

Saint Sword FAQ/Walkthrough

by DHouston

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Saint Sword

v 1.0

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author: Dimetric Houston

e-mail: dhousto6@bellsouth.net

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INTRODUCTION:

Hello all. This FAQ covers the game Saint Sword for the Sega Genesis system. It's a cool action game.

I am not going to bother with the copyright stuff. If you are low enough to try to bank a profit off of this, or you decide to plagiarize it, that's your wretched morality.

The latest version of this FAQ can be found at:

GameFAQs (www.gamefaqs.com)

UPDATES:

- v 1.0 10-17-01
- FAQ completed
- all sections and information present

STORY

The evil being Gorgan has set his minions out to wreak havoc upon humanity. Humanity has joined with the Titans to help bring down Gorgan. A particular Titan named Macress has gained the powers of metamorphosis. With his great courage and abilities, Macress has set out to destroy Gorgan and bring peace to the Earth.

CONTROLS

D-pad: Moves character. Down is crouch. Up lets you attack upward.

A button: Magic

B button: Attack
C button: Jump
Start: Pause and open magic item menu

Note: Saint Sword has two difficulty modes: Normal and Hard. This FAQ is written using Normal mode.

SCREEN DESCRIPTION

Lots of information is on the screen. The description of all of this now follows:

At the upper left:

Time Limit: Shows the amount of time you have left to complete the stage. If it reaches 0, you lose a life.

Magic Item: The box at the far left. This shows what magic item you have selected.

Key: The key for the stage appears here once you have it.

At the bottom (from left to right):

Life Meter--the meter beside the word PLAYER. Shows how much life you have left.

Boss Meter--the meter beside the word BOSS. Shows how much life the boss has. Only comes into play when boss appears.

Transformation time--the number next to the the word TIME. This shows how much time you have left for a transformation. Transformations have a 60 second time limit. When this number reaches 0, you turn back to normal.

Lives--the number next to the word LEFT. Indicates the remaining number of lives you have.

Transformation item number--the set of icons show how many of each type of transformation you have available. You can have a max of five of any transformation.

Score--the upper number at the far right. As you kill enemies, your score increases. When your score reaches a certain point, you gain a level.

MP--the lower number at the far right. This is your magic power. Using magic items requires a certain amount of MP. The max MP amount is 990 (the manual says 999, but this is wrong).

LEVELS

As you kill enemies, your score increases. When your score reaches a certain point, you gain a level. Increased levels gives you more attack

power, more attack speed, and more endurance. You can gain a max of 3 levels.

When you gain a level, Macress' armor changes color. You start at Level 1. Here are the colors and levels associated with them:

Level 1--blue

Level 2--red

Level 3--yellow

You gain a level at roughly every 3000+ points. This is an extremely rough estimate. When you start the game, it will take 3300 points to reach level 2. At 6000 points, you will reach level 3.

If you die, you will begin at level 1 again. Your score will remain at what it was before you died. At this point, you must gain approximately 3000 more points to reach level 2, and another 3000+ points to reach level 3. I'm not sure of the exact number (if there is one), but it is in the 3000 range.

As an example, if you are level 3, have 71000 points, and die, you will need to reach about 74000 points to reach level 2, then about 77000 to reach level 3.

TRANSFORMATIONS

Macress has the unique ability to alter his body. These alterations allow him to adapt to different environments and operate better in those environments.

As you kill enemies, sometimes they drop a transformation icon. There are three different icons which represent the three different forms that Macress can become.

Below are the transformations, descriptions of each, and the icon that represents them. The transformations are listed in this order on the status bar.

CENTAUR: (horse)

This form changes Macress' lower body to that of a horse. His upper body remains the same. This form gives Macress increased walking speed and jumping ability. He also gains an extra technique in this form:

Back Kick: Down + B

This form only operates on land. If Macress touches water while in this form, he will change back to his normal state.

Macress is a much larger target in this form, so be careful.

BIRDMAN: (feather)

This form gives Macress a pair of wings, thus he can fly. His body remains the same. You gain no extra abilities as the Birdman and you can not crouch. You will not be able to go underwater in this form.

You will find that you can fly "through" land in this form. This only

works in places where you normally can "jump down" through the ground (down + C).

FISHMAN: (fish)

This form changes Macress' lower body to that of a fish. You have increased mobility underwater in this form. This form can operate only underwater. If you try to go onto land, Macress will revert to his normal form.

NORMAL: (none)

The form you start with. I'm only mentioning this to tell you that this form has well-rounded abilities and the highest attack power. Of course, this form is not shown by any icon on the status bar.

Note: Macress can operate underwater in his normal form, but his movement is extremely slowed. You will not be able to jump very high while underwater. You can swim, but you must hit the jump button extremely fast to do so.

MAGIC ITEMS

Part of Macress' quest is to regain the magic treasures stolen by Gorgan. These treasures give Macress extra abilities when used.

To see what magic items you have, press Start. The status bar at the bottom of the screen will change to reveal the magic items. The magic items you have with you are shown by their respective icons. Empty spaces are shown for items you don't have. Place the cursor over an icon and press a button to select it. The icon will appear in the box at the upper left corner of the screen. press the A button to use the item.

Each magic item requires a certain amount of MP to use. If you don't have the necessary MP, you won't be able to use the item, although you can still select it.

Below I am listing the magic items in the order you get them (except for Lightning Sword, which you start with), the required MP needed to use the item (the number in parenthesis), and what the item does. All this information (except for MP usage) comes from the manual.

You gain a magic item after each stage.

Magic Mirror(200)--adds one of each type of transformation item.

Magic Bell(200)--stops the movement of all enemies on the screen for a small amount of time. Does not work on bosses.

Dragon Fang(200)--destroys all enemies on the screen. Does not work on bosses.

Magic Shield(200)--makes you invincible against all attacks (including boss attacks) for a small amount of time. The amount of time this last is 10-15 seconds.

Dragon's Meat (200)--completely restores your life meter.

Time Necklace (200)--extends time of transformations. You can only use this if you are transformed.

Lightening Sword (20/attack)--allows you to throw lightening bolts from your sword. You lose 20 MP with every attack. This goes away after a while or when MP runs out.

Note: To use Lightening Sword, select its icon, then press A. Once you engage the magic (the icon disappears from the upper left box), press the B button to actually use it.

POWER-UPS

There are a few powerups to help Macress in his journey. These are gained by destroying enemies, which may drop them randomly.

Magic Ball--increases MP. Comes in three sizes (S, M, L) which give 30,50, and 100 MP respectively.

Life Ball--restores some vitality. This actually is not a ball, but it is a purple object that is dropped, so you will know it when it appears.

Key--obvious. This is also purple, but you will be able to differentiate between this and the Life Ball. The key is needed to go through the exit door in each stage. An enemy randomly will drop this, so just keep killing enemies until one of them drops it.

Transformation Items (see Transformation section)

WALKTHROUGH

This section will provide some advice in getting through each stage. Stages are not linear, so you will have to go all over the stage to get the key and find the exit.

In order to exit the stage, you must get the key. The key is randomly dropped by an enemy in the stage, so you will just have to keep killing enemies until one them drops it.

You will have to play through all stages twice. The first time you play, whenever you get the key, an arrow will appear to help guide you to the exit. The second time you play, the arrow will not be there to help you.

Due to the fact that you must sometimes go out of the way to get the key, in some cases I am giving two ways to get to the exit. First I will give the most direct way to get to the exit. This will be labeled "Direct." Then I will give a more general way to the exit. This will be labeled "General." This method covers most of the stage, which gives you a better chance of getting the key. I will direct you to where you may most likely get the key, then lead you to the exit from there.

I am also giving advice on the bosses and am telling what magic item you get

for beating the boss.

Stage 1: Dreamland of Thorns

Direct:

Go right and jump over the first gap. When you come to a choice of taking the upper or lower path, take the upper path and continue right. Fall down the first hole you see and go left to the exit.

General:

>From the start, go right all the way to the end of the screen, jumping over all gaps. Remember the second gap you jump over. At the end, fall down the hole. You will land on a ledge. Go to the right here and fall down. When you land, go to the left. When you come to walls, destroy the face in front of it and the wall will go away. Usually you will find the key down in this area, as there are many enemies. Keep going left until you can't go any further. Now go up and to the right. Keep going up when you can as you go right. When you reach the top and can't go any higher, keep right until you come to the second hole you jumped over. Now fall down this hole. Go left to the exit.

Note: DO NOT destroy the face which is in the same area as the exit!! This will open the floor right under you and drop you down to the bottom level. If this happens, you will either have to become the Birdman and fly back up through hole, or go left and trek you way back to the exit.

Boss: Skelt

Prize: Magic Mirror

To make this easy, become the birdman. Attack Skelt in the middle area or right above the lower head. Skelt attacks with a tentacle which comes from the upper head (it makes a screech before doing this), and a fireball from the lower head. Do an attack or two, then get back to avoid the tentacle. Fly to where your feet are just above the lower head. This way the fireball won't hit you and you will be able to hit Skelt in its weak spot.

Skelt follows a type of pattern where once you hit the lower head, it will drop a protective flap over itself for a few seconds. Once it raises the flap, it will shoot the fireball. So attack the head, then back up when the flap comes down. Be ready to jump over the fireball, then attack the head again. Occasionally, it will do the tentacle strike as well.

If you don't have a Birdman transformation item, you will have to jump over the fireballs of the lower head, then jump at Skelt's middle section and attack it. This is really hard to do without getting hit, as the tentacle attack will surely hit you.

Stage 2: Cave of Evil

Direct:

Head to the right and go up at the first opportunity. Now go left until you reach a wall. You will be around some ledges. Go up these ledges until you reach the top. Go right and again go up at the first opportunity. At the top here, go left. You will see a switch before a wall. Destroy the switch

(opens the wall) and continue going left to reach the exit.

The key is usually located in the water section found in this stage, so I will direct you to this area and back to the exit.

General:

Use the Direct method, except when you reach the top area, instead of going to the left, go to the right. Continue right until you reach a ledge you can drop down through. Drop down through the ledges and go to the right when you reach solid ground. Keep going to the right and dropping down until you land in the water. Go to the left. You will need to be the Fishman to get through a small space. Once you make it through here, go left as far as you can, then go up to get back onto land. Go left. There will be a space above you that you will need to be Birdman to get through. Once through here, go to the left to eventually reach the start of the stage. From here, use the Direct method to get to the exit.

Boss: Centaur

Prize: Magic Bell

This boss can be difficult. It has the same abilities as Macress' Centaur form and so is really fast. The boss has a long sword and occasionally throws a slow-moving ball at you. You can destroy the ball.

One way to fight this boss is to try to beat it to an attack when it jumps. This is pretty hard to do. Trying to approach the boss head on will get you attacked by the sword, which has long reach.

Becoming the Centaur form allows you to keep up with the boss speed-wise, but you still have to contend with the reach.

The Birdman form is really good if you can get the boss in the corner. The boss usually jumps from one end of the screen to the other. At one of those ends, position yourself in front of the boss (in the air of course) and continuously attack. The boss will jump into your attacks and be knocked back down. It will keep trying to jump, and keep getting hit by your sword, so you will kill this boss easily.

Stage 3: Fairy Forest

Here you have a choice of going right or left. Going left will drop you down some platforms and to a dead end. Going right will send you through three water areas and eventually a dead end. There is nothing worthwhile in the water (just enemies), so keep to the high ground and keep going to the right. After the first water area there will be a hole. Fall down this hole.

You can go left or right again. Going left eventually leads to the start of this stage. Going right eventually leads to the exit (just follow the path). Destroying the face on the horizontal stretch opens a hole in the floor. Dropping down this hole will lead to another horizontal stretch. Going right here leads to a dead end. Going left leads to another passage into a large area that you would have reached by going left early on.

Boss: Scorpion

Prize: Dragon Fang

Transform into Birdman to make this easy. The boss attacks with its pincer and a slow-moving stream which it shoots from its tail. The weak point is the ball on the boss' head. Staying in the air will keep the pincer from attacking you.

So all you have to worry about is the stream. This is still easy. The boss makes a noise right before it shoots the stream (plus the boss' tail starts lighting up), so just fly high until the stream completely comes from the boss' tail. Then get back to hacking the ball on the boss' head. Every time you hit the ball, it will flash yellow.

You can actually destroy the stream, but you have to destroy each ball, and while the stream is slow-moving, it comes too fast to destroy each ball, so it is better to just avoid it. If you are lv.3, you have a better chance of destroying it since you attack twice per button press.

>From this point on, each stage has two sections (labeled as scene 1 and 2). So when you get the key in scene 1 and exit, you will go to scene 2. After scene 2, you face the boss of that stage.

Stage 4, scene 1: Poison Rock Mountain

The first of the super-easy exits to find. Go right. If you stay on the lower ground, you will eventually come to the exit. It will appear after you pass the first rocky area.

There is a skeleton located on the topmost section of the first rocky area. This skeleton usually has the key.

Stage 4, scene 2:

Destroy the first switch you come to and drop down the hole. Head to the right, destroy the switch and drop down the hole. You will fall into water. Head to the right (stay high), get back on land, destroy the switch and go up the ledges.

Head to the right, destroy the switch (opens the wall). Go right and destroy the switch. Fall down the hole and go left to the exit.

Boss: Doppelganger

Prize: Magic Shield

The boss uses your Lightning Sword Magic. Transform into the Birdman, stay above and in front of the boss. The boss will jump at you. Attack now. Keep attacking and this becomes like the Centaur boss. However, the boss likes to do Lightning Sword after you hit it, so after striking it, you may need to move up or down to avoid the Lightning Sword before attacking again.

Stage 5, scene 1: Dark Fields

Direct:

The second super-easy-exit stage. Keep going right and you will eventually

to it.

When you fall of the ledge, head left and fall off the small ledge (or drop down the ledges). At the bottom, head to the right. Fall down again and head right. You can fall down again and head right, or go left instead of falling down. Either choice leads to the same area. If you fall down, you will have to go left anyway.

On the bottom level, continue to the left to reach the exit.

Stage 6, scene 2:

Head to the right, jump over a hole, go right and destroy a switch (opens a wall). Go right and fall down a hole. Now go left and up when you can. Go left to the exit.

If you continue left instead of going up, you will work you way back to the start of the stage.

Boss: Floating Heads

Prize: Time Necklace

One head is near each side of the screen. The heads fire a green blast from their mouths, as well as dropping green acid to the floor. Attack one head viciously as they will be able to continually hit you by colliding with you as they move. Even crouching does not avoid them. Attacking a head usually makes it move away from you, so keep pounding one of them until it dies. Small jumps may be in order here to avoid getting hit by the mouth blasts.

One head will die when the boss' life meter reaches half.

Now with one head dead, you can get to the corner, and jump and attack the head in relative safety. You will just have to avoid the mouth blasts and colliding with a head. Use your Lightening Sword magic here so you don't have to get close to the head. You won't need to change into any forms for this boss.

Stage 7, scene 1: Evil Castle

Shortest scene in the game. You can go right or left here. When you reach the end of the screen, go up the stairs and continue to the other side until you reach the exit. A monster will drop the key really soon, as you can't go anywhere else.

Stage 7, scene 2:

Just follow the path. Start by going left. You will go up four levels of the castle here.

On the first level, transform into Birdman. This will let you avoid the spikes that line the floor and ceiling while you fight.

On the 2nd level, don't destroy the face, as it opens a hole in the floor.

On the 3rd level, you will come across walls that have two faces in front of them. Destroy the first face you see (opens the wall) but not the second

face (opens a hole in the floor).

On the 4th level, go to the right to reach the exit.

Note: On your second playthrough, the skeletons here have Lightening Sword magic, so be on guard. You can destroy their bolts with your sword.

Boss: Gorgan (1)

Ok, boss time. This is Gorgan. Gorgan simply flies around the screen, occasionally landing on the middle column to do another type of attack. Gorgan has two attacks in this form:

1. Lasers: Pauses in mid-air and releases four lasers which spread out. The spread range of the lasers is not large, so this attack is rather easy to dodge.
2. Fire Spread: Gorgan lands on the column to do this attack. He flashes for a few seconds, the yellow flames spread out from the column to both sides of the screen. You can jump over the flames, but is rather difficult to avoid getting hit by them.

One good way to handle Gorgan in this form is to try to remain under him while he flies around the screen. Gorgan changes his altitude as he flies, so continually attack up while under him to hit him when he is at his lowest altitude. Doing this also lets you easily avoid the laser attack.

If your timing is good, you can jump in front of Gorgan and attack him. This will let you attack at your leisure. Gorgan's fast movement will likely result in you getting hit if you do this, however.

Beat him and. . .you have to play through the game a second time!! You lose all the magic items you gained, but keep your level, score, and transformation items.

The second playthrough happens at "night." Stages are darker. Opponents remain the same, except some jumping opponents shoot at you now, as well as jump. When you get the key, no arrow will appear to help you get to the exit.

When you come to Gorgan again, you must beat him twice. First you will battle the above form--Gorgan(1). After draining his life, you will face his true form, and the final boss of the game:

Gorgan(2):

On your second playthrough, after you defeat the first form of Gorgan, he will morph into this form. He has two attacks in this form:

1. Exploding Blasts: Gorgan releases extremely small shots which travel a distance, then explode.
2. Fire Stream: His most deadly attack. His mouth flashes and Gorgan releases a stream of flame from his mouth. The stream stays out while Gorgan moves his head and covers a good amount of range.

You can destroy the Exploding Blasts before they explode, but it is rather difficult to get them all. Destroy what is the highest threat to you and

get back to avoid the rest.

Gorgan's weak point is his heart, which is located behind his pincer. It is closer to Gorgan's far side (the side further from you). You can hit it from a standing position, but you must get precariously close to hit it. Be careful.

The Fire Stream is your main worry here. When Gorgan does this, he moves his head such that the stream goes in three directions: Forward, diagonally down, and diagonally down close to his body. He moves the stream in the above order, then reverses the order.

Stay away when he does the stream, as the movement is too fast to try to get in to hit Gorgan. This normally is not a problem, except when Gorgan starts moving to the left. He gets so close to the left side of the screen that there is no way to avoid the stream when it happens. In this case, either just take the hits or rush in and try to hit the heart without touching the body. This can be hard if you panic under the pressure and don't have a calm hand in movement.

Beat him and you win!

TIPS, TRICKS, AND SECRETS

The Birdman is the most useful form against bosses. Make sure you have a few Birdman transformation icons in store before you face a boss.

Don't take this as a rule, but it seems that the key will not appear until at least half of the time limit has expired. This is not true for Stage 5, scene 2 and Stage 7, scene 1. Again, this is not set in stone, but may be something to consider.

On the stages where the exit is in the same horizontal line as you are (Stages 4 and 5, scene 1), you still have to go around the stage fighting monsters before the key appears.

CREDITS

God--for the strength, life, and intellect to do this FAQ

I hope you have enjoyed this FAQ. If there are any corrections, additions, etc. that you see that need to be put here, please e-mail me and let me know. Thanks for reading.

dhousto6@bellsouth.net

Dimetric Houston

The End