

HELPFUL HINTS:

LORD OF THE SWORD

When in a town or village, there are some buildings that you can enter. Be sure you enter these buildings 5-6 times. These buildings have two functions:

- a) To replenish your Life Meter. Each time you enter the building, your Life Meter will be increased a bit.
- b) While you are replenishing your Life Meter, around the eighth re-entry, a special message will appear. A good example of this can be found in the village of Ithile after you have fought the Swamp Spirit.

Village Sequence:

Check When Accomplished

Harfoot	- Starting Village	_____
Amon	- Visit the Wizard to get the Book	_____
Ulmo Forest	- Talk to the Tree several times	_____
Amon	- Visit the Wizard	_____
Namo Forest	- Kill the Tree Spirit to get the Leaf	_____
Cram Bog	- Kill the Swamp Spirit	_____
Ithile	- Receive the Bow of Bravery	_____
Amon	- Visit the Wizard	_____
Dwarle	- Replenish your Life Meter	_____
Lindon	- Replenish your Life Meter	_____
Falas Island	- Kill the Pirate	_____
Elder Castle	- Kill the Castle Bodyguards to get the herbs	_____
Lindon	- Replenish your Life Meter	_____
Dwarle	- Replenish your Life Meter	_____
Mt. Morgos	- Kill the fire creature/Destroy Book	_____
Amon	- Visit the Wizard/Receive a sword	_____

* After you have killed all five of the Bodyguards at Elder Castle, you'll receive a special message. You will then venture on to other destinations, such as, Pharazon, Varlen Castle, Thorbes, and Mt. Ozigul (not necessarily in that order). Be sure to make note of the special message.

Main Enemies:

Tree Spirit - Attack the spirit on the left side of the screen. Using constant sword attack at the spirits face works well.

Swamp Spirit - He is a flying ant head caped in red. When he opens his cape, aim for the round mirror on his chest. Use only arrows against him. The Swamp Spirit is accompanied by a red and black Ninja like warrior. Use your sword against him while standing up, not bending down. You will alternate shots from the Swamp Spirit to the Ninja, attacking both.

Pirate - You will start out in the water facing an island which is to the right. On this island there is a large jumping, boomerang hurling Pirate. He is blocking a cave. Quickly move to the right and get on to the island. Use your sword towards the chest area of the Pirate's body. Be sure to give him a full standing swing with your sword; do not attack him in short bursts. The best time to do this is when his arm is up in the "ready to throw" position. As you attack him and he starts to flash, you are half way there. You are on your way to killing him. So keep in mind that non-stop constant standing sword attack to the chest does the job. Note: When first approaching the island, there are spots where the boomerang will not hit you.

Castle Bodyguards - (Between each guy your life is replenished automatically).

a) Ripper - He loves to duel with you. But don't waste your time and energy dueling. Give him non-stop constant repeated standing sword attacks to the body.

b) Stone Hammer - When he is close to you, once again use non-stop constant standing sword hits to the body. When he walks away use your bow and keep firing. It takes a combination of bow and sword attacks. Keep your eyes out for the hammer.

c) Golden Guard - What this guy loves to do is kick! The best technique is to corner him on the left side where he is almost completely off the screen. Use constant non-stop sword blows while standing to his body.

d) Court Jester - (not shown in book) This guy spins and throws balls. Hit him with your sword when he is in the air. Watch out for the balls! Don't let him touch you!

e) Paradin - This horseman is a real tough one! Jump up in the air and come down and hit with your sword. Aim for the spear the horseman is carrying and for the immediate vicinity.

Note: During the battle of the body guards, the action will slow down almost like a slow motion movie effect. This enables the game player to savor the action packed moments of the final battles of this level. Use it to your advantage!

Red Fire Beast - Use the same fighting technique as the Pirate. Aim for the center of the chest area. Watch out for the fire balls.

Medusa - The key item to fighting Medusa is to be in possession of the herbs. Do not attempt to fight Medusa prior to having the herbs.

Remaining Village Sequence:

Mount Ozgual-	Kill Medusa
Amon-	Visit Wizard
Varlin Castle-	Speak to Wizard
Amon-	Visit Wizard
Pharazon-	Kill Goblin Dark Suma/ Receive Tezamu Sword
Amon-	Visit Wizard
Lindon-	Daughter gives you special message
Shagart-	Kill Demon Lord Ra Goan

Remaining Main Enemies:

Goblin Dark Suma

In the Balala Valley you'll encounter Dark Suma. Fend off his flying skulls and shoot him with arrows. The weak Tezamu Sword will appear once he is killed.

Demon Lord Ra Goan

Do not use your bow and arrow against Ra Goan because he will put up a shield each time you fire an arrow. Attack with your sword to his chest and legs. Once Ra Goan is destroyed, make your way to the Varlin Castle to claim your throne.

Shagart Shortcut

When you speak to the Daughter in Lindon. She will tell you of a shortcut to Shagart. After you have spoken to her head towards Mt. Morgos. On your way a new road will appear halfway up to the mountain. This is the shortcut. You can now enter Shagart from the right side as well as the left. Once at Shagart, a house is now open. Enter it to find another Temple. At the far end of the entrance is the **Foe-Slayer Arrow**.

Gameplay Hint:

The key to playing is to go the villages in order. Be sure to go in and out of the building about 12 times. If done, you will receive two messages. If you only receive one of the messages, the next item to achieve will not be prompted.

Land of the Sword

