

The Battle of Olympus

Strategy Guide for the NES

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Update Notes

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- Table sizing, spell/grammar check, person/place name correction

05/04/15

- 1st Rough Draft

Planned Updates:

- Eventually, a guide with pictures. No date set on completion

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The creators for making the game

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About Battle of Olympus

The Hero

You start out as a hero in Ancient Greece, who is seeking his heroine. Hades has taken her to his Temple, and the Goddess Aphrodite has blessed your quest to find her.

Ancient Greece

Ancient Greece consists of nine different areas: Arcadia, Attica, Argolis, Peloponnesus, Laconia, Crete, Phthia, Phyrgia and Tartarus. Each area contains monsters, mini-bosses & boss monsters, townspeople, gods and/or goddesses.

Title Screen

Start

When you start a new game you will begin by naming the Hero & the Heroine. After a nonexistent introduction, the Hero will be placed in Arcadia.

Password

Lets you input a password to start where you left off. This is called "The word of the gods" by the people in the game.

Game Over Screen

Continue

The Hero will continue from the entrance to the area he died in, in the direction he came in, with half as many Olives and full health..

Retry

Starts the Hero with same number of Olives in the last place he got "The Word of the Gods" from.

Controls

D-Pad Left – moves the hero left

D-Pad Right – moves the hero right

D-Pad Down – Crouches, or goes down stairs.

D-Pad Up – Climb up stairs, or goes into doors.

B Button – Swings your weapon or speaks to NPCs.

B Button & Up – Uses a weapons special power.

A Button – Makes the Hero jump. When the Hero jumps, he crouches briefly after landing.

Jump and hold 'Up' to attach to a ceiling or tree canopy (Hermes Sandals required).

To pick up items on the ground, crouch while you are standing over them.

Game Information

Writer: IM Weasel

Players: 1

Console: NES

Type: Adventure, Side-Scrolling

Saving: Password

Style: 1 life, infinite Continues or Retries

Other characters in Ancient Greece

NPC's

Townspeople – Scattered throughout each area, usually in caves or houses. They give you tips, and sometimes give or sell you items.

Gods / Goddesses – Mainly give or sell you items. Located in their respective temples. They also provide the password (The Word of the Gods) and set the retry point. To speak to them, walk to the edge of the steps, crouch and press 'B'. The retry point is very important, it acts as a save point and helps in collecting olives. To set the retry point speak to them until they recite your password.

Monsters

Monsters appear all over Ancient Greece. They walk, jump, fly and crawl. Most are aggressive, and will reappear once you leave the screen. When monsters die, they might leave behind Olives or Fig Leaves.

Mini Bosses – Like regular bosses, except these mini-bosses will re-spawn when you leave the screen. Each section has strategies for dealing with the ones you encounter.

Boss Monsters – Big boss monsters that inhabit the land and terrify the people. They are stronger and bigger than regular monsters. Each section has strategies for defeating the ones you encounter.

Fighting

The Hero starts the game equipped with a Club and a shield. He will hold the shield in front of him unless he is walking or swinging his weapon. Get familiar with how the shield is held depending on what the hero is doing.

The range of the regular weapons in the game is very, very short. The 'club' type weapons actually have a slightly bigger hit area than the swords do, although they are the two weaker weapons.

Two of the weapons have special attacks they can perform. These attacks shoot a projectile from the tip of your weapon that can harm enemies and have special effects.

Fighting Trick

When an Olive or Leaf is dropped, the monster that dropped it will not re-spawn until it is picked up.

Use this tactic to prevent monsters from re-spawning to make areas easier; especially around bosses or when getting overwhelmed.

Items : Basic

Fig Leaves		Olives	
<p>Sometimes drop from all enemies when defeated. (Except Bosses and Mini-Bosses). Each Fig Leaf refills 1 bar of your health. No effect if you have full health.</p>		<p>Olives are money in the Battle of Olympus, they are used to buy items and equipment in the game. Just like Fig Leaves, they sometimes drop from enemies when defeated.</p> <p>The Hero can hold a maximum of 99.</p>	
Nectar		Ambrosia	
<p>You can't actually see Nectar, but it refills your health to full, and fills your Flask (if you have one). It is available at fountains, and is provided by some Nymphs.</p>		<p>Ambrosia raises the total amount of health bars you have, and refills your health bar when received. Only six are available in the whole game, and are obtained under special circumstances.</p> <p>Obtained: Salamander pit in Argolis, A tree in Peloponnes, Defeat Cyclops in Laconia, Free in Pythia, Free in Phrygia</p>	

Items: Weapons

Club		Staff of Fennel	
<p>The club has no special power and the lowest attack power. A basic first weapon.</p>	<p>Obtained: You begin with this in your inventory.</p>	<p>The Staff of Fennel is maybe the best weapon in the game. It is not that powerful, but its special power makes it a winner. The fireball it shoots is invaluable against ground enemies, and has several utilities; like burning terrain obstacles and illuminating dark areas.</p> <p>Special Power: Shoots a fireball that turns into a flame when its hits the ground and burns for 3 seconds. The fireball will also burn down Webs and the Withered Thorns.</p>	<p>Obtained: Defeat the Lamia in Attica, and save the child.</p> <p>SP Obtained: Defeat the Lion in Argolis.</p>
Sword of Faeries		Sword of Hephaestos (Divine Sword)	
<p>Stronger than the Staff of Fennel. Needed to destroy most Bosses from Peloponnesus onward. It lacks any special powers, so the Staff should still remain your weapon of choice.</p>	<p>Obtained: Defeat Hydra in Peloponnesus</p>	<p>The strongest weapon in the game. After Phthia, the former weapons will barely damage monsters, so this will be your main weapon. Use the special power only in dire situations until you obtain Ares bracelet.</p> <p>Special Power: Shoots a lightning bolt (¼ screen distance) from the tip that flies horizontally. Consumes a half bar of health each use unless you possess the Ares' Bracelet.</p>	<p>Obtained: Bought from Mars in Phthia for 70 Olives.</p> <p>SP Obtained: Comes with the sword.</p>

Items: Constant

Shield of Athena		Hermes Sandals	
Improves your shield to block enemy projectiles. This includes: Arrows and Spears	Obtained: In Athens-Attica, Athena gives you this item.	Lets you jump 1.5x higher than your regular jump. Can also attach the hero to ceilings or canopies.	Obtained: In Arcadia at the temple of the Zeus, from Hermes.
Salamander Shield		Keleos' Key	
Improves your shield, giving it the power to block fireballs. Price: 80 olives and 20 salamander skins.	Obtained: In Crete from Circe	Opens a door in the waterfall cave in Phthia to gain access to a Nymph, and the second Fragment of Love.	Obtained: Keleos in Athens(attica)
Golden Apple		Bracelet of Power (Ares Bracelet)	
Reduces your damage taken by ½, and also refills your health bar.	Obtained: Defeat Ladon in the Garden of Hesperides. (Phthia)	Doubles the attack power of your weapons and also prevents the power of Argus from damaging you. I.e., the Sword of Hephaestos' special power. Price: 80 olives	Obtained: Bought from the God Ares in Crete
Fragments of Love (3 total)		Salamander Skins	
Each Fragment of Love contains a note and communication from your heroine. Each fragment also has a special function that lets you advance farther in the game.	Obtained: Argolis, Phthia, Crete	A small snake icon with a count of how many skins you've collected. It will be replaced when you acquire the Salamander Shield.	Obtained: From Salamanders in the Argolis Salamander Pit.

Items: Secondary

Harp of Apollo

Calls Pegasus to transport you when you're standing near a Monument of the Sun. Also, breaks the binding effect sung by the Boss Harpy. When you call Pegasus, all enemies on the screen will be removed.

Obtained: Given to you by the God Apollo in Peloponnesus

Transport Guide:

Argolis > Fountain in Athens(Attica)

Laconia > 1st section of Arcadia

Phthia > Monument of the Sun at Laconia

Trojan Pitcher (Flask)

Fills your health bar to full when used. You can fill it at fountains, including the large one in Athens.

Obtained:
Strike the center column in Laconia, near the ocean shore.

Crystal Ball

Makes invisible doors visible. The only two invisible doors are in Argolis and the waterfall cave in Phthia.

Obtained:
Defeat the Graeae on the eastern island in Laconia.

Moon Crystal

It's only use is to make Hades' reflection appear ('remove his magic hat') when fighting him in the last scene in his temple.

Obtained:
Received from Artemis in Phrygia

Ocarina

Calls a helpful dolphin to ride over the water at the various shores. Also, awakens the Boss Gaea in Attica.

Price: 60 Olives

Obtained:
Purchased from Poseidon underneath Laconia

Monster List

Slimes (Arcadia, Peloponnesus, Tartarus)

Crawls on the ceilings or canopy, drops down and then moves/hops towards you. You can't strike them when they are crawling, you must wait until they hop and then swing your weapon.

Spear Bears (Arcadia, Attica)

Run towards the hero, then throws his spear when he gets close. Runs off afterward. Kneel and block their spear, then use the Staff of Fennel on them.

Satyr (Attica, Laconia)

Runs straight in a direction, sometimes jumping. Some run slow, some run fast.

Scorpions (Attica, Laconia)

Crawls across the ground and zig-zags towards you. Use the Staff of Fennels' special power on them.

Bats (Argolis, Peloponnesus, Tartarus)

Hang from the ceilings and drops down when the Hero approaches. They can either drop down slow and wide, or in a short arc and fast. Maneuver, stand and strike.

Snakes (Argolis, Phrygia, Tartarus)

Crawls across the ground towards you and jumps at you in close proximity. The yellow, dark blue and pink versions are much stronger than the regular blue versions. Can jump up small ledges.

Salamanders (Argolis)

Stronger than regular snakes and are immune to the fire from the Staff of Fennel. They are red in color, and the only monster that drops salamander skins.

Pink Ostriches (Peloponnesus)

Very similar to Satyr's, they run in one direction and jump towards you when you're close.

Eagles (Laconia, Phthia, Tartarus)

Flies horizontally across the screen and drops a singular rock. The rock is very damaging if it hits you. Try to avoid these. The most annoying and dangerous enemies in the game.

Monkey (Laconia, Phthia, Tartarus)

Waits until you approach then jumps at you. Will keep jumping in your direction if they are close.

Potato Bugs (Phthia)

Waits rolled up in a ball until you approach, then runs quickly back and forth along the ground. Can not be hit by kneeling and swinging, use the Staff of Fennel's special power to kill these.

Flying Fish (Laconia, Crete, Phrygia)

Fish that hop along the top of the water, then jump at you when close. They are best avoided by dodging backwards or jumping over them.

Monsters : Continued

Butterflies (Phthia-Garden of Hesperides)

Floats above you and drops dust that does medium damage. Jump and attack before they get too close

Spitting Flower (Phthia-Garden of Hesperides)

Sits in the ground and shoots fireballs at you in rapid succession. Can shoot them either high or low.

Small Knight (Crete, Tartarus)

A small female knight that has a shield, jumps, and throws swords. She moves her shield depending on where you swing. Kneel and swing at them when they run up to you.

Shadowmen (Crete, Tartarus)

Walks along the ceiling in Crete and Tartarus. Throws knives at you rapidly while moving left and right. They are best avoided, but can be killed by striking their legs.

Green Ghosts (Crete, Tartarus)

Flys around the room in a figure-8 pattern and follows you.

Grey Devils (Phrygia)

Flys around the screen and attacks in the same fashion as Green Ghosts.

Mini Bosses

Large Snake (Phrygia)

A large snake that will shoot fireballs at you continuously, usually in spurts of four. Strike it in the head multiple times to kill it.

Large Knight (Crete, Tartarus)

A larger knight in Crete that uses a sword and a shield. Runs in attacks, then retreats.

Land Hazards

Spider Webs (Peloponnesus)

Stationary webs that prevent you from moving or jumping when trapped in them. They deal no damage, and are destroyed by the Staff of Fennels' fireball.

Bubbles (Peloponnesus, Tartarus)

They rise out of ripples in the water, and float half a screen. They deal light damage to you if touched.

Red & Green Thorns (Peloponnesus)

Stationary patches of thorns that will do moderate damage to you when you touch them. Only the (Withered Thorns) can be destroyed (by the Staff of Fennels' fireball).

Barrier of the Gods (Crete)

A large, full-screen barrier that prevents anyone from passing through it.

Walkthrough 1.1 : Starting out in Arcadia

Arcadia

You start out in Arcadia, a very linear, lightly forested area that is lightly populated with townsfolk and their helpful tips. Arcadia is the center of the game, from it you can enter Argolis, Attica and Peloponnesus.

The monsters here are purple slimes that hang on the ceiling and drop down to attack. They are not the easiest enemies to fight, but they will be good practice for more difficult enemies faced later on in the game. Keep your health high by grabbing the fig leaves whenever you need them.

Your first destination is the god Zeus. Without speaking to him, none of the other Gods/Godesses will assist you. Head right from the starting point through Arcadia, and when you reach a white building, enter it. Walk a little bit to the left to fight the first Mini-Boss, the Taurus.

After beating the Taurus, speak to Zeus to receive his blessing, and again to receive your password/set your retry point. Exit and you will have to fight with the Taurus again. When you're done, go through the previous door and then left into the first house you see. This will take you to Attica.

Arcadia

- Zeus' Blessing
- Hermes' Sandals

Connecting Areas:

Argolis

Peloponnesus

Attica

Taurus (Mini-Boss)

HP: 4 (Club strikes)

The Taurus sits and waits for you to approach, then tries to ram you when you're close. Get near him, and wait for him to charge. When he does, strike him with your Club. He will then stop, and charge again in 3 seconds, he should die in 4~5 club strikes.

Walkthrough 1.2: Attica

Attica

Attica is divided into several sections: The upper level, the middle level, 'the road to Athens', Athens, and the lower level. There are 3 new types of monsters here, so take care.

You start off on the upper level. Take the stairs down to the middle level, and head right to the 'road to Athens'. Athens is in the first cave door you come upon.

Athens is just a very small sub-section of Attica. In the second screen, kneel in front of the big Fountain to regain all your health. This is one the easiest-access fountains(Nectar) in the game, so we'll be back here quite often.

Step into the door at the end of Athens, and speak to the goddess Athena. She will give you Athena's Shield. This shield deflects more enemy weapons than your starting shield. Speak to her again to get your password and set your retry point.

Head back to the main town of Attica. When you reach the large buildings on the middle level, go to the lower level and speak to the woman on the 2nd floor in the house furthest to the left. After talking to her, head left to the next area to fight Lamia.

Attica

- Shield of Athena
- Staff of Fennel
- Keleos' Key

Connecting Areas:

Arcadia
Phthia
Athens
Phrygia

Lamia

HP: 5~6 (Club strikes)

Lamia is a very tough Boss. She slithers on the ground and shoots arrows at you. Your new shield will deflect her arrows, but only if they hit the shield. Each time she equips an arrow, she waits 1 second to fire. Time your jumps accordingly and strike her in the head 5~6 times.

Walkthrough 1.3: Attica to Argolis

Go into the door that appears and speak to the child, then go back to the woman's house. She will reward you with the Staff of Fennel, the most useful weapon in the game. Go back upstairs to the middle level and speak with the woman's father in the house on the ground floor to the left. Go to the upper level, then return to Arcadia.

Arcadia

Head right and go back to Zeus' Temple to set your retry point. Then head back out into Arcadia and walk left to the last door in the tree. Go through, and into the secondary section of Arcadia. Fight your way left to the last house's door, enter it and you're taken into Argolis.

Argolis

Welcome to Argolis. Argolis is a small mountain area, with few townsfolk and sections. Head right past the sun statue and into the first door on the far right side.

Again, you'll be facing off against new monsters- bats and snakes. Be patient with each and let them come to you. Argolis has many pitfalls which will mean instant death, so make sure to attack from safe platforms.

In this area, keep moving right until you're on a large platform, with several bats above you. You will now fight the Lion of Nemea. Try to kill all the bats before you get close to the Lion.

Defeat the lion and enter the door that appears.

Argolis

- Fire of Prometheus
- Ambrosia
- Salamander Skins
- Fragment of Love

Connecting Areas:

Arcadia

Crete

Laconia

Lion of Nemea

HP: 3 (Staff of Fennel strikes)

The lion is like the Taurus, except it doesn't stop running. The only real danger is the bats above, kill as many as possible before moving close to the Lion. You must get very close to the Lion for it to start attacking, and it may get the initial jump on you.

Walkthrough 1.4: Argolis

Inside the door is Prometheus. Speak to him and he'll give the Staff of Fennel the power to shoot fireballs! The fireballs are useful on the many ground enemies including the snakes in this area. Head back to the main, outdoor section of Argolis. Go into the far right door, and enter into the larger cavern area.

The bats in this section make it very difficult to avoid the pits. The third hole is a snake pit with a Fountain in it, and the fifth hole is the Salamander Pit.** Keep moving right, the second to last door leads into Hermes' Temple. Go in, and the attendant will tell you Hermes has gone to Zeus' Temple. Exit to the left and fall into the first pit, also known as the salamander pit and go into the center door. Buy some **Ambrosia** for 50 Olives. Head right to the door to leave via the secret exit to Argolis' main section.

***If you don't have 50 Olives, fall into the Snake Pit and collect them there. There is a handy fountain right in the middle of the room if your health gets low.*

You'll want to collect Olives (60+) before heading into Peloponnesus. Although you don't need the Olives until Laconia, neither Peloponnesus or Laconia have a good place to collect them. The two best places to collect Olives in the game is Athens (in Attica) or in the Snake Pit in Argolis. You'll find yourself coming back to these two places 3 or 4 times for Olives.

Arcadia

Return to Arcadia, and go to Zeus' Temple once again. Speak to Hermes' to receive **Hermes Shoes** and set your Retry point. They will allow you to jump higher, and attach to ceilings. After leaving the temple area and returning to the more forested part, walk all the way right to the dead end and enter the tree there. You are now in Peloponnesus.

Walkthrough 1.5: Peloponnesus

This area is heavily forested and filled with danger. There are bats and bstriches here-who act similar to the Saytrs-but can jump higher. There is also spiderwebs, but they are easily burnt away with the Staff of Fennel's fireball. The area is divided up into 3 main forests, and 3 sub-routes.

When you enter, go between the tree passage (dark door) you see at the very end. You'll be taken into the 'Green' forest; take the second passage to your left. Now you're in the 'Orange' forest; take the 1st passage on your right. The God Apollo will give you the **Harp of Apollo**, which can call Pegasus from the Monument of the Sun (see items for more info). Set your retry point here as well.

Back in the forest, go right to the first passage and enter. In this third forest section, head right again and enter the first passage you see. You are now in the forest of Thorns. You must jump over the green Thorns, and burn away the Withered(Red) Thorns when you come to them.

Navigate the thorns and enter the into the next section, the lake. Be careful when jumping over the gaps while the bubbles are rising. Also be careful of the slimes hanging from the tree canopy that drop down and attack. If your health is not full, kill them for fig leaves to gain a full bar. Continue going left to the last bridge, the boss music starts and you will be facing Hydra.

Peloponnesus

- Harp of Apollo
- Sword of Nymphs
- Ambrosia

Connecting Areas:

Arcadia

Laconia

Hydra

HP: 7-8 (Staff of Fennel strikes)

Hydra makes ripples in the water, then jumps at you when you approach it. If it lands back in the water, it will wait and jump at you again. If it jumps into land, it will be reset to its starting point, 2 steps off the end of the bridge. If you stand closer than 1 step where his bubbles are he will not come out of the water. Always stay on the right of Hydra, or he'll knock you into the water. A trick to beating him is to stand on the edge of the bridge, and keep swinging. He'll keep getting hit and reset to his starting position; he will pretty much be unable to jump past your swings.

Walkthrough 1.6: Peloponnesus Continued

After the fight, enter through the door that appears on the new bridge platform. Speak to the Spirit of the Forest(Nymph) and you'll obtain a **Fragment of Love**, and the **Sword of Faeries**. After receiving these, exit this area and head back to the larger 'main' forest section.

In the main forest section, head to the left and go into the second to last tree passage. In this mini section, watch the bats overhead. Stand on the the branch of the second tree you see here and strike the trunk to receive the 2nd **Ambrosia**. Proceed left to fight the Boss, Cyclops.

Enter the door that opened up to the west, this is the passage to Laconia.

Cyclops

HP: 6~7 (Sword strikes)

Damage: 2 life bars per hit with rock

The Cyclops jumps around and throws rocks at you . Like other rock tossing Bosses, he can be quite dangerous. Sit of one of the branches above him, and time your jumps and strike his head with your sword. Only the sword will damage him.

Walkthrough 1.7: Laconia

Laconia

A Temple-like city, with a main ground level and lower level. Strong monsters roam the temple grounds, including monkeys and eagles. The rocks the eagles drop do a lot of damage, so avoid them at all costs. Use your staff's fireball on the Monkeys and scorpions.

We're going to visit Poseidon first. Take the stairs down immediately in front of you, the lower level is much safer. If you don't have 60 Olives saved up for the next step, get them down here. Go down to the lowest level and go right, jump onto the blocks and enter into the next screen. Go up the stairs and to the top level. Kneel and strike the 3rd column with your weapon to create a hole. Fall into the hole and enter the door. Use the staffs' flames to light up the room; go right and enter Poseidon's Temple.

Buy the **Ocarina** for 60 Olives. Then set your retry point. Leave the temple and a secret exit will reveal itself. Again, take the lower level right, and follow the same steps up. On the main level, walk right past the Monument of the Sun, kneel and strike the first column after the monument. The **Trojan Pitcher** will drop from the ceiling! Grab it and head back down the steps you came up.

Spend time here refilling your health with fig leaves. Head right on the lowest floor and enter the last door, step left, and use your Staff of Fennel to illuminate the room. Be careful, there is two holes right near the entrance. Head right, then prepare to fight a boss..

Laconia

- Trojan Flask
- Ocarina
- Ambrosia
- Crystal Ball

Connecting Areas:

Peloponnesus

Crete

Argolis

Cyclops

HP: 5~6 (Sword strikes)

Damage: 2 life bars per hit with rock

4 life bars touching cyclops

Same Cyclops you fought in Peloponnesus. Be careful of getting trapped on the large steps. Keep jumping and striking his head while avoiding the rocks.

Walkthrough 1.8: Laconia Continued

Defeating the Cyclops awards you with a piece of **Ambrosia!**

There is also a Fountain in the door to the right, so use it to fill up your Flask. Exit this small section and head left and back up the stairs. When on the top level again, head all the way right to the shore, and use the ocarina to call your new buddy, a dolphin.

On the sea, watch out for flying fish, your fireballs from the Staff of Fennel will not hurt them. Go right, you will come to a small island. On it, you will fight another boss, Siren.

Go in through the door that appears, and you will be dropped underground. Use the Staff again to illuminate the area. Equip your sword and head right, for the second Boss battle.

After winning, proceed to the door on the upper left ledge. It will take you back to Laconias main entrance. . You need to go back to **Argolis**; go right on the top level to the Monument of the Sun and use your Harp. You will be transported to Arcadia. Walk right to the first tree-door and go into Argolis.

Siren

HP: 3 (Sword strikes)

Damage: 3 Life Bars touching Harpy

Floats above you, and will dive in sporadically. It uses a 'Call' that you can hear, and will pull you towards it. Play your Harp to counter-act this effect. Watch out for the lone eagle over head that will drop rocks. When Siren is floating, jump and strike it with your sword. 3 hits to its torso or head will kill it.

Graeae 3x

HP: 3 per Graeae (Sword strikes)

Damage:

2 Life Bars 'Magic Waves'

3 Life Bars touching a Graeae

There is 3 Graeae, they will appear , shoot a wave, then disappear. The magic waves can be blocked with your shield. They can be damaged before or after they shoot their waves, and will not shoot them if hit them first. You can hit them face-to-face while standing, but cannot block their waves. Fancy footwork and skill with the sword will award you the **Eye of the Graeae (Crystal Ball)**.

Walkthrough 1.9: Road to Phthia

Argolis

In Argolis, walk right and enter the first cave after the monument. Walk between the entrance door and the first door on the right side, and use the Eye of the Graeae. Enter the new door and when inside head to the upper left while avoiding the bats. Go in the door and speak to the Nymph to get the first **Fragment of Love**. Go back to the main area from the door you came in and call Pegasus from the monument.

Athens(Attica)

You are now, back in Athens(Attica). Collect 70 Olives, fill up your flask and then speak to Keleos in the house near the Fountain. He will give you the **Keleos's Key** that opens a door in Phthia. Speak to Athena in her temple to set your Retry Point.

Leave Athens, but go right to the rock Gaea. When you use the Ocarina, he will change into your next boss.

If you lost a lot of health, double-back to fountain in Attica before going forward. The door to Phthia will now be open.

Gaea

HP: 5 (Sword strikes)

Damage:

2 Life bars Rock

2 Life bars touching Gaea

Just like the Cyclops, he tosses boulders at you. He jumps higher, but doesn't move as fast. Use the same strategy used for Cyclops, 5 hits to its head with your Sword will finish him off.

Walkthrough 1.10 : Phthia

Phthia is a mountain range area. With the eagles flying above and monkeys jumping around, it is very, very hard.

When you enter, head left and down the stairs. Kill the eagle while on the stairs early to stop it from respawning (See fighting tips). Keep moving left and avoid/kill the monkeys until you come to stairs. There is a Fountain in the lower left door, but its hard to get out of without taking a lot damage. Climb up the stairs and keep moving left. This section of Phthia is very frustrating; watch the eagles overhead and use your skills to kill or avoid the monkeys. In the door in the far left is the Temple of Haesphostos, speak with him, pay 70 Olives and buy the **Sword of Haesphostos**. Set your Retry Point and leave.

Head back right, but instead of taking the steps down, get up high and go right. Make the long jump and enter the door. The old man inside gives you a free **Ambrosia**! Try to jump back to the ledge to the left, go down the stairs and head back the way you came (to Phthias entrance). [If you miss this jump, it's ok to use continue because you'll have only a few Olives left.] The next section, is also quite difficult. If you want to, make the short trip back to Athens to refill your flask.

From Phthias entrance, go right past the monument and up the multiple stair sets. On the ledge you meet the Mini-Boss Centaur.

After the fight is over, jump up to the highest ledge, and jump into the waterfall. You'll be in the top level of a cavern. Walk about halfway to the right, and use the Eye of the Graeae to make the hidden door appear. Enter; Keleos' Key will open the next locked door. Speak to the second Nymph to receive the Second **Fragment of Love**. Return to the cave and collect fig leaves here if you need to. You need full health and/or a full flask for the Garden of Hesperides. Now head right into the garden.

Phthia

- Sword of Haesphostos
- Ambrosia
- Fragment of Love
- Golden Apple

Connecting Areas:

Attica

Centaur (Mini-Boss)

HP: 5~6 (Sword of Haesphostos strikes)

The centaur jumps constantly, and shoots arrows quickly. Stay on the ledge and use the Power of Argus when the time is right. If you do get knocked onto the lower level, get back up immediately. If he gets on your left, just proceed to the next section quickly. He will re-spawn once you move off-screen, so if the fight gets desperate avoid him.

Walkthrough 1.11 : Phthia Continued

Garden of Hesperides

A beautiful garden filled with nasty enemies. The butterflies float along and drop painful sparkles on you. Jump and strike them, before they get in close. Go right into the next section. The fire plants will spit red fireballs at you when you are close. You don't need to kneel to block the spit, stand and block then use the power of Argus to take them out. Move right slowly, the boss Ladon is right at your heels.

The **Golden Apple** will reduce your damage taken by $\frac{1}{2}$, and also refill your health bar. You are done in the Garden of Hesperides, and with Phthia forever. Leave the garden, avoid the Centaur, and go back down the stairs.

If you need Olives and health, leave Phthia the way you came in and go to Athens. When you have 80+ Olives (don't forget to set your retry point again with Athena), go to the Monument of the Sun in Phthia, and Pegasus will take you to Laconia.

Laconia

In Laconia, go all the way right until you reach the shore. At the shore, call the dolphin and head right. Pass over the island, and call the dolphin again, you will be taken to Crete.

Ladon

HP: 8-9 (SoH strikes)

A flying Hydra, which flies around in circles and will do figure-8's around you. Stand back and use the Power of Argus to keep some distance from him. When he does figure-8's, take 2 steps left or right and start swinging. Then, if he strikes from your side, you can trap him into a loop by swinging then ducking as he keeps flying towards you. Defeating him will award you with the **Golden Apple**.

Walkthrough 1.13 : Crete

Crete is a castle-town, with several new, dangerous monsters within its walls. Enter Crete from the shore, and you will encounter a Mini-Boss.

Now you're in one of the 5 sections of Crete, these areas are denoted by the different color bricks in the background (each screen has 3 doors in it). You'll instantly be attacked by several monsters. The best strategy here is to run! Only attack to push them back while entering a door. Dodging requires some regular jumps and a few well-timed ceiling jumps.

Your job here is to speak to Ares to get his Bracelet, then Circe for a Salamander Shield. Each cost 80 Olives, and since you can only hold 99 at a time, you will have to go Olive hunting and then return here.

To Ares Temple from Laconia

The first stop is Ares' temple. After you enter the large area, turn left and go in the first door. In the next area, enter the third door on the right. In the yellow area, go right to the only door, you'll be in Ares' temple. When you speak to Ares, MAKE SURE you have the 80 Olives and buy his **Ares' Bracelet**. If you don't have 80 Olives, he'll call you liar and take your **Hermes Sandals** from you! If this happens it will be near impossible to escape Crete alive, and you will have to go back to Hermes to get a new pair. Get the password and set your Retry Point here before leaving.

After returning to the larger section, you will need to leave Crete. Take the door to the left, and it will put you back in the purple area. Go in the door to your immediate left, then in the next area go right into the second door. In the green room, go into the door on the left. Kill the Talos just as you came in and call your dolphin asap at the shore. You will arrive on the shores of Argolis.

Argolis

Very convenient that the dolphin takes you right to the shore near Hermes temple, and the salamander pit. Collect 20 **Salamander Skins** and any Olives as you can; leave the salamander pit then continue collecting 80 Olives total in the Snake Pit (don't forget to fill your flask!).

Crete

- Ares' Bracelet
- Salamander Shield
- Fragment of Love

Connecting Areas:

Laconia

Argolis

Tartarus

Talos (Mini-Boss)

HP: 4 (SoH strikes)

Runs very quickly straight at you, then jabs with his axe. Duck and strike him the legs to defeat him. If he gets close to the shore, he can easily knock you in the water. (He cannot 'fall' in the water.)

Walkthrough 1.12 : Crete

Set your Retry Point at Hermes temple, and use the Ocarina to return to Crete.

Crete (To Circe from Argolis)

Once back in Crete, kill the mini-boss as you enter, and you'll be in a green room. Go into the door on far right. When back in the larger pink maze, take the third door on your right (into the next screen). In the red area, enter the first door on your right. Speak to Circe to receive the **Salamander Shield**. It has the power of Athena's Shield, but also blocks fireballs.

When you leave, go to the door on your right. The next door on the right is a fountain. The door after that on the right is your target. Walk right and the Barrier will dissolve before you. Kill any common monsters that are floating around, and prepare for a boss fight.

When you defeat him, a door will appear. Enter it and speak to the Nymph to receive the third and final **Fragment of Love**. This will open the door to Tartarus between the Crete and Argolis coasts.

After the battle, your next destination is Attica. To get back to shore to Laconia, follow these directions...

Back in the pink area, go right to the next screen and enter the first door. After this, enter the third door on your left. This will put you back on the shore that connects Laconia. Travel to Laconia and use the moment of the sun to return to Arcadia. Go to Attica and to the shore where you first fought Lamia. Use the Ocarina and ride your dolphin over the sea to Phrygia.

Minotaur

HP: 6 (SoH strikes)

The minotaur walks back and forth and flings hammers at you. Occasionally, he'll shoot a fireball in the same way, both can be deflected with your shield. Stand on the ledge, jump and aim the Power of Argus to hit above his shield. You must strike him in the head or legs 6 or 7 times. Make sure you have a full Pitcher before attacking him.

Walkthrough 1.12 : Phrygia

Phrygia is the evil spirit world of Ancient Greece. You'll face the Mini-Boss Evil Pegasus, guarding the entrance. . However, since it flies, you basically can just run by it. It is safer to run past it, but i'll still describe the fight below.

In the main area go all the way right, and enter door at the very end. Walk right, kill the huge snake, go upstairs and into the door. Go upstairs again, cross left, and go up more stairs.

If you want to visit the fountain, enter the door here, go downstairs, head left, go upstairs, and enter the door there. If not, go up all the stairs here.

Enter the last door (at the top of the stairs). Kill the snake, and go down the next two flights of stairs. Jump over the gap, and enter the door. Go all the way upstairs to the ledge, and go right. After the first jump, put your toes on last part of ledge to spawn the demon, then jump right and go down. Enter the waiting door. Go upstairs, enter that door, and get the Ambrosia. Afterward, go back down all the stairs, kill the snake and go down more stairs.. Jump left and enter the door at the far end.

Go up all the flights of stairs, killing the demons from the stairs to prevent being knocked off screen. At the very top, talk to Artemis and get the **Moon Crystal**. Talk to her again to set the retry point.

To leave, go all the way down the steps to the last ledge. You can make the jump to the left on the lower ledge, or go through the door and drop down to the lower level and exit that door.

From Attica, take the road to Athens to Phthia, then use the Harp at the sun moment and it will take you to Laconia. Ride your dolphin back to Crete.

Phrygia

- Ambrosia
- Moon Crystal

Connecting Areas:

Attica

Evil Pegasus (Mini Boss)

HP: 2 (SoH strikes)

Evil Pegasus waits on the ground then starts flyng around and shooting fireballs. He'll stay too high in the air to be hit, so run under him and he'll swoop in; jump over the fireball and hit him in the neck/head area with the sword. Two strikes will take him down.

Large Snake (Mini-Boss)

HP: 4 (SoH strikes)

Sits and shoots fireballs at you, in 3 in a row bursts. Jump and strike his head with the Power of Argus; block fireballs when needed.

Walkthrough : Tartarus

Laconia Shore through Crete to the Argolis shore

After the mini-boss dies and you enter cretes 'large' section, you'll want to go right and step into the third door you see. In this pink area, go to the first door on your right and enter it. Now you're in a small green area, enter the door on your left. You should be outside near the shore to Argolis. Call your dolphin buddy and ride him towards Argolis. The entrance to Tartarus has appeared, and this is our destination.

Tartarus

When you enter, you'll want to go: left, left, right, left through the doors. If you go into the wrong door, you will have to fight a previous boss in a small arena. If you defeat them, a door will appear in the wall and it will return you to the last two-door room you where in.

If you went the right way, you will be dropped into a pit and fight against the real boss, Cerebrus.

Lake of Tartarus

Now you're in a strange, Peloponnesus-like area, with bats and bubbles. Quickly avoid the bats and bubbles and move right, there will be a door in the trees, go inside and speak to a Servant of Aphrodite(Nymph). She'll give you info and also some **Nectar!** Leave her and keep moving right. Walk on the ceiling if necessary. Go into the 2nd to last entrance, on a branch, and enter the door.

In this very first area - if you fall off the second trees' right branch, you might fall into a room with an old man. if you answer no to his question, he will refill your flask.

If you enter the last door, you'll be in an area of dead ends. After entering, if go to the top level of this Argolis-like area and enter the door, you'll be taken back to the real Argolis!

In the second section of the lake area, go right until you see a door, an NPC in there gives you your password and sets your retry point. Head into the last door and you will enter into a castle of sorts.

Tartarus

- No Items

Connecting Areas:

Crete

Argolis

Cerebrus

HP: 8 (SoH strikes)

Sits, then runs and jumps towards you, when close he will continue to ram you if he can. You must jump and use the sword/power of argus to strike him in the head. After a few hits, one head will be cut off, which means he is at 50% life. Do not let Cerebrus off the screen! If you do, his 1st head will regenerate and it will regain all of its health.

Walkthrough : Tartarus & the Temple of Hades

Castle

Move right, get on the ceiling, and jump across the gap. Jump across the next gap, watch the ghost as your fight the large snake. Tip-toe to the edge and wait for the next ghost then jump the gap. Take the lower door, then the first door on your right. Go through to speak to a Nymph, who will give you **Nectar**. Go back and enter the top door from earlier. Cross the bridge and enter the door there.

Small Cave

Stay on the highest level in the cave, and go right. Enter the door at the top and it will take you to the outdoor cave section. Head left and jump, then enter the door to speak with a Nymph who has more **Nectar** for you. Exit and go left to the last door.

You are dropped back into the castle section. The door on the right contains another Nymph, with more **Nectar**. Go into the door on the left. There will be knights walking about. Avoid the first door and go into the last door on the left.

Temple of Hades

Go right, and face the Mini-Boss Lamia again. Head up the stairs, and go back left. There is a door there with a Witch that sell you **Nectar** for 30 Olives. If you need it and can afford it, buy it. Keep going left and go up the stairs. Go right, into the next section, stay on the top level and take the second steps up. Head around and through this enclosed area. Then go down all the sets of stairs. At the bottom, walk through the room, and out onto the ledge. Prepare to fight the last boss, Hades.

Congratulations! Walk back through the entrance way and greet your love. Lay back and let the credits roll.

Hades

HP: 10 (SoH strikes)

When you step out on the platform, it will seem like you're alone, not true. Hades is there, but you can only see him (and only his reflection) if you use the **Moon Crystal**. He fights like a strong knight, using a sword and shield. He is very hard to hit; jump high and in at him, but 'duck' and swing in mid-air. After you hit him 5 times, you will be able to see him completely. The power of argus can hurt him, but only when he is swinging his sword (and not blocking with his shield).

The Ending

Congratulations! You beat Hades and won back the Heroine. If you press Start during the ending screen, the sun will rise again. You can do this as many times as you like.

Glitches & Oddities

Cyclops in subterranean Laconia

After you kill the Cyclops under Laconia, he will not re-spawn. However, if you go underground where the Graeae are, and head all the way left into the next screen, he will appear. He is actually not there.

Dolphin

Poseidon's Dolphin will do its best to catch you on its back, but won't always be able to. Especially if you make a long jump and change direction mid-air. Also, getting 'hit' onto the dolphin will result in falling through it and dying.

Talos(s) in Crete

Talos can walk on water. If they come all the way to the shore, they'll be able to walk on the water as if it were the regular ground. In addition, when you defeat Talos, and he is "exploding" his axe is still considered in play and can hurt you until his sprite is completely removed.

Nymph in north eastern Temple of Hades

In the mid-northern section of the Temple of Hades, a Nymph is in the door on the far corner. When you speak to her, she says she will give you Nectar but doesn't. On top of that, the door into her room is one-way, so you are returned to the entrance of the Temple of Hades when you try to exit.

Tartarus

In the first few areas that have multiple trees, there are actually doors in between some over the watery pits. They are very hard to get into but act as a kind of last-ditch saviour if you enter them on your way to a pit. One Old Man will fill your flask if you answer his question correctly.