

Demon's Crest Walkthrough
Capcom
Walkthrough by Catfish_82

I welcome any and all questions or comments regarding this walkthrough. If you are having a problem or have a question, please feel free to email me at StoneColdMatt_82@Hotmail.com and I'll gladly answer your questions providing its not clearly in the walkthrough in a section you 'overlooked'. Also, I wrote this and other walkthroughs to be displayed solely on SNES Central. But I don't mind if you want to borrow a portion or even the whole thing to put on your own web site. I do ask that you credit me (Catfish_82) as the author, and while you're at it, why not provide a link back to SNES central, I'm sure site owner Evan G. (www.snescentral.com) would love that.

Game Details:

- Game made by Capcom, 1994.
- Licensed to Nintendo, 1994.
- All boss names such as Somulo, Grewon, Phalanx etc. are registered trademarks and copyrighted by Capcom. All the others, such as minor enemies like axe werewolves or walking ghosts and stage names, i.e. jungle stage or city stage were made up by me.
- This walkthrough is the sole property of Catfish_82 (me) and is neither endorsed nor affiliated with Nintendo or Capcom.

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Version History:

V1.0: Created the basic walkthrough. This is the rough draft; I'm still playing through.

V1.5: Got a whole hell of a lot more sophisticated here. I put in some control features, item/spell descriptions and an explanation of the various crests and their effect on Firebrand. Various other things as well.

V2.0: Added a table of contents to make it easy to skip to a particular section. I also recently added a Q&A section. I could kick myself for not adding this back in V1.0, I usually try and think

up some questions people might have whilst I play through, however I didn't do it so the Q&A section will be rather bare, but I don't think anyone will notice. Sorry, no maps on this one either. V:2.5: Nothing really new for V2.5, I've taken out a section at the very beginning because it contained inaccurate information. I'm going to be lazy and not put it back in, so V2.5 is the last update my Demon's Crest Walkthrough will ever see, unless someone emails me with some rather pertinent information.

Controlling Firebrand:

i. D-pad: These are self-explanatory.

The Y, B, A, and X buttons are interchangeable and you can set them up however you like under the options screen.

ii. Shooting Projectiles: Under default settings, you'll press the Y button to shoot the projectile of Firebrand or any other form he assumes. Unfortunately there seems to be a limit on how much you can shoot. It seems that there can only be one projectile on the screen at a time. If you fire one, you'll have to wait until it hits an enemy or an object and dissipates before firing another.

iii. Jumping/Flying: To make Firebrand jump, press the B button, if you press it again while in midair then Firebrand will fly and you can now control him with the D-pad. This method works for all forms with G. Gargoyle and T. Gargoyle being the only exceptions (They can't fly 'cause they have no wings).

iv. Special Abilities: This varies depending on the form Firebrand assumes, in his normal form Firebrand's special ability is the head butt and under default settings is accomplished using the A button.

v. Flying on the Overhead Map:

After beating stages, you will be taken out to the overhead map, where you'll be free to move freely about and go to other levels. To move Firebrand while on the overhead map, simply press the d-pad in the desired direction. To swoop down to a level press the Y button while over the level. If you press start you'll be taken to an overview of the whole world. Use the d-pad to aim the little red arrow. Once you've aimed correctly, press start once more and Firebrand will be facing the desired direction. This helps if you tend to get disoriented with larger areas. While aiming yourself, you'll also notice that the stages have roman numerals beside them. This is to make your life easier. However, in this walkthrough, I go out of order, if you want to go numerically one, two, three etc. that's fine by me, but I've written this guide as if you didn't go in order, and you'll have to do some skipping around in the guide.

vi. The Three Slots at the Top Right of the Screen:

- First slot- Indicates which crest you are currently using. For example, if you are in Firebrand's normal form, you'll see a flame in the first slot.
- Second slot- indicates which spell or potion you are currently using.
- Third slot- indicates what Talisman you have equipped.

vii. Items:

- Vellum/Scrolls- these scrolls can be imprinted with magical markings purchased from the Wise Man Shop of Spells. You will find five of these scrolls scattered throughout the world.
- Urns- The Black Lotus has a wide variety of potions that can be conveniently housed in the urns. You will find five urns as well.

viii. Potions:

- Mercury- allows you to escape from an enemy.
- Sulfur- allows you to escape from a battle.
- Herb- restores five units of health.
- Elixir- Grants an extra life.

- Ginseng- Restores full health.

ix. Spells:

- Shadow- A barrier of darkness surrounds and protects you.
- Hold- Enemies will be held in place for a short period of time.
- Imp- An imp appears and will work for you, for a price.
- Shock- causes an earthquake. All enemies on the ground take damage.
- Death- all the enemies around you die.

x. Life/Health:

- Life Orb- a glowing red jewel enveloped by white crests on both sides, this will add one unit to your overall life span.
- Full Health- A large marble looking orb, it is blue and has a flame enclosed within it. Refills all your energy.
- Small health- a miniature version of the full health orb it refills one unit of health.

xi. Money:

- Large- The highest monetary unit you can encounter, it has a skull imprinted on its side and is worth twenty G.P.
- Medium- The second highest monetary unit, this has a circle with a slash imprinted on its side and is worth five G.P.
- Small- The smallest monetary unit, it is egg shaped and is worth one G.P.

xii. Talismans:

- Crown- a talisman that allows you to collect more money than you would normally. Use it when you need money for potions.
- Skull- allows you to collect soul energy more easily.
- Hand- Allows for quicker use of magic.
- Armor- Helps you withstand more damage.
- Fang- increases the damage done in combat.
-

xiii. Crests:

- Earth- this crest allows you to morph into Ground Gargoyle (G. Gargoyle). G. Gargoyle's special ability is breaking through stone statues. His projectile is different from the other forms Firebrand can assume in that it travels on the ground unless he jumps and fires in midair or while hanging from a wall.
- Air- The crest of air allows Firebrand to morph into Aerial Gargoyle (A. Gargoyle). The special ability of this form allows Firebrand to fly higher than he could normally. In addition, A. Gargoyle isn't affected by gusts of wind, and can fly normally in gale forced winds. A. Gargoyle's projectile is stronger than Firebrand's normal projectile.
- Water- With the crest of water, Firebrand can morph into Tidal Gargoyle (T. Gargoyle). In this form Firebrand can breath underwater. The special ability of T. Gargoyle is the ability to swim in a straight line. T. Gargoyle's projectile also serves as buster while underwater.
- Time- this crest allows Firebrand to morph into the Legendary Gargoyle (L. Gargoyle). While in this form, Firebrand takes half the damage he'd normally take. The special ability for L. Gargoyle is the head butt. However his projectile is twice as powerful, and functions much like Buster in its abilities.
- Heaven- The crest of heaven is like all other crests rolled into one. It allows Firebrand to assume the form of the Ultimate Gargoyle (U. Gargoyle). While in this form, Firebrand can do all the special skills of the others. While on the ground he dashes, in the air he can head butt, and if he's flying he can rise. He can also breath underwater. Not to mention that U. Gargoyle's projectile is the most powerful in the game.

xiv. Pieces of Fire Crest:

- Claw- allows you to climb up spiked walls.
- Tornado- allows you to create temporary platforms that let you jump higher.

- Buster- allows you to break through stone blocks.
- Demon Fire- the most powerful shot in the entire realm.

Well, now that all the small things are taken care of, we can get down to brass tracks. I'll refer to whatever I need to within the guide itself that way you don't have to keep flipping back up here to figure out what everything is.

In The Beginning

a. Coliseum Stage

Somulo and The Coliseum
 Somulo Revisited
 The Graveyard
 The Hippogriff
 Cliff
 Cliff Face
 Battle with Arma

Things you get:

1st, 2nd, and 7th Life Orbs
 1st Vellum
 1st Urn
 Crest of Earth

Enemies

Wandering Ghosts
 Axe Werewolves
 Wall Spiders

i. Somulo and The Coliseum

As you begin the game, you are trapped inside a coliseum. Through a gate you'll see Somulo, an undead dragon coming. Another gate opens and he comes out. But never fear, he's easy.

Boss: Somulo

Strategy:

Immediately run right all the way to the wall of the coliseum. Wait for Somulo to come over and get ready to fight. He'll lower his head to shoot fireballs at you, jump and shoot his head before he gets a shot off. If he does manage to let loose a fireball, don't worry, just jump and hover until the flames recede. After six hits to his head he collapses to his knees and the door opens. Go out side and start to walk right. Somulo will poke his head out the door.

ii. Somulo Revisited

Boss: Somulo

Strategy:

This is quite possibly the easiest fight of any game ever made. Just jump near him and pump three shots into his head. Somulo's head will fall off and crumble away revealing **life orb one** (Little red ball with white crests on the side).

iii. The Graveyard

After defeating Somulo, head right out into the graveyard. Be sure to bust up all the mini-hippogriff statues (The Head butt is Firebrand's 'special') Shortly you'll notice an extremely large gargoyle statue in the background. Just to the right of it in the foreground you'll see another mini-hippogriff statue on a platform with an axe werewolf. Kill the wolf and bust the statue to receive the **first Vellum** (scroll). Continue right killing the wandering ghosts and axe werewolves. Eventually you'll come to a very tall platform with a statue. Just past this the music will change (This is Boss music by the way) and you'll see a large Hippogriff statue sitting there. Head butt it and it will come to life.

Boss: The Hippogriff

Strategy:

When it comes to life, the hippogriff will fly up into the air. It has two attacks that you should be aware of. 1) Dash- the hippogriff will start flapping its wings very quickly, that's how you'll know, and perform a short dash. Right after he's done dashing is a good time to pound him. 2) Shooting Quills- He'll fly up high in the sky and raise his wings, pause and then shoot three easily dodged quills. Occasionally, he might turn back into a statue in mid-fight, if he does this simply head butt him again to get him back in the fight. As the fight goes on, the hippogriff will get redder and redder (This is how you know he and all other bosses are almost dead). Eventually he'll burst into flames, drop to the ground and turn into a statue. But this time it's glowing. Head butt it again and it crumbles and you receive the **life orb two**.

iv. Cliff

Continue right killing the werewolves and spiders, and avoiding those pink spiked (animals?) on the ground. When you see a floating platform with a blue blinking light on the bottom stop and drop down the pit you see on the left hand side. Go left under that little over hand and acquire the **first urn**. Go back up the pit and continue right. In the next area, make your way up via the floating platforms. I'd stay off the walls, seeing as how they are crawling with spiders. As you're going up, you may notice what appears to be a passage sealed off by blocks. If you get even closer you will see a Life Orb behind the blocks. You can't get to it now; just remember where it is for later. When you reach the top of the cliff, there is a pot with an energy refill in it in case you need it. Walk right and get ready to face Arma.

Boss: Arma

Strategy:

After a brief speech in which he promises to take you down, Arma will attack. Learn his moves now, because you'll be seeing them two more times. Time your attacks because after being hit, Arma will flash for a brief period of time during which he is invincible. Arma has two attacks at this point, later he will add on. 1) Swoop- He'll try and hit you with his swoop, jump over it or run under it and turn and nail him. 2) He shoots little electrical beams at you. Since he hovers just out of range when he's doing this, you have no choice but to simply dodge them, and wait for him to began swooping again. Eventually he'll succumb and drop down and express his admiration for your skills. He then flies off dropping the **Crest of Earth** (Allows you to morph into Ground Gargoyle, and execute a dash that will break statues)

Fly to IV on the map The Tower Stage

b. Tower Stage

In the Building
Open Skies
The Tower
Arma: Rematch
The Flier

Things you get:

Crown Talisman
2nd Vellum
Crest of Air
Claw
3rd Urn

Enemies

Tongue Lizards
Floating Ghost Knights
Flying Undead Dragons
Ghosts
Axe Werewolves
Flying Demon Heads
Moving Skull Spikes

i. In the Building

You'll start off in a building accompanied by some crazy organ music. Make your way right avoiding the spiked floors. Going up you'll see the Tongue Lizards coming out of the walls. Avoid them; they're invincible. Upon getting to the next level, go left threading your way around the skull columns moving up and down. Wait for them to move out of your way then proceed (If you get too close to them, you'll latch onto them, and that can be a bad thing, because they can pull you into the spikes on the floor and ceiling). You'll then come to another upwards path. You'll notice that the walls are lined with blocks preventing you from latching onto them and climbing up. You'll have to get up via the skull column in the center, just watch out because there is one coming down, and Tongue Lizards are shooting out from the walls. You may notice a blocked off area similar to the one in the Coliseum stage. Remember it for later. Now make your way right and exit the building.

ii. Open Skies

You'll want to exercise caution here, the wind pushes you constantly forwards and the sky is full of Floating Ghost Knights and Flying Undead Dragons. Avoid the Knights, you can only hurt them from behind, and they turn so that they face you. Use the skull columns rising out of the bottom screen to help you move around. Once you maneuver around far enough right you'll see a pot with an energy refill, grab that and drop down into the whirlwind that you see. This will take you to another part of the level. Where you'll face another Hippogriff

iii. The Tower

For the Hippogriff, simply use the same tactics you used on the first one. Once you've defeated it head right and into the building. Go up using the revolving platforms (The pink wriggling things on the walls can't hurt you, but you can't latch onto them either). You'll reach a point where you can't go up any further, but will see a door, exit the tower via this door. You'll be in a very windy room (It pushes you up if you do nothing). Drop all the way down to the bottom of this room and take the door to the left. You'll see three mini-hippogriff statues. The third one you bust down gives you the **Crown Talisman** (This allows you to acquire money more easily). Now go back out into the windy room and go to the wall on the right side. Climb straight up it avoiding the Flying Demon's Heads and climb until you reach the top right hand side. The **second Vellum** is at the top right corner. Now fly across the top and enter the door on the left side. You'll be back in the tower, continue up and then exit the tower via the door on the right hand side. You'll be outside, with the windy room directly below you continue across until you meet up with Arma.

Boss: Arma, The Rematch

Strategy:

Stinging from his earlier defeat, Arma again promises to defeat you. The two big things you really need to take notice of here is that if Arma hits you, it costs two units of health, and he has a whirlwind technique. Otherwise, he's pretty much the same. He still swoops down, and shoots beams at you from out of reach. But when he's nearly defeated, he'll drop to the ground, and send a tall whirlwind your way. While the whirlwind doesn't hurt you physically, it does slow you down quite a bit, and during this time Arma is swooping around like a fiend. However you can still dodge him, and upon his defeat Arma will express his disbelief that you've beat him a second time and fly off dropping the **Crest of Air** (This allows you to morph into Aerial Gargoyle, and it's special is the ability to fly higher).

iv. The Flier

After defeating Arma for the second time, you'll be transported back out to the map. Swoop back down on the Tower Stage and work your way through the building and Open Sky part. This time when you reach the pot with the energy refill, morph into A. Gargoyle and head right. You'll face off against the Flier, a giant cross between a dragonfly and a praying mantis.

Boss: Flier

Strategy:

The only vulnerable part on the Flier is his head. You must hit that to defeat him. Flier has two attacks that you should look for. 1) His claws will disconnect from his body and fly around the place for a bit then return to him. Simply go over or under them. 2) He flies in a circle for a bit then charges you. If you can time it right, you can hit him several times while he's circling. After a bit he'll burst into flames and fall apart. For your troubles you receive **Claw** (This allows you to climb spiked walls). A side note: Claw, along with Demon Fire is one of the most useless things you'll get in this game. I have never ever used Claw, and the ONLY place I can think of where it might have a use is in fighting the Dark Demon in the endgame. The only reason you ought to get it is so you can see the true ending.

Now fly to III, or the Jungle Stage

c. Jungle Stage

Tidal Grotto
Scula
Burning Jungle
Flame Lord

Things you get:

2nd Urn
3rd, 4th and 14th Life Orbs
Tornado
3rd Vellum
Skull Talisman

Enemies

One eyed bats
Caterpillars
Fish men
Skull fish
Anemones
Firebirds
Floating Ghost Knights
Tentacles

i. Tidal Grotto

When you land in the Jungle Stage, you'll start off in of all things; a jungle. Hug the ground but don't get on it, A. Gargoyle is a good choice for this (He can take out enemies here with one hit, and snap the vines). Continue along until you come to a dip in the land. You'll see a door that is filled in with rubble. Right above and to the right. You'll see the **second Urn**. Go up and retrieve it. Once you've done that change back into your normal form and head butt that door. It'll open up, go inside and you'll be in the Tidal Grotto. Change back into A. Gargoyle, and head right. Be mindful of the spikes on the floor and ceiling. You'll notice too that there is a rising and falling water level, try not to get submerged seeing as how T. Gargoyle, and U. Gargoyle are the only two who can breathe under water. The ceiling fortunately has high points and low points. When the water level is down continue, but when it rises, duck up into these high points to avoid submerging. In one of these high points you'll notice a pot behind some blocks. You can't get it right now, so don't worry about it. You'll eventually come to the end of this level, and there will be a place where you can go straight up. Go through the opening and up into a room where the water level will rise immediately upon your arrival. Sit tight on one of the floating platforms until the water has finished rising. Then go right shooting the one eyed bats until you reach the other side. Morph into your G. Gargoyle form and continue right. Where you'll meet Scula, the boss of the Tidal Grotto.

Boss: Scula

Strategy:

Scula is made up of two parts, a rolling part and a tossing part. There are two main attacks 1) He'll throw his rolling part (Which looks like a hedgehog) at you then run to retrieve it. Jump over Scula's tossing part as it runs to retrieve it's rolling part. 2) A Jump. It's not really an attack, but it's very annoying. Run under it if you need to. Keep blasting way and eventually

Scula's tossing part will die, leaving only the rolling part. Don't even give this a chance to do anything, pound away on it until it dies. For your trouble, you'll receive **life orb three**.

After defeating Scula, you'll be taken back out to the main map. Swoop down on the Jungle stage again. Work your way to where you got the second Urn, but this time go right to the next scene. You'll find yourself overlooking a pond with floating platforms that shoot spiked balls. Simply fly over all this, watching out for the one eyed bats that drop down out of the trees. Go right to the next scene.

ii. Burning Jungle

Right away, you'll see the flame cat on the ledge. It'll turn into Firebirds that fly up and ignite the trees. Now you must proceed right with caution. Watch out for balls of flaming material that fall down and spray fireballs. Also watch out for long tentacles that come out of the ground, and Floating Ghost Knights. You'll come to a wall of blocks and see a door behind them, you can't get to this yet so don't worry. Go up and get the energy refill and Morph into G. Gargoyle. Go right and prepare to meet the Flame Lord. The firebirds that set the jungle on fire will gather to create the Flame Lord.

Boss: Flame Lord

Strategy:

Depending on the context (I'll explain in a minute) in which you face him, Flame Lord will have two slightly different strategies.

Strategy 1

(This is for when the burning trees overhead are still there) Go over in your G. Gargoyle form and start pounding on Flame Lord. Look out when he turns into a flame cat, that's when he will move. He has two attacks with the Fire birds 1) He'll send out four or so that fly straight up and into the jungle dropping down fireballs. Dodge those. 2) He'll send out two Firebirds that home in on you. Once Flame Lord has had enough, he'll transform into a floating skull. This Floating Skull has three attacks to look out for: 1) He'll make a wide slow swoop down that is easy to jump over. 2) He swoops down in a weaving pattern. This is somewhat difficult to dodge, I recommend running under it when you're able. 3) He'll glide along just under the burning trees and drop fireballs. Try to dodge these as best as you can. When he's had all he can take the Floating Skull dies and drops the Tornado (This allows you to create temporary platforms made of air, and is actually somewhat useful).

Strategy 2

(This is for when the burning trees overhead are NOT there, i.e. you died your first go round.) You'll start off back at the place where the Firebirds set the place on fire. Only the burning trees are not there (it's just open sky) Morph into A. Gargoyle and align yourself in the middle of the screen (The black part between the trees and their reflections (upside down trees) in the background) As you're flying along you'll notice **life orb four** just hanging in mid-air (Hopefully this might make the difference between success/failure this time). Now go and acquaint yourself with the Flame Lord. While in G. Gargoyle form pound on him. This time the Firebirds sent up have no effect. You only have to worry about the homing Firebirds. When he changes into the Floating Skull he'll still have the same three techniques. Once he's dead, you'll get the **Tornado**. (Allows you to create platforms out of air).

Side Note: If you were successful the first time and beat the Flame Lord while the jungle was still there (First of all congratulations, you did better than me my first few times) you'll have to start the entire level over again to get Life Orb # 4 (See Strategy #2 section).

Once out on the map screen, go and fly to II or the City Stage

d. City Stage

The City
The Lake

Things you get:

Buster
4th Vellum

Ovnunu's Cave
Ovnunu
Graveyard
Belth

5th, 6th and 8th Life Orbs
4th Urn
Hand Talisman

Enemies

Spitting Fire Pots
Fish men
Ghosts
Crawling Zombies
True Bats
Light Eating Ghosts
Flaming Skulls
Skull Chuckers
Reaching Hands
Floating Ghost Knights

i. The City

Upon landing, you find yourself in a deserted city. There are three shops/places of interest in the city. If you walk along the ground, on the first building you'll see a door, head butt it open and enter. Inside is an elderly demon. He will tell you the function of the Talismans you collect (But since I tell you what they are/do in this guide this guy is useless. Stick that in your pipe and smoke it old man! HAHAAAA). Anyways, that's it for the first building. Still on the ground, and between the two buildings is a fountain, and beside it is a seated demon. He will talk to you, and what he says is dependent on what form you talk to him in (For example if you talk to him as Firebrand, he'll ask you if your new to the area). If you continue along you'll see a door on the second building, ground level, this is the 'Wise Man's Shop' where you can buy spells to put on the Vellum that you have collected (BTW I have never ever used a spell in this game). If you go to the very top of the second building you'll see a door behind some stacked blocks. This is supposed to keep you from getting to it but since you've got A. Gargoyle its no challenge. In this door is the 'Black Lotus' a potion shop. It is also the only place in the game that you can buy Ginseng (Heals all your vitality) Remember this shop, you'll need Ginseng, when you face some of the other stage bosses, but for now simply buy a potion of Herb (Heals some of your vitality) And at this point you don't have enough hit points to warrant buying Ginseng. No doubt you've noticed all the windows on both the buildings. If it hasn't occurred to you yet, equip the Crown talisman and start head butting, this is a great place to make money, and hone your head butting skills (Hint, hint). Once you've head butted to your heart's content or your wallet is full (Whichever comes first). Head right.

ii. The Lake

You could actually work your way through this part of the stage, but who wants to do that? Instead simply morph into A. Gargoyle and fly over it at all. But, do NOT go to the next part. When the screen stops scrolling, drop back down to the ground. You'll see a big pot and behind it appears to be a doorway. Morph into G. Gargoyle and dash into the pot. It will move, revealing a doorway, this is the entrance to Ovnunu's Cave. Enter.

iii. Ovnunu's Cave

I find it easiest to use A. Gargoyle to go through most of this part. As you go down, you will notice another pot sealed off by blocks. Ignore it for now, but remember it for later. Continue down and to the right. You'll see a little pedestal/podium thing. Morph into G. Gargoyle and smash it, to reveal a staircase. You'll be in a room lighted by torches that will go out after a bit. Relight everyone you pass otherwise the bats sleeping on the ceiling will awaken and come after you (Since there are a lot of the pedestal/podium things to smash and the torches are constantly going out, this is going to take quite a bit of alternating between normal form and G. Gargoyle form). Work your way to the very bottom, you know you've hit bottom when you see all the

podium/pedestals. If you go left, you'll come to a blocked off section, you can't get past it now, but remember it for later. Go right, and you'll come to a section where the walls are spiked go up quickly lighting the torches (But as you light them, Light eating ghosts will appear to snuff out the candles, they can't be killed, so just light the torch quickly and move on up to the next one). You know you're in the right spot if at the top of everything you see an ornate chandelier in the background, and a path leading right. Head right, by now all the torches are probably out, and you can't see, but no matter. The door you need to take is all the way against the wall so simply walk right until you can't walk any further than hit up on the control pad to enter.

Boss: Ovnunu

Strategy:

Ovnunu is a giant eye in the middle of a puddle of ooze, and surrounded by smaller eyeballs. He is resting as you enter the room. Morph into A. Gargoyle and fly over him. He'll wake up and start oozing upwards. Stay above him. As the two of you are rising, you'll see a pot, go up and break it to get an energy refill if you need it. Eventually you'll get to a chamber on top. Simply go up and perch on one of the little ledges half way up the room and wait on Ovnunu.

Strategy

Ovnunu will first send out the small eyeballs 2-3 at a time to do his dirty work. They float up and home in on you. If you're in A. Gargoyle form this is no problem, two hits will kill the eyeballs. Once all the eyeballs are gone, Ovnunu himself will come out of his ooze to attack. He has one attack, shooting a beam of venom at you, other than that he just floats around. Hit him in his eye (Well, just hit him since he's nothing but an eye) and dodge his venom beam. Eventually he'll die and slide back into his ooze which will spit up the **Buster** (Allows you to break down block walls) Side note: I know I'm going off on a tangent here, but the Buster is the total opposite of the Claw and Demon Fire, i.e. the MOST useful piece of the fire crest. Anyways, now you're ready to go get all the stuff you couldn't get before.

You're ready to go get the stuff you missed, but first lets finish the City Stage shall we? Swoop back down into the city and work your way to where you entered Ovnunu's Cave. Instead go right.

iv. The Graveyard

You'll find yourself in yet another graveyard (see also: Capcom's fascination with the occult) As you walk right be on the look out for Reaching Hands, they come out of the ground and hold you in place, often a skull will pop up and come towards you. If you're in G. Gargoyle form, just blast the head, and the hands will release you. Work your way up to the top ledge on the left. Kill the Skull Chucker, and smash his pile of skulls to reveal **life orb five**. Continue right until you see a drop off and a patch of bone on bottom, the screen stops scrolling here as well, cross over to face off against Belth, a skeleton packing a wicked scythe.

Boss: Belth

Strategy:

Belth can be one of the more frustrating bosses to deal with. He's quick and agile and on top of that he's got that monstrous scythe that he's swinging around. Belth has three main attacks that you're going to want to watch out for. 1) Is a plain slash with his scythe. This is what he'll do if you let him get too close. My advice: DON'T let him get that close. 2) Dash 'n Slash- fortunately, this is predictable. He'll point at you, and then do a 'come here' gesture and charge. Shoot him while he's gesturing, shoot him while he's charging and at the last second, jump out of his way. Of course if you don't trust your timing skills, than just jump over him while he's charging. 3) He jumps (And he gets up there for someone who doesn't have any muscles), this isn't really an attack, but can get pretty annoying when you're trying to fly over him. The quickest way to deal with Belth is to use G. Gargoyle form to hit him and then quickly change back into your normal form when you need to fly over him. I prefer to do it all in Firebrand form, it takes longer, but

there's less switching back and forth. Once you've hurt him enough, Belth will come apart and give you **life orb six** for your trouble.

e. Getting what you couldn't before:

Once back on the map fly to the Coliseum Stage (I). Work your way to the Cliff Face. You don't need to bother with the Floating Platforms, just morph into A. Gargoyle and fly to the spot I told you to remember. Position yourself, and select Buster. Bust through the blocks to get **life orb seven**. Now go up to where you faced Arma for the first time and you'll be transported back out to the map.

Fly to the Tower Stage (IV). Work your way to the area lined with blocks. Use A. Gargoyle to position yourself in front of that area I told you to remember. Blast away to reveal a passage that takes you to the **third urn**. Go to where you fought Flier to get back to the map.

Fly to the Jungle Stage (III). Enter the Tidal Grotto and first go to the high spot in the ceiling I told you about to acquire the **third vellum**. Go to where you faced Scula to get back out on the map. Swoop back down, and make your way to the Burning Jungle section. Go to the part right before you fought Flame Lord and Blast the blocks to get to the door. Go in and get the **Skull Talisman** (This allows you to capture soul energy more easily. I assume this means health refills.) Now go to where you fought Flame Lord to get to the map. You haven't gotten everything the Jungle Stage has to offer yet, but don't worry for right now, because you need Tidal Gargoyle to get to it.

Fly to the City Stage (II). First, fill up all your available urns with Ginseng. Then go to Ovnunu's Cave. Go to the blocked off pot I told you to remember. Break down the blocks to get the **fourth vellum**. Next go to the torch lit section of the cave. Go all the way to the bottom and left. Break down that wall to get **life orb eight**. Go to where you fought Ovnunu to get back to the map

(This should do it as far as getting all the stuff you couldn't get before because you didn't have Buster.)

Now, fly back to the Jungle Stage, but DO NOT swoop down. Align yourself directly north. Use the overhead map if you need help. Now, ahead of you, you should see a river. This river flows in a > shape. Between it, is a small pond. Swoop down on this pond. You'll be taken into a shop/game (Remember when I told you to hone your head butting skills?) Talk to the shop proprietor and he'll tell you the rules. I'm certain it will take you a few times to do it, but once you head butt all the skulls in the given amount of time, the Proprietor will give you **life orb nine** as your prize.

By now, two more stages should have appeared on your overhead map. Stages V and VI.

Fly to V, the Ruins Stage

f. Ruins Stage

- Outer Ruins
- Inner Temple
- Crawler
- Underwater Area
- Holothurion

Things you get:

- 10th, 11th, 12th, and 13th Life Orbs
- Crest of Water

Enemies

- Fish Men
- Flying Undead Dragons
- Axe Werewolves
- One Eyed Bats
- Anemones

Skull Fish

i. Outer Ruins

You'll fly in and land in front of two statues, break 'em if you want but don't chase anything into the water. I'd morph into A. Gargoyle for this. Take off and fly high enough to avoid the Fish Men that may jump out of the water. Although in the air, you'll be dodging Flying Undead Dragons and their crap (Yes that's right, they drop crap at you. The guy who thought up that one should be bitch slapped). Continue on to find the entrance to the inner ruins and a nice hot shower with lots of soap (Just kidding).

ii. Inner Temple

Once inside the temple, use G. Gargoyle to bust up the statues blocking your path. Stay off the spike floors and blast the Axe Werewolves in your way. You'll see a pit filled with water leading downwards, this is an entrance/exit to the submerged part of the level. Ignore it for now and continue right and up. Once you've hit the next path leftwards, you'll see two statues blocking the path. Upon busting up the first one, you'll receive **life orb ten**. Bust up the second statue. But beware; you should see a shallow little depression on the floor right in front of you that you may mistake for just a feature of the floor. It's not; it is a fall through zone. Jump or fly over it and continue left and upwards taking out all the Axe Werewolves in your way. Once you get up high enough, you'll see a path heading right, and statues blocking it. Morph into G. Gargoyle. As you bust up the first statue, Crawler will come bursting through the roof behind you. He is nice and slow so just keep busting the statues until you get into a large room. Go all the way to the right and wait on him. Stay in G. Gargoyle form though.

Boss: Crawler

Strategy:

Crawler is a giant slug (I guess that'd be the best way to describe him). And is one of the more frustrating bosses to deal with. The first thing you should note about Crawler, is that his skin is impermeable to your shots. In other words, you can't touch him until he stands upright and opens his eye. His eye will open for brief periods of time so pound him whenever you get the chance. He moves in a back and forward motion. He'll scoot towards you edging you closer and closer up against a wall. Then he'll scoot backwards. If he gets too close (Backs you into a corner and doesn't show any sign of backing off), simply morph into A. Gargoyle and fly over him, and wait for him to scoot backwards. You'll have to get back in front of him once he backs off enough to give you room (He won't turn to face you). He has three attacks to know. 1) He'll produce Ghosts usually 1-2 at a time that fly off in a wave pattern. Sometimes he'll open his eye while producing Ghosts, other times he won't. 2) He'll throw out a ball that turns into a Zombie once it hits the ground and crawls towards you. I strongly suggest using G. Gargoyle to take these out as soon as possible. He usually opens his eye to do this, and it is one of your better opportunities to blast him. 3) He'll slap the ground causing boulders to fall down. Dodge the boulders and blast him if he opens his eye. For a challenge, try defeating Crawler using Firebrand. Make sure you have at least two Urns filled with Ginseng if you choose to do this. I find that he is easier to beat if I use G. Gargoyle, although the two Urns filled with Ginseng is still a good idea. Eventually he'll die and drop the **Crest of Water**, (Allows you to morph into Tidal Gargoyle and swim and explore under water areas).

Now you're back on the map. Swoop back down on The Ruins, and work your way to the place where Crawler dropped down. Go up this hole and go to the right. Bust the statue and get **life orb eleven**. Now go back down to the water filled pit that I told you was an entrance/exit to the underwater area. Morph into T. Gargoyle and jump in. A brief word on T. Gargoyle's abilities; while underwater, his shot functions as Buster, so you don't have to worry about changing back and forth and taking damage as you break blocks under water. Secondly, T. Gargoyle's special is the ability to swim in a straight line, moving neither up nor down as long as your finger is on the button. This comes in *extremely* important as you're trying to maneuver your way around the underwater area. Ok, back to the directions, once you're in the underwater area, head right and

down avoiding the spikes and killing the Anemones. Once you've hit the bottom, head left. You'll come to a T-junction. Head upwards, killing the Anemones and Skull Fish. Blast through the block wall blocking your path and continue leftwards, you'll see a pot, break it and get **life orb twelve**. Now retrace your steps back to the T-junction, and take the bottom left path this time (By the way, if you don't have at least three Urns all filled with Ginseng at this point, kill yourself, go to the City Stage and get them (Go on, I'll wait)). Follow the path, eventually you'll come to an area where you have to blast a block barricade, shoot the Fish Man in the middle, and then blast down another Block wall. You do this repeatedly until the screen stops scrolling. This is the next area. It is pretty much the same as the 'shoot down the block wall, kill the Fish man, and shoot down the next wall' routine you were just doing. Eventually you'll meet up with Holothurion, the giant sea snail.

iii. Holothurion

Boss: Holothurion

Strategy:

Holothurion is a giant mutant sea snail. He shoots out gelatinous blobs through his shell and his mouth. Don't hit his shell, that part is impregnable, duh. Holothurion is simple in the ways that he attacks. He 1) shoots out those gelatinous red blobs that float all over the place, and 2) he sucks/expels water forcefully. When he sucks water, you tend to get sucked into him, and when he expels water, you tend to get pushed up near the top where you're an easy target for those red blobs. Just keep blasting away whenever you get the chance, and healing whenever the need arises. And eventually, he'll die and give up **life orb thirteen**.

g. More stuff to get:

Now back out on the map, head to the Jungle Stage (III) and head to the Tidal Grotto. Work your way to the room just before Scula that fills up with water when you enter it. Morph into T. Gargoyle and swim to the bottom right. You should see a pile of blocks. Blast them to reveal a door. Take it and get **life orb fourteen**. Go back out the way you came in, and head up to where you faced Scula to get back out to the map.

Back on the map, fly to the City Stage (II). Get to the Lake Area, Drop in the water as T. Gargoyle and swim under the second and largest bridge to get the **fourth urn**. Now go to the water right next to where you enter Ovnunu's Cave, drop down and walk right (through the wall) to get the **Hand Talisman** (Allows you to use your magic more quickly).

Now fly to The Tundra Stage, VI on the map.

h. Tundra Stage

Outside
Arma's Fortress
Flier
Back Into the Fortress
Arma: The Final Battle
Outside II
Grewon

Things you get:

5th Urn
15th Life Orb
Armor Talisman
Crest of Time
5th Vellum
Demon Fire

Enemies

Floating Ghost Knights
Flying Undead Dragons
Skull Chuckers
Wall Spiders
Green Flaming Skulls
True Bats
Oil Blobs

Side note: I'm guessing that the Legendary Gargoyle is Firebrand's true form, because the demon in the City Stage recognizes you and begs you not to kill him, when you attempt to talk to him in this form.

iv. Outside II

After you kill Arma, you'll go back to the map. Swoop back down on the tundra stage and make your way right. You'll get to where you see a Skull Chucker and his pile of skulls on a platform that's in midair. This is near where the screen stops scrolling indicating a change in scenes. Anyways, kill the Skull Chucker and bust up his pile of skulls for the **fifth vellum**. Now go right to face Grewon.

Boss: Grewon

Strategy:

If you fight this one as L. Gargoyle, than its almost laughably easy. Grewon has two attacks, 1) He jumps around at you. Don't bother dodging him. Just hit him. And 2) once he's hit, he'll emit a high pitched girlish scream and then turn green (invincibility) and breath smoke-like stuff at you. Keep pounding on him and he'll die and drop the piece of fire crest called **Demon Fire** (Supposedly the strongest fire in the land, it is far outclassed by U. Gargoyle, thus ranking it up there with Claw as one of the most useless things to have to get).

Ok, now on the overhead map you'll notice that an unnumbered stage has appeared. This is Phalanx's Castle (Phalanx is the final boss). If your Urns aren't full of Ginseng, head back to the City Stage and fill them up. You'll need them. I listed Phalanx's Castle as a stage, because it takes a while to reach him, and you must go through several mini-bosses.

i. Phalanx's Castle

Despots have the craziest religions
The Golden Hippogriff
The Bell Towers
Grewon
Phalanx: The Final Fight

Things you get:

16th Life Orb
Fang Talisman

Enemies

Arrow Gremlins
Jester Demons
Ghosts
Axe Werewolves
Skull Spikes
Flying Demons
Demon Heads
Crawling Zombies

i. Despots Have the Craziest Religions

You'll notice that you start off in what appears to be a church. I guess Phalanx build a religion around himself. As you make your way right keep an eye on the Gremlins up above in the arches. They fire arrows downwards. I personally would use the L. Gargoyle form as much as possible throughout this stage. You can either avoid the Gremlins or kill them. But pay more attention to the stained glass windows in the background. Demon Jesters pop out of them. They are actually pretty tough; it will take about three hits from L. Gargoyle to kill them. You'll come to an open area where you'll fight a Golden Hippogriff

Boss: The Golden Hippogriff

Strategy:

This Golden Hippogriff is much tougher than the earlier Hippogriffs you've faced before. He may be much tougher, but the strategy remains the same. Pick up an energy refill and head out the door to the right. You'll find yourself in a large bell tower heading up.

ii. The Bell Towers

Head upwards in the A. Gargoyle form, blasting the Ghosts and Axe Werewolves along the way. When you get to the top of the bell tower, you will see a giant bell. Head butt this, and when it stops ringing, out falls **life orb sixteen**. Next, head out the door into a windy outside area. Make your way across this area going over the spires, dodging the Spike Skulls and the Flying Undead Dragons. When you get to the door on the other side stop. Turn around and look. You'll see the last spire (tall spike) you went over, then what appears to be just a detail of the foreground, and then a patch of spikes. This 'detail of the foreground' is actually a drop through area, go down it and right avoiding the Spike Skulls to get the **Fang Talisman** (Supposedly allows you to increase your magical power, but it actually increases the damage you do in combat.) Now you should have all the Life Orbs, All the pieces of the fire crest (Claw, Buster etc.), all but one of the crests (Air, Earth etc.), all of the Vellum, all the Urns and all of the Talismans. Now enter that door you'll be in the second bell tower going down. Head butt the bell if you need energy. As you go down slow yourself by hovering, that way you can avoid the Demons Heads that are all over the place. Enter the room to the bottom right.

Boss: Grewon

Strategy:

You will again come face to face with Grewon, this time he's tougher. Yeah he's tougher, but the strategy is still the same, but don't 'let' him hit you. Actively try to dodge him. Once he's dead and you've gotten the energy refill your ready to face Phalanx.

iii. Phalanx: The Final Fight

Boss: Phalanx

Strategy:

Hopefully you've been able to save all your Urns of ginseng for this fight. You'll pass over a skull missing it's top on your way in. This is one of the barriers that will be raised. You can't do anything about it so, don't worry. You'll see Phalanx perched on top of the other skull barrier. Make sure you're in L. Gargoyle form. He'll greet you and then attack. Phalanx has three forms each with a different strategy required for each form.

1. Form 1 Strategy

Phalanx will raise the skull barriers, revealing spikes on both sides, so now you're hemmed in. He'll then take to the air, and he has three attacks to watch for. 1) He'll shoot a single ball of energy at you. This is easily dodged; blast him as many times as your able. 2) He'll swoop down at you. And it's not in the same pattern every time. He tends to 'lock on' to you first. Ex. If you're on the ground, he'll swoop low on the ground. If you're in the air, he'll swoop down on your level right at you. He's hard to dodge when he does this because he's rather large, and he moves quickly. 3) He will glide along top of the skulls and drop 'balls' of energy that bounce around for a bit before disappearing. With a little bit of luck, you'll get through this form without having to use one of your ginseng potions.

2. Form 2 Strategy

After you beat form 1, Phalanx will tell you its not over, and again take to the sky. This time, the area floods with water that then recedes, floods again then recedes, on and on until about 3/4ths of the way through the fight. Phalanx has about five attacks in this form. 1) The ever-popular swoop, he does it the same way he did it in form 1. 2) The bouncing energy balls. 3) This is a new one; He'll drop down, and attempt to blow you into the spikes. Resist as best you can, but blast him while you're doing it. 4) Shoot the single ball of energy. 5) This too is new. He'll cast out an energy ball that will get a thick black outer part. As far as I know, that black part doesn't hurt you if you touch it, but it produces a ball of energy that homes in on you. If you can't hit Phalanx fast

enough, than he'll probably force you to use a ginseng potion, just try to finish him off before he can make you use a second one.

3. Form 3 Strategy

Phalanx will cackle that you've only been fighting a shadow, and then reveal his true form. A giant worm like creature with four arms. You'll be taken for a ride on a platform floating on a river of lava. It'll take you down and out to meet final form Phalanx. You must make use of the platforms that fly towards him to gain a good firing position. Phalanx's head is his only weak point, and he holds his bottom hands across his face to protect himself. He has three main attacks. 1) His upper arms shoot lightning bolts. The problem is he likes to 'lock on' to you before he fires. So don't stay still for very long otherwise you'll get nailed, he's amazingly accurate with the bolt. 2) Phalanx will fire a thick blue laser beam out of his mouth. It is only during this time that Phalanx's lower hands come away from his head. You must time it just so that you get in a shot after his hands are lowered, but before he shoots his laser. Yes it takes forever, but it's the only way. 3) His lower hands produce a black 'ball' that follows you around and hits you. Unfortunately, the ball doesn't disappear when it hits you, it keeps on hitting you until it is destroyed, or hits a platform. All of Phalanx's attacks will destroy the flying platforms, so make sure your not on one that gets hit, otherwise you'll lose your position and most of the time go straight down into the lava. If you survive long enough to beat Phalanx in his true form, you'll be rewarded with the true ending.

j. Endgame

After seeing the ending, you'll receive a password, jot this down and reset your console. Enter the password you were given and you'll be able to play as the Ultimate Gargoyle (His special powers are all the others powers combined. When on the ground, he dashes, while in the air he head butts or flies higher, his projectile functions as a Buster, and he can breathe under water). On the Overhead map you'll notice another unnumbered Stage. This is the Dark Demon's stage. The Dark Demon is the ultimate bad guy.

i. The Dark Demon

Boss: The Dark Demon

Strategy:

Before going to his lair, make sure all your bottles are full of ginseng. This might take a while to get up the money to buy that much. Now once that's done, go to his stage. There really isn't anything to getting to him, you got a passageway that dips underwater, and of course if you're in T. Gargoyle or U. Gargoyle form, this is no problem. Go up avoiding the spiked walls. Bust the door open and enter, that's it you're now facing the Dark Demon. The Dark Demon has two forms, a skeleton that rides a chariot around and throws out sickles and homing energy balls, and a Dark Angel form, that throws out massive amounts of sickles and turns the walls, ceilings, and floors to spikes.

Skeleton & Chariot Strategy

Equip the Armor Talisman. Don't bother trying to hit him while he's in this form, he's invincible. Instead concentrate on avoiding the sickles he throws out and destroying those annoying little balls of energy that follow you around. If he casts a pink circle that goes out then comes pack in, you know he's about to make it pour lava. Directly under him is the only safe place. Try to stay under him while the lava is flowing, it won't last long.

Dark Angel Strategy

When he changes into his Dark Angel form, he can be hit. Get up on the wall level with his head/torso area. Equip the Fang Talisman and fire away while still clinging to the wall. Press back on the control pad so when you get hit, you latch back onto the wall in about the same position you were. Fire as many times as you are able to, all the while keeping an eye on your health meter. Heal when you need too, because you'll be taking massive damage. During this time, the Dark Demon is throwing out massive amounts of sickles and he is also shooting out energy balls that turn the walls to spikes. Hopefully, the area you're clinging to will be one of the last to be

turned to spikes. If he manages to turn every thing to spikes than kiss your butt goodbye. It will be extremely hard to beat him like that. Once he changes back to his Skeleton and Chariot Form, follow the strategy for that form. If you do manage to beat him, than congratulations, you've now beaten the hardest guy in the game. You'll be treated to a new ending, and then it's: **Game Over Man!**

Q & A Section:

Q: Why'd you go out of order for this walkthrough?

A: By nature, a walkthrough or any other guide for that matter is supposed to facilitate your progress, show you things you missed or to help you along with a difficult point. In other words a walkthrough is there to get you to point a to point b quickly and as painlessly as possible, and after playing the game a few times, I realized that the preceding order is the quickest and easiest way to do things. If however you're one of those types who love a good challenge, then by all means go in order, or make one up yourself.

Q: Thanks for creating a walkthrough to a game that nobody cares about.

A: That's not a question asshole.

(More to come...)
