

BRÜTAL LEGEND™

OFFICIALLY LICENSED GAME GUIDE

WRITTEN BY: FERNANDO BUENO



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Fernando Bueno

Fernando "Red Star" Bueno (aka dukkhah) has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming websites. The San Diego native found his way to Northern California shortly after high school. After graduating from the University of California, Davis, with a dual degree in English and art history, he was able to land a job as an editor for Prima Games. Though happy with his position as an editor, his life called him to Las Vegas where he now resides. During the move to Nevada, he also made the move to author and has since written a number of game books, including *Naruto Uzumaki Chronicles 2*, *Prince of Persia: Two Thrones*, *Fight Night Round 3*, and *Stubbs the Zombie*. In his time off he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, and EGM. When not writing for Prima, he continues to work on his craft as a poet.

We want to hear from you! E-mail comments and feedback to fbueno@primagames.com.

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UNLEASHED





INTRODUCTION

INTRODUCTION

THE AUTHOR WOULD LIKE TO THANK...

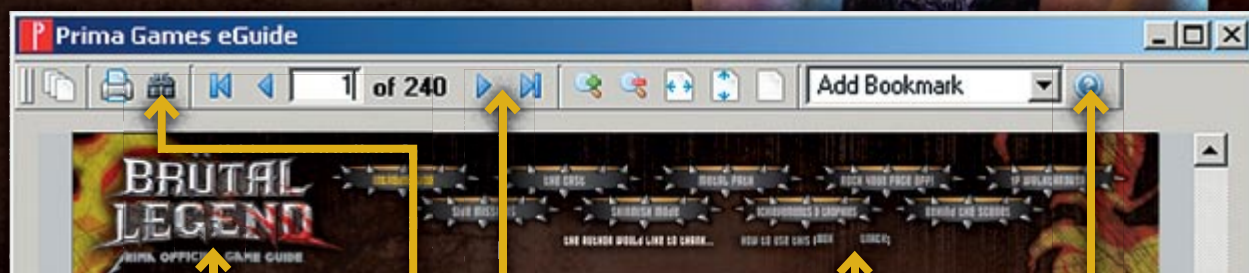
First and foremost, I'd like to thank Andy Roller for handing me a project where I can truly be myself. Not only did he trust me with a very important title, but he had the utmost confidence that I'd be able to rock it out of the park. Thanks also to Don Tica. He's like a big brother to me ... but like a brother that you don't mind working with and doesn't give you a hard time about embarrassing stuff. John Browning, you're a pleasure to work with. Why we don't get paired up more often, I will never know. Sara, I'd share an inside joke, but you'd be forced to edit it out, so how about I just say thanks for being an awesome copyeditor?

Of course, this book doesn't happen if there isn't a kick-ass game to go with it. First and foremost, I'd like to thank Tim Schafer for creating such a great game. It was a blast to play and hilarious from start to finish. I can't wait to see what he has up his sleeve for his next project. The people at EA and Double Fine worked double hard to make sure we had everything we needed to make this the best possible companion book for your adventures in *Brütal Legend*. Without the efforts of Double Fine's Gabe Miller and Caroline Esmurdoc, as well as EA's Mike Olson, Brent Dady, Mike Doran, Devin Bennett, Lorraine Honrada, Daniel Davis, and Jim Stadelman, I'd be struggling for information at every turn. (Hey, it's a big game!)

Finally, I'd like to thank the one person who kept me sane through crazy deadlines, piles of books, and endless concert tour dates ... wait, scratch that last part. Thanks to my lovely Leslie for being so full of beauty and being my "rock of love." (hahahaha!)

HOW TO USE THIS eGUIDE

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.



The main menu puts all of the eGuide sections for *Brütal Legend* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.

Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

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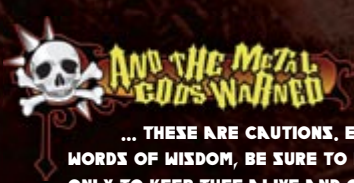
HOW TO USE THIS BOOK

WORDS FROM THE TITANS

Though the metal gods, the titans, have long been dead, their words of wisdom shall live on forever. After all, they're the ones who prophesied that a legendary warrior would save the land of Metal. Or maybe it was to destroy it—we still don't know for sure. But they predicted something about Eddie Riggs's destiny, that much we *do* know. So it stands to reason that they would also know a thing or two about the land of Metal. Scattered throughout this book are delicious tidbits of information from the titans. Be they warnings to keep Eddie alive or tips to make him a better legendary warrior, they should always be heeded. More often than not, the words from the titans are meant for Eddie, but on occasion—and by “on occasion” we mean outside of the main mission walkthrough chapter—the titans will bless you, the reader, with a few choice words as well.



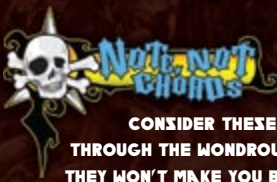
... THOU ART EVEN NOW READING A TIP FROM THE GODS OF METAL. WE GIFT THEM UNTO THEE SO THAT THOU MAY BECOME A BETTER WARRIOR, A MORE SKILLED LEADER, AND POSSIBLY EVEN LEARN SOME DECENT RIFFS ALONG THE WAY--BUT NONE OF THAT CRAPPY, SENTIMENTAL BALLAD JUNK. TAKE OUR WORDS AS A BLESSING, FOR THEY WILL MAKE THOU MORE BADASS. OR MAYBE JUST BAD. REALLY, WE CAN'T BE SURE WHICH.



... THESE ARE CAUTIONS, EVEN SHOULD THOU CHOOSE TO IGNORE OUR WORDS OF WISDOM, BE SURE TO HEED THESE WARNINGS. THEY ARE MEANT ONLY TO KEEP THEE ALIVE AND OUT OF DANGER. THOUGH REALLY, JUST BEING IN THE LAND OF METAL MEANS THOU ART SURROUNDED BY DANGER ON ALL SIDES. AFTER ALL, EVEN A LOWLY HEXTADON MIGHT BE ... NEVER MIND. WE DIGRESS, FOR WE ARE SO FULL OF AWESOME WISDOM AND KNOWLEDGE. JUST KNOW THIS; IF THOU SEEST A WARNING FROM US TITANS, HEED IT. IT COULD BE THE LAST WORDS THOU HEAREST.

NOTE, NOT CHORDS

The titans may know lots of stuff, but they don't know everything. They have been dead for a long time, you know. That's where the following Note boxes come into play. On occasion, we'll see fit to impart you with an extra bit of information. “Note, not Chords” boxes aren't here to make you a better warrior or even to keep you alive, but they provide extra information about the game, the world around you, or even this book.



CONSIDER THESE A RUNNING COMMENTARY TRACK AS YOU ADVENTURE THROUGH THE WONDROUS WORLD OF METAL. THEY WON'T KEEP YOU ALIVE, THEY WON'T MAKE YOU BETTER.... HELL, THEY WON'T EVEN GIVE YOU A DECENT RECIPE FOR BROWNIES, BUT ... WELL, THEY MIGHT GIVE YOU A GOOD BROWNIE RECIPE. NEVER MIND, BUT THEY WILL OCCASIONALLY SHED LIGHT ON THINGS. AND TRUST US, YOU'LL NEED LIGHT SHEDDING IN THIS WORLD.

READY TO ROCK?

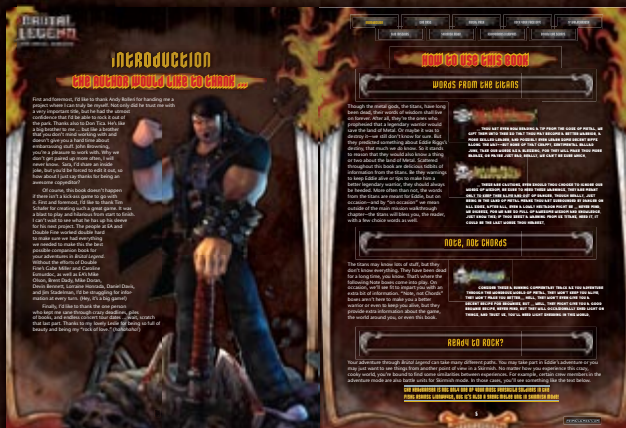
Your adventure through *Brütal Legend* can take many different paths. You may take part in Eddie's adventure or you may just want to see things from another point of view in a Skirmish. No matter how you experience this crazy, cooky world, you're bound to find some similarities between experiences. For example, certain crew members in the adventure mode are also battle units for Skirmish mode. In those cases, you'll see something like the text below.

THE HEADBANGER IS NOT ONLY ONE OF YOUR MOST VERSATILE SOLDIERS IN THE FIGHT AGAINST LIONHEART, BUT IT'S ALSO A GREAT MELEE UNIT IN SKIRMISH MODE!

TRACKS

This book, like a music album, is composed of different “tracks.” Like a song on an album, each track has a very different feel or sound to it. Sometimes you want to rock hard, so you’ll go to your favorite track on your favorite album and it’s all, “dunn dunn dunn, yeah!!!” And other times you want to rock not as hard, so you’ll go to another track on the album, and it’s all, “peowww! teedoo deeedooo, uh huh....” So, depending on what you’re looking for you’ll need to skip to one track or another.

INTRODUCTION



Uh ... you’re looking at it.

THE CAST



Get to know all the main players in the band, the rival bands, and other people of note. Everyone from Eddie, the man himself, to Emperor Doviculus is covered in this section. If you have any questions about who deserves to get chopped with the axe, chances are, this section will tell you.

TREADING THE METAL PATH



This section deals entirely with Eddie and his awesome combat skills. One on one, Eddie's axe and Clementine are a formidable force. But the fun doesn't stop there. While in combat against a rival faction like the Tainted Coil, Eddie takes on the role of a badass winged Demon General. This section will explain everything you need to know about both forms of combat as the Master Roadie, the King of all Road Crews, the Man Behind the Band, the ... yeah, you get the point.

WELCOME TO THE WORLD OF ROCK YOUR FACE OFF!



The world of Metal is an amazing, wondrous, dangerous place. At nearly every turn you'll either find a new battle or a new wonder. Or both. In this section, we cover all of the possible areas to explore and things to discover. We'll even list all of the different creatures you might encounter roaming the countryside. So if you're wandering about, minding your own business and you come across a funny looking monument or a particularly pissed off porcupine-type thing, then you'll know exactly what to do.

THE BRÜTAL LEGEND



This section tells the story of Eddie Riggs. In it you'll hear about how he slayed the druids upon first arriving in the world of Metal, and how he rallied the downtrodden dudes to create an army, and pretty much about how generally awesome he was. If you want to experience Eddie's adventure, this is where you need to look first.

BEHIND THE SCENES ROCKUMENTARY



And last, but certainly not least, what would an awesome adventure through the world of Metal be without an equally awesome Behind the Scenes look at everything it took to create it? If you don't think that these pages of killer concept art is are totally rockin', then you're beyond hope.

With all that being said ...

WELCOME TO THE AWESOME!

You are one of the lucky few (thousand) to have found this most special of rock-n-roll tomes. The following pages tell the story of one of heavy metal's unsung heroes. And believe me, Eddie Riggs is the definition of an unsung hero. No really, he never sang a single lyric—and couldn't really carry a tune for that matter—but he was a hero nonetheless. He was a most legendary ... legend, who experienced what no other Metal-head ever ... experienced. You see, Eddie Riggs was more than just a roadie. He was the savior of an entire world, a world of Metal. This is his story. This is his ... *Brütal Legend!* (Cue the sweet guitar solo!)







THE CAST

THE CAST

EDDIE RIGGS

During a freak stage accident, Eddie Riggs, the world's best Roadie, met his untimely, but ultimately awesome, end. Unbeknownst to him, the grizzled rock veteran was wearing a special belt buckle representing Ormagöden, one of the gods of Metal. When Eddie's blood spilled onto the buckle, he was transported to a strange, but somehow familiar world. This was the world of Metal! Long after the titans, the metal gods, fell, the world came under the rule of a most heinous tyrant, Doviculus—more on that dirtbag later.

When he arrived in the new land, Eddie found his everyday abilities in his old world granted him new, kick-ass powers in this new world. Things like power chords and simple—and by simple I mean “things only an awesome guitarist could dream of doing”—guitar riffs could unleash special elemental attacks! With his newfound power and a steely resolve to free his fellow humans, Eddie sought to fulfill his destiny. What that destiny would be, was anyone's guess.



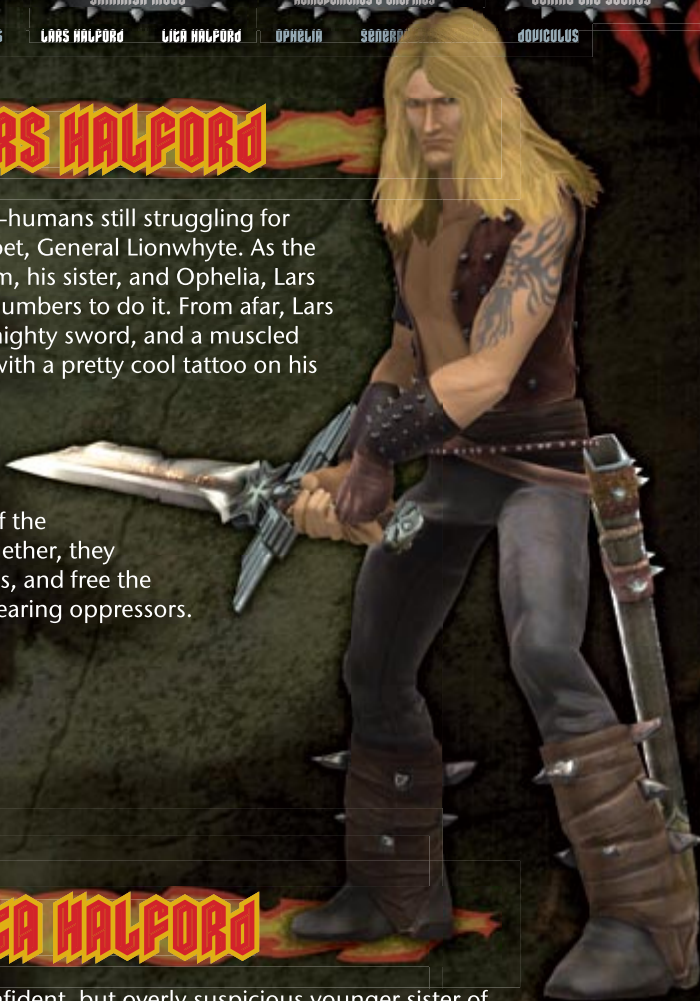
UH, IN CASE YOU HAVEN'T GUESSED IT YET, THIS IS YOU, SORRY IF YOU'RE A CHICK; THERE IS NO "CHICK" VERSION OF EDDIE. THOUGH IF THERE WAS, SHE'D PROBABLY BE EITHER REALLY HOT OR FAR TOO MANLY TO STAR IN HER OWN GAME. GET OVER IT.



LARS HALFORD

Lars Halford is one of the few—and we mean *few*—humans still struggling for freedom against Emperor Doviculus and his puppet, General Lionwhyte. As the leader of the Halford army, which is essentially him, his sister, and Ophelia, Lars has the heart to lead the rebellion, but lacks the numbers to do it. From afar, Lars resembles a Viking warrior with golden locks, a mighty sword, and a muscled physique. Up close, he's a strong, shirtless dude with a pretty cool tattoo on his arm.

Make no mistake about it, however, Lars has the potential to be a well-rounded leader, if only he got the opportunity. With Eddie by his side, Lars gets exactly that. If Lars is the King of the remaining humans, then Eddie is his General. Together, they attempt to defeat Lionwhyte, overthrow Doviculus, and free the humans from their crappy, ballad-loving, S&M wearing oppressors.



LITA HALFORD

Lita is the strong, confident, but overly suspicious younger sister of Lars. Though she's a valiant warrior who is highly skilled in combat with her spear, blade, weapon thing, she's also often idealistic. Before Eddie's arrival, Lita served as Lars's second in command. Of course, that was second of three in command, but it was a start. About the only thing that Lita is not idealistic about is her brother's love interest, Ophelia.

Lita harbors a deep resentment and suspicion of Ophelia and refuses to look past her ... um, past. Because Ophelia's family had ties to the dreaded Black Tears rebellion, Lita still feels that Ophelia is somehow working for Doviculus. Only time will tell if she's right or if she's overreacting.



OPHELIA

When Eddie first arrives in the land of Metal, he's greeted by pissed-off Druids. The first friendly face—the first pretty face, too, for that matter—he meets is Ophelia's. After quickly forming a bond, Ophelia becomes one of Eddie's most trusted friends. Even though she has a mysterious past, she's proven herself to be capable, confident, and a total ass kicker! Seriously, the girl is fearless!

Unfortunately, not everyone trusts Ophelia. While Lars and Eddie are more than willing to overlook her shady past, there are still several questions surrounding her involvement in the human rebellion.

SPOILER ALERT!

DO NOT READER ANY FURTHER UNLESS YOU'VE PLAYED THE SINGLE PLAYER CAMPAIGN ENTIRELY ... OR IF YOU JUST DON'T GIVE A DAMN. YOU'VE BEEN WARNED, SO DON'T GET PISSSED IF WE RUIN A JUICY PLOT POINT.

AFTER AN UNFORTUNATE TURN OF EVENTS, OPHELIA BECOMES THE LEADER OF THE DROWNING DOOM IN THE BATTLE OF THE BANDS MODE.



GENERAL LIONWHYTE

In this world of Metal there are few things more frightening than crappy rock. And no one knows crappy rock better than General Lionwhyte himself. This puffy-haired, hot pink-loving, narcissist is the glam rock puppet leader of the humans. This sissy is loyal to Doviculus. He's a typical sleaze-metal front man—full of himself, androgynous, dramatic ... covered in makeup. At first glance, he doesn't seem to be much of a threat, but once you get past the frizzy hair and shrilly voice, it's clear that General Lionwhyte is a powerful man.

As a General, he's more than capable. His glam army is similar to the Ironhead crew, but slightly more pink and feminine. By which we mean, a whole lot more pansy. While in battle, Lionwhyte often flies around the battlefield, thanks in large part to his hair, and uses his screams and shrill attacks to boost his soldiers' morale.

DOVICULUS

Doviculus is the Emperor of the demons and leader of the Tainted Coil. He is an agony zealot and creepy despot. He believes pain is the pathway to divinity and he's on a mission to ensure every human is redeemed by suffering. He drives around on a chariot of human bones and wears a full bodysuit of bondage leather. So, needless to say, the dude is a total d-bag. He has no regard for humankind and is often willing to kill at the drop of a hat.

Though he has a deep-seated hatred for humans, he tolerates General Lionwhyte only as a means of controlling the human population. If not for the possibility of an inconvenient human rebellion, he'd do away with Lionwhyte himself.





TREADING THE METAL PATH

TREADING THE METAL PATH

PLAY THE AXE AND SWING THE SUICAR

Back in the normal world where Kabbage Boy topped the charts, guitars only made music, and the groupies skipped over the roadies to get to the 20-something, talentless bassists who insist on wearing their stupid a— ... never mind. In the other world, guitars were just guitars. In the world of Metal, they rock super freakin' hard and unleash crazy-cool attacks. Of course it doesn't hurt that Eddie can also wield the axe with amazing strength and skill. The following section covers all of Eddie's ass-kicking abilities.

MANO-A-MANO

The following combos are Eddie's bread and butter. As a Roadie, he's as good as they come, but as a time-traveling warrior, he's ... well, we're not really sure how he compares to other time-traveling warriors, but suffice it to say that he can definitely handle himself in a fight. If we had to guess, we'd say he's probably in the top five among time-traveling warriors. Maybe top three.

SHOCKER



Xbox 360

Rapidly tap **X**

PS3

Rapidly tap **■**

The Shocker is Eddie's most electrifying attack. Hah, get it? Because it summons lighting bolts. At its simplest, the Shocker summons quick bolts of lightning to strike the enemy. When incorporated into melee combat, however, it becomes a powerful stun attack that can debilitate an enemy, leaving it vulnerable to stronger combos or attack from one of the Ironheade warriors.

PYRO



Xbox 360

Hold **X**

PS3

Hold **■**

Want to get a rise out of the enemy? Try the Pyro attack. It focuses your Metal into a burst of pyrotechnics that can send enemies flying into the air. On its own, it is a great attack to finish off weakened enemies, but it can also be used to set up enemies for long axe combos. This attack can also be used to disrupt enemies' attacks *before* they can unleash the pain on you.

EARTHSHAKER

Xbox 360

Hold **A** + **X**

PS3

Hold **■** + **X**

Like the Pyro, the Earthshaker is a great attack that can be used to knock away bothersome pests. The Earthshaker is a massive power chord that blasts enemies away and shakes the surrounding environment. While it is strong enough to cause moderate damage on rivals, it's best suited as a defensive skill. Because it is so effective at knocking enemies away, use it when you (or one of your Merch Booths) are being surrounded. The only downside to this attack is that it scatters your targets, making them harder for allied units to attack as a group.



FLASH POT

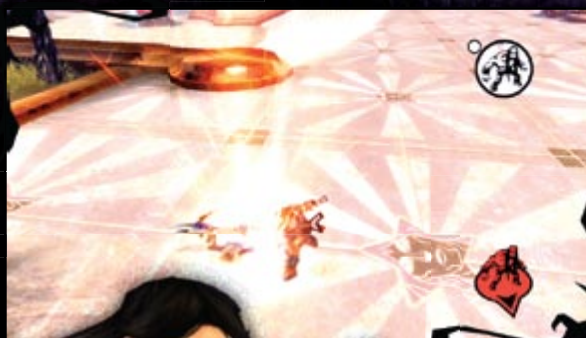
Xbox 360

A, **X**

PS3

X, **■**

Not to be confused with the Pyro, the Flash Pot is a pyrotechnic attack that creates a quick Flash Pot (roadie speak for "kick-ass light show element") underneath your opponent to pop them off the ground. Most roadies will tell you that accidentally triggering a Flash Pot while setting up for a show is painful experience, so it should come as no surprise that this is one of Eddie's best attacks. Not only does it slightly pop the enemy target off the ground, but also the flashy pyrotechnics display burns the enemies while they hover over the pot.



FIRE CHORD

Xbox 360

A, A, X

PS3

X, X, ■

The Fire Chord is very similar to the Flash Pot. Instead of popping the target off the ground, however, it lights a fire under the enemy's ... feet. The flame jet scorches the enemy for major damage and even inflicts extra damage over time as the target slowly burns. It's not strong enough to kill an infantry unit, but when used before axe combos, it's a great way to make short work of a bothersome foe.



ROCK KICK

Xbox 360

A, A, A, X

PS3

X, X, X, ■



Channel the power of heavy metal into your foot to kick enemies in the face with a guitar-assisted Rock Kick. Oh, sure, the Rock Kick is a powerful attack, but what about the three axe attacks that come before it? With such a strong combo, you'd be surprised at how few opponents are strong enough to endure the attack—that is, until you get to introduce your boot to their face. However, if you do find an enemy strong enough to receive the slice of steel-toe pie, you'll see just how strong a combo this is.

Use it to finish off lesser infantry quickly or knock away bigger foes during battle.



POWER SLIDE

Xbox 360

Press **X** while running

PS3

Press **■** while running

Perhaps no other rock move is as practiced or well known as the Power Slide. And why wouldn't it be? It's classic! Back in Eddie's home world, it was nothing more than an impressive display of athleticism and surprisingly durable jeans. In this world, however, the Power Slide is the ultimate "get the hell out of my way" move. As Eddie slides forward, he also clears a path for his troops behind him. This move is extremely useful in cutting through approaching enemies and breaking up their ranks. And, of course, it gives your jeans that all-important "been there, done that" look. Nothing says Metal like grimy, torn jeans.



ROMAN CANDLE



Xbox 360

A, X, X

PS3

X, ■, ■

Stomp the ground and jam your guitar to cause a fountain of sparks to lift opponents off the ground. Incorporate the Roman Candle attack into your combos after executing a Fire Chord. It is both extremely effective against infantry units, and really funny. Enemies will float helplessly over the dazzling fireworks display as you bust a gut laughing at their helplessness ... and plan your next move, of course.

GRABBER



Xbox 360

Pull back on the left Thumbstick while targeting an enemy, then press **X**

PS3

Pull back on the left Thumbstick while targeting an enemy, then press **■**

The Grabber is a great attack to peel enemies off allies and bring them in for a hug—or a boot to the face. Since it's not a big damage dealer, the Grabber is best used as a way to initiate the attack on a distant foe.

SHOCK BOMB



Xbox 360

Electrify an enemy in the air with **X** to charge them up

PS3

Electrify an enemy in the air with **■** to charge them up

Use the Shock Bomb to turn your enemies into living bombs that explode when they hit the ground. To execute this attack, you must first pop the enemies into the air with the Pyro attack, then charge them in the air as indicated. When they land, they'll incur a great deal of damage and hurt their own allies when they explode! Use this against infantry in large groups and you'll quickly put down rival battalions.



BOTH DOVICULUS AND OPHELIA HAVE COMBO ATTACKS TO MATCH. IF YOU KNOW EDDIE'S COMBOS, YOU KNOW THEIRS.

BATTLE OF THE BANDS

Though you may already know the basic commands for leading your soldiers around the battlefield, there are some subtleties that you may want to keep in mind. The last thing you want to do is accidentally order your crew to hold position when you really want them to attack. Consider the following section both a refresher course and a supplement for battle commands.

RISE, GENERAL! RISE!



air to get a better view of the action and efficiently direct your soldiers toward key targets, choke points, and enemy battalions.

Remember, however, that while in the air, you cannot engage in combat. But that's OK. That's what your lackeys are for!

Xbox 360

Press the right Thumbstick to begin to fly and to look around, and use the left Thumbstick to direct yourself around the field

PS3

Press the right Thumbstick to begin to fly and to look around, and use the left Thumbstick to direct yourself around the field

As a General you can leap into the air and fly around to get a better view of the entire battlefield. While your instincts may tell you to stay on the ground and let your weapon do the work, resist the urge to stay grounded! Instead, use your wings as often as possible. Stay in the

ATTACK!



Xbox 360

Up on the D-pad

PS3

Up on the D-pad

Whether in the air or on the ground, you can issue orders to your soldiers on the ground. Of the four basic orders, charge is your most important. It's the quickest, easiest way to tell your troops, "Hey! Go kick the crap out of that." By issuing the Attack command, you'll highlight a target so that any nearby allies will immediately make that their number one priority. When issued, the Attack command highlights the target in red to differentiate it from other highlighted targets such a Command Beacon.

Though it may be considered a "well, duh"-type of command, remember that you cannot be as precise with the Attack command as you can by using the Command Beacon. So use it as an on-the-fly command when needed. If you have the time to plan ahead, use Command Beacons instead, but if you have a Merch Booth or sentry battalion come under attack unexpectedly, use the Attack command to get the job done.

COMMAND BEACON AND "GO TO"



Xbox 360

LB to set Command Beacon, then right on the D-pad



PS3

L1 to set Command Beacon, then right on the D-pad

The Command Beacon and "Go To" commands are a strategist's best friends. The Command Beacon allows you to target something specifically, be it a fan geyser, enemy, or general area on the map. Once the Command Beacon is set, any soldiers given the Go To command will head toward it, no matter where they are on the field. Use this combination to set up choke points, protect Merch Booths, or to swarm enemy positions.

Furthermore, since you can set a Command Beacon and also issue Attack commands, you can effectively order several units around the field. Set the Command Beacon at one location and use the Go To command to set your first battalion in motion, then use the Attack command with a second battalion.

FOLLOW ME!

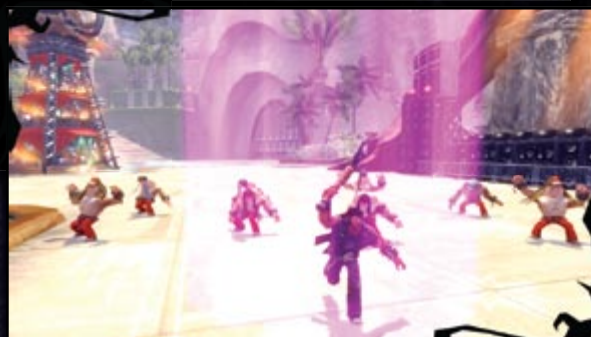
Xbox 360

Left on the D-pad

PS3

Left on the D-pad

No other command says, "I'm the wiener, you're the bun. So come on over and let's have fun" like the Follow Me command. After assembling a battalion of several different types of units, order them to follow you using this command. They'll follow closely behind you and swarm any nearby enemy units. Since it's not necessarily an "Attack" command, the soldiers will simply follow along until their soldierly instinct kicks in and urges them to attack nearby units. When this happens, they'll stop following and make a beeline toward the enemy. To get them to follow you again, issue the Follow Me command again.



DEFEND!

Xbox 360

Down on the D-pad

PS3

Down on the D-pad

Hopefully, this is one command that you don't have to use too often. But if you do, there is no better way to hold off an impending attack than to issue your army the Defend command. Stand in the place you want defended, then issue the Defend command. Your soldiers will take position near the designated area and defend it with their lives. This command is best used near Merch Booths, choke points, or near your stage. The only way your soldiers will move after a Defend command, is if you issue an overriding command or if they're attacked.



HEY, YOU!



Xbox 360

Hold **A** near desired ally unit

PS3

Hold **▲** near desired ally unit

At times, you may want to separate a unit from one of your battalions. If you need to send in your Roadies to take down a tower but don't want to risk exposing them by pairing them with another unit, for example, use the Hey, You! command. By combining the Hey, You! command with the Command Beacon and Go To commands, you can issue orders to individual units within a larger battalion.



GENERAL'S TOOLS

Aside from the basic commands listed above, all three Generals have other tools at their disposal to help win a Battle of the Bands encounter.

RALLY FLAG



The Rally Flag can be a General's most underrated tool. When summoned with a guitar solo, the Rally Flag serves as the rallying point for all new units. Because you can set this anywhere on the battlefield, you can use the Rally Flag as way for new units to penetrate deep into the enemy's line or as a way to collect and create new battalions. Once you've taken several Merch Booths under your control, set the Rally Flags near the enemy's lines. This way, all new units will automatically march into enemy areas and join the fight. This also extends your line out farther, making it more difficult for the rival General to penetrate your area and attack your stage.

At the beginning of a battle, you can use the Rally Flag to create several battalions. To do so, set the flag and then create several different types of units—all ranged for a ranged battalion, for example. Once all of the units have assembled near the flag, move away and set the Rally Flag at a different location. Summon more units—this time melee units for a melee battalion—and allow them to assemble near the new flag. Once you're done, you have two separate battalions ready for battle. You can then issue each battalion different commands without having to separate units using the Hey, You! command.

RALLY ARMY



Like the Rally Flag, the Rally Army solo summons all of your troops to a specific location. In this case, to *your* location. Typically, you must be near your troops to issue them orders. With the Rally Army solo, however, you can call to all of your soldiers no matter where they are on the field. This is a great way to assess your army's strength, call on distant allies that may be too deep in enemy territory, or even just to call together an impromptu party. Unlike the Rally Flag however, this calls to all allies already on the field and summons them to your location.

New units will still go to the Rally Flag when summoned, or to the default area near the stage. The Rally Army solo should be used to remove allies from harm's way, collect your army to piece together battalions, or to defend a critical position on the battlefield.

FAN TRIBUTE



The Fan Tribute is used to take over unclaimed fan geysers and erect Merch Booths for your army. It is the most useful, non-combat solo in your General's arsenal because it's the only way to get more fans to your stage. Remember, though, if a fan geyser is red, it is being contested. Only uncontested geysers, the green ones, can be claimed with the Fan Tribute.

SUMMON VEHICLE



Even if you are waging war on a small battlefield, your vehicle can still come in handy. You can summon your vehicle anywhere on the field, at any time. Once you've got your wheels, feel free to speed around the battlefield issuing orders or running down bothersome foes. And even though it might take a bit long to summon, never underestimate the value of a good get-away vehicle. If you see that the stuff is about to hit the fan, hit the pedal to the metal and get the hell out of there!







WELCOME TO THE WORLD OF
ROCK YOUR FACE OFF

WELCOME TO THE WORLD OF ROCK YOUR FACE OFF

The wonderful world of Metal is a magical place full of wild creatures, Sparkplug Bug Jumps, and plenty of other crazy stuff. As you progress through your adventure, keep your eyes peeled for massive metal monuments or cleverly hidden Bound Serpents tucked away in dark areas of the map. Since there are so many different things to find, we've compiled an exhaustive compendium of locations and items, and other stuff you can encounter and collect. And hey, if you find that you've spent hours exploring this cooky place, don't blame us. Blame the titans.

AREAS OF THE MAP



BLADEHENSE



Bladehense is the last human refuge in the world of Metal. When you first arrive here, the area is relatively safe. Though it is patrolled by Lionwhyte's minions, it is also overrun by wild beasts like the Ground Urchins, Raptor Elk, and Tullusks. Since it is the first area you will visit in this new world, the challenges you will face will not be as deadly as those you'll meet later.



TITAN HIGHWAY



This long stretch of abandoned highway ends overlooking the ocean. Or does it begin there? Either way, the highway's sudden stop at the edge of the ocean only hints at what used to be before the land came under the control of the demons. The other side of the highway stops at the entrance to the Cleave of the Impaler.

MINES OF SORROW



The Mines of Sorrow are Lionwhyte's domain. This is where he keeps the mindless Headbangers and Hairbangers who toil away with no hope of a better future—and no concept of the pure awesomeness of Metal. It's a dark and dank place full of sorrow, sweat, and really bad BO! If it weren't for the enslaved Headbangers, there'd really be no reason to go there at all.

TOPHAT MOUNTAIN



Tophat Mountain is home to the Kill Master and his band of healers. The area surrounding the mountain is not much different than the area around Bladehenge. The mountain, however, is also populated by small spiders that obey the Kill Master's every whim and even provide him with the strings for his healing instruments.



SPIDERLAIR



The Metal Queen is the mother of all the spiders in the World of Metal. She's a massive beast with a nasty attitude. She's so big, in fact, that she has her own area of the world. The Spiderlair, which is just behind Tophat Mountain, is a dangerous place, even for the most adventurous souls.

RAZORFIRE MEADOW



Razorfire Meadow lies in the shadow beneath a large volcano, which is a shame, really, because there aren't very many good meadows in the world of Metal. To make matters worse, the Razorfire Meadow is named after the Razorfire Boars that inhabit the area. Not only do these Boars make great weapons when stripped of their fur and flesh, but they also make great vehicles after being stunned.

AMP CLIFFS AND THE SCREAMING WALL



The Amp Cliffs are exactly what they sound like, gigantonic cliffs made of stacked amps! Sure, it *sounds* like a kick-ass place to plug in your guitar and rock out with your ... *ahem*. Anyhow, it's not! It's totally swarming with flocks of seagulls that can not only crap on your head, but also cause crazy damage with their nasty feedback. Still, if you want to check out a massive wall made entirely of amps—the Screaming Wall—you have to check out this place at least once.

CLEAVE OF THE IMPALER AND LIONWHYTE'S PALACE



To reach Lionwhyte's front doors you must first make it through the Cleave of the Impaler. This long, cavernous area is heavily guarded by several tall skull towers capable of impaling you (*haha*, get it?) with deadly spears. To make matters worse, they're so accurate that the only units capable of reaching the towers are stealthy units. Once you've managed to get past them, however, you will be in Lionwhyte's sanctuary. Good luck!

IRONHEADE MOUNTAIN AND THE FALLEN BRIDGE



Beyond Lionwhyte's palace are the snowy peaks of Ironheade Mountain. At one point, this area was home to the Fire Barons, but when they abandoned it, the mountain peaks soon became cold and blanketed in snow. Now, this desolate area is ironically picturesque and inviting (compared to other areas in the world of Metal, of course). It's also home to the Hextadon, the most metal mammoth you'll ever lay eyes on. Just beyond the mountain range, however, is the Fallen Bridge leading to the swampy jungles of the world of Metal. Since the bridge is out of order, however, there's no way to get to the other side—for now....

SWAMPY JUNGLE



This area is just as much swamp as it is jungle. Before the world fell to the demons, the jungle was home to the Zalia, a race of warrior women and their pets, the Metal Beasts! Of course, since the bridge fell, there is no way to know if they still inhabit the area, or if they even still exist. One thing is certain, however, it looks like a cool place to hold a badass show, what with all the trees, moody lighting, and mud. What? Concert goers love mud! Don't ask us why. They just do.

DRY ICE MINES



Ironically, the Dry Ice Mines are not next to the snowy peaks of Ironheade Mountain. Instead, they're separated from it by a swampy, steamy jungle. Go figure! Regardless, the Dry Ice Mines are a dangerous place to visit. If it weren't for the fog created by the dry ice, they might actually be a nice place to stop by and check out. But no one really knows what hides under cover of the fog. And given the mines' close proximity to the Sea of Black Tears, one can only guess what kinds of nasties lay in wait in the mist.

THE SEA OF BLACK TEARS



Perhaps no other region in the world of Metal is as well known and feared as the Seal of Black Tears. Even though it's not quite the size of a typical "sea" (it's more like a large, freaky lake), its depth might as well be that of an ocean. The sea's murky, pitch-black waters are home to many a broken heart, and are responsible for tons of bad things like, oh, I don't know—people losing their minds and succumbing to the deep dark voids in their souls! Seriously, stay away unless you absolutely, positively have to go. And even then, don't take your swimsuit unless you want to wake up one day as an emo zombie.

THINGS TO DO

No matter where in the world of Metal you happen to be, you can be sure that you'll always have something new to discover. Scattered around this crazy world are several monuments, buried structures, and even statues that can earn you Fire Tributes if you uncover them. So if you've just finished a mission, don't worry. You'll have plenty of things to look for to keep you busy while you roll around in the Deuce listening to the Mouth of Metal.

MOTOR FORGES



Hidden across the world of Metal are 11 Motorforges. These Motorforges are your one-stop metal shop! Everything from new attacks to weapon and performance upgrades can be purchased at the Motorforges with the Fire Tributes you've earned. Whenever you see a gathering of Devil Horned flowers, play your Relic Raiser solo and the Motorforge will rise out of the ground, inviting you to drive in and meet with the Guardian of Metal.

This eccentric Guardian is the only one of his kind. Though he's nutty and unpredictable, he's also very wise. Those traits always seem to go together, no? He'll only make certain items available in the Motorforge as your progress through your adventure, so be sure to check in on him often. In the meantime, however, take a look at the list of items you can get from him.



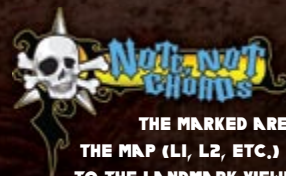
Special Attacks	Description	Fire Tributes
Grabber	Yank enemies toward you from afar.	30
Rock Kick	Deliver a punishing kick!	15
Shock Bomb	Flings enemies into the air and causes them to explode upon hitting the floor.	30
Fire Chord	Lights suckers on fire.	60
Power Slide	Run and slide into enemies.	15
Roman Candle	Holds enemies aloft with a kickass pyrotechnic display.	60
Axe Treatments	Description	Fire Tributes
Eternal Fire	Burns enemies when hit.	40
Razor's Edge	Really, very sharp; delivers additional melee damage.	40
Soul Sucking	Returns a portion of melee damage done to wielder as health.	320
Bloodlust	Axe damage increases slowly as you will enemies and then sinks back over time.	120
Black Tear	Temporarily reduces the damage done by affected enemies.	320
Chain Lightning	Axe hits send chain-lightning bolts out from the target.	120
Guitar Strings	Description	Fire Tributes
High Voltage	Major increase to shocker range and damage.	220
Shredders	Awesome reduction in solo cooldown with less guitar heat.	75
Brawlers	Moderate increase to guitar attacks withing melee combos.	25
Destroyers	Major Increase to damage from guitar attacks within melee combos.	75
Pyromaniacs	Major increase to Pyro strength and damage.	225
Super Shakers	Major Earthshaker knockback radius and damage increase.	25
Paint Jobs	Description	Fire Tributes
The Valkyrie	Paint job of the titans.	20
Chrome Vengeance	The last thing your enemies will see as you run them over is a reflection of their own face, screaming.	20
Ace of Hades	Let them know you don't want to live forever.	40
Man Eater	The Temple of Zaulia holds many secrets, including this Metal Beast design.	30
Wagon of Bones	No one will think it's a company car.	40
Lazer Panther	No pathers were harmed to make this paint.	30
Primary Weapons	Description	Fire Tributes
Heat Seeker	Front-mounted homing missiles.	180
Machine Gun	Front-mounted machine gun-style weapon.	45
Missile Launcher	High fire rate, low-accuracy frontal missile launcher.	90
Bolt Thrower	Front-mounted electric charge.	180
Secondary Weapons	Description	Fire Tributes
Mine Dropper	Rear-mounted mine dropper.	80
Side Burners	Flaming side pipes.	40
Sub Woofer	Side-mounted speakers that knock back small infantry.	160
Deuce Upgrades	Description	Fire Tributes
Extra Nitro Canister	Extra nitro canister.	20
Double Nitro	Double nitro.	40
Triple Nitro	Triple nitro.	0
Extra Armor	Exrtra armor.	50
Even More Armor	Even more armor.	100
A Touch Too Much Armor	A touch too much armor.	150
Mouth of Metal	Voice of the Metal Gods. Listen to the thunderous sounds of the titans while you explore the landscape.	Free!
Performance Package	Performance Package	25
Performance Upgrade	Performance Upgrade	50
Performance Overkill	Performance Overkill	75
Mt. Rockmore Effigies	Description	Fire Tributes
Emperor Doviculus	Climb to the top of the Horn Thrower to customize Mt. Rockmore.	25
Eddie Riggs	Climb to the top of the Horn Thrower to customize Mt. Rockmore.	25
The Baron	Climb to the top of the Horn Thrower to customize Mt. Rockmore.	25
Guardian of Metal	Climb to the top of the Horn Thrower to customize Mt. Rockmore.	25
General Lionwhyte	Climb to the top of the Horn Thrower to customize Mt. Rockmore.	25
Lita Halford	Climb to the top of the Horn Thrower to customize Mt. Rockmore.	25
Mangus	Climb to the top of the Horn Thrower to customize Mt. Rockmore.	25
Kill Master	Climb to the top of the Horn Thrower to customize Mt. Rockmore.	25
Lars Halford	Climb to the top of the Horn Thrower to customize Mt. Rockmore.	25
Ophelia	Climb to the top of the Horn Thrower to customize Mt. Rockmore.	25
Drowned Ophelia	Climb to the top of the Horn Thrower to customize Mt. Rockmore.	25

LANDMARKS



This was once an impressive land, you know. It wasn't all shrubbery and ruin like you may have thought. In fact, back when the titans still roamed the land, they erected 32 impressive Landmarks as monuments for all that is Metal! If you happen to pass by an impressive sight, take a moment and look around. Chances are, there is a viewing scope nearby where you can take in the vista and go, "Whoa ... killer." And if you can't find one of those little scope thingies, then that probably means it's not a Landmark and you have a strange sense of beauty.

In fact, we'll do the leg work for you. Check the list below to find where you can view all 32 Landmarks in the world of Metal!



THE MARKED AREAS ON THE MAP (L1, L2, ETC.) REFER TO THE LANDMARK VIEWERS, NOT THE LANDMARKS THEMSELVES.

BLADEHENSE

L1



HENSE PARK

L3



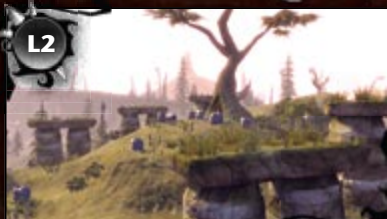
IRON CROSS

L5



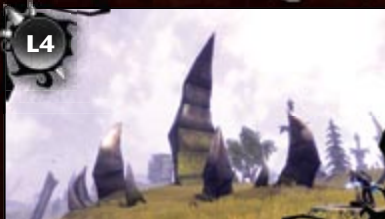
BEERHENSE

L2



IRON CLAW

L4



HORNS HAND

L6



BROKEN TITAN STATUE

L7



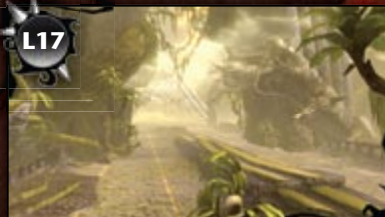
TOPHAT MOUNTAIN

L12



FALLEN BRIDGE

L17



SODDESS

L8



SCREAMING WALL

L13



EDDIE'S DAD

L18



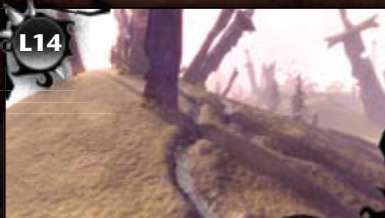
BEACH ENGINE

L9



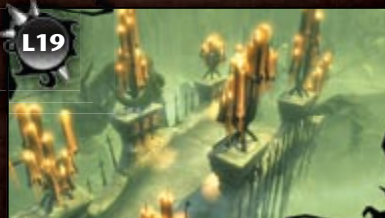
SWORD CREEK

L14



JUNGLE BRIDGE

L19



SPIDER RUINS

L10



CARBURETOR CLIFFS

L15



JUNGLE TEMPLE

L20



BOUNCER BARRACKS

L11



ENGINE CLIFFS

L16



MAMMOTH TREE

L21



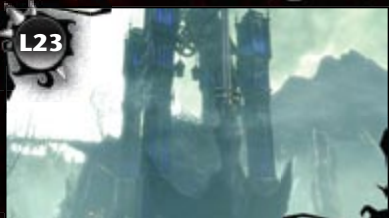
NORTHWEST JUNGLE SPOT

L22



SCYTHE

L23



SOUTHWEST OVERLOOK

L24



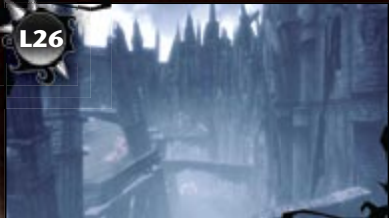
SKULL FALLS

L25



SEA OF BLACK TEARS DESCENT

L26



SEA OF BLACK TEARS ENTRANCE

L27



SEA OF BLACK TEARS GRAVEYARD

L28



TOWER RUINS

L29



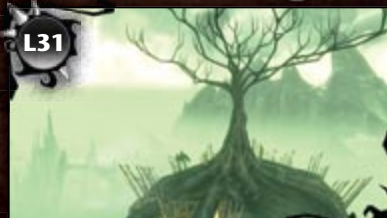
TREE CHURCH

L30



WRAITH TREE

L31



ELCAN HIGHWAY

L32



BURIED METAL



If there was one thing the titans knew, it was Metal. In fact, they had such an abundance of Metal that they buried 24 different Metal tracks around the country side. If you're not careful, you could speed past one on the Deuce as you listen to a song you've heard, like, eleventy billion times. Instead, keep an eye out for more Devil Horned flowers and use the Relic Raiser to unearth these hidden Metal gems. Whenever you do find and uncover one, you'll get that Metal track added to the Deuce's Mouth of Metal!



BRÜTAL LEGEND

PRIMA OFFICIAL GAME GUIDE

INTRODUCTION

THE CAST

METAL PATH

ROCK YOUR FACE OFF!

IP WALKTHROUGH

SIDE MISSIONS

SKIRMISH MODE

ACHIEVEMENTS & TROPHIES

BEHIND THE SCENES

AREAS OF THE MAP

THINGS TO DO

CREATURES OF THE WORLD

BM13



BM17



BM21



BM14



BM18



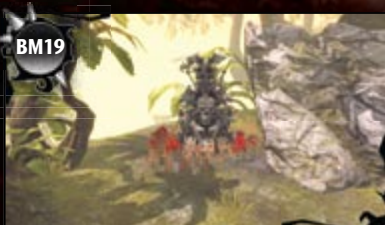
BM22



BM15



BM19



BM23



BM16



BM20



TAB SLABS



These artifacts seem to have been deliberately left behind to document the riffs and power chords that can be played to invoke special effects in the world. Needless to say, the titans left these Tab Slabs so that one day, a worthy warrior might read them and help save—or destroy—the world of Metal. Since we don't exactly know the precise meaning of the titan prophecy, we can only assume that these Tab Slabs contain information meant to be used for good. We hope ...



TS1

Drop a Deuce



TS4

Facemelter



TS6

Rock Block



TS2

Rally Army



TS5

Anvil of Burden



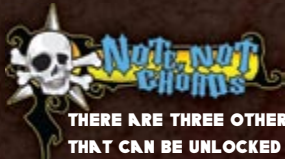
TS7

Bring It On Home



TS3

Summon Flag



THERE ARE THREE OTHER SOLOS THAT CAN BE UNLOCKED DURING THE NATURAL PROGRESSION OF YOUR ADVENTURE. THEY ARE FAN TRIBUTE, BATTLE CRY, AND RELIC RAISER. THESE DO NOT REQUIRE YOU TO FIND A TAB SLAB. TO UNLOCK THE FOURTH, CALL OF THE WILD, COMPLETE THE HUNTER SECONDARY SIDE MISSION.



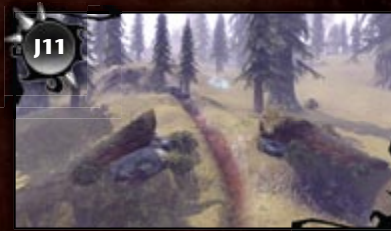
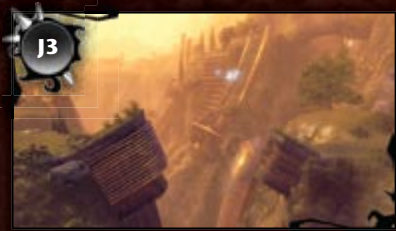
TS8

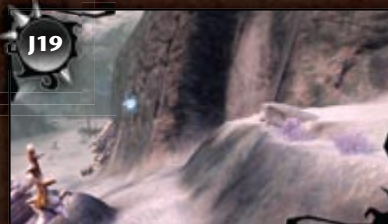
Light of Dawn

SPARKPLUS BUG JUMPS



Seriously. What world would be complete without a bunch of rockin' ramps from which to launch your Deuce? As you drive around the world of Metal look for 24 Sparkplug Bug Jump locations from where you can do like Evel Knievel and get all airborne daredevil. It's not enough to simply jump off the ramp, however. You must also be able to pass through the swarm of Sparkplug Bugs to win their Fire Tributes. Some jumps are harder than others, so if you can't get it the first time around, return after you've upgraded the Deuce's engine and nitro. Then you should be able to get any Sweet Jump!





BOUND SERPENTS



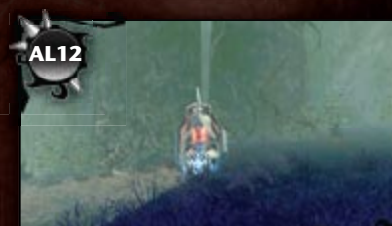
We can't possibly know what these ancient statues were originally intended to venerate, but it must have been badass, because Doviculus has wrapped them all up and fit them with ball gags! For every 10 Bound Serpents you free with Pyro, the metal gods will grant you a sliver of Ormagöden's undying power. This includes your maximum health, your health regeneration rate, your movement rate, and even a health regeneration and damage bonus for nearby allies. Talk about bonuses!

To find all 120 Bound Serpents, look to the map on the included poster.

ARTIFACTS OF LEGEND



Also scattered around the world of Metal are 13 lore monuments. These large buried tablets are Artifacts of Legend that contain little bits and pieces of ancient history. By uncovering them you learn more about what came before you. When you've located one, use the Earthshaker to loosen the monument from its bonds, then interact with it to learn about the world of Metal and its history. Monuments AL12 and AL13 won't be available until the single player campaign has been completed.



CREATURES OF THE WORLD

In the world of Metal, you are both the hunter and the hunted. As you hunt down Lionwhyte and Doviculus, you are also being hunted by the many creatures roaming the land. If you don't know what to expect as you travel from area to area, you'll find yourself always on the run.

HARMLESS CREATURES



THESE CREATURES DON'T
HAVE ANY ONE NATIVE AREA.



FAN LEECHES

All right, so these won't hunt you down or attack you in the wild. In fact, you won't find them anywhere outside of band battles. Fan Leeches are bothersome creatures that feed on fan geysers during band battles. To remove them from sucking on the fan geysers, order your units to attack them while they feed.

SPARKPLUS BUSS

These Sparkplug Bugs usually float in small swarms over sweet jumps. Keep your eyes open for them as you travel across the world. If you spot a swarm and manage to jump through them on the Deuce, they'll reward you with Fire Tributes!



BLADEHENSE CREATURES

URCHIN

Urchin are Bladehenge's small metal porcupine looking things. While not particularly dangerous for you, these spiky little beasts are very dangerous for other creatures and enemies. The Urchins are too small to ride, but they're the perfect size for tossing. Stun them with the Shocker, then pick them up and toss them to use them like projectiles!



RAPTOR ELK



Raptor Elk are demonic deer with kick-ass horns. Though they're actually peaceful creatures by nature, they will attack when provoked. And though they travel in packs, you can often find one roaming by itself. Stun it with Shocker and hop onto it for a ride. If you want to do some real damage, you can initiate the Raptor Elk's ram attack to mow over enemies. Like the Urchin, these creatures can be found roaming the area around Bladehenge.

RAZORFIRE MEADOW

TOLLUSK

Tollusk are big, armored beasts that wander around the Bladehenge and Razorfire Meadow areas. Unlike the Urchin and Raptor Elk, these monstrosities *will* attack if you get too close. Either stay away from them as much as possible, or take them down with several axe combos as you evade their powerful swipe attacks. They're hard to tame, but you'll need to ride one to achieve the Beast Master Achievement/Trophy.



RAZORFIRE BOARS



Not only are Razorfire Boars pissed off pigs, they're great ranged weapons, too! The weapon of choice for Razor Girls everywhere, the Razorfire Boars are fast, dangerous, and always extremely aggressive. Though they only dwell in the Razorfire Meadow northwest of Bladehenge, they can be mounted and ridden like a motorcycle to anywhere in the world of Metal.



... STUN A RAZORFIRE BOAR
AND MOUNT IT. THEN RIDE THE
WILD BEAST TO THE SEA OF BLACK
TEARS FOR A NICE SURPRISE.

SPIDERLAIR

SMALL SPIDERS



Native to the Metal Queen's lair, these little buggers travel in large swarms that can quickly overtake you and eat you alive. The only way to shake loose of them is to knock them off with an Earthshaker.

MEDIUM SPIDERS

Aside from the Metal Queen, these are the largest spiders you will face in battle. They only dwell in the Spiderlair, so don't worry about encountering these medium-size metal arachnids anywhere outside of that area. They're extremely aggressive, so stay on your guard when encountering them and block their incoming attacks before retaliating with strong axe combos and Clementine attacks like Shocker and Pyro.



IRONHEADE MOUNTAIN

HEXTADON

The Hextadon are massive metal mastadons that roam the snowy paths leading to Ironheade Mountain. Though they are peaceful animals, they will gut you if you piss them off, but can be ridden if you want. They usually travel alone or in pairs. If you need to hunt these massive monsters, use the Deuce's weapons.



JUNGLE AREA

LAZER PANTHERS

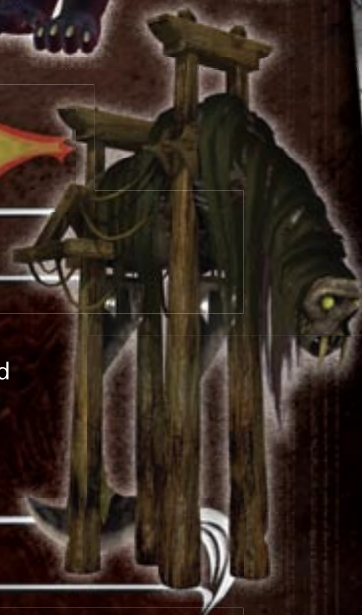
"Lazer Panther" isn't just a kick-ass band name; it's also the only species of creature that roams the Jungle area of the world of Metal. These sleek, black beauties are fast and dangerous. They are so named because they can shoot lasers out of their eyes. If you could spot them right away, you might be able to avoid them (or ride them!). But in the foggy jungle, you might not know you're near a Lazer Panther until you've been shot several times. Try to steer clear of them, but if you must take them down, do so with the Deuce.



SEA OF BLACK TEARS AREA

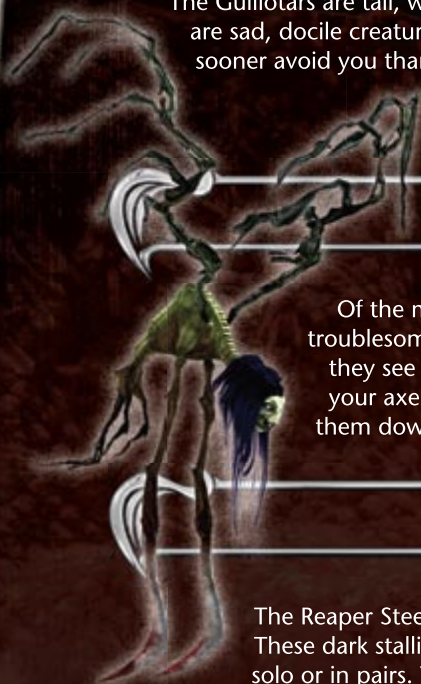
GUILLOTARS

The Guillotars are tall, wooden creatures made of guillotine contraptions. They are sad, docile creatures with a dangerous pendulum for a tail, but they would sooner avoid you than slash you. Because they are so big, the best way to take one down is to use the Deuce. You can also ride them if you so choose.



SICKLE WRAITH

Of the many Sea of Black Tears creatures, the Sickle Wraiths are, by far, the most troublesome. These flying freaks usually hover overhead without making much of a fuss. Once they see you, however, they almost always immediately swoop down and attack. Because your axe can't reach them in the air, your only course of action is to use Shocker to knock them down, then unleash holy hell on them while they're on the ground.



REAPER STEED

The Reaper Steed is a very regal creature ... in a sad, creepy kind of way. These dark stallions wander the area near the Sea of Black Tears solo or in pairs. You can stun a Reaper Steed with Shocker then mount it to get around quickly. Once you're riding the horse, you can also attack enemies with its front legs. But whatever you do, don't confuse these horses with the *actual* Reapers, or you'll regret it.





A hand holding a guitar neck is visible on the left side of the image. The background is dark and atmospheric, featuring a bright blue lightning bolt striking a dark, jagged rock formation in the lower half. The overall mood is intense and dramatic.

SINGLE-PLAYER WALKTHROUGH

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THE BRÜTAL LEGEND

The following pages tell the story of how Eddie, a once lowly Roadie toiling in the shadows, came to the land of metal and rallied that last of the humans to rise against their demon oppressor. It's an amazing tale of heroism, strength ... um, and overall general awesomeness. Though his journey was dangerous, it was also filled with laughter, love, and ... Oh, forget all that. Turn the page to see how Eddie came, Eddie saw, and Eddie kicked some major ass.



WELCOME TO THE AGE OF METAL

THE FINAL SHOW



It was just another day for Eddie Riggs. As he sat backstage, quietly tuning the band's guitars—one of which had been completely obliterated during the previous show—one of the kids from the band (I think it was Kabbage Boy himself, I can't be sure) sauntered up to him while poking at his Blueberry or Sidecrap or whatever it's called. Eddie could see that beyond the sissy *Phantom of the Opera* mask, there was a glimmer of true rock stardom....

Not really, actually. But the kid's manager signed Eddie's paychecks, so he had to listen to him. You see, Eddie could build or fix anything. And even though the stage he'd built for the band was so epically full of hardcore, the band wanted a new stage built to appeal to their 'Tween demographic. Bummer.

Eddie listened to the band member's pleas for a new stage and quickly forgot them. Though he was certain he'd eventually have to do it. Bummer again. Minutes later, the band went onstage to face thousands of screaming fans. No sooner had Kabbage Boy taken the stage, than one of the guitarists—if you could call him that—had climbed high atop one of the stage props.



Despite having been told many a time *not* to climb the stage, the idiot had done so anyway. As you might expect, the guitarist lost his footing and slipped. As he hung dangerously from one hand, two thoughts ran through Eddie's mind: one, "Awesome," and two, "I'd better save him." It was the second thought that sent Eddie into a sprint, allowing him to reach the falling guitar just in time.

The guitar was safe, but the guitarist still hung high over the totally kick-ass stage. When his hand finally gave, he too went into a free fall. Eddie stood his ground only to catch the dumba... um, the *clumsy* guitarist and save his sorry hide.



Unfortunately, before Eddie could step back into the backstage darkness, the stage came to him. No, literally; the stage crumbled and fell directly on top of him. For most Roadies, it was the perfect way to go—done in by his very own badassness. But for Eddie this was just the beginning.

OUT OF THE DARKNESS AND INTO THE ... MORE DARKNESS



When Eddie Riggs opened his eyes, he was no longer at the show (thank the metal gods!). Instead, he was lying in a large altar-like place lit by tons of candles and made entirely of stone. If he hadn't just died, this would've been an awesome place to set up a stage. But alas, he'd passed from his former life to whatever this new place was. And it was actually kind of awesome.

Nearby, on the area below him were several creepy druid dudes praying to a killer axe. Like, a *real* axe, not a guitar. As the druid dudes prayed to their god, Eddie stood up and addressed them, fearing he'd been mistaken for their god—although that would've been pretty sweet. When they noticed him, the druid dudes drew their swords and slowly approached.



Hastily, Eddie rushed down the steps toward the sacred axe and ripped it from the ground. As he hoisted the axe over his head like an ancient Viking warrior or one of those old Roman gladiator guys, the evil druids continued to approach. Without hesitation, he launched himself at the enemy, swinging his bloodthirsty axe, which henceforth he called, the Separator! Get it? Because it separates body parts.



Anyhow, Eddie quickly realized that he could string together axe attacks (attaxes?... *hmm*, never mind) by timing his savage blows carefully. By rapidly executing the "Axe Attack," Riggs was able to put together killer combos. By holding an Axe Attack, Eddie could unleash an Unstoppable Axe Attack that crashed down on the evil creatures' heads.

Rather than stay in the thick of things and get surrounded by multiple enemies, Eddie wisely moved toward the edge of the altar area. From there, he could draw the creatures toward him and ambush them with his most savage slashing blows. He destroyed the first three creatures with extreme prejudice while a fourth attempted to get a hold of Eddie's guitar where it lay at the top of the altar.

He ran back up the steps to where his guitar was and snatched it up before his enemies could. Eddie found that in this world, playing certain kick-ass guitar riffs could call on the power of lightning and fire. Just as metal should. With his guitar back in his hands, Eddie could summon the power of metal to destroy his enemies! (If only Kabbage Boy were still around.)



He turned around to find several more evil druid dudes sneaking up behind him. Before they could near, Eddie called on the power of lightning, dubbed the Shocker, and blasted the closest creep. While the enemy staggered, stunned and debilitated, Eddie played a second riff, calling on Pyro, the most powerful of stage effects. This one blasted his enemies high into the air, set ablaze in a kick-ass display of pyrotechnics.

There were still more enemies left to dispatch, so he drew the Separator and let it fly. Before he could finish them off, it dawned on him that he might be able to combine his powers and unleash a devastating power chord attack. Slowly his enemies formed around him. When they were within striking distance, Eddie unleashed the Earthshaker. Its superior awesomeness sent them flying into the air and shook the foundation of the altar-place ... thing.



Eddie continued to battle waves of approaching enemies, combining all that he had learned. As enemies approached, he stunned them with the Shocker. If they got too close, he sent them flying with Pyro or Earthshaker. But near or far, they all felt the wrath of the Separator!



... DO NOT ALLOW YOURSELF TO BE
SURROUNDED BY THE ENEMY. SHOULD YOU FIND
THINE SELF SURROUNDED ON ALL SIDES, YOU
WILL MEET WITH CERTAIN DOOM!

PARTIED ALL NIGHT LONG



Eddie was no stranger to partying until the wee hours of the morning, so it was of no surprise to him when he learned that he'd fought the evil druid dudes all night long. It wasn't until the darkness turned to light (the morning) that *she* made her grand and creepy entrance. *She* was an evil demon nun, but kind of hot at the same time. Before he knew it, the evil Battle Nun had descended from her walking S&M chariot-vehicle thing and picked a fight!



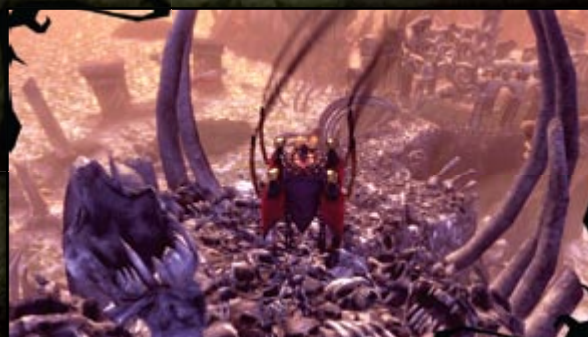
The nun spewed darkness from her mouth most foul! But Eddie knew that surviving this battle would require defensive abilities as well as his badass battle skills, so he held his axe up high and blocked the Battle Nun's attacks. When she stopped attacking, Eddie unleashed Earthshaker on her and her attacking minions, sending them flying back and away. While her minions staggered, Eddie locked on the hot, evil nun and lunged forward with a flurry of axe combos.

Eddie circled around the Battle Nun, attacking with his axe and occasionally stunning her with the Shocker. When her minions returned to within striking distance he rolled evasively away from their range and retaliated with Pyro attacks. One by one, the minions fell, leaving Eddie and his hot Battle Nun to clash in combat!

After a few Unstoppable Axe Attacks, the evil Battle Nun fell to the mighty Roadie. When the dust settled, Eddie found himself perched high atop a pile of skulls, bones, and creepy, evil stuff. For this was the altar of rock, and he had sacrificed his enemies on it.



With nowhere left to go, Eddie climbed atop the Battle Nun's S&M chariot thing and began to pray. Slowly, it lumbered down the pile of bones while Eddie prayed to the dark forces that seemed to rule this new world.



Upon reaching the bottom of the altar, Eddie dismounted his cool, yet creepy chariot and immediately found himself surrounded by a glowing force field. Outside the field's glow he could make out more enemies waiting to pounce. Rather than wait around all day for something to happen, Eddie unleashed an Earthshaker attack and dispersed the field.

Of the many enemies outside the force field, only one remained. Riggs drew his axe and struck ... only to find that this was no normal evil druid dude (which, I guess is normal for this place), and it wasn't even a dude at all! No, this was a supremely hot human. A total babe!



Her name was Ophelia, and the angels sang rock ballads as she removed her hood. (Good rock ballads, none of that soft crap.) She was skilled in combat as well, and teamed up with Eddie while they fought more druids and Battle Nuns (who didn't seem as hot anymore, now that Ophelia was around). The two slashed past druids, carefully chopping them down with their bloodthi—did I already say bloodthirsty?—I meant with their *gleaming* blades.

The druids were no match for the melee combos of the warriors of rock, but slaying the Battle Nuns required a special approach in battle. When they approached a Battle Nun, Eddie and Ophelia would execute Double Team attacks to weaken the sinister spinster. To finish them off, Eddie blasted the engines hanging overhead with the Earthshaker, bringing them crashing down on his enemies.

The duo fought their way past several groups of Battle Nuns and druids, crushing them with Double Team attacks and falling engines until they reached the far side of this metal museum. As they fought valiantly, Eddie learned a new attack, the Grand Slam. He used it to finish off the last few druids and then rested upon the exit door.



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From the door's peephole, Eddie and Ophelia could see an oncoming swarm of druids. They were trapped. This was nothing new to Eddie, however. He'd fended off swarms of groupie fans before, and they're far more dangerous than blade-toting druids. Well ... kind of. Still, Ophelia looked worried, so he needed to find a way out of this mess.

He examined the altar across from the exit door and found a sacred guitar riff, the Relic Raiser! His windmill arm rocked the major tunage and the altar exploded in a dazzling display of total awesome!



When the pyrotechnic smoke cleared, he found several car parts scattered around the area. Eddie did as roadies do and quickly assembled the vehicle that he lovingly dubbed, the Deuce, aka the Druid Plow. It even had an eight ball shifter knob!



HELL'S HIGHWAY



The Deuce was Eddie's Temple on Wheels, capable of plowing through even the thickest of druid crowds. Just as the druid army was about to burst through the museum door, Eddie punched it—the pedal, not the door—gunning the Deuce into high speed.

He burst through the door, smashing through the druid crowd. Together they set off on their destined path—to meet Ophelia's cohorts, the Halfords. Upon reaching the first set of stairs, Eddie swerved left to avoid the walking cage monster of hate.



The path twisted and turned, swerving left and right until the next set of stairs. There, the Deuce was launched high into the air past another Hate Cage. Landing, Eddie bulldozed through more druids. When he came upon a third hate cage, he swerved right, speeding past it and up another set of stairs.



At the path's end, Eddie found himself in a large circular area surrounded by more creepy druid guys. Ophelia immediately scampered toward the exit gates, leaving Eddie to handle the druids. Rather than put the pedal to the metal and running down the creepy blood-goth wannabes, Eddie hopped out of his sweet ride and ran the Separator through them, shredding them totally to little bits of creep and nasty, with a side of "what the hell were they anyway?"

As soon as the area was clear, a new enemy reared its ugly face ... or head ... or whatever a lamprey has. Eddie immediately leaped back into his Deuce and began driving around the arena. As he sped, the giant, evil lamprey lurched forward spewing nastiness all over the Deuce's hood. Such an offense must not be forgiven; after all, where would Eddie find car wax in this weird world?





The lamprey followed Eddie around the arena with surprising speed. I mean, it was big, but lampreys don't even have bones, do they? How could it keep up with the Deuce? Anyhow, just as the lamprey lurched back and prepared to attack, Eddie hit the nitro, and sped away from the creature's mouth.

The creature hit the ground face, er ... mouth first! Its three tongues got stuck on the ground, leaving it vulnerable. The quick-thinking Roadie hopped off his Deuce and ran his axe through the lamprey's nasty tongues



... ONE CAN ALSO RUN THE TONGUES OVER WITH THE GIFT OF SPEED AND METAL. ONCE THE CREATURE'S TONGUES ARE STUCK ON THE GROUND, FLIP A U ON THE DEUCE WITH THE HAND BREAK AND MAKE A BEELINE TOWARD THE TONGUES. RUN THEM OVER TO SNAP THE FOUL BEAST'S STICKY LICKERS!



Eddie saw that tearing through the lamprey's tongues caused it a great deal of pain, like seeing Kabbage Boy in action. He quickly rushed back to his car and began speeding around the arena gain. When the lamprey lurched a second time to attack, he hit his nitro to dodge, then severed the second tongue as the creature hovered helplessly over the ground.

After repeating the process a third time and destroying the lamprey's third tongue, the monster reels back and forth in pain. Ophelia lured the creature toward the gate where it slammed into her, pinning her against it.



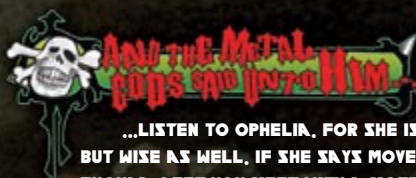


As the area began to crumble, Eddie and his duet partner sped away up the crumbling bridge. The road ahead continued to crumble as the two got away. When the street's left side gave way, Eddie swerved right. Farther down the bridge, two ramps launched the Deuce into the air, but Eddie kept his car steady.

They sped like a bat out of hell down a narrow, diagonal section of the bridge, just as the right and left sections collapsed. Up ahead, a hate cage fell forward as the bridge rose to create another small ramp.



Carefully, the Deuce hugged the right edge of the bridge as two more sections gave way, crumbling the left side of the road. Finally, when it seemed that Eddie and his mega-hot friend were certain to meet a fiery death, the bridge becomes a large ramp at its end.

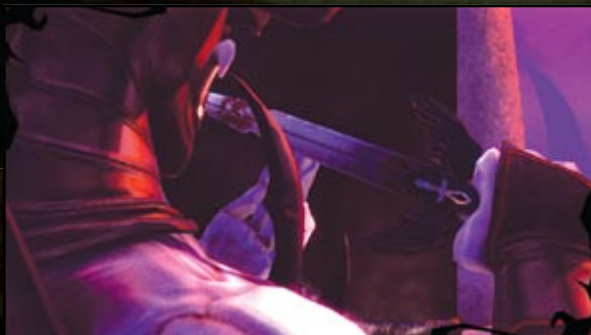


...LISTEN TO OPHELIA. FOR SHE IS NOT ONLY HOT, BUT WISE AS WELL. IF SHE SAYS MOVE RIGHT, SO YOU SHOULD, LEST YOU MEET WITH A MOST RUINOUS END. HOWEVER, IT IS IN THY BEST INTERESTS TO DRIVE IN THE CENTER LANE AS MUCH AS POSSIBLE. FROM THERE YOU COULD EASILY SWERVE LEFT OR RIGHT WHEN NEEDED. SHOULD YOU STAY ON ONE SIDE OF THE ROAD FOR TOO LONG, YOU MIGHT NOT HAVE ENOUGH TIME TO CHANGE LANES TO MAKE A JUMP OR DODGE A CHASM.



At the culmination of their brutal ride, the Deuce flew toward the end of the bridge in a blaze of glory like a rising phoenix, or whatever that fire bird is. The duo had escaped the evil druid army and their hot nun leaders, but their journey together had just begun....

MEANWHILE ...



Back amidst the ruins and littered druid corpses, the dark Doviculus traipsed across the bloody battlefield. As he surveyed the corpse piles he became aware of a most delicious, sweet smell. He'd caught Ophelia's scent and his hunt was on.

TO BLADEHENGE!



Eddie and Ophelia had escaped from the clutches of Doviculus for now. But this great, dark land of Rock was still home to many slaves. If Eddie had been pulled, or summoned, or whatever into this most amazing world, then clearly it was to help Ophelia free her people from the soulless minions of lameness. But first they had to meet with the rest of the resistance, the Halfords, in Bladehenge.

The Deuce's engines revved and roared when the Roadie slammed it into high gear. As he sped into the metal mouth of the beast at the end of the collapsed bridge, the Deuce's taillights came ablaze!—which is to say they magically started blinking on their own—as if to indicate the direction to the promised land. Eddie yanked a hard right as his blinker demanded and aimed the flame-kissed hood of his roaring beast toward the beam of light in the distance. For the light shone down on Bladehenge!



... WASTE NOT THE TOOLS WE HAVE PROVIDED FOR YOU
... UH, FOR THEE! WE'VE BESTOWED UPON YOU A MAP TO AID YOU IN YOUR TRAVELS. SHOULD YOU CHOOSE TO ACCESS THE MAP, MAKE USE OF THE MAP MARKER TO SHINE OUR LIGHT ON YOUR NEXT DESTINATION. THROUGH THE MAGIC OF THE METAL TITAN GODS, THE MARKER SHINES IN YOUR WORLD AS WELL. IF YOU MARK THE MAP WITH A DESTINATION, THE LIGHT SHALL SHINE IN THE DISTANCE. FOLLOW IT AND YOU SHALL NEVER BE LOST--UNLESS YOU'RE A TOTAL TOOL.



After exiting the bridge, Eddie came upon the remnants of lonely road. He turned left onto the road and followed it toward the light. The road wended past rock ruins in the distance and small, spiky creatures that surely must hurt you if touched, unless you're a total badass like Eddie. He could pick them up and use them as spiky balls of massive pain! After a scenic drive through the totally messed up, but somehow really cool landscape, Eddie and Ophelia were home. They finally made it to Bladehenge.

MEET THE HALFORDS



Bladehenge was a desolate place. Massive blade-shaped stones sprouted out of the ground like a garden of rock (actual rock, not music). It was also home to the resistance. OK, so Bladehenge was Lars and Lita Halford's house, but it would soon become the home of the resistance—a rock revolution greater than the Free Love, hippie movement of the 1960s and greater still than the rise of grunge in the '90s. No, this revolution of rock would crush those sissy movements under its steel-toed boot.

Upon arriving at Bladehenge, Ophelia introduced Eddie to Lars and Lita, the fair-haired Halford siblings. It was clear to the Roadie that there was tension between Ophelia and Lita, which he thought might be easily settled in a mud pit. When Eddie explained how he came to be in this world, the Halfords immediately recognized the work of Ormagodden, the Eternal Fire Beast. As the prophecy foretold, Ormagodden would summon a warrior from a distant land to save the people of this world ... or to destroy them. It was one of the other; we can't be sure, to be honest.



After hearing of the ancient prophecy, Eddie leaped to his feet with his fists clenched and his heart brimming over with Rock power chords of hope. He wasn't sure how he was going to do it, but he'd try his best (using his roadie skills) to lead the people to the promised land of freedom. Unfortunately, there was no army to lead. Not yet anyway.

As Lars explained it, General Lionwhyte had enslaved the young men of the country to toil their lives away in his mines, while the women were forced live in his Pleasure Tower. When Ophelia insisted they save both the men and women, Lars refused. A compromised was reached, much to Ophelia's displeasure. First Eddie would save the men, and then he would lead those men to free the women. After all, that made sense, right?

EXPLOITED IN THE BOWELS OF HELL

WAR PREPARATIONS



After meeting with Eddie and formulating a plan to liberate the men and women of the Age of Metal, Lars left for Lionwhyte's mines. While Lars waited at the mine's entrance, Eddie did as he was accustomed to doing—he stayed in the shadows to prepare for the big show. Just outside the Bladehenge settlement there was a large stone relic. As Eddie approached it, he could sense that there was some greater purpose to this stone monument. After all, why would there be killer stage lighting around it if not to say, “Hey. Check me out. I’m awesome.”

Sure enough, when he reached it and activated it, the stone altar came to life with flame and other cool pyrotechnic effects. Suddenly, Eddie was hit with a bodacious wave of total rock genius, as if he were the amp and the altar were the guitar. It was at this moment that he learned a guitar riff to Drop a Deuce! He whipped out his guitar, rocked the riff, and was suddenly bestowed with the most badass car that ever was—after the '69 Pontiac GTO, of course—the Deuce. From that moment on, Eddie could summon the Deuce with a mere tickle of his guitar strings.



... NOW THAT YOU'VE GOT YOUR HELL ON WHEELS, ENTER THE HALLOWED MOTORFORCE NEARBY. FOR IT IS THERE, THAT THE GUARDIAN OF METAL SHALL BESTOW YOU WITH RICHES. AND BY RICHES, WE MEAN WEAPON AND CAR UPGRADES, SKILLS, AND OTHER COOL STUFF THAT YOU MUST PAY FOR WITH FIRE TRIBUTES. TO ENTER, APPROACH THE LARGE ENGINE-LIKE STRUCTURE JUST OUTSIDE BLADEHENGE AND PLAY THE RELIC RAISER RIFF NEAR THE RED DEVIL-HORN FLOWERS. YOU MAY NOT BE ABLE TO CURRY THE GUARDIAN'S FAVOR YET (OR EVER, REALLY), BUT HE'LL EXPLAIN FIRE TRIBUTES AND SET YOU THE ROAD TO TOTAL SWEETNESS.

THERE ARE SEVERAL MOTORFORCES SCATTERED ACROSS THE RUINED LANDSCAPE. THIS IS NOT THE FIRST, AND IT'S NOT THE LAST OK, WELL IT OBVIOUSLY IS THE FIRST, BUT THEN IT WOULDN'T SOUND AS WICKED.



With a motor purring in the Deuce's belly and his axe and guitar on his back, Eddie was ready to free the poor trapped souls in Lionwhyte's mines. He followed the Deuce's guiding blinkers and sped toward the light shining from the heavens and eventually found Lars waiting for him by the entrance to the mines. Lars was there and ready to free his kindred spirits, but didn't know how the hell he was going to do it yet.

BREAKING THE CHAINS



As the two men stood there at the entrance to the great quarry, Lars explained that the young men of the mines weren't enslaved by force. They weren't controlled by whips and chains, which would totally make sense given all the funky S&M stuff Eddie had seen thus far. No, these men pounded their steely heads into the thick mine walls because they had no other purpose; they knew no other way. They did not know that there was life outside the Crushing Pit.

As Eddie's eyes began to tear—it must've been some of the dust drifting out of the mines, really—he realized what he had to do. He would bring these lost souls the heavy metal! Before entering the pit, Eddie could not help but look stare at Lars's sword. For it was emblazoned with a new rallying riff, the Battle Cry!



Eddie snuck quietly into the mouth of the pit and began laying down his awesome tunage. As he played his new riff, the Battle Cry, the men of the mine slowly began to raise their heads in awe and wonder. After all, this was the first time they'd heard a kick-ass metal melody.

THE HEADBANGERS ARE THE FIRST UNIT AVAILABLE FOR BATTLE OF THE BANDS. GET TO KNOW THEM WELL.



Not all Headbangers of the mines were lured by Eddie's killer music, however. Some were still poisoned by Lionwhyte's wiles. Rather than join the revolution, they ran their sissy zebra-print butts and sang like little birds to the boulder-fisted guards!

Without hesitation, or any real thought of self-preservation for that matter, the small Headbanger army ran head-first toward the guard and pounded him into a bloody pulp. These dudes could fight! Upon seeing the massive crushing power of the Headbanger spirit, Eddie knew he had something special. With just a little training, a touch of guitar awesome, and a sprinkle of Roadie genius, he knew he could mold these men, and more like them, into a fine-tuned army for Lars.

FOLLOW ME OR SET THE HELL OUT OF THE WAY



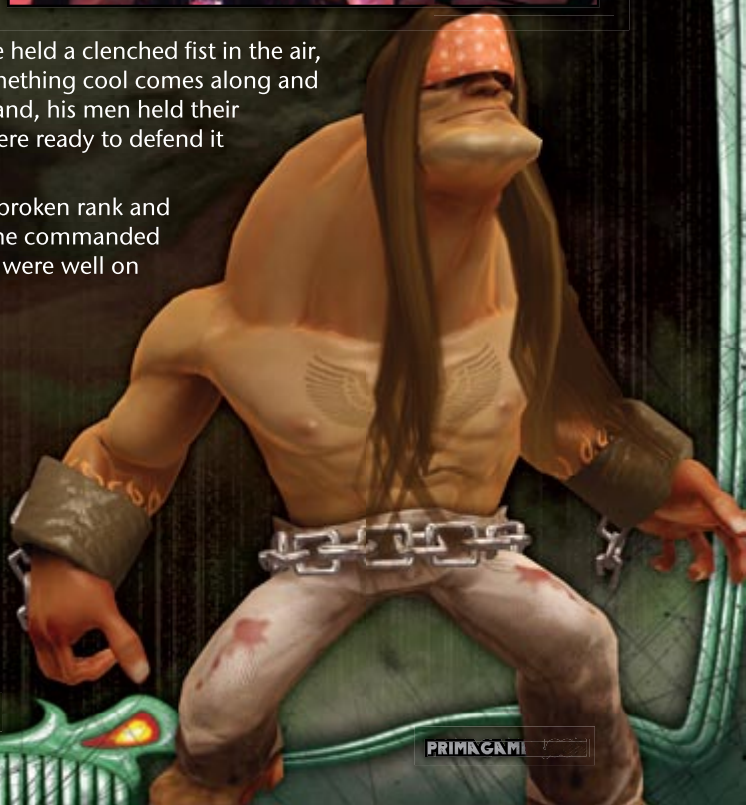
Before he could take the men to Lars, though Eddie needed to organize them. With a few simple hand signals (like those he used backstage to communicate with other roadies) Eddie taught the men coordinated movement. First he showed them how to follow. That came easy since they didn't have much in the way of brain activity to begin with, so programming them with a simple follow command was easy.

To test their ability to follow in formation, he raised his axe high into the air and marched toward the Lionwhyte statue along the mine's left wall. Upon reaching the statue, the men did what came naturally to them—they banged the stone statue with their gnarly noggins and brought it crumbling down.



Next came a "hold position" command. This time, Eddie held a clenched fist in the air, as if to say "I shall rock no more, but I will stay here until something cool comes along and then I will consider rocking again. Maybe." With that command, his men held their position near the large pile of crap they'd just created and were ready to defend it with their lives.

When Eddie turned around to see if any of his men had broken rank and followed, he was pleasantly surprised to see they'd done as he commanded and held their position by the pile of crap. The Headbangers were well on their way to becoming a battalion.





He called on his men one more time with the “follow me” command, then taught them the “beat the living crap out of that thing over there” command. When he aimed his devil-horn hand at the Lionwhyte statue in the distance, his Headbanger army marched straight ahead and crushed the ever-living crud out of the frothy haired Lionwhyte monument.

With a fully trained, albeit tiny, army, Eddie was ready to march his troops deeper into the mines to recruit more Headbanger soldiers. First he ordered the men to break down the barrier leading deeper into the mines. Then he led his men like a wild man charging into a mosh pit!



Even though they were occupied by hundreds of enslaved Headbangers, Lionwhyte's mines were kind of awesome. If they weren't home to such suffering and so many unfortunate, lost souls, they would've made a rad album cover. Deep in the distance, a giant ... gyre spun in a pool of molten metal, while Headbangers toiled away, breaking rocks and suffering in silence.



Eddie rushed down the steep incline, playing his Battle Cry riff as he went. Slowly, but surely, more and more Headbangers heard his music and snapped out of their stupor to join Eddie's metal revolution. Four men became eight. Eight became twelve. Twelve became ... um, more than twelve—until Eddie had a full-fledged army! After recruiting all of the men leading down to the gyre with his Battle Cry, he ordered the demolition of the wagons blocking their path to the base of the gyre.

There he played the Battle Cry once more, then leaped into battle as many of Lionwhyte's Hairbangers attacked! As the two armies clashed in a cacophony of hair, studded belts, and throbbing heads, Eddie dashed through the battlefield zapping the zebra-print pansies with his Shocker attack. After all, Eddie may have been their General, but he was not adverse to getting his hands dirty. No, sir. In fact, it was in his job description as the ultimate Roadie.



When the Headbanger army emerged victorious, Eddie challenged the Bouncer at the top of the gyre. Rather than calming the Headbangers' revolt, the Bouncer resolved to destroy them all, along with their brethren that still remained shackled to the spinning cog of conformity and utter lameness—by which we mean, the gyre and Lionwhyte's totally craptacular sense of fashion, respectively.



When the head Bouncer ordered the destruction of the grinding gyre, swarms of Hairbangers and Bouncers rushed one of the gyre supports! Eddie rallied his men around him and charged the Bouncer's goons as they pounded away at the gyre support. As they neared the support, Eddie used his Shocker attack on the large brute first, then began zapping each Hairbanger.

As his Headbanger crew arrived at the gyre support, they swarmed around the weakened Lionwhyte warriors and whittled down their numbers. Meanwhile, Eddie circled the enemy group, shocking and burning them with his kick-ass guitar attacks. After he whupped the first group of Lionwhyte lackeys, a second wave stormed out of the nearby room. Eddie ordered his men to hold their ground and joined them in the battle against the attacking hordes!

After fending off the attack on the first gyre support, Mittens upped the ante. He unleashed two groups to attack two gyre supports at once! Eddie, being the ever-prepared Roadie that he was, ordered his Headbangers to hold position at one gyre support to defend it while he rushed to the other support and took on the Hairbangers alone. After all, no big-haired, tight-pants-wearing, zebra-print-loving, high-pitch-singing, Lionwhyte loyalist was a match for him and his axe ... or his new magical, fire-spewing electric guitar.



... LET NOT PRIDE GET IN THE WAY, LEST YOU FALL LIKE WE TITANS. THOUGH THINE AXE AND ROCKIN' GUITAR MIGHT NOT HAVE AN EQUAL AMONGST THE LIONWHYTE CLAN, THE HAIRBANGER WARRIOR CAN STILL INFLICT DAMAGE UPON THY CONSTITUTION IF YOU FAIL TO BLOCK HIS ATTACKS. FOR ONLY A FOOL REFRAINS FROM USING HIS ENTIRE SKILL SET. DON'T BE A FOOL. BLOCK!

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SANCTUARY OF SIN
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EXPLOITED IN THE BOWELS OF HELL
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REOMINATION OVERDRIVE



After stopping the Hairbangers from attacking the gyre support, Eddie rushed to a third support under attack. This one was being pummeled by a Bouncer and more Hairbangers. He drew the Bouncer away by zapping him with the Shocker and slicing him up with a few axe combos, then faced the oversized freak mano a mano. Sure, the Hairbangers were free to attack the support while he took on the ridiculously ham-handed freak, but his plan was to take out the biggest hitter by himself, then mop the mine floor with the smaller Lionwhyte groupies.

After Eddie saved the third support, several more Lionwhyte soldiers rushed the other gyre supports. Man, those dudes just wouldn't give up! Again, Eddie rushed to one support after ordering his valiant head-banging warriors to defend another, and fended off the final wave of Lionwhyte fighters.



Mittens had had enough. After failing to destroy the grinding gyre and crushing all of the traitorous Headbangers, he decided to take things into his own, ginormous hands. Eddie had defied him, demoralized him, but had yet to defeat him one-on-one.





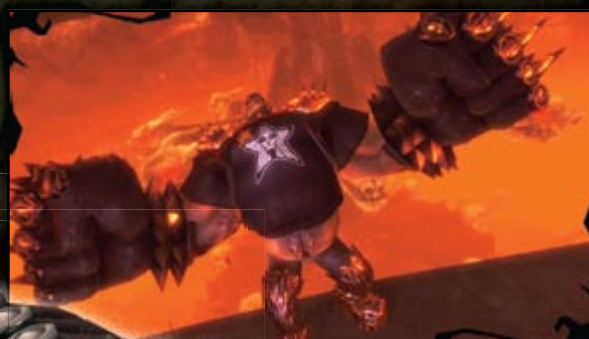
High atop the grinding gyre, Eddie coolly stood his ground. (And mind you, it was really hard to do anything coolly in the mines, given that it was surrounded by molten metal.) The Bouncer, whose hands were so stupid-big that they were obviously *compensating for something*, rushed Eddie! The Roadie held his ground until the Bouncer was directly underneath the rock removal cranes, then quickly zapped him with the Shocker to stun him temporarily.

As the Bouncer stood stunned, Eddie followed up his initial attack with the Earthshaker, causing the cranes to dump rocks all over the electrified Bouncer! Eddie rushed the Bouncer with his axe held at the ready and thrust it savagely into the dust-covered bully.



Even though he'd gotten the better of the Bouncer, Eddie knew better than to stick around and let the big freak get in some free shots. I mean, come on, those fists were the size of monster amps! He scrambled out of the behemoth's reach just long enough to draw him under the next series of rock carrying cranes. There, Riggs zapped him again!

After repeatedly luring the Bouncer into a beating, Eddie forced the hairy bully over the edge to the lower level of the gyre. The stunned Bouncer called for help over his mic one last time, before the spinning gyre knocked him into the molten metal. Eddie had defeated the mine's main Bouncer, but he and his little rocker army weren't free just yet.



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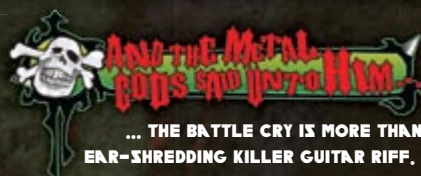
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The backstage Bouncers heard their leader's call and came rushing out for one final, epic battle—well, final for them, epic for Eddie. As the massive wave of Bouncers poured out from the surrounding areas, Eddie ran to the fallen Bouncer's headset and played his Battle Cry one more time so that his metal message might reach the ears of every Headbanger in the mine's nooks and crannies.

The Headbangers came rushing out in droves to meet the Bouncers head-on—as in, they bashed their heads in the Bouncers' stupid faces!



... THE BATTLE CRY IS MORE THAN JUST AN EAR-SHREDDING KILLER GUITAR RIFF. EVERY NOTE WAS CHOSEN BY US TITANS FOR ITS ABILITY TO LIFT THE SPIRITS OF THE WORTHY. PLAY THY BATTLE CRY DURING BATTLE TO BOOST THY SOLDIERS' MORALE AND INCREASE THEIR ATTACK POWER!



Once again, Eddie ran around the massive mash of melee, zapping the overgrown Bouncers with his Shocker attack until his army had crushed the huge-handed bullies. With their first battle won and their freedom secured, Eddie decreed that the Headbanger army shall be henceforth called... Ironheade! And with that, Eddie left the mines, while the Ironheade army set out for the Halford's settlement.



NO SOONER HAD THE IRONHEADE ARMY ESCAPED THEIR DREARY CONFINES, THEY BEGAN TO ROAM THE COUNTRYSIDE AS FREE MEN. THEY ENGAGED THE HAIRBANGERS AND OTHER LIONWHYTE LACKEYS IN SKIRMISHES, AND PLANNED AMBUSHES FOR THE ROVING BANDS OF LIONWHYTE FACTION DUDES. THE REVOLUTION HAD BEGUN!



Back outside the mines, Eddie summoned the Deuce and set out for Bladehenge. En route, he made sure to crush any roving bands of Lionwhyte scum under the rubbery treads of his monster machine. When he arrived at Bladehenge, he found that many of the Ironheade army had already arrived and joined Lars in his quest.

But not everything was well....

KILL MASTER'S MERCY

THE FALLEN AND THE RESCUED



Eddie arrived at Bladehenge, bathed in the blood of his enemies from his first mission as a glorious leader. OK, so he just had a few pretty killer bruises and was covered in crushed stone dust from that encounter with Mittens, but still, he entered the settlement proud and emboldened by his accomplishment.

That is until he saw Ophelia crawl into the settlement on her hands and knees then suddenly pass out. While Eddie was freeing the men from Lionwhyte's shackles, Ophelia ran off against Lars's wishes and attempted to free the women in the Pleasure Pit ... and succeeded. She was *that* badass! Of course, it didn't come without a cost. Ophelia had returned to the settlement in a state near death, and Lars carried her off to the only person he thought could help, the Kill Master! Which if you think about it, is kind of ironic because with a name like Kill Master, you'd think ... Never mind.



As Lars sped off into the distance with Ophelia in his arms, Eddie could do nothing but stand there and wonder, "How's he able to book it like that with a chick in his arms?" After a short while, Eddie summoned the Deuce and sped off after them.



TRAIL OF THUNDER



Eddie finally caught up to Lars at the base of the Kill Master's mountain. When Lars had tried to make his heroic ascent he'd been ambushed by more of Lionwhyte's men. With his hands tied carrying Ophelia he was helpless to defend himself. Lucky for him, Eddie arrived just in time.... Oh, Lita was there, too.

Lita couldn't bear to see her brother run off and get himself killed or worse! So she followed Eddie to the Kill Master's mountain where the trio prepared to make the ascent. A few of the Ironheade Headbangers also joined the show. They arrived in time to complete the raiding party.



As the band began to climb the mountain, Lionwhyte's men came out of the woodwork! Or shrubbery. Whatever; they came out from the sides of the mountain trail and attacked, OK? Eddie quickly approached his Ironheade 'bangers and ordered them to create a Mosh Pit around him!

With his men surrounding him, Eddie led the assault up the path, allowing his meat shield to both absorb incoming damage, and inflict damage on the attacking Hairbangers. Immediately after thrashing through the first wave of Hairbanger attackers, Eddie disbanded his Mosh Pit and cranked out his Battle Cry to boost the troop's morale.



Once they were sufficiently ... um, morale-y, he called his troops around him once again and resumed the dangerous trek up Mount Kill Master! He banged his way past a second group of Hairbangers and, eventually, something he'd not seen since he first arrived in this strange new world. High atop the cliff side, along the right side of the mountain path, was a group of S&M-type creatures that kind of looked like the sexy, evil Battle Nun from before!



Eddie's Headbangers couldn't reach these new enemies from below. If Eddie tried to zap them with the Shocker from afar, they'd simply spear him repeatedly with their demon arrows. Instead of shocking them from below, Eddie used his Pyro attack to knock them off their perch and down onto the ground where his Ironheade army could swarm them.

One by one, Eddie knocked the demon archers from their perch until they fell into the waiting iron heads of the Ironheade! Once they were all destroyed, he continued his ascent. Shortly after encountering the archers, Eddie and his ragtag band came upon a fork in the path. There, he ordered his men to defend the left path while he defended the right. They valiantly defeated the first wave of Hairbangers and were met with a group of Bouncers from both sides!



The determined Ironheade warriors held their ground while Eddie used his Shocker and Pyro attacks to weaken the Bouncer bullies. When the group resumed their ascent, Eddie called for his Mosh Pit and used it to deflect the stampeding herd of Raptor Elk as it poured down the mountain path. For not even Raptor Elk, with their shiny, glam style fur and blood-red eyes, were a match for the throbbing neck muscles of the Ironheade warriors!



At the next bend in the path, Eddie was met once again by the demon archers. While he knocked them off their perch, his Ironheade army clashed with the Hairbangers attacking from the right. As all hell broke loose, Eddie let loose his Battle Cry to rally his troops and gave them the temporary advantage.

As his powered-up men handled their business, Eddie circled the battle, cutting through fallen archers and tearing through the Hairbanger flesh with his axe. Little did he know that he was but a few yards away from his final destination. Between him and his goal, however, were several more enemies to be slayed ... and his axe was thirsty.

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The Roadie formed a Mosh Pit around him again and led his troops up the path on the right. They endured a second stampeding herd of Raptor Elk and reached the final bend in the mountain path.



There, at the bend, the Ironheade warriors and their fearless leader were surrounded on all sides! Well, they were surrounded on both sides, the left and the right, but it was *like* being surrounded on all sides because the enemies were really, really mean! Anyhow, Eddie targeted the demon archers on the right and blasted them off their ledge. As they fell, the Hairbangers on the left attacked as well!

He tickled Clementine one more time to let loose a Battle Cry, then rushed the hair-spray addicts on the left. Together, with his rallied troops, Eddie broke past the final wall of enemies and reached the Kill Master!



LAIR OF THE METAL QUEEN IN SEARCH OF THE SACRED STRINGS



The valiant warriors had reached the top of the Kill Master's towering ... tower place. It could've been his summer home, for all we know, but the place was pretty swank for a hole in the wall at the top of a mountain. Anyway, Lars gently placed the fallen Ophelia upon the Kill Master's altar so that he may play his crazy healing zither thing.

But it didn't work. Despite the Kill Master's awesome solo, the tune was not enough to lift Ophelia's spirit. No, what had befallen her would require thicker strings. Strings that could only be found in the lair of the Metal Queen.

The Metal Queen was a giant, metal spider that lived in a nearby cavern. The Kill Master's own spiders were incapable of spinning thick enough strings for the task, so the only thing left to do was to venture into the Metal Queen's lair and rip the strings from her directly. While Lars and Lita argued over who would go, Eddie set out on his own.



After dropping the Deuce atop the Kill Master's mountain, Eddie sped back down the winding path and followed the signs toward the Queen's lair.



... PREPARATION IS NEXT TO GODLINESS. LET NOT THY PRIDE INTERFERE WITH PUTTING ON A KICK-ASS SHOW. FOR IF A ROADIE IS NOT PREPARED, HOW CAN HE GET THE JOB DONE? EN ROUTE TO THE METAL QUEEN'S LAIR IS A MOTORFORCE. VISIT THE GUARDIAN OF METAL AND USE THY FIRE TRIBUTES TO INCREASE THINE ARSENAL OF ATTACKS.



IRON FIST FOR A METAL QUEEN



As Eddie neared the entrance to the Metal Queen's lair, he noticed another one of those strange stone monuments, like the one outside of Bladehenge. The relic was lit by impressive stage lighting and even beckoned to Eddie like a sultry groupie who can't quite catch the lead singer's attention. He neared the monument slowly and read the inscription upon the stone. It said one single word ... or two. It could've been a compound word, but he wasn't sure. Anyway, the monument read "Facemelter." With his new guitar riff, Eddie learned how to melt his enemies' faces during battle.

Eddie then spoke with the weird dude hanging out by the entrance to the Spider Queen's lair—what the hell was he doing there anyway? It's not like he tried to talk Eddie out of going in. He didn't even talk at all. Then Eddie walked bravely past the gates into what seemed to be certain death—but obviously wasn't, because that would totally make this a crappy story.



Eddie was new to this land, but he was no fool. He knew better than to rush into the Queen's lair recklessly. As Eddie carefully crept into the Queen's domain, he spotted several small spiders skittering across chains and steel webbing. High above the ground hung the corpses of poor schmucks who were foolish enough to wander into this lair.



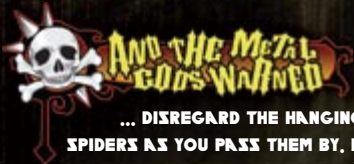
No sooner had Eddie ventured inside, than many of her little creatures came running out from the surrounding webbing! Those creatures weren't like Lionwhyte's Hairbangers. The Queen's spiders were fast, sneaky, and far more dangerous. As the spiders closed in on him, Eddie dodged them and retaliated with his Shocker to stun them. As the spiders reeled from the electric bolt, he began chopping them to pieces with axe combos.

After fending off the first wave of spiders, Eddie spotted something in the distance. It wasn't as big as the previous spiders, but it didn't look friendly. In fact, it looked like a small river of silver quickly rushing toward him. As the silver neared, he saw that it was hundreds of little freshly hatched spiders! As soon as they reached Eddie they climbed up the Roadie and began eating him alive! The only thing he could do was use his Earthshaker attack to knock them off his body!



Eddie fended off the first two groups of baby spiders with ease, but the task only got harder. Soon he was attacked by another group of medium sized spiders. This time, he saw them coming and blasted them with ranged attacks before they could reach him. When the spiders reached the Roadie, they'd been weakened by his awesomeness. All that was left to do was swing his axe a few times, and introduce them to a proper bug squishing.

Eddie pressed on, trekking deeper into the Metal Queen's lair and shaking off more of those pesky spider swarms. When he came upon another group of medium sized spiders, he used a combination of melee attacks and Clementine's riffs to shock, burn, or even launch the alloy arachnids into the air.



... DISREGARD THE HANGING CORPSES ONLY IF YOU SEEK DEATH. FOR THEY OFTEN BURST OPEN AND RELEASE HUNDREDS OF BABY SPIDERS AS YOU PASS THEM BY. IF YOU IGNORE THEM, YOU RISK BEING SWARMED BY THE SPIDERLINGS AND EATEN ALIVE!



If the spiders got too close for comfort, Eddie dashed away from them and resumed his attack from afar. After all, Eddie didn't have his Ironheade Headbangers to form a protective Mosh Pit around him. If he were to be surrounded, he'd be done for. Instead, he stayed light on his feet and was constantly on the move, staying one step ahead of the spiders. Even though they had eight legs to his two.

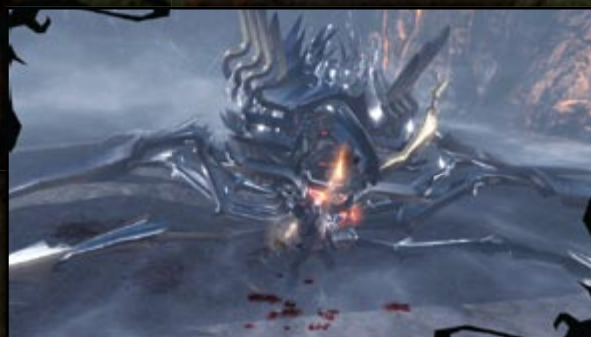


... ONLY A FOOL RUSHES INTO BATTLE AFTER BEING WOUNDED. IF YOU'VE SUSTAINED TOO MUCH DAMAGE, WAIT IN PLACE, STILL AS A STATUE, UNTIL YOUR HEALTH REPLENISHES.

BIS METAL MAMA



At the end of the short, yet treacherous trail Eddie found the Metal Queen's lair. He carefully crept into the center of the lair and was promptly greeted by big mama spider. She climbed down a web at the far side of the dead end and coolly approached her dinner. Eddie could see she wasn't the negotiating type, so he skipped right to the ass kicking.



Eddie wasted no time in attacking. As soon as the Queen stepped off her web, he locked onto her and blasted her with his Pyro attack, then followed it with his Shocker blast. At first, his attacks did nothing to phase the Metal Queen, so he stayed away. After all, if he rushed her while she was stomping about, she'd simply swipe him with her pincers and dish out some gnarly damage.

Instead, Eddie kept his distance by staying ahead of her as she approached him. When she was far enough away, he'd turn around and rock her again with his Clementine attacks! Finally, after several good blasts, the Metal Queen stumbled and fell to the ground as her legs became too weak to support her. As she lay helpless on the floor, Eddie rushed the spider menace and slashed her with several kick-ass axe combos!



After taking a beating, the Metal Queen recovered and stood up on all legs. Rather than resume her attack on Eddie, though, she scurried away and sought refuge on her web. Clearly she knew she was no match for Eddie. So instead of attacking him again, she hid on her web while she summoned several medium-sized spiders to do her dirty work.

The Roadie was suddenly surrounded! Having fended off tons of groupies backstage before, he knew exactly what to do. After all, how much different could these little metal black widows be to metal gold diggers? He whipped out his axe and leaped into the air to unleash his Earthshaker attack!



After knocking the spiders back, he weakened them with Shocker and Pyro attacks before finishing them off with his axe. As soon as the medium spiders were dead, the Metal Queen rushed back down from her perch and attacked again. He blasted her again to slow her down, then braced himself as another swarm of baby spiders rushed him.

He waited patiently while the baby spiders swarmed him, then he shook them all off with the Earthshaker. With the medium spiders gone, and the baby spiders squashed, he resumed his heavy metal assault on the spider Queen. He shocked the Queen a few more times until she fell, then slashed at her with his axe while she was grounded.

The creature fell a few more times, then mama spider summoned another group of medium spiders to attack. Eddie, the ever-prepared Roadie, was ready and made short work of them. Little by little, Eddie chipped away at the Metal Queen's soldier spiders and chopped away at the protective metal coating over her head. Several minutes later, after many rounds of Shocker and melee attacks, the Queen had had enough.





Even a monster as great as the Metal Queen was no match for the roadie. For he was full of awesome ... with a side of rad ... dipped in kick-ass. After collecting the strings from the fallen Queen, Eddie grabbed at the various parts scattered about her lair. With a little bit of elbow grease and a whole lot of super metal genius, he fashioned a badass trike chopper!

Still, there was no time to stand there and admire his handiwork. Time was running out for Ophelia and he needed to haul ass back to the Kill Master. He followed the chopper's blinkers and made a beeline back to the Kill Master.



Eddie wasted no time with detours or other frivolous endeavours like sightseeing. He arrived at the top of the Kill Master's mountain just in time to save the fallen rock goddess, Ophelia. With the new, thicker strings in place, and his zither thing finely tuned, the Kill Master played his magical tune and brought Ophelia back from the brink of death. When Eddie saw the Kill Master's power, he knew he had to recruit him and his men into the Ironheade army.

THE KILL MASTER IS A NEW UNIT FOR BATTLE OF THE BANDS!



... AS THINE ARMY GROWS, CERTAIN SECONDARY MISSIONS LIKE IRONHEADE SNEAK ATTACKS BECOME EASIER TO COMPLETE SUCCESSFULLY.



As long as he would get a chance to piss off Lionwhyte, the Kill Master was in. In the end, Ophelia was saved and the Ironheade army had grown stronger. Things were looking up for the revolution. But the Roadie's work was not done. Not by a long shot. With Ophelia saved, Eddie summoned the Deuce and sped back to Bladehenge.

WEAPONS FOR RUNAWAYS

A SROWINS REVOLUTION



After rescuing Ophelia, the Kill Master joined the Ironheade army. He and his Thunderhogs were ready to join the fight ... as long as he could piss off Lionwhyte. As the different units gathered at the Bladehenge settlement, Ophelia quietly brooded, thinking about recent events. No one knew yet what had befallen Ophelia since she arrived at the settlement in shambles.

When Eddie asked her what had happened, she refused to tell him at first. Eddie reminded her that he, unlike Lars, appreciated her fiery spirit. She had a “sexy Amazon woman warrior” vibe that he totally dug. When she saw he was being genuine, she forbade him from telling Lars, and told him to meet her in the Razor Fields to finish what she’d started.



Though Bladehenge was a pretty rockin’ place to be, what with all the Headbangers, and the new bikers, and smokin’ hot Ophelia, it was still missing something. Something like more chicks that appreciate the beauty that is metal. Eddie summoned his Deuce and kicked it into gear.

TO THE SLAUGHTER



When Eddie arrived at the Razor Fields, he found Ophelia with a group of metal chicks. They weren’t just any metal chicks, they were Razor Girls— tough-as-nails chicks that had escaped from Lionwhyte’s Pleasure Tower with Ophelia’s help. Instead of immediately signing them up, however, Ophelia kept them hidden.

The Razor Girls wanted to fight, but they needed weapons. And what better weapon for a Razor Girl, than the modified carcass of the Razorfire Boar? The Razor Fields were crawling with Razorfire Boars, which made Eddie’s next step both easy and difficult.



Unfortunately, the Razorfire Boars were part machine, part animal, which made them very difficult to fight mano a mano. Lucky for Eddie, the Kill Master arrived just in time to lend a hand. The Kill Master's chopper was equipped with killer high-powered amps capable of unleashing a Stun Note. When the note was played near the Razorfire Boars, it would short out their mechanical parts and leave them vulnerable for gutting. Gross, I know, but the girls needed weapons!



Eddie hopped on the Thunderhog and began chasing the roaming Razorfire Boar around with the Kill Master. They circled around the Razor Fields, herding the Boars back toward Ophelia and the girls. When the Boars were in range of the Razor Girls, Eddie blasted them with a Stun Note, immobilizing them.

That's when Ophelia pounced on the Boar and gutted it. She held the Boar's carcass high over her head—which was kinda gross with all that blood all over the place, and it's not like there were shower stalls waiting around every big-ass rock. Anyhow, she held the carcass over her head like a trophy then turned it into a full functioning cannon for her Razor Girls.



Eddie and the Kill Master rounded up three more Razorfire Boars to create enough weapons for all the girls then headed back to Bladehenge.

THE RAZOR GIRLS ARE A RAISED COMBAT UNIT FOR BATTLE OF THE BANDS.

THE BATTLE FOR BLADEHENGE

ATTACK!



When Eddie returned to Bladehenge, he found that the Razor Girls were already hard at work practicing their skills with their big-ass cannons. Ophelia stood by proudly as the women she rescued proved they could become bitchin' cogs in the Ironheade revolution. Lars welcomed the girls into the group, for they made the Ironheade army just a little bit more powerful.

Before they all could coordinate their next move, however, the choice was made for them. Far across the ruinous plains and over the rocky hills, Lionwhyte had gotten tired of the Ironheade uprising and decided to do something about it once and for all. He had rallied his army and marched them across the land toward Bladehenge! Mangus, Lars's go-to guy, was the first to spot the red warning lights in the distance. With time running out, it was up to Eddie to rally the troops and make a stand!



The Roadie scampered off to the Northeast fields where he began planning their defense. Lars and Mangus joined him later. There, among the many discarded amps and stage rigging, Eddie devised his master plan. If his guitar was a weapon in this world, then surely a full on rock show would be a devastating assault on the attackers, right?



BETWEEN ROCK AND A HARD PLACE



Mangus quickly got to work and erected a killer stage with the material scattered around. The curtains were drawn and the lights were rigged and the stage was set. As Eddie double-checked all of the lights and pyrotechnics, he noticed something strange near the stage. It was a geyser of eerie glowing spirits. The spirits were the long-fabled power of the titans, but Eddie recognized them for what they truly were ... fans. Bored fans at that.

To utilize the awesome power of the fans, Eddie whipped out Clementine and played his Fan Tribute solo near the geyser. With that little riff, the fans suddenly warmed to Eddie and his Ironheade crew. Mangus quickly built a Merch Booth around the geyser and redirected the fans toward the stage. With the fans on their side, Eddie had everything he needed to put on a kick-ass show.



.... THOU HAST CURRIED THE FAVOR OF THE FANS AND WON THE TITANS' ... TITANSES ... TITANS'S ... AND WON OUR BLESSING OF 20 SOLDIERS! USE OUR BLESSING WISELY, FOR YOU CAN ONLY USE THE FANS TO CREATE AN ARMY OF 20 SOLDIERS MAXIMUM. SHOULD YOU PROVE VICTORIOUS WITH SUCH A MEAGER ARMY, WE SHALL CONSIDER INCREASING THY MAXIMUM SOLDIER COUNT LATER.



The fans flowed freely into the Ironheade stage while Mangus manned his console, waiting for Eddie's every command. As Lionwhyte's army quickly approached from across the plains, Eddie used his fans to create a battalion of four Headbangers and another group of four Razor Girls. When the Thunderhogs became available to him, he quickly summoned a pack of three. His army was now 11 soldiers strong!

He ordered his small army to follow him then rushed over to the green fan geyser on the right of the stage. He rocked out his Fan Tribute riff one more time and Mangus quickly erected the Merch Booth around the geyser, securing the fans for the Ironheade troops. With two fan geysers in his control, Eddie quickly called on more soldiers and filled up all the empty slots in his 20-dude (and dame) army!



As soon as Eddie had assembled his army, Lionwhyte's troops reached the first fan geyser! Eddie ordered his army to defend the fans while he and Ophelia hooked up for a co-op attack! The duo—which actually made a pretty good couple—rushed the battlefield and attacked. As Eddie hurled the twirling Ophelia at the attacking horde, Lars and Lita ran into the fray slashing and stabbing!



Eddie circled the battlefield stunning enemies with the Shocker, then hopped atop one of the Thunderhogs to help stun the approaching crowd. With Lionwhyte's army stunned, the Headbangers, Razor Girls, and other Thunderhogs were able to finish them off quickly. The first wave was dispatched with ease, but things suddenly took a freaky turn for the fearsome Roadie. A searing pain shot through his back, knocking him to his feet!

When the pain subsided, Eddie quickly rose to his feet and teamed up with a Razor Girl. Together, and along with the rest of the Ironheade army, they set out to meet Lionwhyte's second wave of attackers, this one with a big-ass Bouncer leading the way! When Eddie and the Razor Girl on his shoulders reached the second wave, they immediately went to work on the Bouncer, blasting him with several shots from the Razorfire cannon.



They took down the Bouncer quickly and left the small pack of Groupies for the rest of the Ironheade army. Of course, the Razor Girls felt betrayed by their feathered-haired sisters so Eddie let them exact their revenge while the Headbangers crowded around the Groupies.



... WE HAVE GIFTED MANGUS WITH THE POWER OF FARSIGHT. NO, NOT FORESIGHT; THAT'S STRICTLY A TITAN THING. HE'S GOT FAR SIGHT, THE ABILITY TO SEE THINGS CLEARLY FROM FAR AWAY. FROM HIS PERCH HE CAN OFTEN SEE THE APPROACHING ATTACKERS FROM AFAR. HEED HIS WARNING LEST YE BE CAUGHT OFF GUARD!



The second wave fell quickly, but Lionwhyte was not about to give in just yet. Instead, he launched an assault on the other side of the fields. Eddie climbed onto a Thunderhog and followed Mangus's directions toward the next wave of enemies. He sped into their ranks and hit them with a Stun Note to slow them down.

While the group of glam goons rocked and reeled from the Stun attack, Eddie leaped off his hog and rushed them with axe ready. First he hit them with a Pyro blast, then he lunged into them with his axe swinging! He took the fight to the Bouncer and held them up just long enough for the rest of his army to arrive and help finish the job.



The Roadie knew he couldn't be in all places at all times. So rather than dash back and forth between his fan geysers, he ordered a small complement of soldiers to defend one, while he and other soldiers defended the second. When Lionwhyte's next wave of glam goons came calling, he took out their most dangerous soldiers, the Bouncers, at one booth, then rushed to the other booth to lend a helping hand.

After taking down both of the Bouncers, he rushed the Groupie glam chicks and knocked them off their feet with the Earthshaker. One by one, he cut them down while the rest of his soldiers defended the merch booths valiantly.



... **THOUGH WE'VE GIFTED YOU WITH THE ABILITY TO CREATE A 20-SOLDIER ARMY, THAT DOES NOT MEAN THAT YOU CAN ONLY SUMMON 20 SOLDIERS THROUGHOUT THE COURSE OF A BATTLE. AS YOUR SOLDIERS FALL IN BATTLE, THEY LEAVE ROOM IN YOUR ARMY FOR FRESH MEAT. SUMMON MORE SOLDIERS AS YOU NEED THEM, AND ALWAYS KEEP YOUR ARMY AT MAXIMUM CAPACITY.**

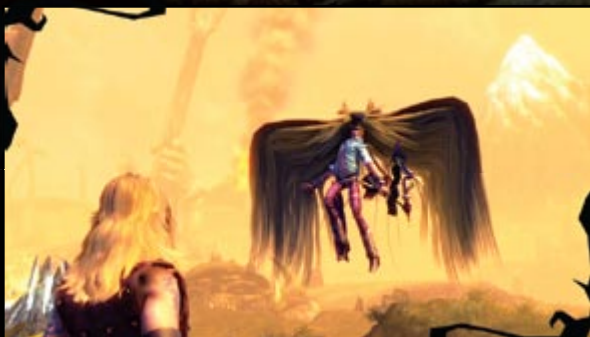
Though the battle was going in Ironheade's favor, one small troop of Lionwhyte loyalists broke through Eddie's ranks and began attacking his Merch Booths! Without hesitation, the Roadie leaped to action and defended his booths with the help of a small Headbanger Mosh Pit. He then rushed to his stage where more Hairbangers were attempting to take it down. One by one he popped them into the air with Pyro, then finished them off with axe combos and Shocker blasts.





... THOUGH YOU CAN ASSEMBLE YOUR ARMY ANY WAY YOU CHOOSE, WE RECOMMEND SUMMONING TWO GANGS OF HEADBANGERS, TWO GROUPS OF RAZOR GIRLS, AND ONE THUNDERHOG PACK. SHOULD YOU NEED TO SPLIT THE ARMY IN TWO, YOU CAN PAIR UP A RAZOR GIRL TEAM WITH A BAND OF HEADBANGERS TO CREATE TWO SMALL VERSATILE TEAMS. THEN YOU CAN USE THE THUNDERHOG CO-OP ATTACK TO SPEED BACK AND FORTH BETWEEN BOTH BATTALIONS.

After failing to bring down the Ironheade stage with several waves of attacks, Lionwhyte launched one final, full frontal assault! His army was led by two Bouncers and had several Groupie following in tow. Eddie rallied his troops using his Battle Cry riff and met the attacking mob head-on. First he stunned them with the Thunderhog co-op attack, then circled the mob, shocking and burning them with his guitar attacks.



As Eddie weakened the last of Lionwhyte's lackeys, his Headbanger soldiers finished them off. When the last of his sissy men fell, Lionwhyte finally saw he was outmatched in this battle. Still, as General to Lord Doviculus, Lionwhyte was not about to wave the white flag. Sure, Lionwhyte was defeated this time, but he fled only so that he could regroup and return even stronger.

That's when Lars decided that to win this war, the Ironheade army must make the next move. Lionwhyte's army had been dealt a deafening blow. If the Headbanger revolution was to succeed, they would need to make the next move. Lars rallied the army with a rousing speech—kind of like the one in that movie where the guy marches in front of his army, and he's all, "Rawwwr!" and then his army is all, "Hell yeah!" It was pretty cool. Anyhow, Lars rallied the soldiers and prepared to take the show on the road.



With a group so big, Eddie was forced to assemble a tour van (complete with sweet flames on the sides and side pipes!). But first, Eddie had some business to take care of.



... THOUGH WE'VE ALLOWED THEE TO DROP A DEUCE WHEREVER AND WHENEVER THE NEED MAY STRIKE, IT IS UP TO THEE TO AUGMENT THE DEUCE'S ABILITIES. HOWEVER, TO PROCEED UPON THINE ADVENTURE, PURCHASE A WEAPONS UPGRADE FOR THY DEUCE NOW. VISIT THE GUARDIAN OF METAL AND PURCHASE THE MACHINE GUNS. THEY'RE PRETTY BADASS.

TOUR OF DESTRUCTION

NO SLEEP 'TIL BATTERSMITH



After successfully fending off Lionwhyte's attack on Bladehenge, Eddie spent some time gaining Fire Tributes. He bought a machine gun upgrade for the Deuce, then Eddie met with Mangus and ordered him to pack up everything into the bus and get the show on the road. Ironheade's next stop would be Battersmith. Little did the Roadie know, however, that although Doviculus's General Lionwhyte met with defeat, Doviculus would do everything he could to make sure the rebellion would be quelled.

As the Ironheade army packed into the giant bus, Doviculus's demon bikers prepared to attack! Slowly the bus got on its way. All the while the demon bikers followed quietly in the shadows.



Rather than take the direct route to Battersmith by crossing the fields, Eddie and his crew took the bus on the main road. It was a bit of a longer trip, but the Roadie knew better than to risk getting the bus stuck in the fields. Many a show have been ruined by such rookie roadie mistakes. Unfortunately, as soon as the bus was on the road, the demon bikers made their move!

Eddie hung back, following the bus closely. When the bikers rushed in from the right, he swerved behind them and opened fire immediately. He blew up the first two that attacked from the right, then shifted into high gear to catch up to the bus. When two more demons landed from a ramp on the left of the road, Eddie swooped in behind them and let them have it!



When the bus turned right, the Roadie stayed hot on its wheels. Suddenly, a pair of bikers flanked the tour bus on each side. The Roadie clipped the biker on the right, then quickly sped across the road to the demon on the left. A few short bursts from his machine gun, and both demons went up in flames!

He stayed close behind, carefully watching the left and right sides of the road in case more biker demons crashed the party. Shortly after passing the road sign for the Crushing Pit on the right, Eddie swerved left and hit the nitro switch. He went up the left bank and followed the path to a large ramp. As soon as he landed on the other side, the tour bus passed ahead of him, followed by more bikers. He lined them up, opened fire, and took them all out!



The bus turned right and sped up a small hill. As it neared the top, the Roadie dashed up the ramp on the right just as two more biker demons sped in for the attack. With his machine guns blazing, the Roadie turned the demons into a dazzling fireworks display.

At the top of the hill, the road crew came upon a tattered highway. The bus made a sharp left turn, forcing Eddie to follow onto the ruined streets. He demolished the last few demons, allowing the bus to reach Battersmith safely! As Mangus unloaded the bus, Eddie searched the nearby area and found a Motorforge as well as another Tab Slab.



He examined the stone relic and learned a new guitar riff, Rally Army! The stage was set—well, not the *actual* stage, but “the stage”—for an epic battle. The gates to Lionwhyte’s palace were ready to come down....

PISTS SHALL FALL

KNOCK, KNOCK, KNOCKIN' ON LIONWHYTE'S DOOR



Later that night, Eddie prepared for the assault on Lionwhyte's gates. He began by having Mangus erect a stage near the gates. Once the stage was set (for real this time) several huge leech type creatures swooped in overhead. They didn't attack the Ironheade army, but instead they touched down and started feeding off the fan geysers! Before Eddie and his crew could leap to action, however, the burning feeling floored the Roadie once more.

This time, however, the burning didn't immediately dissipate. Instead, two huge wings burst out of his back and his skin turned a funky orange color. Eddie had transformed into a demon. But, like a cool demon that fights for the rock rather than against it, ya know? Rather than seek help, he did the only thing a sane person would do. He used his newfound power in battle!

SOINS UP WHILE THEY SO DOWN



Eddie leaped into the air and rose high above the battlefield, his demon wings carrying him above the ground walkers! From his new vantage point he saw that there were four fan leeches scattered across the battlefield. First he ordered Mangus to summon two Headbanger crews, two groups of Razor Girls, and one Thunderhog pack. Then, as the army was being assembled, he ordered his landlubbing minions to attack the leech nearest the stage.

But as his army attacked the first leech, a Bouncer at the gates began unleashing holy hell on them with a mortar. Before setting out to open up a can on the Bouncer, Eddie rocked a Fan Tribute riff and secured the first fan geyser. While his new merch booth was redirecting the fans toward his stage, Eddie set out to stop the Bouncer.



The demon Roadie rose high into the air and flew to the top of the gates. As the Bouncer continued to pepper the Ironheade army below, Eddie snuck up on him and blasted him with Pyro. He followed this attack with several killer axe combos and put down the bulky Bouncer.

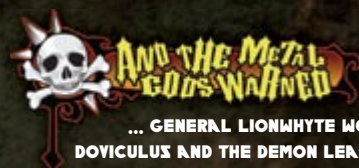


... THY WARRING SKILLS HAVE CURRIED THE FAVOR OF US TITANS. DURING THIS ENCOUNTER WE GRANT THEE A 40-SOLDIER ARMY! DON'T SAY WE TITANS NEVER DID ANYTHING NICE FOR THEE.



With the Bouncer out of the way, the demon general flew back to his soldiers and ordered them to take out another of the leeches. By this time, the first fan geyser was under the Ironheade influence and had built up a decent fan base. Eddie used his new fan base to summon several more soldier battalions.

One by one, the Ironheade army removed the fan leeches and secured each fan geyser. When only one fan geyser remained, the one nearest the gates, Lionwhyte's army stormed out of the gates to attack! Since Eddie was no coward, and since his axe and guitar were unrivaled in this new world, he led the charge on the attacking army and began chopping away at the Lionwhyte's glam goons.



... GENERAL LIONWHYTE WORKS FOR DOVICULUS AND THE DEMON LEADER WILL STOP AT NOTHING TO DESTROY THEE. ASIDE FROM LIONWHYTE LOYALISTS, EXPECT TO SEE BATTLE NUNS ON THE FIELD. IF THOU TAKEST A BEATING, FLY INTO THE AIR TO REGAIN THINE HEALTH!



Eddie held off Lionwhyte's soldiers just long enough for his army to arrive. As the two forces clashed in an explosion of leather, zebra stripes, and studded belts, Eddie circled the royal rumble, picking off the Bouncers and Battle Nuns, leaving only Glam Girls and Hairbangers for his head-banging band to shred. Eventually the Ironheade army drove back Lionwhyte's army and forced them to their gates.

BRÜTAL LEGEND

PRIMA OFFICIAL GAME GUIDE

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WEAPONS FOR RUNAWAYS
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A NUMBER OF THE BEASTS
REDEMPTION OVERDRIVE



... WASTE NOT, WANT NOT. FOR THAT IS THE TITAN WAY. USE ALL 40 SLOTS IN THINE ARMY AT ALL TIMES!



Having tasted bitter defeat—again!—Lionwhyte lashed out at his fallen Bouncers and fired them all! After all, what is a rock star without a temper tantrum every now and then? Right? Rather than finish them off, however, Lars recruited the Bouncers into the Ironheade army!

THE BOUNCERS ARE LARGE MELEE UNITS PERFECT FOR TAKING DOWN ENEMY VEHICLES IN SKIRMISH MODE!



Eddie had proven himself to be a great general so far, and an even better flying demon dude. But the effects of his strange demon state soon wore off. With the gates breached, there was only one thing left to do. Enter the Cleave of the Impaler!



PILGRIMAGE OF SCREAMS

THE ROADIES ARRIVE



The Ironheade army crept into the Cleave of the Impaler. Lars snuck toward the barricade ahead and activated a guard tower behind the barricade. The tower's turret turned toward Lars and instantly opened fire. If it were not for the instincts of one of the Bouncers, Lars would've been done for. Instead, the Bouncer pushed him out of the way and the turret's projectiles blasted past them by harmlessly. With no apparent way to get past the turret, it seemed as if the army of rock was stuck.

That is, until a group of stealth mercenaries emerged unharmed from deep within the Cleave of the Impaler. These hunched warriors carried huge crates atop their heaving humps. At first, Lita accused the hunchbacks of being Lionwhyte's men. But Ophelia revealed them to be her secret weapon. This traveling band of misfits were how she snuck the Razor Girls out of Lionwhyte's tower!



The men were dressed in all black, and slunk in and out of shadow without being seen. They carried massive loads on their backs. Eddie recognized his brethren for what they were, Roadies! With the Roadies on their side, nothing could get in their way, not even guard towers. But the Roadies needed weapons first ... maybe huge monster amps from the Screaming Wall?

THE AMP CLIFFS



The Ironheade army could do nothing at the Cleave of the Impaler—not until the Roadies were properly equipped. Ophelia left with the Roadies to go to the Screaming Wall and Eddie followed shortly thereafter. When he arrived at the cliffs, Eddie found Ophelia ready to raid the Screaming Wall with a group of Headbangers, some Bouncers, a Thunderhog, Razor Girls, and the Roadies.

Before setting off toward the Screaming Wall, Ophelia warned that there might be hazards along the way. Rock slides and seagulls plagued the way toward the wall. Rock slides, he could understand, but seagulls?! Eddie would soon learn just how dangerous a flock of seagulls could be.



At first, the descent toward the Screaming Wall was perfectly safe. The entire band happily traipsed down the long decline. Suddenly, however, they were met by a group of Lionwhyte lackeys as they approached a river of molten hot lava! The lackeys, geniuses that they were, ran straight into the lava and caught fire! Man, what a way to go! Death by super hot rock.

Instead of rushing his army into the lava, Eddie waited until the lava cooled. *Then* he led his army across the cooling stone. On the other side were more of Lionwhyte's soldiers. The two armies clashed as Eddie weakened the enemy soldiers with his guitar attacks. Occasionally, he teamed up with the Bouncers to unleash a devastating co-op attack! As the enemy army faltered, Eddie called for a Mosh Pit of Headbangers to finish off the enemy losers.



With a small circle of Headbangers around him, Eddie rushed the Glam Girls on the left and busted them up before they could pick apart the rest of his crew from afar.



... THOU MUST IGNORE THE PERCH ON THE LEFT OF THE DECLINE FOR NOW, THOUGH IT CONTAINS MORE FORBIDDEN TITAN KNOWLEDGE, IT CAN ONLY BE BESTOWED UPON THEE AFTER THOU HAST COMPLETED THINE IMMEDIATE TASK.



The crew continued their descent toward the Screaming Wall. Things were going smoothly again until another band of Lionwhyte loyalists attacked. Just as before, the two groups met on opposite sides of a lava stream. As the two armies waited for the lava to cool, Lionwhyte flew by and enticed some of his old Bouncers to rejoin his army and created a new unit for his crew, the Glitter Fist!

When the stream cooled, the two rival armies met once again in bloody battle! Having just recruited some of his old Bouncers back into the fold, Lionwhyte's army grew in strength. His Hairbangers attacked first! But Eddie's crew mauled them. Then Eddie turned on the traitorous Glitter Fists. He lured them away from the rest of the Lionwhyte army then sicced his own loyal Bouncers on the expatriates!



... BE NOT AFRAID TO USE THY
BATTLE CRY TO INCREASE THINE
ARMY'S MORALE, WHEN MORALE IS
HIGH, SO IS THE ASS-KICKING.



After a quick descent, the Ironheade crew finally reached the base of the Screaming Wall. Eddie ordered his Bouncers to prop him up, onto the amp cliffs so that he could grab the equipment. He clambered up the cliffs and disappeared into a small niche.

A great feedback burst echoed across the land as Eddie emerged with a pair of monstrous amps, one on each arm. He returned like a triumphant rock warrior, carrying blessings for his soldiers. Blessings of rock and major awesome ...



THERE IS A MONUMENT VIEWER SITE AT THE BASE OF
THE AMP CLIFFS, THOUGH IT CAN ONLY BE VIEWED AFTER
YOU COMPLETE THE CURRENT MISSION.

He handed the amps over to his Roadie crew and began the trip back up the amp cliffs. This time, however, the seagulls began to swarm about his band angrily! There was nothing he could do on the ground, so he climbed atop one of the amp-toting Roadies and led the way. When they came upon a flock of seagulls, Eddie unleashed a booming co-op attack with the Roadie and blasted the gulls out of the sky.



WELCOME TO THE AGE OF METAL
THE BATTLE FOR BLADEHENSE
SANCTUARY OF SIN
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Carefully, they crept back up the cliffs. Eddie stood proudly atop his Roadie brother and cleared the way of all seagulls as they went. When a group of Glitter Fists came rushing down the cliff side, Eddie hopped off his Roadie ride and joined the fight! He teamed up with a Bouncer and tossed him into the air using a co-op attack. When the Bouncer came crashing down on the enemies, he dazed the rival army.

Having stunned his enemies, Eddie quickly hopped back atop his Roadie pal and used feedback booms to knock the Glitter Fists off the side of the cliff. One by one, the enemy Bouncers got bounced ... to their doooooom!

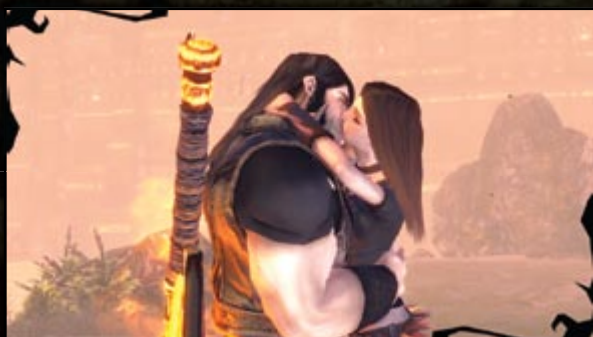


... THY MISSION IS TO EQUIP THE ROADIES WITH WEAPONS FOR BATTLE. HOWEVER, SHOULD THE ROADIES MEET WITH THEIR END, SO DOES THY MISSION.



As the crew neared the top of the cliffs again, Eddie made a detour toward the perch on the far end of the cliffs. Before, the area was blocked by a wall of seagulls. But with his Roadie companions in tow, Eddie had a surefire way to remove the obstruction. He blasted the gulls with his Roadie booms, then Eddie and his crew headed back to the Cleave of the Impaler!

THE ROADIES ARE YOUR GO-TO UNITS WHENEVER YOU WANT TO DESTROY AN ENEMY MARCH BOOTH IN SKIRMISH MODE!



But not before finally teaching Ophelia of the French kissing ...

MARCH TO IMPALEMENT CRASHING THE PARTY, STEALTH STYLE



After returning to the Cleave of the Impaler, Eddie met with his Roadies. The path ahead was perilous. Big-ass skull tower ... thingies stood their way, waiting for someone foolish enough to pass them by. Just then, a massive Tollusk wandered dangerously close to the barricade, awakening the skull tower. It slowly turned, took aim, and impaled the beast with a savage spear!

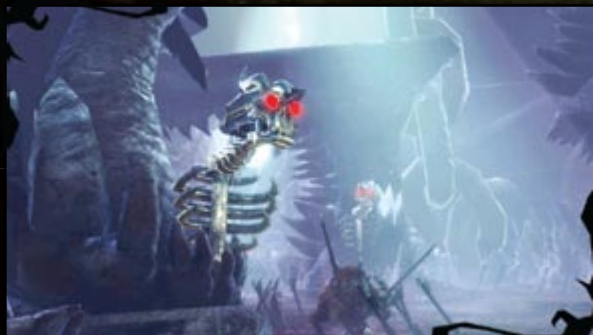
Though the Tollusk fell, it did not do so in vain. Eddie now knew how close he could get to the barricade without being stuck by the skull spears. And really, isn't that something everyone wants to avoid? Luckily, his Roadie crew had some serious stealth skills, making them nearly impossible to see.

A QUIET RIOT



Eddie's Roadies were stealthy and ninja-like—but, like, mustached ninja with huge amps instead of swords and BO instead of ninja stars. With their stealth skills, the Roadies were the only ones capable of sneaking up to the skull towers and demolishing them. Eddie crept close to the edge of the barricade and targeted the first tower. Once he'd locked onto it, he ordered his Roadies to sneak and destroy!

The Roadies quickly snuck past the barricade and crowded around the skull tower. Once they were in place, they unleashed a booming blast from the amps on their backs and obliterated Lionwhyte's guard tower!



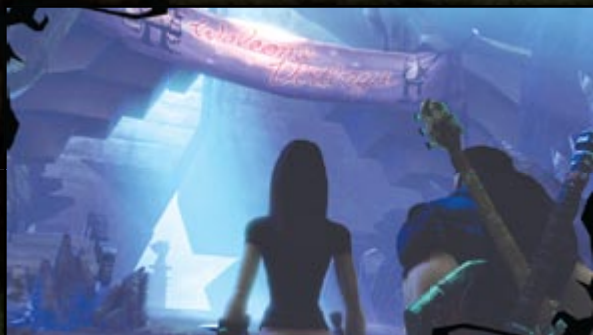
Unfortunately, despite all of the hair spray weighing down his dome, Lionwhyte had thought ahead. Instead of mounting all of his crazy spear-firing skulls on towers, he'd propped some of them high along the walls of the Cleave of the Impaler. Even the Roadies couldn't reach them! Eddie hopped atop one of his Roadies and made himself nearly invisible, too.

He guided his invisible crew past the wall-mounted skulls and eventually found the skulls' control center near the center of the Cleave of the Impaler. He huddled his men near it, then blasted the chandelier above the control center with an amp boom! When the chandelier came crashing down on the control tower, all of the wall-mounted skulls were disabled, allowing the rest of the Ironheade crew to catch up.



With the first half of the Cleave of the Impaler clear, the rest of the Ironheade army was able to regroup near the fallen control center. Still, the path ahead was blocked off by another skull tower. Eddie once again locked onto the tower then approached his army. He addressed just the Roadies, ignoring all of the other crew members and ordered his stinky ninjas to take out next guard tower.

When the final tower fell, Lionwhyte's army realized they were under attack! The glam army swarmed around the Roadies, savagely attacking them like some rabid zebra-printed wild animals. With his Roadie crew in danger, and the final skull tower in ruins, Eddie took charge of the rest of his army and led the counterattack on the Lionwhyte loyalists! He let out a Battle Cry to boost his troops' morale and quickly squashed the Lionwhyte lameasses.



With the Cleave of the Impaler no longer infested with Lionwhyte scum, Eddie stormed the great star passage and finally reached Lionwhyte's Pleasure Tower courtyard. Little did they know that Lionwhyte was expecting the Ironheade army! He'd even set up a "welcome" banner, mocking the Ironheade leaders.

Before attacking, Ophelia revealed the reason for Lita's hatred of her. As a child, Ophelia's parents took part in the Black Tear rebellion, imparting their daughter with a stigma she could never shake. As a sign of his trust, Eddie gave Ophelia his mother's necklace. But while the happy couple shared a Kodak moment, the rest of the Ironheade crew toiled in the background, gathering up the skull tower wreckage....

SANCTUARY OF SIN

STICKIN' IT TO THE MAN



The Ironheade army had done what few had even dreamed of. They had risen up against Doviculus's General Lionwhyte and even penetrated his Pleasure Palace ... sort of. Their task was far from over. They'd reached the gates of the Pleasure Pit, but had yet to breach its gates. There, as the Ironheade army collected itself, Lionwhyte flapped his winged hair, and zoomed by so that he could flap his gums some more at Eddie and his bans.

As was his custom, Lionwhyte prattled on about how he was only trying to show Doviculus that humans were worth keeping alive, that they could be productive, blah, blah, blah. Truth is, he could've been singing "Iron Man" while standing on his head for that matter, and it wouldn't have made a difference. Lars, Eddie, and the rest of the Ironheade rebellion were ready to pay their respects to the titans by taking it to Lionwhyte and ripping him a new one.



No sooner had Lionwhyte flown off, than several of his men stormed the Ironheade stage! Eddie would have none of that, and rushed the crowd as it attempted to attack. He hit them all with Earthshaker, knocking them away, then called on his troops to attack the scattered Lionwhyte lackeys. As the two small armies clashed, Eddie rocked his Battle Cry and boosted his crew's spirits, giving them the immediate advantage.

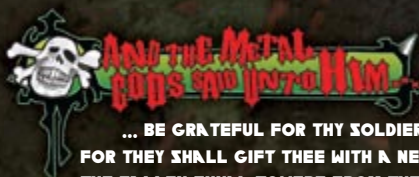


... WE TITANS HAVE GIFTED THEE WITH A PLENTIFUL BOUNTY OF FANS! THOUGH YOU CAN USE THEM TO UPGRADE THY STAGE, USE THEM TO INCREASE THINE ARMY INSTEAD. FOR WHAT USE IS AN UPGRADED STAGE IF THERE IS NO CREW TO MAN IT, NO FANS TO WORSHIP IT, AND NO BAND TO ROCK IT?



The first wave of enemies had fallen, but there would surely be more to come. Rather than waste time waiting for them to attack, Eddie summoned several more Headbangers, Razor Girls, and Thunderhog warriors to beef up his tiny army. As they were collecting themselves near the stage, Eddie leaped into the air and flew toward the leech-covered fan geyser near the center of the courtyard. He ordered his army to attack it while he helped fend off the next wave of Lionwhyte loyalists.

As soon as his boys had done their job and banged the fan leech to bits, Eddie whipped out his guitar and tickled its strings, erecting a Merch Booth over the newest fan geyser. As the Merch Booth went up, Eddie sprung into the air with his gnarly demon wings and ordered his army to attack the leech on the far-right side of the courtyard.



... BE GRATEFUL FOR THY SOLDIERS AND THEIR TINKERING WAYS. FOR THY SHALL GIFT THEE WITH A NEW BATTLE UNIT CREATED OF THE FALLEN SKULL TOWERS FROM THE CLEAVE OF THE IMPALER. BEHOLD THE HEADSPLITTER! USE IT WISELY, HOWEVER, FOR IT TAKES UP FIVE SLOTS IN THINE ARMY AND COSTS A BUTTLOAD OF FANS. WE TITANS SUGGEST USING ONE--TWO AT MOST.

THE HEADSPLITTER IS ALSO A UNIT FOR THE BATTLE OF THE BANDS. SET TO KNOW MORE ABOUT IT ON PAGE 166.



Eddie was an experienced leader, so he knew exactly who to summon first. After acquiring the fan geysers in the middle and far right of the court, Eddie busted his Rally Army riff and regrouped his army between the two Merch Booths. He ordered two groups of Headbangers to attack the fan leech suckling on the far-left fan geyser, while he took stock of his soldiers and allowed his Merch Booths to generate more fans. When the third leech fell, the demon Roadie secured it immediately with a Merch Booth.

With four Merch Booths under Ironheade control, Eddie quickly amassed pretty sweet fan base. With such kick-ass fandom at his fingertips, he was able to upgrade his stage and gain access to several more units like Bouncers and Roadies!





Of course, Lionwhyte wasn't about to stand there and just watch while the Ironheade army wrecked shop. Lionwhyte frequently tried to take back the Merch Booths and steal the Ironheade fanbase. Eddie wisely kept his army near the center Booth so that it could quickly travel between all three geysers and fend off the attackers. As soon as all of the attackers were dispatched, Eddie rose into the air and ordered his army to attack the final fan geyser on the upper level.

Up until then, the geyser had been under Lionwhyte's control. But no more! As the Ironheade army attacked Lionwhyte's Merch Booth, Eddie stood by waiting for the rival reinforcements. Just as they approached, he rocked out one more Battle Cry to boost his dudes and dames, then plunged his axe into the heart of suck and lameness!



... THY FANS ARE THY LIFEBLOOD. WHEN EVERY SLOT IN YOUR ARMY IS FULL, USE THE FANS TO UPGRADE YOUR STAGE AND UNITS!



Eddie secured the final fan geyser for the Ironheade army, then rallied his army around him. He upgraded his Headbanger, Razor Girl, and Thunderhog units, then filled the empty slots in his army with Bouncers and one Headsplitter. Once his army was fully manned—and womanned?—he marched them up the final level to Lionwhyte's main gates.



... USE THINE ROADIES TO ELIMINATE THE HEADSPLITTER TOWERS, FOR ONLY THEY, WITH THEIR STEALTH ABILITY, CAN APPROACH THE TOWERS UNHARMED.



Eddie rushed into the massive melee and began popping suckers into the air with his Pyro and Earthshaker attacks. The Ironheade horde quickly overran the last bit of Lionwhyte's army and rushed the gates. Eventually, the gates came crashing down and the Ironheade army invaded Lionwhyte's domain. As the palace came crumbling down, so did a ginormous mirror perched high above the palace.

The mirror shattered in midair and landed squarely on the self-absorbed General. Lionwhyte was finally no more. Despite having overthrown General Lionwhyte, the Ironheade rebellion was far from over. For Lionwhyte was only a puppet to a greater threat ... Doviculus.

IT'S RAINING DEATH

LIKE A BAT OUT OF SOME WEIRD DEMON PLACE



After toppling the flying follicled freak, the Ironheade army was stuck in his crumbled palace. Under any other circumstances, it would've been sweet, but Eddie knew better. The Ironheade rebellion had only just begun. Well, it began earlier, like when the Headbangers escaped, but like the *real* rebellion had just started. With the courtyard blocked by debris, there was only one way out of the palace. The aqueduct nearby led out of the palace, through the Sea of Black Tears, and out to the other side of the mountain. Of course, it also led to Fire Baron country.

Mangus would have none of it. The cowardly stage manager quickly got his panties in a bunch and totally freaked out about entering Fire Baron country. After a little coaxing, however—and by “coaxing” I mean ridicule—Eddie was able to make Mangus see the error of his sissy ways. They packed up the tour bus and prepared to open the aqueduct.



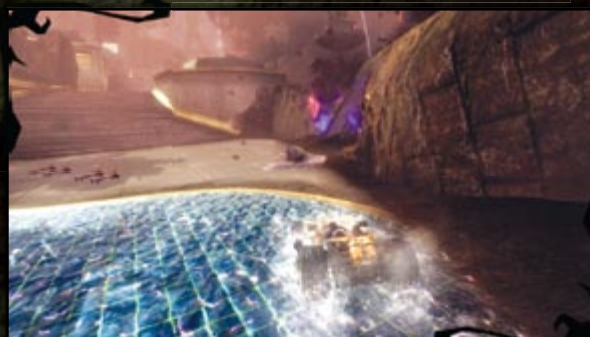
The assault on Lionwhyte's Pleasure Palace did exactly what a hard-core rock show was meant to do—get people's attention. In this case, it caught the attention of Doviculus himself. As the Ironheade army prepared to leave, the demon tyrant flew into the courtyard in search of something. Doviculus paced around the courtyard and pondered why one of his demon spies would join the human uprising. Needless to say, Doviculus's rant didn't quite make sense to Eddie yet. But it soon would. Lita on the other hand, had some suspicions as to what the hell the S&M demon was babbling about.

After a short while, however, Lars had heard enough. He jumped out from his hiding spot and confronted Doviculus. Lars had no fear. He marched right up to Doviculus, gave him a piece of his mind ... then got himself stabbed in the chest. As Lars fell to the ground, Eddie and Ophelia began to pursue Doviculus, but the crafty creep was far too ... crafty. With the snap of his fingers, Doviculus summoned a giant beast as he made his escape. Unfortunately, the beast was the least of Eddie's worries. Just as the beast landed, the rest of the palace began to explode!



Mangus placed Lars's body in the bus and sped off, while Eddie and Ophelia hopped in the Deuce to escape. Things weren't going to be easy. The entire palace was collapsing around them, and to make matters worse, Doviculus's pet monsters were stalking the humans at every turn!

PEDAL TO THE FREAKIN' METAL



With Mangus well on his way with the rest of the Ironheade army, Eddie and Ophelia quickly sped after them. The palace was crumbling all around them as Doviculus's monsters attacked the last of Lionwhyte's Hairbangers. Eddie slammed on the gas and hauled ass past the first group of frightened Hairbangers with the Deuce's guns blazing. He swerved right to drive under the first falling column and passed under it just as it fell to the ground.

Beyond the fallen column, Eddie yanked the Deuce to make a hard left, splashing through the fountain water as the right wall blew up. Collapsing rocks forced Eddie to go back up the stairs to the rear of the palace, blasting Hairbangers as he went.

Just as he was about to reach the rear of the palace, he launched himself into the air, past some super crazy falling spike things on the left and right. The Deuce landed with a hard thud on another set of steps that led to a large window pane.





On the other side of the glass was Lionwhyte's own personal room of the freaky deaky. Scattered all over the place were ... you know, we're not entirely sure what it was, but it wasn't pretty. As Eddie crashed through Lionwhyte's collection of crap, another one of Doviculus's monsters busted in from the right! The master Roadie used his kick-ass race-car driver skills to dodge the beast and burst through the archway on the left.

Eddie followed the long arching pathway out of Lionwhyte's freaky room until he came swooping back around into the courtyard. At the path's end was another window. With a well-timed nitro boost, Eddie burst through the window and finally gave Lionwhyte what he'd always wished, a good solid blow to the crotch. Well, to one of his monuments anyway ...



Clearly there was no stopping Eddie as he emerged from the fire time and time again. While everything around him exploded, the king of Roadies kept his cool and simply adjusted to the path as it changed ahead of him. Upon landing, he made a swift left and went down the stairs at the far end of the courtyard.

He deftly maneuvered the Deuce past the fleeing Glamhog, then he muscled through the Hairbangers and stomping beast, speeding past the star-shaped entrance to the courtyard on his left. In the far-right corner was the opening to the aqueduct. He accelerated toward it, guns blazing, until he dodged one last piece of fallen rubble and finally escaped.



Though Eddie and the rest of the Ironheade army had fled with their lives, they were still without their leader, Lars. As Eddie sped out of the aqueduct, he and Ophelia were confronted by Lita. She blamed Ophelia for her brother's death and was certain that the mysterious spy Doviculus spoke of was actually Ophelia! Lita raised her mighty blade into the air and struck it down on Ophelia, knocking her weapons away! And even though it probably would've been an awesome fight between two totally smokin' chicks, Eddie put a stop to it.

He still believed in Ophelia. He knew there was good in her heart, buried somewhere beneath the black clothing, dark makeup, chains, spikes, and general kind of "my soul is a deep, dark void" vibe. But when she refused to tell him what she knew about Doviculus's spy, he had no choice to turn his back and leave her on her own. It sucked, sure, but it had to be done.

DOOM'S DAWN

MOVING ON



After a short drive across a snowy road, Eddie and Lita arrived at Lars's funeral. Despite being the best healer in all the land, there was nothing the Kill Master could do for him, and so it was with a heavy heart that the Ironheade army gathered around and solemnly bade farewell to their fallen leader. Time passed. Sunny days gave way to frostbitten skies, and gentle breezes became ice bitter winds. It was three quick months later, after things had settled down, that the Ironheade army was ripped from its restful state back into action.

As one of the Headbangers fished at the nearby creek, he was suddenly approached by a mysterious, shadowy figure. As the lady approached the lone Headbanger, so did a stormy cloud above her head. She was a weeping undead Bride that glided above the ground with scary determination. As the Headbanger ran for his life, he suddenly found himself trapped! On the one side was the undead Bride, on the other was a group of Grave Diggers. Though they looked totally emo, the shovels they carried were more than intimidating.



The Headbanger called out for help as the lost Bride reached out with her icy fingers. In the distance, Eddie and the rest of the Ironheade army could spot a band of emo Grave Diggers steadily approaching the Ironheade camp. The stuff was going to hit the fan!



FROM THE GRIP OF DEATH'S CLUTCH



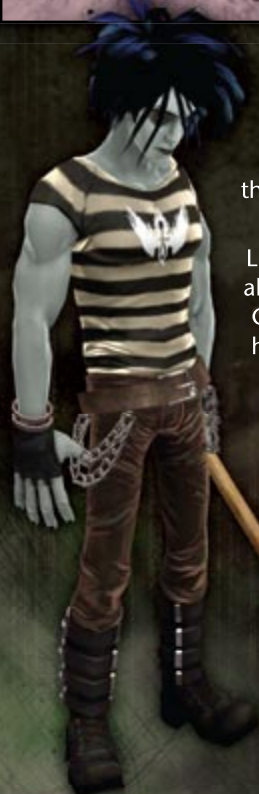
Death's Clutch was a snowy hillside. At the top of the hill, the Ironheade army set up their stage and prepared for the oncoming assault. To the left of the stage, a river fed the powder-covered trees. In front of the stage was a steep hill leading deep into the forest. Before the enemy army could reach the Ironheade stage, Eddie leaped into the air, letting his demon wings carry him to the fan geyser near the edge of the hill.

There, he swiftly landed and secured the fan geyser for his army by defeating the fan leeches. With two Merch Booths under Ironheade control, Eddie quickly summoned a group of Headbangers, Razor Girls, and a Thunderhog to his side. If the Ironheade army was going to survive the assault, they'd need several troops before they arrived.



When the Grave Digger soldiers arrived, Eddie joined his men on the ground near the stage. He hacked and slashed through the waking rotted corpses and helped his Ironheade brothers and sisters chop through the invaders little by little. When more Grave Diggers arrived to the party, the Roadie used his Battle Cry to boost his soldiers' morale, then summoned several more Headbangers to join the fight.

All the while, the Ironheade General also kept his eye on the area surrounding the stage. Lucky for him, his ever-vigilant engineer Mangus kept him informed of attacking enemies at all times. When a undead Bride wafted toward the battle, Eddie rushed to one of his Razor Girls, set her on his shoulders and immediately opened fire on the Bride before she could do his army harm.





It didn't take long after the first wave of the undead army was defeated until the second wave arrived near the Merch Booth near the edge of the hill. Before setting out to defend it, Eddie ordered the first upgrade to the Ironhead stage. He then rallied half of his troops, leaving the other half near his stage to defend it, and mobilized them toward his Merch Booth, which was under siege. The speedy Roadie General arrived first at the Merch Booth to find it under attack from several more Grave Diggers, undead Brides, and a Frightwig—a Frightwig was a do with really nasty temper.

Upon arriving at the Merch Booth, he used his Earthshaker to knock away the attacking Grave Diggers, then immediately got to work on the Frightwig nearby. While Eddie rocked the Frightwig's world with his superb guitar skills, his Ironhead force fiercely defended the Merch Booth by the hill.



After fending off the attack on the distant Merch Booth, Eddie rushed back toward the stage and summoned several more soldiers to fill the empty slots in his army. This time, thanks to his upgraded stage, Eddie was able to summon a Headsplitter for his army. With his army complete, he ordered his forces to hold position to the left of the stage where they could intercept attackers from the river.



... DO NOT TAKE THE UNDEAD BRIDES LIGHTLY. THEIR STORMY CLOUDS DO MORE THAN JUST ENSHROUD THEE IN GLOOM. THE CLOUDS ALSO IMBUE THE BRIDES WITH AN ELECTRICAL CHARGE THAT CAN FRY YOU IF YOU SLASH THEM WITH YOUR AXE.





Back at the stage, Eddie mounted his death on wheels, the Headsplitter. First he took aim at the Frightwigs, then he took out the undead Brides. One by one, he aimed the harpoon at the enemies as they approached, and one by one, he busted their pretty little heads. After storing up enough fans, Eddie called for the second stage upgrade.

The enemy army was relentless, however. And as soon as Eddie's Ironheade crew dispatched attackers at one Merch Booth, another group attacked the next Merch Booth. The Ironheade General dashed back and forth between Merch Booths, helping his army fend off attackers with Earthshaker attacks, axe combos, and the occasional guitar solo. Once the second upgrade to the Ironheade stage was complete, Eddie summoned Bouncers to join his army.



... ONLY A FOOLISH GENERAL WOULD BE SO STUBBORN AS TO DEFEND ONE MERCH BOOTH TO THE LAST MAN. IF A MERCH BOOTH IS ABOUT TO FALL, PULL YOUR SOLDIERS OUT AND REGROUP ELSEWHERE! YOU CAN ALWAYS RETAKE THE FAN GEYSER ONCE THE ENEMY ARMY HAS MOVED ON.



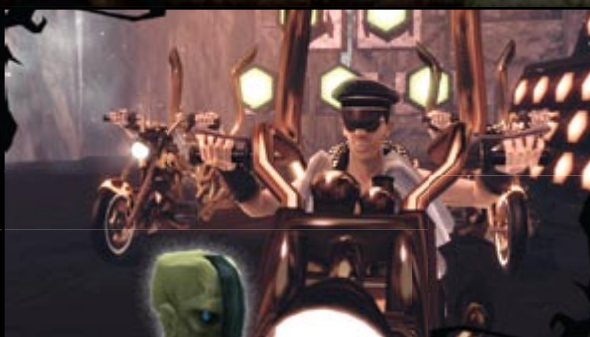
The Ironheade army had endured several waves of undead enemies. They'd fended off undead Brides, emo Grave Diggers, and strange, walking wigs. But they were not prepared for what they saw next. Tall, lanky zombies with bulging bellies lumbered into battle, spewing rats from their maws. These Ratgut fiends were extremely tough, for undead freaks. I mean, you'd think they'd just fall apart, considering they're rotting corpses and all, right?

Anyhow, rather than hack away at the Ratguts, Eddie quickly hopped atop a Headsplitter and began skewering them with harpoons. Slowly, the Roadie General and his Ironheade posse cut through the enemy ranks, leaving a pile of rotting corpses in their wake. As Eddie's soldiers fell, he summoned more to replace them, always keeping his army at full strength.



Despite his best efforts, however, the rival army poured in. They rushed the stage from all sides in great numbers, quickly dwindling Eddie's army. The Ironheade General rushed from skirmish to skirmish, chopping away at the enemy while rapidly replenishing his army's numbers! First he helped his soldiers dig graves for the Grave Diggers; they were the easiest to dispatch. Then he turned on the Ratguts and undead Brides, leaving the Frightwigs to feed his hungry axe. He destroyed them all....

That is until Mangus spotted something in the distance. It was a huge mob, slowly sauntering toward the Ironheade stage. The enemy army had amassed a large force and mobilized it while Eddie and his crew were busy fighting off the first few waves. It seemed as if the Ironheade army had made its last stand ... and lost.



They wouldn't go down without a fight, regardless of how dire the situation was. Just as the enemy force stumbled toward them, a loud roaring emerged from behind the Ironheade stage. It was the Fire Barons. Long thought to have abandoned these lands, they had returned to seek vengeance for Lars's death. With the Fire Barons on his side, Eddie was quick to replenish the rest of his army while the Barons held off the attacking horde.

As soon as the Ironheade army was back to full strength, Eddie rode a Headsplitter into battle and helped lay waste to the undead army. This time, however, Eddie aimed his harpoon at the enemy vehicles first. After exploding them to bits, he hopped off and finished the last few enemies with his axe and guitar. The Ironheade army had defended their stage valiantly, but were left with more questions than they had before. Who were these strange undead warriors? And where the hell have the Fire Barons been this whole time?





In the wake of the battle, Eddie and Lita finally got their answers. When they examined one of the dead ... um ... undead corpses, they realized where he and his gloomy friends had come from. He was wearing merchandise sporting Ophelia's bird logo! The Fire Baron's leader explained that Doviculus had unsealed the Sea of Black Tears shortly after Lars's death. These new undead soldiers were Doviculus's way of setting human against human. Although his forces were actually zombie humans, he didn't seem to care as long as they tore each other apart.

The Ironheade rebels could either continue to move north, away from the Sea of Black Tears, or take the fight to the source. Eddie saw no choice in the matter. They would take the fight to the Sea of Black Tears. As long as there was a good fight in it, the Fire Barons would follow.



THE FIRE BARONS ARE A NEW UNIT FOR MULTIPLAYER BATTLE! THESE UNITS SPECIALIZE IN INFLICTING DAMAGE TO A SMALL AREA, RATHER THAN AGAINST SINGLE ENEMY UNITS.

THE UNHEALING WOUND

OK, MAYBE NOT MOVING ON



To prepare for the assault on the undead army, Eddie first needed to find a way over the gorge. This was something that Eddie needed to do alone. Nobody else, especially Mangus, wanted to go and wander around the desolate countryside with him. But the mighty Roadie did not waiver!

He was determined to find the source of this undead army and put an end to it, before they put an end to the Ironheade rebellion. And so, with nothing more than his axe, his guitar, and maybe a few candy bars he had saved since he arrived, he set out to find a way for his army to proceed.



... THERE IS A MOTORFORCE AT THE BASE OF THE HILL. A WISE WARRIOR WOULD STOP AND SPEND HIS NEWFOUND FIRE TRIBUTES. UPGRADE THY DEUCE'S WEAPONRY AND PERFORMANCE, FOR IT WILL BE MOST NECESSARY IN THE COMING DAYS.

A BLAZING PATH



Eddie hit the road in the Deuce. The titans had marked his map, guiding him toward the gorge. He sped over mountains, past a snowy forest, and finally arrived at the end of the gorge. He found a demolished highway and used his Relic Raiser riff to repair it with ease, bridging the gorge.

When the road was repaired he called to Mangus over his walkie-talkie, beckoning the Engineer to lead the rest of the Ironheade army to him. With the road repaired, they were able to continue their trek to the Sea of Black Tears.

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Just when they had thought they were going to cross the gorge, Eddie was met by a black hearse on the road. The door opened and out slunk a melancholic figure, surrounded in black, and weighed down with intense sadness. Or something like that. It was Ophelia ... but *not* Ophelia. She was darker, angrier, and ... sexier in a "is this clothes or just some dark, skin-tight swirly thing?" kind of way.



As Eddie stood there, his jaw hanging wide open in shock, Ophelia explained that she'd made new friends. She'd joined Doviculus and been transformed somehow! Eddie's words of warning fell on deaf ears, however. She immediately materialized a guitar from the dark matter surrounding her and played a little ditty she'd just learned.

The tune rocked the highway and it crumbled to pieces again. With nothing to do but retreat, Eddie and Mangus quickly slammed their vehicles into reverse and backed away from the road as it collapsed back into the depths of the gorge.

Had it been up to Mangus, the trip to the Sea of Black Tears would've been cancelled the minute the highway crumbled into the gorge. But Eddie was determined to put an end to this. He knew of a way to fix the highway, but first he'd need about 500 cubic buttloads of scaffolding. He buckled his belt and, with Lita in the passenger's side of the Deuce, got on the road back to Bladehenge!



DELIVER THE METAL BACK HOME IN A STRANGE LAND



Eddie and Lita sped back up the highway, toward Lionwhyte's now dilapidated Pleasure tower. The Deuce swerved in and out of turns as the duo anxiously awaited seeing their old settlement. As they passed through the Cleave of the Impaler, it became increasingly clear that things had changed. Yes, the Cleave was still dark, dank, and full of dangerous structures, but it looked different somehow.

It was not until they reached the doorstep of Bladehenge that they realized what was different. The countryside now had a distinct charm about it—the charm that any fun-loving ball-gag enthusiast would appreciate. What was once wild countryside was now covered in leather, chains, and other S&M decorations. Bladehenge had been taken over by Doviculus's Tainted Coil!

HOME IS WHERE THE BLACK HEART IS



Upon arriving at Bladehenge, the duo spied Hate Cages and other nasty creatures stomping around in the distance. The once-proud sword monument marking Bladehenge's center was now wrapped in tight leather, spikes, and other lame bondage stuff. Really, it wasn't pretty. Luckily, the duo had entered the now-Tainted Coil land unnoticed by the dark denizens.

Eddie quickly began to gather the necessary scaffolding, but he wouldn't be able to get it all back to the gorge on the Deuce. He called Mangus through the walkie-talkie and the Engineer soon arrived with the bus.

They loaded the bus and got back on the road to the gorge. This time, however, they had company. Tick Choppers high on the nearby ridges spotted the Ironheade intruders and immediately gave chase!





The Tick Choppers swiftly swarmed around the bus as it sped back to the gorge. Eddie followed the bus closely, popping the choppers with the Deuce's primary weapons and occasionally charring them with its secondary cannons. Just as the bus sped up the hill toward the entrance to the Cleave, several Tick Choppers zoomed in from the left!

Eddie sped around the bus, hitting the attackers with everything he had. When one got away, he followed it closely, and fired on it until it exploded. He followed the bus back into the Cleave, never letting it get more than four car lengths ahead, and always destroying the Tick Choppers before they could harm his tour bus.



The area inside the Cleave was tight, so for a moment, their journey was safe. Eddie slowed the Deuce down, carefully following the bus as it wended past obstacles. When they emerged from the Cleave, back into Lionwhyte's old palace, they turned left to pass through the aqueduct.

Their respite was short, unfortunately. As soon as they passed through the aqueduct, the tour bus once again came under attack from the Tick Choppers. Eddie opened fire once again, always taking out the Choppers closest to the bus, and occasionally passing up the bus to protect it from the front.



Several waves of Tick Chopper attacks kept Eddie busy. Eventually, the Ironheade tour bus and Eddie arrived back at the gorge with everything they needed to repair the road to span the gap. As soon as the scaffolding bridged the gorge, the Ironheade army found itself in another predicament. They'd arrived at the edge of a forest, and by the sounds of it, the animals living within weren't friendly.

A NUMBER OF THE BEASTS

RIDE THE METAL BEAST!



The forest was crawling with huge, hulking, hairy beasts. Their sabertooth canines were capable of tearing through flesh with ease, but it wasn't their teeth that concerned Eddie. It was their annoying ability to open their mouths and scorch whatever stood before them. Rather than run away in fear or try to find another way around the forest, Eddie decided he'd recruit the hairy buggers instead.

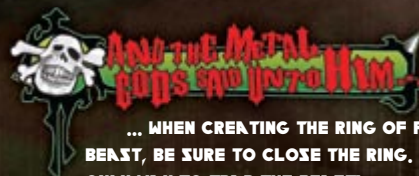
His plan was to round up the creatures, one by one, then direct them to a cage Mangus built. Once there, Lita would jump on them and wrangle them into the cage where they could be trained for battle later. He hopped atop the Fire Baron's chopper and rode into the forest to meet the creatures head on.

ROUND 'EM UP!



The first of the wild beasts was slumbering directly in front of the cage Mangus built. Eddie and the Baron made a bee line for it and rammed the beast with the chopper, rudely waking it! Before the beast could begin breathing fire on the rowdy duo, they turned around and led the beast back toward the cage.

As soon as they passed under the bright yellow floodlight, they began turning left and creating a ring of fire with the chopper's exhaust. As they sped left, drawing the ring of fire, the wild creature gave chase, attempting to barbecue them.



... WHEN CREATING THE RING OF FIRE AROUND THE BEAST, BE SURE TO CLOSE THE RING. FOR THAT IS THE ONLY WAY TO TRAP THE BEAST!



Eddie closed the ring of fire around the hairy Metal Beast, trapping it. Just then Lita jumped down from her perch and wrangled it into its cage! With one Metal Beast under Ironheade control, they needed only two more to create a new unit for the Ironheade army.



The second Metal Beast was sleeping near a tree on the right, just past several rows of makeshift fencing. The chopper plowed through the fences and rammed the snoozing beast head-on! When it woke, it instantly gave chase, though Eddie and the Baron were already well on their way back to the cage. The Metal Beast gave chase and soon found itself trapped in a ring of fire, then inside a cage.

The third Metal Beast was dozing off underneath a large tree root to the left of Mangus's cage. The Roadie General did just as he had done twice before and lured the creature back to the cage. He encircled it in fire, then Lita pounced, trapping the final beast in the cage!

THE METAL BEASTS ARE GREAT, RATHER PRICEY, UNITS IN MULTIPLAYER BATTLE. THEY ARE GREAT ANTI-INFANTRY UNITS!



With three Metal Beasts caged up, the Ironheade army had a new unit for battle! While Eddie, the Baron, and Lita wondered about how they were going to ride them into battle, they suddenly found themselves surrounded by the Zalia—freakishly fierce, Amazonian-type chicks that were the Metal Beasts' companions and protectors. Apparently, they didn't take kindly to Eddie and his crew capturing their fuzzy little friends and decided to make a point of it. A very sharp point. Like one at the end of a huge freakin' spear.

Like it or not, Eddie and his companions had been captured! Soon they found themselves behind bars at the top of a tall pyramid. The tables had turned, and they were now the ones in a cage. A cage lined with crazy pyrotechnics that slowly burned toward the captives. Yeah, it wasn't looking good for the Ironheade warriors.

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As the inside of the cage caught fire, Eddie rushed to the rear of his enclosure. There he found more of the devil-horned flowers indicating the presence of a large relic. He busted out Clementine and rocked his Relic Raiser riff. Much to everyone's surprise, the top of the pyramid began to shake as a large structure rose from the center!

The pyramid came to life with lights and pyrotechnics displays that rivaled the best of Eddie's shows. Once the rumbling stopped, the center of the pyramid revealed ancient graphics depicting a long lost warrior and friend to the Zalia. Though it looked like Eddie, it was not. It was ... Eddie's dad, Rignnarok!

Rignnarok had once fought alongside the Zalia and taught them the skills they needed to survive in this harsh land. They'd fought together during the Black Tear Rebellion, and now, the Zalia vowed to fight alongside his son, Eddie, in the Ironheade rebellion.



RESRET'S INFINITE MIRE

LIKE FATHER



Eddie rushed down the pyramid and spoke to Lita. Having just learned that his father fought alongside Ophelia's parents in the Black Tear Rebellion, Eddie was worried that Lita would no longer trust him, the way she refused to trust Ophelia. Much to his surprise, Lita still trusted him. As it turns out, Eddie's father, Rignnarok, was the only one of his army to resist the temptation of the Sea of Black Tears. The Emperor succeeded in destroying his army, but Rignnarok escaped.

After escaping, Rignnarok set out on one final mission: to find and destroy the Emperor of the Demons. That was the last time he was ever seen. Eddie could only assume that his father went back in time, to Eddie's world, where he lived out his final days. But clearly his mission had never been accomplished. Now was Eddie's chance to finish what his father started.

LIKE SON



Eddie had inadvertently picked up his father's mantle, and was resolved to see things through. But first he needed to guide his growing army past the swamp and out of the forest. The Ironheade army packed things up and hit the road! Or, rather, it hit what could be considered a road in the forest. But, I mean, it wouldn't sound as good if I'd said, "hit the path!" So ... yeah, they got a move on.

The trek through the swamp was arduous. With so many twists and turns in the forest, the tour bus had to take things slow, allowing Eddie to ride one of the Metal Beasts and keep pace with his crew. In fact, Eddie jumped ahead of the bus and scouted the path for enemies.



Though the forest was quiet at first, save for a few Lazer Panthers roaming around, the Master Roadie and his furry friend soon encountered a Grave Digger mob! The emo soldiers rushed the bus, but Eddie acted quickly. He unleashed a blaze from his Metal Beast and charred the approaching group of gloomy gusses, burning them down before they could reach the bus.



Though the swamp was dark, Eddie followed the torched pathway deeper into the forest. Before he knew it, he reached a large blockade that prevented the bus from proceeding. He made a left and explored ahead without the bus. If they were to continue, he'd have to bring down the blockade from the other side. The path to the left of the blockade swept down into the marshlands—where the bus could not follow—then back up to the path on the right.

In his way, however, were more Grave Diggers and several Lazer Panther beasts! He burned through the first few Grave Diggers and even jumped off his trusty steed to let his axe do some of the work. When the Lazer Panthers approached, however, he leaped back onto the Metal Beast and cooked them to a crisp!





Eddie followed the marshy trail back up to the main path and emerged beyond the blockade. On the main path, he turned right and sped past several Lazer Panthers perched in the treetops. With no way of reaching them, all the Roadie could do was dash past them before the Panthers caused any damage.

When he reached the other side of the blockade, he found a large structure on the left with several ropes and pulleys. He cut the rope, allowing a huge guillotine to drop on the blockade. Upon destroying the structure, a huge guillotine came down on the blockade and obliterated it, allowing the tour bus to proceed.



Once the Ironheade bus was moving again, Eddie fell back behind the bus and followed alongside the Kill Master to benefit from his healing abilities. When they reached the bridge, Eddie sped past the bus once again and attacked the Lazer Panthers before they could harm his crew. Meanwhile, the Grave Diggers attempted to attack the bus from behind!

He swooped in on the downtrodden drones and burned them all to the ground. When several small baby carriages zoomed in and began attacking the bus, he hopped off his ride and took his axe to the infant cruisers.



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When the bus was able to proceed, Eddie mounted his steed and took the lead again. He rushed across the bridge and greeted the Bride and carriages with a scorching-hot howl from his Metal Beast.



Deeper in the swamp, the bus came upon an area lined with hundreds of candles. There, they met several Frightwigs, which were easily destroyed. A few blasts of the Metal Beast's breath and an axe combo or two quickly put down the frightening mess of follicles. Once they were dispatched, Eddie destroyed another guillotine structure and uncovered the way out of the swamp.



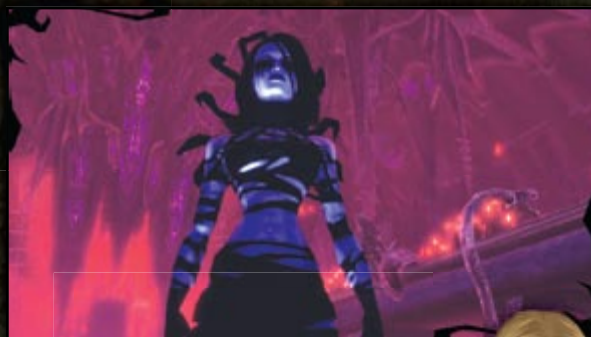
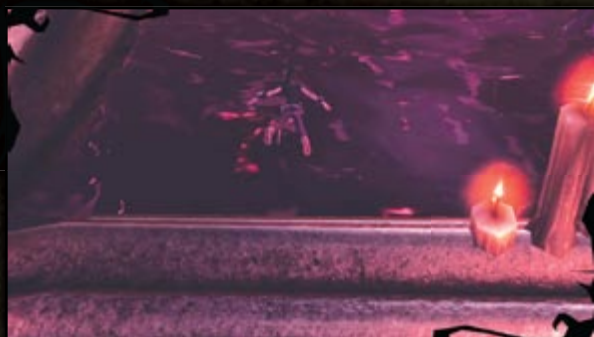
DRY ICE, WET GRAVES

A COLD DAY IN HELL



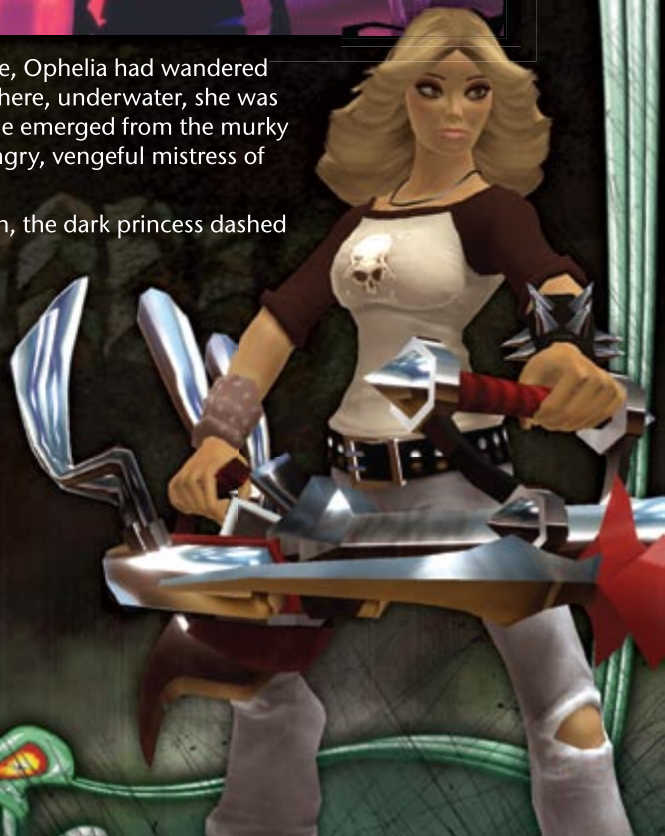
After emerging from the swampy forest, the Ironheade army found itself in the dry ice mines. Typically, Eddie would be happy to be surrounded by dry ice. (After ponying up a pretty penny for dry ice effects, he'd be happy to have a place where he can get dry ice for free.) In this case, however, the dry ice would do him more harm than good. The path leading out of the forest and into the mines was narrow.

With no way to turn around and go back, the Ironheade army had no choice but to keep going forward. As the Ironheade army prepared to rock the mines, Ophelia once again stopped by for a visit. With the help of her organist, she was able to explain to Eddie exactly how she came to take her new form.



Distraught after their confrontation outside of Lionwhyte's palace, Ophelia had wandered into Doviculus's realm and threw herself into the Sea of Black Tears. There, underwater, she was dragged to the bottom by a black fluid that never let her go. When she emerged from the murky depths of the Sea of Black Tears, she did so in her current form—an angry, vengeful mistress of the dark, hell-bent on destroying Eddie and his army.

As Eddie and Lita tried to fathom what Ophelia had gone through, the dark princess dashed off and erected her stage at the other end of the dry ice quarry!



As

ROCK THE ICE MINES



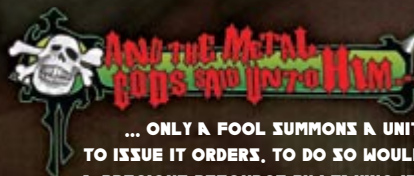
Ophelia and her Drowning Sorrow army prepared to launch their attack, Eddie quickly got to work summoning his soldiers. He summoned three squads of Headbangers and two groups of Razor Girls. As the army was gathering, he leaped into the air and called out his first target, the fan leech to the far right of the stage. Only when the entire army had been completed, did he order his soldiers to attack the fan leech!

As the Headbangers and Razor Girls rushed the fan leech, Eddie summoned a Thunderhog. He landed at the fan leech, strummed his Battle Cry and waited as his crew destroyed the leech. Once the leech was gone, he captured the fan geyser and erected a third Merch Booth.



With the third Merch Booth under his control, Eddie summoned a third group of Razor Girls. He waited for his new units to finish building, then rushed them over to join the rest of his army near the third Booth. He gathered all of his units into one massive force, then empowered them with his Battle Cry. Just as his crew was feeling the rush, a large mob from the opposing army marched toward them by the gap to the right of the Merch Booth.

Eddie marched his army directly at them and immediately began busting heads. As his crew took on the enemy infantry, Eddie rushed from Ratgut to Ratgut, cutting them down. He would frequently replenish his army as units fell in battle and made sure that his new units left the stage and joined the battle.

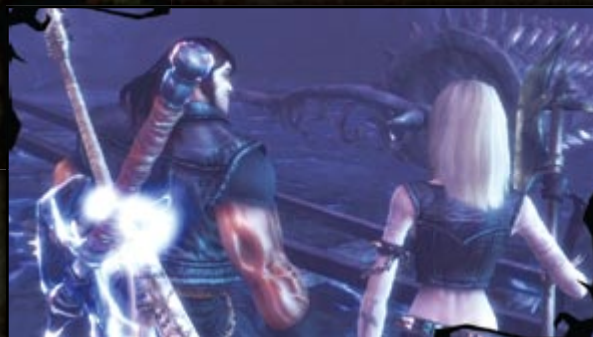


... ONLY A FOOL SUMMONS A UNIT AND FORGETS TO ISSUE IT ORDERS. TO DO SO WOULD BE TO WASTE A PRECIOUS RESOURCE BY LEAVING IT IDLE BY THY STAGE. ALWAYS RUSH BACK TO THY SOLDIERS AND ISSUE THEM COMMANDS AS THEY ARE SUMMONED.



The Ironheade army quickly dismantled the invading force. Eddie reassembled his army into a tidy unit, then summoned a group of Fire Barons to join the ranks. By this time one of the Organists from the opposing army had strolled into the battlefield. With his entire army focused on the one vehicle, the enemy stood no chance. Having just destroyed the Drowning Sorrow's Organist, Eddie called upon his own large vehicle and summoned a Headsplitter!

Once everyone was gathered together, he led the charge past the gap into enemy territory. Since he was so far from his stage now, he summoned a flag near the gap so that his new units would arrive closer to him, but far enough away from the enemy stage in case he needed to retreat and regroup.



After infiltrating the enemy camp, Eddie targeted the enemy stage, bypassing the two Merch Booths in the area—they'd take too long to bring down and allow the enemy more time to rebuild units. Instead, he took the fight directly to the stage, calling on reinforcements as his troops fell in battle. As his army thrashed Ophelia's stage, Eddie concentrated on crushing the large units like Ratguts, Organists, and Frightwigs.

When Ophelia's stage collapsed under the mighty force of the Ironheade army, the dark princess fled without saying a word. In the rubble, Eddie found a massive spiked roller that he used to assemble the final unit for his army.

**EDDIE ASSEMBLES THE ROCK CRUSHER; THE ULTIMATE UNIT FOR HIS ARMY.
THIS UNIT IS SO POWERFUL, YOU CAN ONLY SUMMON ONE AT A TIME IN BATTLE!**



RACING THE REAPER

A GOOD DAY TO DIE



Ophelia was on the run and there was only one place that she'd be sure to go: the Sea of Black Tears. After a short stay at the dry ice mines, Eddie and his crew packed up the bus and set out to the Sea of Black Tears.

SLID4UP AND RUN 'EM DOWN!



As the tour bus got off to a slow start, Ophelia's horsemen swooped in from all sides. Eddie followed behind the bus, as he usually did when escorting it, and waited for the attackers to get within range of his weapons before he let them loose. As the tour bus fled the ice mines, the path became wider and wider, allowing Eddie to swerve around the bus and pick off the undead stallions as they galloped in for the attack.

When several horses swarmed the bus, Eddie fell back to get a better shot and quickly destroyed the steeds, but when they emerged from the ice mines they were quickly surrounded by trees and a narrowing path flanked by forest on each side. He slowed the Deuce down, allowing the bus to pull away a bit, then hit his burners when the horsemen approached him from behind. As soon the horsemen caught up, they were lit on fire!



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After passing through the narrow forest path, the bus began a steep decline down a long, winding road. At the base of the decline was Ophelia, waiting to ambush the Ironheade forces! She wasted no time in unleashing her dark minions and immediately rushed Eddie's army with everything she had. With no time to plan, Eddie simply reacted. He sped into battle and took his axe to Ophelia's vehicles.

When one of Eddie's Headsplitter vehicles neared, he jumped onto his Headsplitter unit and began launching spears at the enemy. His army was so powerful, it quickly overtook Ophelia's forces and squashed them with ease.



Ophelia laid on the ground, defeated. She couldn't help but share some information with Eddie. According to her, Riggmarok didn't destroy the Demon Emperor, he had joined the Demon Emperor! With those, provocative words, she flew away back to the shore of the Sea of Black Tears.

SEA OF BLACK TEARS

OPHELIA'S LAST DANCE



Ophelia fled, but she didn't go far. The shores of the Sea of Black Tears were just down the road. In fact, shortly after Ophelia flew away, the rest of the Ironheade army set up shop near the shore. Eddie joined his crew and prepared to confront Ophelia. It had been a long, restless trek for Eddie and his crew, but they all felt it. The end was near. As Lita and the rest of the crew prepared for one last show, Eddie quietly dozed off near one of the massive speakers.

When the weary Roadie nodded off, he had sweet dreams of himself and Ophelia skipping along the beach, slaughtering druids, and living happily ever after. Alas, the dream was not meant to be, however. As the preparations neared completion, Eddie was suddenly awoken up by the sound of impending doom! He took his demon General form and leaped into the air to orchestrate yet another battle.

BRINS OUT THE BIS SUN



When the battle began, Eddie immediately summoned three Headbanger groups and two packs of Razor Girls. His first target was the fan leech on the stage's far left. As soon as his first five battalions were assembled, he set them on the first Leech and captured the fan geyser for his army. With a second Merch Booth under Ironheade control, Eddie summoned a Thunderhog, then set his army on the fan leech on the right.

Unfortunately, Ophelia's army had already reached it! When the Ironheade forces arrived at the fan geyser, they met with a mob of Grave Diggers! Eddie used his Battle Cry to empower his troops. Then he joined them in battle, using guitar solos and axe combos to cut through the zombie horde.



With three Merch Booths now under the Ironheade banner, Eddie ordered his soldiers to take the fourth geyser just right of the bridge entrance. While his soldiers stormed the geyser, Eddie upgraded his stage. As soon as the fan geyser was available, he took it, erected a Merch Booth, and then directed his soldiers to the final fan leech in the area, just left of the bridge entrance.

As his soldiers attacked the final fan leech, the Master Roadie summoned a flag near the entrance to the bridge. He took the final geyser, erecting a Merch Booth around it, then called for another stage upgrade. Before he knew it, Eddie controlled all of the fan geysers near his stage and had plenty of room for several more soldiers in his army.



Eddie summoned maxed out his forces with several more soldiers and then assembled them near the edge of the bridge to intercept the next wave of Ophelia's goons. The Grave Diggers lumbered toward the Ironheade army, and Eddie touched back down on the ground to scatter them with his Earthshaker riff. When his army reached the scattered Grave Diggers, they easily swarmed around fallen zombies and laid them to rest.

After enduring the next wave of Drowning Doom attackers, Eddie upgraded his stage one last time and gained the ability to summon the Rock Crusher! He called on Mangus to summon the mobile stage and ultimate rock and roll weapon of super doom! Eddie climbed on top the Rock Crusher and rolled past his soldiers onto the center of the bridge. He stayed just out of the defensive towers' reach and used the Crusher's special attack to utterly destroy the dark forces guarding the bridge.



... DO NOT SEND THY SOLDIERS UP THE BRIDGE
YET! OPHELIA'S DEFENSIVE TOWERS WILL DISPATCH
ALL SOLDIERS, INCLUDING THINE OWN SELF, WITH
TITAN-LIKE EASE. IF YOU BRAVE THE BRIDGE,
PREPARE TO MEET US TITANS IN THE AFTERLIFE
INSTANTLY!

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... IF THINE ARMY IS TOO ROBUST AND DOES NOT ALLOW ROOM TO SUMMON THY ROCK CRUSHER, TEAM UP WITH AN EXPENDABLE UNIT AND MARCH IT TOWARD THE CENTER OF THE BRIDGE TO SACRIFICE IT. AS SOON AS YOU NEAR THE ENEMY TOWERS, OPHELIA WILL HAPPILY MAKE ROOM IN YOUR ARMY FOR YOU.



Once the bridge was empty of Drowning Doom soldiers, Eddie crept up to the defensive towers and crushed them with the Rock Crusher's special attack. With the bridge defenseless, Eddie called on his army to storm across the bridge and attack the enemy stage. When more of Ophelia's goons rushed the bridge, Eddie greeted them all with the Crusher's Bladehenge Assault attack.

The Roadie General wiped out the majority of Ophelia's troops with his Rock Crusher, allowing his soldiers to concentrate on taking the enemy stage. As the Ironheade army thrashed the enemy stage, Eddie launched several more Bladehenge Assaults from his Rock Crusher and finally finished off Ophelia's crew.

Ophelia sprawled, defeated once again and Eddie pleaded with her to finally give up. He didn't want to destroy her along with the Emperor. Much to his surprise, however, Ophelia laughed at him. "You think Doviculus is the Emperor?" she asked. If Doviculus wasn't the Emperor, then who was? Ophelia fluttered away without answering Eddie's questions.



ABOMINATION OVERDRIVE

THE BLACK TEAR MONSTER



The stage near the Sea of Black Tears had fallen to Eddie's mighty Ironheade army and the only thing left to do was storm Doviculus's cathedral. Since Lars had fallen, Lita was motivated solely by vengeance. But now that she had the opportunity to end it all, she couldn't. She was too tired of being angry. Eddie, as was always his way, was ready to pick up the slack and finish things. He marched up the cathedral steps and found Ophelia ... with Doviculus!

Together the dark duo explained everything to the confused Roadie. Doviculus isn't the Emperor. The Demon Emperor was a woman, Eddie's mother! (Cue shock music.) Since Eddie had returned to the Land of Metal, he'd brought back the secrets of the titans for Doviculus to exploit! Before Eddie could react, however, the evil demon ripped out Ophelia's black heart and shoved it into his own chest.



Ophelia's lifeless body fell to the floor in a weird, dark splash and disappeared. Before Eddie could shove his axe down Doviculus's throat, the evil demon flew away and summoned his Black Tear Monster!

THREE-HEADED BEAST



Eddie's battle against the three-headed beast was tricky. He began with only a few soldiers in his army and quickly summoned Headbangers to take over the fan geysers nearby. While his army attacked the fan leeches, Eddie handled Doviculus's Battle Nuns. He rushed his army around the battlefield, taking all of the fan geysers quickly, then erecting Merch Booths around them.

All the while, Doviculus peppered the field with syringes that spawned several unsavory creatures. Whenever one would land, Eddie would rush the syringe, wait for it to unleash its spawn, and then attack it! Meanwhile, he set his army to attack the monster's right head.



After taking too much damage, the monster's right head began to droop and turned right, toward the opening to the ramp on the right of the battlefield. Eddie quickly called his soldiers back, away from the base of the head and regrouped them near his stage.

Once his soldiers were out of the way of the tall monster head, Eddie summoned the Deuce and sped up the ramp on the right. Just as he was about to launch himself off the ramp, he hit the nitro, speeding directly into the creature's right head! He drove down the creature's gullet and burst out of the monster's throat.



The monster's lifeless head fell to the ground with a rockin' thud, crushing everything underneath its weight. Had Eddie's soldiers still been near the monster, they would've been demolished entirely! With one head down, the Roadie General backed off, regrouped his army, and then set out to attack the head on the left.

The Ironheade army pummeled the monster's left head, forcing it to droop toward the ramp, then Eddie launched the Deuce into it. With both heads destroyed, Doviculus was weakened! Eddie saw his opportunity and sped up the steps and crashed through the cathedral monster's center head, arriving at Doviculus's sanctuary.

one-on-one



When Eddie entered the cathedral head, he found Doviculus hanging by chains near the far wall. The demon jumped down from his weblike perch and wasted no time. He lunged at the Roadie. Since this was their final showdown, Doviculus wasn't about to hold back. He slashed at Eddie with an overhead swat from his staff, but the Roadie was too quick! He held his axe to block and rolled away evasively at the last second.

As Doviculus's blow fell harmlessly to the ground, Eddie retaliated with a Shocker Blast and followed it with several axe combos. Just as Eddie finished his axe combo, Doviculus prepared to launch another attack. The crafty Roadie dodged the attack, then Doviculus leaped back onto the far wall, where he hung while he summoned druid dudes to do his dirty work.



The druid dudes weren't a match for Eddie anymore. He was able to shred through them quickly with quick combos and the occasional Earthshaker attack. As he fought them off, however, he didn't take his attention off the demon leader, Doviculus.

He zapped the hanging creep with the Shocker several times, forcing Doviculus to hop down and get back in the fight.

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Eddie resumed his attack on the demon leader. When Doviculus rocked his staff, Eddie rolled out of the way. When Doviculus staggered, Eddie stabbed. He stayed out of the demon's way and always counterattacked. After several more combos, the cowardly creep retreated again to the far wall.



... THOU HAS BATTLED FOR SO LONG, IT WOULD BE UNWISE TO FALTER NOW. THERE IS NO SHAME IN RUNNING AWAY SHOULD YOU NEAR DEATH. BACK AWAY LONG ENOUGH FOR THINE HEALTH TO REPLENISH, THEN RESUME THE FIGHT!

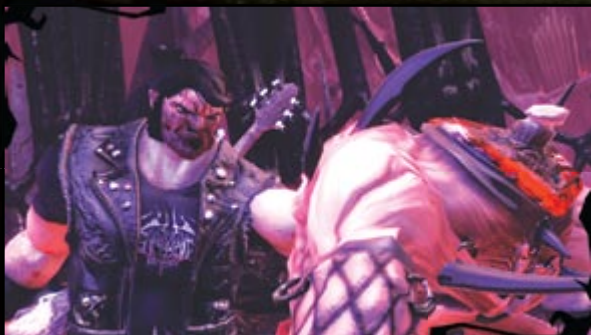


After retreating a second time, Doviculus summoned his Battle Nuns to fight in his stead. Eddie dodged Doviculus's chain attacks that he launched from the safety of his perch, then chopped through the Battle Nuns with combos and Clementine attacks. In between attacks on the Nuns, he shocked Doviculus and knocked away one of his support chains.

Eddie forced Doviculus down a second time and kept a steady stream of counterattacks on the foolish demon. Eddie repeatedly dodged and attacked from behind; slowly he chipped away at the creep. Doviculus retreated a third time. This time however, he summoned both Battle Nuns and druids!

By now, even this potent, combo of killer cretins was not enough to phase the King of all Roadies. He cut down the minions, forced Doviculus to descend from his chain web, and finished him off once and for all.





Eddie ran his axe across Doviculus's neck, separating his head from his body. Then Eddie reached into the bad guy's gooey center and ripped out his heart. Then he ripped out his other heart, which actually, was Ophelia's black heart. As the cathedral crumbled to pieces, Eddie was tossed into the Sea of Black Tears.

He was slowly dragged to the bottom by a strange black tendril, where he found Ophelia's body! She'd never truly transformed, but had only been *replaced* by the dark, gloomy Ophelia. The Roadie ripped her from her underwater resting place and took her back up to the surface. But just as he was going to get out, the tendril yanked him down again.



After everything he'd done, he was going to drown in the Sea of Black Tears after all! That is, until, Ophelia regained consciousness and dragged him out. Together, the two crawled onto shore and picked up where they left off.

In the following days, everything started to change. The Ironheade rebellion turned into the Ironheade civilization. A statue was erected for Lars, their fallen leader, and I ... er, I mean, and *Eddie* decided to roam the land to see what other trouble he could get himself into.



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SIDE MISSIONS

SECONDARY SIDE MISSIONS

PEOPLE TO SEE

As you progress through the adventure, you'll find several people living in the world of Metal in need of help. Some may simply need help delivering a frosty brew, while others may just want a good old fashioned challenge. If its not too much to ask, stop by and oblige. After all, there's something in it for you, too!

BEAT FLETUS! RACE CHALLENGES



Fletus is a lone demon that marches to the beat of his own oil drum. At first, he's not the friendliest dude around, but after facing you in one-on-one races he slowly begins to develop a sense of respect for you. Of course, he'll never admit to that, but you can tell. He's a tough guy, but inside is a big demon softy. A big demon softy that probably smells. A big demon softy that probably smells and would probably eat you if he ever got hungry enough. Yeah, that.

Racing against Fletus isn't timed, so don't worry about getting to each checkpoint or to the end within a certain amount of time. As long as you reach the end before

Fletus, you win the race. It's as simple as that. We highly suggest you complete many of these races after upgrading your Deuce's nitro and engine. If you find that you're having a hard time keeping up with Fletus, return to repeat the race after upgrading the Deuce.



... CHALLENGE THYSELF AND COMPLETE ALL RACES AGAINST FLEETING FLETUS TO ACQUIRE TWO MOST EXCELLENT BONUSES: THE SQUEAL LIKE A CHICKEN BONUS AND FLETUS'S OWN SQUEALER SAUCE FOR THE DEUCE!



RACE TO THE BATTERED PLAINS: RACE 1

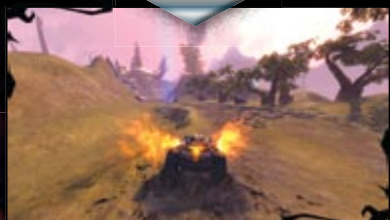
Race to the Battered Plains is a simple, straightforward race. Since it is your first encounter with Fletus, don't expect anything tricky. Simply get out ahead of Fletus with a few nitros, then follow the race markers to the end.



After accepting Fletus's challenge, the race begins on the highway nearby. The race doesn't stay on the road for long, however, as the first turn is right off the road where the pavement veers left.



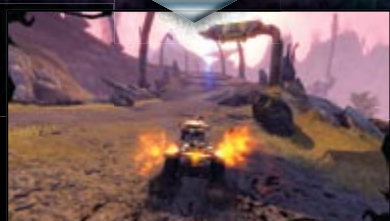
Follow the path off road into the small woodsy area, staying between the trees.



As you exit the wooded area, hit the nitro and hug the right of the path to avoid the small ridge on the left.



Stay on the right as you pass the gigantic rib cage embedded on the left wall.



Veering right after passing the rib structure and hop back on the highway via the on-ramp on the right.



Follow the highway toward the Razor Fields. Just as you approach the fields, swerve right toward the Cleave of the Impaler entrance.



Let off the gas as you hit the ridge on the right of the Razor Fields and enter the Battered Plains.



Veering left after the ridge and pass by the large Motor Forge on the left wall.



Follow the left wall as it curves to the right, then hit the nitro as you pass underneath a large arched rock.



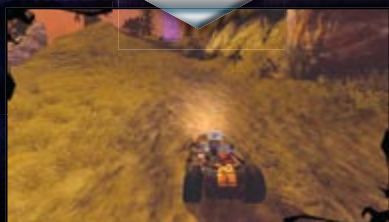
Beyond the arch, hit the nitro again and you're home free.

UNDER THE GIANT FACE OF ROCK: RACE 2

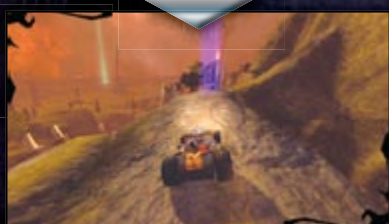
Good steering is more important in this race than hitting your top speed. In fact, we encourage you to either get ahead of Fletus fast, or stay behind him if you can't get ahead of him early in the race. After passing over the thin stone bridges, let loose the nitros and take the race!



This race begins at the base of Mount Rockmore. Either jump out ahead of Fletus immediately, or let him pass you by for now.



Just as you reach the second race marker, make a sharp left turn up the hill.



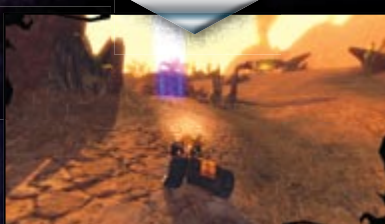
Carefully navigate the first thin bridge by staying out of Fletus's way. If you hit him, you'll most likely get knocked off and lose the race.



Follow the path ahead, hugging the hill as it slowly turns right.



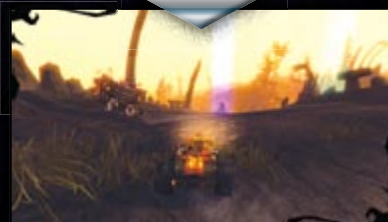
Cross a second thin bridge of stone, then hit your nitro as soon as you're on the other side.



Slowly begin turning left toward the Battered Plains and line yourself up with a small rocky ramp that launches you onto the Titan Highway.



As you land, steer clear of the sharp rock on the left, and carefully merge onto the Titan Highway.



Follow the highway west, steering clear of all bumpy areas to maintain a good consistent speed, then make a sharp left turn down the highway toward Bladehenge.



Follow the ramp right toward the final race marker and call it a race!

HEADING OUT TO THE HIGHWAY: RACE 3

The race to the highway is another of Fletus's less challenging races. It primarily takes place in wide open spaces with few narrow paths or obstructions to worry about.



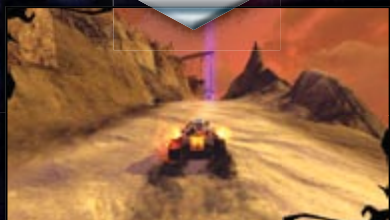
Chase the race markers right as you speed away from the beach area.



Swerve left onto the grassy path, hugging the cliff on the left and staying between the cliff side and the rocks on the right.



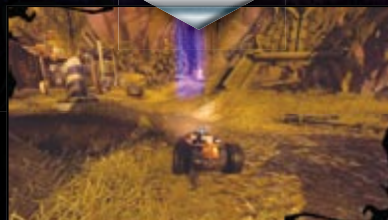
Hug the left cliff side and speed underneath the large Engine Monument.



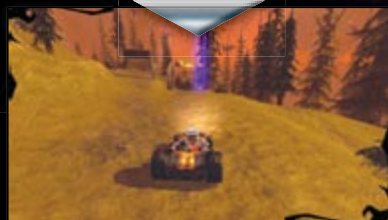
As you fly past the Engine Monument, continue to swerve left up a winding hill.



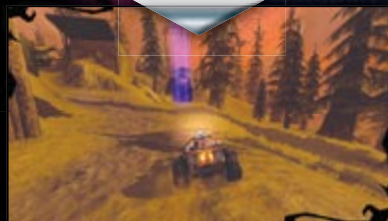
As you near the top of the cliffs, the path will suddenly become grassy and lined with trees on the right. Continue hugging the cliff and speed past the trees.



When you emerge from the hilly path, turn left into a forested area and swerve between the two large structures near the center.



Hit the nitro beyond the two small concrete posts, then veer right as you cross the two posts.



Follow the race markers into a large, wide-open area, then stay on the right as you come upon a small fork in the road. The left path leads up a small ramp; the right one goes down into a long, hollow fallen tree. Stay on the right.



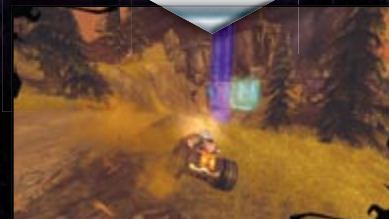
Launch yourself right as you exit the hollow tree and dodge the large rock just outside the tree. If you hit it right, this ramp hits a Lightning Plug Jump!



Stay the course and hit the nitros as you speed straight ahead.



The path ahead is wide open, so don't worry about many upcoming turns. When the race markers start to lead you left, don't make any sharp turns. Instead, simply follow the markers left and avoid hitting any trees while you're at it.



Hit a few more nitros up the dirt path as it leads you back toward the Titan Highway underpass.

IN LIONWHYTE'S TAINTED BACKSIDE: RACE 4

Don't be fooled by this race's name. It's not as nasty as it sounds. In fact, if this were any other day, you might run this race on accident as you take a daring drive up the snowy peaks of Ironheade Mountain.



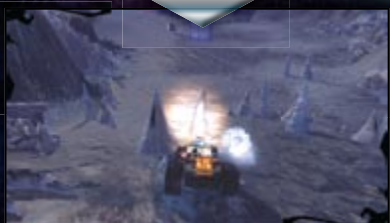
Just as the race begins, nitro into the lead and avoid getting stuck on the ribs sticking out the side of the mountain.



Glide left as you land and avoid running into the right wall. Speed under the narrow stone structure, then carefully follow the winding path down and left.



The next few race markers are evenly spaced along the snow-covered path, with no real changes on the course as it slowly curves left, back toward Lionwhyte's Palace.



Break through the large ice pillars as you pass by the rib cage corridors and begin to veer left.



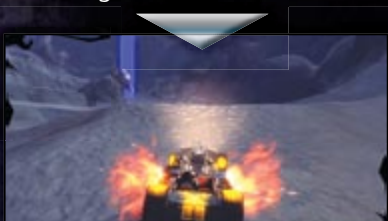
As you pass by the large curved spikes on the left and right, hit the nitro and get a lead on Fletus.



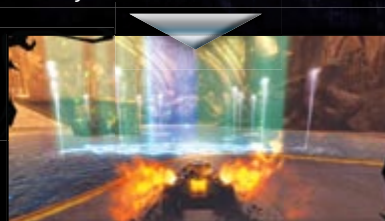
Hit the nitro as you pass through the aqueduct and speed back into Lionwhyte's Palace.



As the race markers lead you up and to the left, line yourself up with the tall ridge and launch yourself off of it as if it were a ramp.



Follow the race markers as they curve left, then let loose a nitro boost again as you hit small ramp up the side of the mountain.



Steer straight ahead until you reach the final race marker and claim your victory.

JUNGLE DRAG: RACE 5

With a few sudden turns and several obstacles to avoid, the Jungle Drag is less of a drag race and more of a downright drag to run. Still, if you're quick to adjust and your reflexes are sharp, you'll be able to complete this race with minimal crashes.



As soon as the race begins, get out ahead of Fletus and dash under the large curved tree trunk.



As soon as you pass the cage, make a sharp right and speed past the tree on the left and the low arching root on tree trunk on the right.



Just before you hit the jungle wall, make a sharp left and squeeze between two tall pillars on the way up a hill.



Make a quick left and rush down the hill, being careful to pass between the pillars ahead and not get stuck on either one.



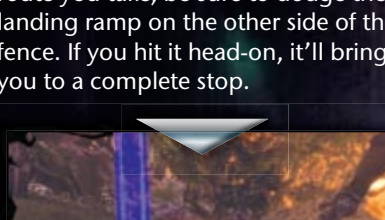
Turn right and either crash past another stick fence, or use the stone ramp to jump over it. Whichever route you take, be sure to dodge the landing ramp on the other side of the fence. If you hit it head-on, it'll bring you to a complete stop.



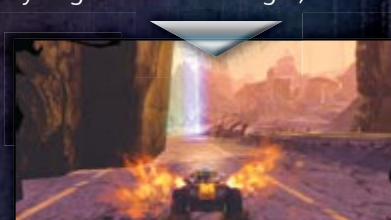
Chase the markers as they lead you right, directly toward the once-fallen bridge. Try to take the left route, but if you get stuck on the right, it's OK.



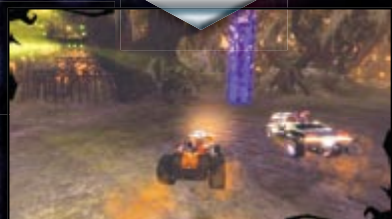
Crash through the stick fences and slowly begin to swerve right.



Use a nitro boost to get some distance from Fletus, as the next few race markers keep a steady course ahead of you.



Blast another nitro as you cross the bridge and hug the left wall (begin to swerve into the left lane if you begin on the right), then keep a direct route to the final marker at the end of the bridge.



When the cage that Lita used for the Metal Beasts comes into view, swerve right and dodge it, then hit the nitro for a quick speed boost.

ALONG THE BLOOD COAST: RACE 6

The race along the Blood Coast can be very dangerous if you veer too far off course in the early stages. Once you leave the coast and re-enter the jungle area, you will also face several obstacles in the form of jungle greenery and ancient structures.



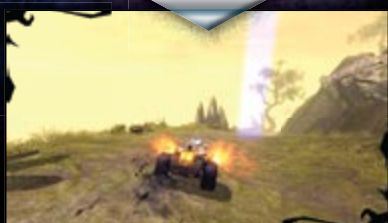
When the green light flashes, nitro through the first two pillars and jump ahead of Fletus. Don't let him shove you into one of the pillars, or you'll be stuck there while he speeds down the coastline.



Follow the path right as it heads up the coast and back into the jungle area.



Drive straight as you approach the large arching branches and roots and dash past the Lore monument on the right.



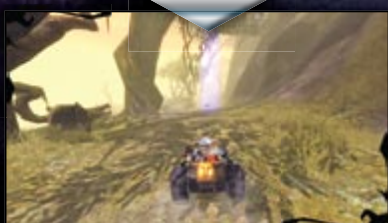
Hug the right wall as you drive down the coast, keeping the long drop-off on the left.



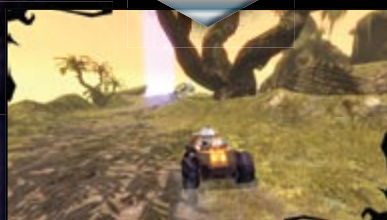
Carefully navigate left and right, past several tree roots and bushes.



Carefully squeeze through the next two pillars, making sure that Fletus doesn't ram you into one of them.



Continue down the coast and steer clear of the large roots on the left. If Fletus gets too close for comfort, let him pass you by, rather than fighting him for position. Remember, he can ram you out of position, and that's extra dangerous on the early section of the race.



When you turn left and approach the large twisted tree, stay close to its left side (keeping it on your right), then round the tree back to the right, avoiding the cliff drop-off on the left.



Follow the last few race markers toward the end of the race and use a few nitros to ensure a victory.



Hit the nitro after rounding the twisted tree and speed past the Motor Forge on the left.

DOOM'S RACE: RACE ?

As the last of Fletus's challenges, this is by far the most difficult race. It incorporates narrow areas you must squeeze into, precarious drops, winding pathways, and other hard-to-avoid obstacles. Since you don't need to win by a certain margin, we highly suggest staying behind Fletus during most of this race to avoid getting rammed into an obstacle or off the road.



Make a sharp right up the hill ahead and allow Fletus to get ahead of you before you reach the opening in the fence.



Follow the train tracks up, staying behind Fletus.



Make a right onto the wooden train tracks and carefully follow the elevated tracks over the swampy area. Don't hit any nitros here or you'll risk running into Fletus or losing control of your car and falling into the swampy area below.



Follow the tracks back onto solid ground and speed left, past the small rock with faces carved into it.



Stay on the train tracks until they end and follow the path toward the large Wraith Tree. Just as you reach it, turn left sharply!



Go up the hill and make a second sharp left just before the road forks. The right (straight) path goes down, the left path goes up slightly. Take the left path.



Follow the road past an open gate.



Veer left and dash past several scattered tombstones. Speed through a narrow corridor created by two large boulders.



Hug the right edge of the path and follow it down.



Hit the nitro as the path turns slightly to the left and avoid hitting either side of the gate, or you'll get stuck. Reach the final race marker and claim your prize!

OVERSLAUGHTER: HUNTING CHALLENGES



You're not the only human roaming these lands, you know. There is another lone human making a name for himself as a hunter. If you find the Hunter—and you should since we marked his locations on the map for you—you can challenge his boastful claims. Speak with him to find out how many creatures of a particular species he has successfully hunted, then go out and beat his score by one. So if he's killed 20 Ground Urchins, you must kill 21. Get it? You're not limited by time, so these challenges can be completed at any time as you complete other important missions. Of course, they can also be completed one after another if you feel like doin' some huntin'..

BLADEHENGES CHALLENGE 1: 21 GROUND URCHINS



These metal porcupines are all over the place! Seriously, you should have no difficulty finding more than enough of these creatures to slay. You could hunt them one by one and kill them with your axe or stun them with Shocker, then use them as projectiles against other creatures.

BLADEHENGES CHALLENGE 2: 16 RAPTOR ELK

Raptor Elk are native to the Bladehenge area. You should find these creatures near the same area as the Ground Urchins, so keep your eyes open. To take them down, use Shocker to stun them, then either slash them with a few axe combos or blow them up with Pyro. Be carefully, however, they pack a mighty punch if they ram you.



BLADEHENGE CHALLENGE 3: 11 RAZORFIRE BOARS



These creatures are only found in the Razorfire Meadow, at the base of the volcano. Since they roam such a small area, you're sure to find them in bunches. Unfortunately, that also means in bunches, they'll find you. Don't try to take them on foot, they'll quickly ram you to death. Instead, drive to the Razorfire Meadow and stay in the Deuce as you blow them up with your primary and secondary weapons.

BLADEHENGE CHALLENGE 4: 6 TOLLUSKS



Tollusks can be found roaming nearly anywhere near Bladehenge, but if you want to hunt them in numbers, look to the Razorfire Meadow. Like the Razorfire Boars, these creatures can quickly decimate you if you're on foot. Stay in the Deuce and use your vehicle's weapons to shred them quickly.



IRONHEADE MOUNTAIN CHALLENGE 1: 16 REAPER STEEDS



Even though this challenge is initiated in Ironheade Mountain, the actual hunting should take place near the Wraith Tree near the Sea of Black Tears area. The Reaper Steeds are tall, black horses that roam the area near the Wraith Tree. Once you encounter one, use the same technique you used to slay the Raptor Elk, stun them with Shocker, then cut them apart with axe combos or scorch them with Pyro.



... DO NOT CONFUSE THESE CREATURES WITH THE DROWNING DOOM'S REAPERS! THE DROWNING DOOM'S UNITS WILL STEAL THY SOUL AND SEND THEE TO MEET WITH ORMAGÖDEN ONCE AND FOR ALL, OR AT LEAST UNTIL YOU'RE REVIVED AGAIN BY THE SPIRIT OF METAL.

IRONHEADE MOUNTAIN CHALLENGE 2: 6 LAZER PANTHERS

Lazer Panthers can be found in the jungle area. Since they're such powerful beasts, they're a bit tougher to bring down mano a mano. Or is that mano a monster paw? Regardless, you can either shock these beasts with your electric attack or use the Deuce to pump the panthers full of lead. We suggest using your guitar and axe combos, but stay on the move while doing so. The Lazer Panthers' laser beams can cause major damage!



IRONHEADE MOUNTAIN CHALLENGE 3: 11 SICKLE WRAITHS



Where else could you expect to find these wraiths than near the Wraith Tree in the Sea of Black Tears area? Roam the area and keep your eyes to the sky. These bothersome creatures float overhead and attack when you least expect it. And since you can't reach them with your axe while they're airborne, use the Shocker to bring them back down to earth and finish them off while they're lying helplessly on the ground.

IRONHEADE MOUNTAIN CHALLENGE 4: 6 GUILLOTARS

Guillotars are tall, slow creatures that roam the area southwest of the Sea of Black Tears. If you were to stand at their feet and try to take them down with your axe, you'd have better luck chipping down one of the massive trees in the jungle area. Instead, hop in the Deuce and use upgraded weaponry like heat-seeking missiles to pop the Guillotars from the distance.



BLADEHENSE CHALLENGE 5: 4 HEXTADONS



After completing the challenges from Ironhead Mountain, the Hunter returns to his place near Bladehenge. Here, he issues you his final challenge. Slay four Hextadons! These huge, metal mammoths roam the Ironhead Mountain area (yeah, go figure!), so hop in the Deuce and drive back to the slopes of the Ironhead peak. Patrol the area connecting the aqueduct leading out of Lionwhyte's Palace and the bridge leading to the jungle area and you're sure to find several Hextadons. Take them down the same way you did the Guillotars. Then head back to the Hunter to get the Overkill Achievement/Trophy and a special gift.

RABID DEER CHASE



As you've probably noticed by now, the world of Metal is full of strange creatures, some soft and cuddly, some big and freaky. OK, so none of them are soft and cuddly, but some are more freaky than others. The Raptor Elk, for example, are usually more cool and badass than freaky. In one instance however, a rabid pack of Raptor Elk begin to terrorize the area near Bladehenge. If you're up to it, speak with the Razor Girl under the bridge and lend her a helping hand in thinning the herd.

CHASING THE PLASUE



During this secondary mission, you have 1 minute and 46 seconds to chase eight rabid Raptor Elk in the Deuce and blow them up. As the rabid Elk begin to stampede across the plains, stay behind them in the Deuce and pick them off one by one. If any Elk split off from the herd, stay with the herd instead of chasing the rogue; it won't stray far anyhow. Use upgraded weaponry like heat-seeking missiles.

If you have side burners installed, you can also nitro into the herd and toast the rabid creatures to inflict even more damage. Stay close and gun down all eight animals within the time limit to complete this mission.

WINS MAN



As Eddie Riggs, you're a renaissance man. A warrior. An adventurer. A savior. A matchmaker? Since your recruiting the Kill Master's Thunderhog riders, the rest of the Ironheade army has had a hard time keeping their girls! Take the Headbanger at the Wing Man mission marker, for example. He's trying to throw a kick-ass beach party to impress his Razor Girl, but the Thunderhog riders keep crashing the party and taking all the chicks! Since this is your fault for recruiting the Thunderhog riders, it's your responsibility to make sure this Headbanger gets the girl.

RIDE OF THE WINS MAN

After initiating this mission, find the Headbanger and his girl. Call over several Headbangers at the party and begin a team up attack, the Mosh Pit, then hold your position near the loving couple. As soon as the Thunderhog riders begin to saunter toward the couple and use their smooth lines on the Razor Girl, move your Mosh Pit toward the style crampers and knock them away. Stay close to the couple, inside the circle of blue stage lights, and fend off all riders for 1 minute and 4 seconds. If you knock away all of the riders before they can reach the couple, then you will succeed in being a proper wing man for your Headbanger buddy.



SPEEDY DELIVERY: BEERS ON WHEELS



What better job could there be than to be the keeper of the beer at Beerhenge? Uh, maybe the guy who delivers the beer to the party? Yeah, he's the guy that gets to stop and sip from the golden beer kegs whenever he wants. Of course that also means that the party goers get less beer. Or none, if the dude had too many sippy stops, ya know? Well, you're the savior of the world of Metal and that includes the parties in the world of Metal, so take the reigns, pack the beer on the Deuce and hit the road!

DELIVERING THE GOODS



You've got 2 minutes and 13 seconds to get the beer to the beach party. The trick to getting the beer to the beach is to treat it gently. If you shake it up too much, it'll explode and end your mission early. Begin by getting on the smooth, paved road quickly. Pass the Engine Cliffs and stay on the road as much as possible. You've got plenty of time, so there's no need to hit the nitro or jump off any hills.

Keep the Deuce steady and grounded, and check the map as often as you'd like—the countdown will stop while you check the map. When you near the coast, follow the path on the right toward the beach and get the beer to the party!

PIERCY IN THE PAD, MAN!



Deep in the area surrounding the Sea of Black Tears is a batty family. Well, actually, it's a family of bats. This quirky, neurotic, and cranky family has been forced to vacate their cave and take refuge near the road! You can help the family by going into their lair and reclaiming it for the flying rodent family.

CLEAN HOUSE



The cave has been taken over by Sickie Wraiths and a nasty metal Tollusk! Go inside and take out the first few Wraiths with Shocker and Pyro attacks. After taking down the first batch of Sickie Wraiths, the Tollusk attacks! Use evasive rolls to dodge the Tollusk attacks and slaughter the next batch of Wraiths that attack. Try to leave the Tollusk for last, but occasionally hit it with Shocker or an axe combo or two.

Once the rest of the Sickie Wraiths have been destroyed, turn on the Tollusk and let loose several axe combos. Block its swiping attacks, then dash around to its weak side and retaliate. Continue dodging, then attacking until the Tollusk falls.



IRONHEADE SNEAK ATTACK

After setting free your Headbanger buddies from the Mines of Sorrow, they begin to patrol the countryside. As you recruit more and more units into your army, they too will begin to patrol the world of Metal and lay waste to the enemy units. So as you take a leisurely drive around, you may occasionally come across several skirmishes between your soldiers and Lionwhyte's forces, for example.

To get the jump on the enemies patrolling the world of Metal, your Ironheade army have set up several ambushes at key positions. As their fearless leader, it is your job to join the ambush and lead them to victory in these mini battles. Since the both your units and the enemy units in each ambush will differ, depending on where you are in the main campaign, we highly suggest that you wait until all of your units are unlocked before you begin completing most of these side missions. The enemy will also have more powerful enemies, but by waiting, you can be sure that you'll have stronger allies, better attacks, and a lot more experience under your belt.



... THOUGH ALL ENCOUNTERS ARE DIFFERENT, THERE ARE SEVERAL TACTICS THAT WILL HELP THEE ALWAYS EMERGE VICTORIOUSLY. EQUIP THE ELECTRIC AXE. ITS LIGHTNING BOLT ABILITY WILL ENSURE YOU DAMAGE MULTIPLE ENEMIES WITH EACH BLOW. ALSO USE YOUR SHOCKER ATTACK FREQUENTLY. THE LIGHTNING WILL DAMAGE ENEMIES AND INTERRUPT THEIR ATTACKS, WHICH ALLOWS YOUR SOLDIERS TO REMAIN UNSCATHED LONGER.

LIONWHYTE AMBUSHES



The first series of ambushes you will take part in will most likely be against Lionwhyte's soldiers. Before confronting Lionwhyte at his palace, you will typically face Glam Fists, Hairbangers, and other Lionwhyte loyalists. When the ambush begins, always use your Battle Cry to empower your troops. When the enemies begin to pass by, leave your troops to take on the Glam Fists and Hairbangers while you rush the Glamhog and Groupies. Weaken the Glamhog with axe attacks and Shocker attacks, then let your Bouncer finish it off.

Once the Glamhog is destroyed, turn on the Groupies and chop them down. Your lightning axe should electrify several of them at a time and interrupt their ranged attacks. If the Groupies are too close together, use Earthshaker attacks to separate them and prevent them from concentrating fire on your crew. Once the Glamhog and Groupies are down, help your soldiers clean up the remaining Glam Fists and Hairbangers.

DROWNING DOOM AMBUSHES



After invading Lionwhyte's Pleasure Palace and overthrowing the tyrant, the Ironheade Sneak Attacks find a new target—the Drowning Doom! Begin an ambush against the Drowning Doom as you would against Lionwhyte's goons, by using a Battle Cry to boost your troops. When the Drowning Doom soldiers appear, rush the Brood at the rear of the pack with the Frightwigs. Hit them with repeated Shocker attacks to blow them up, then turn on the Organist. Help your Bouncer take out the Organist, then rush the Frightwigs and Ratguts.

All the while, let your Razor Girls and Headbangers to handle the Gave Diggers, and leave the Brides for last. The first few ambushes will usually have one Brood, one Organist, two Frightwigs, one Ratgut, two Brides and several Grave Diggers. If the formula changes, expect a second Brood in place of the Organist.

SUMMON FIERY DEATH



After recruiting the Bouncers, but before invading Lionwhyte's palace a new challenge appears in the world of Metal. A lone cannoneer appears next to a huge mortar cannon. At first he's excited about bombing enemies with extreme prejudice, but after a few failed attempts he begins to lose heart. Little does the cannoneer know that to be accurate with his big-ass cannon, he's got to lead the targets.

These challenges are simple. Stay near the cannon, watch the horizon, and rush out to the attacking mobs. Signal the cannoneer when to fire, but you must lead the target for him. Target the area ahead of the mobs, anticipating the route they'll take to the cannon, then order the cannoneer to fire. The closer the mob is to the cannon, the less you'll have to lead the fire since the cannon will fire quicker. If the mob is far, give the mortar fire a larger lead to allow the projectile to travel the distance. If any mobs get past you, the mortar cannon will be protected by an Ironheade battalion, but you'll be unable to target mobs that are attacking the cannon. Instead, run them over!



... THOU CANST ALSO USE THE DEUCE TO SLOW ENEMIES DOWN, RUN THEM DOWN AND BUMP THEM OFF THEIR ROUTE EVER SO SLIGHTLY AND ALLOW THE MORTAR FIRE TO REACH THEM OVER LONG DISTANCES.

RIDING THE DEATH RACK



Like the ambushes, these side missions task you with destroying enemy troops as they pass through an area. In these, however, you use the Deuce, which is mounted on a ... well, a Death Rack. We highly suggest you try these side missions after you've progressed through some of the main adventure and have upgraded the Deuce's main weapons. While you can do these missions as soon as you acquire machine guns, the heat-seeking missiles are so destructive that they'll easily shred through enemies. Oh, sure, the enemies will be tougher, too, but the advantage will definitely be yours.

When you're on the Death Rack, order your ground troops to attack distant enemies while you fire on them as they approach. Once a swarm of enemies has been destroyed, recall your troops and have them defend your Death Rack to avoid getting attacked from behind. Keep your head—or the Deuce in this case—on a swivel and use your troops defensively. If you are attacked from two sides, order your troops to tackle one group while you lay waste to the other with the Deuce's guns.







SKIRMISH mode

SKIRMISH MODE

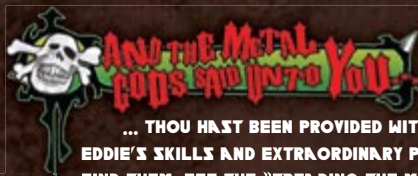
The following section deal entirely with the multiplayer aspect of *Brütal Legend*. It covers everything from each Multiplayer venue to every unit from every faction.

THE IRONHEADE ARMY

The Ironheade, fueled by the imagination of roadie Eddie Riggs, is a living, breathing Heavy Metal Cover Army. Ironheade is a straightforward, smashmouth, force to be reckoned with.

EDDIE RIGGS

If Lars is the king of the humans, then Eddie is the General for its most powerful force, the Ironheade army. Upon arriving to the land of Metal, Eddie was infected with demon poison by Doviculus's creepy druids. And while the poison didn't kill him, it transformed Eddie into a badass winged demon General, capable of flying over the battlefield and ordering his troops from point to point. Of course, that doesn't stop the master of all Roadies from getting down and dirty, too. Eddie frequently joins the mash of melee on the battlefield and leads his army with his axe and killer guitar.



... THOU HAST BEEN PROVIDED WITH ALL OF EDDIE'S SKILLS AND EXTRAORDINARY POWERS. TO FIND THEM, SEE THE "TRENDING THE METAL PATH" CHAPTER.

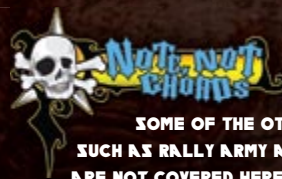


SOLO SKILLS

ANVIL OF BURDEN



The Anvil of Burden is an anti-General solo riff, meaning that it works only against the enemy General during Battle of the Bands. When played, the tune attaches the mighty Anvil of the Titans to the leg of any nearby General, slowing them down and removing their ability to fly for a short period of time. While it's not a typical "attack," it does pin down the enemy leaving him or her vulnerable for some time. This allows your units to go ape-chimp crazy on the enemy General and beat him or her to a bloody pulp.



SOME OF THE OTHER GUITAR SOLOS, SUCH AS RALLY ARMY AND SUMMON FLAG ARE NOT COVERED HERE BECAUSE THEY'RE AVAILABLE TO ALL GENERALS. FOR MORE ON THOSE SOLOS, SEE CHAPTER 3, "TRENDING THE METAL PATH."

FACEMELTER



Not only is the Facemelter a great guitar solo, it is so good that it melts the faces of people not worthy of being blessed by its metal sweetness. Primarily an anti-infantry tune, the Facemelter is best played when surrounded by enemy units or to help your soldiers and soldier chicks take down the enemy a lot faster. Of all the guitar solos, the Facemelter is one of the most effective offensive attacks.

CALL OF THE WILD



Previously known only to a long-lost race of warriors who were so close to nature, they went into battle with their pets beside them (as equals no less!), this tune summons the wildlife from Ironheade's homeland. When summoned, the animals can be ordered and ridden to wreak havoc on the enemy. Small Metal Porcupines can be thrown at the enemy like big-ass spiked balls of death or sent into battle like metal-horned warrior pets. Use these to help your infantry break through enemy lines or to create diversions for foolish enemy generals.

ROCK BLOCK



While in battle, it may not be enough to create a strong army and set all the pieces in motion. A smart battle plan and flawless execution may still end in defeat! After all, enemy generals might have a better plan and may be more efficient in their execution of it. If so, kiss your chances at victory goodbye. That's why in some cases, you not only need to execute your plan, but also to disrupt the enemy's plan, too. To do so, use the Rock Block tune to erect a huge stone wall at the enemy's stage. This temporarily prevents them from building new units! This skill is best used after you've depleted the enemy army's numbers, just before they can replenish and regain strength. Dwindle their numbers, use the Rock Block skill, then attack with full fury!

LIGHT OF DAWN



Of the many guitar solos, the Light of Dawn riff is one of Eddie's few defensive skills. Rather than hurt the enemy, the Light of Dawn invokes an epic, inspiring sunrise. While active, all of the Ironheade units are immune to the negative effects of debuffs from the enemy. In addition, the enemy's troops will be unaffected by their own friendly buffs. Consider the Light of Dawn the ultimate equalizer. Enemy armies can leave their sissy tricks at the door, the Light of Dawn will make sure of that.

BRING IT ON HOME



No riff brings down the house like Bring It on Home. The ultimate offensive riff, Bring It on Home summons a massive flaming zeppelin that crashes into the ground at Eddie's current location. It goes without saying that the large zeppelin creates a monumental mess for the enemy whenever summoned. In fact, the flaming debris is so widespread, most nearby enemies will be hard-pressed to escape the madness. Use this skill after you've depleted the majority of the enemy units or to equalize the numbers and swing the momentum of a battle back in your favor.

HEADBANGERS

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
4	4	100	Yes	Immediately

The mighty Headbangers of Ironheade are both the group's namesake and its soul. These basic melee infantry units are strong, cheap to summon, and, best of all, they're upgradable! Not only are these soldiers cheap to summon, they're also a bargain to recruit! Though you'll need four empty slots to summon one group of Headbangers, you'll get four steel-necked soldiers ready and able to march into war and wreak some havoc.

These dudes are by far the most versatile units in the Ironheade army. They're capable of tearing down enemy Merch Booths, fan leeches, crashing through enemy lines, and even forming a protective Mosh Pit around Eddie! Group together several Headbanger units to create a kick-ass swarm of bruisers that can quickly engulf an opposing army and beat them to a bloody pulp!

CO-OP ABILITY: MOBILE MOSH PIT



Headbangers gather around Eddie in a circular Mosh Pit. Most small infantry that approach will be knocked back and suffer moderate damage. While in the Mosh Pit, Eddie can direct his Headbangers in unison and bust through enemy lines and even defend against attacking enemy units. Not only is the Mosh Pit a defensive ability, it can also be used as an offensive skill to penetrate enemy ranks!

RAZOR GIRLS

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
4	4	100	Yes	Immediately

Armed with the highly flammable husks of the Razorfire Boar, the Razor Girls bring ranged death to Ironheade's enemies. They're great basic, ranged infantry unit that have decent firepower, a great Co-op skill, and also are upgradable! Basically, these are the chick versions of the Headbangers ... but with guns. They're four girls to a group and require four empty slots, and are equally cheap (to summon!). While the Headbangers do their thing and mix things up with the rival army, Razor Girls can stand at a distance and slowly pick off the enemy units with their Razorfire Boar weaponry!

Because they're strictly a ranged unit, the Razor Girls are not as versatile as the Headbangers. Their abilities are strictly ranged and they do not fare well in close-quarters combat. By pairing them with melee units like Bouncers or Headbangers, you can ensure they'll stay in the fight a little bit longer.

CO-OP ABILITY: SHOULDER MOUNTED CANNON



When teamed up with Eddie, a Razor Girl hops onto his shoulders, allowing him to select targets for an enhanced-damage attack. While carrying the Razor Girl on his shoulders, Eddie can use his "lock-on" ability to target specific enemies and inflict even more damage per shot. This co-op ability is great when used against enemies attacking from a distance and especially against larger enemy targets. Don't bother using this ability against enemy vehicles, however, the damage output is not enough to compensate for the vehicle's speed.



THUNDERHOGS

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
3	1	90	Yes	Immediately

Led by the Kill Master, the reclusive Thunderhog riders are less focused on doing damage than they are on healing. They're essentially support vehicles, whose soothing bass jams heal nearby infantry. Though every Thunderhog rider requires three empty slots, they cost only 90 fans to summon. Unless you're going to have several different crews across the battlefield, you rarely require more than one Thunderhog on the field at any given time. Furthermore, since the Thunderhogs' healing abilities don't stack with other Thunderhogs' (meaning you can't add one Hog's healing ability to another's) it rarely makes sense to keep more than one of these riders on your crew during battle.

Because they're not an offensive unit, the Thunderhogs are best kept out of the action until they are needed. If you risk losing your healers during battle, it may take too much time to summon a replacement and have them reach your injured men across the battlefield. Treat these riders like your star performers; protect them at all costs. And unlike a star performer, they'll protect you in return.

CO-OP ABILITY: SONIC STUN



Even though the Thunderhog riders are not an offensive unit, they can still affect the enemy with co-op attacks. When teamed up with Eddie, he can take the bass guitar and produce a massive sonic blast, temporarily stunning nearby infantry and vehicles. Though it doesn't inflict actual damage on the enemies, the Thunderhog's co-op ability allows the rest of the Ironheade soldiers to do their thing while the enemy reels from the sonic blast. But be careful when using it; you'll need to get up close and personal for the blast to reach enough enemies to make it worth your while.

FIRE BARONS

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
6	3	150	No	After Megastage Upgrade

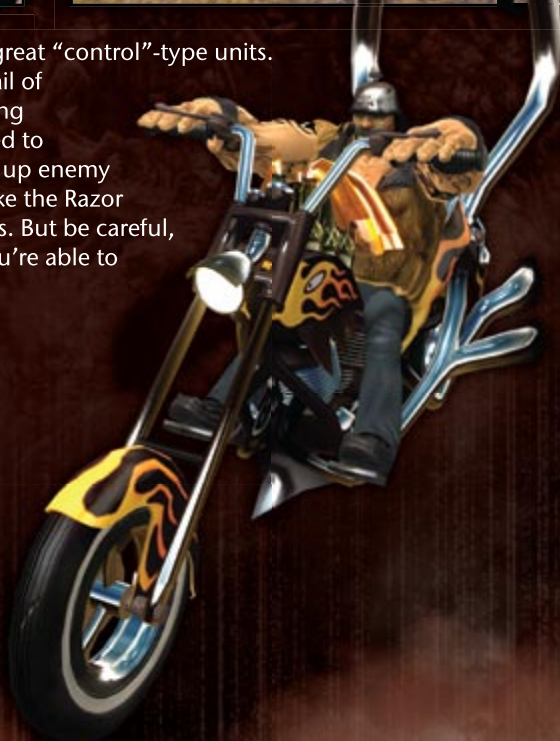
A clan of outlaw humans, the Fire Barons live only for the next battle, or the next bottle. Or both—that would be fine. In battle, the Barons are speedy melee units that inflict damage over a small area by tossing Molotov cocktails. Though if you asked them, they'd grouse that it's a waste of damn fine drink to light it up and toss it at your enemies. Like the Thunderhogs, the Fire Barons ride around the battlefield on choppers with great speed and agility. Because they're gifted with speed, they are doomed with low health—though that is probably a side effect of their excessive partying—and can take damage rather quickly.

The Fire Barons are best used like a Headbanger/Razor Girls hybrid. They can stay at a distance while the melee units do their thing, then swoop into battle to dish out some punishment. Don't get too fancy with them, however, because they won't last long against towers or larger offensive units like Skull Rakers or Bleeding Death.

CO-OP ABILITY: RING OF FIRE



When teamed up with Eddie, the Fire Barons become great “control”-type units. After Eddie mounts one of the bikers, he can leave a trail of high-proof booze that catches fire with the bike's flaming exhaust. The result is a restrictive flame that can be used to limit the enemies' movement. Use this ability to round up enemy infantry in one small location, then use ranged units like the Razor Girls to pick them off while the enemies are defenseless. But be careful, speedy enemies may escape your ring of fire before you're able to close it off and trap them in it!



HEADSPLITTERS

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
5	1	250	No	After Megastage Upgrade

Based on General Lionwhyte's legendary defensive installation in the Cleave of the Impaler, these ranged vehicles are both powerful and versatile. Headsplitters are pricey, but well worth the fan cost. Since they require five empty slots in your army, we recommend using one typically—two at most. Built from the pieces of the skull towers found in the Cleave of the Impaler, these vehicles are large, heavy, and usually slower than other Ironheade mobile units.

Because these units fire sharp, harpoon-like projectiles, they're particularly useful against other enemy vehicles or large offensive units, but not towers or fan leeches. As far as ranged units go, the Headsplitter is guaranteed to give enemies a massive headache. It's powerful, extremely durable, and can attack from long distance. What's not to like?

CO-OP ABILITY: IRONHEADE HARPOON



When Eddie mounts the Headsplitter, he can take control of the four-wheeling beast. He can aim and fire the Headsplitter's weapon, doing higher-than-normal damage. This co-op ability is often best used when coming under attack from large offensive units like Tree Backs. Unfortunately, when in co-op mode, the unit becomes completely immobile, making it very vulnerable to enemy attacks. Use it only when you're a safe distance from ranged enemy fighters, or when you've got plenty of protection around you.



BOUNCERS

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
2	1	100	No	After Megastage Upgrade

A proud warrior-class, the Bouncers make up for, in strength and determination, what they lack in intelligence, patience, and basic social skills. Some say their cast-iron battle fists hide impossibly delicate, carefully manicured hands. Yes, the Bouncers are dumb as dirt, but with fists the size of boulders, what does it matter that they can't think their way out of a paper bag ... with a tear in it? The fact is, these walking mountains of muscle are exactly what every crew needs—self-conscious, insecure meatheads ready and willing to please.

With such great power, these oversized infantry units are capable of crushing enemy vehicles. Luckily, Bouncers are cheap to summon, costing a measly 100 fans, and require only two slots in your army for every Bouncer you summon. By including one or two Bouncers in each battalion in your army, you can almost guarantee that most enemy vehicles will be scrap before they can cause any damage. Rest assured, however, that these warriors aren't just great against vehicles. Their fists are perfect for pounding on infantry and other large enemy units.

CO-OP ABILITY: POUNCING BOUNCERS



In this team-up, Eddie picks up the Bouncer and drops him, fists first, doing area damage and knocking back small infantry. Like Eddie's Earth-shaker, this co-op attack is great for breaking up small groups of enemies, making them easier for ranged units to pick off, or for knocking swarming infantry away from your units. Unfortunately, this attack isn't as effective against large enemies as it is against small units.



ROADIES

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
3	3	200	No	After Megastage Upgrade

The stealthy Roadies are capable of producing feedback sufficient to bring down even the largest structure. At a short distance, the Roadies become invisible to all enemy units, but once they're in close quarters, they become visible. Luckily, by that time, it's too late. These crew members, like Eddie, the master Roadie himself, usually stay in the shadows and don't seek the limelight, so keep them away from melee battles as much as you can. They're skilled fighters in the mix, but often scatter infantry units from the battle with their booming amps.

Use the Roadies primarily for taking down towers and fan leeches. Though they may be effective against infantry units, other units in your army better equipped for fighting them. Instead, stick to the Roadies' basics and use these three-man teams to take sneak up on and take down enemy Merch Booths quickly. When attacking enemy Merch Booths, consider the Roadies your first line of offense. As soon as they're done, pull them in and send in the cavalry!

CO-OP ABILITY: FEEDBACK BLAST



When Eddie teams up with a Roadie, he hops atop the Roadie's speaker stack and becomes one with the Roadie. He gets all the benefits of his fellow Roadie, including his stealth and the ability to send a Feedback Blast that can knock away enemy units. Even though the Feedback Blast can knock away nearby enemies, it doesn't deal out a lot of punishment. This makes the Roadie a strong support-class unit with minimal offensive capabilities.

METAL BEAST

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
4	1	200	No	After Megastage Upgrade

Tamed only by the gentle touch of Zalia[QUERY: was Zalia before. Please advise.], Metal Beasts are vicious foes in battle against infantry. These large beasts are infantry killers! Though they are large, hulking beasts, they are only effective against short-range and close-quarters combat infantry units. The beauty of these beasts—if any can be found—is that they are strong and tough against large masses of infantry units.

Unfortunately, there is a heavy price to pay for just one Metal Beast. Just one requires four empty slots in your army and 200 fans! Keep one—two at most—in your army and couple it with other strong anti-infantry units.

CO-OP ABILITY: HALITOSIS FROM HELL



Let's face it, only the titans know what these Metal Beasts feast on in the wild. Chances are, their fire-breathing ability evolved to break down their metal-covered meals and spiky snacks. Or maybe they're just so freakin' badass that they can breathe fire because the titans thought it would be cool to have big, hairy black beasts that do that. Either way, when Eddie teams up with a Metal Beast he mounts the metal monster and rides it around the battlefield. He can then use the Metal Beast's fire-breathing abilities to scorch the enemies in his way.

ROCK CRUSHER

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
6	1	450	No	After Megastage Upgrade

The Rock Crusher is the ultimate portable stage when it's time to take the metal to your enemies' front door. This massive, ranged assault and support vehicle uses pyro mortars to rain death upon the enemies from afar, while portable speaker stacks motivate nearby troops, raising their damage output. Oh, and there's also the front-mounted crusher. Yeah. It's death on wheels.

With so much going for it, it only makes sense that the Rock Crusher unit would be extremely pricey. Because it requires every stage upgrade, six empty slots in your army, and 450 fans for just one—and you can only have one Rock Crusher unit in your army at a time, by the way—you'll need to put this puppy to work to make it worth your while. Since it tends to be slower than other vehicles, keep it nearby for when other enemy vehicles come calling for some action. There are very few things that can stop the Rock Crusher, so save up your pennies (or fans in your case) and get one as soon as you can.

CO-OP ABILITY: THE BLADE OF THE METAL GODS



This is, by far, one of the most impressive co-op attacks. Eddie hops atop the Rock Crusher and takes the stage—finally!—where he plays the Bladehenge riff. The sweet guitar melodies call upon the Blade of the Metal Gods, which drops down upon the enemy with amazing crushing force! This attack is so powerful, it usually destroys nearly anything caught in its damage zone. In fact, the Rock Crusher's Blade of the Metal Gods is the perfect weapon for bringing down the enemy stage. Lead with your small guns, then take it down with your big gun!



the drowning doom

The Drowning Doom is pieced together from misfits that have stumbled too close to the Sea of Black Tears. They utilize depressing tactics to render their enemies less effective.

STOP!

DO NOT READER ANY FURTHER UNLESS YOU'VE PLAYED THE SINGLE-PLAYER CAMPAIGN ENTIRELY ... OR IF YOU JUST DON'T GIVE A DAMN. YOU'VE BEEN WARNED, SO DON'T GET PISSED IF WE RUIN A JUICY PLOT POINT.

AFTER BEING "BETRAYED" BY EDDIE, OPHELIA THROWS HERSELF INTO THE SEA OF BLACK TEARS. WHEN SHE EMERGES FROM ITS MURKY WATERS, SHE DOES SO AS THE LEADER OF THE DROWNING DOOM.

drowned ophelia

Ever since her parents died in the Black Tear rebellion, Ophelia had endured the stigma of her family's misdeeds. She grew up an outcast, always distrusted and on the fringes of what remained of her society. If not for Lars's nobility, she'd have known no friends. So when Lars was killed and her relationship with Eddie came to a screeching end, she felt as if the last two people ever to trust her had betrayed her. Ophelia was so consumed with pain that she threw herself into the Sea of Black Tears and eventually emerged as the leader of the Drowning Doom. Having served alongside Eddie at the beginning of the human rebellion, she had picked up a few things about leading soldiers into combat. And since she was already a skilled warrior in her own right, she also knows the same hand-to-hand combat skills that Eddie does! In fact, she's even capable of materializing a guitar out of ... What is that black stuff anyway?



SOLO SKILLS

SILENCE



Ophelia's Silence solo envelops the nearby General in a shroud of silence, preventing them from issuing orders or using their guitars for a short time. Though this doesn't prevent them from attacking with their weapons, it does disconnect them from their troops just long enough for you to cause some damage. Use this solo to interrupt the rival army's plans and disrupt their ability to function as a unit.

BLACK TEAR INFUSION



This is one of Ophelia's most useful solos. Because nearly every unit requires multiple army slots per warrior, you'll need to keep your units as healthy as possible. Use the Black Tear Infusion to heal your nearby soldiers and keep them in the fight. As long as they're within range of the solo's effect radius, they'll benefit from your skill.

SHADOW BLAST



The Shadow Blast is Ophelia's explosive assault solo. When played, this solo unleashes an explosion of inky blackness, causing damage to enemies within a small radius. Because it doesn't cause a lot of damage and its effect radius is small, you must be careful when you use it. It is most effective against ranged units that are incapable of close-quarters combat.

ENCOMPASSING GLOOM



Encompassing Gloom invokes a storm over the battlefield that prevents your opponent from recruiting squads for a short period of time. After wiping out the enemy army's forces, rock out Encompassing Gloom and halt their unit production. Take advantage of interruption and strike when they are weakest!

BALEFUL MISDIRECTION



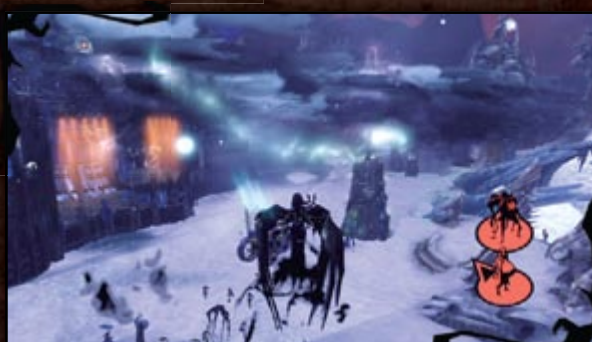
Baleful Misdirection produces an illusory squad that takes up the load in army slots, but doesn't require the fans. This fake squad can be ordered around like a real one. It can pretend to attack but won't deal damage, and disappears as soon as it takes damage. This solo is useful for tricking or distracting your enemy!

VEIL OF DECEIT



The Veil of Deceit renders all squads near Ophelia invisible to the enemy. Squads behave normally and will attack if positioned near an enemy, but they will become visible if they attack. This solo is best used whenever you want to sneak past a large group of enemies or when you want to get the jump on them.

WEEPING HEAVENS



Ophelia's Weeping Heavens solo is the Drowning Doom's most destructive attack. When played, Black Tear masses are hurled from Ophelia's stage at the targeted location (wherever Ophelia is standing). They cause such heavy damage that nearly all enemy units are destroyed upon impact. Use this against large groups of enemies, the rival army's stage, or even against large vehicles!

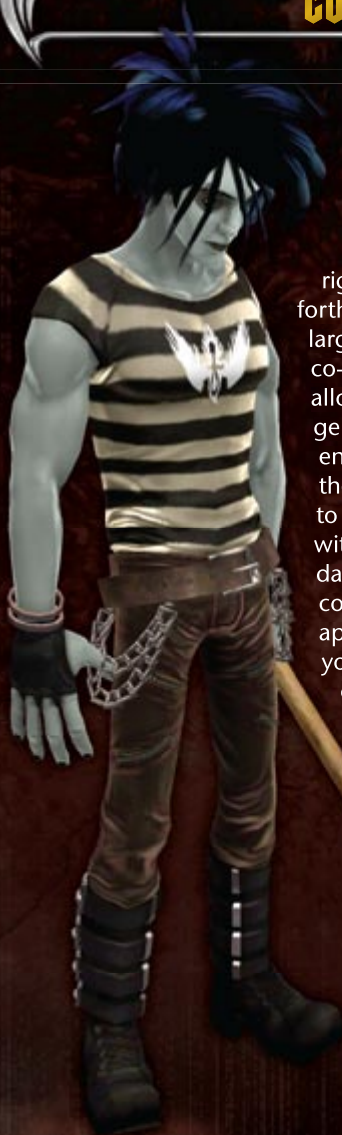
GRAVE DIGGERS

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
6	6	100	Yes	Immediately

The Grave Diggers are basic melee infantry units that are effective against ranged infantry and other melee units. Though they're not the fastest group of kids, they're mobile and have decent power. They are carrying shovels after all! Individually the Grave Diggers are weak, but misery loves company, as they say, so they become a very powerful force when they gather in large numbers.

Use these Grave Diggers as the base of your Drowning Doom army. They'll most likely drop quickly when facing a more powerful enemy, so replenish their numbers frequently. Though they take up a lot of slots in your army, they make up for it in numbers; six soldiers per squad is great, especially when trying to take down a fan leech. By creating several Grave Digger squads, you can attack multiple targets at once with great efficiency.

CO-OP ABILITY: DIS ME A GRAVE



Ophelia falls into a Grave Digger's hole and is able to travel beneath the ground.

When the time is right, she can burst forth, producing a large explosion. This co-op skill is great for allowing your gloomy general to get behind enemy lines, infiltrate the rival army, or to get somewhere without taking any damage. By using this co-op skill to attack approaching enemies, you can get the jump on your attackers!



BRIDE

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
2	1	50	Yes	Immediately

Brides walk the land, cloaked in sorrow, searching for their lost loves—the only thing they ever wanted during their lives. Or maybe they're zombies who think they look good in wedding dresses. Either way, the enemy should be afraid! The Bride is the Drowning Doom's first support unit. The would-be-wedded warrior slowly saunters around the battlefield with a stormy cloud in tow overhead. As she walks about the battlefield, the Bride's storm cloud slows the enemy's movement and attack rate. Best of all, the more Brides, the greater their depressing effect!

Because the Brides lack offensive skills of their own, they're gifted with an electrical charge for defensive purposes. When enemies strike at the Brides, the enemies are zapped as if they were struck by lightning. When creating multiple battalions, include a Bride with each to ensure that your melee fighters are facing weakened enemies.

CO-OP ABILITY: A DEADLY DANCE



Alone, the Brides don't have any offensive skills. But when teamed up with Ophelia, they can attack enemies from a distance by summoning forth lightning bolts from their storm clouds! This terrifying tango isn't as powerful as other units' melee attacks, but it can stun an enemy long enough to allow other units to dish out some damage.

FRIGHTWIGS

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
3	1	100	Yes	Immediately

These maidens washed their hair in the Sea of Black Tears to give it supernatural luster, strength, and life. Little did they know that after their deaths, their hair would dig its way out of the grave and pull their heads along with it. The Frightwigs are fearsome foes when attacking from afar. Of the many Drowning Doom units, the Frightwigs are powerful ranged units capable of slowly decimating enemy infantry.

In battle, the Frightwigs are best used from the perimeter, where they are safe from melee battle. Though they're tough and hard to bring down, they're not very fast and can be quickly overwhelmed by enemy infantry if you're not careful. Place one or two of these walking wigs in each battalion.

CO-OP ABILITY: PUPPET WIG



For a ranged unit, the Frightwig has a surprising co-op attack. In co-op attacks, Ophelia tosses the Frightwig onto an enemy unit, forcing the enemy unit to attack its allies. While they possess the enemy, Frightwigs take a portion of the damage directed at the unit they're possessing. Though you can't use this co-op on enemy Generals, you can use it against melee and ranged units to simultaneously take out one of their attackers and gain an ally!



RATGUT

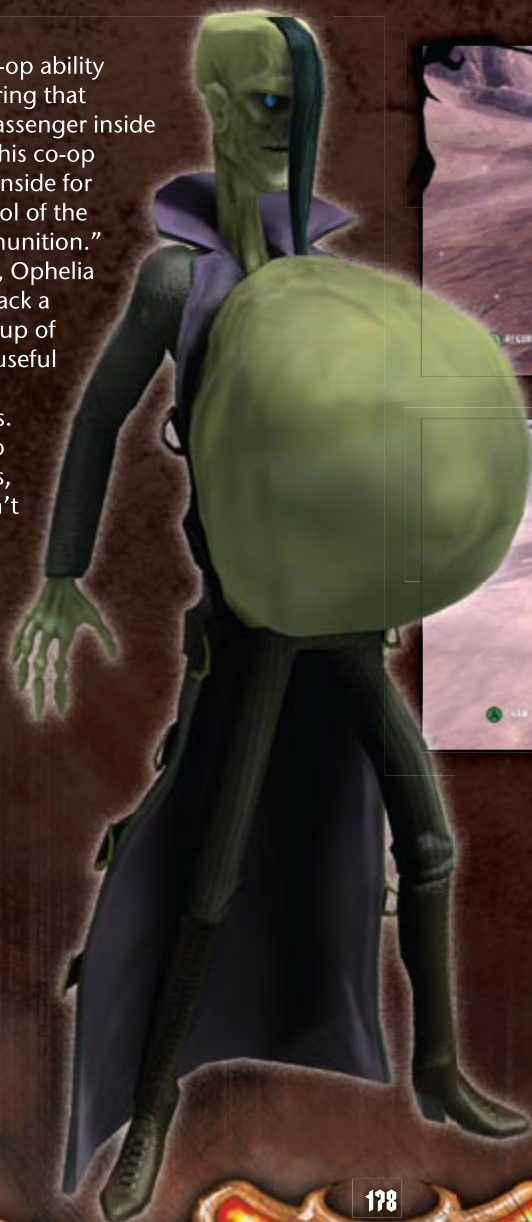
Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
3	1	150	No	After Megastage Upgrade

Nobody knows if the Ratgut is the master and his rats, the minions, or if he is the prisoner of the ravenous vermin. We'd ask him directly, but every time he opens his mouth, rats pour out of it. These Drowning Doom units are built for devouring melee infantry. When attacking, the Ratgut pours rats out of its mouth. The rats then swarm around infantry and shred through them.

Though they're great against melee infantry, Ratguts are not suitable units for close-quarters combat. Like the Frightwigs, keep the Ratguts outside of melee battles, but within close range of the target. At 150 fans per Ratgut, these units aren't easily affordable, so use one or two at most.

CO-OP ABILITY: INSIDE THE BELLY OF THE BEAST

It's hard to call this co-op ability a "team up," considering that Ophelia becomes a passenger inside the Ratgut's belly. In this co-op attack, Ophelia hops inside for a ride and gains control of the Ratgut's vermin "ammunition." From the Ratgut's gut, Ophelia can use the rats to attack a single enemy or a group of foes! This skill is very useful against rival Generals and large enemy units. Don't bother trying to gnaw away at vehicles, however, the rats aren't *that* powerful.



ORGANIST

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
4	1	100	No	After Megastage Upgrade

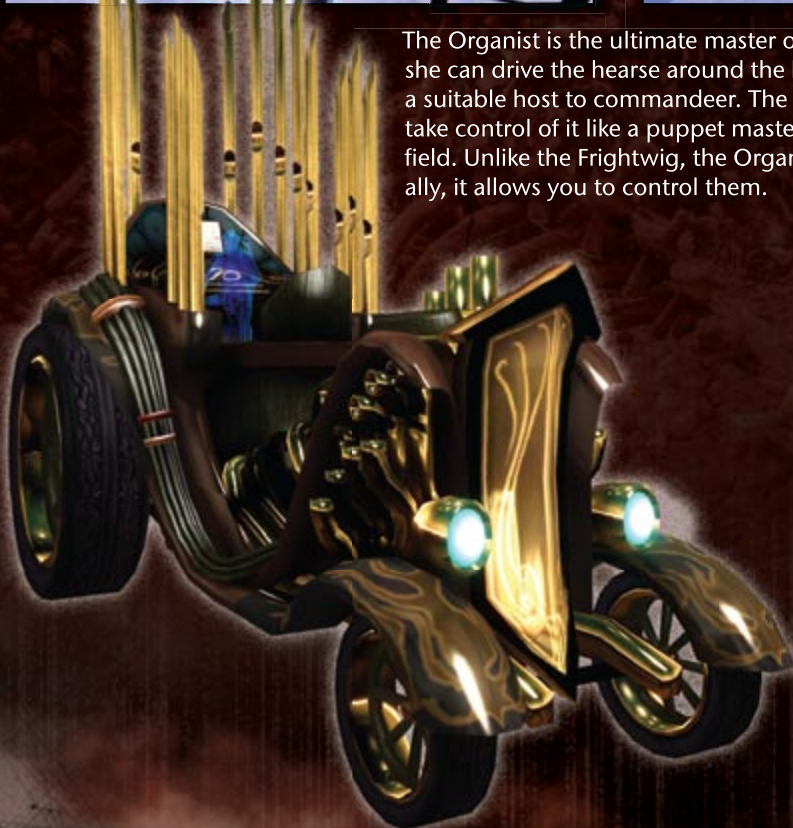
The Drowning Doom's Organist is a mysterious phantom who refused to let go of life. The Organist revels in spreading dread to all within earshot. Primarily a support vehicle, the Organist plays pipe organ music that intimidates foes, causing them to do less damage. It doesn't have an offensive skill, so it's not the best fighter in the bunch. Actually, it's not a fighter at all.

Keep the Organist outside the lines of battle and pair him with another Organist or several Brides. The depressing effects of both the Organist and Brides will severely cripple the opposing army.

CO-OP ABILITY: MASTER OF PUPPETS



The Organist is the ultimate master of puppets. When Ophelia takes the wheel, she can drive the hearse around the battlefield and allow the Organist to find a suitable host to commandeer. The Organist can possess an enemy unit and take control of it like a puppet master, allowing you to control the unit on the field. Unlike the Frightwig, the Organist doesn't just "turn" an enemy into an ally, it allows you to control them.



LIGHTNING ROD

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
5	1	250	No	After Megastage Upgrade

The ghastly Lightning Rod drivers are being slowly executed even while they fight for the Drowning Doom. These vehicles are ranged attackers capable of zapping enemies from a great distance. Its lightning cannon is one of the Drowning Doom's most powerful weapons. It may be a bit expensive, requiring five slots in your army and 250 fans, but it is well worth the expense.

Summon the Lightning Rod and send it into battle along with your melee units. Though it's primarily a ranged unit, it is extremely capable in close-quarters combat. By pairing the Lightning Rod with a group of Grave Diggers, you can swarm over most infantry enemies with ease.

CO-OP ABILITY: RIDE THE LIGHTNING



Because the Lightning Rod is a rideable vehicle, Ophelia can take command of it and direct it around the battlefield as she fries the enemies around her. Though you can fire the lightning at one enemy at a time, you can also charge the lighting bolt to hit multiple targets as it jumps from one enemy to another, up to a maximum of eight. Use this co-op skill against large mobs and use it often!



REAPER

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
4	1	200	No	After Megastage Upgrade

The Reaper is ready to rock your socks off. Or actually, since he is Death, he's ready to rock your soul off ... and then carry it away. On the battlefield, the Reaper is a fast, melee infantry unit with amazing speed, strength, and durability. After the Grave Diggers, Reapers are your most useful melee units. Their speed makes them very hard to hit, their blades mete out a lot of damage, and their horse is just plain freaky.

The only downside to the Reapers is that they're very expensive, requiring four slots in your army and 200 fans for just one Reaper! Regardless of their cost, however, they make the perfect complement to a group of Grave Diggers. Use them to take down large enemies, overwhelm enemy Merch Booths or to just wreak havoc on the battlefield.

CO-OP ABILITY: FEAR THE REAPER



In a co-op with Ophelia, the Reaper can both intimidate the enemy and slice it up. The Reaper produces an aura of fear, sending enemy infantry running. Then Ophelia can take the Reaper's scythe and target specific enemies. Use this co-op skill when you want to scatter enemy units, then pick them off while they run about like scared little insects.



BROOD

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
2	1	80	No	After Megastage Upgrade

These haunting baby carriages seem to carry an infinite number of ferocious dolls, who are capable of tearing a vehicle to shreds in a matter of seconds. Of all the Drowning Doom units, the Brood are the most effective anti-vehicle units. Though small, they're speedy little carriages with great power!

The best thing of all is that they're very cheap to produce and don't require much room in your army to summon them. Call on these baby carriages whenever you're overwhelmed with enemies. By creating one battalion of only Brood, you can ensure that nearly all enemy vehicles will fall quickly.

CO-OP ABILITY: BABY BOOMERS



Ophelia leaps into the Brood's carriage and is able to drive it around the battlefield. When the attack is initiated, the Brood will charge forward and explode, raining cuddly, flaming death upon everything in the vicinity. This is a great "area of effect" attack that can cause damage to multiple enemies! Use this co-op when enemy battalions attack one of your Merch Booths or when you want to finish off a group of enemies.

DIRIGIBLE

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
4	1	200	No	After Megastage Upgrade

The Dirigible really is a mystery. All that is known about it is that it's a hot air balloon that floats over the battle and weakens enemies and causes them to take more damage from attacks by releasing noxious ash. While the Dirigible is great against infantry units and vehicles, it is also especially effective against buildings! Use this unit to take down Merch Booths quickly and to help attack the enemy stage.

Since you can only summon one Dirigible at a time, keep it away from the battle until you absolutely need it. If it comes under attack and falls, you'll have to spend another 200 fans to replace it, making it a very expensive single unit.

CO-OP ABILITY: HURLIN' URNS



The Dirigible's co-op ability is both helpful to your army and harmful to your enemies, making it a very valuable skill in battle. In a co-op attack, Ophelia hurls funeral urns onto the battlefield. The explosion does damage over time to enemies and slowly heals friendly infantry. Not only can you quickly take down enemies, but you'll keep your troops alive longer!



TREE BACK

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
4	1	300	No	After Megastage Upgrade

Like the Dirigible, you can only summon one Tree Back at a time. The Tree Back is a creature of few words and prefers to let his crows speak for him. As the Drowning Doom's most destructive force, the Tree Back stomps around the battlefield and decimates nearly all of the enemy units from a distance.

Though primarily a ranged infantry unit, and a massive one at that, it can also serve as a huge distraction or even a decoy against excitable enemies. As the Tree Back gets all of the attention, other units like your Grave Diggers and vehicles can attack targets without being interrupted.

CO-OP ABILITY: TREE TOP TROUBLE

Ophelia summons Tree Back forth from the ground and sits in his tree as he lumbers across the battlefield. Tree Back has a powerful melee attack, while his crows continue to attack on their own. Use this to smash nearly anything that gets in your way, including vehicles, Generals, and even Merch Booths.



the tainted coil

The Tainted Coil employs a strict hierarchy in their military. Commander units, stemming from the Coil's demonic church, lead their armies into battle. The Commanders can tear into the flesh of the ground and summon new squads on the spot, allowing the Coil to muster an army anywhere on the battlefield.

DOVICULUS

Doviculus is the Emperor of the demons and leader of the Tainted Coil. He is an agony zealot and creepy despot. He believes pain is the pathway to divinity and he's on a mission to ensure every human is redeemed by suffering. He drives around on a chariot of human bones and wears a full body suit of bondage leather. So needless to say, the dude is a total d-bag. He has no regard for humankind and is often willing to kill at the drop of a hat.

Though he has a deep-seated hatred for humans, he tolerates General Lionwhyte only as a means of controlling the human population. If not for the potential for human rebellion and his need to have at hand someone able to crush it, he'd do away with Lionwhyte himself. In battle, he has many of the same skills as the other Generals; his guitar is just a hell of a lot cooler.



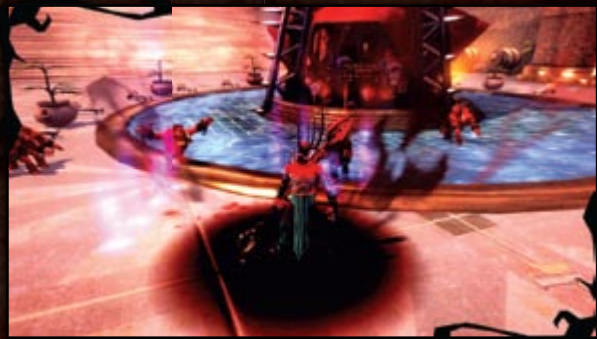
SOLO SKILLS

CHAINS OF HELL



After rocking this solo, hellish chains and hooks shoot forth from the ground, holding any nearby enemy Generals in place for a short time. While they're tethered to the ground, the General is incapable of issuing commands, attacking, or even leaping into the air to escape. Use this to solo to pin down an enemy leader, then swarm them with your infantry melee units.

CURSE



The Curse solo poisons the blood (and gas tanks) of nearby enemies, doing damage over time. This solo isn't the fastest killer song in your songbook, but when the enemy is being attacked by your army, the last thing they want is to be poisoned also. If you find yourself amidst a large group of enemies with no help in sight, play this tune to dwindle their health while your cavalry arrives.

SUMMON TICK CHOPPERS



The Tick Choppers are a unique battle unit. They don't require fans or slots in your army to be summoned. Only this most awesome of tunes is powerful enough to rock these Ticks' worlds and encourage them to join the fight. Once in battle, they can be ordered around the field just like any other unit. Unfortunately, you can only summon one squad of four Tick Choppers at a time and they eventually die on their own if they're not killed first. Summon these bad boys to supplement your ranged battalions for a short while.

SUMMON AGONY BOIL



This solo produces a small Agony Boil that slowly grows over time and eventually explodes, throwing medical waste in all directions. The Agony Boil will also explode in proximity to enemy units, but does more damage the longer it's had to mature. These nasty boils are perfect mines. Use them to protect key areas or to create ambushes at key choke points in certain maps. If you really want to get creative, you can set one near a particularly important Merch Booth to keep enemies from taking it quickly.

LAUNCH OF DEATH



The Launch of Death solo is only active after you've summoned the Bleeding Death. Once it's been summoned, play this tune to order the cannon to fire the Iron Maiden to your location, thus unleashing the beast.



... ROCK THIS TUNE ONLY WHILE THINE HIDE IS SAFE, FOR IT IS EXTREMELY SLOW TO EXECUTE. SHOULD YOU BE OPEN TO ENEMY ATTACK WHILE PLAYING THIS SOLO, YOU MIGHT AS WELL SEVER THINE OWN HEAD.

SKIES AFIRE



This tune ignites the sky with the fury of the Tainted Coil. While active, all Coil units on the battlefield deal increased damage based on their distance from their stage. The closer to the stage, the greater the damage. Because this is so, the Skies Afire should primarily be used as a defensive solo. Use this whenever your area of the map has been overrun by enemies. The Skies Afire will help your defend your land to the last demon.

MARTYRDOM



Martyrdom sacrifices a large portion of your health to heal and buff your nearby troops. If your health is low, this solo can be fatal. So only use it when you're in prime condition and your army is not. After using it, jump back into flight and fly away while your health replenishes.

BATTLE NUN

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
1	1	75	Yes	Immediately

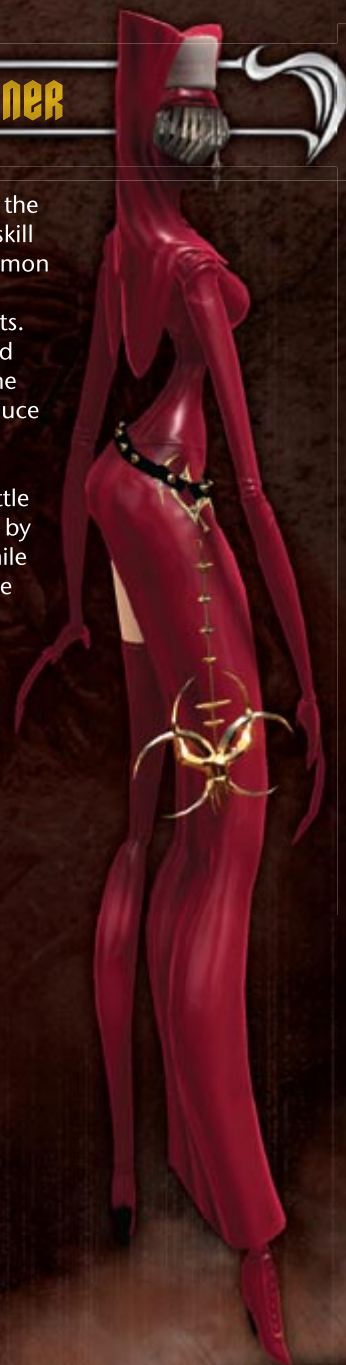
The Battle Nun is a lithe, elegant, and deadly Hierarchy class unit. Like most Hierarchy class units, she's extremely versatile, capable of melee combat, healing nearby minions, and even regenerating her own health! Oh, and did we mention that as a Hierarchy unit she can summon minions near her anywhere on the field!? Costing only 75 fans and only one army slot required per Battle Nun, she is one of the most valuable units in the Tainted Coil.

Since she can summon Soul Kissers and Punishing Parties, use the Battle Nun as the core of your battalion. After bringing her onto the battlefield, station her at the center of her summoned minions to always keep them healthy and to keep her in the fight.

CO-OP ABILITY: DEMON SUMMONER



As a Hierarchy unit, the Battle Nun's co-op skill is the ability to summon the Soul Kisser and Punishing Party units. Doviculus must hold an audience with the Battle Nuns to produce these level-one squads. Once summoned, the Battle Nun is wrapped up by a fleshy tentacle while she produces a large flesh pod nearby that spawns the summoned units.

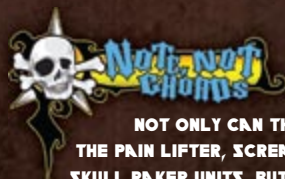


WARFATHER

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
2	1	100	Yes	After Megastage Upgrade

The noble Warfathers represent the elite of the Coil's Hierarchy class. By reading prayers from their Unholy Tomes, they unleash powerful ranged attacks on enemies. Like the Battle Nun, the Warfather unit can both take part in battle (from a distance) and summon creatures onto the battlefield!

Aside from being a great ranged fighter unit, he slowly heals nearby minions and regenerates his own health when surrounded by his minions. Utilize the Warfather the same way you would the Battle Nun. Consider the Warfather the core of your ranged fighter battalions. Instead of sending the Warfathers directly into battle, however, keep them outside the lines of melee battle. Since they can summon Pain Lifter, Screamwagon, and Skull Raker units, they are extremely valuable Hierarchy units.



NOT ONLY CAN THE WARFATHER SUMMON THE PAIN LIFTER, SCREAMWAGON, AND MASSIVE SKULL RAKER UNITS, BUT BECAUSE HE'S ONLY AVAILABLE AFTER A MEGASTAGE UPGRADE, HE CAN ALSO SUMMON UPGRADED BATTLE NUNS!

CO-OP ABILITY: DEMON SUMMONER TOO

Like the Battle Nun, the Warfather's co-op skill is the ability to summon units onto the field. Doviculus can approach the Warfather anywhere on the field and instantly summon Skull Rakers, Screamwagons, Pain Lifters, and even Superior Battle Nuns.



OVERBLESSER

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
2	1	150	Yes	After Megastage Upgrade

The Overblessor, the third of the Tainted Coil's Hierarchy units, is the singular leader of the Coil's Hierarchy class. He strides righteously across the battlefield and passes fiery judgment upon his foes from atop a ghastly four-legged altar. On his own, however, the Overblessor is a ranged infantry unit capable of attacking enemies from a far.

Like all other Hierarchy units, the Overblessor can heal his nearby minions and regenerate his own health when surrounded by friendly minions. Because he can summon Heart Cutters and Hate Cages, the Overblessor is the Tainted Coil's walking garage.

CO-OP ABILITY: SUMMON FROM ON HIGH



Aside from being able to summon Heart Cutters and Hate Cages, the Overblessor can also summon Superior Warfathers. Since the Overblessor is also a Hierarchy unit, their co-op skill is the ability to summon new units onto the field at any location.



SOUL KISSER

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
4	4	100	Yes	Can be purchased from the Battle Nun when one is on the battlefiled

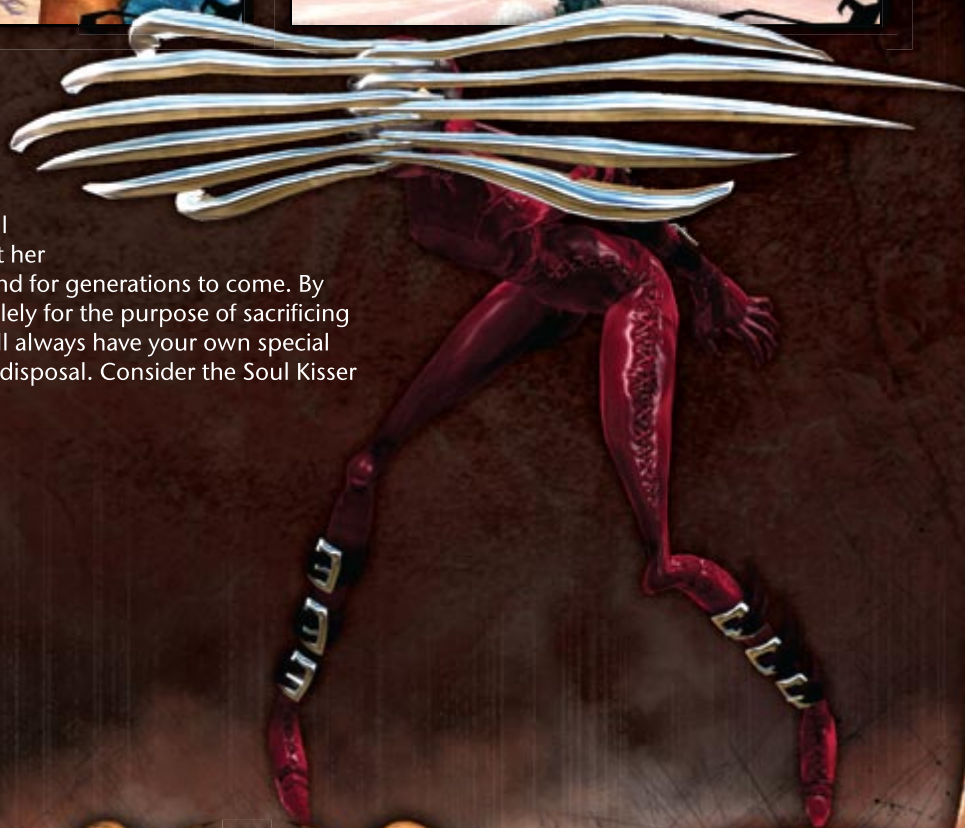
The Soul Kissers are the leather-clad, scissor-headed maidens of pain! These basic melee infantry units are the core of the Tainted Coil army. On their own they're not much of a threat, but when roaming in large groups and accompanied by Battle Nuns, they're a nearly indestructible force that can quickly overtake many rival enemy units. Use the Soul Kissers to swarm enemy infantry and Merch Booths.

To summon the Superior Soul Kisser, first summon the Superior Battle Nun from the Warfather. Similarly, to summon the Divine Soul Kisser, first summon the Divine Battle Nun from a Superior Warfather.

CO-OP ABILITY: KISS OF DEATH



With the Soul Kisser's co-op ability, Doviculus can take hold of a Soul Kisser and hurl her at an enemy. She'll explode on contact, dealing heavy damage to any target. Regrettably, the Soul Kisser's life is lost in the attack, but her heroic sacrifice will make her legend for generations to come. By summoning Soul Kisser squads solely for the purpose of sacrificing them, you can ensure that you will always have your own special brand of heavy weaponry at your disposal. Consider the Soul Kisser squads your own little bazookas.



PUNISHING PARTY

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
5	5	100	Yes	Can be purchased from the Battle Nun when one is on the battlefield

The Dominatrices' love for their Slave is almost as potent as their hatred of Doviculus' enemies. However, in the end, both are treated similarly. These ranged infantry fighters may be five soldiers per squad, but only four of them are attackers. The fifth is their Slave, a large lumbering beast that bears the burden of carrying their spears ... while they're embedded in its back!

Effective from afar, these ranged units are among the Tainted Coil's most dangerous units. They may be basic, but when grouped together with a Warfather, they can be very difficult to take down. To summon the Superior Punishing Party, first summon the Superior Battle Nun from the Warfather. Similarly, to summon the Divine Punishing Party, first summon the Divine Battle Nun from a Superior Warfather.

CO-OP ABILITY: FEAR THE SPEARS



The Punishing Party's co-op skill allows Doviculus to climb atop the Slave's back and manually throw the spears at the enemy. By rapidly pressing the attack button, Doviculus can hurl a constant stream of spears while on the move. Use this co-op ability against large groups of enemy infantry to shred them quickly.



SKULL RAKER

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
4	1	200	Yes	After Megastage Upgrade when a Warfather is on the battlefield

The Skull Raker may have the mind of a demented infant, but he's got the body of a much larger, even more demented infant. This large, general-purpose infantry unit is effective at short or medium range. In battle it hurls its gigantor mace-head thingy with amazing precision, crushing enemy units almost instantly.

These creatures are so powerful, they can often serve as their own one-beast battalion. When paired with Punishing Parties, however, they become one of the most effective ranged killers on the battlefield.

CO-OP ABILITY: SKULL CRUSHER



The Skull Raker is a rideable infantry unit, allowing Doviculus to hop atop and go for a ride. While in control of the beast, the Demon leader can guide the creature around the battlefield and use his staff like a baseball bat to strike the Skull Raker's head directly into enemies. Use this attack to take down fan leeches with only two strikes!

SCREAMWAGON

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
4	1	125	Yes	After Megastage Upgrade when a Warfather is on the battlefield

The Screamwagon is a support vehicle that cycles between three buffs for nearby allies. It can reduce damage taken, increase damage output, or accelerate the growth of newly summoned squads. Though similar buffs won't stack, different ones will work simultaneously. That means that if you have two Screamwagons set to buff damage output, only one buff will work. However, if you switch one Screamwagon to buff damage output and the other to decrease damage taken, then both buffs will work simultaneously.

Summon these vehicles onto the field and pair one with your main battalion strike force. Because just one Screamwagon requires four slots in your army, you should limit the number of wagons you summon. Try to limit it to no more than two.

CO-OP ABILITY: SPIKES AND BUFFS



When teamed up with Doviculus, the Screamwagon becomes hell on wheels ... for the enemy army. The 'Wagon is equipped with spikes at the front, making it the perfect vehicle to ram enemy units with. Furthermore, once atop the vehicle you can manually control what buffs the Screamwagon emits. If you have more than one Screamwagon, guide one into battle and mow down the opposition while creating some room for your troops.



PAIN LIFTER

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
5	1	170	No	After Megastage Upgrade when a Warfather is on the battlefield

Coil flesh-farm specialists take a core of sharp, disease-ridden medical waste and grow a helpless creature around it, informally named the “Agony Ball.” When hurled at the Coil’s foes, the ball explodes and rains years of accumulated suffering upon its target. The Pain Lifter, though ironically named, is one hell of a pain dealer for enemy armies.

This ranged vehicle is perfect for peppering foes from afar and utterly decimating groups of infantry before they can get close enough to cause problems. Leave these near Merch Booths to intercept attacking hordes or team them up with Punishing Parties for maximum damage.

CO-OP ABILITY: AGONY BALLS



The Pain Lifter’s co-op skill is not much different than its primary attack. It lets Doviculus take control of the Pain Lifter’s Agony Ball, aim, fire, and detonate it at will.



HEART CUTTER

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
5	1	250	No	After Megastage Upgrade when an Overblegger is on the battlefield

The Heart Cutter's sacrificial hearts are selected for muscle mass, blood flow, and ripeness. Originally human victims were used, but the Druids (who are otherwise unrelentingly vicious) proved more squeamish than Doviculus expected. The result is a vehicle that doesn't take its vengeance out on infantry or other humanoid units, but against other vehicles instead.

Keep the Heart Cutters out of the action until you absolutely need them. They're far too pricey to keep them in harm's way. Once the enemy army has unleashed their vehicles, let your Heart Cutters loose and crush the foes quickly.

CO-OP ABILITY: HEART ACHE



When teamed up with Doviculus, the Druid driving the Heart Cutter stabs Doviculus in his heart, producing an array of deadly blades at the targeted location. This attack is perfect for bringing down large enemies or small groups of infantry units. Fortunately, the blade in Doviculus's heart doesn't cause any permanent damage to the Demon General.

HATE CAGE

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
5	1	300	No	After Megastage Upgrade when an Overblessed is on the battlefield

The Hate Cage is really two distinct creatures—gigantic (if mindless) legs and the caged demon, who is nothing more than a twisted lump of pure, unfiltered hate. As a massive ranged infantry unit, the caged demon spits liquid hate at its enemies. Any foes standing near the Hate Cage will also be soaked in hate, causing them to take more damage from their attacks.

As a stand-alone unit, it is incapable of destroying enemies. But when paired with Soul Kissers, the Hate Cage becomes a walking death trap for nearly all rival infantry units. Use the Hate Cage to weaken your enemies first, then send in the damage dealers to dish out some pain. The enemy will absolutely hate you for it.

CO-OP ABILITY: HATE STOMP

Simply put, the Hate Cage's co-op ability is a nasty stomp attack. Doviculus hops on top of the massive legs and uses them to squish lowly enemy infantry under its heels. Unfortunately, the Hate Cage is very slow, so don't bother using it to chase down enemies. Instead, only use the Hate Cage's stomp attack when the Cage is already near the target enemy.

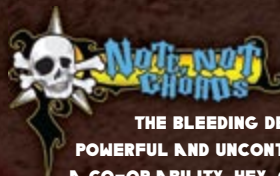


BLEEDING DEATH

Required Slots in Army	Soldiers Per Unit	Fan Cost	Upgradable	Available
5	1	450	No	After Megastage Upgrade

Prior to battle, the loathsome Bleeding Death is stuffed violently into its ballistic iron maiden. When the maiden is fired by the Coil's Pain Cannon and the Bleeding Death is finally unleashed upon the battlefield, it brings with it complete destruction. Mortally perforated by its prison, the creature slowly bleeds to death, even while bringing destruction to its foes.

While the Bleeding Death has an immense appetite for destruction, it also has an appetite for anarchy. Unfortunately, this is the only unit in the Tainted Coil that refuses to follow orders, and instead of following the game plan, it will simply stomp around putting on a vulgar display of power.



THE BLEEDING DEATH IS FAR TOO POWERFUL AND UNCONTROLLABLE TO HAVE A CO-OP ABILITY. HEY, CONSIDER YOURSELF LUCKY THAT HE'S EVEN ON YOUR SIDE.



BATTLE OF THE BANDS STRATEGY

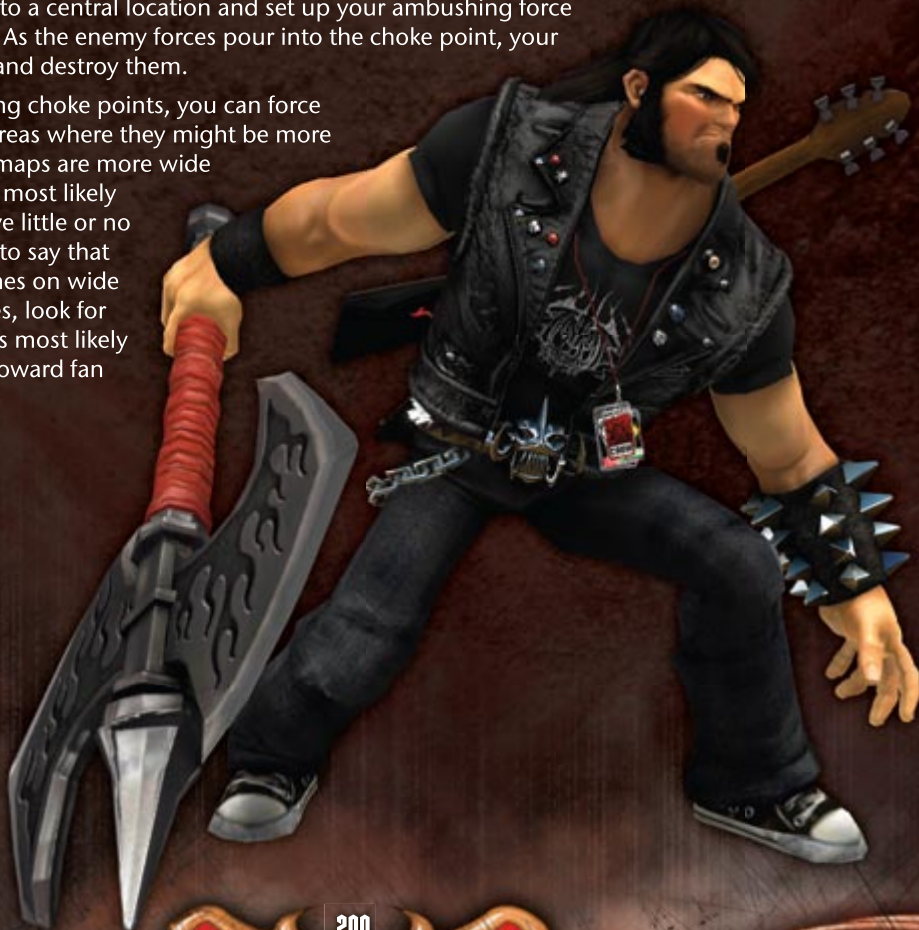
No two battles will every play out the same. Depending on your units, or your enemy's units, each battle could end in victory or defeat for you. But if you keep a few simple strategic tricks in mind, you'll almost always come out on top. Now, before we school you on how to approach battle on each of the different maps, you must first know the jargon. After all, we can't ask you to set up an ambush at a chokepoint near a fan geyser unless you know what a choke point is. And no, it's not one of the Tainted Coil's favorite body parts.

CHOKE POINTS AND AMBUSHES



Utilizing choke points is key to every winning strategy. The idea behind an choke point ambush is to create an area that limits the enemy army's movement and then get the jump on the enemy units as they enter that choked area. Nearly every map has areas that are perfect for setting up ambushes. Look for narrow areas that funnel troops to a central location and set up your ambushing force just outside of that area. As the enemy forces pour into the choke point, your forces can swarm them and destroy them.

By recognizing strong choke points, you can force enemies to funnel into areas where they might be more vulnerable. Since some maps are more wide open than others, you'll most likely find that some maps have little or no choke points. That's not to say that you can't set up ambushes on wide open maps. In such cases, look for areas where the enemy is most likely to travel, such as paths toward fan geysers.



SPECIALIZED BATTALIONS



Some Generals will simply summon a bunch of different units and not give any thought to assembling specialized battalions. If you summon troops willy-nilly, you'll find that a General with a better battle plan will overrun you at every turn. Instead of summoning troops without regard to their skills and strengths, take into consideration their specialties and pair them with other similar units. For example, by teaming up several of the Ironheade's Razor Girls with a Headsplitter, you can ensure that the specific battalion will do well in long-ranged combat.

Of course, this also means that you must know how to use the special battalions once you've created them. If you were to send the above-mentioned battalion directly into battle against strong melee units, they'd probably stand less of a chance and take much more damage than if you kept them outside the lines of melee battle. Some units might also be more useful on particular maps. The Drowning Doom's floating Dirigible, for example, can easily float above obstacles and gaps.

MERCH BOOTHS



Since fan geysers and Merch Booths are your army's life blood, it stands to reason that acquiring them should be at the top of your priorities, no? After all, how are you going to summon units and upgrade your stage without an abundant source of fans? Depending on your opening strategy in battle, your goal may be to capture as many fan geysers as possible. To do so, you must first know which units you'll need. Begin by assembling a basic melee battalion with several squads. Direct them toward the nearest fan leech and set them to work.

To speed things along, you can also create two smaller battalions, also of melee warriors, and send them to the two nearest geysers because most of the maps are symmetrical. While your troops are hard at work destroying the leeches, you can fly ahead and distract the enemy's first few squads by attacking them head on. Not only will you buy your soldiers time to free the fan geysers, you may also force the enemy army to rebuild their first few units!

SUITAR SOLOS



By now, you must be very familiar with guitar solos. These skills can do anything from boost your soldiers' morale to prevent the enemy General from issuing orders. Do not underestimate the usefulness of solos in battle. A General must always support his or her troops, whether by constantly replenishing their numbers or by standing shoulder to shoulder pads with them and rocking out a morale boosting solo. By far, the most useful general-purpose solo is the morale boost solo, the one on the far left edge of the solo ring. Use it whenever your troops are outnumbered or preparing to make a massive assault.

Since each General has his or her own unique riffs, there is no way to predict when you'd need to use a specific solo. That will develop over the course of battle. But by knowing each General's solos and battle style, you can make sure always to have the right tune for the job.

DIVIDE AND CONQUER



Once the battle has commenced, there are several different approaches you can take toward victory. One of the best is to divide and conquer. This strategy requires that you split up your forces, either in battalions or between your units and yourself, and attack multiple targets simultaneously. By sending your forces in two different directions at once, you force the enemy to defend two locations instead of one. If they were not ready to do so, they'll have to either summon more units or split their army into multiple battalions.

Furthermore, if you do so after striking a blow to the enemy army's numbers, you'll meet with even greater success. Force your opponent to choose between locations and strike with your more powerful battalion where they are weakest. Once you've broken through at one location and decimated one of the enemy general's battalions, regroup at the second location and finish the job. This strategy also works well when trying to take multiple fan geysers for your army.

RUSH THE STAGE



This technique is the opposite of the divide and conquer approach. Instead of splitting your forces to attack multiple points, the objective here is to amass a huge army and swarm the enemy's stage. As you go, you'll overrun the enemy's units, crushing them underneath your stampeding feet. Since this approach is a lot more aggressive, it is also more risky. If you meet with a strong enemy unit capable of withstanding your onslaught, then the majority of your army will fall, forcing you to rebuild.

In such cases, for example against the Tainted Coil's Skull Raker, it is best either to avoid that unit, or to try to destroy it before you march your army across the battlefield. The key to making this a successful approach is to summon a variety of units, upgrade them all to maximum, and take over enemy Merch Booths as you go. After assembling your army, select one route along the map's edge (to prevent the enemy army from surrounding or ambushing you) and storm across the battlefield until you reach the enemy stage. If you take losses, replenish the holes in your army and plant a Rally Flag near your position so that they rendezvous with the rest of your army quickly. Once you reach the enemy stage, rush it and don't look back!



BETWEEN ROCK AND A HARD-CORE PLACE

Like great metal tunes, no two battlefields are the same, but they all rock with total hard-core badassness. Luckily for all, the titans were a fair race. They created all battlefields symmetrically in order to not give any one side the upper hand. We, however, are not the titans, so we don't mind giving you (and the other thousands that bought this rock-n-roll tome) a massive advantage when it comes to battle. Read on to learn the ins and outs of every battlefield.

THE BATTERED BLUFF

BATTERED BLUFF



The Battered Bluff is a multilevel arena with three unclaimed fan geysers lined up near the center. Two geysers flank the far sides of the battlefield, while the third geysir sits high atop the mountain at the map's center. Also atop the mountain are several tall structures that can serve as command posts for each General. From atop the structures, the Generals can get a great view of nearly the entire field, which allow them to orchestrate their army's movement with ease.



1. Structures atop the mountain can serve as command posts for Generals.



2. Fan geyser atop the mountain. Once taken, it can be difficult to retake by opposing army. Keep a defensive battalion with several ranged units to pick off enemy units as they approach up the mountain.



3. Guard these areas heavily. They are the only way to enter your area and attack your stage.



4. The fan geyser on the far right of your stage is the farthest geyser from you (not counting the enemy's two stage geysers). If you make a run for this fan geyser first, be prepared to encounter heavy resistance.



5. The fan geyser to the far left of your stage is the closer one of the three neutral fan geysers. Take this one first, then make a sharp right to rush the geyser atop the mountain.



6. By defending these points, you can intercept enemy forces as they try to approach your area or to take the geyser atop the mountain. Use large, powerful units or upgraded infantry units to hold the area longer. If they're overrun, you'll risk losing nearby fan geysers and allow enemies near your stage.

THE BLEEDING COAST

THE BLEEDING COAST



This small, U-shaped battlefield only has one neutral fan geyser near the bottom center of the map, which makes it a perfect battlefield for the build and rush strategy. Since it's such a small map, the battles on this field will be fast and frenzied. Concentrate on speedy units that can travel quickly and pair them with good supportive allies that can increase the attacking units' abilities or keep them alive longer. Furthermore, since the map is so small, your units will have to travel less once they are summoned.



1. Set strong defensive units here to hold off units approaching from either path.



2. Since the only neutral fan geyser is at a central location, you'll need to move fast and hit the enemy hard. In fact, you can stall your approach, allow the enemy army to begin removing the fan leech at the beginning of the battle, then rush them while they're busy attacking the leech. Once you've captured the geyser, expand your defensive unit from Area 1 to Area 3.



3. After taking the neutral fan geyser (see Area 2 above), expand your defensive units from Area 1 to Area 3. You may give up some ground near the path crossing the map's center, but the fans provided by the geyser are far more valuable. Besides, once you've taken the neutral geyser, chances are the enemy will want to take it, too. So defend this area at all costs.



4. Near the top middle of the map is a huge, mountainous area with several peaks. Fly to the top of this area once your soldiers are in motion and use the great vantage point to order your units around the battlefield.



5. Once the battle is underway, set the Rally Flag at this point to keep your summoned soldiers close by. Not only will they be at the center of the map, but they'll also defend the shortest path to your stage!

DOOM'S MIRE

DOOM'S MIRE



Doom's Mire is a unique, figure eight-shaped map where both stages are connected by one tiny, narrow bridge. Rather than begin with two Merch Booths under your control, each side begins with one Merch Booth, while four neutral fan geysers are scattered around the figure eight. To the left of each stage is a fan leech over the nearest geyser. Further down the path, as the figure eight winds down into a narrow ravine under the bridge, are two more fan leeches covering geysers.



1. The bridge is the shortest path to your enemy's stage. Defend your side of the bridge fiercely! Either use a strong battalion to hold the center of the bridge or use a decoy force to rush across the bridge while your strongest units wend down the path and around to the other side of the enemy's stage.



2. This is the fan geyser nearest to your stage. Capture it quickly to ensure you have more fans to build units.



3. This is the next closest geyser to your stage. It is, however, located at the base of a cliff, directly underneath the enemy's stage! Rival Generals will be able to fly down the side of the cliff and give your troops some trouble as you attempt to capture this point.



4. Hold this area to intercept enemies as they try to sneak around to the other side of your stage. Though the bridge may be a great way to attack you head-on, this area is the only other route to your stage. If the bridge is covered, cover this place, too.



5. This is the mirror-image geyser to the one mentioned above (Area 3). Slow down the enemy army as they attempt to take it, and buy your soldiers time to reach this geyser in time to capture it for your side.

BLADEWOODE

BLADEWOODE



Bladewoode is a map made for bloody battles! With both stages directly facing each other, nearly all units need only march straight forward until they reach the enemy stage. There are three neutral fan geysers running down the center of the map, but only one of them is smack-dab in the middle of the battlefield, between both bases. The other two geysers are deep inside large, circular areas that flank the battlefield, and can often be forgotten during the battle.





1. A large ridge runs the length of your stage just a few yards in front of it. The ridge is lined with water, preventing enemies from rushing the stage head-on. Since the ridge forces enemies to the left or right, create defensive choke points at the area marked 1.



2. Though your instinct may be to rush the center geyser, instead rush the flanking geysers (marked 2) and take them quickly. Once in your control, you can defend them easier by blocking off the narrow entrances to their respective areas.



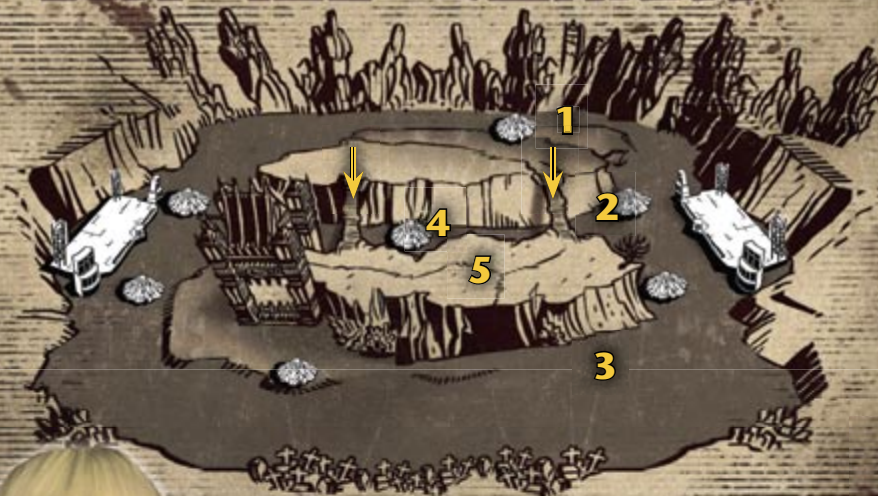
3. The center geyser is hidden inside a large, conical enclosure. Use strong infantry units to take and then defend this area. Since the enclosure limits your units' mobility and aim, ranged units aren't as effective inside the tall structure.



4. After taking either of the flanking geysers along with the one in the center, set defensive battalions at these areas. They'll intercept attackers going to the flanking areas or pinch units as they approach the center geyser.

DRY ICE QUARRY

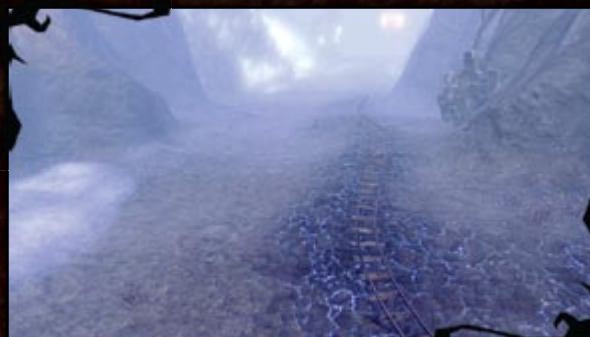
DRY ICE QUARRY



This map is very similar to Bladewoode. Instead of having two neutral geysers in their own enclosed areas, this map has one geyser near each stage. To the far right of each stage is a neutral fan geyser. Take those first, then rush the middle to take the geyser in the large canyon running down the map's center. The tall cliffs that flank the canyon are great for Generals that want a good view of the action, but you may have a hard time seeing everything, thanks to the fog created by the dry ice.



1. The nearest neutral fan geyser is to the right of your stage. Capture it quickly, then assemble a strong attack unit to rush the canyon at the center of the map.



2. The canyon running down the middle is the shortest route to your stage and to the enemy's. Guard your side of the entrance to prevent enemy units from rushing your stage head-on.



3. The far-left edge of the map (when facing away from your stage) is a perfect route to the blind side of your rival's stage. However, since they'll most likely have control of the geyser on their side of the map, there is a good chance they'll attack you from your left side. Set a defensive ambush here and prevent them from penetrating into your side of the stage.



4. The canyon is home to the only central fan geyser on this map. More often than not, this geyser will be a strong point of conflict as both sides attempt to take control of it. While it's helpful to have it under your control, don't sacrifice your units just to take it. Instead, use your units wisely and employ all three open lanes to continually attack your enemy.



5. The tall ridges that create the canyon at the center are great perches for Generals, offering a good vantage point to maneuver pieces around the chess board. Once atop the ridges, use the two bridges to move from one ridge to the other.

PLEASURE GARDENS

PLEASURE GARDENS



If you've played through most of the single-player campaign, this map should look very familiar. It is Lyonwhite's Pleasure Palace! This multilevel arena offers a whopping six neutral fan geysers, which makes for some long, drawn-out battles. The picture of perfect symmetry, the Pleasure Gardens can be a clever General's dream battlefield. Throughout the course of a battle, the tide may turn several times, making for an incredible battle of attrition. By far, the most important goal at the beginning of battle is to secure the two fan geysers nearest your stage. Once they are under your control, you should always set a Rally Flag nearby to make sure your new units are always nearby.

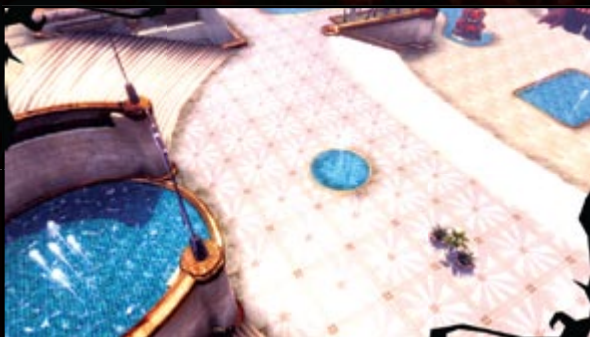




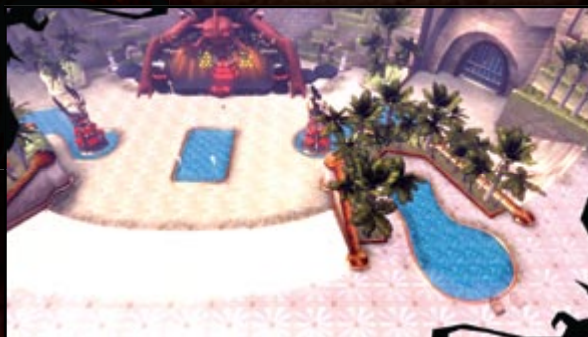
1. Immediately at the beginning of battle, make two small squads and sent them to each of these fan geysers. Take them quickly before moving on to one of the geysers on the following level.



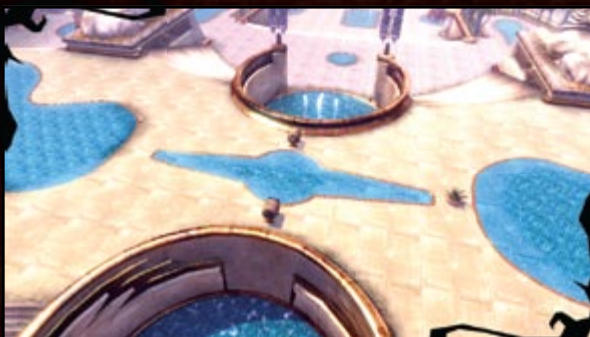
2. These fan geysers are at the highest level on the battlefield. You can either attempt to take them first, bypassing the geysers closest to your stage. Or wait until you've taken the first two geysers before moving on to these. By controlling these two locations, you'll have the higher ground advantage and control the action on the map.



3. As soon as the battle begins, set your Rally Flag here. Your new units will congregate near the center of the map and hold a good defensive position.



4. There are three paths leading to your stage. Keep a close eye on them to prevent enemies from catching you by surprise. Leave defensive units at each path to make sure that attacking enemies are slowed down before reaching your stage. Once slowed, you can swarm the enemies with other allied units. There is a greater chance that enemies will attack from the side paths, rather than the central one, however.



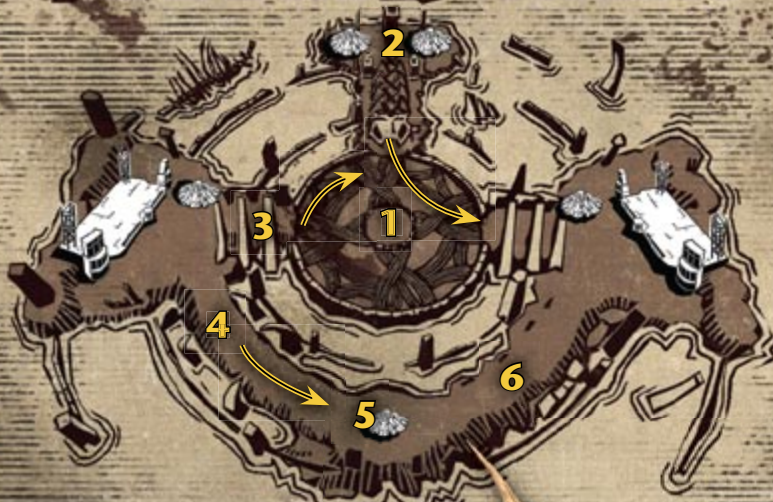
5. After taking control of the geysers at the top level, relocate your Rally Flag to this position.



6. With your Rally Flag near the center of the map, summon units to these locations to create choke points for your enemies. These two sets of stairs are the only way to reach the top level from the enemy's stage.

FEEDING AREA

FEEDING AREA



By far the most hard-core of all the battlefields, the Feeding Area is the Lamprey's ... um ... feeding area. Not only will Generals have to contend with the enemy, but they'll also have to account for the Lamprey living at the center of the map! To make matters worse, the only way to reach the two fan geysers at the top of the map is to brave the Lamprey's feeding area. If your soldiers make it through, they'll reach a small area with two hard-to-get-to geysers. Once they are under your control, the Lamprey will serve as a defensive unit and protect your two Merch Booths!





1. The Lamprey lives at the map's center. Whenever a unit is foolish (or brave?) enough to wander into its area, it'll rise out of its hole and smash them! The only way to get past this beast is to create two units. Use one decoy unit as a sacrificial lamb while the other makes a beeline to the area with both fan geysers. If you're confident enough to brave the Lamprey's domain, you can also traverse it to reach the enemy stage quicker.



2. These two fan geysers are hard to reach. But once they are under your control, they're near impossible to lose. Unless you suck.



3. Though there is little chance that enemy units will rush across the Lamprey's domain to attack you, it doesn't hurt to have a defensive unit stationed here just in case. This is even more important if your enemy secured the two geysers at the top of the map.



4. This is the area most likely to be attacked by enemies. Position a strong defensive unit here and intercept the enemy's invading army. Since the path at the bottom of the map is so narrow, chances are you'll be able to ambush them easily as they bottleneck into the area.



5. This is the easiest geyser to capture. Since it is at the center of the bottom path, it will often become the main point of conflict as both sides attempt to control it—one side because they need it, the other so that they could control all of the geysers on the map (after having taken the top two geysers).



6. After taking the above-mentioned easy geyser, position a defensive unit and a Rally Flag here to intercept attackers as you prepare to invade the enemy's stage area.



A hand holding a guitar neck is visible on the left side of the image. The background is dark and atmospheric, featuring a bright blue lightning bolt striking a jagged rock formation in the lower-left quadrant. The overall mood is intense and dramatic.

ACHIEVEMENTS & TROPHIES

ACHIEVEMENTS & TROPHIES

Name	360 Gamerpoints	PS3 Trophy
Got a Car and a Date	15	Bronze
Start a Revolution	15	Bronze
Thick as a Baby's Arm	15	Bronze
Hair Remover	15	Bronze
French Kiss Instructor	15	Bronze
Chicks n' Booze n' Stuff	15	Bronze
Ran to the Hills	15	Bronze
Fistfull of Fog	15	Bronze
No More Tears	15	Bronze
Groupie	25	Silver
Roadie	25	Silver
Legend	25	Silver
Overkill	20	Bronze
Squeal Like a Chicken	20	Bronze
Protector	20	Bronze
Metal God	50	Gold
Serpent Samaritan	10	Bronze
Serpent Spanker	15	Bronze
Serpent Savior	25	Silver
One Hit Wonder	5	Bronze
Loyal Customer	25	Silver
Virtuoso	20	Bronze
Tourist	20	Bronze
Now You Must Tell the Tale	20	Bronze
Voices From Beyond	20	Bronze
Flowerslave	20	Bronze
Practice Bloody Practice	10	Bronze
Iron Fist	20	Bronze
Victör	10	Bronze
Subjüigator	20	Silver
Cönquerer	50	Gold
Master of the Flame	20	Bronze
Master of the Tear	20	Bronze
Master of the Blood	20	Bronze
Armchair General	20	Bronze
Favored	30	Silver
Sellout	30	Silver
Some Demon Flesh on your Bumper	20	Bronze
"I've never touched an axe before."	30	Silver
"Silence, groundwalker!"	10	Bronze
Six Degrees of Schafer	15	Bronze
Ringleader	15	Bronze
Painkiller	15	Bronze
Dollpocalypse	15	Bronze
Euthanasia	15	Bronze
Death From Above	15	Bronze
Coollest Thing Ever	15	Bronze
Beast Master	15	Bronze
Boar Bather	50	Silver
Quill Tosser	20	Bronze
Rock God	N/A	Platinum

	Pre-Achievement Text	Notes
	Complete "Welcome to the Age of Metal"	
	Complete "Exploited in the Bowels of Hell"	
	Complete "Lair of the Metal Queen"	
	Complete "Battle for Bladehenge"	
	Complete "Pilgrimage of Screams"	
	Complete "Sanctuary of Sin"	
	Complete "It's Raining Death"	
	Complete "Dry Ice, Wet Graves"	
	Complete "Sea of Black Tears"	
	Complete Campaign mode on Gentle	
	Complete Campaign mode on Normal	
	Complete Campaign mode on Brutal	(finish watching final cutscene)
	Complete all hunting secondary missions	
	Complete all racing secondary missions	
	Completed 20 ambush, outpost defense, or mortar secondary missions	
	Achieve 100% completion on the stats screen	Give up a social life and read this book from cover to cover.
	Free 40 Bound Serpents	
	Free 80 Bound Serpents	
	Free all 120 Bound Serpents	See pull out map for locations.
	Purchase 1 upgrade in the Motor Forge	
	Purchase all upgrades in the Motor Forge	
	Learn all guitar solos	
	View all vistas	See pull out map for locations.
	View all Legends	See pull out map for locations.
	Unlock all songs in the Mouth of Metal	
	Summon all Motor Forges	See pull out map for locations.
	Win an AI skirmish - any difficulty	
	Win an AI skirmish - Brütal difficulty	
	Win a ranked multiplayer match	
	Win 10 match-made multiplayer battles	
	Win 50 match-made multiplayer battles	
	Double Team with every Ironheade unit	Includes campaign stage battles!
	Double Team with every Drowning Doom unit	AI or multiplayer skirmish
	Double Team with every Tainted Coil unit	AI or multiplayer skirmish
	Win a single-player stage battle against the AI using only orders/	
	Win a skirmish by yourself against the AI without attacking	
	Acquire 3,000 Fire Tributes	
	Spend 250,000 fans - any mode	
	Slay 150 enemies with the Deuce - any mode	
	Personally smote 300 enemies - any mode	
	Gain 5 or more seconds of hang time in a single jump - any mode	
	Play with or against another player who has this Achievement	
	Trap 15 enemies in one ring of fire with the Fire Baron's Double Team	
	Kill 25 enemies with the grinder of one Rock Crusher	
	Hit 6 enemies with the explosion from a Brood's Double Team	
	Hit 15 enemies with one Agony Ball using the Pain Lifter's Double Team	
	Kill 20 enemies with one Bleeding Death	
	Jump over a Hextadon in the Deuce	
	Ride one of every rideable animal/Rode every animal in the world	
	Ride a Razorfire Boar into the Sea of Black Tears and live to tell the tale.	
	Kill a Tollusk using only Ground Urchins	
	Got all PS3 trophies	PS3 only





BEHIND THE SCENES

TIM SCHAFER INTERVIEW



We recently had the pleasure to steal some time from the mastermind behind Brutal Legend. In a recent interview, Tim Schafer sat down and talked a little bit about what makes Brutal Legend so special.

Fernando Bueno: Thanks for having us, Tim. We imagine you've been pretty busy as of late?

Tim Schafer: I've been a little busy. I've been out of town for a while and this is my first day back at work, so I'm still catching up.

FB: We have to ask, and we're sure you probably get this a lot, but why metal?

TS: (chuckles) I've always loved heavy metal ever since I was a teenager. I bought Diary of a Madman when it came out. I was 14 years old and it changed my life. And [metal] really is the perfect genre of music to do a game like this about, because the lyrics and cover images of the albums have such a deep lore to them, you know? There's not a lot of other musical forms out there that rely so much on legend and battles between good and evil, so it's perfect for the subject matter of Brutal Legend.

FB: How long did you have the concept in mind for Brutal Legend before you actually began working on it?

TS: I had different pieces for years and years, you know. I think that the title came to me like 15 years ago when I was making the Monkey Island games. It was just fun to think of what the opposite of Monkey Island would be, and I thought it would be something called "Brutal Legend." I just hung on to that. I wrote down that title and held onto it for years and years. Then when I was thinking of this concept of roadies going back in time—I just wanted to do something about a roadie going back in time and commanding a heavy metal army—and then I realized, 'Oh my gosh, I finally have a game that I can use that title for!'

FB: You know, that's one of the things I was curious about. Of all the types of personalities in the world of music, or metal music for that matter, why the roadie?

TS: They do all the work and don't get any of the credit, y'know? They hang out with the rockstars, they hear the screams of the crowd, and they make sure everything sounds right, make sure everyone gets safely from town to town, but they also see all of the excess and see all the parties. They go to all of the parties, but they still have to get up in the morning and make sure everything works. But they don't get to stand on stage and take a bow. So I always thought that that was an interesting type of character. You know, super capable, but working in the shadows. And that's why Eddie is that same way. I mean, he's building up humans to liberate them from the demons but he's not out there taking credit for it. He lets others do that. He lets the rockstar types do that.

FB: So he's the very definition of an unsung hero, right?

TS: (chuckles) And he likes it that way.

FB: Speaking of the hard working roadie types, what was it like working with Jack Black? We'd assume there was a lot of hilarious out-take type moments, but he seems like he's a very hard working type of individual.

TS: He's a very hard working guy; he's a blast to work with. He had almost 3000 lines of dialogue in the game and he would just come back and back for more and more. He's not like a celebrity that comes in for a few lines and then that's it. He was in the studio days and days and days. So we got to know him really well. He added so much. Not just the jokes; he would of course add a lot of humor to the character of Eddie, but Eddie also had a lot of these dramatic or possibly even romantic scenes in the game. Jack did those so well that it made the Eddie character something special that it wouldn't have been without him.

FB: What about all of these music icons in the game. What was it like working with them?

TS: Yeah! That was a dream come true for me. I mean, really, it's totally true that if I was to sit down when I was 14 and make a list of all the people that I wanted to meet, it would be the list of people that are in this game. I mean, Ozzy Osbourne, who is just a crack up, he was really funny in the studio. He really worked on the voice a lot and wanted to get it just right. Rob Halford was just a really nice guy and a total gentleman. He was going to be late to the first session and he called me on my cell phone to let me know. He's super professional. And when he got there, he had such a powerful voice that we had to take advantage of his range. I mean, General Lionwhyte, the character he was playing was so high pitched, that I thought we should take advantage. We also took advantage of the other octaves he could do, so

we made the Baron who is more of a deep talker. And then...(sneezed)...excuse me, I always sneeze when I think of Lita. (Chuckles) Lita Ford, we only got to work with remotely, so we didn't get to hang out, but I was on the phone with her and her husband Jim Gillette who is a singer for Nitro—we have a Nitro song in the game, actually, so Jim is also in the game—but, um Lita was really sweet. She has two kids that are just at the right age to enjoy the game and they got really into it. She was really fun to work with. She plays the Queen of the Zaulia.

Lemmy was our first, so I was the most nervous meeting him. He was really quiet when he showed up. So it was really intimidating, so we all just hovered around. We didn't want to alienate him in any way. He just kind of hung out, had a little drink and some cheese-its, then he warmed up and he was really funny! He started talking about the game and once he realized what the game was going to be like, he started talking about his other hobby, which is collecting antique swords. He has some ancient roman sword reproductions. He has knives from various armies; he was really into medieval combat, so we talked about that for a while. He was really fun to work with.

FB: You've got quite the rap sheet with regard to inventive games and unique concepts. Where would you place BL in that list?

TS: It's the biggest game we've ever done...It's the most dramatic game. It's the first time we've ever worked with celebrities and this much licensed music. It's like a huge, huge show, but it's also the most personal game I've ever done in that it's about something I really, really love. I mean, I didn't really have any special connection with pirates or even motorcycle gangs before I made [Monkey Island or Full Throttle], but I've loved heavy metal all my life. I have all these albums and got to pick all my favorite songs to put on this soundtrack and really make the characters feel like they came out of the lyrics of those songs. It's been really a labor of love. I don't like to pick favorites, but it's really a total culmination of all these things I've been messing with for years, like demons, and hot rods, and metal. I'm very, very proud of how it came out.

FB: And so you should be. It's a great game. It all works so well together, from the concept, to the scripting, and the gameplay. The gameplay in Brutal Legend ranges from open sandbox action, to driving, to a strategic battle system. Did you want to create a game that covered so many different styles of play from the get-go or did the gameplay develop over time?

TS: We developed it starting with the character; with Eddie just walking around with his axe, then we gave him a car... It really kind of grew out of the center with Eddie. But mostly, the reason there's so many different types of gameplay elements is because we said, 'Okay, if you want to satisfy the fantasy of being this type of character in this world—you know, a roadie in a world of heavy metal album covers come to life—what are you going to want

to do? You're going to want to do everything you've seen on a heavy metal album. You're going to want to slay monsters with a broad-axe, you're going to want to play facemelting guitar solos that actually melt faces, and you're going to want to drive a hot-rod through a world of chrome volcanoes and mastodons. Anything that you've seen on one of those crazy covers.

FB: I suppose that's what makes the game a one-of-a-kind experience. Is there something that you'd like to stand out for the player?

TS: Well, lots of things, but I really hope that the character of Eddie Riggs really sticks in peoples' minds and that the world itself feels real to people and that people think about going back there when they're not playing the game. I hope... Well, I guess I hope it gets the most attention for the gameplay, y'know? The stage battle experience. Because that, I think, is a new kind of experience. It's not a strategy game straight up. But it has a lot of these elements that make you think strategically. It really felt like we were making something new and different, and I really hope people respond to that well.

FB: Can you share any inside jokes that players may not catch right away?

TS: (Chuckles) It's funny. It's been like four years, and I know we stuck tons and tons of little things in there. Let me think about something that might pop up... There's little things, like we had a big debate in design meetings about whether its dry ice "mines" or dry ice "quarries" because a quarry is on top but mines are enclosed. Also with the Sea of Black Tears, so when you go into both areas, Mangus comments on both of those areas, like "it's really more of a quarry isn't it?" (Chuckles) It's funny how a lot of those debates make it into the dialogue of the game.

FB: Well, Tim, we know you're a busy dude, so we thank you for taking time to talk to us and adding your thoughts to the guide.

TS: Great! I look forward to seeing it. Thank you.

BRÜTAL LEGEND

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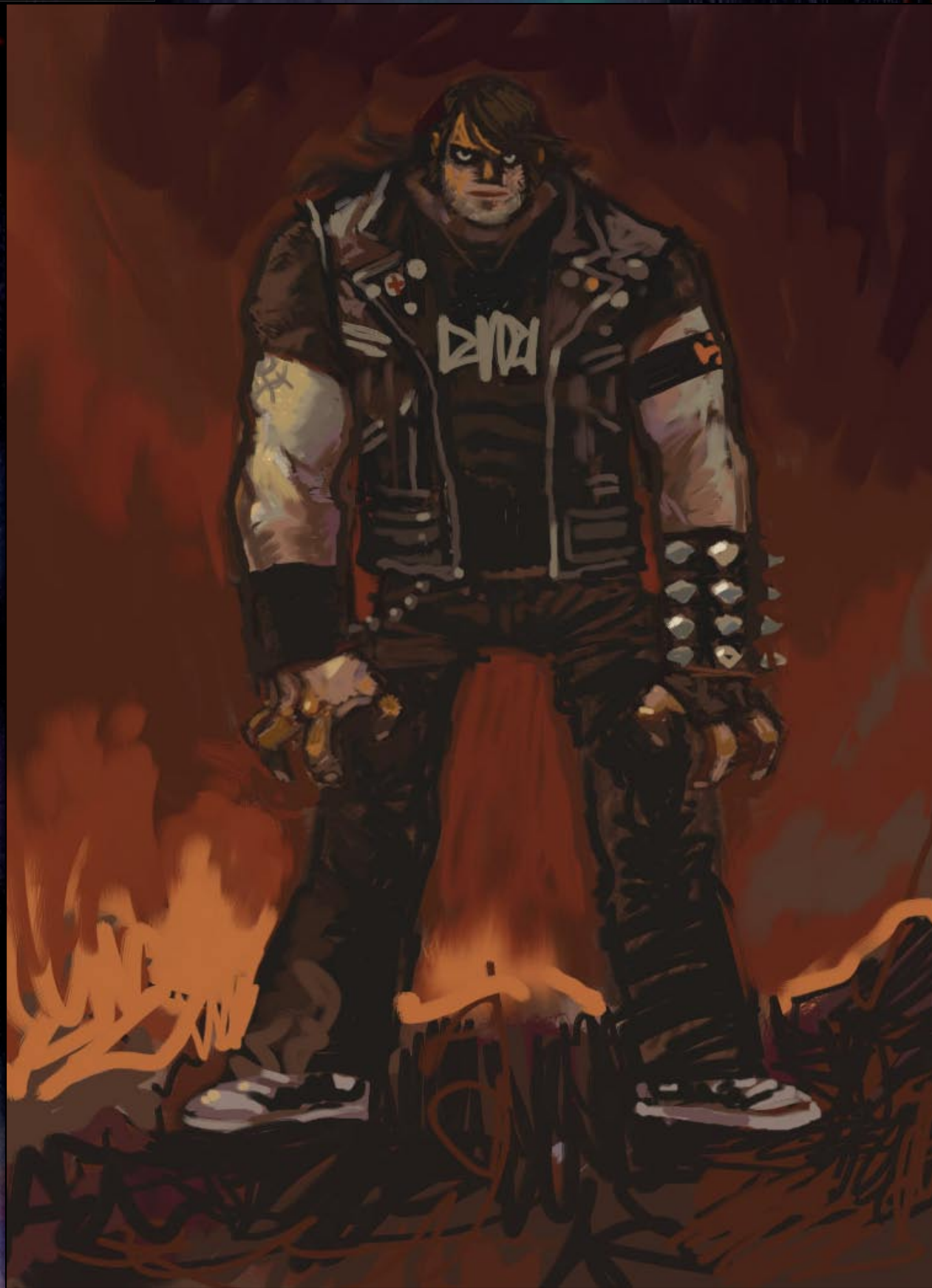
SKIRMISH MODE

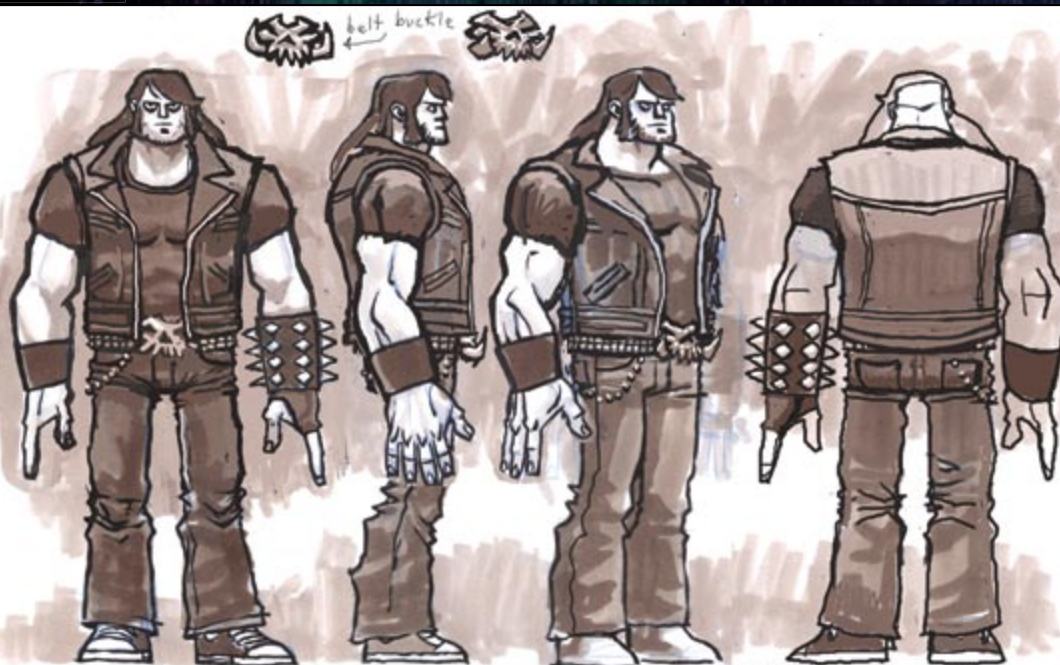
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the ROADIE (w/ JACKET) — SCOTT 19/05



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THE BRIDE



OZZY GUARDIAN ORTHOS — Scot + C.





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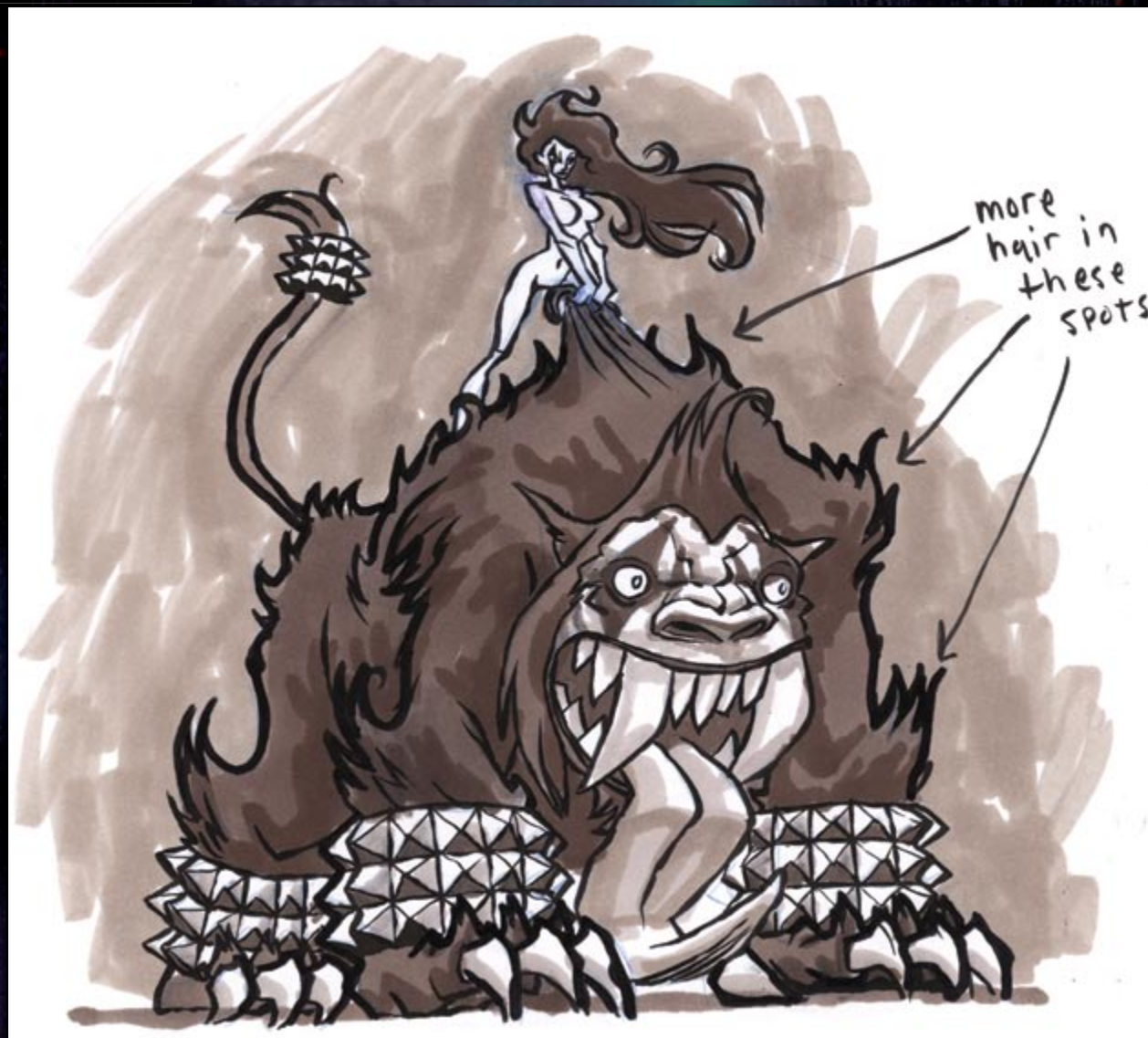
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03. LAZER PANTHER

FLAME Pinstriping
on BLACK VINYL.





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