



## Introduction

Conan is big. Conan is strong. But Conan is also smart. And like any smart warrior, he wouldn't want to charge straight into battle without knowing what he's up against. Come see our guide to help everyone's favorite Hyborian hero fight through his newest game, slay all the bosses, and uncover all the secrets, so he may become king one day.

*In this Conan strategy guide, you'll find:*

- **BASICS** // Basics information for young barbarians.
- **COMBAT ABILITIES** // A list of all combat abilities in the game and what it takes to earn them.
- **WALKTHROUGH** // A complete Conan walkthrough for every stage of the game.
- **SECRETS** // We list the game's many unlockable secrets.

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## Conan Basics

Misc. Basics	General Tips
<b>Controls</b>	
Those who are fortunate enough to have played the previous Conan game (by Cauldron, for the PS2 and Xbox) should be warned that this latest Conan game (by Nihilistic and Paradox, for the X360 and PS3) plays nothing like the same, beginning with the totally different controls and style of combat.	
<b>Left Stick</b>	Walk and run.
<b>Right Stick</b>	Roll in the direction pressed. Rolling is very important, because it lets Conan quickly move toward as well as away from enemies.
<b>Jump Button</b>	Jump.
<b>Quick Attack Button</b>	Perform a quick attack.
<b>Heavy Attack Button</b>	Perform a heavy attack.
<b>Grab Button</b>	Perform a grappling attack against weak human enemies, or punch non-human enemies.
<b>Block Button</b>	Block. Press this just before receiving an enemy's quick attack to parry, which is a special block that sets up the enemy for a parry kill. However, blocking won't work against heavy attacks (yellow blur) and unblockable attacks (red blur).
<b>Use Button</b>	Perform a context-sensitive action, like taking a weapon from the ground, opening a gate, pushing down a pillar, opening a treasure chest, or pulling out an arrow after getting shot. When such an action can be performed, an icon will appear at the top right corner of the screen.
<b>Throw Button</b>	Throw a non-default weapon, like a second sword, a two-handed sword, or a shield.
<b>Magic Button</b>	Cast a spell. Press the D-Pad to change spells, if any are available.
<b>Combat Abilities Button</b>	Pause and access the Combat Abilities Screen.
<b>Pause Button</b>	Pause and access the game options.

## Status Display

The life, magic, and Song of Death meters are displayed at the top left corner of the screen. To increase the size of the meters, successfully activate the Rune Triumvirates.

### Life Meter (Green Bar)

Conan's life.

### Song of Death Meter (Yellow Bar)

Increase this by hitting enemies. When it reaches maximum, Conan's attacks will temporarily increase in attack strength.

### Magic Meter (Blue Bar)

Conan's magic, which is used to cast spells. The icon on the left side indicates the currently chosen spell.

## Items

### Life

A green energy ball. Restores a small amount of life.

### Experience

A red energy ball. Adds experience points.

### Magic

A blue energy ball. Restores a very small amount of magic.

### Life Jug

A wine container giving off green fart vapors. Restores a moderate amount of life when used, but getting hit while drinking from this may cause the life inside to disappear.

### Magic Jug

A small statue with sickly blue vapors. Restores 1 segment of magic.

### Save Stone

A large blue stone. Records Conan's progress in the middle of a stage.

### Treasure Chest

A container filled with gold. Adds 60 experience points. Conan can somehow look at money and then leave it behind to gain direct battle experience.

### Maiden

A treasure chest with legs. Adds 100 experience points. Maidens are slightly smarter than chests because they will start calling out for help and whining when Conan moves near them.

### Rune Triumvirate

A set of three runes inscribed on the floor. Find and use all three of these "triumvirs" within a limited period of time to lengthen the meter for life (green), magic (blue), or Song of Death energy (red).

## Spells

In this game, Conan has apparently thrown aside his dislike of magic. Over the course of the missions, he will acquire four different spells (or "Armor Powers," whatever the hell you want to call them). The magic meter can go up to 8 segments total, if he activates all the Rune Triumvirates for magic (blue).

### Stone Prison (D-Pad Left)

Costs 1 segment of magic. Creates a shotgun-like blast that temporarily petrifies regular enemies. Stone Prison is useful against bigger foes like lions and apes, but its reach is pitifully short and narrow, and it won't freeze living statues. Also make sure the intended targets are actually on the screen before using this spell against them.

### Rain of Fire (D-Pad Up)

Costs 2 segments of magic. Creates a meteor storm. Rain of Fire can kill or weaken large groups of regular enemies, including living statues. And despite the manual's hints stating that Conan should stay inside the "safety zone" that's created when this spell is cast, he can move out of it without harm. Unfortunately, a glitch in the game occasionally causes the fireballs to not appear, wasting Conan's magic.

### Raven Plague (D-Pad Right)

Costs 3 segments of magic. Creates a flock of evil ravens that will attack enemies. Or at least it's supposed to. Sometimes Raven Plague won't hit anything at all, making it useless. Save the magic for other spells instead.

### Void (D-Pad Down)

Costs 4 segments of magic. Creates an interdimensional rift that sucks in and kills regular enemies. Void is a somewhat potent spell, but it can suck up only so many enemies before it vanishes, and it eats up a very large amount of magic.

Misc. Basics	General Tips
<b>General Tips</b>	
Jars, crates, and other objects often contain life. Leaving them around and then returning to break them open after a fight is a good idea.	
A small number of combat abilities, once mastered, will yield life or magic bonuses when they are used to kill enemies. Those rewards aren't consistently awarded, however, so don't rely on them too much.	
Enemies always hit back after they are attacked (whether successfully or not), so prepare to block or roll away. Use a shield to successfully block heavy attacks (except against bosses).	
Conan is invulnerable to most hazards when he is performing grappling attacks, but don't bother with grappling attacks in the later stages, when most enemies cannot be grabbed.	
Parry kills also make Conan invulnerable while he's pulling them off, and they can instantly kill captains, but they require good timing to perform, which is very difficult to do when several enemies gang up on him.	
Precise timing with attacks and rolls is vital against bosses and other tough enemies. Sometimes the only way to hurt bosses is to wait for them to end their attack combos and then quickly move in and hit them a few times. Rolling and jumping are often more useful than blocking, too. Due to a glitch, rolling can also cut short some of the lag in Conan's movements.	
Spells are worthless against bosses, but they can be used to kill off any existing henchmen.	
Don't forget to use cheats (after earning them) when playing the game again on the tougher difficulty settings. With the cheat, Master All Moves, Conan won't need to earn experience points and can skip many enemies, saving himself a lot of time and pain.	

## Conan Combat Abilities

General Move	One-Handed	Dual-Wield	Two-Handed
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The Combat Abilities Screen lists all the moves. The "Effects" indicate the attacks' special properties. For example, heavy attacks can defeat standard enemy blocks, while shield breaker attacks can shatter enemy shields. (Beware - the effects as written on the Combat Abilities Screen aren't always consistent against all enemies.) The "Mastery" bonuses indicate if the attacks yield any life or magic bonuses when they're used to kill an enemy after being mastered.

### General Move (9 total)

The "general moves" actually refer to the grappling attacks and the beat-down execution attacks. Enemies who are dizzy and prone can be grabbed right off the floor, so Conan might as well master and use Piledriver or Backbreaker against them instead to gain life bonuses. Unfortunately, grappling attacks are mostly useless in the later stages, when there are almost no enemies who can be grabbed.

Move	Require	Command	Effects	Mastery
<b>Body Throw</b>	none (default move)	Grab	Grapple	none
<b>Body Slam</b>	150	Grab Grab	Grapple	none
<b>Piledriver</b>	400, Body Slam	Grab Quick	Grapple	2 Life
<b>Backbreaker</b>	800, Piledriver	Grab Heavy	Grapple	5 life
<b>Camel Punch</b>	none (default move)	Grab (against non-human enemies)	none	none
<b>Death Stomp</b>	none (default move)	Quick (against dizzy, prone enemies)	none	none
<b>Double Death Stomp</b>	none (default move)	Quick Quick (against dizzy, prone enemies)	none	none
<b>Death Stomp Finisher</b>	none (default move)	Quick Quick Quick (against dizzy, prone enemies)	none	none
<b>Last Breath</b>	none (default move)	Heavy (against dizzy, prone enemies)	none	none

General Move	One-Handed	Dual-Wield	Two-Handed
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#### One-Handed (30 total)

One-handed moves are neither very powerful nor very fast. The larger number of moves here is also misleading, because some of them can be performed only when Conan is holding a shield. Still, because Conan's default one-handed sword is his sole permanent weapon (i.e. the only thing that can't be accidentally thrown away), becoming familiar with these moves won't hurt. For life bonuses, try Cimmerian Charge or Monkey Slam. Warrior Suplex's unlisted shockwave effect comes in handy for knocking away gathering packs of enemies. Head Pop is very reliable against captains. Shield Strip is also useful, but Thief of Bel doesn't work against some human enemies, despite being listed with an "unblockable" effect.

Move	Require	Command	Effects	Mastery
<b>Crom's Curse</b>	none (default move)	Grab (while parrying)	Grapple	none
<b>Skull Crusher</b>	none (default move)	Quick (while parrying)	none	none
<b>Cleave in Twain</b>	none (default move)	Heavy (while parrying)	Grapple	none
<b>Shield Shaker</b>	none (default move)	Grab (while using a shield)	Shield Breaker, Heavy	none
<b>Air Strike</b>	none (default move)	Quick	none	none
<b>Double Air Strike</b>	none (default move)	Quick Quick	none	none
<b>Fast Strike</b>	none (default move)	Quick	none	none
<b>Double Strike</b>	none (default move)	Quick Quick	none	none
<b>Triple Strike</b>	none (default move)	Quick Quick Quick	none	none
<b>Fast Strike Finisher</b>	50	Quick Quick Quick Quick	Shield Breaker	none
<b>Elbow Stun</b>	200, Fast Strike Finisher	Quick Heavy	Shield Breaker, Stun	none
<b>Warrior Suplex</b>	600, Elbow Stun	Quick Heavy Heavy	Grapple, Heavy, (Shockwave)	none
<b>Thief of Bel</b>	600, Elbow Stun	Quick Heavy Grab	Unblockable	none
<b>Bel's Wrath</b>	500, Thief of Bel	Quick Heavy Grab Quick	Unblockable	5 life, 1 magic
<b>Bel's Revenge</b>	500, Bel's Wrath	Quick Heavy Grab Quick Quick	Unblockable	5 life
<b>Bel's Gambit</b>	800, Thief of Bel	Heavy Heavy Quick	Grapple	5 life
<b>Cimmerian Charge</b>	250, Fast Strike Finisher	Quick Quick Heavy	Shield Breaker	2 life
<b>Shield Slayer</b>	500, Cimmerian Charge	Quick Quick Heavy (while having a shield)	Shield Breaker, Heavy	none
<b>Hyborian Head Smash</b>	500, Cimmerian Charge	Heavy Quick	Grapple, Unblockable, Stun	none

<b>Monkey Slam</b>	700, Hyborian Head Smash	Quick Quick Quick Heavy	Grapple, Unblockable	5 life
<b>Usurper Throw</b>	800, Monkey Slam	Quick Quick Quick Heavy Grab	Grapple	5 life
<b>Spinning Death</b>	1200, Usurper Throw	Quick Quick Quick Heavy Heavy (hold)	Grapple, Sweep	5 life
<b>Head Pop</b>	700, Hyborian Head Smash	Heavy Quick Quick (while having a shield)	Heavy	none
<b>Shield Strip</b>	600, Hyborian Head Smash	Heavy Quick Grab	Grapple, Shield Removal	none
<b>Immolation</b>	none (default move)	Quick Quick Quick Quick (while having a torch)	none	none
<b>Heavy Air Attack</b>	none (default move)	Heavy	none	none
<b>Heavy Strike</b>	none (default move)	Heavy	Shield Breaker, Heavy	none
<b>Heavy Running Strike</b>	none (default move)	Heavy (while running)	Shield Breaker, Heavy	none
<b>Double Heavy Strike</b>	none (default move)	Heavy Heavy	Shield Breaker, Heavy	none
<b>Heavy Strike Finisher</b>	250	Heavy Heavy Heavy	Shield Breaker, Heavy	none

<b>General Move</b>	<b>One-Handed</b>	<b>Dual-Wield</b>	<b>Two-Handed</b>
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#### Dual-Wield (24 total)

Dual-wield moves aren't quickly performed as much as they can hit enemies more times in a row, giving off a false sense of speed. They're ineffective against captains, yet ironically their standard heavy attacks are generally more useful against bosses than the two-handed moves are with their retarded lag. To hit multiple enemies at once, perform Savage Spin, Cimmerian Cyclone, Wheel of Death, or Sorcerer's Shock.

Move	Require	Command	Effects	Mastery
<b>Gwahlur's Leap</b>	none (default move)	Grab (while parrying)	none	none
<b>Blade Fury</b>	none (default move)	Quick (while parrying)	none	none
<b>Head Stomp</b>	none (default move)	Heavy (while parrying)	none	none
<b>Air Strike</b>	none (default move)	Quick	none	none
<b>Double Air Strike</b>	none (default move)	Quick Quick	none	none
<b>Fast Strike</b>	none (default move)	Quick	none	none
<b>Double Strike</b>	none (default move)	Quick Quick	none	none
<b>Triple Strike</b>	none (default move)	Quick Quick Quick	none	none

<b>Quad Strike</b>	none (default move)	Quick Quick Quick Quick	none	none
<b>Fast Strike Finisher</b>	50	Quick Quick Quick Quick Quick	Shield Breaker	none
<b>The Barbarian</b>	250, Fast Strike Finisher	Quick Heavy	none	none
<b>Whirlwind</b>	400, The Barbarian	Quick Quick Heavy	none	none
<b>Savage Spin</b>	500 Whirlwind	Quick Quick Quick (hold)	Sweep	none
<b>Black River Rage</b>	800, Savage Spin	Quick Quick Heavy Heavy	Heavy	none
<b>The Mercenary</b>	800, Savage Spin	Quick Quick Quick Heavy	Shield Breaker	none
<b>Cimmerian Cyclone</b>	1200 The Mercenary	Quick Quick Quick Quick (hold)	Sweep	none
<b>Wheel of Death</b>	1700, Cimmerian Cyclone	Quick Quick Quick Quick Heavy	Unblockable	none
<b>Sorcerer's Shock</b>	1600, Cimmerian Cyclone	Heavy Heavy Heavy (hold)	Shockwave	10 magic
<b>Fury Kick</b>	500, Whirlwind	Heavy Quick	none	5 life
<b>Heavy Air Attack</b>	none (default move)	Heavy	none	none
<b>Heavy Strike</b>	none (default move)	Heavy	Shield Breaker	none
<b>Double Heavy Strike</b>	none (default move)	Heavy Heavy	Shield Breaker	none
<b>Triple Heavy Strike</b>	none (default move)	Heavy Heavy Heavy	Shield Breaker	none
<b>Heavy Strike Finisher</b>	250	Heavy Heavy Heavy Heavy	Shield Breaker	none

<b>General Move</b>	<b>One-Handed</b>	<b>Dual-Wield</b>	<b>Two-Handed</b>
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#### Two-Handed (23 total)

Two-handed moves come with more mastery bonuses, but they are so painfully slow to perform that they give regular enemies and bosses alike plenty of time to strike first. Depending on the circumstances, Conan will probably want to start his combos from a distance (so he'll perform the desired move just as he draws near his targets). For life bonuses, use moves like Uppercut, Stygian Skewer, and Slayer's Bladesaw. Mitra's Hand has an unlisted shockwave effect that can knock away a small group of enemies. Captain's Rush is a cheap move when used in conjunction with rolls (to cut down the lag).

Move	Require	Command	Effects	Mastery
<b>Crom's Curse</b>	none (default move)	Grab (while parrying)	none	none
<b>Steps of Hell</b>	none (default move)	Quick (while parrying)	none	none
<b>Demon's Descent</b>	none (default move)	Heavy (while parrying)	none	1 magic



<b>Fast Strike</b>	none (default move)	Quick	none	none
<b>Air Fast Attack</b>	none (default move)	Quick	none	none
<b>Double Strike</b>	none (default move)	Quick Quick	none	none
<b>Fast Strike Finisher</b>	250	Quick Quick Quick	Shield Breaker, Heavy	none
<b>Uppercut</b>	300, Fast Strike Finisher	Quick Heavy	Shield Breaker, Heavy	5 life
<b>Outlaw's Hilt</b>	600, Uppercut	Quick Quick Grab	Shield Breaker, Heavy	5 life
<b>The Bloody Crown</b>	1000, Outlaw's Hilt	Quick Quick Grab Heavy	Shield Breaker, Heavy	none
<b>Gemcutter</b>	600, Uppercut	Heavy Quick	none	2 life
<b>King's Execution</b>	1000, Gemcutter	Heavy Quick Heavy	Shield Breaker, Heavy	none
<b>Stygian Skewer</b>	1100 King's Execution	Quick Quick Heavy	Grapple, Shield Breaker, Heavy	5 life
<b>Stygian Skewer Fling</b>	1200 Stygian Skewer	Quick Quick Heavy Heavy (hold)	Grapple	5 life
<b>Mitra's Hand</b>	1400 King's Execution	Heavy Heavy Heavy Quick	Shield Breaker, Heavy, (Shockwave)	10 magic
<b>Captain's Rush</b>	1500, Mitra's Hand	Quick (Hold)	Heavy	5 life
<b>Giant's Crush</b>	1600 Captain's Rush	Heavy (Hold)	Shield Breaker, Heavy, Shockwave	5 life
<b>Slayer's Bladesaw</b>	1500, Mitra's Hand	Quick Quick Quick Heavy	Shield Breaker, Heavy	10 life, 2 magic
<b>Heavy Strike</b>	none (default move)	Heavy	Shield Breaker, Heavy	none
<b>Heavy Descending</b>	none (default move)	Heavy	none	none
<b>Double Heavy Strike</b>	none (default move)	Heavy Heavy	Shield Breaker, Heavy	none
<b>Triple Heavy Strike</b>	none (default move)	Heavy Heavy Heavy	Shield Breaker, Heavy	none
<b>Heavy Strike Finisher</b>	500	Heavy Heavy Heavy Heavy	Shield Breaker, Heavy	none

## Conan Walkthrough

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To help make things clear, the walkthrough for each mission is organized into sections, which are divided by the one-way gates that Conan usually has to open manually. The directions "left" and "right" refer to the sides of the screen (because the camera always moves along rails).

Mission 1: Tutorial		
Maidens	Treasure Chests	Rune Triumvirates
0	2	0

Conan the Adventurer has come to a mountain ruin in Balmoria in search of treasure, and this first mission serves as a tutorial of sorts. As Conan hacks his way through enemies and comes across various objects, messages introducing the basics of the game will be displayed. The Combat Abilities Screen can't be accessed here for some reason, but Conan will still earn experience points.

### Section 1 entrance hallway

Beat up the ghost soldiers and get used to the game's combat system. Be sure to pick up the different types of weapons dropped around the place and try out the different fighting styles (one-handed without any shield, one-handed with a shield, dual-wield, and two-handed). At the gate, press the Use Button to start pulling at the door, and then press the displayed buttons to successfully open and move past it.

### Section 2 second hallway

Use the life jugs and break open the small jars to recover health. At the second gate, go through the same routine as before. Press the Use Button to start opening it, and press the displayed buttons to get past it.

### Section 3 long hallway with collapsing statues

The haunted statues along the sides will collapse as Conan approaches them, so wait for them to fall first or quickly run past them. However, the two statues at the end will come to life. Wait for these living statues to finish their attacks or combos, and then quickly dash up to them and hack them up.



**Treasure Chest** — It's at the dead end on the left side after the collapsing statues, but before the living statues.

**Treasure Chest** — It's to the right side of the gate.

After all the enemies here are beaten, open the gate.

Section 4 circular chamber

Use the life jug, and then drop down to fight the two living statues in the middle of this large circular chamber. More life jugs can be found along the outer sides of this arena. Kill both living statues to complete the mission.

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Mission 2: Chance Meeting		
Maidens	Treasure Chests	Rune Triumvirates
1	4	0

Conan the Clueless unwittingly frees Graven from his imprisonment, loses his armor, and somehow winds up on the Barachan Isles. Pulling his sword out from a body on a beach, Conan gets straight back into action.

Section 1 beaches and outer paths

**Treasure Chest —** It's at the starting point, on the beach among the shipwreck.



**Treasure Chest —** It's near an extinguished campfire shortly after the starting point, before the first vine wall.

Besides picking up enemy weapons, also try picking up boulders to throw at the bad guys. After the first vine wall, at the first fork, take the right path to find more items before continuing along the left path.



**Treasure Chest** — Take the right path at the first fork. It's on a small beach behind the vine wall at the dead end there.

**Maiden** — Take the left path at the first fork to continue deeper into the island. She's behind a vine wall on the left side of the road, before the white tents.

At the white tents, the first of the captain-type enemies will appear. Wielding two-handed weapons, captains are much tougher than the regular bad guys, refusing to be grabbed and taking many more hits before dying. However, Conan can still use parry kills against captains, but he must be very careful with the timing of his block-parry, or else the captains' heavy blows will smash him in the face.

After the white tents, cut through another vine wall, and meet the first archer-type enemies. If Conan gets shot, he should pull out the arrow (by pressing the Use Button) to prevent it from draining his life over time. If Conan has a shield, he can block arrows; otherwise he should just run or roll around them.

The gate at the end automatically opens when the enemies are all dead.

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## Section 2 joining A'Kanna's crew

Conan walks right into A'Kanna, a self-proclaimed warrior queen who commands a mighty bow and a lot of seamen. Right. She wants Conan to save the three crewmen of hers who have been kidnapped and are being held at this area. Looking for sailors isn't quite as sexy as rescuing maidens, but what the hell.

**Save Stone** — It's after the gate at the beginning, before the bridge leading to the wooden walkways.

Cross the bridge, and watch out for the archer on the high platform while killing the other regular enemies. Cut the three chains to cause some wooden platforms to drop, and then climb them to reach the platform with the archer and the first crewman.



**Treasure Chest** — It's behind the three chains, under the high platform with the archer and the first crewman.

**Crewman (1/3)** — He's on the high platform after the three chains. Press the Use Button to start opening his cage, and then mash the displayed buttons to rip off the cage door.





**Crewman (2/3)** — After freeing the first crewman and dropping down to more suspended walkways, take the left path at the fork. He's at the dead end there.

After letting loose the second crewman, return to the fork and continue right, across a long bridge. Fight to the elevator lift, and use the lever to raise it.

**Crewman (3/3)** — After riding the elevator lift, fight across two bridges. He's at the dead end after these bridges.

With all three kidnapped crewmen free, A'Kanna will shout at Conan to haul his ass over to her ship. Now is a good time to fill up on life, too. Turn back and head for the second elevator (which has been activated by an enemy) located between the two bridges. Ride it down to a wide platform with three captains. There are life jugs and crates on this platform, in case Conan needs a health boost. Kill all three captains to complete the mission.

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Mission 3: Pirate Raid		
Maidens	Treasure Chests	Rune Triumvirates
1	2	1

Conan the Sensitive already has a soft spot for A'Kanna, so he decides to charge alone through another part of the Barachan Isles to save more of her crewmen (who are never seen in this mission) while she brings her ship up along the coastal waters. Conan will also have to use the bad guys' ballistas against their own evil ships, which are all conveniently painted in black.

#### Section 1 ballistas and fortress walls



**Rune Triumvirate (Life)** — The first triumvir is by the beach. The second triumvir is right next to the first one. The third triumvir is atop the high ledge, after the other two.

At the cliff, climb up the ledges. On top of the cliff, there is the first ballista. Kill off as many enemies around it as possible first.

Press the Use Button at the right side of the ballista to start operating it. Rotate the right stick to wind up the spring and to load a bolt. Press the left stick to push or pull in that direction, aiming the weapon. Press the Throw Button to fire when the bolt is ready. To destroy the enemy ships (the corsairs), Conan must fire bolts into the forward section, the middle section, and the rear section of their hulls. If more enemies show up from behind, press the Use Button to leave the ballista, and kill them before going back to shooting down the ships.

The first enemy ship comes from left. Again, hit the front, middle, and rear sections of its hull to bring it down, before it turns A'Kanna's ship into flaming poo. After the first evil ship blows up, A'Kanna will send some artillery from her own vessel to blow open a closed doorway.

**Save Stone** — It's after the doorway that A'Kanna blows open.



**Treasure Chest** — It's on the high ledges on the left side after the Save Stone, at the place with two archers.

Fight past a white tent with a captain, and go down a slope. On a lower field, there is the second ballista. Do the same thing as before. Get rid of the surrounding enemies, and use the ballista to blow up the second evil ship, which also comes from the left.

**Maiden** — After the second ballista, take the right path at the fork. She's at the dead end there.

**Treasure Chest** — It's at the same place as the maiden listed above.

**Save Stone** — Take the left path at the fork to continue. It's near the tree trunk.

Press the Use Button to start pushing the tree trunk, and mash the displayed buttons to shove it down, forming a ramp up onto the fortress walls. Fight across the walls, back down to the ground, through an open doorway, and up a slope.

Push over another tree trunk to form a ramp up toward a raised bridge. At the end of the wall closer to the camera (toward the screen), there is the third ballista. Use it to destroy the two watchtowers, causing the halves of the raised bridge to fall into place, forming a path to the gate.

Up to this point, the displayed button sequences for opening gates have been simplified. This time, go through the more complex sequences that will become the norm for the rest of the game.

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## Section 2 inner fortress

Fight across more parapets and down a ramp leading back to the ground level. Open another gate with the same displayed button sequence junk.

## Section 3 arena

**Save Stone** — It's right past the gate.

Go through the short cave tunnel to enter the coliseum-like arena.

## Boss Bone Cleaver

### Phase 1 — army of henchmen

Kill the waves of henchmen who will enter the arena. As Conan may not have had enough opportunities to master any moves that grant life bonuses, conserving life is important. There are two life jugs along the outer sides of the arena, but try to save them up until the real boss comes down.

Using attacks with shockwave effects, most likely Warrior Suplex (one-handed), can be very useful at pushing away the crowds of bad guys. Better yet, the shockwaves may knock them onto the wall spikes. Grappling attacks, such as body slam, can also help, because Conan is invulnerable while he performs them. To better avoid the explosive arrows fired from the arena walls, stay closer to the camera (toward the screen).

### Phase 2 — Bone Cleaver with a hammer

The Bone Cleaver (pirate leader) will drop down when all the other bad guys are dead. He has a standard 4-hit heavy combo, but whenever he somersaults, he will do a super shockwave attack. Jump over the shockwaves. Otherwise, lure the boss into performing his standard combo. Wait for him to end his combo, and then roll up to him and hit him with two or so heavy attacks before rolling away again. Rolling is important, because it's faster than running, and it slightly cuts down the lag in Conan's overall movements.



When the boss has around one-third life remaining, he will start performing a circular swinging attack instead of his standard combo. The same tricks apply, though. Lure him into performing his circular attack, wait for him to end it, roll up close, hit him with one or two heavy attacks, and then roll back out. Once the boss' life drops to zero, go through the displayed button sequence to complete the mission.

01	02	03	04	05	06	07	08	09	>>
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## Mission 4: Sand Vault

Maidens	Treasure Chests	Rune Triumvirates
0	5	1

Conan has recovered his arm guard, which grants him the Song of Death ability. Basically, keep hitting people to build up Song of Death energy (yellow meter), and when it reaches maximum, Conan's attacks will gain a temporary strength boost.



Continuing his new job as an A'Kanna groupie, Conan the Helpful stops at Parad Isle (A'Kanna's home) to check things out for her.

### Section 1 outer grounds

Lions will begin showing up in this mission. Like other types of enemies, they have quick combos that can be blocked and heavy blows that can't. At the starting point, hack the lion in the face three or so times before blocking or rolling away.

Press the Use Button, and then press the displayed buttons to push the large cart out of the doorway, which also causes the arch to collapse. Fight more people afterward. Stygians. Again with the Stygians. What's with the Stygians....

After the enemies here are dead, push down a pillar to form a ramp up to the second floor of a building. Break the wooden barriers to find more items.



**Rune Triumvirate (Life)** — The first triumvir is behind the second-from-the-left wooden barrier on the second floor. The second triumvir is on the ground floor, below the leftmost wooden barrier. The third triumvir is on the ground floor to the right of the now-fallen pillar.



**Treasure Chest** — It's behind the leftmost wooden barrier on the second floor.

**Save Stone** — It's on the second floor path to the right, after the now-fallen pillar.

Drop down the ledge past the Save Stone, kill more people, push aside another cart, and watch its doorway collapse as well. By Crom, these stone arches must have been made by really crappy architects.

For the next gate, the displayed button sequence involves pushing the left stick up, down, and then up again (to reflect Conan's on-screen hefting motions). Having some trouble with this? Try returning the stick to a neutral position between



each motion before pressing it toward the next direction. Yeah, displayed button sequences suck.

01	02	03	04	05	06	07	08	09	>>
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### Section 2 main entrance and lion chamber (first visit)

Conan will notice that the massive wall sculpture in this large chamber is split into two. After killing the enemies, use the chain switches on the left and right sides of the room to set the two halves together, revealing a stairway.

**Save Stone** — It's at the bottom of the stairway from the main entrance.

The next area is a room with gigantic statues of lion heads. Slaughter the two real lions here on the ground floor, and then follow the newly opened corridor to another gate. Like before, go through the stupid displayed button sequence to get this sucker open.

### Section 3 east wing interior

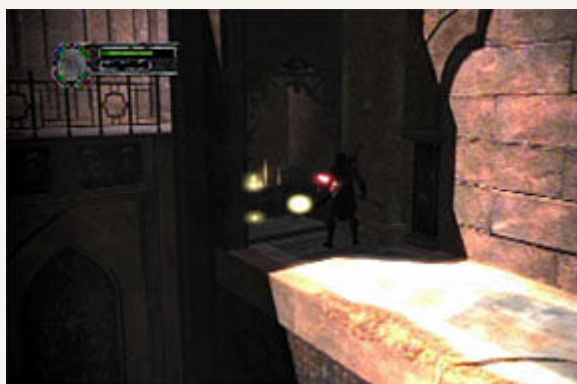
Fight and climb up to a higher portion of the hallway, and watch the shadow of something very big walking past outside. Right. Open another gate.

### Section 4 east wing exterior

Beat away more enemies, including two lions. Push a hollow pillar into the nearby corner, and push down another pillar to form a step up to a higher ledge.

**Treasure Chest** — It's behind the wooden barrier to the left side of the high ledge, above the now-fallen pillar.

On the right side of this same high ledge, push down another pillar. Now jump across it and the hollow pillar (moved into the corner earlier) to reach a high walkway. Open the gate ahead.



### Section 5 lion chamber (second visit) and water column area

Conan will be back in the room with the lion head statues, this time on the right side of the second floor. Open the jaw of the side statue (going through the displayed button sequence) to make it release liquid onto a switch, raising one half of a stairway and opening a door below.

**Save Stone** — It's on the other side of this now-open doorway.

At the high wall near the pit, climb up along the intact ledges, leaping side to side as needed. At the top, break open the wooden barriers to find items.

**Treasure Chest** — It's behind one of the two wooden barriers above the high wall with the ledges.

**Treasure Chest** — It's behind the other of the two wooden barriers above the high wall with the ledges.



When ready, carefully jump across the ledges of the wall that has columns of falling water. Wait for the next column to stop before leaping to the ledges it has covered. The water columns here pour in an alternating pattern, and touching any of them will result in death. At the other end, drop down to safe ground. Kill one more lion, and get over to the gate.

#### Section 6 another water column area

After killing the bad guys, step on the three buttons on the lower level to raise a platform, and jump across it. Use the chain switch to adjust the pouring columns of water.

Near the three buttons, there is a block by the wall. Climb onto it, and from there jump across the ledges of the wall, waiting for the next water column to stop before moving ahead. This challenge is similar to the previous one, except now the water columns pour in a serial pattern. The gate is at the end.

01	02	03	04	05	06	07	08	09	>>
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#### Section 7 lion chamber (third visit)

Conan returns to this room yet again, this time on the left side of the second floor. Do the same thing with the side statue here. Open its jaw, making it puke out more liquid onto a switch to assemble the whole stairway below and to open the central statue's mouth.

**Save Stone** — It's inside the central statue's mouth.

Open the gate to start one very long boss scene.

#### Section 8 statue construction yard

#### Boss Sand Dragon

##### Phase 1 — entrance

The Sand Dragon begins its assault by sticking its head into the corridor. Whenever it rears its head, it will do its quick-bite combo, so immediately roll away. After it stops biting, roll back up to its head, hit it with two or so heavy attacks, and roll out when it rears its head again. Once its life drops to zero, go through the displayed button sequence to proceed to the next phase, or else it will regain a lot of life. (Be sure to remain close enough, or else the displayed button sequence can't be initiated.)

##### Phase 2 — rooftops

Conan finds himself atop a wall. He should run across the rooftops, taking care not to fall off into a death pit. At the end of the rooftops area, it's time to chop up the Sand Dragon's face again. Like in the previous phase, wait for it to end its bite combo, roll in close, hit its head a few times with heavy attacks, and then roll out before it bites again. This time, though, it will gape wide open before biting. If it rears its head, it will breathe flames, which create shockwaves that can be jumped over. When the boss' life is zero, go through another displayed button sequence to move on to the next phase.

##### Phase 3 — windowed corridor

Conan can take his time here killing the regular enemies and breaking open the jars. If possible, use mastered moves that yield life bonuses against these enemies.



After reaching the end of the corridor, wait for the Sand Dragon to thrash about and cause the wooden scaffolding to partially collapse, revealing some ledges. Climb up these ledges to the rooftop, and resume hacking away at the boss' head. Again, whenever it gapes, it is about to bite, so roll away, wait for it to end its combo, roll back in, and hit its head with two or three heavy attacks. Whenever it raises its head high, it will make a head smash that creates small shockwaves. Roll away from these shockwaves, too.

However, whenever it lowers its head out of sight, it will use its tail to shoot barbs, so hide behind the two pillars for cover. (The barbs can also be picked up as two-handed weapons afterward. Better yet, throw them back at the boss.) Other than that, the routine remains the same. Hurry, though, because its head smash can destroy the pillars, eliminating the cover they provide.

#### Phase 4 — climbing the giant statue

Conan makes his way onto the scaffolding that surrounds the giant statue being erected in the middle of this entire construction yard. Climb up the ledges of the statue's body, before the boss catches up.



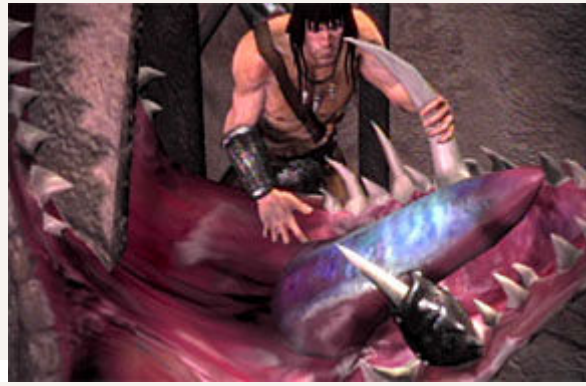
**Treasure Chest** — It's on a wooden platform shortly after the beginning of this phase, to the left of some ledges. Quickly leap over to it, open it, and then hurry back across to the right, continuing up the scaffolding and ledges before the boss comes.

Aside from that chest, Conan must keep going upward, moving sideways only to find more ledges along the sides of the statue's body.

At the very top, the Sand Dragon will stick its head up again, but this time, the fight is more puzzle-oriented. In addition to its old quick-bite combo and shockwave breath, the boss now uses a new tongue-lashing attack that covers almost the entire platform. At this point, reducing its life merely drives it away for a very brief moment, after which it'll return with full life.

First, ignore the boss and hack apart the wooden boards on the right side as quickly as possible, revealing a life jug and the upper arm of the statue. (Conan can stay at the far right corner of this platform if he needs a safe spot to rest.) At the medial side (or inner side) of the arm, repeatedly press the Use Button to kick the statue's arm until it breaks off. The problem is, that side of the arm lies within reach of the tongue lashes. Beating off the boss temporarily may help, but sucking up the tongue lashes and rushing to snap off the arm is probably more efficient.





After the arm falls off, Conan must beat away the Sand Dragon and then hurry to the crank toward the left side. Turn it quickly to raise the statue's head from below, getting rid of the boss as many times as necessary. (If Conan turns the crank fast enough, he'll only need to knock away the boss twice.) Turn the crank and hoist the statue's head all the way up to complete the mission.

01	02	03	04	05	06	07	08	09	>>
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Mission 5: Tribal Warrior		
Maidens	Treasure Chests	Rune Triumvirates
2	8	1

Conan has recovered his other arm guard, which grants him the spell, Stone Prison. It's useful against bigger enemies like captains and lions, but its area of effect is narrow, so it should be aimed carefully.

After the incident at Parad, Conan the Detective decides to head to Stygia next. To kill time during that night aboard the ship, he gets it on with A'Kanna (while leaving on all of his clothes). Early next morning, unfortunately, the treacherous Zaguir helps some bad guys kidnap A'Kanna at Kush, so Conan now has to go rescue her.

## Section 1 cliffs and village

Grab a log from the bonfire for use as a torch, and use it to burn the dry bramble by the cliff walls. Once the bramble is gone, climb up the ledges it has covered. Torches can also be used to burn enemies, including the lion at the top of the cliff.

After dropping down at the other side of the cliff, throw boulders at the teeth-like barrier to break it open. The large idols can also be pushed down, setting their heads free for use as makeshift boulders.

At the village, all the huts can be set ablaze with the help of a torch, revealing items hidden within them. The village is divided into two halves by a bramble wall in the middle, with the earlier half being on the right and the later half being on the left. For the short watchtowers, cut the ropes at their sides and then pull on the loose ends to break them apart. Better yet, use a torch to set the watchtowers on fire.





**Maiden** — She's at the rear right corner in the earlier half of the village, across from the hut with a rune triumvir.



**Rune Triumvirate (Song of Death)** — The first triumvir is on the open ground at the left side in the earlier half of the village. The second triumvir is inside a hut at the left rear side of the earlier half, near a bonfire. The third triumvir is inside a hut by the cliff edge in the later half, near another bonfire.

**Treasure Chest** — It's inside one of the huts on the right side in the earlier half of the village.





**Treasure Chest** — It's inside a hut on the left side after the bramble wall, in the later half.

**Treasure Chest** — It's inside a hut near a rune triumvir, in the later half.



**Treasure Chest** — It's inside the rectangular shack, in the later half.

**Treasure Chest** — It's inside a hut to the right of the teeth-like gate, at the end of the later half.

Push the lever switches on either side of the gate to force open both halves of the door.

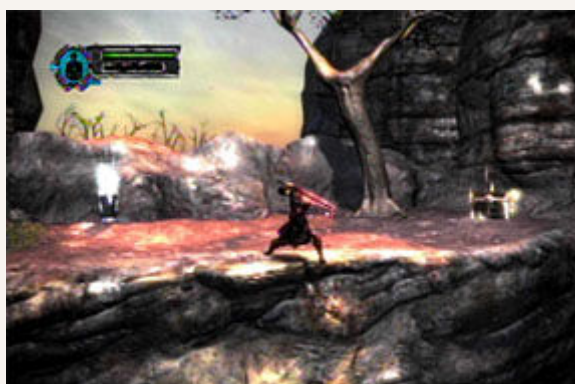
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## Section 2 canyons and bridge

After chopping up two lions, there is a fork. Either path leads ultimately to the same place, but the higher path has two large idols that can be pushed down. For more items, though, find a torch, and take the lower path that continues to the left.

**Treasure Chest** — Take the lower path that continues left from the fork. It's atop the high wall whose ledges are covered by some dry bramble. Use a torch to burn the bramble, so the ledges will be exposed.

**Save Stone** — It's just before the next teeth-like





barrier.

Again, throw boulders (or the large idols' heads) at the teeth-like barrier to bust it open. Continue toward a bridge, which will be cut down by the bad guys. Looks like Conan needs to find another way to get across the chasm.

**Maiden** — She's at the dead end on the left side, before the bridge that gets cut down by the enemies.

**Treasure Chest** — It's at the same place as the maiden listed above.

After the maiden and the chest, look for a wall with loose ledges. Climb them like any other ledges, except mash the displayed buttons to avoid slipping off. Jump across the wall ledges to reach a large boulder. Push down this large boulder, and continue through the evil-looking cave entrance.



### Section 3 wind towers

Inside the short cave tunnel, Conan will automatically free a maiden who tells him that the bad guys are sacrificing a bunch of ladies in the nearby cavern ruins for no good reason at all. Hot damn.

**Save Stone** — It's at the exit of this cave tunnel.

Up ahead, there is a short tower. This is actually the first of three wind towers.

**Maiden** — She's at the side of the first wind tower, near the circular steps by the bottom.

Don't worry about climbing up this wind tower yet. For now, continue along the road until finding a set of yellow, blue, and red buttons. As Conan will soon discover, each button activates one of the three wind towers nearby, and if Conan aligns the pipes on these activated towers, the path to the cavern ruins will open.

First, step on the yellow button to activate the first wind tower, which has been passed by earlier, so return to it. (If Conan hasn't rescued the maiden there yet, he should do so now.) Climb to the top of the tower, and use the two chain switches to properly align the pipes.



Go back to the three buttons, and step on the blue button next to activate the second wind tower. Fight over there, and do the same thing: climb to the top of the tower, and use the chain switches to align the pipes.

**Treasure Chest** — It's inside a hut near the second wind tower (the blue button's).

After dealing with the second tower, return to the three buttons once more, and step on the red button to activate the third tower. Throw a boulder to break open the teeth-like barrier in the way. As with the first two towers, align the pipes on this third one. Gotta love wind energy.



With the pipes on all the wind towers aligned, the three giant pedestals in front of the cavern ruins will be raised, allowing Conan to climb up there. Kill the enemies getting in the way. Open the gate to complete the mission.

01	02	03	04	05	06	07	08	09	>>
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Mission 6: Elephant Graveyard		
Maidens	Treasure Chests	Rune Triumvirates
3	2	2

Conan the Persistent continues his search for A'Kanna inside the cavern ruins. Despite being called an elephant graveyard, this place is populated by monstrous apes, who have cheap and retarded-looking pounding attacks. Stone Prison can help make short work of them.

#### Section 1 entrance and sacrificial chamber

The first ape shows up shortly after the starting point. Roll away from its pounding attacks, and jump over its ground-pounding shockwave attack. Use Stone Prison to kill it more easily.

Find a side path to the left, climb up the wall with loose ledges, and push down a large boulder to break open the blocked doorway back on the main path below.



**Rune Triumvirate (Life)** — The first triumvir is near where the large boulder is found, atop the wall with the loose ledges. The second triumvir is below where the large boulder is found, on the ground level. The third triumvir is near the blocked doorway that the large boulder has smashed open.

The next room is the sacrificial chamber. Kill the regular enemies, and then kill the two apes who appear before they bang up A'Kanna too much. For an easier time, save up some magic and use Stone Prison against these apes. Afterward, a third ape will dart out and take A'Kanna deeper into the cave. Conan's day is just getting better and better.





**Treasure Chest** — It's inside a high alcove on the left side of the sacrificial chamber.

When ready, follow A'Kanna down the hole into the lower levels of the cavern ruins.

01	02	03	04	05	06	07	08	09	>>
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## Section 2 lower levels

Prepare to kill a lot more apes. Throw boulders at them to weaken them. Cut the chain tied to the bone barrier, and then pull on its loose end to break apart the barrier. Also smash apart the bone pillars with the glowing green eyes for life bonuses.

Drop down a ledge into an even deeper part of the cavern, where pools of black bile can be seen.

**Save Stone** — It's on a high ledge above the first black pool.

**Maiden** — She's inside an alcove along the slope leading up to the Save Stone. It's the same alcove from which an ape will emerge.



**Maiden** — She's to the left side of the second bone barrier, back on the main path along the bottom that leads onward to the left.

For this second bone barrier, do the same thing as before. Cut the chain, and pull its loose end to remove the barrier.

**Treasure Chest** — It's inside an alcove after the second bone barrier, on the other side of a black pool. A magic jug is also near it. Jump across the pool to reach it.

There will eventually be a fork, with the left path leading to a dead end (containing a rune triumvir) and with the other path leading deeper into the cave. Take the latter path for now, looking for a wall with loose ledges that happens to be near another rune triumvir.



**Maiden** — Near a wall with loose ledges and a rune triumvir.

Climb up this wall with loose ledges, and fight past the hordes of apes across the high walkway. Push down the large boulder, so it breaks open the walls of the cage-like room below.



**Rune Triumvirate (Magic)** — The first triumvir is at the far left dead end (from the fork after the second bone barrier), inside an alcove past a small black pool. The second triumvir is near the wall with loose ledges leading up to where the large boulder is found. The third triumvir is inside the cage-like room, which has been opened by the large boulder.

In the cage-like room, use the chain switch to open the barrier blocking the gate ahead. Kill the last few enemies in the way, and open the gate to meet the boss.

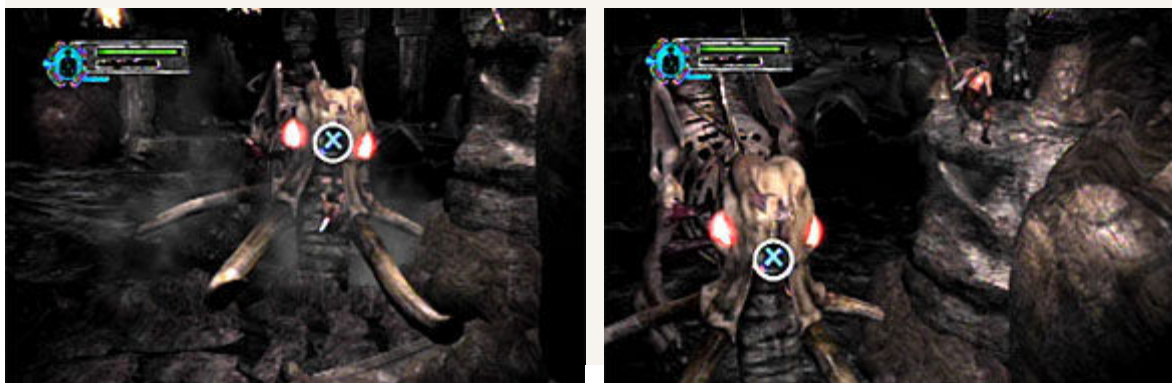
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### Section 3 tar pit

### Boss Elephant Demon

#### Phase 1 — reaching the right high ledge

The Elephant Demon remains in its pit while using a variety of attacks. When it raises its head, it will perform a head smash, so roll away. If it keeps its head level and opens its mouth, it will breathe, so simply step away to the side. If it causes the entire room to rumble, it will make boulders fall down. No matter what attack it uses, avoid staying in front of its head. The best time to hit its head is when it ends its head smash or its breath attack. Also weaken it first by throwing boulders at it.



When the boss' life hits zero, its face will become a climbable object. Sort of. Move to the right side, to the end of the narrow side path. Wait for the boss to perform another head smash, roll or jump to avoid it, leap onto its head (watch for the displayed button), and then quickly jump again to the high ledge. Cut the chain on this ledge to drop a flaming candle into the tar pit.

#### Phase 2 — reaching the left high ledge

Do the same thing as in the previous phase, except this time get up to the high ledge on the left side. Reduce the boss' life to zero, wait for its head smash, use its face to climb onto the high ledge, and cut the chain to drop another candle.

The Elephant Demon's corpse will then temporarily settle along the middle of the pit, forming a bridge to the other side. Get across.

#### Phase 3 — breaking one tusk

The Elephant Demon will return with full life again. This time, just focus on fighting it. Roll away from its head smash, stay to the side whenever it breathes, and whack its face as it ends its attacks. Again, avoid staying in front of its head at all other times. For life, break the bone pillars scattered around the place.

When the boss' life hits zero and its eyes turn red, wait for it to perform a head smash, hurry near it, and go through the displayed button sequence to break off either tusk.

#### Phase 4 — breaking the other tusk

This is the same as the previous phase, but for the other tusk. Reduce the boss' life to zero, and go through another displayed button sequence. Is this getting tiresome, or what?

#### Phase 5 — blowing up the boss



This is also the same as the previous two phases, only this time there is no displayed button sequence at the end. Reduce the boss' life to zero one last time to make it conveniently explode and to complete the mission.

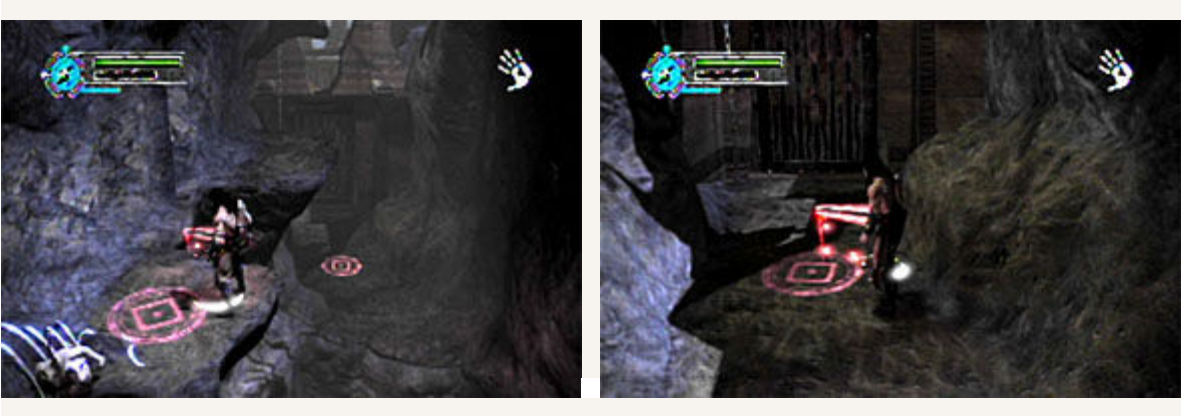
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Mission 7: Midnight Raid									
Maidens			Treasure Chests			Rune Triumvirates			
2			7			1			

Conan has recovered his pair of shin guards, which grants him the spell, Rain of Fire. It's effective at killing or weakening large groups of enemies (even while indoors), but a glitch occasionally causes the fireballs to not appear, wasting Conan's magic.

Anyway, the bad visions that Conan the Amateur Magician receives after grabbing his armor pieces reveal that A'Kanna is actually one of Graven's children, but luckily she has been saved by Graven's non-evil brother and is now putting our hero upon the shores of Stygia so he can kill more people. Crom-tastic.

Section 1 beach and cliffs

From the small boat at the beach, climb up the cliff, and get to the shallow pit. This pit isn't deadly, but it will force Conan to climb some loose ledges and jump across more ledges to reach the other side.



**Rune Triumvirate (Song of Death)** — The first triumvir is on a high ledge after leaping from the loose ledges. The second triumvir is near the chain switch, after jumping past the remaining high ledges. The third triumvir is inside the pit, near the chest.



**Treasure Chest** — It's inside the shallow pit, near a rune triumvir.

Use the chain switch to open the gate, and then walk right in.

#### Section 2 fortress entrance

Throw boulders to break the wooden barrier. Use the chain switch to raise the inner gate.

01	02	03	04	05	06	07	08	09	>>
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#### Section 3 tent area (first visit)

The Stygian enemies are more of the same boring crap, except the captains can shoot green, fart-like clouds that will mess up Conan's controls (like reversing the movement directions). Conan can walk off this effect pretty quickly, so it's nothing to worry about.

After killing the bad guys, burn down the tents (using the logs from the bonfire as torches).

**Save Stone** — It's on a high platform on the left side, between some tents.



**Treasure Chest** — It's inside a tent on the right side, across from the bonfire.



**Treasure Chest** — It's inside a tent on the other side of the bonfire.

**Treasure Chest** — It's inside a tent near the Save Stone.

There are two gates leading to two separate docks. For now, use the chain switch on the right side and pass through the gate there.

#### Section 4 first dock and ship

**Maiden** — She's at the end of the dock, past the clutter of barrels and other crap.

Conan wants to sink the ship. To do that, he can follow the gangplank up to the vessel and use the torches to set fire to

the three supply caches. Kick open the wooden doors to reach the forward hold and the rear hold.



**Treasure Chest** — It's inside the forward hold, on one side.

**Treasure Chest** — It's inside the forward hold, on the other side.



**Supply Cache (1/3)** — It's on the open deck.

**Supply Cache (2/3)** — It's in the rear hold, on one side.

**Supply Cache (3/3)** — It's in the rear hold, on the other side.

After all three supply caches are set ablaze, the ship will begin taking water. Uh oh. Go back up onto the open deck to automatically leap back to the dock. Now return to the tent area, going back through the same gate to reenter the fortress.

01	02	03	04	05	06	07	08	09	>>
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#### Section 5 tent area (second visit)

Go past the Save Stone to the other side of this area. Use the chain switch to open the gate there.

#### Section 6 fortress side area

Fight through the open doorway, kill a lot more people, and open yet another gate.

Section 7 second dock and ship

This area is more or less the same as the earlier one. (But here's a fun glitch: Inside either hold, Conan can actually hit and kill enemies in the other hold by attacking through the wall.)



**Maiden** — She's at the end of this dock, near two life jugs.

**Treasure Chest** — It's inside the rear storeroom.

**Supply Cache (1/3)** — It's on the open deck.

**Supply Cache (2/3)** — It's in the forward hold.

**Supply Cache (3/3)** — It's in the rear hold.

Set all three supply caches here on fire, and then return to the open deck to complete the mission.

01	02	03	04	05	06	07	08	09	>>
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Mission 8: Outpost		
Maidens	Treasure Chests	Rune Triumvirates
7	8	2

Bitten by the greedy bug and forgetting about the Graven issue, A'Kanna tells Conan the Looter that some kinda treasure must be held in a nearby stronghold (not an outpost). Conan goes there to get it.

Section 1 beach and fortress side entrance

**Treasure Chest** — It's near a bonfire shortly after the starting point.





**Treasure Chest** — It's at the end of the dock past the wooden door.

Kick open the wooden door, and enter the yard. Be sure to grab the triumvirate bonus before pushing down the pillar on the right side.



**Rune Triumvirate (Song of Death)** — The first triumvir is at the corner near the entrance to the yard, near a flag banner. The second triumvir is inside the small storeroom toward the right side. The third triumvir is near the pillar that can be pushed down.

When ready, push down the pillar, climb up to the high rocky path, and then fight a lot of flying monsters (flyers, for short).



**Treasure Chest** — It's at the end of the high rocky path, near the place where the bunch of flyers attack.



To continue, climb up the cliff ledges.



**Treasure Chest** — It's on a large outcropping to the left, halfway up the cliff.

**Treasure Chest** — It's at the top of the cliff.

On the parapets, kill more enemies. Kick open the wooden door leading to a small storeroom before continuing toward the other end of the parapets.

**Maiden** — She's inside this small storeroom at the parapets.

**Save Stone** — It's at the same place as the maiden listed above.



At the other end of the parapets, open the gate.

01	02	03	04	05	06	07	08	09	>>
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## Section 2 more corridors and another storeroom

Fight through more enemies. Near the gate at the end, kick open another wooden door to find yet another small storeroom.

**Maiden** — She's inside this small storeroom near the gate.

**Treasure Chest** — It's at the same place as the maiden listed above.

Back outside the storeroom, open the gate to the next area.



## Section 3 even more corridors

Kick open the wooden door at the top of the stairs, and enter a roughly square-shaped room.



**Maiden** — She's right after the wooden door, in the square-shaped room.

**Maiden** — She's near the maiden listed above.

Another gate ahead is waiting to be opened.

#### Section 4 By Crom, still more corridors?

In an astounding display of creativity, the halls here look just like the ones earlier. Why not look for a less boring place? Kick open the next wooden door and enter an exterior area with a bonfire and some scaffolding. Be sure to get the rune triumvirate bonus before pushing down the pillar.



**Maiden** — She's by a post near the bonfire.

**Maiden** — She's by another post, at the opposite corner of the bonfire.



**Rune Triumvirate (Magic)** — The first triumvir is near the entrance, by the bonfire and one of the maidens. The second triumvir is near the beginning of the scaffolding. The third triumvir is under the middle of the scaffolding.



When ready, push down the pillar. From it, jump onto the scaffolding. (Aim for the ledge marked by the hanging banner.) Follow this scaffolding path, jumping over the pit in the middle, climbing to the top, and jumping along the ledges on a wall.

**Save Stone** — It's after the high path from the scaffolding.

Push down another pillar, and kill two more flyers. Before hopping up to the high corridor with the gate, go all the way to the right to a dead end (because the camera is too stupid to show this place).

**Maiden** — She's at the dead end past the high corridor with the gate.



**Treasure Chest** — It's at the same place with the maiden listed above.

When ready, get up into the high corridor and open the gate.



01	02	03	04	05	06	07	08	09	>>
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## Section 5 winding stairs

**Treasure Chest** — It's near the entrance to this area, among the jars and crates at the bottom of the stairs.

Fight up the winding stairs. At the top, where the stairs are broken, push the structure with a spiral symbol on its side. Once turned 90 degrees, it will not only get out of Conan's way, but it will form a raised platform for his use later.

After killing the enemies at this place, fill up life (from the jars back at the bottom of the stairs), and continue up the wall ledges past the now-turned structure. On the high walkways, jump across the now-turned structure and continue up to the roof. Try to leave intact the jars around there for now, and kill off all the regular enemies to bring out the boss.



## Boss Sorceress Queen

### Phase 1 — fighting the Sorceress Queen (first time)

Nobody knows why the Sorceress Queen calls herself "Chimera" instead of "Lamia," but hey, the writing can be worse. For an easier time, pick up the jars and crates around the place and throw them at the boss while she is off the screen (when she is less likely to block).

Her main combo is a series of quick blows followed by a heavy sweep, and it's the only boss attack where Conan's blocking move actually has some use. Block her quick blows, and then move away slightly and jump at the last moment to dodge her heavy sweep (by waiting for her to draw her staff to her side). By doing so, Conan will avoid her sweep and have enough time to hit her face with a few heavy attacks while she leans down. Occasionally, she may also perform a thrusting attack (when she pulls her staff straight back). Avoid it by jumping away or by rolling to the side.

### Phase 2 — fighting zombies (first time)

The Sorceress Queen will retreat to her bowl and summon some zombies, so kill them all. If possible, use mastered moves that yield life bonuses, like Backbreaker or Monkey Slam. The boss herself remains out of reach at this point, but she will keep attacking by shooting two laser beams at once. The beams move only in straight lines, so run perpendicularly to them to stay out of their way. Conan's grappling attacks will render him invulnerable to the zombies' attacks, but not against the laser beams. And although Conan's spells won't work against the boss, they will against the zombies.

### Phase 3 — fighting the Sorceress Queen (second time)

After the zombies are gone, the Sorceress Queen will come back down. Throwing objects at her won't work anymore, but other than that, the tactics for beating her are the same. Block the quick strikes in her combo, back off slightly and jump at the last moment to avoid her heavy sweep, and then hit her with a few heavy attacks while she leans down. If she thrusts instead (when she pulls her staff straight back), jump away or roll to the side.

### Phase 4 — fighting zombies (second time)

Is this becoming a pain in the ass, or what? This phase is very much like the second one, except there are more zombies, and the Sorceress Queen will fire a single laser beam that is now usually aimed toward Conan's last position. Again, if possible, use mastered moves that give life bonuses against the zombies, and run perpendicularly to the laser beams to stay out of their reach. Before killing the last zombie, use any remaining life jugs (because there won't be time later).

## Phase 5 — fighting the Sorceress Queen (third time)

The Sorceress Queen's bowl will break, flooding most of the roof with its mucky liquid that can slow down Conan. At this point, the boss will remain standing where the bowl has been, periodically releasing energy waves that span the width of the entire area.

Quickly jump across the dry bits of rubble sticking out from the liquid, and leap over the waves. Reach either corner behind the boss. Despite what the back corners look like, Conan can stay at them safely, without getting hit by the energy waves or without getting slowed down by the muck. From the back corners, move behind the boss, and go through the displayed button sequence to complete the mission.



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### Mission 9: Devil Island

Maidens	Treasure Chests	Rune Triumvirates
2	5	1

Conan has recovered his shoulder armor, which grants him the spell, Raven Plague. Don't bother with it, because it sometimes fails to hit any enemies, and more consistent results can be achieved at a cheaper price with Rain of Fire.

The visions that Conan the Curious keeps getting now tell him about Kalden, the non-evil version of Graven. After he asks A'Kanna about Kalden, they sail over to his fortress at Argos.

### Section 1 cliffs and fortress entrance

It's just the same stupid climbing action here, except now boulders will fall from above as soon as Conan reaches certain ledges and when the screen shakes. Watch the pattern of the boulders, and move to the next ledge as soon as things are clear.

**Treasure Chest** — It's inside a small alcove at the end of the high path above the first cliff. Get it before dropping down to the lower path that leads onward.

Follow the cliff ledges, watching for falling boulders whenever the screen shakes, and kill the flyers that get in the way.

**Save Stone** — It's at the end of the cliff ledges, before the drop down to a tower at the fortress entrance.



The soldiers of Argos are tougher to kill because of their spiked shields. If Conan's weapon hits those shields when their spikes are activated, he'll get injured instead (even if he doesn't actually touch the spikes himself). For an easier time, use Stone Prison against the shield soldiers. Otherwise, lure them into performing quick combos, and then hit them immediately afterward before they can guard again. If Conan obtains a spiked shield, he'll be too stupid to activate its spikes, so don't get your hopes up.

From the cliffs, Conan will drop down onto the rightside tower, from which he can drop down again to the rightside

middle level. Use the lever there to raise the outer gate (but not the inner gate). Fight down to the ballista on the dock.

Use the ballista to destroy the supply cache at the end of the dock and to shatter the statues around the fortress entrance. With the statues and the supply cache gone, more items and places can be reached. Climb up the left statue's pedestal to reach the leftside middle level, along with the leftside tower.



**Rune Triumvirate (Magic)** — The first triumvir is on the leftside tower (near a chest). The second triumvir is past the right statue's pedestal, on the lowest level. The third triumvir is at the end of the dock, under the supply cache.

**Treasure Chest** — It's on the leftside tower, next to a rune triumvir.

When ready, use the lever on the leftside middle level to open the inner gate.



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## Section 2 ramps with rolling traps

**Maiden** — She's at the dead end to the left of the entrance.

Go up the switchback-like ramps, jumping over the rolling traps or using a shield to block them. The enemies here don't notice their own traps (because this game can be really, really idiotic), so one easy way to kill them is to lure them onto the ramps and let the traps mow them down.

**Save Stone** — It's in an alcove halfway up the ramps.



At the top, after the ramps, kill more enemies. Push the two statues onto the pressure plates toward the middle to open the next gate.



### Section 3 main hall

**Save Stone** — It's at the top of the front stairs, before the open doorway leading into the main hall interior. Inside this hall, go up the side stairs to reach the statues and the side rooms.

**Treasure Chest** — It's inside the left side room from the main hall.

**Maiden** — At the left side room, kick open the wooden door. She's inside the adjacent fireplace room.



**Treasure Chest** — It's inside the right side room from the main hall.

Cut the chains on the statues, and pull their loose ends to drop the chandelier, breaking open a hole in the floor. Drop down there, kick open a wooden door, and open the gate.

### Section 4 short corridor

Kill a few more people, open another gate, and so on.

### Section 5 fortress balconies

On the first balcony, kill some flyers, and then climb up along the ledges on the walls to the right. Get up onto the walkway above, break the wooden barriers, and hack up everyone who gets in the way.

**Treasure Chest** — It's at the left end of the upper walkways, behind the wooden barrier to the left.

Open the gate at the middle of the upper walkways to get back inside the fortress.



Kick open the wooden door, and enter the bedroom to complete the mission.

<<	10	11	12	13	14			
Mission 10: Monster Attack								
Maidens			Treasure Chests			Rune Triumvirates		
0			0			0		

The drunk woman at the fortress bedroom says Kalden is away in a city to the west, so Conan the Investigator sets sail again. But while he's sitting down on the ship, minding his own business, a squid monster suddenly attacks, ruining his day.

**Boss Giant Squid**

**Phase 1 — slappy tentacles**

The Giant Squid first attacks by slamming its tentacles down onto the deck. Watch their shadows to see where they'll land, stay out of their way, and then cut off the claw-like ends of the tentacles when they come down. Better yet, stand behind the mast, because the tentacles never aim at that area.

There's no need to rush at this point. More weapons can be found on the racks beside the stairs, but the other crewmen will only run around aimlessly, leaving all the work to Conan. What a bunch of wussies.



**Phase 2 — mast in danger**

The boss next tries to rip off the ship's mast. Quickly run up to the single tentacle that's grabbing the mast, and hack it off.

**Phase 3 — grabby tentacles**

The Giant Squid sends its tentacles onto the deck again, this time to grab sailors instead of slamming the deck. The tentacles will only go after the other crewmen, so hang around them and wait for the tentacles to come. As soon as a sailor gets grabbed, quickly chop off the claw-like end of the tentacle holding him, saving the crewman at the same time. If Conan fails to do so, the sailor will wind up getting slimed and turn into an evil zombie. Picking up and throwing zombies off the ship is one good way to get rid of them. Or, use mastered moves that yield life bonuses.

**Phase 4 — mast in danger again**

Another tentacle goes after the mast. Like before, rush up to the tentacle and break it off.

**Phase 5 — slappy and grabby tentacles**

The boss now resorts to both slamming the deck and sliming crewmen with its tentacles. Combining the tactics from the first and third phases of this battle, tear apart the claw-like ends of the tentacles as soon as they land on the deck or grab a crewman. For the slamming tentacles, watch the shadows to see where they'll fall.

**Phase 6 — fighting the Giant Squid**



The Giant Squid finally climbs up onto the side of the ship. Besides its tentacle slams, it has a beak-snapping combo, and it can spew slime from side to side. Luckily, Conan can still stay behind the mast for full protection from the boss' attacks. The only dangers to watch out for while hanging out behind the mast are the zombies. Again, use mastered moves that yield life bonuses against them. Watch out, though - Conan's grappling attacks will render him invulnerable to the zombies' attacks, but not the boss' slime.



The trick here lies in waiting for the boss to spew slime. Sit behind the mast until the slime stream passes, charge up to its face as it ends its spewing attack, hit it once or twice, and then roll away. Reduce the boss' life to zero to complete the mission.

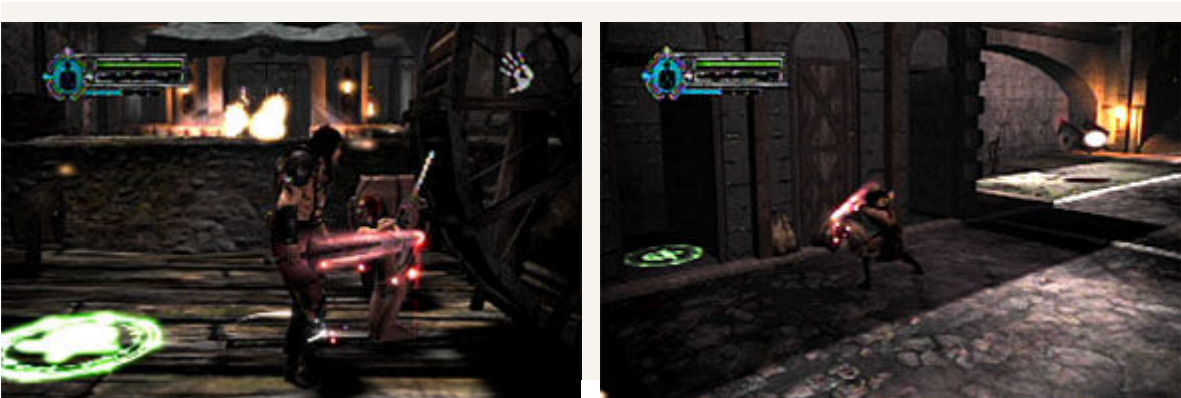
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Mission 11: Fallen Kingdom		
Maidens	Treasure Chests	Rune Trumvirates
3	7	0

One big fat dead squid later, Conan the Gigantic Marine Lifeform Hunter arrives at the city where Kalden is supposed to be, only to find the place falling under attack by soldiers.

Section 1 docks

A'Kanna tells Conan she'll catch up with him later in the city, so he'll be fighting solo as usual. Figures. The street here runs straight beside the row of docks. Kick the wooden carts to make them run over enemies, which is an easy way to get rid of captains or multiple bad guys at once.



**Maiden** — She's on a short dock after the starting point, near a rune triumvir. Look for a break in the ropes to find this dock (because the camera is too idiotic to zoom out).

**Rune Triumvirate (Life)** — The first triumvir is on a short dock after the starting point (near a maiden). The second triumvir is behind a wooden door in the building just before the stairs leading onward. The third triumvir is under a wooden cart toward the end of the street (near a chest).



**Treasure Chest** — It's at the end of the street, among several jars and barrels.

At the building at the end of the street, go up the stairs, fight onto a bridge, and drop down to a sealed-off portion of the streets. Push down the pillar to break open the gate ahead.

At the fountain courtyard, throw the jars of water to kill enemies and to extinguish the flames at the wall. (These water jars will magically reappear off the screen.) Climb up the ledges that the flames have covered, drop over the wall, and kill even more people. Kick open the wooden doors to enter the side room, which holds a life jug. Use the chain switch to open the gate.

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#### Section 2 streets

Eventually, there will be a vendor's stall on the street with some awning. Climb up onto the awning to reach a high walkway.

**Save Stone** — It's on the high walkway, above the awning.

From the Save Stone, go right first, breaking the wooden barriers in the way.



**Maiden** — She's behind a wooden barrier at the dead end to the right of the Save Stone. (This is the same maiden whom Conan may have heard calling out for help earlier on the streets below, before the previous gate.)

Back at the Save Stone, go left to continue onward. At the end of the high walkways, jump over the railing, back down to the streets again. Kill a lot more enemies, including two lions.

**Treasure Chest** — It's on the front steps of the building near the lion cage.



**Maiden** — She's inside the rear compartment of the lion cage. Use the chain switch there to open this compartment.

Further down the street, there is a fenced-off area with a door that will open up, with more enemies coming out. After killing them, use the chain switch in this fenced-off area to open a door on the high walkway above. Climb the awning of the stall to reach that walkway.

**Treasure Chest** — It's at the left end of the high walkway, behind the wooden barrier facing the doorway.

**Treasure Chest** — It's at the other end of the same high walkway. Get this before dropping down to the next area.

Drop through the opening in the railing to find even more streets, enemies, and side rooms. By Crom, will this ever end?



**Treasure Chest** — It's inside a side room on the left side, behind the wooden doors.

Eventually, A'Kanna will set fire to some dry bramble beside a barrier, so climb up the silly, maze-like wall of ledges. Go around on the left side and the top before coming back down on the right side, leaping onto the walkway at the end.

**Save Stone** — It's behind the wooden barrier on the walkway after the wall ledges.

Drop down to the streets ahead once more, and waste another wave of enemies. Use wooden carts, jars, spells, and whatever else is needed to take them out. Afterward, open the gate toward the courthouse.



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### Section 3 courthouse entrance

Take the weapons from the racks, and then throw them at the archers on the high walkway to get rid of them. Now open the gates into the courthouse.



### Section 4 courthouse interior

**Save Stone** — It's in the middle of the entrance corridor.

**Treasure Chest** — It's inside the entrance corridor, on one side of the Save Stone.

**Treasure Chest** — It's inside the entrance corridor, on the other side of the Save Stone.

Stock up, and then head through the open doorway to the main chamber.

### Boss Super Bone Cleaver

#### Phase 1 — Bone Cleaver with a sword

The pirate leader from Baracha has apparently returned, and now he's harder to kill than ever. He is also accompanied by a lion. Cast Stone Prison and quickly get rid of it at the beginning of the fight.

If Conan remains any distance away from the Bone Cleaver, the boss will throw bolos. Watch for the blue spark and the annoying slowdown effect to know when a bolo will come, and prepare to roll out of the way. To break free from a bolo, mash the displayed button before the boss comes up and delivers an instant-death attack.

Stay close to the boss to prevent him from throwing bolos. His main combo starts with a fast kick (which causes more stun damage than actual blood loss) and ends with an overhead chop that creates small shockwaves. Getting kicked in the face isn't too bad, plus it sets the boss up for a counter-beating. After getting kicked, immediately roll twice, first around the boss' side, and then back toward the boss. Rolling twice is important to avoiding his following blows as well as his shockwave chop. As the boss ends his combo, Conan can hack him up with a few heavy attacks before sucking up another kick.

Due to a glitch, Conan can actually kill the Bone Cleaver at the end of the first phase. Simply stay near the boss when his life hits zero, and go through the displayed button sequence to complete the mission.

#### Phase 2 — Bone Cleaver with a flail

If the Bone Cleaver is given a chance to recover at the end of the first phase, he will regain all his life, toss aside his sword, and switch to a flail. His main flail-spinning combo is now far more deadly, but sadly the tactics for beating him aren't very different. Lure him into doing his combo, roll in quickly to hit him as he ends his combo, and roll away before he swings again. For an easier time, finish him off at the end of the first phase, or else go through the displayed button sequence after reducing his life to zero here.



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#### Mission 12: Well of Dreams

Maidens	Treasure Chests	Rune Triumvirates
2	2	1

Conan has recovered his helmet, which grants him the spell, Void. It's rather effective at killing things, but in terms of cost, using Rain of Fire is still a better choice.

In any case, A'Kanna is kidnapped again, so Conan the Rescuer asks Kalden for directions this time around. He sails back to Parad Isle, where he is to look for the Well of Dreams. If Conan could actually get into the Dreamlands (hell yeah!), this game would've rocked twice as much.

#### Section 1 outer roads and main gate

At the area where the first zombie enemies show up, push down a pillar (creating a domino-like effect) to break open the cracked wall at the back corner.

Up ahead, there will be large, stony steps on the left side that lead up onto a tower's roof, which will collapse. Past this tower, there is the main gate, which has two large weight scales on either side of it.



**Maiden** — She's on the black ramp, on the right side of the road.



**Rune Triumvirate (Magic)** — The first triumvir is inside the tower with the collapsing roof. (Go up the stony steps on the left side of the road to reach it.) The second triumvir is atop the high stony ruins on the right side of the road,

before the black ramp. The third triumvir is on the block-like part sticking out from the walls past the main gate.

**Treasure Chest** — It's behind the columns past the stony steps, on the ground level.



The two scales must be weighed down to unlock the main gate. Climb up the rightside ledges of the gateway to reach the top. Push down the pillar there to drop a piece of the pillar onto the left scale. Next, fall back down and pick up another piece of the pillar from the ground. Carry it up the black ramp on the right side of the road, and then throw it onto the right scale. Now the gate can be opened.

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## Section 2 lair of the ground dwellers

**Save Stone** — It's just below the ledge from the entrance.

Past the Save Stone, there are more enemies, including an ape that emerges from a hidden tunnel.

**Treasure Chest** — Before going into the revealed tunnel, climb up the ledges on the wall at the other side of a black pool. It's atop this wall.

Fight through the tunnel, and then jump along the wall ledges to cross the chasm, watching out for the falling globs of black bile. They tend to fall two drops in a row over each ledge, so observe their pattern, and then move when things look clear.

Some time after the chasm, there is a bone barrier. Cut the chain, and pull on its loose end to break apart the barrier.



**Maiden** — She's on the rock bridge seen after the bone barrier. Jump across the black pool, climb up the loose ledges, and cross over to the other end of the bridge.

Continuing along the road at the bottom, fight through even more apes, and climb up some wall ledges. After the next drop down, there will be a ton of enemies, including captains, flyers, and apes.



If Conan isn't in the mood for fighting or doesn't need the experience points, he should hurry toward the pillar near the back corner. Break apart the stalagmites beside it, and then push down the pillar to form a bridge across the black pool. Go to the big blue portal to complete the mission.

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Mission 13: Spire		
Maidens	Treasure Chests	Rune Triumvirates
0	6	1

Conan the Wizard-Seeker asks the magic portal about Graven, and he gets his wish when it warps him back into the ruins of Balmoria. Too bad it hasn't sent Conan closer to Graven, because now he has to battle his way through another fifty thousand enemies and deathtraps.

#### Section 1 portal pool

The ghosts and living statues here look like the ones at the beginning of this game, except now they are much more aggressive and tougher to kill. There are no "regular" human enemies to speak of, so don't bother with moves like grappling attacks. Stone Prison works against the ghosts (for some reason), but not against the living statues.

Begin hacking up the bad guys. For the living statues, wait for them to perform their combos, and then move in and chop them up. Their main combo ends with twin heavy blows and one more quick blow, while their slower alternate combo ends with an overhead smash that creates shockwaves. Jump over these shockwaves.

The walls behind many living statues' pedestals are often cracked, and they can be kicked open to reveal items. To move forward, open the gate behind the last of the living statues here.

#### Section 2 fish statues and chasm area

**Treasure Chest** — It's behind the cracked wall of a statue pedestal on the right side.





**Treasure Chest** — It's behind some jars in the open, near the large fish statues.

Across from the large fish statues, leap across the flaming pit to a higher walkway. While killing more enemies, keep climbing up across ledges and pits.

**Save Stone** — It's near the large boulder.

Push down the large boulder to break open a hole in the circular platform between the fish statues. Drop down through the hole into the chasm area.

At the chasm area, push down the pillars to form bridges across the gaps. To obtain the next rune triumvirate bonus, have all the bridges ready, but don't cross the central bridge leading down to the lower platform with two statues yet.



**Rune Triumvirate (Song of Death)** — There is only one chance to obtain this bonus. The first triumvir is on the left platform, near a pushed-down pillar. The second triumvir is on the right side, near another pushed-down pillar. The third triumvir is on the rightside platform after the central bridge, which will collapse. After activating the first two triumvirs, hurry across this central bridge and then jump over the pit to the right, reaching this last triumvir before time runs out. Because the central bridge collapses after it's crossed, there is no way back to the first two triumvirs.

Back at the platform with two living statues, kill them both, and open the gate.



### Section 3 corridors to next portal

**Save Stone** — It's at the middle of some corridors that resemble a T-junction.



**Treasure Chest** — It's at the dead end to the left of the Save Stone, near a magic jug.

**Treasure Chest** — It's at the dead end in the middle corridor away from the Save Stone (i.e. not in the corridor with the chest listed above).

Near the Save Stone, there is a large wall with a chain tied to it. Cut the chain, and pull its loose end to break apart the wall.

**Treasure Chest** — It's behind the cracked wall of a statue pedestal, after the large wall with the chain.

Drop down some broken ledges to a large chamber with more living statues. At the left end of this room, there is another wall with a chain tied to it. Cut the chain and pull on it to break apart the wall.

The next hallway has two more living statues, with two life jugs placed beside each other. Get rid of them, and kick open the cracked walls behind their pedestals.



**Save Stone** — It's behind the left cracked wall.



**Treasure Chest** — It's behind the right cracked wall, to the right of the Save Stone.

When ready, continue left to a large circular platform, and kill more ghosts and a living statue. Once this last living statue is dead, a rock platform will appear toward the back of the circular platform, allowing Conan to continue into the rest of the collapsing hallway.

The collapsing hallway requires Conan to carefully leap across crumbling chunks of flooring. The stupid camera zooms up close to Conan, which can make his surroundings difficult to gauge, so take a little time to watch the path ahead and judge the next correct jump. In general, Conan will have to move along the right side before turning back left to get across the rest of the corridor. Reach the blue window-like portal to complete the mission.

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#### Mission 14: Dark Prison

Maidens	Treasure Chests	Rune Triumvirates
0	5	0

Conan the Portal-Runner steps through yet another magical gate, but he's still several steps short of finding Graven. Conan is now at a city beneath the oceans, where sorcery is holding the water back, so he can continue killing enemies until Crom, strong on his mountain, laughs at us all for playing this game.

#### Section 1 floating halls

Zombies, like the slimed-up crewmen during the giant squid scene, will emerge from the black pools here. Kill them, along with the usual ghosts.



**Treasure Chest** — It's at the back corner to the left of the entrance portal, past some black pools.

After a living statue, push down a pillar to form a bridge. However, this bridge will collapse as Conan steps toward its end. Jump forward when the loud crack is heard to avoid falling off.

**Save Stone** — It's in the middle of the path some time after the collapsing bridge.

The next ledge ahead will also collapse. Quickly run forward to its edge and then jump to the path seen below.



**Treasure Chest** — It's past the three circular black pools, in the side path after jumping from the collapsing ledge.

Up next are more ghosts and two living statues. Kick open the cracked walls behind the statues' pedestals.

**Treasure Chest** — It's to the left of the statues' pedestals.

Grab the boulders found behind the cracked walls, and throw them at the large cracked wall to the right, opposite of the chest listed above.



**Treasure Chest** — It's just after the large cracked wall that's broken open with boulders.

When ready, climb up the ledges on the wall decorations. At the top, carefully jump to the right, and then hurry up along the rows of crumbling stone ledges before they fall off. Get onto safe ground further to the right. Climb up a ledge, and fight three living statues, along with more ghosts. For an easier time against the final boss, be sure to save up at least 4 segments of magic.

**Treasure Chest** — It's behind the cracked wall of the left statue's pedestal.



Open the gate to the right.

## Section 2 final area

Again, for an easier time against the final boss, be sure to save up at least 4 segments of magic. Quickly run down along the descending square-like steps before they collapse. Jump to the rock pillar with a black pool, and from there leap over to another rocky platform that has a wheel switch.

**Save Stone** — It's on the platform with the first wheel switch.

Use the wheel switch to begin the battle against Graven. There will be more wheel switches like this one later. To successfully use a wheel switch, it must be turned 360 degrees, although that can be done over multiple installments (i.e. Conan can leave the switch and then come back later to complete the rest of the turning).



Also, with every wheel switch that Conan turns, he will lose one spell, starting with his earliest one, Stone Prison.

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## Boss Graven

### Phase 1 — fighting Graven (first time)

Graven will generally walk toward Conan. Due to the really lousy camera, try to keep Graven in the middle of the arena, so he stays in view. He has a main 3-hit quick combo and a shorter heavy attack. Whenever he stretches himself high and wide, slamming both arms into the floor, he will shoot up ground spikes at Conan's location. Jump away to dodge these ground spikes.

Wait for the boss to perform his main combo, roll in and hit him with one or two heavy attacks, and then roll away. If he uses ground spikes, jump away from them, and hit him with two or three heavy attacks before he recovers.

Reduce the boss' life to zero, and go through the displayed button sequence to proceed to the next phase.

### Phase 2 — second wheel switch

A wheel switch will pop up on one side of the arena, and Conan has to use it to start sealing away Graven again. (It should be to the right of where Conan begins, after the cutscene showing Graven.) Turning it won't be easy, because Graven will extend several radial tentacles across the arena and begin spinning around from the middle of his pool. To make matters worse, slime zombies will show up near the wheel as soon as Conan uses it, and they aren't affected at all by the tentacles.



First, "use" the wheel switch and then leave it just to make the zombies appear. For an easier time, use grappling attacks (which render Conan invulnerable while he's performing them). If Conan has some magic, he should save it up for now, because things will become worse later.

The tentacles fully retract after a while. When the zombies are all dead, stay beside the wheel switch, and as soon as things look clear, start turning it like crazy. Remember, Conan can turn it in multiple installments, so if he's forced away



from the wheel, he can come back later. More importantly, leave the wheel switch before completing a 180-degree turn, or else Conan will go through a time-consuming animation that gives the bad guys a chance to kill him.

Turning this wheel switch will make Conan lose the spell, Rain of Fire.

### **Phase 3 — fighting Graven (second time)**

This is the same as the first phase, except the boss now has a two-hit heavy combo that ends with a thrust. Again, lure him into doing his combo, and as he ends it, roll in and chop him apart. Or, jump over his ground spike attack, and beat him up before he recovers. The displayed button sequence at the end is longer than before.

### **Phase 4 — third wheel switch**

This is just like the second phase, but this time the tentacles come out at different heights, alternating between high and low. Jump over the low tentacles, and stand under the high ones. Like before, there will also be zombies near the wheel switch.

Kill the zombies first (preferably with grappling attacks), and wait for the tentacles to fully retract before turning the wheel switch. If Conan has some magic, he should keep saving it up for now. Again, leave the wheel switch before completing a 180-degree turn, or else Conan will go through a time-consuming animation that gives the bad guys a chance to kill him.

Turning this wheel switch will make Conan lose the spell, Raven Plague.

### **Phase 5 — fighting Graven (third time)**

Being bored out of your mind yet? Graven's heavy combo consists of even more blows than before, but it still ends with a thrust, and the tactics for beating the boss remain unchanged. Hit him as he ends his combo or after jumping away from his ground spikes. The displayed button sequence at the end is further extended.



### **Phase 6 — fourth wheel switch**

This time, additional zombies will keep coming from Graven's pool. Get rid of all the zombies near the wheel switch first (with grappling attacks as usual), and when the tentacles aren't coming, turn the wheel switch as much as possible.

This is where saving up all that magic comes in. For an easier time, after the initial zombies beside the wheel switch are gone and the tentacles retract, cast Void to kill the new zombies. If Conan doesn't have enough magic, he'll have to do things the hard way.

Turning this wheel switch will make Conan lose the spell, Void.

### **Phase 7 — fighting Graven (fourth time)**

It's not over after Conan uses the final wheel switch. Go through one last displayed button sequence to complete the mission.

If Conan succeeds in defeating Graven, congratulations on finishing the game. Now we can just sit back and wait for the day when Conan will return to save the world from killer space aliens who wield plasma casters. By Crom, that time will come.



## Conan Secrets

### Unlockables

<b>King Mode</b>	Finish the game on Hard Mode.
<b>Concept Art (46 total)</b>	Finish the different missions. (All pieces can actually be earned before the last mission is completed.)
<b>Cheat: Master All Moves (All Moves Acquired and Mastered)</b>	Finish the game on Normal Mode.
<b>Cheat: Armor Power Mode (Infinite Magic)</b>	Finish the game on Hard Mode.
<b>Cheat: Song of Death Mode (Song of Death Always Activated)</b>	Finish the game on Normal Mode.
<b>Cheat: Invulnerability Mode (Infinite Life)</b>	Finish the game on King Mode.