that hurts Beast. Swipe at him to make sure you deal damage

to and take the blow like a man. You can survive 7 more of those.

---

Those are the only attacks that this boss can do. It takes 11 hits to kill him.

Map



Key

B: Where Beast should stand, facing left.

^: Spike

\_: Platform

.....  
Level 2: The Forest  
.....

--Ninja Wolf--

While this Wolf is totally sweet I'm giving the description Ninja because he is stealthy like a Ninja. He is constantly disappearing and reappearing as you fight him. He'll also send out his Wolf minions. He'll hurt Beast by appearing on top of him or by appearing near him and leaping at Beast.

Counter his attacks by swiping him before he hurts you. Much like the Bats the hit detection on this guy is horrible, but it works both ways. If he leaps at you he'll hurt you before he touches you and if you swing at him it will hurt him before you hit him. The best times to hit him are right when he appears--before he jumps--or to get a some open ground between you and Swipe him when he lunges at you. Kill his minions as soon as they approach you. It takes 11 hits to kill him.

I like to wait in one spot and turn back and forth as he appears around me, slashing when he comes in to range. This strategy works but you will take some damage when he appears directly on top of you. I don't get it, he's a mangy wolf and I'm a big powerful Beast but when we touch each other I get hurt? What's up with that?

.....  
Level 3: A Gift for Belle  
.....

!!!BOSS!!!

---Flame Gargoyle---

This boss is another statue that has been brought to life. Unlike the previous Gargoyle, he doesn't dive--rather he moves in straight lines and tries to kill you by shooting fire at you or flying through you.

Basically you want to position Beast on the lower green book and use your stellar reactions to defeat this flying foe. Jump over the fire attacks and

swipe as he passes by. Remember if you hit him with a swipe he'll temporarily be unable to hurt you. He'll go back and forth flying right to left then left to right ad nauseum. Not much strategy is needed as he is pretty easy.

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|           |
|   [] B   |
|   [] {}  |
|           |
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Key

- B: Beast
- []): Green Book platform
- {}: Pedestal where Flame Gargoyle starts

.....  
Level 4: The Hunter and the Hunted  
.....

---Gaston---

Beast actually has to do a little pre boss jumping and dodging to get to Gaston. Gaston for me was very annoying until I realized a few things:

- 1.) Even though every other bad guy turns transparent when they take damage, Gaston doesn't. He'll still be able to hurt you and you won't be able to hurt him.
- 2.) Gaston's bow shots are very easy to dodge and give you plenty of time to go up and Swipe him in between shots.
- 3.) Gaston's fists have the worst hit detection in the game. Being remotely near them when he swings will cause you damage.
- 4.) After Gaston stops running, stand and face him. Swipe as fast as you can and Gaston will be unable to hurt you.

On the way to Gaston is easy. You should be able to reach him without getting hurt. There is one tricky part that requires a soft touch. Basically Gaston's GOONS appear from the windows and try to shoot Beast. The shots and touching a GOON will cause Beast damage. Move quickly throughout this part, only stopping on the (SAFE) platforms.

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Here is the jumping pattern, with safe ledges being signified with (SAFE). Some platform should be approached at the following angles. Signified by \*\*:

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This next jump is the hardest jump and should be the only place you take

damage, if you do in fact end up taking damage. You'll want to jump almost as far as you can to the left. However if you go too far the Goon waiting in the window will touch you, thus hurting you. Try to land on the right side of that platform.

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I'd like to thank Disney for their interpretation of 'Beauty and the Beast' and Squaresoft for creating 'Kingdom Hearts.' If you have any questions, comments, typos or are feeling lonely send me an email. This guide is copyrighted by me, Overated. If this guide is anywhere but <www.GameFAQs.com>, <www.IGN.com> or <www.cheat.de> I'm being screwed.

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2004

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<All ASCII art is made using ASCGen.>