GOBLIN SWORD – GAME GUIDE:
A brief walkthrough © 2015 K.K.Atlas

BACKGROUND INFO

Goblin Sword is the swashbuckling, retro-inspired 2D platformer released in 2014 by Gelato Games, an indie team composed of John and Lefteris Christodoulatos. I first got my hands on it last year, and I absolutely loved it. The team at Touch Arcade felt the same way, rating it five out of five stars. It really is a fantastic game and pays homage to the arcade games of yesteryear in all the right ways. However, I've noticed there is a distinct lack of **pictorial** guides available for this game online. Youtube user Andy C83 has created some awesome video walkthroughs for the initial worlds, the **Lost City**, the **Shadow Temple** and **Sacred Ruins**. To supplement the video walkthroughs, I have put together a basic manual of all the weapons, armours, relics and souvenirs in the game. I hope they are useful for *Goblin Sword* enthusiasts, and anyone who can't unlock certain items but wants to know what they are. If you haven't played *Goblin Sword* yet but would like to, you can get it from the App Store for just $2.49 USD. I absolutely recommend it! While it's currently restricted to iOS, it is definitely the type of game that would make a smooth transfer to PC or console.

FAQ

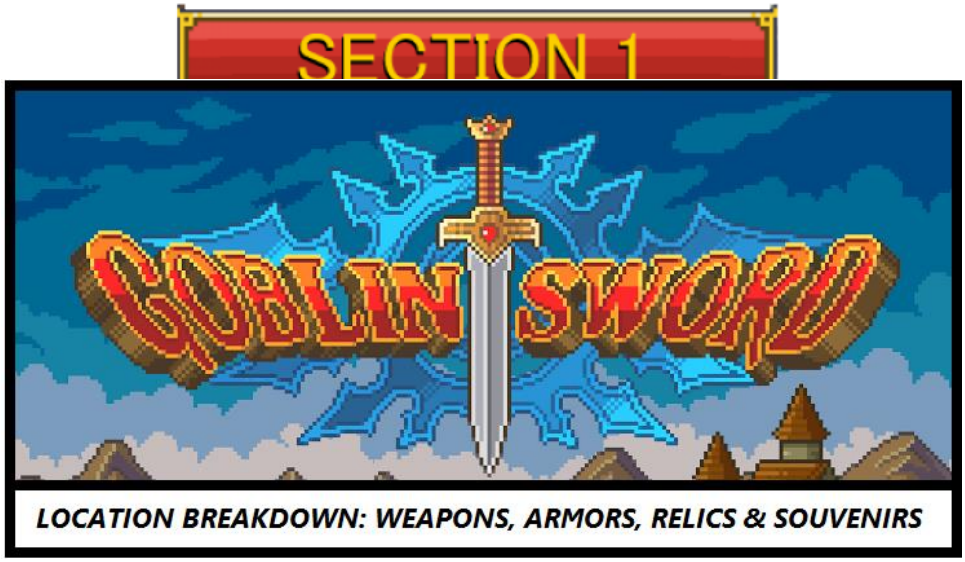
1. **How do I put out torches? (Home: Quest 7) A: Use Ice Sword or Wave Sword to extinguish lit flames.**
2. **Where do I enter secret codes/cheats? A: Enter Options menu on title screen, open Credits, press '?'.**
3. **How do I upgrade the Rusty Sword? A: Take it to the Blacksmith in Shadow Temple level 1, pay 3,000 gem fee (a**

knight in Sacred Ruins 6-4 tells you the Blacksmith repairs 'old swords').

4. **What is the best sword in Goblin Sword? A: Technically speaking, the best swords are Stardust Blade and Falcon Blade because they have maxed out stats for Attack, Speed and Range. But the Venom Blade, Katar and Great Axe inflict powerful residual damage through magic orbs, and are therefore excellent weapons in their own right.**
5. **How do I get more hearts? A: Find potions. If you acquire 4 potions, you gain 1 heart. There is a total of 12 potions in Goblin Sword, which means 3 extra hearts on top of the original 3 for a maximum of 6.**
6. **How do I open the secret passage in Sacred Ruins 6-7? A: Equip the Power Bracer from 6-4, hold 'A' to charge, and release a tri-directional attack.**

CONTENTS

- **Section 1: Explains which treasures can be found in each of the 16 levels of the Great Forest, Ancient Castle, Dark Caves, Lost City & Sacred Ruins.**
- **Section 2: Complete pictorial walkthrough for all stages of Great Forest, Ancient Castle, Lost City, Shadow Temple and Sacred Ruins. This walkthrough shows where all the treasure chests and crystals are located, and has been designed as a supplement to the YouTube video walkthroughs.**
- **Section 3: Breakdown of all the weapons, amours, relics and souvenirs in the whole game.**
- **Section 4: Unofficial catalogue of all (or nearly all) of the monsters in the game, including bosses**
- **Section 5: Gem guide (record of how much currency each gem is worth)**



The charts below list the location of each treasure (weapons, armours, relics or souvenirs) for all 16 levels of the **Great Forest**, **Ancient Castle**, **Dark Caves**, the **Lost City** and **Sacred Ruins**. Not all treasures are accounted for, because some of them must be purchased from the merchant rather than discovered during gameplay. Please use as visual reference and enjoy.

ANCIENT CASTLE
LEVEL 2-1 TREASURE : POTION
LEVEL 2-2 TREASURE: DINNER PLATES
LEVEL 2-3 TREASURE: IRON CLAWS
LEVEL 2-4 TREASURE: GEM IDOL
LEVEL 2-5 TREASURE: CHANDELIER
LEVEL 2-6 TREASURE: MASAMUNE
LEVEL 2-7 TREASURE: N/A
LEVEL 2-8 TREASURE: POTION
LEVEL 2-9 TREASURE: VASE
LEVEL 2-10 TREASURE: N/A
LEVEL 2-11 TREASURE: RED FEATHER
LEVEL 2-12 TREASURE: FLAMBERGE
LEVEL 2-13 TREASURE: JEWELRY BOX
LEVEL 2-14 TREASURE: N/A
LEVEL 2-15 TREASURE: OLD MAP
LEVEL 2-16 TREASURE: DEMON BLADE

DARK CAVES
LEVEL 3-1 TREASURE: PYRO VEST
LEVEL 3-2 TREASURE: FAIRY PENDANT & ARMCHAIR
LEVEL 3-3 TREASURE: THUNDERSPEAR
LEVEL 3-4 TREASURE: POTION
LEVEL 3-5 TREASURE: N/A
LEVEL 3-6 TREASURE: N/A
LEVEL 3-7 TREASURE: N/A
LEVEL 3-8 TREASURE: WINGED BOOTS
LEVEL 3-9 TREASURE: N/A
LEVEL 3-10 TREASURE: NOBLE ARMOR
LEVEL 3-11 TREASURE: PHOENIX PENDANT
LEVEL 3-12 TREASURE: MORNING STAR
LEVEL 3-13 TREASURE: POTION
LEVEL 3-14 TREASURE: POTION
LEVEL 3-15 TREASURE: MAGIC SHURIKEN
LEVEL 3-16 TREASURE: N/A

LOST CITY
LEVEL 4-1 TREASURE: DRAGON MAIL
LEVEL 4-2 TREASURE: N/A
LEVEL 4-3 TREASURE: CHAIN WHIP
LEVEL 4-4 TREASURE: N/A
LEVEL 4-5 TREASURE: N/A
LEVEL 4-6 TREASURE: BASILISK BADGE
LEVEL 4-7 TREASURE: SPIRIT BANGLE
LEVEL 4-8 TREASURE: N/A
LEVEL 4-9 TREASURE: LIGHTNING BOOTS
LEVEL 4-10 TREASURE: BOOK OF THE DEAD
LEVEL 4-11 TREASURE: N/A
LEVEL 4-12 TREASURE: GREAT AXE
LEVEL 4-13 TREASURE: PALADIN ARMOR
LEVEL 4-14 TREASURE: GILDED MIRROR
LEVEL 4-15 TREASURE: GRAMOPHONE
LEVEL 4-16 TREASURE: N/A

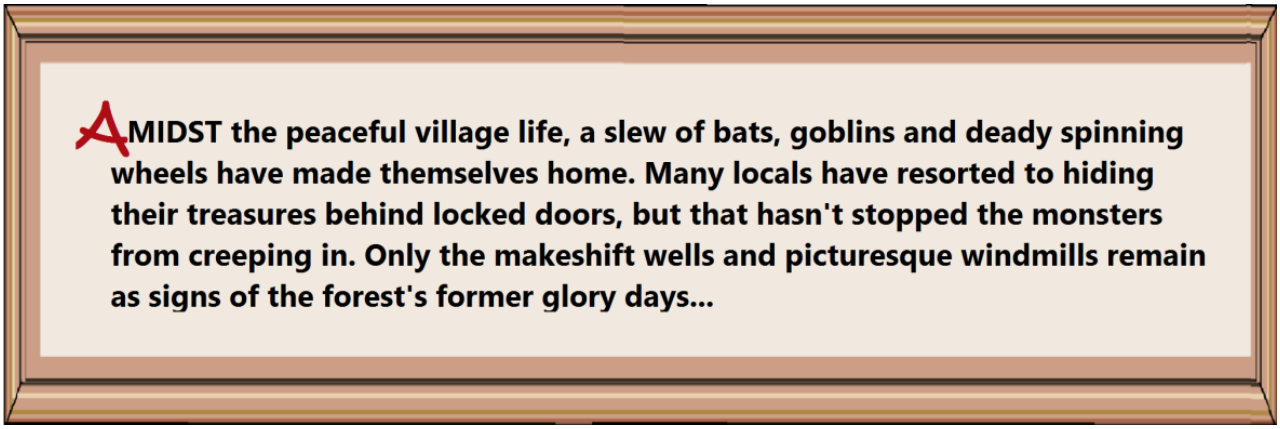
SHADOW TEMPLE
LEVEL 5-1 TREASURE: MAGE ROBE
LEVEL 5-2 TREASURE: POTION
LEVEL 5-3 TREASURE: N/A
LEVEL 5-4 TREASURE: N/A
LEVEL 5-5 TREASURE: FLAME WAND
LEVEL 5-6 TREASURE: PLATINUM SHIELD
LEVEL 5-7 TREASURE: N/A
LEVEL 5-8 TREASURE: POTION
LEVEL 5-9 TREASURE: VETERAN'S ARMOUR
LEVEL 5-10 TREASURE: POTION
LEVEL 5-11 TREASURE: N/A
LEVEL 5-12 TREASURE: DEMON'S WALLET
LEVEL 5-13 TREASURE: STARDUST BLADE
LEVEL 5-14 TREASURE: N/A
LEVEL 5-15 TREASURE: POTION
LEVEL 5-16 TREASURE: N/A

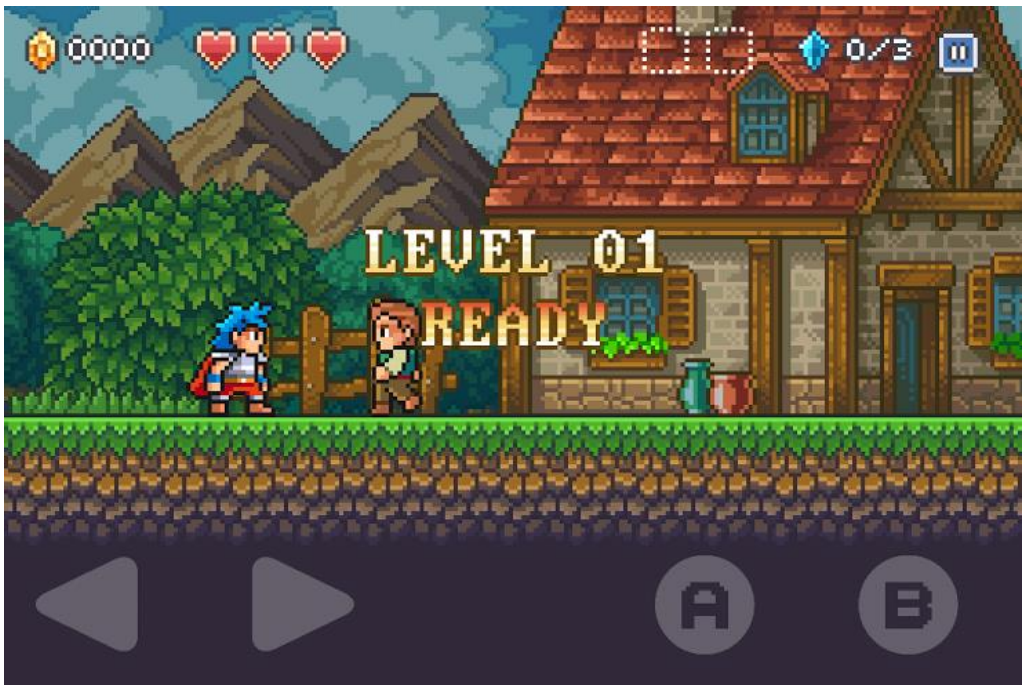
SECTION 2

Welcome to the *Goblin Sword* complete pictorial walkthrough for each main area of the game: **Great Forest**, **Ancient Castle**, **Dark Caves**, **Lost City**, **Shadow Temple** **and** **Sacred Ruins**. This walkthrough will guide you through the locations of all treasures and crystals in each level. Please enjoy.

GREAT FOREST

WORLD MAP
HOME
LOST CITY
DARK CAVES
GREAT FOREST
MERCHANT
ANCIENT CASTLE
BACK


AMIDST the peaceful village life, a slew of bats, goblins and deady spinning wheels have made themselves home. Many locals have resorted to hiding their treasures behind locked doors, but that hasn't stopped the monsters from creeping in. Only the makeshift wells and picturesque windmills remain as signs of the forest's former glory days...



The **Great Forest** is the 1st main area of *Goblin Sword*. It has 16 levels including the bonus level. Here are the locations of all the treasures and crystals in each level.

The very **first treasure** is behind a fake wall. Defeat the yellow snake, and you will see a farmer who says that the wall ‘looks strange’. Proceed through it to claim treasure no 1. The **second one**is located in a high up area near a barrel, just before the end of the level. Jump onto the tree and then use the ledge to get up to an area with barrels. The treasure is on a ledge just ahead, but it is guarded by a rat, so be careful that it doesn’t run into you and steal your health.

Crystal 1 is on the ground in plain sight near the pirate man. Simply run into it to collect it. The **next crystal** is past the snake and next to the spiky wooden pit. It is just to the right of the tree.

The very **last one** is on a small ledge near a wooden barrel (on your way to treasure no 2). It should be on top of two gold coins.

Treasure 1 is located near the blue flying bird at the left side of the level. When you reach the area with the boomerang goblin, jump up on the ledge on the left. Then continue on this path, past the well, across the chasm below until you reach a pond. **Treasure 2** is located on a wooden ledge, which is also conveniently near a crystal. Near the end of the level, there is a cannon goblin. Jump up on the platform above it, then go right. Defeat the brown ghost and cannon goblin and the second treasure is as good as yours.

The **first crystal** can be found behind a fake wall near a spring. There should be a yellow snake just to the left of the spring. The **next one** is located in a higher region across some ledges, then adjacent to the earthy platform below. When you use the spring and jump upward, jump to your left. Take care to avoid the swooping boomerang that the goblin will try to cast in your direction. Keep climbing the building on your left. You will reach a well-continue past that, and jump left towards the platform with a yellow snake. Just below here is where the crystal can be found.

The **final crystal** is on a grassy ledge on the right hand side of the level, also very close to a treasure chest. Jump on the platforms after the cannon goblin and move upwards. Go past a few trees and you will reach the crystal.

SPECIAL CAMEO APPEARANCE – MAGE ROBE VARIANT

This magician person at the start of the level seems to be wearing a nice variation of the Mage Robe.

Go past the pig, then jump up right into the area that looks far too small to break through. Keep going and you will reach an area with a red dinosaur. Defeat it, and fall down the steps to the **first treasure**. The **second**

treasure is behind a fake wall near a miniature pond and levitating platform. Jump through the wall and into a hidden recess to access the treasure.

TREASURE: OIL LAMP

Just to the right of a yellow snake tucked under a grass ledge is the **first crystal**. The **next crystal** is behind a fake wall, via the same path used for

treasure no 1, and it is suspended in mid-air. It is also being guarded by the red dinosaur, so take care not to get damaged.

The **final crystal** is towards the end of the level, behind a yellow snake and submerged beneath the water. Defeat the pig and bat to clear the way and then grab crystal no 3.

For **treasure no 1**, use the spring at the start of the level to catapult yourself upwards and through the wall above on the right. Defeat the two yellow snakes that block your path and let yourself drop down the ledges right next to the treasure chest. The **next treasure** is also in a secret area, at the end of the level. It is very easy to miss, because it is so well disguised. Just near the exit, there is a wooden ledge above a spiky pit. The grass platforms on either side both look solid, but the lower one on the right hand side is actually fake. Go through it and fall down the ledges to a secret area. Use the single step platforms (while avoiding the blue bird and falling into the wooden spikes below) to access the second treasure.

TREASURE: POTION & BROADSWORD

The **first crystal** is just on top of a ledge surrounded by rolling spikes. It is after two brown ghosts. Defeat them, and use the barrels to jump up into the ledge section. The **second crystal** is located behind a fake wall, close by to the first crystal. Climb up to the highest ledge, and then jump left onto the ledge with coins. Double jump up and move left to break through a fake wall.

Finally, proceed to the end of the level (past the rats and the brown ghosts). You will reach a wooden spike pit, but the descended ledge on the right is fake. Fall through it and go down all the ledges. The crystal will be on the middle ledge above the brown spike pit. Be careful of the blue bird as you try to grab **crystal no 3**.

Jump on the ascending/descending ledge and defeat the brown ghost that tries to attack you. Then jump left onto the ledge. **Treasure numero uno** can be found just below the brown ogre. For the **next treasure**, reach the area with the boomerang goblin, but don't go past the spider. Instead, fall down the pit (it looks like it will kill you but there are ledges below). The treasure chest will be on the right, guarded by a yellow snake. Watch out for the wooden spiky pit on your way.

At the beginning of the level, go past the boomerang goblin and fall down onto the grass platform with the mushrooms. Then wade through the shallow water and break through a fake wall for **crystal no 1**. The **second crystal** is also behind a fake wall, just to the right of a yellow fish in a pond, with a panel that is ascending and descending above it.

The **final crystal** can be located near the end of the level. You should reach an area with a cannon goblin and an elevating/descending panel. Board that panel and use it as leverage to access a ledge in the upper right hand corner. Swipe the jewel and exit the stage.

Treasure 1 is on a high ledge at the beginning of the level. Jump up and go past the boomerang goblin and red dino, then don't go down, but instead jump onto the mini ledge. There will be some single step platforms diagonally upward to your left. Navigate those carefully (and defeat the blue bird) all the way to the left of the level to reach the treasure.
The **second treasure** is also on a high ledge, but situated more towards the end of the level. You will reach a spring, make sure to jump left. Defeat the brown ogre in your way and keep ascending the steps until you reach the treasure chest.

TREASURE: WOODEN CLOCK

The **first crystal** can be sourced from the lower left hand region of the level. Move past the cannon goblin, and then fall into the pit below (don't jump across the gap to where the boomerang goblin is yet). You should land next to a well (on the other side you will see a submerged barrel and a yellow snake). Proceed to the left, defeat the pig and collect crystal no 1. The **second crystal** is just after the section with the red dino. Don't use the

spring to access the next part of the level, but instead fall down onto the alcove on the right. Then, taking care not to land in the wooden spike pit, jump through the fake wall on the left.

The **final crystal** is also near a wooden spike pit. It is being guarded by a yellow snake. Defeat the snake, collect the jewel and exit the level with style.

The **first treasure** is behind a locked door near the start of the level, on a wooden ledge. When you reach the locked door, jump and right. You should break through a fake wall, where there will be a pot. Smash it to obtain a key. Then use the key to unlock the door, and carefully fall down the ledges to obtain the treasure. The **second one** is behind a secret wall. Reach the section with the red dino and yellow snake, but don't fall down the gap in the middle. Defeat the snake and jump through the fake wall behind it. Defeat the pig and jump up to a platform with a red dino. On the right there will be a red moving panel, which you can use to access the treasure (located on the other side on a high ledge).

TREASURE: EXTRA POTION

Crystal 1 is past the old man in the red cloak with the walking stick. Continue past his house, and you should reach a ledge with a blue bird flying above it. Just to the right of that above canon goblin is where the crystal is located. **Crystal 2** is behind a secret wall near the start of level, and is being guarded by a pig. When you drop down the gap (after the cannon goblin, and the red dino and yellow snake) you should land on a

barrel. Don’t go right to where the pig is. Instead, go left past the axe fox and double jump to propel yourself through the fake wall.

The **last crystal** is in plain sight, in the middle of a large shuriken area near the end of the level. It is in a grassy pit just underneath the second

spinning shuriken.

The **first treasure** is just near a yellow snake. When you reach the area with an axe fox, defeat it and you will find a spring. Use it to catapult yourself leftward. Jump up to the left (take care to not get damaged by the red dino) and carefully drop through the narrow gap onto the ledge.
The **next treasure** is behind a locked barrier at the end of the level. You need a special key to unlock it. The key is located earlier on in the level, behind a bomb goblin.

Crystal no 1 is alongside the mini rolling shuriken at the start of the level. There are a couple of rats (One normal rat and a mini rat) and a cannon goblin in this area, so be careful how you navigate your way to this crystal. The **second crystal** is behind a fake wall near the spring. There will be a bomb goblin on a ledge on the left. Use the spring to jump into the alcove, then jump up and through the fake wall to collect the crystal.

The **final crystal** is just past the spider on the ledge, near the end of the level. Continue past the brown ogre and fall down the ledges. Jump over the barrel and go left, where you can climb the ledges to reach the crystal located just under the bridge.

Jump up the wooden ledges at the start of the level for the **first treasure**. Use the barrels as leverage and then ascend 4 ledges, until you get to the characteristic flame torch that signifies a treasure is nearby. **Treasure 2** is on a platform high above. To access it, first reach the area with the spiky wooden strip and the spaced out wooden ledges. When you're on the ledge just before the yellow snake, jump up (this requires triple jump/winged boots) and then continue moving along the grassy platforms until you arrive at the treasure's location. If you don't have winged boots, don't worry. Move past the snake and jump up through a fake ceiling, where there should be ledges that lead you upward.

For the **first crystal**, go the left of the spider at the very start of the level. It is on a small ledge after the lake. The **next one** is via a secret passageway above the snake. It should be suspended in the air, just above a single step platform, right on the path to treasure no 2.

The **final crystal** is behind a fake wall, and below a large shuriken near the end of the level. Carefully drop down the ledges, avoiding the pig, and move towards your left.

Treasure the first is past an axe fox near some falling ledges. You should reach an area with lots of wooden spikes. A couple of bats will come flying towards you, so carefully dispose of them and then proceed on your way. Use the falling ledges to navigate your way over the spikes. The **second treasure chest** is in a pit of water (beware of the fish). It is in the pit of the 4th fish from the left, and there is a hidden ledge on the right that allows you to get back up again.

TREASURE: EXTRA POTION

At the start of the level, jump up the ledges (on the extreme edge of the level) on the left to acquire the **first crystal**. The **second crystal** is below some falling platforms near the spiky wooden pits. On the second falling platform, wait a little bit until you reach the crystal, then quickly jump onto the grass ledge on the right to avoid getting spiked.

The **final one** is to the right of a cannon goblin, behind some wooden spikes. To reach it, go overhead (avoid the wooden spikes along the way) and then drop down the ledges that lead to the left. Carefully cross over the rolling shuriken in the pit, and proceed to collect the crystal.

The **first treasure** is behind a secret wall at the start of the level. It is also located near the second crystal. Getting to it requires a bit of work, since you quite literally need to go to the end of the level in order to reach a suitable pathway that leads to it. Once you reach the spring, catapult yourself leftward onto the grassy building. Keep going all the way to the left, past the blue bird, red dino, boomerang goblin and spider. You should reach a falling panel (near crystal 2). Let the panel fall for a bit, but then quickly jump right onto a ledge and break through a secret wall. Make sure your timing is right as you go past the vertically moving shuriken, and swipe the treasure. The **second treasure** is in the section just above two bomb goblins, behind a secret wall, and on the right. Climb up to the area above goblins, and then fall down hugging the right wall closely to access this treasure. It is very easy to miss this one, given its unexpected hiding place.

TREASURE: WIZARD'S STAFF

Go to the left side of the platform below the large spinning shuriken for the **first crystal**. It is in plain sight, and is hard to miss, so just time it well and avoid getting damaged. For **crystal 2**, you will need to do a lot of backtracking. Towards the end of the level, there is an area with a spring and a moving panel. Propel yourself upward and use the panel to jump left, onto a grassy area. Defeat the blue bird and red dino and continue on your way, heading past the boomerang goblin and the spider on the extreme left

of the level. Then use the moving platform above the spiky wooden pit to reach the crystal.

The **final crystal** is on a platform above two bomb goblins, near a treasure. This is in the central region of the level, and unless you have the winged boots, you normally can't access it from below. Instead, you must use the route via the spring, and then fall down onto the platform from above (which is just after the blue bird section).

The **initial treasure** is behind a locked door in the lower realms of the level. It requires a key, which can be accessed from a pot (near crystal no 2). To reach the key, continue through the level until you reach the part with the brown ogre. Then jump up left, and make your way past the boomerang goblin. Leap over the two wooden spike pits, and then fall down onto the small ledge with the pot. If you break it the key will appear. Now go back to where the brown ogre was, and this time go right. Follow the path, past the two pigs on ledges. When you fall down to the ground and reach the well, go left towards the barrier. The **second treasure** is behind a fake wall in a high area. It is accessible via a hidden spring in the ground. You should reach an area with a mini rolling shuriken on the ground, and an axe fox just after it. There will also be a pond (with a fish inside it) to your right. But first notice that there is a suspicious looking dip in the floor, where one part of the ground seems lower than it should

be. Jump into it and you will uncover a spring, which will grant you access to higher areas. Jump up and go left past the boomerang goblin. Then proceed through the fake wall to grab the other treasure.

The **first crystal** is behind a fake wall, just to the left of the red dino. Jump up onto the ledge on the left (this is the section just after the axe fox and bat). The **next one** is past the boomerang goblin, via the single step platforms. When you reach the brown ogre, go left and continue past the boomerang goblin. It is situated in a nook in the wall on the left hand side of the level.

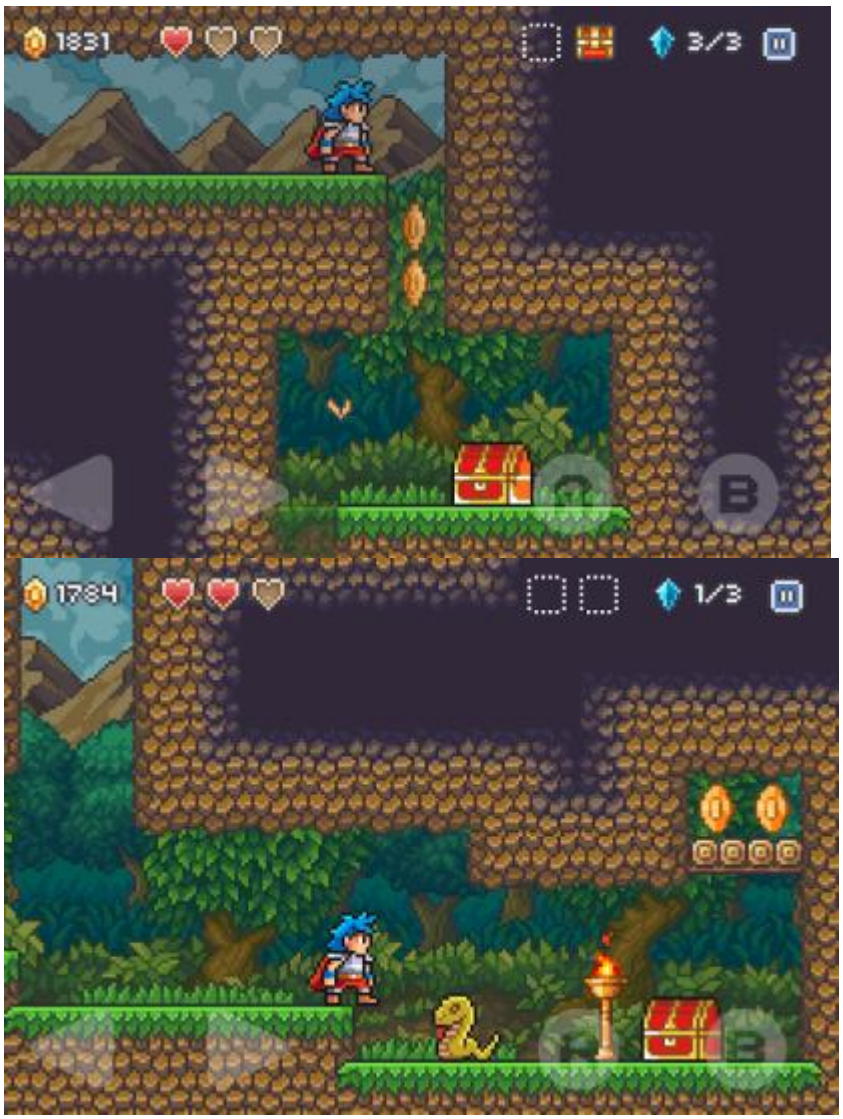
Finally, **crystal no 3** is near the end of the level, and like the first and second crystals, it is also inside a nook in the wall. Use the hidden spring in the floor near the mini rolling shuriken. Go right, and defeat the brown ghost while you're there. The crystal will be just below up against the wall, so jump carefully and grab it.

Treasure no 1 is behind a hidden wall on the left of the level. Reach the area with the brown ogre, and then fall down the ledge onto the mushroom platform. From there you can jump left through the fake wall, and use the 2 falling panels (be careful to avoid the wooden spikes) to access the treasure. The second treasure is being guarded by a snake upon a high up ledge. Proceed to the area with a spring (after the rats) and use it to catapult yourself upward. There will be two blue birds here. Jump past them to your left, onto a ledge with a red dino. Continue past it, past the axe fox, and eventually you will reach the treasure's location.

Crystal no 1 is against a wall near a tree trunk, right on the path of treasure 1. After you emerge from beneath the blocked pathway of the treasure, simply jump over the trunk and onto the small grass ledge to collect it. The second crystal is behind a fake wall near the second treasure. It's easy to miss this crystal, since it's right after a major find (a treasure) and lots of trekking, so never assume with ***Goblin Sword***!

And the **final crystal** is against the wall in a nook up high. Use the spring and instead of going left past the 2 blue birds, jump right, and the crystal is nestled in a small alcove in the wall.

The **first treasure** can be found near the beginning of the level. Jump up onto the ledge with the pig (and crystal no 1). Now, it looks like the wall behind the pig is solid, but since it is in fact a fake wall, plough right through it. On your way through the secret passageway, defeat the axe fox, and fall down the gap onto a grassy platform with treasure numero uno. The **next treasure** is a bit trickier to obtain. Proceed to the area with the brown ogre, 2 moving ledges, and a wooden spike pit. Board the second ledge (the one on the right of the ogre) and you should notice that there is a gap in the spike pit below. Time it carefully and fall down that gap. Now, on your left will be the telltale sign that a treasure is close by-the flame torch. Proceed right and defeat the two yellow snakes to access the treasure.



Crystal 1 is on a wooden ledge, and is being guarded by a pig. It's just at the beginning of the level, so after you defeat the boomerang goblin, don't fall down to the lower region just yet. For **crystal no 2,** *do* go down to the lower region. Go to the left of the yellow snake on the grass, and move towards the pig on a ledge. Carefully make the jump across the gap to collect the crystal (defeat the second yellow snake if desired).

The **final crystal** is within a pond, near a pig and snake. Even though it's submerged in water, it's not so inconspicuous that you'll miss it. It is located right near the end of the level, so make sure not to exit without checking the area just below the red dino or you might miss this crystal.

For the **first treasure**, go past the rolling shurikens (which seem to spontaneously generate) and wooden spikes at the start of the stage. Continue until you reach the section with the red dino. There you should notice some single step platforms. Defeat the brown ghosts, and proceed leftward. Ascend the platforms with care, manoeuvring your way around the blue bird and cannon goblin's projectiles, until you reach the axe fox. Defeat it, and continue past the boomerang goblin and pig (who is on a ledge above). Then jump up to find another cannon goblin, and continue past it to find a brown ogre. Behind him are some ledges you can use to jump onto the single step platform on your left. Carefully move past the vertically spinning shuriken onto the last single step platform. Then jump through the fake wall to unveil the treasure. The **next treasure** is being guarded by rats and is behind a barrel. To access this area, go to the place

where you first saw the brown ogre. Fall down the gap just before you reach him. You should land in an area with a mini wooden spike pit and a red dino prowling about. Follow this path to the right, where you should see a yellow snake on your way, and you will eventually reach a single step platform that is situated just before a barrel. Jump over the barrel and defeat the rats to claim your prize.

TREASURE: HOLY SWORD

Crystal no 1 is located in a low pit with a rolling shuriken. It's just at the beginning of the level, right after the red dino. Time yourself carefully to avoid getting hit by the shuriken. The **next one** is upon a single step platform, near a vertically rotating shuriken. Reach the area with the brown ogre, and get up to the single step platforms above. Then carefully jump over the shuriken to grab the crystal.

And the **final crystal** is in a nook in the wall, near a spiky wooden pit. Go past the brown ogre and pig, but drop down the platforms *before* the axe fox. Once you reach the bottom, you'll encounter a yellow snake. Defeat

it, and jump up right into a small alcove to collect the crystal.

Treasure the first is wedged at the end of a wooden spike flanked area. When you reach the area with the bat, red dino and bomb goblin, defeat them all and then jump up left towards where the brown ogre is. Above that are some more ledges, which lead to a kind of cave enclosure complete with wooden spike floor and ceiling. Use the single step platform in the middle to jump to the other side and claim the treasure (Note: It is *very* easy to lose a life here). The **second treasure** is behind a secret wall, across a gap and is guarded by a cannon goblin. To get there, you need to go past the locked barrier, and then past the section with wooden trunks, wooden spike pits, and a whole bunch of enemies (brown ghost, blue bird, diagonal cannon goblin, spider and so on). Then use the red moving panel further on to transport yourself past wooden spikes, a bat, a spider and blue bird, until you reach a spring. To the right of that spring,

you can break through a fake wall. Behind it you will find an axe fox. Defeat it, and jump carefully across the gap to the other side, where you will find the treasure being guarded by a dangerously positioned cannon goblin. Defeat the goblin and the treasure is yours.

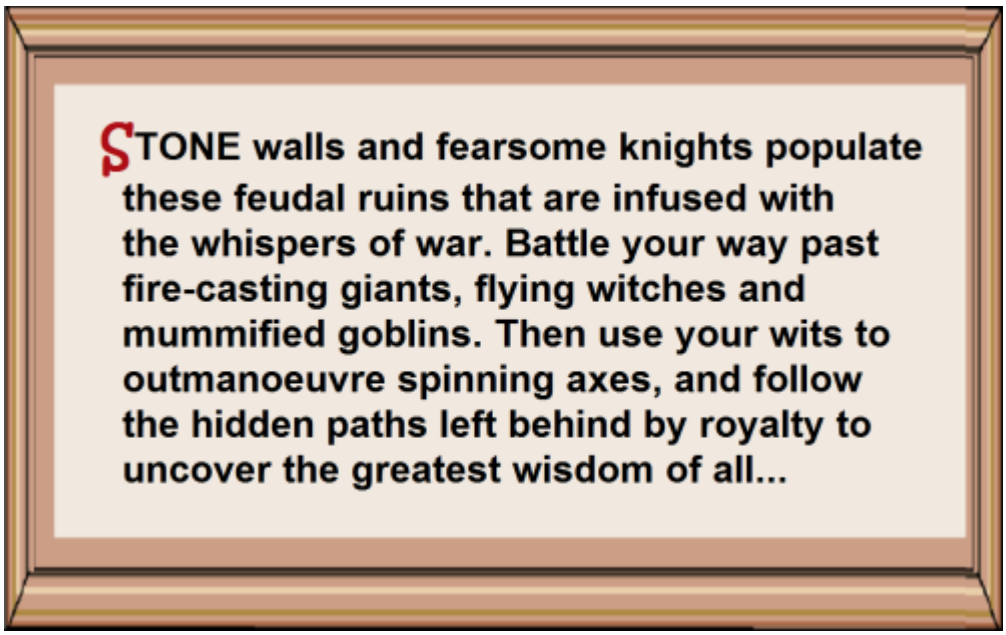
TREASURE: ROYAL MAIL

The **first crystal** is in the air, below a large spinning shuriken at the start of the level. It's a bit challenging to get this one, since the price for not jumping correctly is death. So make your jumps count. The **next one** is in

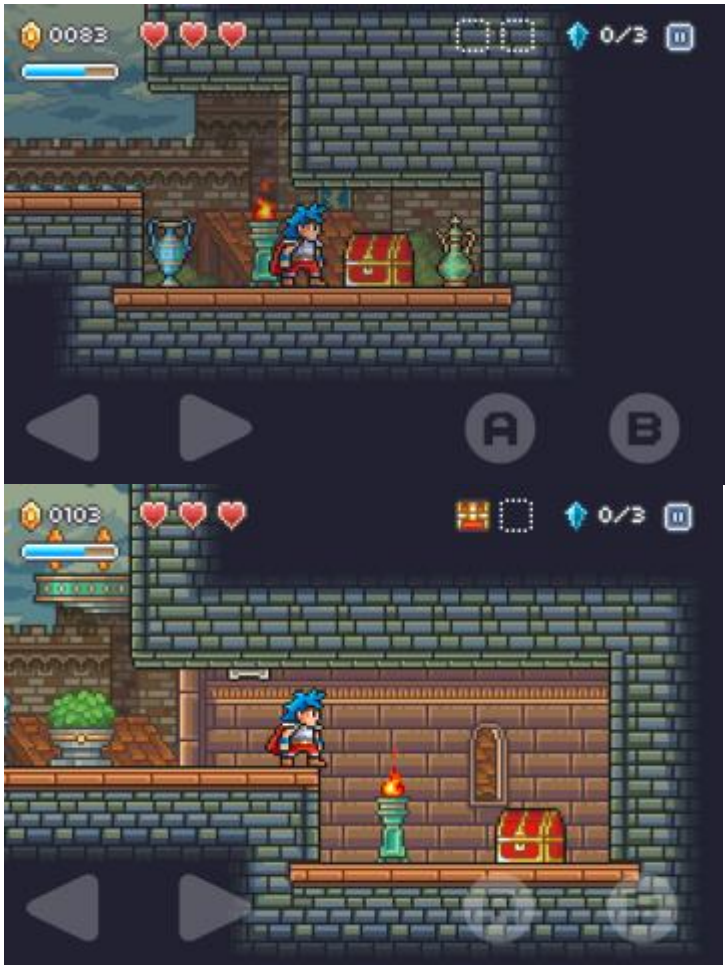
the middle of two large spinning shurikens, above some wooden spikes. This section is toward the end of the level, right after a boomerang goblin, a couple of rats, a bat, and a diagonal cannon goblin. Acquiring this crystal is pretty high pressure, since it's wedged right in the middle of 2 horizontally spinning shurikens and right above a spike pit, *plus* you have to contend with a red dino. But at the end of the day, it all comes down to timing. Wait till the shurikens have moved to the right, and seize the opportunity to snatch the crystal.

The **very last crystal** is behind a fake wall, just to the left of a single vertically spinning shuriken. It is extremely close to the end of the level. Defeat the bomb goblin and brown ogre, but before you ascend the ledges, jump through the wall on the left. It looks far too small to be considered a hiding place for a crystal, which is precisely what makes it so difficult to

find and therefore easy to miss. Collect it and exit the last stage of **Great Forest** with honour.

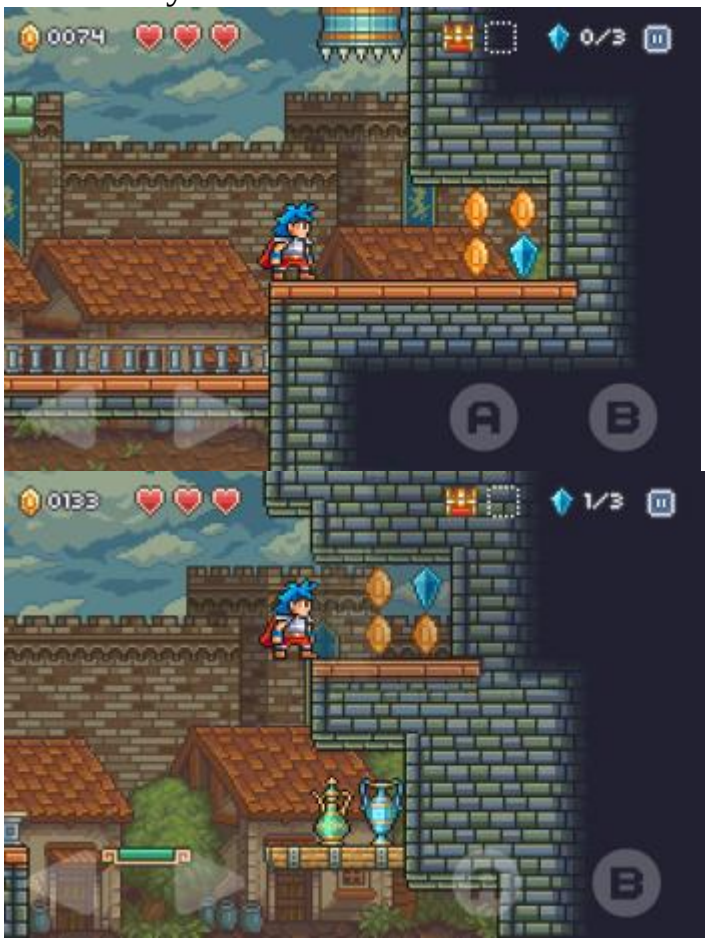


Ancient Castle is the second main area of ***Goblin Sword***. It has 16 levels including the bonus level. Here are the locations of all the treasures and crystals in each level.



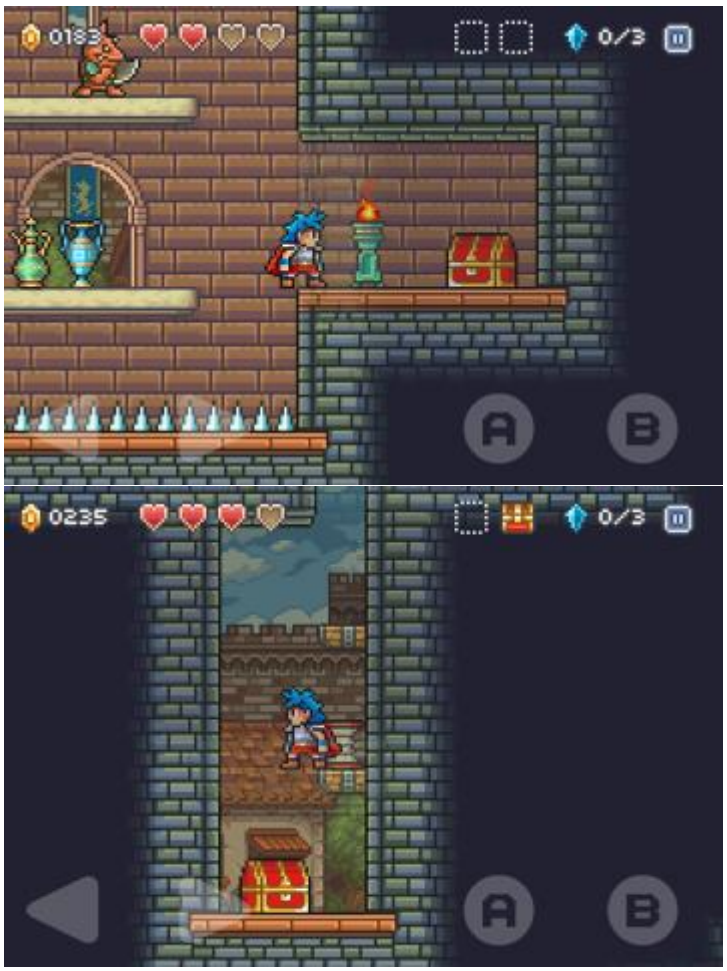
Treasure 1 is behind a fake wall. To reach it, keep moving vertically and sneak past the horizontally moving spike block. Then, go right but ignore the first green barrier, and jump onto the ledge. Defeat the mummy goblin. Instead of jumping onto the next ledge (with an axe goblin on patrol), keep walking to the right and you will pass through a fake green barrier. Continue through the stone wall and carefully make your way across the spikes. The treasure will be at the end of the passageway at a lower level of ground, flanked by blue and green vases. **Treasure 2** is located in the middle part of the level, and to access it, you need to activate a switch. Move the block from the ledge down toward the ground, and lead it to a red button in the ground. Once it activates it, a barrier on the right will lift. Proceed through the passageway to collect the treasure.

At the beginning of the level, you will reach an area with a falling spiky block (just after the axe goblin). Run quickly underneath the block to avoid damage and swipe the **first crystal**. The **second crystal** is to the right of a red witch. Don't board the descending green panel, but instead jump up through the fake wall above the wooden ledge, and you will fall into the crystal.



Crystal no 3 is right at the end of the level. Run past the second spiky falling block, and you will see a cluster of 4 blocks that looks like a tetris piece. Jump on the tallest point and use it as leverage to propel yourself onto the ledge above the spiky falling block (a double jump will suffice). Keep climbing up, jump over the two blocks and defeat the rat to claim the final crystal.

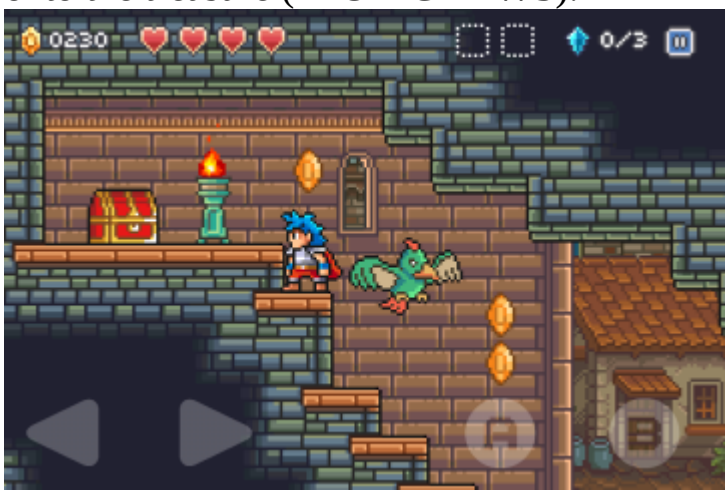
Treasure numero uno is through an area barricaded with 2 bricks. Smash through them and you will see an axe goblin patrolling a ledge. Fall to the ledge beneath, and you should see three coins lined up against the wall on the right. This looks a bit like a clue! Jump through them and straight into a hidden area where the treasure awaits. The **second treasure** is right above the start of the level, and is extremely well hidden. Go past the pig on the ledge, and use the spring to propel yourself upward. Land on the ledge on the left. Then double jump and you will break through a fake ceiling. Climb upward until you reach the top, and proceed left over the spiky pits. You will eventually reach an area with a blue bird patrolling the air. This region will have a cluster of 6 beams, but the short one (roughly in the middle) is a fake beam. Fall down the gap and move all the way to the bottom to grab the treasure (**DINNER PLATES**)!



The **initial crystal** is behind a spider on the balcony. You will reach a ledge with a pirate goblin on it, and then you need to jump up and left to the area with three coins and the crystal. The **second crystal** is near the second treasure, which is right above the start of the level. After obtaining treasure one, jump on the spring and you'll land on a ledge near a green snake. Don't jump above it to the right. Go left and jump onto the stone platform. Double jump to break through an invisible ceiling. You'll land on a wooden beam. Jump again to reach the top. Cross the two spike pits with careful timing, and outwit the green bird and mummy goblin. Go past the blue bird section and the cluster of 6 beams. You will run into an axe goblin just ahead on the left. Defeat it and jump past the burning candle into the pit to collect the crystal.

Crystal no 3 is near that green snake. Go back, and this time jump onto the next ledge. Run past the falling thwomp, defeat or dodge the skeleton knight. Then double jump left through the fake wall so you can access the crystal.

Treasure 1 is located near the beginning of the level. Go past the pirate goblin, and ascend the three wooden platforms. Now time it right and climb the three flipping wooden spike ledges to your left. Keep climbing left and you should reach a small corridor guarded by a green bird. The treasure will be behind a flame. The **second treasure** is exquisitely hidden. Go to the area with a horizontally moving spiky block. that has destructible brick walls beneath. When the block is all the way to the right, dash to the middle of the platform and jump up. You'll jump through an invisible ceiling and land on a spring. Then it's just a matter of leaping onto the treasure (**IRON CLAWS**).

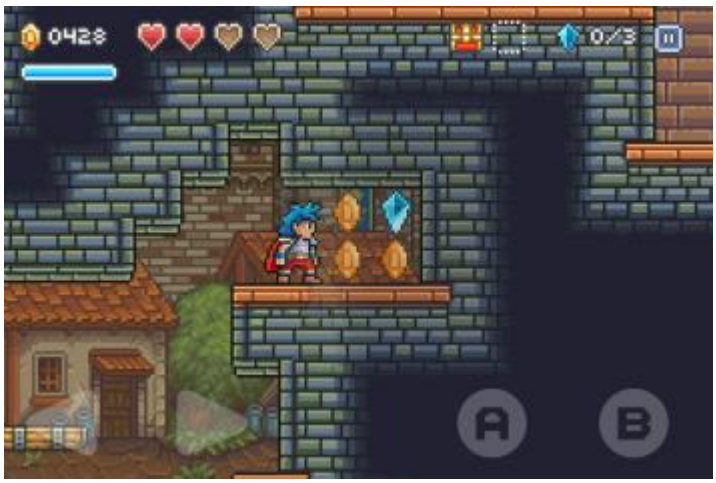


Crystal 1 is actually very close by to **Treasure 2**. Jump onto the high beam and then fall down to collect two coins and the crystal (there is a floating red panel to save you after you fall). The **second crystal** can be found in the air. Jump over the skeleton knight (or crush him), deal with the rat, and you'll arrive at a section with an axe goblin and blue bird. You need to go left here. Jump when it's safe, and scoop up the three coins. Now double jump as far as you can to the left and you'll grab the crystal while airborne.

Crystal 3 can be found towards the end of the level. Go past the axe goblin and use the spring when it's safe (ie when the spiky block won't hit you) to catapult yourself upward. On your right is a purple ogre. Dispose or defeat, and do the same with the red witch after him. But don't go down to the green bird just yet. At the highest point of the recess in the wall, there's a tiny alcove. Jump into it to claim the final crystal.

For **Treasure 1**, make it to the area with two flipping spiked platforms and a cannon goblin. Drop to the bottom. You should land in an area with a blue vase, spring (to your north) and a pirate goblin waiting for combat. Defeat him, then proceed leftward to get your treasure. **Treasure 2** requires some handiwork. Are you good with lockpicking? No matter, because there's a secret key you can access right near a vertically ascending/descending spiky block. A green snake will be hissing on the right. Wait until the block is in the bottom pit, then jump up into the narrow passage to break through a fake wall on the right. Pocket the key because you'll need it very soon. Now face the snake, break the bricks, and when the second spiky block is up high, you can unlock the door down below to access **treasure two** (**GEM IDOL**).

Go back to the area with two flipping wooden spike platforms and the axe goblin. Notice how in the top right hand corner, there's a stone nook? That's ***Goblin Sword***'s way of saying 'hint'. Jump into it, and press on to break through a fake wall. The **first crystal** awaits there. **Crystal 2** is easily found as part of your natural level progression. It's right under a spiky block in plain sight. To avoid damange, I like to jump over it, then quickly swipe the crystal from the right hand side. One more to go.



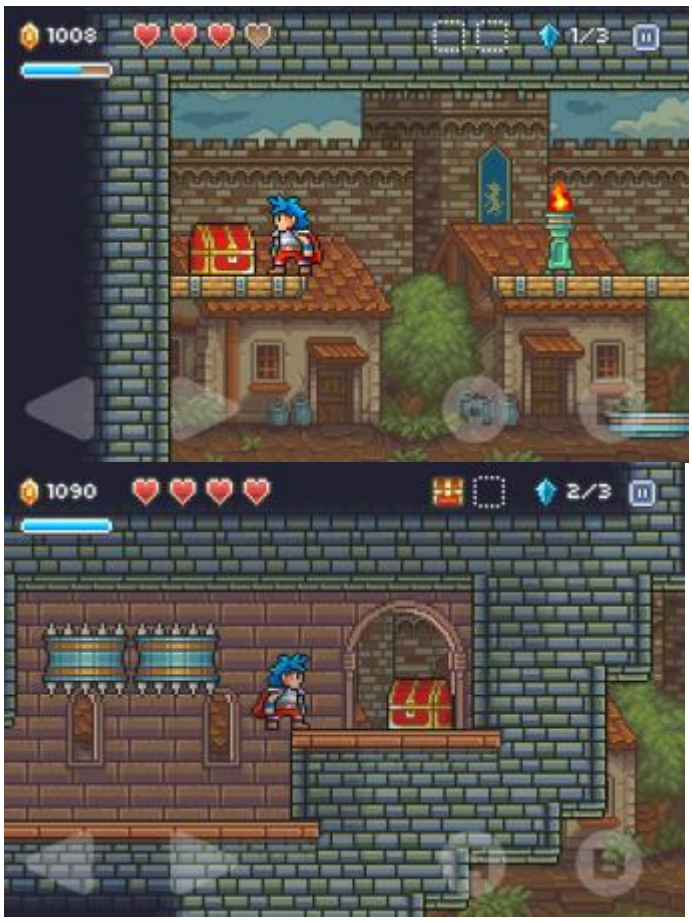
Acquiring **Crystal 3** can be a bit dangerous if you're too slow. Once you jump down onto the second green platform, spiked wheels start rolling towards you. They're headed toward a pit. You need to outrun them, because the crystal is smack bang in the middle of that pit. Get there before they do and add the crystal to your collection.

Treasure 1 will be behind a secret wall, just at the rear of the second cannon goblin on your left. The **second treasure** is even less obvious. After obtaining the final crystal, drop down and proceed to the left. You should fall into an area with a pirate goblin. Defeat it. Then keep going and you'll see green and blue vases with what appears to be a solid stone wall. But it isn't. Push through the fake wall and plunge down all the way to the bottom, into a concealed corridor. Collect the coins and defeat the rats. Now, activate the orange switch by jumping onto it. This will unlock a barrier that was previously keeping a treasure hostage. Keep jumping upwards and you'll reach your prize (**CHANDELIER**).

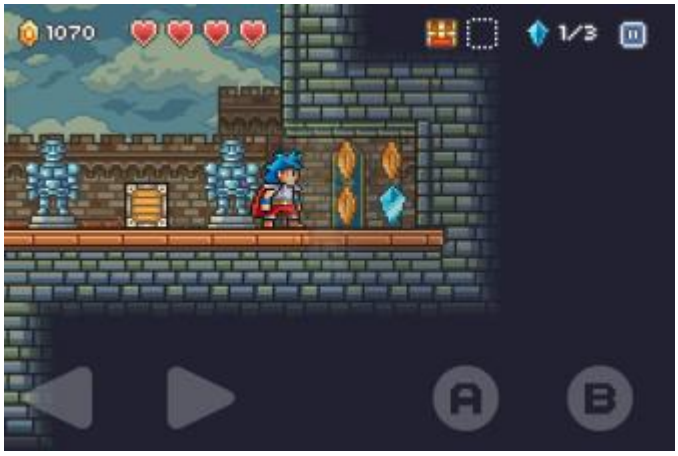
Crystal 1 should be right behind the first cannon goblin on your left. Just time it right so it won't deal you any damage. For **Crystal 2**, reach an area with a green bird, brown ghost, red witch and pig. Defeat them all. Then, use the pillar to your left and jump right into the suspended beam. You'll break through an invisible barrier. Now double jump left, and double jump right and you'll be face to face with the crystal.

The **final crystal** is up high in an area lined with mummy goblins and a purple ogre on ground level. Slash them, then continue right and you'll arrive at a section with a horizontally moving spiky block. Run past when it's on the right hand side, and double jump up to a pale green ledge for safety. Now double jump all the way to the left and you should fall into the crystal.

To obtain the **first treasure**, you'll need to jump on a spring, navigate a rotating spiky panel, and outwit a skeleton knight – it's located just to the left of the **first crystal**, in fact. **Treasure two** is trickier. You'll need to use the block near the fake wall (which had **crystal two** inside it). Start pushing it down to the left. Don't break the first lot of four bricks you see. You need to manouvre the block past them (I like to slash the first two bricks on the left), and let it fall down onto the next set of four horizontal bricks. Make sure they are all smashed first. Then push the block onto a red switch. This will activate a barrier that's hidden within a room in the wall. Use the moving blue panel (near mummy goblin) to get leverage, then leap into an alcove in the wall. Push through the fake wall. Dash past two thwomps and jump into the corner to collect the treasure (**MASAMUNE**).

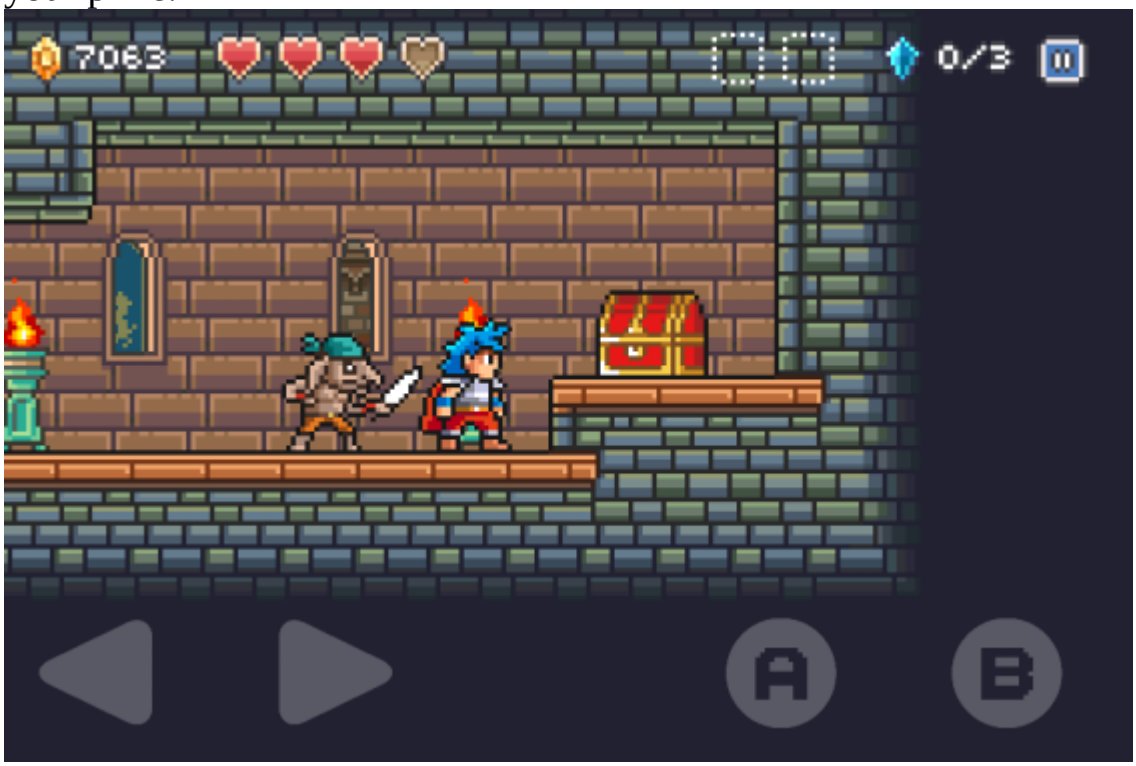


The **first crystal** is situated at the beginning of the level, but at a high altitude. To reach it, run to the place with a mummy goblin and break the bricks covering the spring. Jump up and go left. Cross the rotating spiky ledge when it's safe, and you'll come to a long platform with two flames and a skeleton knight. Beneath him is a blue moving panel that will allow you to access the crystal. For **crystal 2**, you'll need to travel to the top right edge of the level. Go past the purple ogre and green snake and don't solve the block puzzle just yet. Jump over the block, and keep pushing right to run through a fake wall, where the crystal will be.



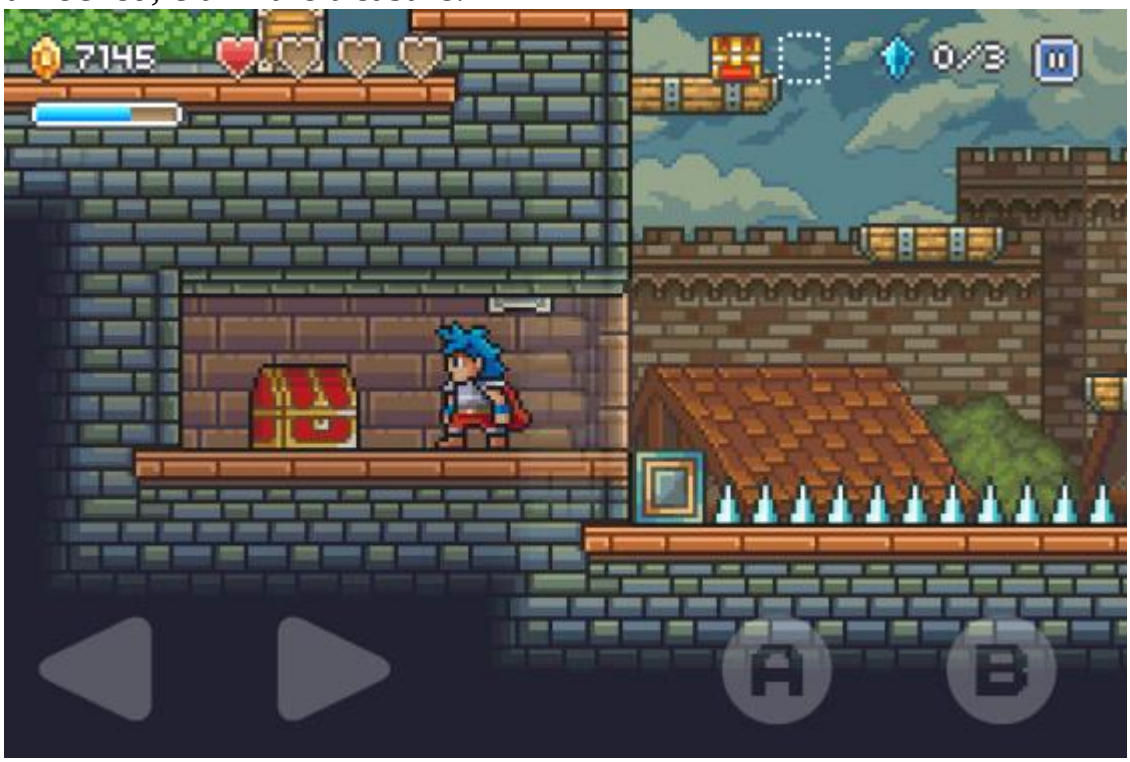
The **last one** is right at the end of the level, but it's sitting inside a spike pit right. Honestly, I don't want to know which sadist is responsible for interior decoration here. Wait until the spikes have lowered and quickly snap up the crystal before exiting the level.

Both treasures in this level are activated via switches. But don't worry, they're not tricky to acquire if you know where to look. For **treasure one**, reach the area with a cannon goblin and fall down below (carefully) onto a platform with two mummified goblins. Keep going right and descend the steps. Jump onto the spiky wood platform when safe, then jump up onto the wooden ledge near the green snake. Defeat it. Continue right and step on the orange switch to activate a barrier, which is located just above you. Jump up again and go right through the newly opened passage way. Defeat the pirate goblin (and red witch if you haven't already) before claiming your prize.



Treasure 2 is near the skeleton knight, but you'll need to do some prep work to get it. Jump onto the ledge (on the left of the skeleton knight) and push the block until it's lined up with the **upper wall** on the right (don't

push it all the way to the end). Then use it to jump up right through a fake wall. Activate the orange switch by jumping onto it. Then fall down and go right into the spiky area with a green bird. See that single block at the left of a row of ground level spikes? That's suspicious. Fall down onto it, and push left to break through a fake wall. Now that the barrier is unlocked, claim the treasure.

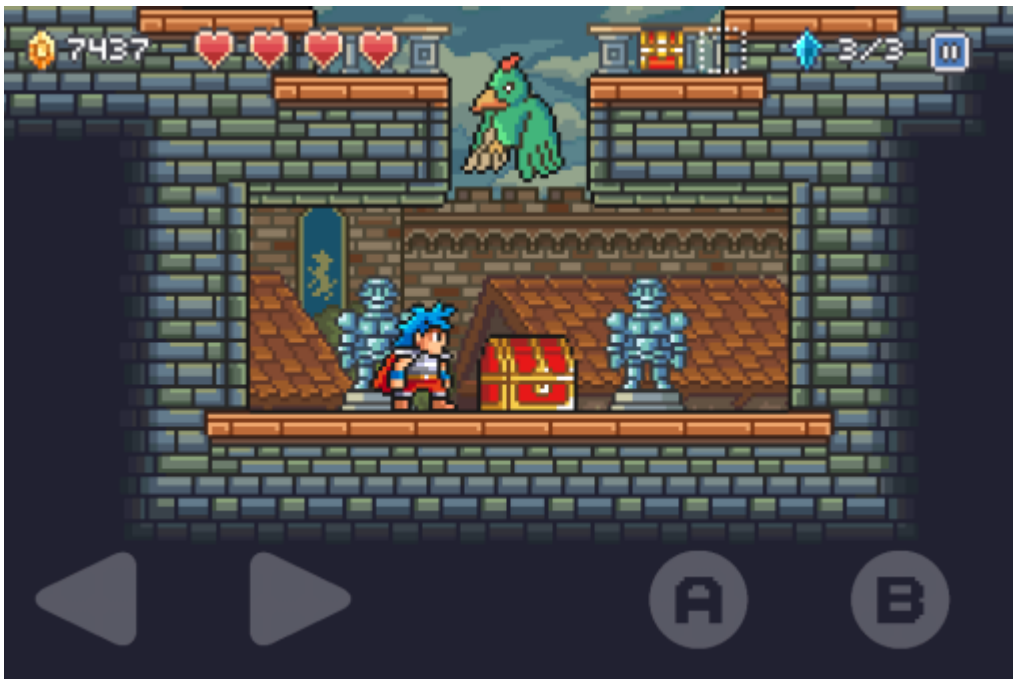


Crystal 1 is above a rotating wood platform (with a spike encrusted flipside!) at the start of the level, just before a pig. Time it carefully and the crystal is yours.

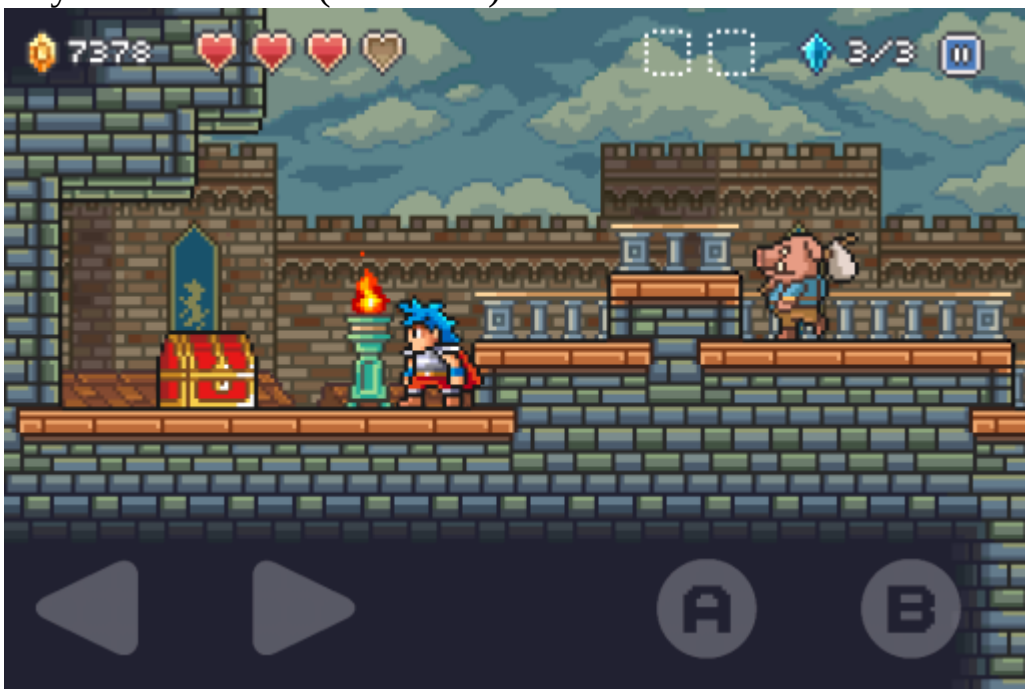
The **second crystal** is also fairy easy to obtain, but accidentally missing the landing can result in death. Reach the area with a couple of brown ghosts and a cannon goblin. To the lower left of your screen, you'll notice the crystal tucked inside a nook in wall. Jump into it. Then safely jump to your right and dispose of the mummified goblins (without falling into the gaping chasm below, please).

Crystal 3 will be visible in your general level exploration. It's near the end of the level, in the air above a skeleton knight. You can double jump to access it.

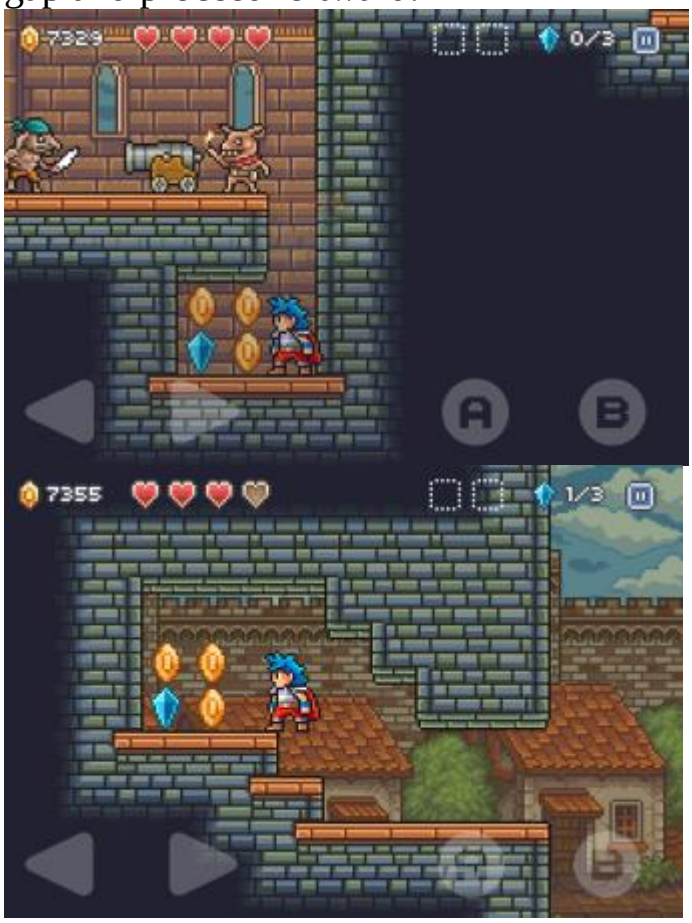
The **first treasure** is located at the beginning of the level, in a lower right section. After defeating the purple ogre, you'll notice a mini spike pit and two green slender poles. Don't jump up left. Rather, jump off of the second pole to the right, and land on a tiny green ledge (or the platform below it). You should see a green bird here. Defeat it and descend into the tiny throne room to collect your treasure.



Treasure 2 is near **crystal no 3.** After obtaining the final crystal, continue going left and you'll see a pig. Defeat or jump over him and make your way to the treasure (**POTION**).



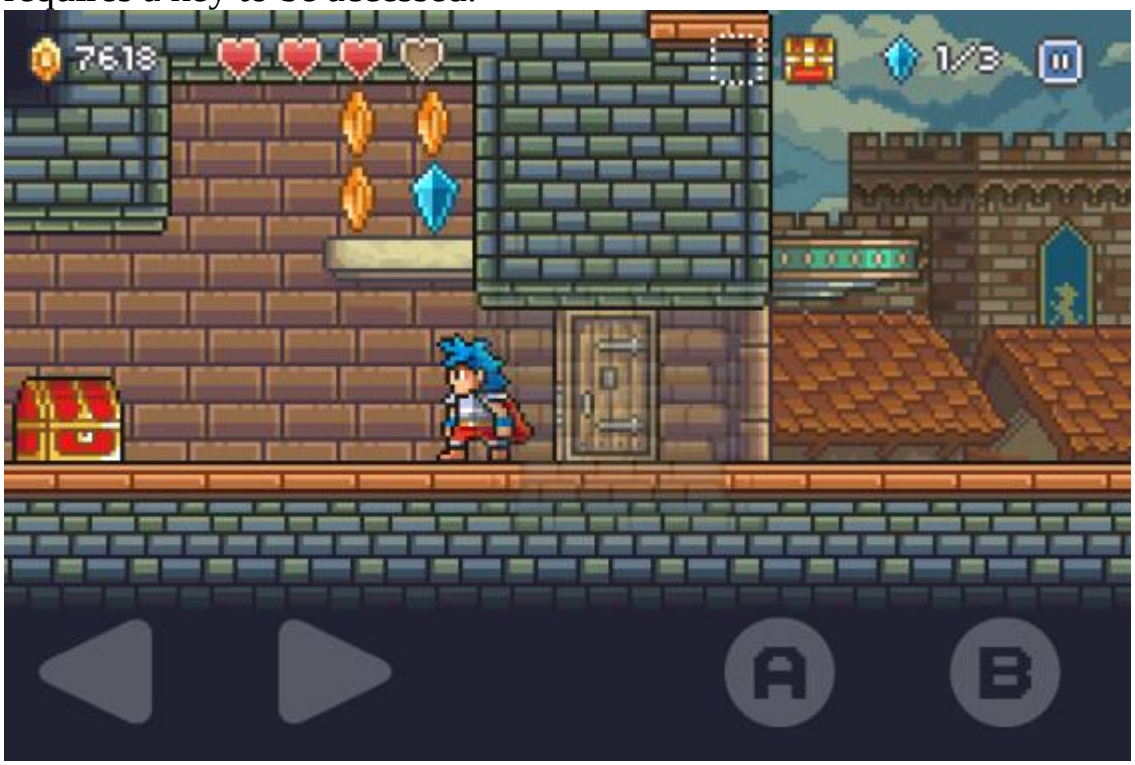
Crystal 1 is located at the very beginning of the level. Defeat the pirate goblin and cannon goblin, and drop through the fake floor into the pit. **Crystal 2** is near a skeleton knight, axe goblin and brown ghost. It can be accessed by jumping and quickly breaking a brick wall while mid air (to create an opening). Then use the platform to boost your jump into the gap and proceed leftward.



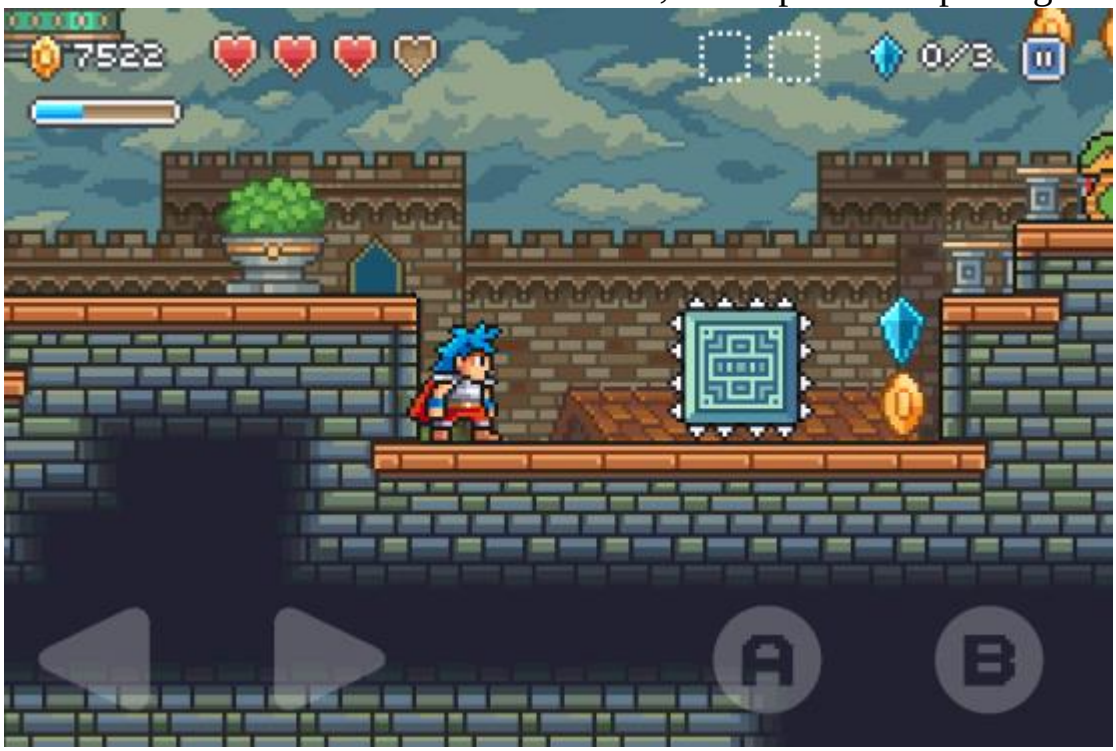
The **final crystal** can be found in a higher region. To reach it, first find an area with a brick wall blocking your progress. Carefully slash the brick wall so only the two uppermost bricks are destroyed. Then jump into the gap, and jump leftwards. You'll come to a section with two moving spiky blocks; wait until each one is a safe distance away, then dive into the pit, and jump out again at an appropriate time to progress forward.

For the **initial treasure**, go to that pit with the moving spiky block. You can't see it, but there's an invisible passageway dead centre. Go to the middle and you'll fall. Go left and you'll be faced with a green bird. Defeat or dodge it. In the bottom right hand corner, you'll be able to grab the treasure. To exit from this area, move left along the tunnel, defeat the axe goblin, and you'll eventually reach an orange switch. Activate it by standing on it. It will open the barrier before you and set you free.

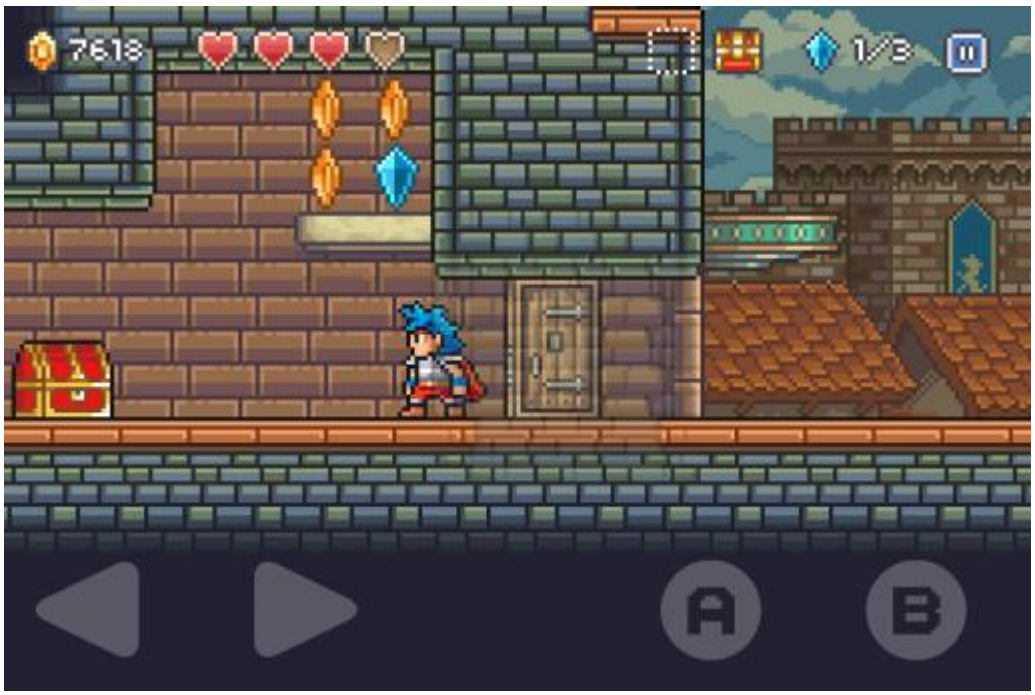
The fate of **treasure 2** (**PORCELAIN VASE**) is tied with that of the second crystal. It's behind a locked door toward the end of the level and requires a key to be accessed.



Crystal 1 is located inside a pit with moving spiky block. Just wait until the block has moved to the left hand side, and dip into the pit to grab it.



Crystal 2 can only be accessed with a key, so make sure you have it ready. When you have escaped the passageway after acquiring the first treasure, go right past the moving spiky block again. Keep going until you see two green poles spaced apart evenly. Jump on the second shorter one. Then double jump up right straight into an invisible alcove in the wall and swipe the key. Carefully navigate the next section (two vertically moving spiky blocks) and a temperamental spike belt. Go past the pirate goblin and spider. Fall down and continue left, underneath the solitary green ledge. There's an invisible wall there, so go through it. Now the key will unlock a door there, and you can easily pick up the crystal.



The **final crystal** is visible in the course of normal level progression. Defeat the purple ogre before running past a falling thomp. Quickly dash into the crystal and wait until the thwomp has risen again to exit without getting scathed.

To reach **treasure 1**, make your way up the disappearing silver panels, to the top left hand side of the level. You will eventually reach the prize (a bucket load of gems).

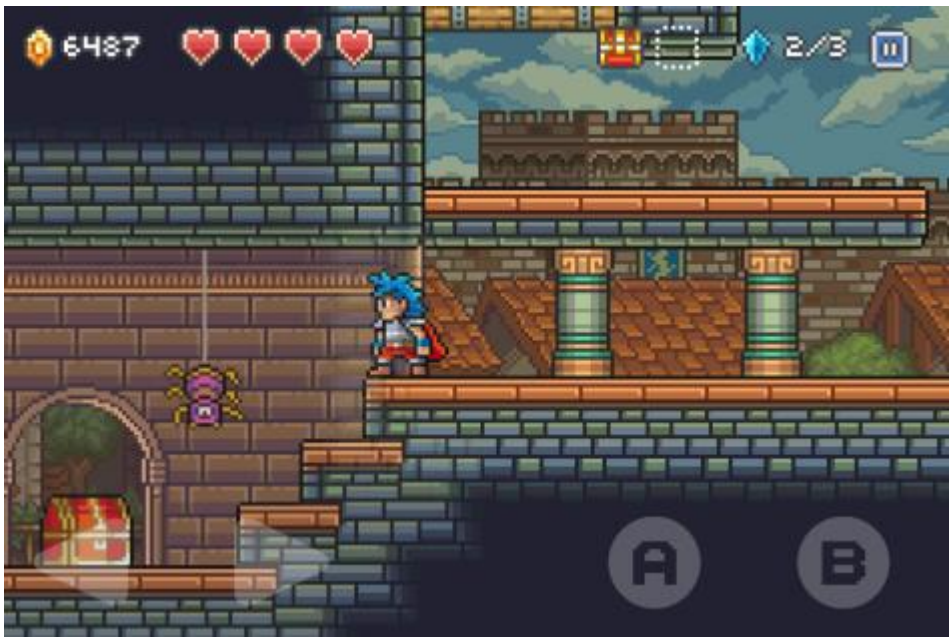
The **second treasure** is hidden behind a fake wall near the end of the level. It's very close to the last crystal. Once you've obtained the crystal, go up to the highest point in the wall. Break through the fake wall. Jump up. You will reach a small room with some rats (if you haven't already killed them), a flame, and the treasure. Collect the bounty, and exit the level.

Once you've picked up the first treasure, don't be so quick to leave. Jump into the wall behind it to discover **Crystal 1** and three coins below it.
The **second crystal** will be in plain sight. It's just past a green snake, suspended below a disappearing grey platform. Jump when it's deactivated to grab the crystal, then use up your second jump quickly to land on the active platform/panel.

Crystal 3 is near the end of the level. On your way down, you'll encounter a purple ogre, pig and pirate goblin. Defeat them, and you should arrive at an area with a pirate goblin. Jump into the crevices on the wall to your left, and you will climb to a point where you can easily jump into the final crystal.

The **first treasure** is located right at the beginning of the level, but is very easy to miss. Jump down onto the blue and orange blocks. Don't go right. Instead, jump left through the green beam (it's fake). You'll drop onto a ledge with the treasure (**RED FEATHER**).

Treasure 2 will be behind a fake wall, guarded by a spider. It's actually quite close to crystal two. Drop to ground level. Defeat the green snake (if you wish), then push left through the two fake green poles. You'll walk through a fake wall, and the treasure will be waiting just a couple of steps down.



Crystal 1 is in the air. Go past the moving spiky block (situated on ground level) and ascend the platforms. To your right there'll be an axe goblin. Dispose of him or ignore the battle for now, and go left. Then double jump off the ledge and snatch the crystal. The **second crystal** is perched on a ledge near an axe goblin. Defeat the minion, and jump up to collect it (beware the purple ogre up top).

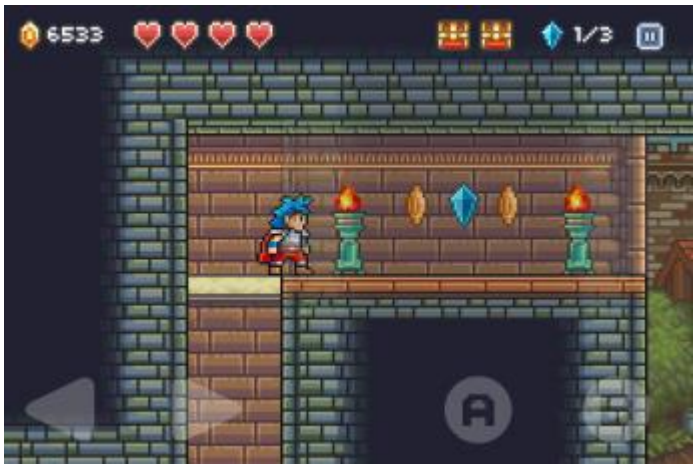
Time for the last one. **Crystal 3** is in a pit next to a gold coin. Unfortunately, there's also a spiky block that's ascending and descending into said pit. Time it right and grab the crystal before the block tries to embrace you. Note: This area can only be accessed with a key, which is located in an earlier room with a large rat.

Once you've obtained the initial crystal, use the spring again to catapult yourself up high. Go left, careful when you pass the spiky thwomp. Defeat the skeleton knight, and keep going left. See those two oddly positioned squares? Something's up. Jump over them to fall down a hidden passage. **Treasure 1** (**FLAMBERGE**) awaits on a platform below.

Treasure 2 is locked inside an area a little further on. To reach it, go through the locked door (you'll need that key just behind the skeleton knight). Then keep going till the platform with the pig. Defeat him, but don't jump up. Here you need to jump through the fake wall on the right. Then jump up, and you should see a spring. Use this to double jump up onto a higher platform with the treasure chest.

The **initial crystal** is accessible via a spring at the beginning of the level. Jump up and land on the platform. You should be able to see it in in narrow gap on the right. **Crystal 2** is impossible to miss if you've found

the second treasure. Jump up through the beige barrier, go right through a fake wall and it will be suspended in the air with a coin on either side.

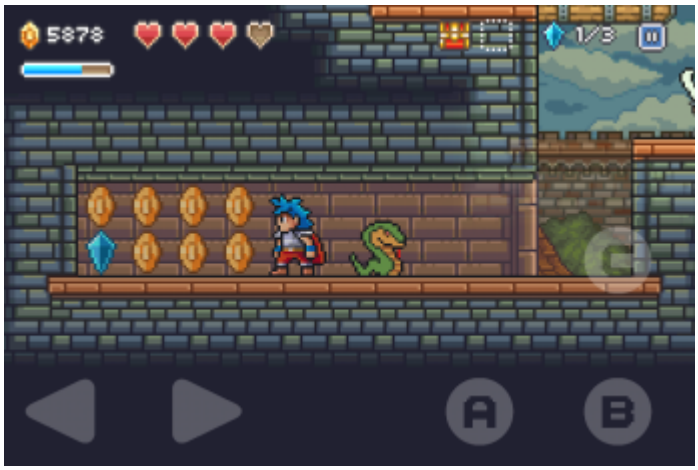


Crystal 3 is quite conspicuously located. Reach the platform with a purple ogre (suspended over a spike floor). Jump down and quickly use your other jump to land back on the platform again safely.

Treasure the first is located in a high altitude region. To access it, come to a brick wall. Don't destroy it completely – leave the right hand side intact, and use it as leverage to jump onto the balcony. Then jump on the blue ascending panel. From there, leap onto the red moving platforms, switching at appropriate times, and you'll eventually reach the treasure (**JEWELRY BOX**). Be careful of the bats along the way!

Treasure 2 is near the end of level. Navigate two rotating axes with caution, then keep jumping left (kill the red witch so it doesn't chase you with pesky magic spells). Then go past skeleton knight (either jump or defeat him), and drop down the gap and immediately jump right to snap it up.

Crystal 1 is behind an invisible wall. Reach the horizontally moving block. When it's all the way on the right, dash left. You'll run right into the crystal, but it's so close to the wall you won't have time to see it unless you're in goblin form (requires morph talisman). For **Crystal 2**, go back to that area with the brick wall you used as leverage for the first treasure. You should see a goblin mummy there. Defeat him, and go left. You will drop through a fake floor, and see a green snake hissing just before the crystal. Put it out of its misery and pocket your reward.

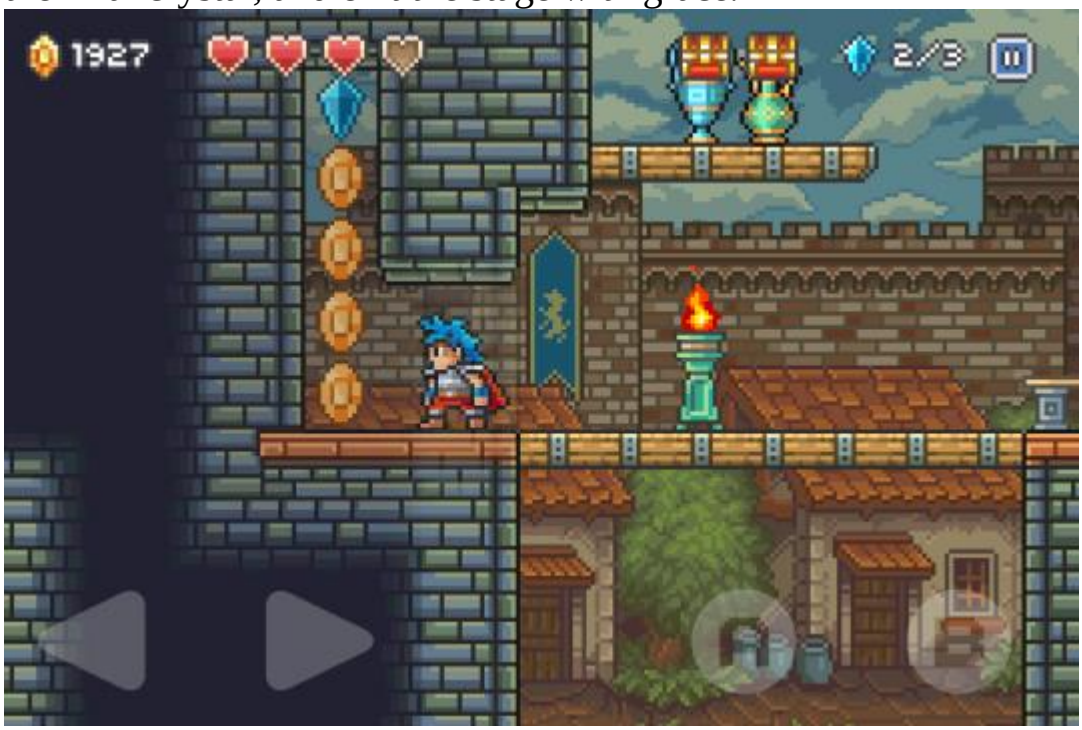


The **last crystal** is right at the end of level. Use the mini platform to reach it, and deal with the axe goblin if you like. If you use the morph talisman with any goblin, they don't attack you. Instead they stare at you in confusion – pretty funny to watch.

For **Treasure 1**, make it to the area with an axe goblin. Then jump left and navigate two wooden spiky platforms. They're rotating so time it wisely. You should reach a wooden platform. Jump up towards the treasure. **Treasure 2** is behind a fake ceiling/wall near a cannon goblin.

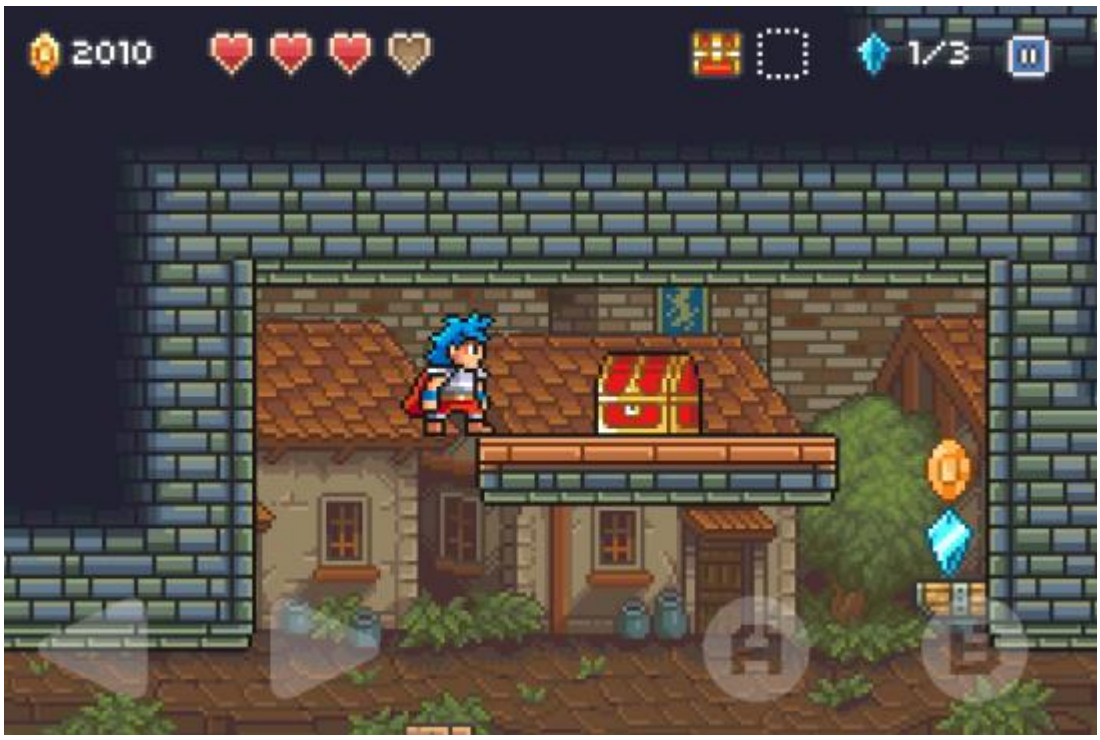
Crystal 1 is on the same beam as treasure 1 so it's pretty unmissable. Just run right after opening the chest and you'll automatically run into it.
The **second crystal** is part of regular level progression. It's just past a pig that's patrolling a ledge. Jump up into it.

Last but not least, **crystal number 3** is right towards the end. You'll come to a place with two axe goblins. Defeat the one on the left, then make haste through the fake wall behind it. Leap upward to snag four gold coins plus the final crystal, and exit the stage with grace.



For the **initial treasure**, jump up to the green panel after you see the second rotating axe. Then leap through the roof and you'll find the treasure awaiting you.

Treasure 2 is in another section with red moving panels. Reach the place with a purple ogre and red witch. Defeat them, and rather than jumping up, drop down into the pit. When you're riding the panel, quickly destroy the brick walls. Then jump up onto the platform with the treasure chest, which contains the **OLD MAP**. Don't stop and admire the parchment for too long, because you need to ride the panel the rest of the way!

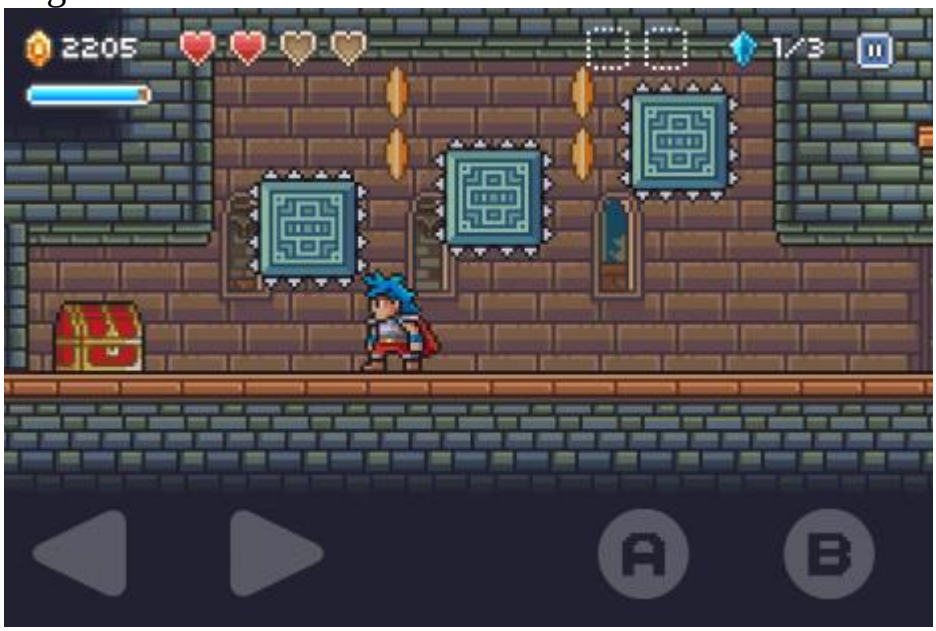


Crystal 1 is in plain sight but you'll need to act fast. While you're riding the red panel, quickly jump when the rotating axe is out the way, and snatch the crystal. The **second crystal** is on the same course as the second treasure. It's located in the second red panel section, in a south east direction from the treasure chest. If you're doing this in a single run (ie collecting both treasure 2 and crystal 2) you need to be very, very fast not to miss the red panel.

Crystal 3 will be nestled inside a tight gap. Below, take care to jump over a spiky horizontally moving block. Then jump up to an area with an axe goblin. Sadly you can't just leap straight into the nook from there (the gap is far too small). You'll need to jump on top of the platform and fall down onto it.

Like the **Great Forest** and every other main region, level 16 is technically a secret/bonus level. It only unlocks once you've collected every single crystal in previous levels. It's also designed to be the hardest in difficulty – especially if you're going for an all-crystals-all-treasures/no damage run – but it's not impossible.

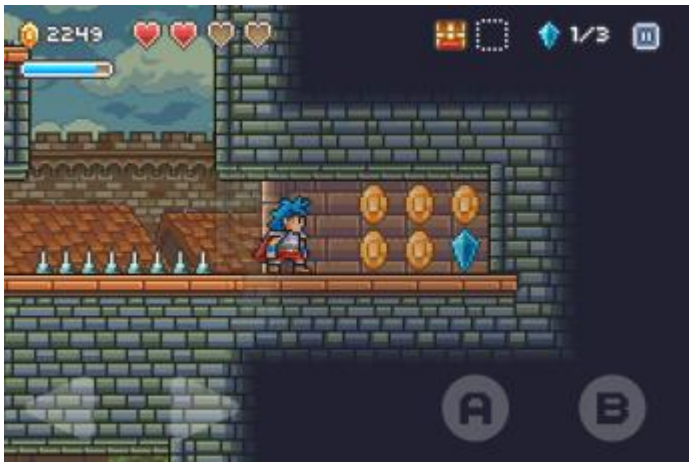
Treasure 1 is hidden behind an invisible wall. To get it, go past a rotating axe (beneath which is a purple ogre). Keep going right. Defeat the axe goblin (and cannon goblin if you want extra gems). Go down and dispose of the pig and rats. Then go left. You should see a solitary flame. Jump up onto the middle platform. Continue left (without jumping up again) and you'll walk through the invisible wall. You must be very, very careful up ahead, as there are descending/ascending thwomps, and the hit radius is large. Make it to the other side for the **DEMON BLADE**.



The **second treasure** is just behind an axe goblin, in an upper left location. To get there, climb the spiky pathway after crystal 2. Time it right, and jump left onto a block with a rotating axe. Then quickly leap onto the spring just to your left. Keep going in this direction, defeating the mummy goblin and axe goblin. When the treasure is in sight, don't jump straight up

or you'll get spiked by the ceiling and lose a life. Allow yourself to 'fall' just a little bit and then jump onto the platform to claim the prize.

The **first crystal** will be above a block with a rotating axe. Quickly jump into it and defeat the surrounding enemies. **Crystal 2** is very missable, especially if you're under duress, thinking of how to escape this absolute trapfest! You'll come to an area with a purple ogre and rotating axe. Defeat the ogre when safe. Then go right. Wait until the spikes are down, then run for your life to the right and you will break through an invisible wall, where the crystal is being kept.

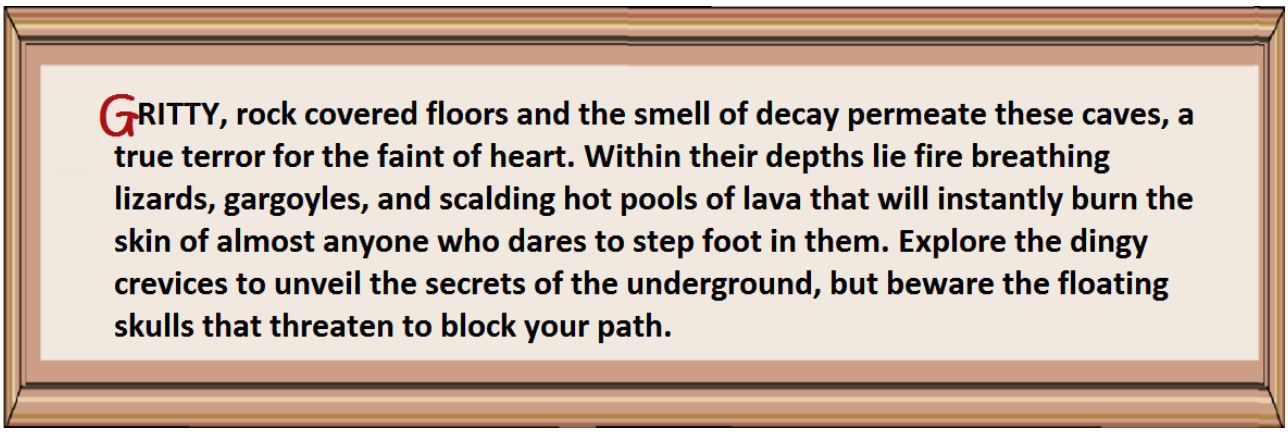


Crystal 3, the very last one before you can depart this gem of a level, is hidden behind a cannon goblin near the end. Defeat it, then leap through the fake wall and you'll see the crystal glimmering before you. Swipe it up, defeat the rest of the cannon goblins on your path, and keep focused. Just before you leave, there's a horizontally moving spiky block. Drop when it's safe. Time to leave the castle like a nobleman.

2307
2/3
B

DARK CAVES

WORLD MAP
HOME
LOST CITY
DARK CAVES
GREAT FOREST
MERCHANT
ANCIENT CASTLE
BACK



The **Dark Caves** are the 3rd main area of ***Goblin Sword***. They have 16 levels including the bonus level. Here are the locations of all the crystals and treasures in each level.

For **treasure 1 (PYRO VEST),** you'll first need to locate a key. Reach an area with a red dragon patrolling on a ledge (just past a spinning axe). Deal with the dragon, and proceed left so you land on the wooden platform just south of the spitting statue head. Now, you can't see it, but if you drop down into the 4 coin pit and hug the right wall, you'll break through a fake wall that's hiding a key. Grab it, and head back up through the locked barrier. Use the spring to catapult skyward and then continue into the small cavern for the treasure.

The **second treasure** is accessible via temporary ledges. You'll come to a point near the end of the level where you drop down a passageway lined with 3 coins. Quickly slash the boxes on your left and head into the cave to unlock the chest's wealth.

At the start of the level, you'll naturally pass by two descending/ascending shurikens. In the middle of which will be a spider. Carefully trek past them and jump into the air to collect **crystal the first**. The **second crystal** is slightly easier to miss if you're in a rush, especially since it's hidden in a tiny alcove behind a hidden wall. Proceed to the area with a green and brown dino, purple witch, and red witch. Jump upwards onto the statue head on the right. Now, jump up and break through the false barrier to claim the prize. Note: to illustrate the crystal's location, I've deliberately used the morph talisman (which allows you to transform into a mini purple goblin).

The **last crystal** is also behind a fake wall. Remember that area with two spinning axes? Return there, and jump onto the top spinning axe (when it's safe). From there, jump left onto the platform, defeat the witch, and leap into the hidden nook with two coins and the crystal.

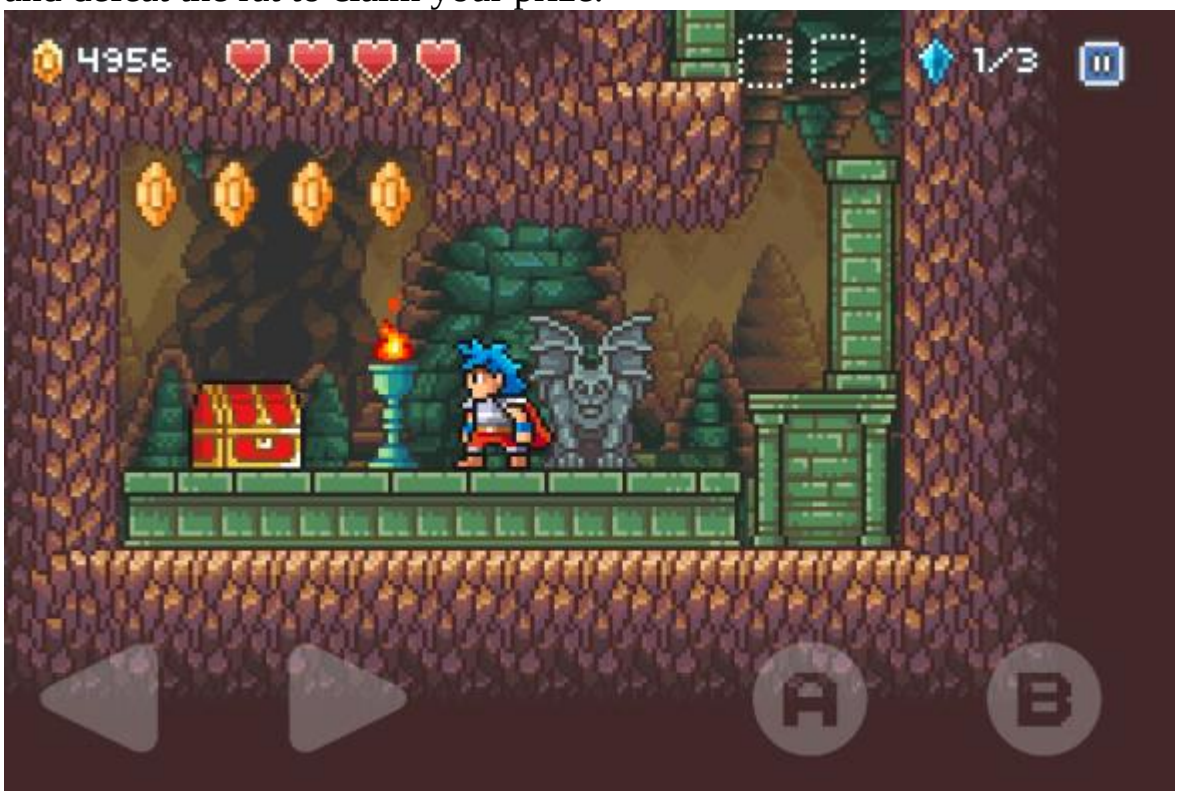
To get **treasure 1**, make haste and reach the ledge with the spiky wheel goblin and put an end to its antics. Once you've done that, use your first jump go left, and your second jump to push right upwards through a fake wall. You should be able to spy the treasure (**FAIRY PENDANT**) just above on a green ledge.

Now for the **second treasure**, you'll need to reach the final section of the level – which features three spinning shurikens and a lava death pit below. Don't go right yet, though. Ride the mini green elevator on the left of the **first** shuriken almost all the way down to the lava surface. Quickly jump left through the fake wall in the rocks. Continue leftward, descend the stairs into the corner and the treasure (**ARMCHAIR**) will be visible.

Crystal 1 is above retreating spikes in a corner room. Jog past the lava pit and defeat the purple witch on the way to claim it. The **second crystal** is hanging from the ceiling above a purple witch. To reach its location, you must go past the section with four fiery geysers and solve the block puzzle to unlock the barrier.

The **final crystal** is suspended in mid air between 2 horizontally spinning shurikens, on your way towards the exit. Time it right, and navigate the red panel carefully to pick it up without sustaining damage.

The **first treasure (THUNDER SPEAR)** is barricaded behind a locked wall. Luckily, it can be unlocked with a switch. To reach this switch, climb the crumbling block pathway that's above the purple witch and spewing head statue. Take care not to fall into the diagonally arranged spikes as you ascend. Eventually you'll come to a temporary ledge with **four** crumbling blocks. From the leftmost block, double jump up and left and you will break through a fake wall where the switch is hiding. Press it, then go back to the crumbling block ledge and fall down the green columns. With the barrier now opened, drop down into the room below and defeat the rat to claim your prize.



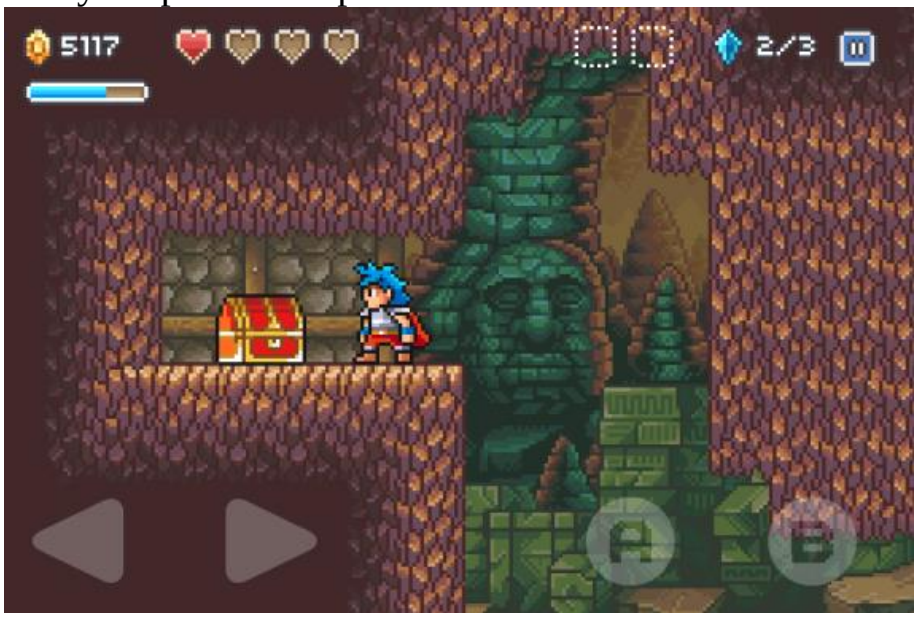
The **other treasure** is situated in the region just next to crystal 2. Use the green elevator panel (after the red dragon) and fall down safely onto the rocks near the green bird. Defeat it. Then jump on the second green

elevator panel and quickly double jump up and right into the cave to grab the chest.

The **first crystal** is behind a fake wall to the left of a spiky wheel goblin/spider combo. Defeat the purple ogre and purple witch that block your path, then take care of the spiky wheel goblin and spider, and jump through the barrier to collect it. For **crystal 2**, you'll want to reach a section with a red dragon. Note that just below it in the green flooring, there will be a gap. Fall through it. Then, continue down into a pit, where you'll be able to see the crystal across a small pool of lava.

The **last crystal** is accessible via mini green elevator panels. Make it to the area with a red dragon and spitting statue head. Instead of riding the green panel downward, double jump to the left and you'll land on a green ledge. Jump again onto next green elevator panel, and one more jump will land you right next to the crystal. Swipe it.

The **first treasure** is in a recess high up in the rocky walls. To reach it, you'll need to pass the same fire geyser near crystal 2, and then you can easily drop into the space where the chest awaits.



The **next treasure** is located in a section that's absolutely swarming with enemies. We're talking red witches, purple ogres, and flaming skulls, plus a couple of spinning shurikens just in case you weren't challenged enough. Anyway, to get your prize, reach a metal ledge where the two shurikens occasionally intersect (a flaming skull should approach you as you do). Jump onto the metal ledge on the right, then jump up through a fake ceiling and you'll be face to face with the chest containing the **POTION**.

Crystal 1 is at the start of the level. To acquire it, use the spring and go left. Jump over the gap and land on a four block ledge with a red and green vase. Drop down and push left, then jump so you land on the ledge with a coin and the crystal. The **second crystal** is in the air just past a fire geyser. Pass the green and brown dino on ground level, and jump onto the block with a spinning pickaxe. Continue leftward, and deal with those pesky flaming skulls that try to get a piece of you. Break through the fake wall on the left of the geyser, and jump across for the crystal.

The **last crystal** is very hard to miss. After the shuriken section for treasure 2, continue south and you'll see another horizontally moving shuriken. Ride the green elevator panel down to where the crystal is suspended, and collect it smart fast. Conquer the purple witch at the level exit and you're good to go.

The **first treasure** is behind a locked barrier in lower right of level. You'll need a gold key to unlock the barrier, but this key is pretty unmissable as part of normal level exploration. It's actually rather close by to the spring. Once you have the key on your person, head down to the same pit crystal 2 is located in. Use the key to open the barrier and unlock the chest for your reward.

For **treasure the second**, reach the section with a purple witch. She'll be patrolling near a couple of springs that have a blue spiky ceiling above them. Using the first switch, manoeuvre left once you're airborne, then use your second jump to push rightward onto the alcove with the treasure.

Crystal 1 will be suspended in air in plain sight. If you use the spring to project yourself into the higher region, you'll come to a demon statue (that won't activate) and be accosted by a red witch. Leap into the jewel to pocket it. The **second crystal** is found in a much more perilous position. You'll come to an area with two rotating spiky panels. Don't ascend them. Instead, notice the single step crumbling block that's on the right of the mushrooms. Fall down into the pit. From here, you should be able to see three single step crumbling blocks forming a bridge. Rest on the middle one, allowing yourself to fall slightly to snatch the crystal, then use your other jump to stop your descent into lava.

Crystal 3 is just prior to the level's end. See the two spinning pick axes? When it's safe, jump past them both and dash to a shelf in the corner with two green vases upon it. The crystal will be waiting for you just above.

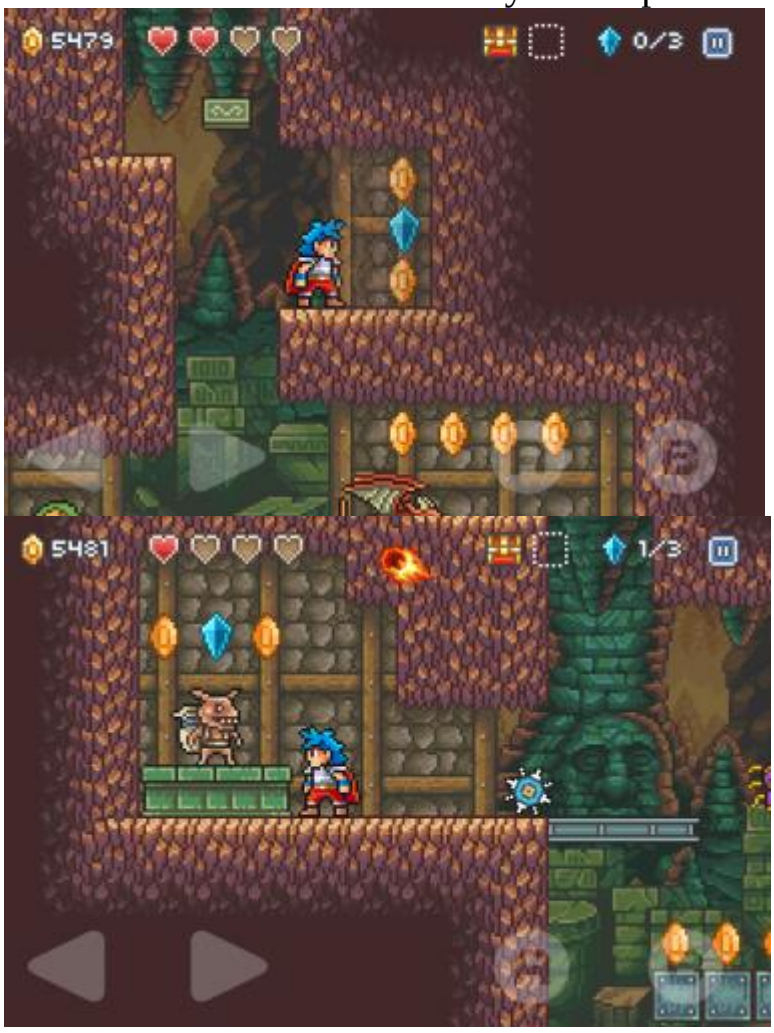
For the **initial treasure**, ignore the temptation of vanquishing the fox, and go left instead. You'll need to muster a big double jump so you can land on a suspended platform (and not get hit by lava). From there, quickly ascend the three crumbling blocks – which will act as a pathway to a chest

full of

gems.

Treasure 2 is missable if you're not careful. Reach the section with a spitting statue head and a spring on a green ledge. Rather than using the spring to propel yourself upward, push right through the alcove to break through a fake wall, and reveal a small room that conceals yet more gems.

Crystal 1 is behind a fake wall near the start of the level. After collecting the first treasure, start riding the green descending panel downward. On your tour, you'll notice an alcove in the wall on the left. Ignore that. Wait until you see a *second* alcove on the right. Jump into it, and you'll break through a false barrier which hides coins and the crystal. The **second crystal** is conveniently located nearby. Continue riding the panel all the way to the bottom, and a spiky wheel goblin will appear on the left of your screen. Defeat it to claim the crystal draped above its head.



For the **final crystal**, all you need to do is make it to the end of the level. Notice the green podium with 5 short pillars that follow it. Once you've defeated the red witch, drop down through the fake floor (just before the

green snake) into a pit. There will be another green snake guarding the crystal and a coin.

For **treasure 1**, defeat the purple witch at the start of the level, dodge any spike wheel in your path and drop down onto the green platform with a red and green vase. Clear the gap, slashing the spider as you do. There will e a green panel just after the gargoyle statue (don't worry, this gargoyle doesn't come to life). Ride the panel almost all the way to the top, leaping right into the flame-lit alcove before you hit the spiky blue ceiling.

After climbing a bunch of green structures, you'll eventually come to a part in the caves with a purple ogre and purple witch. Take note of the tiny green panel in the corner – you need to ride that. Get on board, and float down to the bottom. Leap over the lava pit and into the basin where the **second treasure** awaits.

The **first crystal** is located behind a fake wall. Deal with the red dragon, and keep proceeding to the right until you come to a section with a spinning shuriken. Jump **once** onto the first ledge. Then, you must push right to reveal the secret area that hides the crystal. Scoop it up and make tracks. Immediately after the section for treasure 1, you'll be confronted with a crumbling block valley. Don't hesitate too long, because blue spikes will pierce you just below – leap right onto the three block ledge and then leap again into the corner to swipe **crystal 2**.

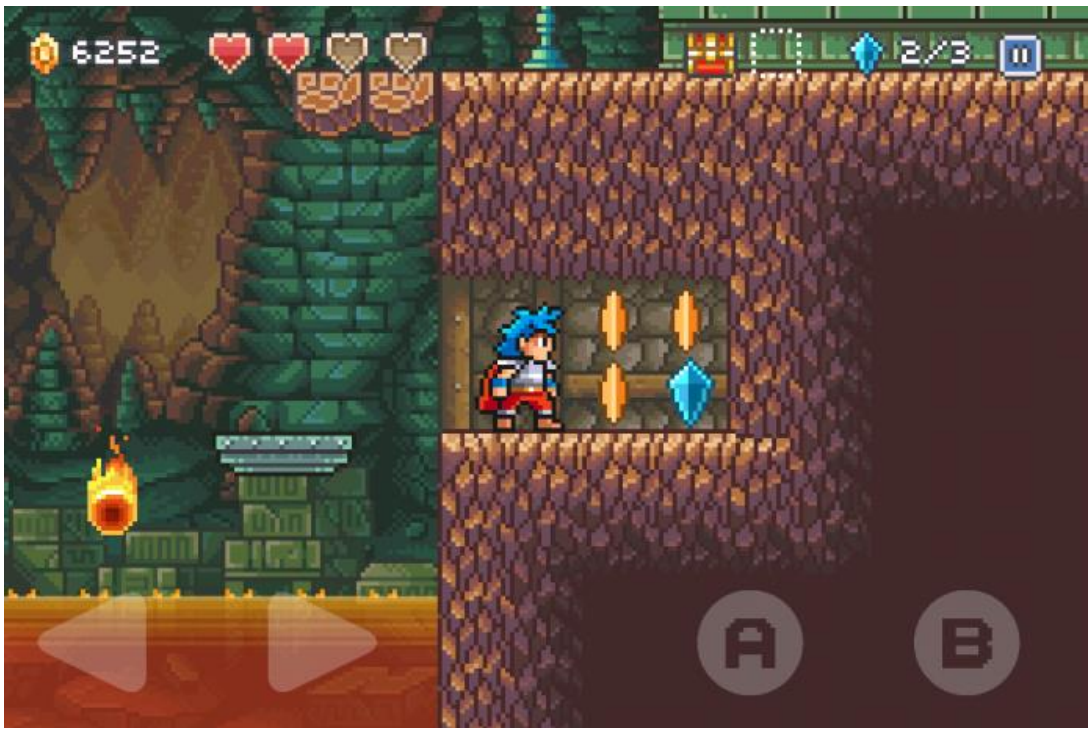
The very **final crystal** can be found in plain sight close to the end of the level. Pass the red dragon, and climb the three mini brown ledges so you reach a point where a fire geyser appears on your left. Then, time it right and snatch the crystal to add to your collection.

At the beginning of the level, you will notice: a burning flame, four coins descending in vertical fashion, and a small wooden crate. Don't fall down just yet. Use your double jump to break through a fake wall (at the top). Keep going. Navigate the two solid single step blocks, defeat the flaming skull, and jump right into the formation where the **first treasure** (**WINGED BOOTS**) is waiting to be unlocked.

The **second treasure** is high up on a rocky ledge near the level's closure. To reach it, use the two temporary crumbling blocks to jump onto the rocks on the left. Then simply use the green ledge to get into position before you leap for the chest.

Crystal the first is wedged inside a miniature, concealed nook right nearby the spiky wheel goblin. Defeat it, along with the flaming skull and red witch that spontaneously appear. Now, before you jump across the gap towards the fire geyser, fall down said gap, hugging the right wall. Make sure to hit jump while you're doing this. You should break through a false barrier and land straight in the nook where the crystal lies. The **second crystal** is far easier to spot, since it's part of normal level progression. Reach the area with a horizontally spinning shuriken. Steal the crystal when it's either on the right or left hand side, and if you need to, hide in the pit to make a safe escape.

The **final crystal** is in a wall recess at the end of the level. You should see a grey horizontally moving panel (above a lava pit). Carefully dodge the spewing lava bolt as you ride it, and jump for the crystal when the time is right.



Treasure the first can be accessed via an ascending green panels ‘staircase’. Pass the region with a spitting statue head and a lava bolt. A red witch should materialise from the top right hand corner. Now, climb the green panels (4 in total) and you’ll eventually spot the chest waiting in the corner. Make a jump for it, and use the mini green panels to exit with caution.

The **second treasure** is much more cleverly concealed than the previous one. Fortunately, it's extremely close by. To reach it, you must drop down to the area below where treasure one was. You will see two spitting statue heads. Jump onto the one on the **left** – which is slightly taller than the one on the right. Then drop into the very right of the blue spike pit, where the ground is clear. From here, you need to double jump over the pit and land onto the other safe patch, and keep pushing through a fake wall – behind which the treasure is patiently waiting.

Crystal 1 is found behind fake a wall. Use the spring at the start of the level and jump left into the disguised room. Defeat the spider before you collect the crystal. Note there is a clue in the level pointing towards this crystal – a row of coins shaped like an arrow just on the right (above the purple witch). The **second crystal** is in plain sight. It is located in a vertically descending pit that follows two green pillars and precedes the purple witch. Simply drop down into it.

For the **final crystal**, proceed to an area with a fire geyser and purple witch on the prowl just above. Drop down the two green ledges onto a green stone floor. From there, jump up once, and when it's safe (ie when the spinning pick axe is out of the way) make a run for the crystal – which

will be flanked by two coins. Swipe it and make your way towards the exit.

Reach a section with four spitting statue heads. In the centre, there will be two that are back to back. Use them as leverage to launch yourself (via double jump) into the small opening in the cave wall on the left. It looks too small to fit into, but that's an illusion. Break through it and continue down the passageway for the **first treasure**.

For **Treasure 2**, you need to reach the section with a purple ogre followed by a red dragon just below. Defeat the dragon. Then, jump left over the blue spike pit and you'll break through a fake wall. Continue going left. Deal with the rat, then use the spring to hurl yourself up and onto a green ledge where you'll find the **NOBLE ARMOR**.

For **crystal 1**, make it to a section with a green snake, purple witch, a rat and flaming skull. You will come to a thick green pillar that you can use to jump onto a mini green panel on the upper right. Once you're on it, quickly jump again to snatch the crystal. The **next crystal** is found just nearby the second treasure. Instead of using the spring to catapult skyward, go left past the two flames and vanquish the gargoyle. Then simply run into the crystal on the corner pillar.

And now for the **final crystal**, which is so very easy to miss if you're in a rush. Just prior to the level exit, jump up right through a fake wall to land in a deep alcove with three coins and crystal numero tre. Add it to your collection and depart.

Treasure 1 is behind locked barrier, but there's a bit of prep work required to unlock it. First, you'll need to reach the first spinning pick axe. A red dragon will be in the vicinity. Jump onto the block (where the pick axe is attached) when it's safe, then quickly double jump upward to break through a fake ceiling. Push the block that's present **slightly** toward the right so it falls onto the floor. Drop down after it, defeat the gargoyle (taking care to not also slash the block) and push it all the way to the left, so it falls through a concealed passageway onto a red switch. Great – now that that's done, run back the way you came and the barrier above the spitting statue head is open. Go through it, defeat the spider and cross the chasm to reach the treasure (a bunch of gems).

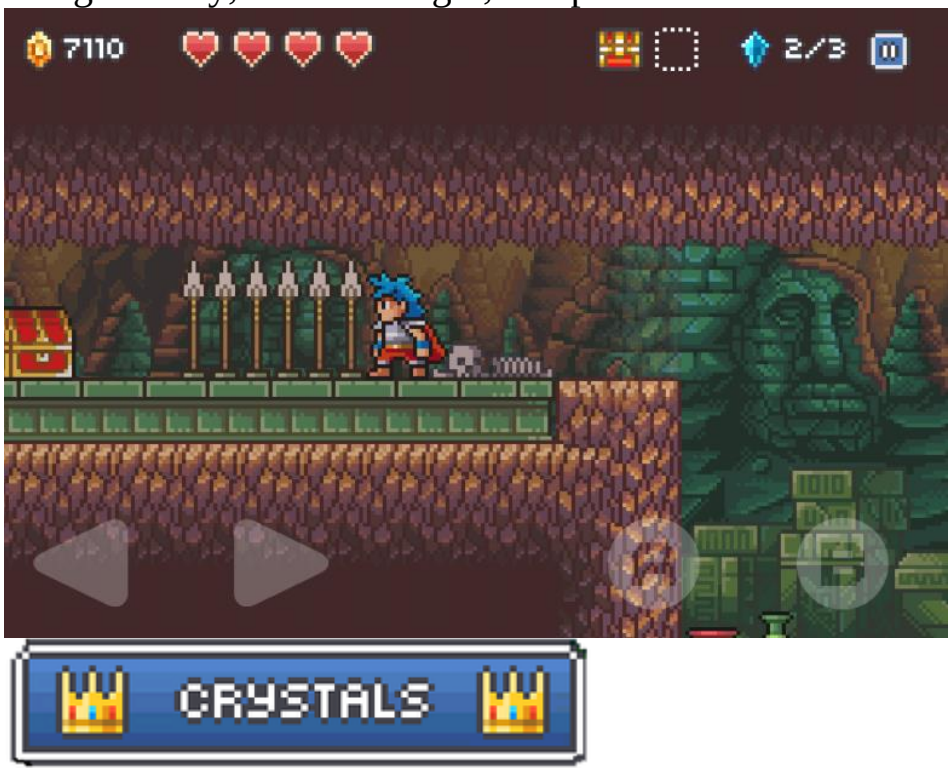
When you arrive at the blue spike pit with a spider, jump onto the red panel. As you are riding it, defeat the spider and once you're in the middle of the cavernous structure above you, double jump up and left. You will break through a fake ceiling and land on solid ground. Jump up right to reach the **PHOENIX PENDANT**, the **second treasure** for the level.

Crystal 1 is right next door to the first treasure, so make sure you've unlocked the barrier before trying to collect it. Unlock the treasure, then drop down into the centre of the gap to fall into the crystal and a couple of coins. The **second crystal** is just beyond the red panel section where you discovered treasure 2. Jump onto the floor past the spitting statue head, and double jump up into the ceiling (just before the green snake) to snatch this one.

For the **final crystal**, activate the switch to the upper right of the vertically descending/ascending spinning shuriken, then pass through the open barrier. Below you, there will be another spinning shuriken that spans a short horizontal distance. Wait until the shuriken is moving leftward, then dive into the pit to grab the crystal and make your exit swiftly.

In your early exploration of the level, you will come to a part with several single step blocks and a horizontally spinning shuriken that's menacingly lurking above them. When it's safe to do so, jump up via the blocks and you'll land onto a ledge – a spider will greet you as you do. Now, from here you are able to double jump through a fake wall on your left, but you will be blocked by (you guessed it) a barrier. To unlock the barrier, you need to go trekking. Jump over the blue spikes back where you came from, and defeat the flaming skulls, purple witch, red witch, and green and brown dino. Note how there are two gargoyle statues (be aware the one on the right is the real one). Head towards the left gargoyle and jump into the gap with boxes. Slash them. Quickly navigate the five crumbling blocks below to reach the other side, where you'll find an **orange switch**. Step on it. This will open the barrier you found before. Head back towards the fake wall. Here you must carefully make your way across nine flipping ledges (and dodge the lava) to reach the **MORNING STAR**, your **first treasure**.

You'll be close to **treasure 2** when you see a purple ogre patrolling nearby a skull/goat statue, so keep your eyes peeled. Jump onto the wooden platform above, then use the **spring** on the right of the spikes to catapult yourself upward and left through a fake wall. There will be more spikes along the way, so time it right, and proceed leftward towards the chest.



The **first crystal** is impossible to miss. It's just waiting to be collected on a block near the spinning shuriken at the very start of the level (just past

the purple ogre and purple witch). To acquire it safely, allow yourself to 'fall' slightly from the previous block, then jump up towards it.
The **second one** is also very conspicuous, but in a more dangerous location – it's wedged inside a pit right underneath a spiky thwomp. To get it without sustaining damage, run quickly down the rocky stairway as the other thwomps fall and once you're in the pit, leap out instantly.

The **very last crystal** is in a chaotic section with spinning shurikens near the end point. Use the **red panel** to move right, and if you've timed it wisely, you should reach the middle section without any scarring (please do not emulate the illustration below unless you have the **PYRO VEST**, which shields you against lava damage). Make a jump for the crystal and cruise out towards the next level.

The **first treasure** is located to the left of a rising/falling ice block. On the right, there will even be a handy arrow (made of coins) pointing to where you should go. When the ice block is near the blue spike pit below, jump onto it and break through the fake wall. Defeat the rat guarding the treasure, and pocket the gems it contains.

When collecting crystal 2, you'll make the green panel near a green snake rise to the ceiling. Return to where the green panel was originally, and fall through a fake section in the flooring – there lies the **second treasure chest** within this level **(POTION).**

The **first crystal** will be on a rocky step just near a spiky wheel goblin. Slay the flaming skull in your path, then drop down the rocks to swipe the

crystal (when the spike wheels aren't falling). **Crystal 2** is after a pig knight and past a green snake. On the right of the snake, you'll notice a green panel. Board it and ride it up toward the ceiling. There should be a red and green vase waiting, with the crystal flanked by two coins just ahead.

The **final crystal** is very cleverly hidden. After the second crystal, you'll come to a region with a green bird. Continue and you will pass a fire geyser, and see a spiky thwomp up ahead. Run past the thwomp, and a crystal will be revealed right above it – jump up and snatch it before the thwomp rises again.

Treasure the first is past the three spitting fireballs. Drop down onto the ledge with a fire geyser, and instead of jumping up the platforms, go right. Dash past the fourth fireball, and follow the passageway, where you'll eventually need to pass three more fire geysers. Two red dragons will be patrolling nearby. Slay them both. The chest **(POTION)** is buried in a pit guarded by a spinning shuriken. Snag it, and make your way back into the level proper.

The **second treasure** demands a more tactical approach. When you reach the section with the purple ogre, you should notice a block. That's necessary for the treasure, so go up behind it and push it off the green ledge, and once more so that it falls down into the blue spike pit (on the left, below). Now, drop down carefully and if your guessing skills are reasonably good, you should land on the block. Use it as leverage to leap into the cavern on the right. Defeat the rat and claim your prize.

At the very beginning of the level, jump onto the spinning pick axe block when it's safe. Then quickly leap onto the flipping spike panel and onto the spitting statue head to swipe **crystal 1**. For the **second crystal**, you need to go past a spiky doorway and reach an area with two green and brown dinos, plus a flaming skull. Leap onto the brown ledge, then navigate the crumbling blocks on your left to an upper platform where the crystal awaits. Note: this must be done quickly or you'll risk missing it.

After collecting the second crystal, proceed right. Board the icy blue block that's levitating up and down, and navigate the disappearing grey panels until you reach a spring. Jump on it, defeat the spider, and propel yourself rightward onto the single step block. On your right should be a purple ogre. Put him out of his misery. If you go past him, you'll see a full row of temporary blocks forming a bridge above (troubled) lava, and a spitting statue head carved into the cave wall. Jump onto the statue head for the **final crystal**.

The **first treasure (MAGIC SHURIKEN)** is wedged behind a snake in a mini alcove. To reach it, first make your way to the area with two green and brown dinos, two flaming skulls and a red witch. On your right there will be disappearing grey panels, but you don't need to use these just yet. Instead, drop down onto a green ascending panel. Time it right, and double jump right onto a tiny green panel, and instantly jump again onto the rock. Defeat the hissing guardian and claim your reward.

Treasure the second is behind a fake wall. When you arrive at a lava filled region with two purple witches, ride the first grey (vertically ascending/descending) panel up high enough to jump onto another horizontally moving grey panel. When the fire geyser **on the right** is temporarily extinguished, dash right and collect the gems.

The **first crystal** will be behind a fake wall. Proceed to the area with a spinning pick axe and a fox doing the catwalk on a green ledge. Go left through the false barrier to collect three coins and the crystal. The **second one** is also behind a fake wall, but is located in the same area as treasure 2. Climb onto the second grey horizontally moving panel, and this time, dash past the fire geyser on the left to run into the crystal.

And last but not least, **crystal three**. To acquire it, pass the purple ogre on the bridge and drop **down** to the left of the gyrating pick axe. The crystal will be surrounded by three coins. Swipe it, and exit the level. Please be aware that leaving this particular cave requires you to board a grey ascending/descending panel, defeat a purple witch (optional), jump over a mini lava pit and push through a fake wall to plummet down onto a hidden

switch. Then, carefully make your way down to the (now) unlocked barrier.

As the final level of the Dark Caves, 3-16 will absolutely test your mettle. But fear not, for the skills you've gained besting the previous stages will come in extremely handy. In terms of difficulty, I'd say it's equivalent to 4-16; it is quite lengthy and there are multiple sections where it's easy to take damage, so pulling everything off in a single run can get tough. You'll spot a massive lava pool at the very beginning, so unless you're prepared to lose three hearts (and make up for lost health later on), I recommend going in with the **PYRO VEST** equipped. Alternatively, you can use the **SOUL EATER**, because that weapon will restore lost hearts whenever you defeat enemies using magic. Ok, first up, let's get the treasures out of the way.

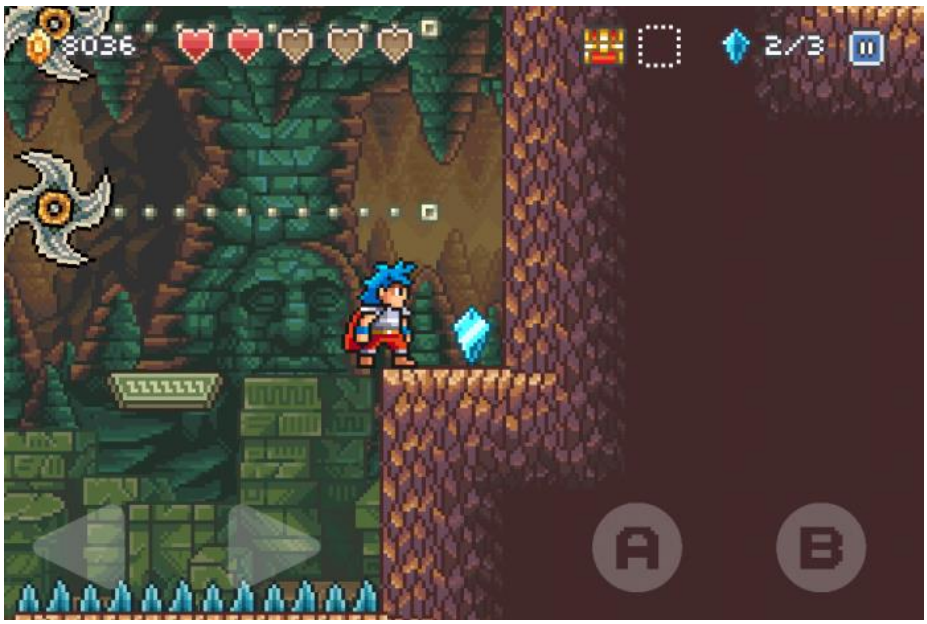
For the **first treasure**, cross the three spiky panels while dodging the spitting statue heads. Then jump onto the rocky platform with a red vase, and double jump **up** to break through a fake ceiling. On your immediate

right will be a row of eight spears, so wait until they've gone down to jump up and grab the gems.

Obtaining the **second treasure** is a rather fiendish task. Go to the shuriken section where crystal 2 is located, and keep climbing upwards, leaping away from the shurikens when necessary. Once you're up on top, jump left, away from the pig knight, and slay the purple witch. Now you better be ready for some fancy footwork, because there's a red moving panel you'll need to ride – and your timing is imperative. When you see a green snake, jump onto its ledge, defeat it, then drop down through the gap onto the panel again, and when you're close to the treasure, double jump up to claim it. You'll need to ride the other red panel back to where you came from, essentially doing the mini acrobatics course in reverse. And we're not done just yet, as there are three crystals still waiting to be pocketed.

Crystal the first will be nestled against a rocky wall, near the level's opening. It's very conspicuous and therefore not missable. Defeat the purple witch strolling nearby to collect it safely. **Crystal 2** will be to the left of a purple ogre, guarded by a spiky axe goblin. Time it so the ogre is facing **right** and swiftly kill the goblin before the fire geyser starts sprouting, and collect the crystal. Don't worry if you lose a life here, as this challenge is heavily dependent on RNG.

The **final crystal** is on the bottom right hand corner of two horizontally spinning shurikens. This section is just after the purple ogre you defeated for crystal 2, and accessed via a green panel. Considering the proximity of these two crystals, the collection may *sound* relatively easy, but given the speed of the shurikens and the rising panel, you'll need some solid timing if you don't want to lose health.



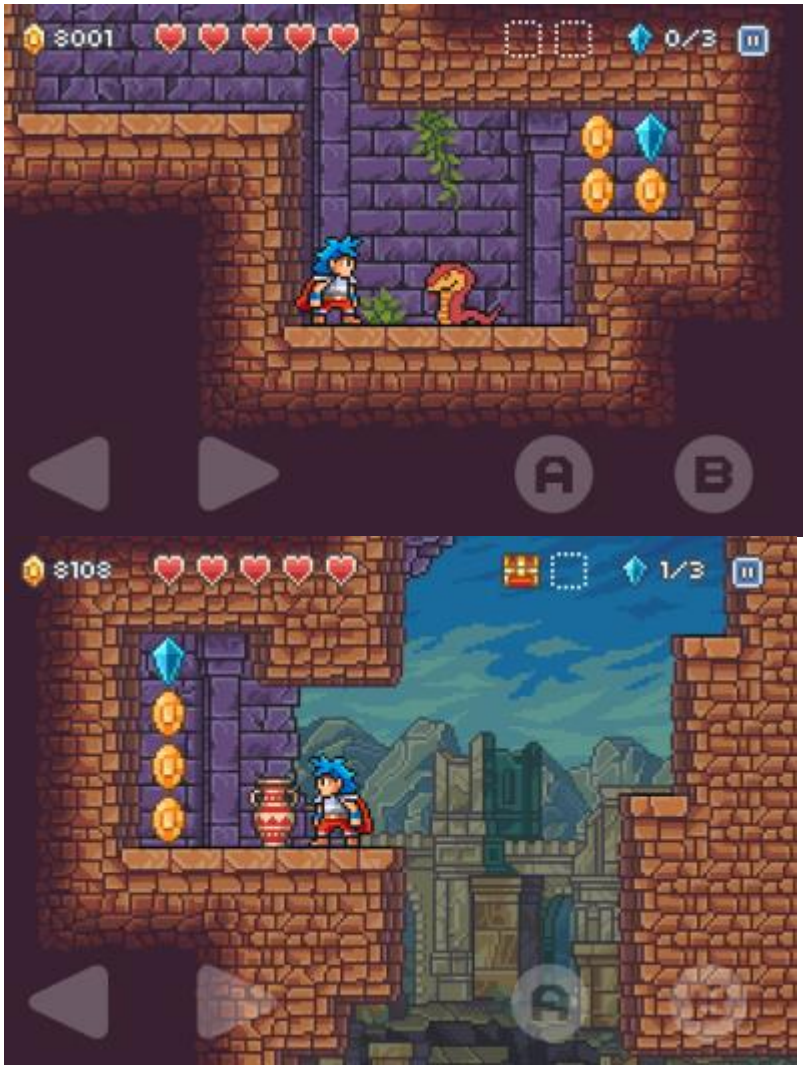
After you've accumulated all the treasures and crystals in the level, there's an additional red panel section with purple witches and three gargoyles. Defeat them, and proceed upwards past the spinning shuriken. There will be a slew of enemies (flaming skulls, a gargoyle, purple ogre and purple witch) towards the end, each one desperate to kill you before you exit safely – don't let them. If you're not using the **PYRO SUIT**, make sure you have at least **three** hearts to cross the lava pit at the end – you'll perish otherwise. Now that you've gathered all the crystals and treasures the **Dark Caves** had to offer, rest up by a campfire and soak in your valiant achievements before entering the **Lost City**.

ENTER a once forsaken world of runes and magic, where myths become real and destiny awaits for the taking. Do not fear the stoic sorcerers or the explosive powered lizards as you stride across sliding conveyor belts and rotating spiky beams, but instead, let your faith guide you with invisible wings and lightning fast reflexes. Be wary only of the behemoth of all challenges that awaits at the conclusion of this trap infested domain.

The **Lost City** is the 4th main area of ***Goblin Sword***. It has 16 levels including the bonus level. Here are the locations of all the crystals and treasures in each level.

Below the first couple of rotating spiky beams, you will find treasure no 1. Fall to the left of the first spiky beam and you will land on a spring. Go down and rightward, take out the rhino while you're there and head towards the **treasure** at the end of the tunnel. For the **second treasure**, you need to jump through the fake ceiling just before you exit the level. Don't go down the steps, instead stand upon the green patch of grass and jump upwards. The treasure is high above and is locked behind a barrier, which you need to have activated before you get here. To activate the barrier, you need to push a block onto the red switch. The block is located behind a fake wall just on the left of the ledge nearest the fire salamander. A tusked boar should be on it. Once the barrier is unlocked, you can navigate your way to the second treasure using the moving red panel.

At the start of the level, descend into the pit with one large burgundy block. It is just after the wizzmage. Keep going, defeat the red snake and then swipe the **crystal** from the corner. The **second crystal** is located near the area with yet another red snake and wizzmage. This area is further on in the level and requires you to jump on top of a pillar to reach it. Jump up and left onto the ledge with the flaming torch. Then fall down two ledges and jump across the gap to find crystal 2 up in the corner near coins and a vase.



The **final crystal** for this level is in plain sight on a ledge with a tusked boar. This is also the ledge which lies against a fake wall that conceals a

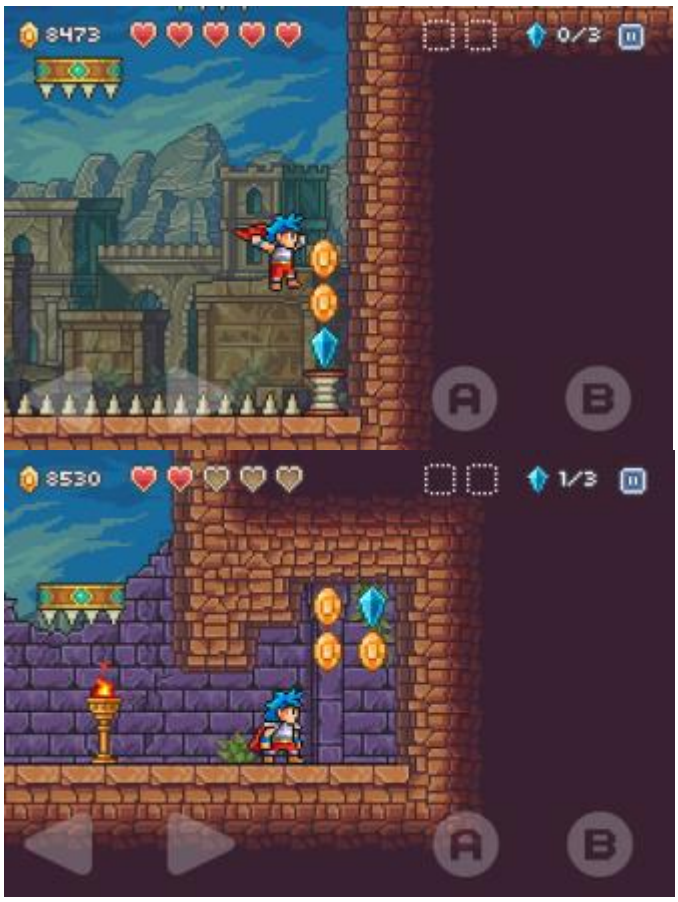
block (which you'll need to use for the final treasure of this level).

For **treasure no 1**, you will need to jump onto a rhino's back. Proceed until you reach the part of the level with the 2 horizontally moving yellow spiky bocks, but don't go past them. Jump onto the rhino and jump up through the fake ceiling to uncover the secret hiding spot of the treasure. The **next treasure** is at the very end of the level, and is quite easy to miss. It is also very close to a crystal, and can be accessed using the spring below. Use the spring to propel yourself upwards and to the right, straight through a fake wall. Then climb the ledges to claim the second treasure.

At the very start of the level just past the shady looking man in a red cloak, there will be 3 single step blocks. Jump onto the one on the lowest one, then jump straight through the fake wall above it for the **first crystal**. **Crystal no 2** is further on in the level. You will reach an area with a wizzmage patrolling a ledge that ends in spikes. Jump onto the conveyor belt below, and move right through the fake wall to collect the crystal.

The **final crystal** is just before the level exit. You'll notice a spring on the left, which you can use to catapult yourself towards the ceiling, where the crystal is waiting to be captured. Take note that if you jump right you will break through a fake wall and unveil a treasure.

Treasure no 1 is behind a locked barrier on a high ledge just near a wizzmage. Go to the right of the wizzmage and you'll see a wooden ledge with a block on it. Push the block down into the gap below, right onto the ledge with the spiky rotating beam. Once it's there push it to the right, so it can land on a red switch which activates and opens the barrier. The **next treasure** is located towards the end of the level. You will reach an area with three ledges, and each one will have a monster on it (green bomb dino, minotaur and axe fox). Go to the top ledge (with the axe fox) and you will notice two coins suspended just under the ceiling. This is a clue! Jump through the fake ceiling, and you'll find a descending panel. Board it and ride it just past the ledge with the green bomb dino. Then jump right and through a fake wall to uncover the treasure (**CHAIN WHIP**).



The **first crystal** can be found below the three golden spiky flipping ledges towards the beginning of the level. After the third ledge, drop down to your right. You will land upon a spring with two coins and a crystal sitting right on top of it. The **next crystal** is slightly easier to spot, and is also in an area with a gold flipping ledge. Continue until you reach an area with a green bomb dino, and walk down the steps. Defeat the spear fox and red snake in your path, then head to the corner and jump up into the crystal.

The **final crystal** is near the locked treasure. You will eventually reach a spot with a wizzmage high up on a ledge. Go left onto the pillar just under the locked treasure, then jump leftwards to reach an recess in the wall. There will be 3 coins lined up vertically underneath the crystal.

When you first start the level, jump past the spear ledge and defeat the minotaur on the top of the building. To access this treasure, fall to the right of the building and push up left against the wall. You will break through a fake wall and land right next to the **first treasure chest**. The **other treasure** is hidden behind a fake wall near crystal no 2. When you collect crystal 2, don't use the spring to go upward. Instead, jump to the right over the gap and you will pass through a fake wall and into the secret hiding spot of treasure 2.

Near the section with two pillars and a rhino, jump up left and you will reach a conveyor belt leading into two spikes. Just above that, there is a stream of coins with a **crystal**. Jump up and carefully swipe it. The **next crystal** is near a wizzmage. Defeat it and drop down onto the ledge on the left. It will have a spring on it. You should be able to see the second crystal just below diagonally to your left, also just above a spring.

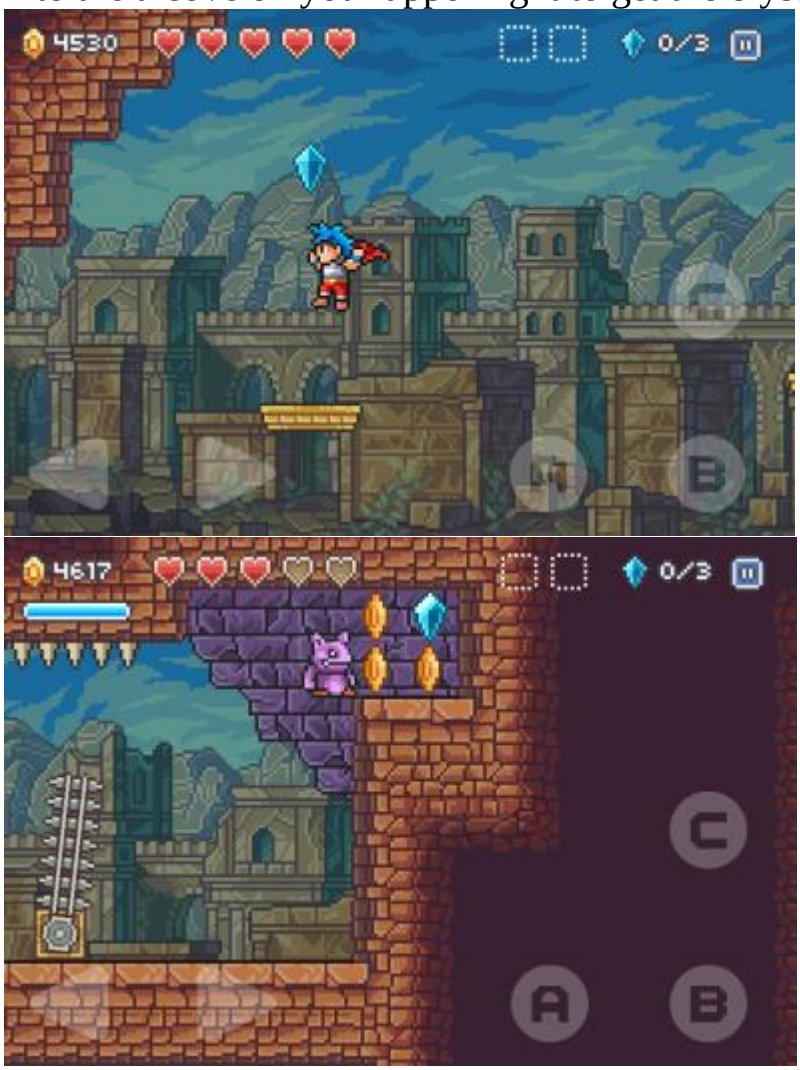
And the **final crystal** is probably the trickiest of the three to locate. It is just off the building with the green domb dino and the tree, just after the tusked boar. Drop down the gap that is before the dino and push right into the wall, where you will break through a fake wall and access crystal 3. You could also reach this crystal earlier on when you first encounter the rhino.

Treasure 1 is actually really close to crystal 2, so it's past the multitude of spiky rotating beams (a total of 5). Although crystal 2 is visible to the naked eye, the second treasure is tucked away behind a fake wall right

beneath it. Drop down and run through the wall to unveil a pile of gems.

For **treasure 2**, pass through the spiky rotating beam gauntlet and keep proceeding until you see the tusked boar. Defeat it. Now, don't go down to the next obstacle course just yet. Note the small brown ledge. From there, double jump up left and into a concealed passageway. Wait until the time is right and cross all three ascending arrow clusters. You should see a rhino casually strolling in the next space. Jump onto its back, express your gratitude for using it as leverage, and reach the ledges above – which lead you to the treasure.

Near the start of the level, you'll reach a section with a spear fox and minotaur. Drop down the platforms and eventually a propeller platform will come into sight. Strike it with your sword, and it will start moving upwards – so quickly hitch a ride. Once it reaches its destination, jump left and keep navigating the panels until you spot **crystal 1**, which should be in the air. Grab it. For **crystal 2**, you will need to manoeuvre through a slow-spinning spiky rotating beam section. There will be 2 at the bottom section, while three are stationed up top. Dodge them like a ninja and jump into the alcove on your upper right to get the crystal.

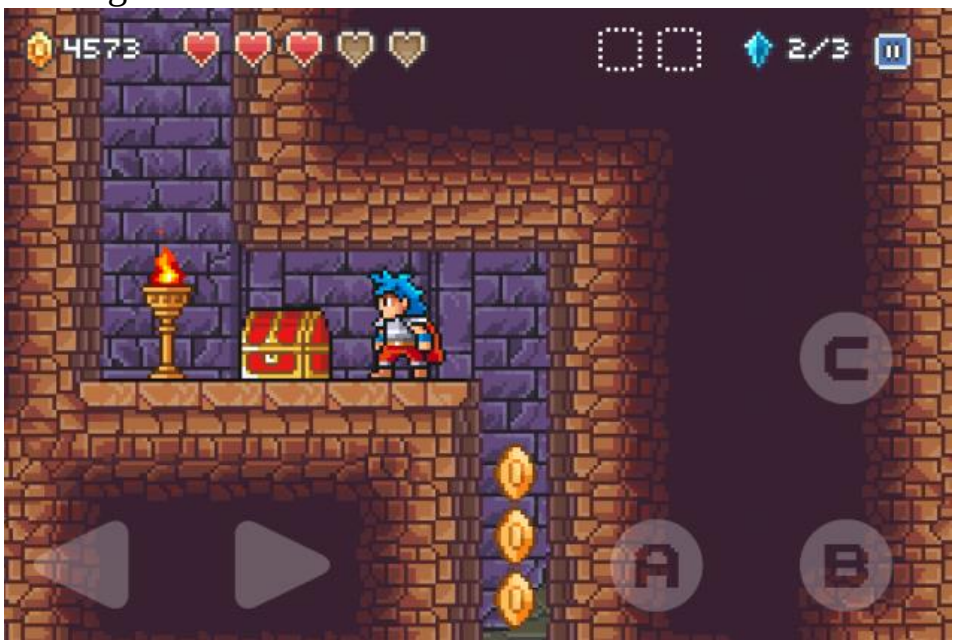


For the **final crystal**, proceed through the spiky rotating beam gauntlet (after treasure 2) and you'll arrive at a place very close to the level exit

with a minotaur, wizzmage, tusked boar and spear fox. Dispose of them all. Now that the area's clear of enemies, collect your reward from the top left hand corner.

Treasure 1 is accessible via a secret red panel. Reach the area with a green bomb dino (just near the underground passageway where crystal 2 is). Now, once you've defeated him you might be tempted to jump on the wooden ledge above and continue your progress. Don't do that yet. Push through the fake wall on your right and there will be a red panel. Board it and enjoy your ride – it will take you to an elevated cavern with a flame and a minotaur guard. Defeat him, then drop down the coin pit and you'll

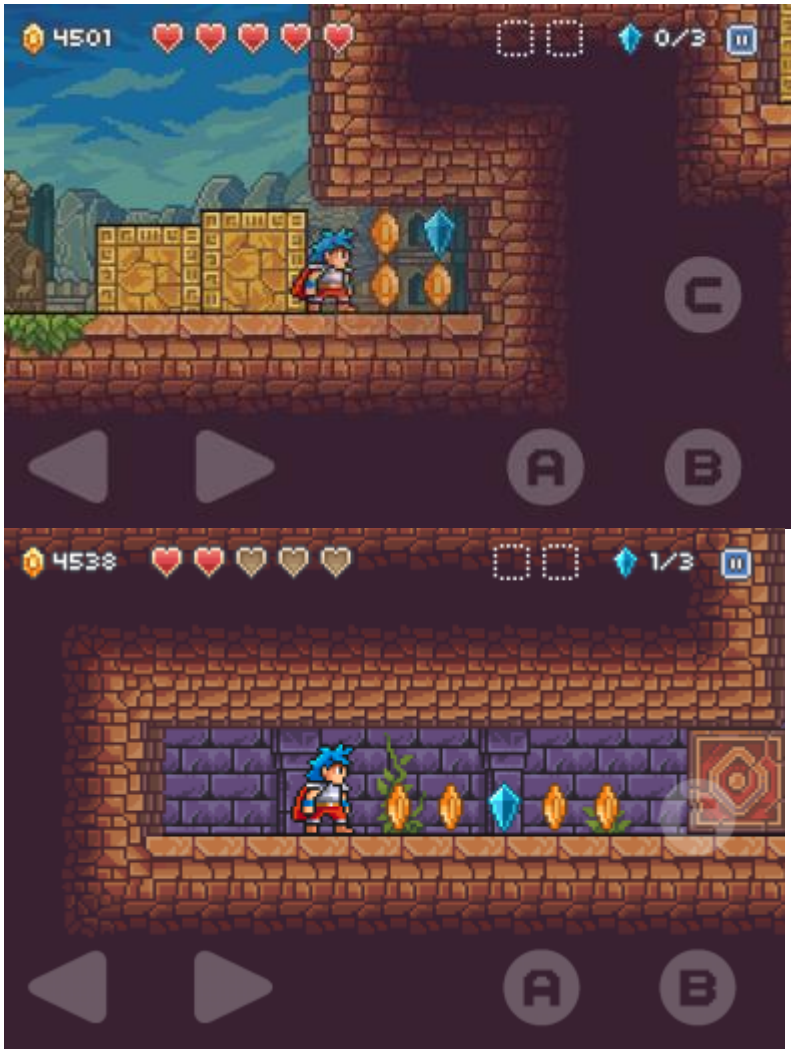
land right next to the treasure.



Treasure the second is close to the level's end. Walk to the region with 5 yellow moving pillars. Pay attention and you'll notice there are a few coins arranged vertically to the right of the last pillar. That is, indeed suspicious. Jump diagonally right and upward from the rightmost pillar to break through a fake ceiling. Open the treasure chest to unlock the **BASILISK BADGE**.

The **first crystal** is well hidden and easy to miss. Right at the beginning you'll notice two yellow pillars that rise and fall continuously. Normally,

you'd use them for a boost to reach higher ledges/platforms, but they're actually guarding a fake wall. Push through it to swipe the crystal.
The **next crystal** is submerged within an underground passageway. When you arrive at the area with three yellow pillars and a flying sorcerer, you'll notice a wide gap between the 2nd and 3rd pillars–that's your clue, because there's an invisible drop right there. Fall through fake floor to get crystal no 2.



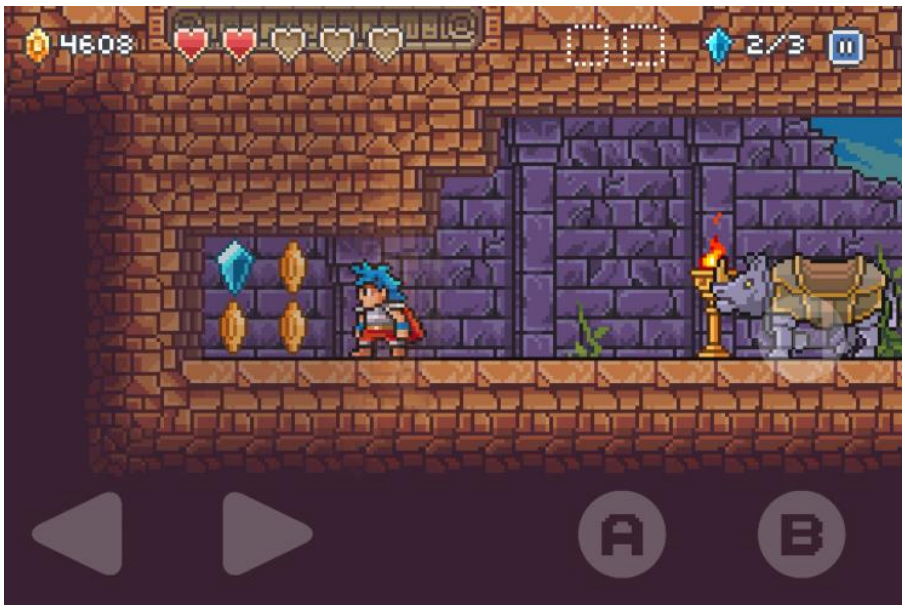
Crystal 3 is behind fake wall inside a miniscule recess. Defeat the pig knight and spear fox inside a long purple corridor, and continue. A spike pit will appear on your right. Lay waste to the polygon knight that tries to attack you, then jump up and left through the wall to collect the crystal.

The **first treasure** is just above the initial spiky rotating beam on the right. Time it so you can safely land on the block, then leap up and right through the fake wall.

Treasure 2 is found right at end of level. To reach it, go to the left of the spiky rotating beam (ignore the spear fox for now). Double jump up and you'll break through an ersatz ceiling. Climb the next ledge, and you'll arrive in a room with 2 yellow moving pillars, spiky ceilings, and a fire salamander. Be careful not to get impaled or roasted, and make it to the room above with your prize (**SPIRIT BANGLE**).

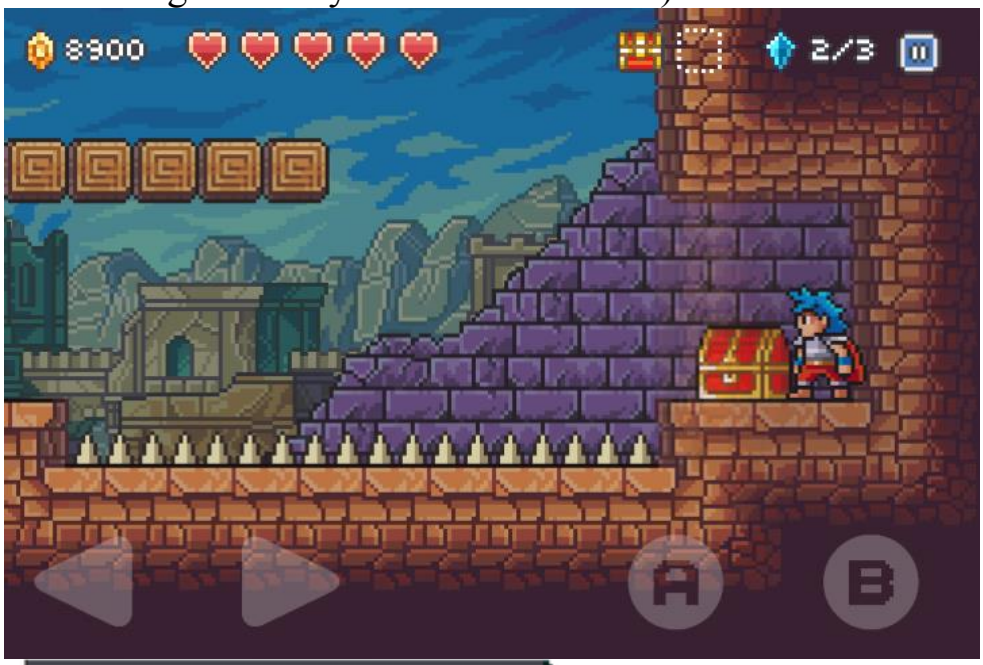
Crystal 1 is located behind a false wall. When you encounter the first set of 2 spiky rotating beams in the level, jump onto the block of the higher beam. Then simply walk through the wall to claim the crystal. The **second one** is wedged in a corner with a spike pit in the vicinity. Reach the area with a rhino, spear fox and green bomb dino (a polygon knight is also lurking for some last minute fighting). Blast them to smithereens, then jog across the ledge above them. Fall down into the purple coloured pit on the right, using the golden blocks to reach your prize below safely.

The **final crystal** is behind a fake wall near a rhino. Look out for the burning flame as a signal. This area is situated after a section with brown spiky conveyor belts, a wizzmage, fire salamander and tusked boar preceding it.



To obtain **treasure one**, you'll need a key. Proceed to the area with five yellow pillars that rise and fall. They should be just below two rotating spiky beams, and a polygon knight will come and try to attack you. Using the base of the spiky beam on the left hand side as leverage, jump up and left onto the alcove in the brick wall. From here, jump right, and if you like, defeat the minotaur. Now jump up and left, deal with the wizzmage on patrol, and you'll encounter two more moving yellow pillars. Time it right so that the green bomb dino doesn't hurt you, and dash past them into the room with a spiky ceiling. There will be a key there – grab it. Return to the area with the minotaur, and keep walking until you are roughly in the middle of the overhanging structure (another minotaur is on the right). Jump up through a fake ceiling, and keep jumping upwards until you reach a barrier. Unlock it with the key and claim your prize.

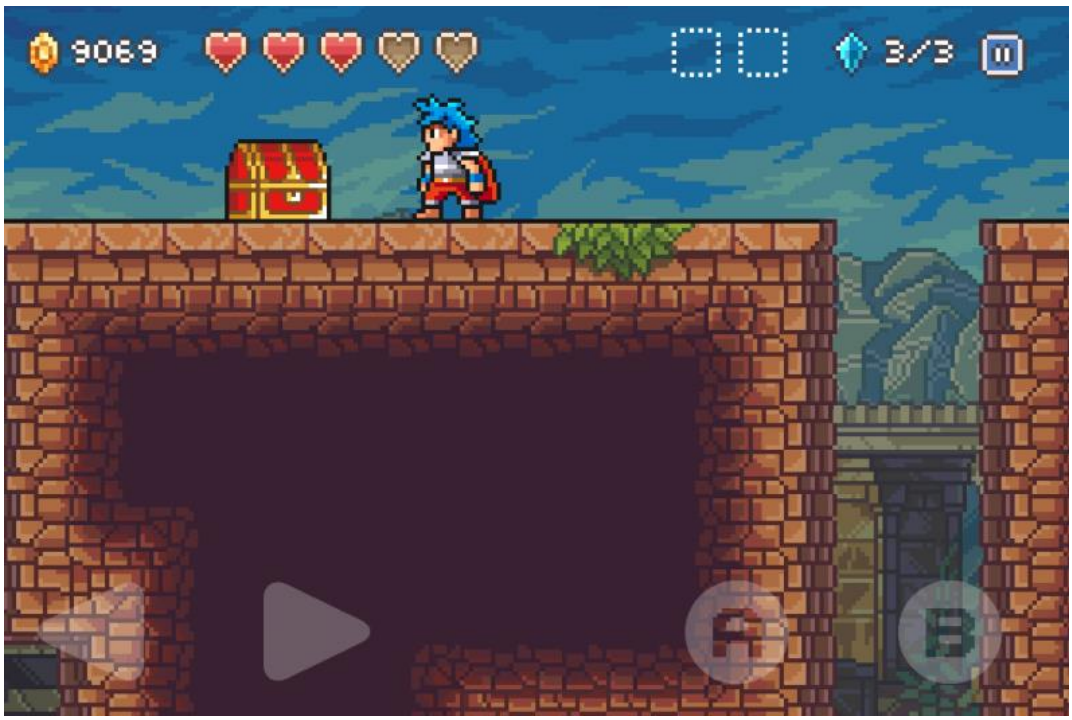
Treasure 2 is located at the level's end, tucked in the corner behind a fake wall. Battle it out with the minotaur and the two flaming skulls, then hug the right wall as closely as you can, and push into a secret room as you fall. The treasure is yours for the taking. Note: an arrow made of coins actually points to this treasure's location on the ledge just above (beware the rotating beam if you're low on health).



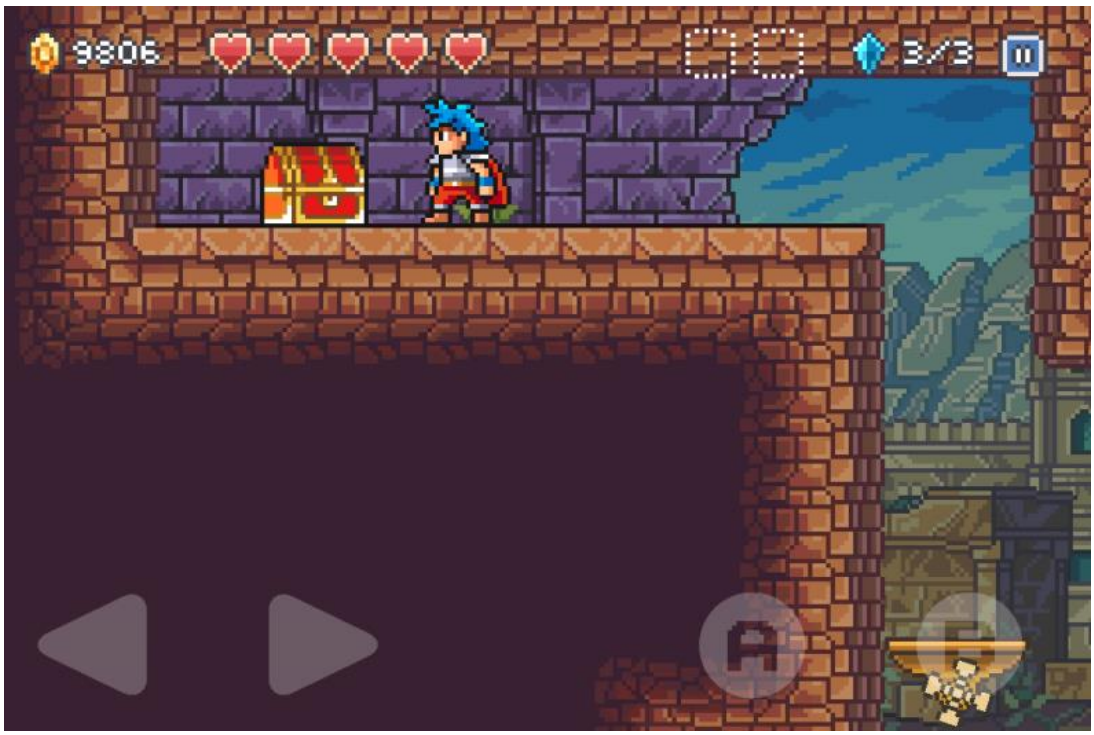
The **first crystal** is at the very start of the level. Fall off the wooden beam, but don't rush past the conveyor belt or leap over the two spikes. Go left and you will pass through a fake wall. The crystal is in a small pit with a coin just above it. The **next crystal** will be directly after the pig knight, and since you'll run into it during normal level exploration, it's not missable. Jump right onto a brick block suspended in the air and you'll be swarmed by two flaming skulls. Dispose of them, and fall down into the right hand corner to collect the crystal.

You will note a red snake sitting menacingly to the left of a spiky rotating beam. Rather than catapulting yourself upward with the spring behind that snake, go right onto the structure with two vases (one green, one red). Now, double jump right and break through the mini fake wall to swipe **crystal number three.**

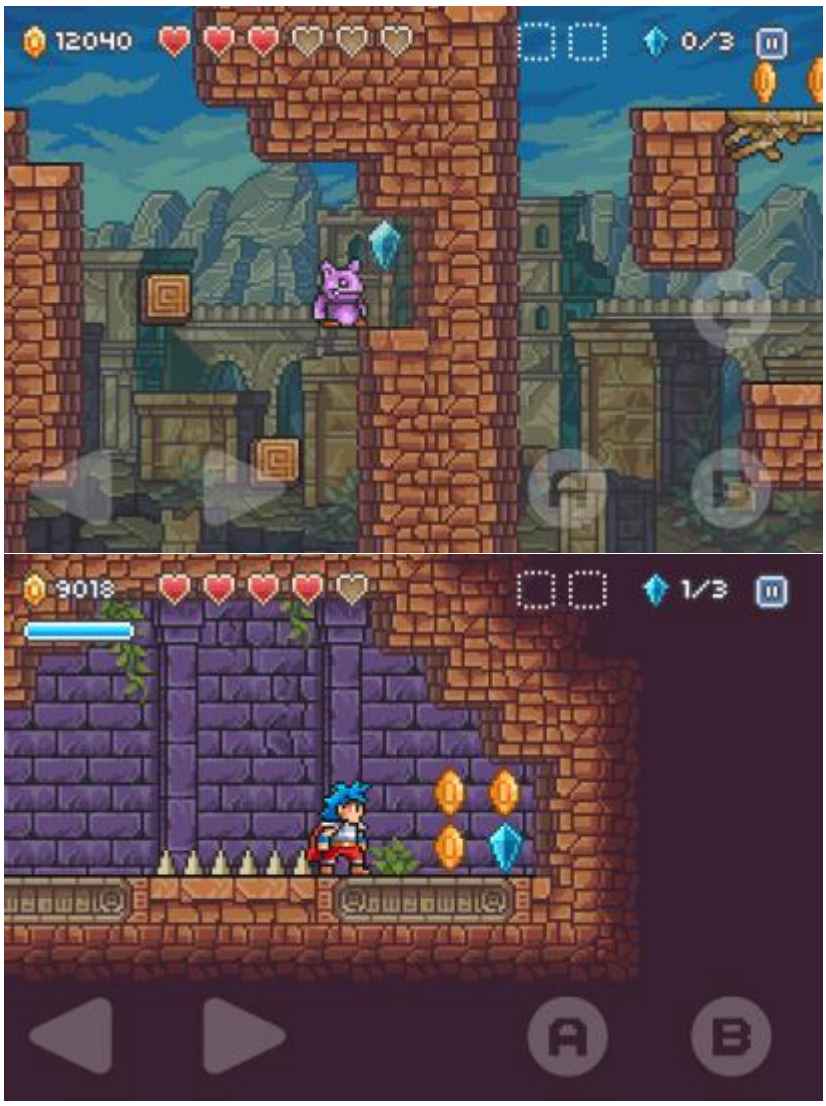
Treasure 1 requires knowledge of invisible wall locations, but is easily accessed. When you reach the two rotating platforms (clean one side, spiked on the other) don't continue right past the spear fox. Instead, double jump up and left through a fake wall. From there, follow the coin pathway and leap across the chasm onto the next roof. If you keep going left and clear another gap, the treasure **(LIGHTNING BOOTS)** will be silently waiting.



The **second treasure** is a bit more devious. Once you've passed the two yellow blocks that move horizontally (above conveyer belts), you should arrive at a suspended platform with a minotaur just on the right. If you look carefully, you'll be able to see a slight opening in the brick wall down below – that's your clue. Fall down hugging the right wall, and push through a fake wall. Follow the corridor of coins until you see a propeller panel. Strike it, and it will start to rise, so make sure you jump aboard quickly. It will elevate you all the way to the ceiling where the treasure patiently in a small nook.



Crystal 1 is nestled inside a tiny crevice in the wall near single step blocks. This one is very easy to miss for a couple of reasons. Firstly, you'd never think to inspect such a slender looking brick wall. And secondly, the crevice itself is barely larger than ***Goblin Sword*'s** protagonist. As such, the goblin transformation is used to showcase this crystal's location. **Crystal 2** is comparatively much easier to find. Just make it to the section with the spear fox and two flaming skulls. You should see a green vase, to the right of which will be two conveyor belts and six spikes. Defeat the skulls and leap across the spikes, and swoop into the crystal.

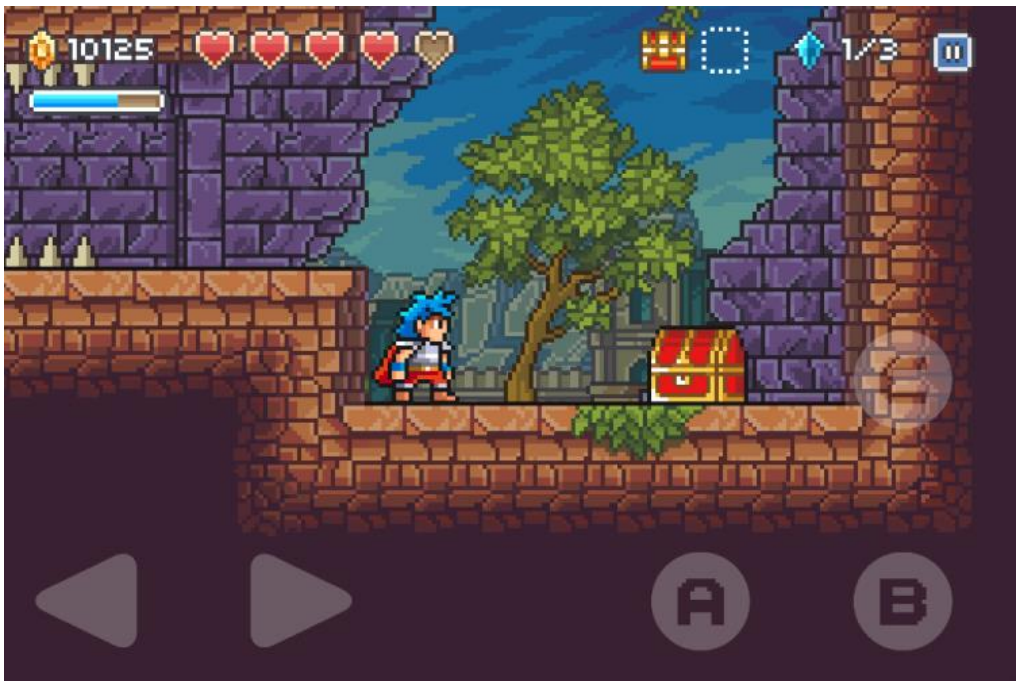


You'll lay eyes upon the **final crystal** as part of normal level progression. Reach the wizzmage (a polygon knight will also be floating around) who's stationed next to a rotating spiky beam. Now, time it carefully so you jump over the beam and land in the corner, grab the crystal, and jump out of the pit before the beam damages you.

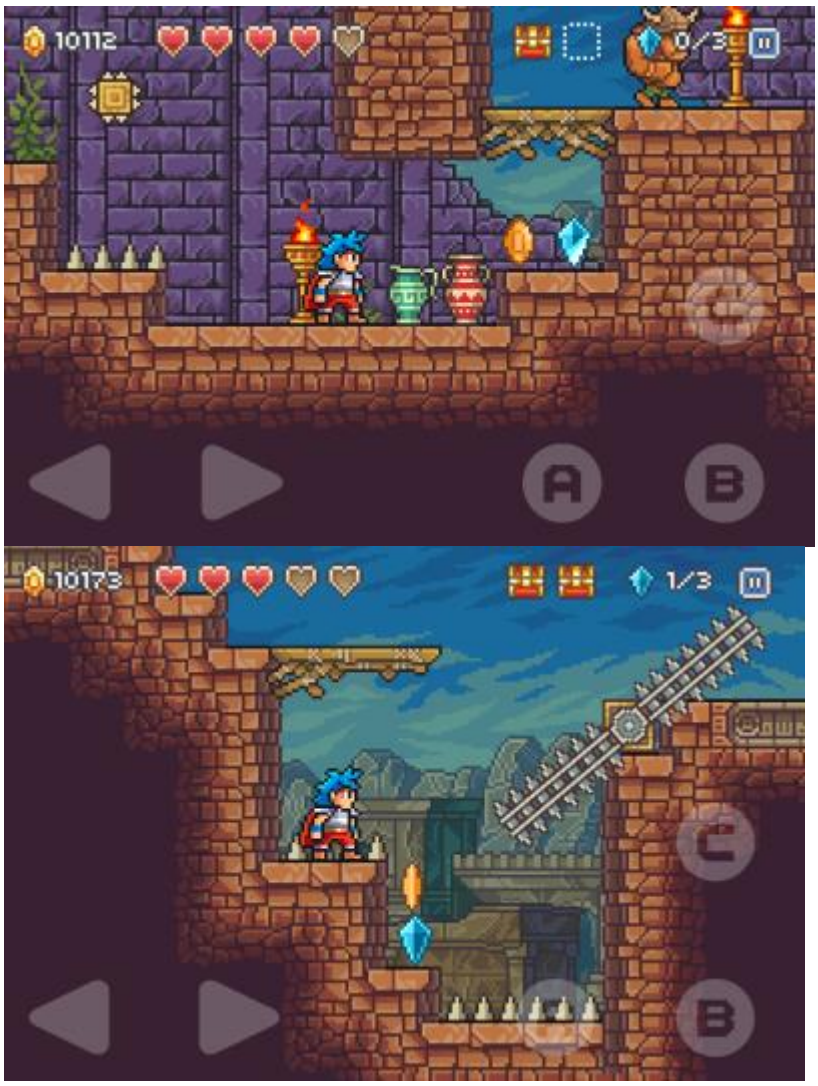
If you're keen on collecting both treasures in one run, then make sure you have the **Lightning Boots** (picked up in Level 4-9) equipped. For **treasure 1**, you'll need to do a bit of prep work. Defeat the minotaur and polygon knight at the start of the level, and keep going till you see the red snake. Just past it you'll see a couple of light brown ledges and a high brick wall on the right; there's actually a fake section in the middle of that wall. Double jump towards the wall from the higher ledge to break through. Once you're inside, defeat the spear fox. Use your sword to slash the spiky platforms, which will cause them to flip and make them 'climbable'. You'll find a small wooden block in the alcove above; push it **leftward** so it lands on the brick building below. Keep pushing it into the narrow pit/vertical gap and it will land on a red switch, unlocking a barrier nearby. From where you are, time it carefully and run past the spiky rotating beam, then lower yourself towards the treasure.

Treasure 2 is found deeper inside the level. You should pass a fire salamander and reach a cloaked man huddled by the light of a torch; move close to him, and you'll receive some very handy advice:

By 'specific equipment', the man is hinting at a relic that will enable you to pass through a set of spikes down below. There's only one relic you can rely on here: the **Lightning Boots**. Fall down to the right of the cloaked man, and slay the tusked boar. Then press 'C' to dash past the five sets of spikes and you'll reach the treasure at last (**Book of the Dead**).

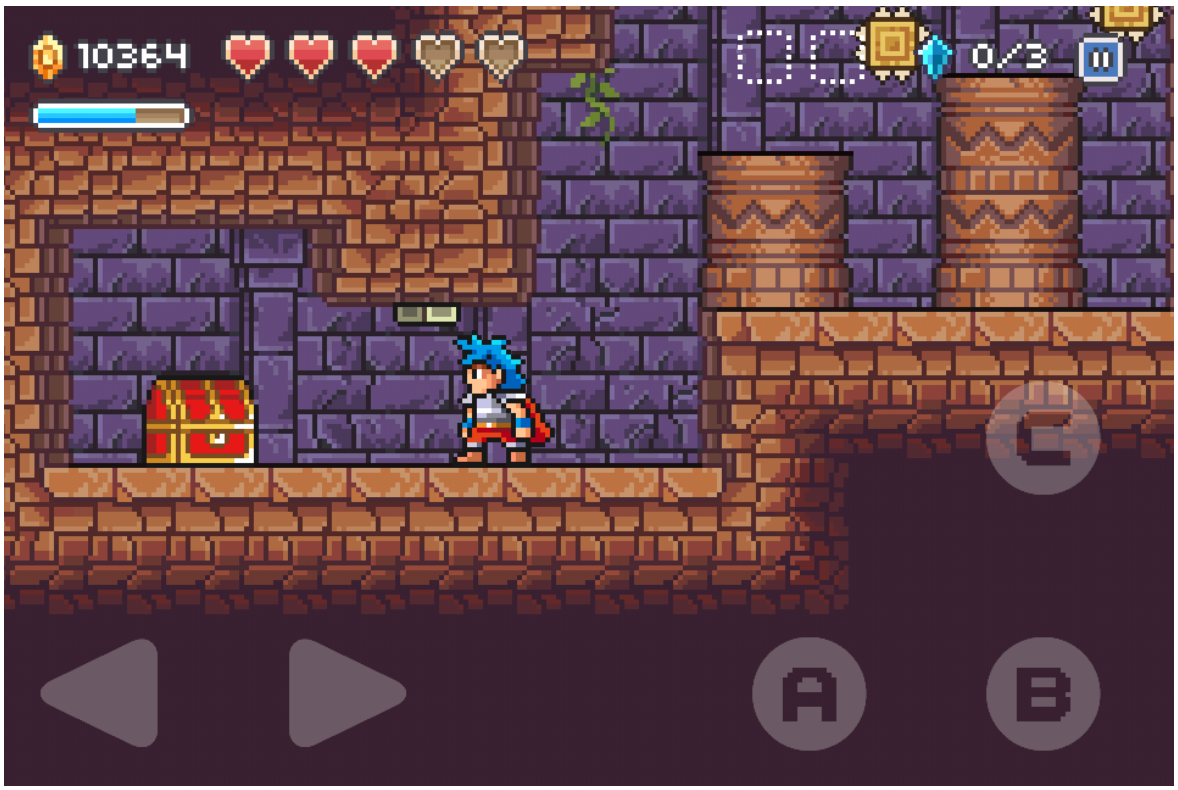


The **first crystal** is located just before the cloaked man who gave you clandestine advice about the **Book of the Dead**. Instead of going right after speaking to him, go left; drop down the ledges, and jump past the spiky yellow block when it's safe. Your reward awaits just beyond a green and red vase. For **crystal 2**, reach the section with conveyor belts where a couple of flaming skulls and a polygon knight rush you. Defeat the red snake up ahead. Now carefully wait until the spiky rotating beam is vertical, and drop down into the single safe position in the spiky pit below.



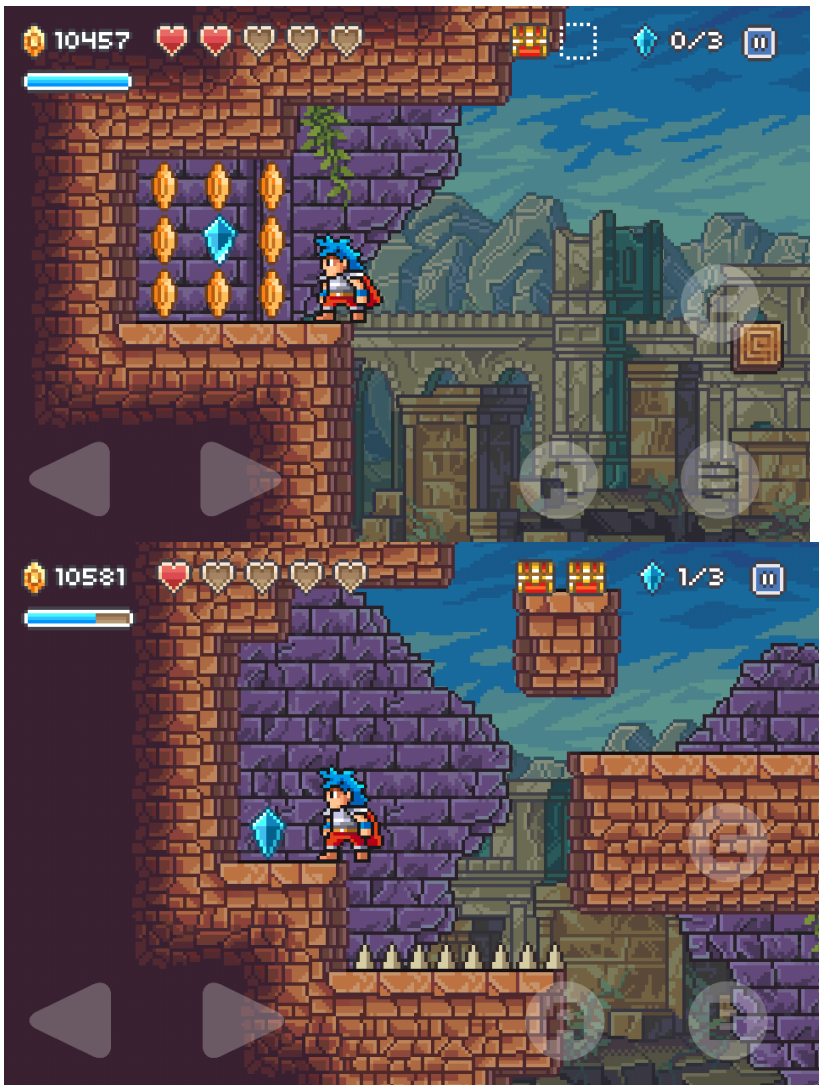
The **final crystal** is extremely close by to the second one, but it's very easy to miss; just continue across the conveyor belt, and dodge the second spiky rotating beam there. You'll see a pig knight waiting to battle you up ahead, but ignore him for now. Jump onto the small ledge with a green vase, then double jump up again through the fake wall on the right and your crystal collection is done and dusted.

Treasure 1 is located slightly far off the beaten path; use the spring to catapult over the spike-encrusted brick tower, and you'll land near a pig knight; defeat the polygon knight and flaming skulls that approach, and make your way down the staircase (avoiding the spiky steps). Defeat the red and purple birds if you like. Eventually, you should see a lion statue. Drop down the ledges further. Take out the tusked boar if necessary, but notice there's a row of spikes on the pit - making leftward navigation seem impossible. That's an illusion, because you can double jump left to land within an alcove in the wall. Here, you'll need to time your way past two yellow descending/ascending spike blocks. Wait for the first block to go down, then jump onto the pillar. When it rises to the ceiling again, fall down into the pit it came from and you'll land on a key. Make your way out of the pit towards the barrier on your left. Unlock it and claim your prize.



The **second treasure** is hidden in an even more inconspicuous locale. To find it, you'll need to go past the pig knight (below the 'bridge' with the wizzmage - see crystal 1). Defeat the minotaur and keep going left (ignore the green bomb dino on the right below). You'll find yourself falling into a lengthy vertical pit all the way down onto a propeller platform. Deal with the tusked boar and spear fox in your path, dodge the rising spikes, and the treasure is yours. To exit this place, just go back to the propeller platform, slash it with your sword, and quickly jump onto it and enjoy the ride!

To access **crystal 1**, first reach the 'bridge' area with a wizzmage and polygon knight (there will be a red and green vase below. Now, don't go all the way right, but double jump up into the fake brick wall and you'll land on a hidden platform. Jump left onto the ledge above and keep going left. Leap your way across the single step block and you'll discover an alcove with eight coins and the crystal. The **next crystal** is near treasure 2. Once you've exited the deep pit (via propeller platform), go right towards the mini brick platform (a porcupine will be atop it, and a minotaur will be on patrol just down below). See the small gap on your left? You must fall through, and keep pressing left, and jump as you do. You'll fall onto a small brick floor with a coin and the crystal. Swipe it.



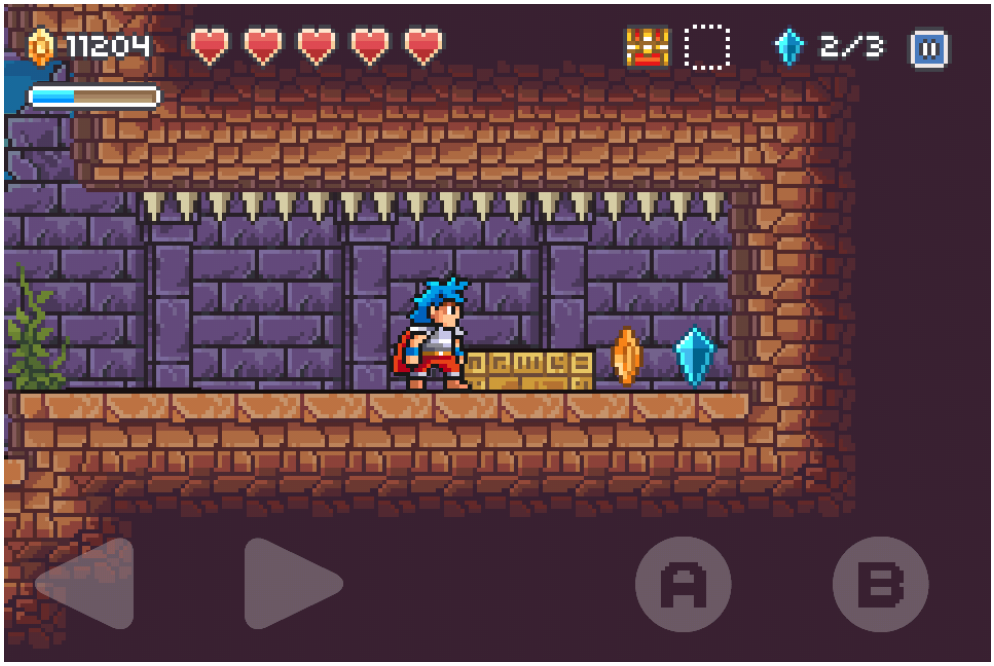
Crystal 3 is hidden within a nook in the wall. Reach the section with a wizzmage and two golden spiky flipping ledges (should be to the right of two conveyor belts). Jump onto the higher golden ledge (after you've slashed it to make it traversable!) and push through the fake wall for the crystal. Make sure you avoid any firebolts the flying sorcerer sends in your direction, as well.

Treasure 1 absolutely requires triple jump, so make sure you have the winged boots prior to entering this level. Use the rhino as leverage, and jump up onto the ledge to acquire the **GREAT AXE**.

The **second treasure** is all the way at the end of the level (talk about spacing them out!). Once you've knocked out the mini monsterfest (see crystal 3), slash the propeller panel, and board it quickly. Then when you've achieved sufficient height, you'll see another propeller panel—slash that too, and jump onto it. It will carry you up past **two** spiky rotating beams. You need to focus on the higher beam of the two, which is on the right hand side; jump onto the block in its centre, then, when you've got clearance, drop right and push through a fake wall to reveal the treasure.

Crystal 1 is hidden inside a mini alcove. To reach it, you'll need to pass by all the conveyor belts on the ground floor until you see the red snake. Here you should notice spears emerging from the wall; jump up carefully (so as to avoid getting spiked), sticking to the spears on the right hand side. Once you've reached the highest spear, push through the fake wall. The **next crystal** is just after the locked barrier section; use the key to open it, and fall down the brick pathway, defeating the tusked boar along the way. Now, if you jump across to the small beige ledge, you will be able to drop down and curve left straight into the crystal's location. Mind the spikes as you exit.

Last but not least, **crystal 3**. Eventually, you will come to an area populated with a red and purple bird, fire salamander, and polygon knight. Vanquish them. Now proceed rightwards, and a row of three rising/falling golden pillars will line the path ahead; walk through them carefully, making sure to dodge the spiky ceiling above, and swipe the crystal at the corridor's end.

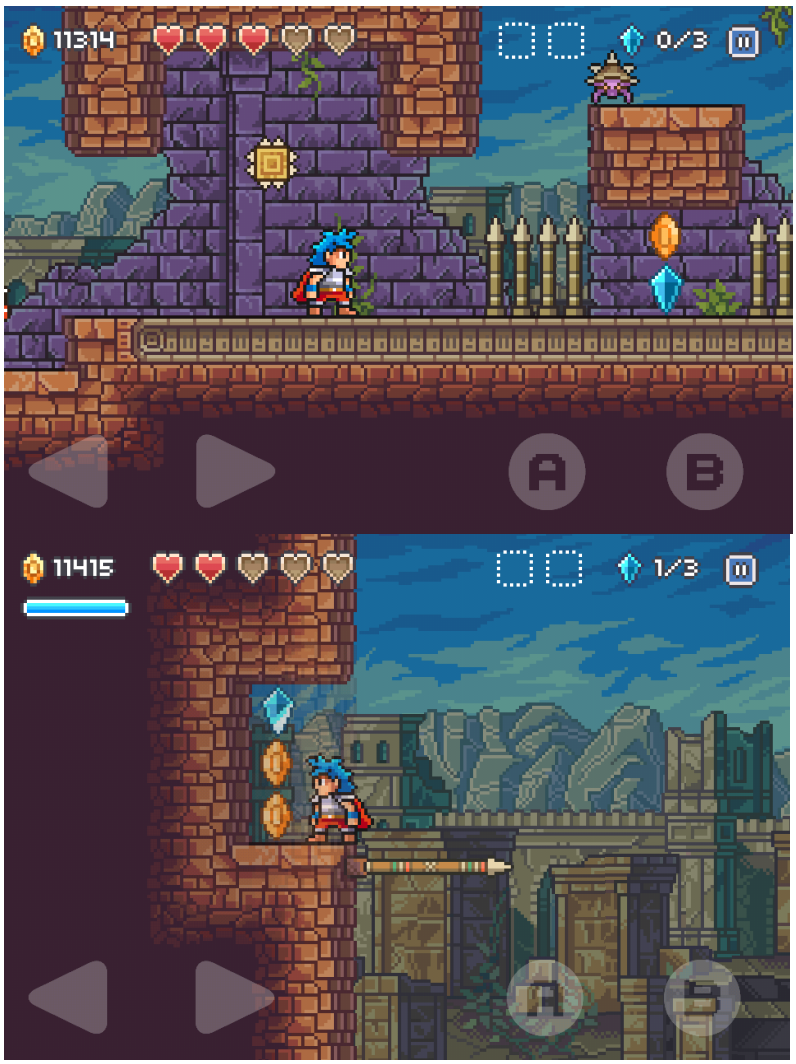


Accessing **treasure 1** can be a little fiddly, because you'll need to activate a propeller panel that's submerged beneath cumbersome brick structures and our hero can't fit through the gap to reach it. But, before you collect it, it's probably a good idea to take care of some dirty work: at the beginning of the level, we have a smattering of enemies including a tusked boar, wizzmage, flying sorcerer, and pig knight. Kill them all with 'kindness' to clear the path for risk-free treasure hunting. Now, you've got a couple of options here; you can use the stardust blade powered by a magic orb that is *guaranteed* to strike everything on screen (other orb-powered weapons work too, so long as your aim is accurate), *or*, equip the morph talisman, easily squeeze through the gap as a goblin, and activate the panel that way.

Once you've got it moving, ride it all the way to the top and jump left towards the treasure (**PALADIN ARMOR**).

Treasure 2 is behind a locked barrier. It requires a gold key which can be found with some sleuthing; find the section with a spring (next to a lit torch), and use it to sling yourself upward. You'll find a minotaur on the prowl just below four golden spiky platforms. Slay the minotaur, and taking care, slash the relevant gold platforms so they flip and allow you to climb them safely. Also make sure to dodge/defeat the flying sorcerer. From there, simply follow the corridor, which will lead you to a spear ledge that you can use to access the key. Now, return to the section where you originally found the green bomb dino, and unlock the barrier.

The **first crystal** is in plain sight. Neart the start of the level, there is a brick ledge, flanked by spears and guarded by a porcupine. The crystal is right underneath the ledge, so grab it when you've got a secure opening. For **crystal 2**, reach the brick platform with a green bomb dino and a locked treasure chest behind a barrier. From there, jump back left across the gap, and then, let yourself fall onto the 'step' below; if you drop any further, there's a giant bed of spikes, so what you need to do is correctly time when the 'spear ledge' emerges from the wall, and jump onto it. Then simply push through the fake wall to collect your reward (and a couple of coins).

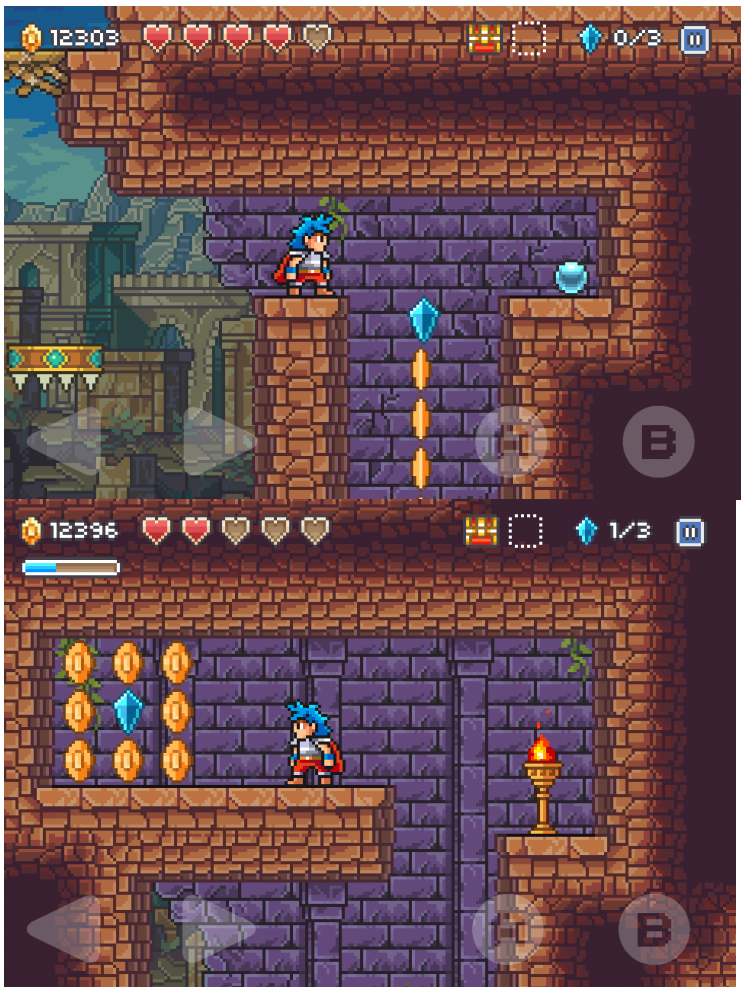


Crystal 3 can be found on very right edge of the level, suspended in mid air. Ride the moving propeller panel upward, and, taking the utmost precaution not to touch the spiked ceiling, jump onto the brick platforms on your right. Defeat the red snake, and the green bomb dino, and leap across to the third platform. You'll need to drop down towards your right to collect the final crystal. That's it, onto level 4-14.

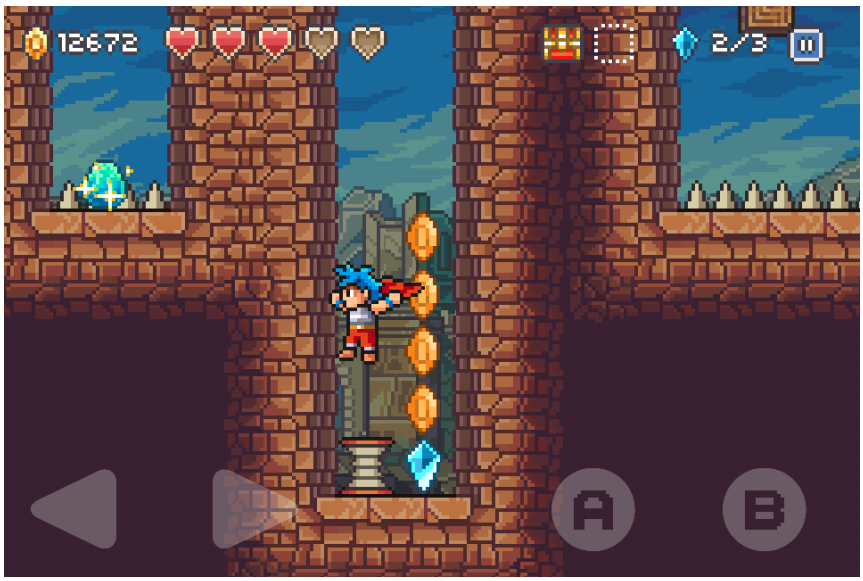
If you enter this stage hoping to pick up the first treasure *without* the winged boots (enable triple jump), may Zeus help you. I think it's literally impossible to acquire with a normal double jump, but if anyone's managed to pull it off, absolutely let me know. This is probably one of the toughest treasures in ***Goblin Sword***, but there is a (fairly) consistent method you can use. Defeat the red snake at the start of the level, then, drop down the vertical pit, and, allow yourself to fall very close to the bottom; before the death animation starts, quickly tap 'B' twice and you should land on the ledge above. This is a bit counterintuitive, because you'd think pressing the 'B' button *sooner* would be helpful, but it isn't, believe me-you'll crash straight into the ceiling. Repeat for practice if necessary. Alternatively, YouTuber Blue Falcon has a much easier method if the winged boots aren't cutting it: equip the red feather (saves user once from bottomless pit) and let yourself fall. You'll get a massive boost that enables you to access the ledges. Once you've made the jump using either method, keep going upwards, and you'll run into the treasure (**GILDED MIRROR**).

The **second treasure** is obtainable from the endmost section of the level. When you make it to the spring (a bed of spikes lies below, and two or three floating skulls will approach as you're bounding), jump onto the horizontally moving panel. When it's moved sufficiently to the left, you'll need to do the following: a) leap onto the red moving panel b) quickly slash the golden spiky ledge c) jump onto the golden spiky ledge d) use it for leverage to jump onto the centre of a spiky rotating beam (when it's safe, of course). From there, simply navigate the single step blocks and use the spear ledge to help yourself into a northern alcove where the treasure awaits.

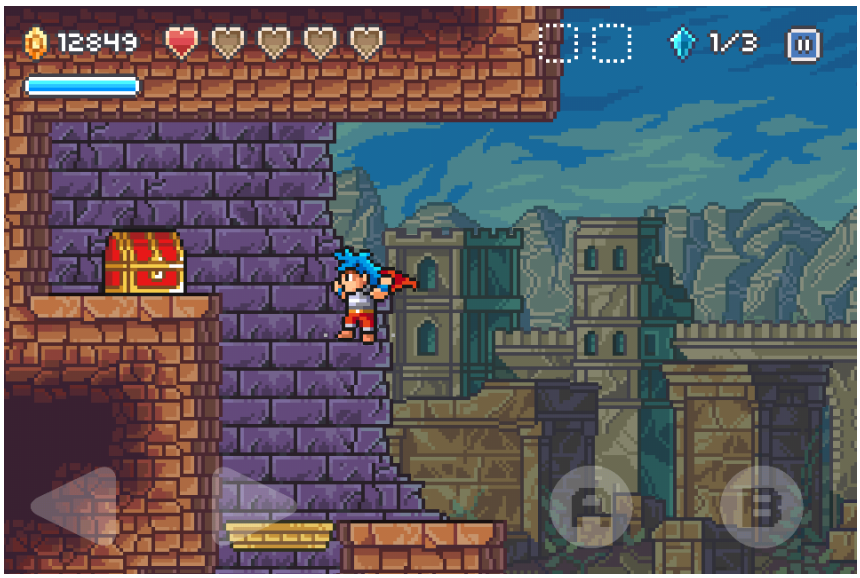
For the **first crystal**, reach the section with two spear ledges that emerge from the wall; while you're standing on top of either one, jump and slash the spiky golden ledge to flip it. Then, jump onto the golden ledge and across to the brick tower. Snatch the crystal as you clear the gap. I recommend slashing the vase here for a magic orb (there's a monster mosh pit ahead). The **second crystal** is quite cleverly hidden. Once you've made it up to the part with a flying sorcerer and spiky rotating beams, drop down the single step blocks. Then, squeeze through the gap between the two spikes on your left and you should land onto a large brick step. From here, you can push through a fake wall. Do so. Now, follow the corridor and jump across the single step blocks, making your way upward. Defeat the red snake in your way, and climb just a bit further for the crystal - which is flanked by eight coins.



Crystal the third, much like treasure 2, is located near the end of the level. Before the spring, you will notice there are three brick pillars in a row; the first has a wizzmage, the second has a fire salamander, and on the third there's a spear fox. You'll want to drop down between the **second** and **third** ledges, because the crystal is buried inside this pit. Once you've collected it, use the bouncy spring to catapult yourself back up.

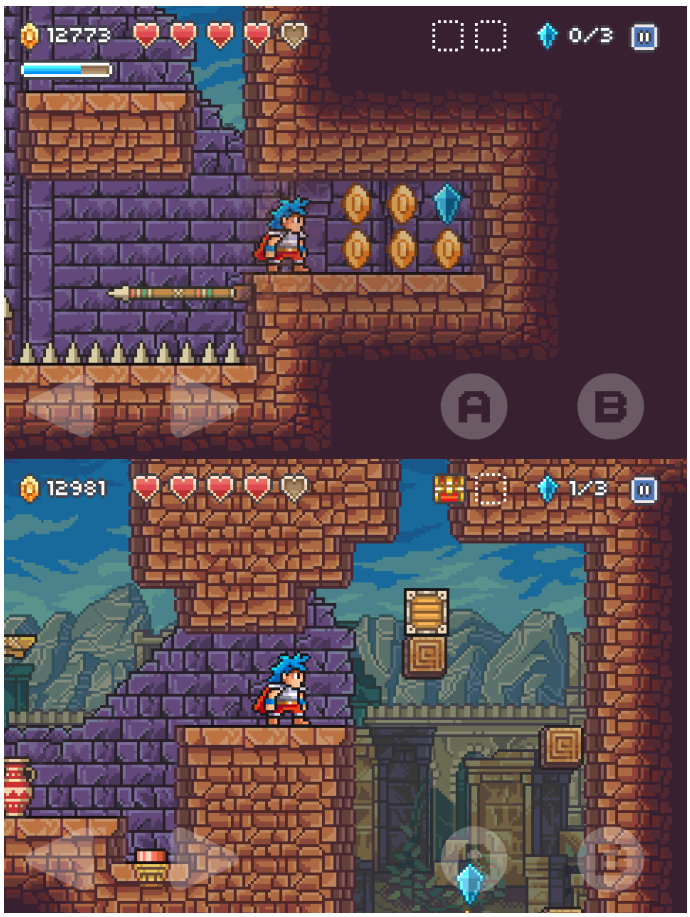


Treasure 1 can only be accessed if you have the spirit bangle equipped, so be certain you've done that before entering this level. Once you reach the section with a green bomb dino, keep going right. You'll see a fire salamander-defeat it, and leap across the spike-covered floor. Now, from the mini ledge you're standing on, double-jump up and right into the wall. You will break through into a hidden room. Keep jumping up, and hop across the single step blocks in the sky. On the fourth block, double jump and hold the 'B' button to keep the angel wings spread. They will carry you all the way to a brick pillar from which you can grab the treasure (**GRAMOPHONE**).



The **second treasure** is locked behind a barrier, and is a bit tricky to access-but not impossible. Pass the area with four spiky rotating beams. Then reach the fire salamander, and jump across the gap. Defeat the spear fox if you like, but don't proceed right; go upward, using the mini ledges for assistance. Hop over the three single step blocks, and continue to ascend until you've arrived on the top of the building. A tusked boar will be on patrol, and the treasure should be visible in its 'imprisoned' state. To set it free, go left. Slay the minotaur. Now jump over the pig knight and push the block down onto the floor. With some fancy footwork, you can get the block past the pig knight without killing him. Make sure the block falls through the vertical gap-it will land on a single step block. Now, jump back over the pig knight and reach the single step block from underneath. You need to push the block (from the right hand side) so it lands on the brick floor, and eventually, squeeze it into the gap with the red switch. Once you've activated the switch, the barrier will unlock and your hard work will be rewarded with a platter of gems.

The **first crystal** is behind a fake wall, and is very easy to miss if you're not paying attention. Navigate your way through the spiky rotating beam gauntlet, and carefully cross the conveyor belts. There will be a mob of enemies here (pig knight, flying sorcerer and skulls, minotaur and wizzmage) so try to have a magic orb in your arsenal. Once they're all disposed of, drop down from the ledge the wizzmage was patrolling and push against the right wall; you'll enter a secret room with coins and the crystal. To exit, just wait for the spear ledge to re-emerge. The **next crystal** is conveniently nearby the second treasure. Simply climb up to the section with a pig knight and minotaur, and allow yourself to fall through the narrow vertical gap onto a single step block-the crystal will be suspended in mid-air just below, eager to be collected.



Crystal 3 is found toward the end of the level, and is somewhat easy to miss. You'll eventually come to a region with two porcupines crawling around a block, and a tusked boar on the next platform. Crush them all. Continue, but don't jump onto the platform with the green bomb dino; instead, have faith and fall down into the gap. You'll land onto a red moving platform. Ride it as far as it goes, then double-jump right to land on a ledge and run into the final crystal. You're almost at the end; one more challenge to prove your worth as a hero of legend.

Welcome to the toughest level in the Lost City region, which has little mercy for the faint of heart, but honours the brave with their due reward. In truth, 4-16 is a very creative gauntlet that trials your accumulated skills with great payoff and rounds things out on a pretty special note. It's probably my favourite of the five secret levels ***Goblin Sword*** has to offer. As always, you will need to collect all the crystals and treasures in each of the previous 15 levels in order for this level to unlock/become playable. With that all said, let us move onward to the last leg of the journey.

The **first treasure** is hidden behind a fake wall. Take note, the alcove is rather small, so you wouldn't expect a treasure to be concealed here; but Gelato Games is a master of camouflage. After you've gone past the barrier to the second section of the level, keep going through the spiky rotating beams, and continue right until you find a propeller panel surrounded by enemies. Defeat them, then strike the panel to ride it upward; don't ride it all the way, though. As soon as you've reached the brick building above, jump through the fake wall (depicted below for clarity):

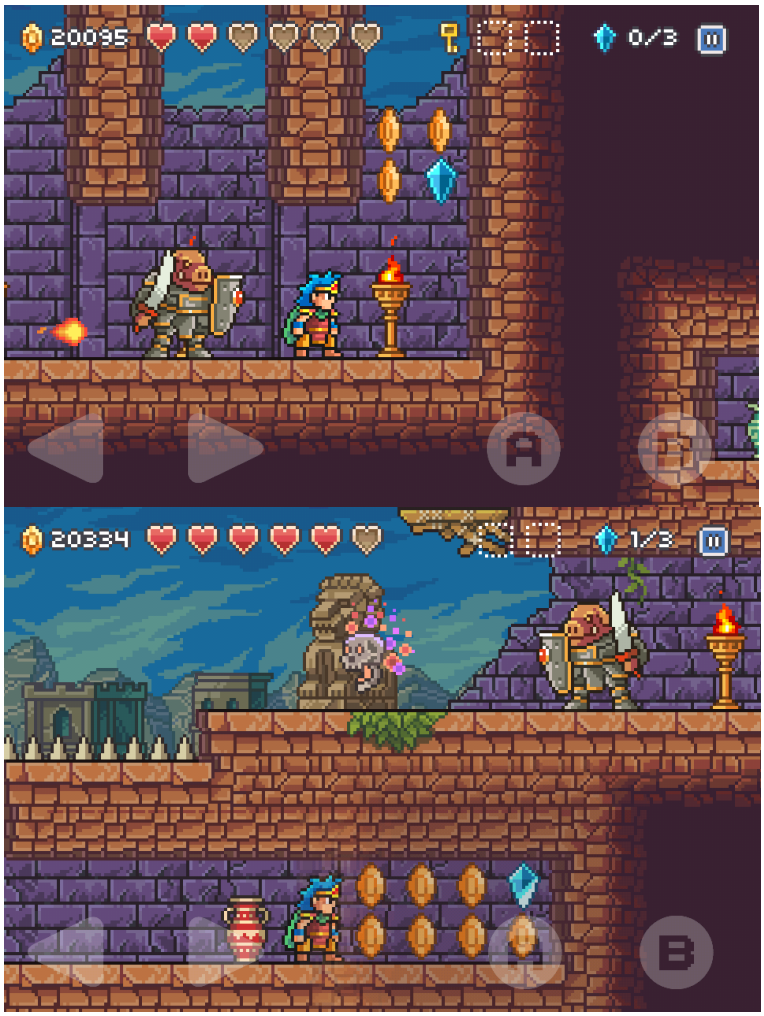
Now, climb the ledges, and continue ascending the brick building. You should eventually see single step blocks, so climb up those and dodge the red and purple bird/slay it. Reach the highest single step block and jump left through the fake wall to reveal the treasure chest.

The **second treasure** is expertly stashed away behind a fake wall, and you need to use a spring to reach it. First off, reach the end section of the level (below the purple area with a conveyor belt and spikes). If you have a

magic orb equipped, absolutely use it to your advantage because there are multiple enemies here including a red snake, flying sorcerer, red and purple bird, and a pig knight. Locate the spring, and use it to catapult yourself up and left through a fake wall. Then, simply follow the pathway and ascend the ledges to the treasure. **Don't** go left to collect those extra coins, because that leads you to the former section of the level with no way back up.

Crystal 1 is rather easy to obtain. Climb up to the top left area of the level, where a red snake and flying sorcerer will be waiting to kill you; put them out of their misery. Then, drop down the vertical gap, and all the way onto the grounded passageway below. Kill the enemies in your path, and keep progressing to the very end until the crystal is in sight. The **next crystal** is slightly trickier to collect, as it's concealed. Make sure you've collected the key (when you start the level, climb up the brick steps and notice the spear ledges emerging from the wall - if you climb them, then jump into the nook on the left, jump into the invisible nook on the right, you will see a key above you) because it's necessary to progress past a future barrier. Unlock the barrier, and dodge the spiky rotating beams as you make your way downwards. There are a lot of floating skulls here, so it's very useful if you have a magic orb to power your weapon of choice. Once you make

it to the green bomb dino, go down a little further and a pig knight will be on your right. Ignore him for now, and go left, past the lion statue and over the spike row. If you fall onto the floor below, there will be burgundy boxes on either side of you; there's a magic orb in the green vase on the left-get that **second**, because you shouldn't waste magic unnecessarily. Slash the boxes on the right, and push through a fake wall. The crystal is lined up at the end of the passageway after seven coins.

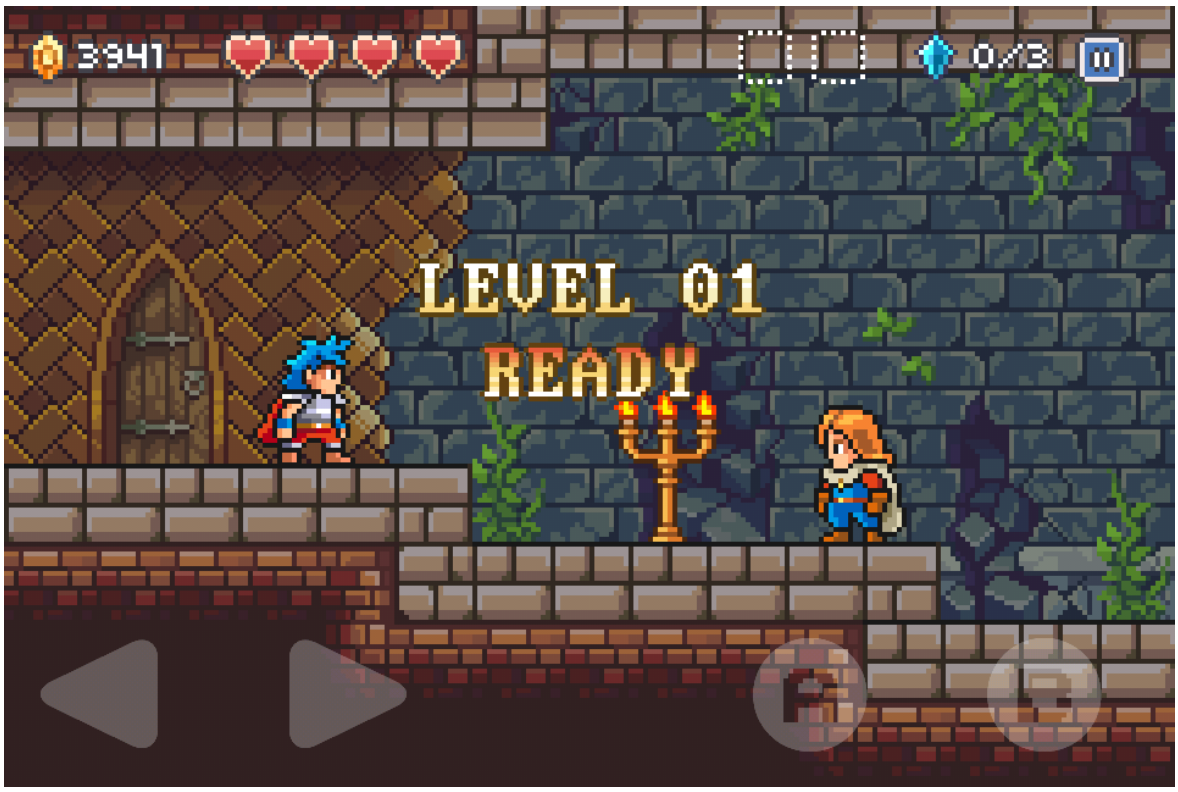


The **final crystal** isn't really missable since it's part of normal level progression. Reach the same section treasure 1 is located in, and jump from the two-step block platform onto the pillar to swipe it.

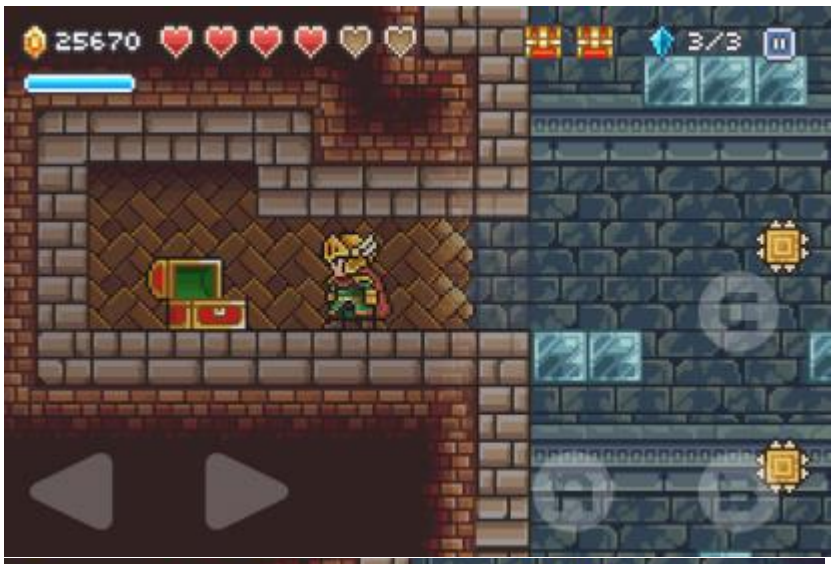
Exiting level 4-16, like 3-15, requires solving a 'puzzle' of sorts. Instead of a switch, this time you'll need a key that unlocks a barrier which is keeping you from leaving this forsaken world. Head back to the spring, and use it to fling yourself upwards and slightly to the right - there's a sweet spot in the ceiling where you can move through, so feel your way around till you find it. Kill the wizzmage and green bomb dino before they get their paws on you. Then, collect the key and make your way down to the exit. Congratulations, warrior - your noble deeds have carried you safely through danger; rest your weary bones before heeding the elusive call of the Shadow Temple.

SHADOW TEMPLE

TREAD lightly through the dimly lit caverns of a sacred stronghold that is both eerie and mystifying. An inconspicuous xylophone plays itself as ghosts, exploding knights and vicious cobras seek to send a shiver up your spine. Make sure you watch your step on the icy platforms, and keep your eyes peeled for the fire-spewing statues that silently watch your journey. And just when your explorations become slightly less barbarous, an even darker foe emerges from his throne...



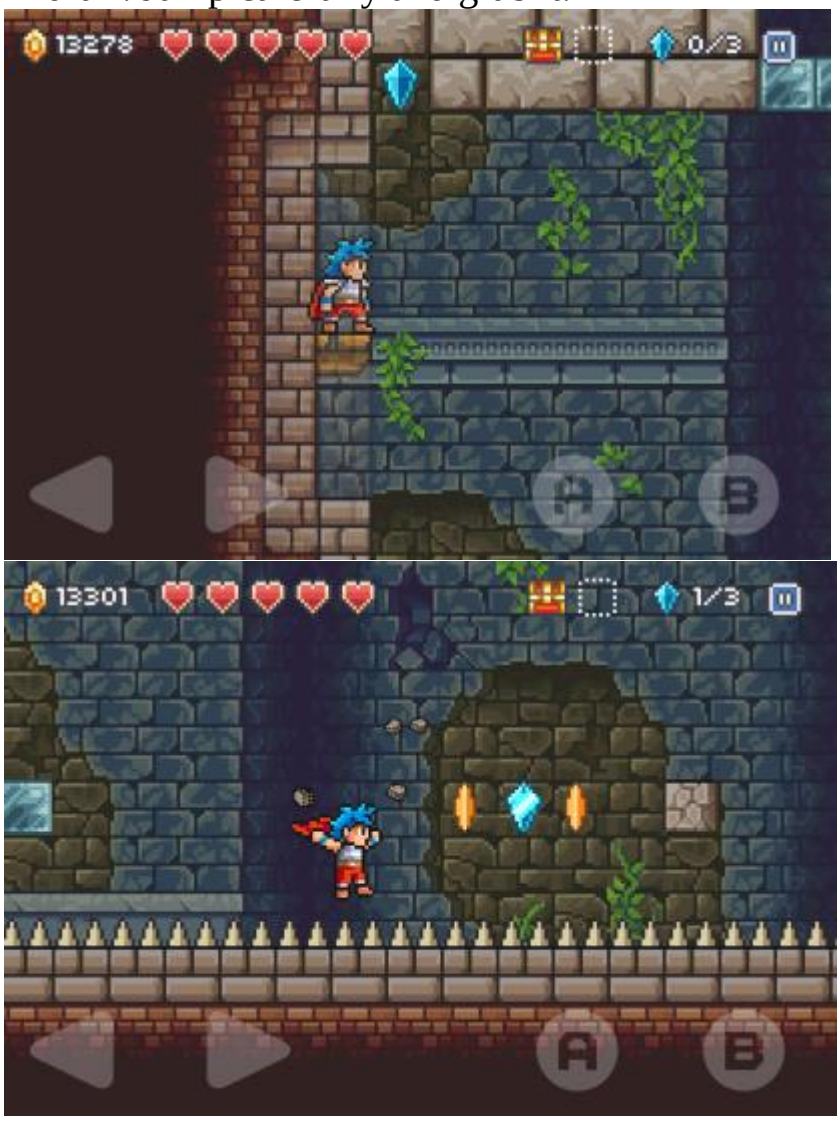
The **Shadow Temple** is the 5th main area of ***Goblin Sword***. Like the previous areas (**Great Forest**, **Ancient Castle**, **Dark Caves** **and** **Lost City**) it also has 16 levels including the bonus level. Here are the locations of the treasures and crystals for the first 15 levels.



Treasure 1 is near the beginning of the level, to the left of the spike encrusted blocks behind an invisible wall. In contrast, **treasure 2** is near the end of the level, also behind an invisible wall, but you will need to drop down the gap near the rotating spiky beam and immediately jump left to reach it.

Crystal 1 is just beneath the area with the minotaur, green ghost, masked assassin and winged griffin. Defeat them and fall onto the ledge on the

right with the axe goblin. Proceed left via the platforms and defeat the olive ogre and copper knight in your path. Now, after knocking out the copper knight, jump up and left through a fake portion of the wall above him. There will be a mini ledge there that allows you to reach the crystal. The **second crystal** is in the next upcoming section. Walk across the blue icy platform and ahead of you there should be a couple of temporary stone blocks. In between them lies the crystal, suspended in mid-air. Jump carefully and grab it.

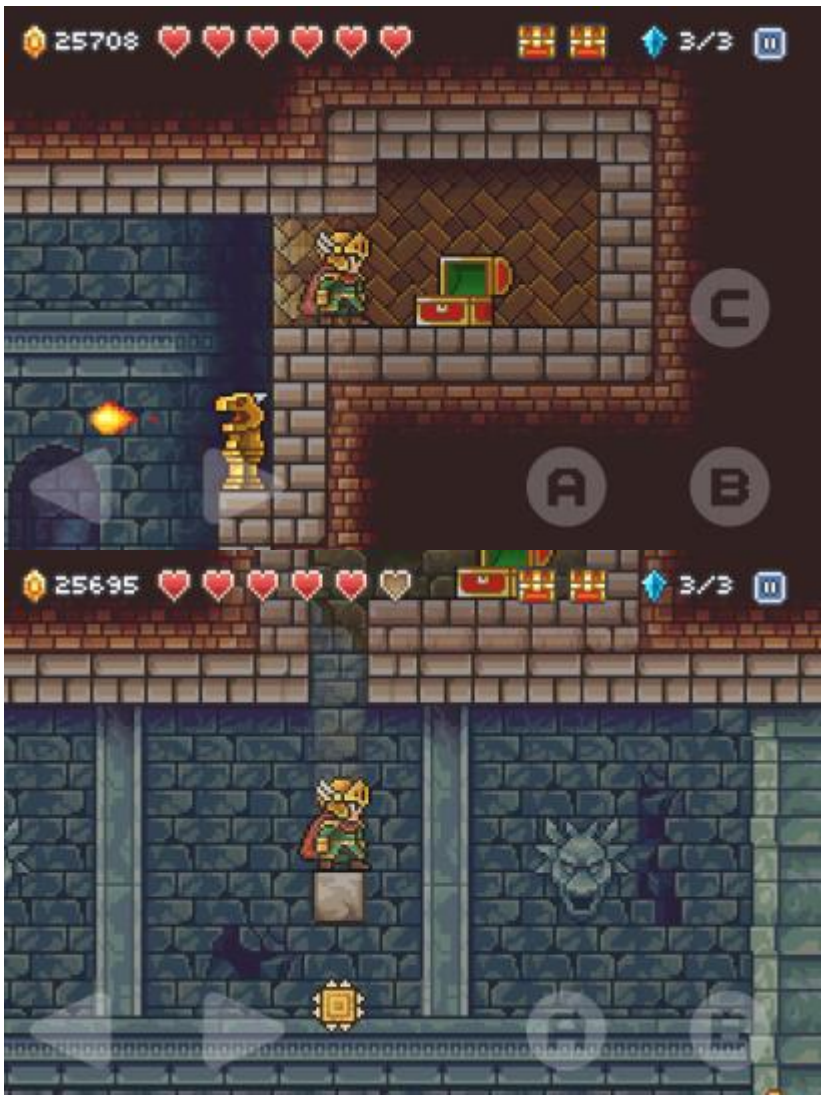


The **final crystal** is toward the end of the level. Manoeuvre your way past the section with the many spiky rotating beams. You will end up alongside a purple exploding knight and an axe goblin. To the right of the axe goblin is a falling spiky ledge. You need to go through the fake wall underneath that ledge in order to obtain crystal 3.

13311
2/3

LEVEL 5-2

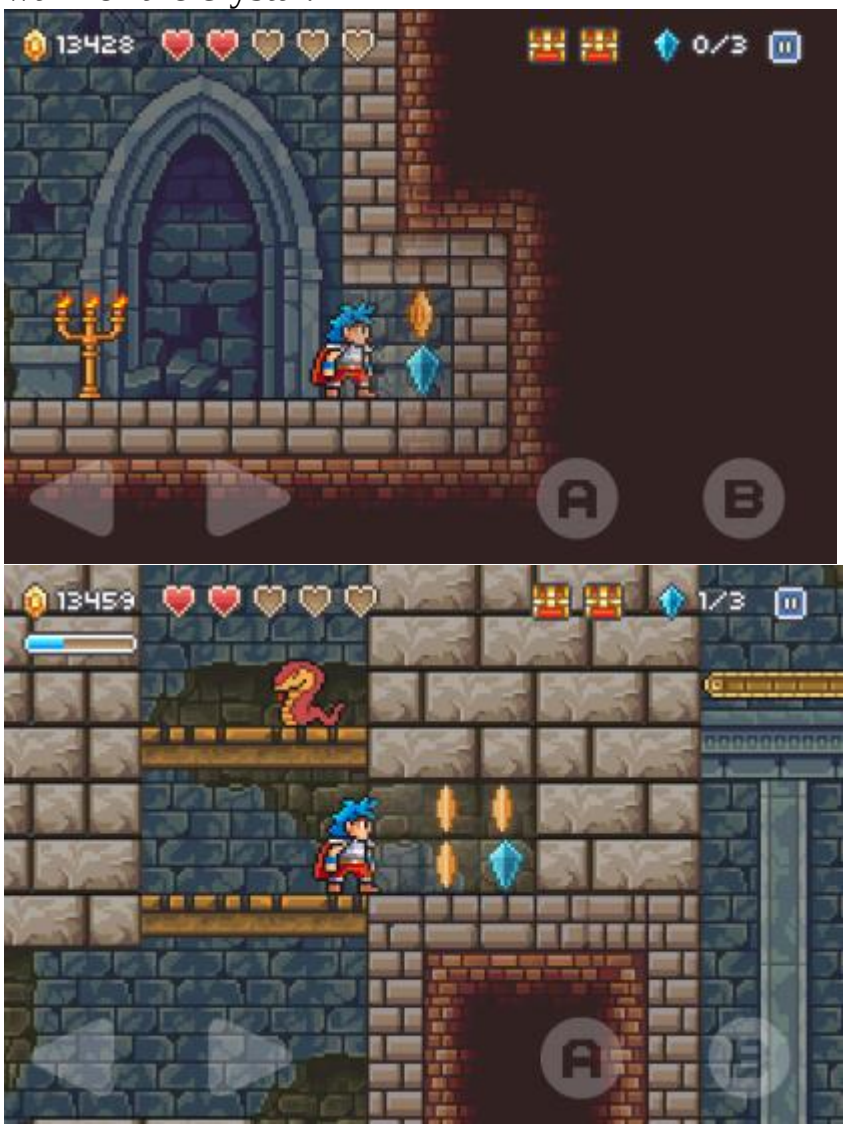
TREASURES



Treasure 1 is in the fire breathing statue section. Simply jump towards the right, and above the yellow statue to reveal a treasure behind a hidden wall. The **second treasure** is tucked away on a ledge above a thin vertical barrier. Below it, there is a vertically moving yellow spiky block. The barrier looks solid, but it's not. Jump through it and it will transform into a single step block that you can use as leverage to access the treasure just above.

TREASURE: EXTRA POTION

For the **first crystal**, you need to go past the section with the three fire-breathing yellow statues. Drop down all the ledges to the bottom, where there should be an olive ogre. Defeat it and keep moving right, down the step, to an area with a fire warthog and candelabra. On the very right, you can push through a fake wall to grab crystal 1. **Crystal 2** is actually quite close by. Jump up the ledges and you will come to an area with a spring. If you jump on it, you will be flanked by an axe goblin to your left, and a tusked boar to your right. Go onto the platform with the tusked boar, defeat it, and jump upwards. There will be a purple exploding knight and red snake as you work your way up these ledges, but don't jump up onto the snake ledge just yet. Defeat the knight, and go right through a fake wall for the crystal.



The **final crystal** is further ahead. Go past the fire warthog and a green ghost will try to fly at you, so defeat it. Then drop down the ledge, and

yellow conveyor belt (an axe goblin will be on your left) onto the stone floor. Go right through a fake wall in the corner to collect the crystal.

The **first treasure** is right at the beginning of the level, and can be accessed using the elevator panel. The **next treasure** is just slightly later on. You have to use the falling spike traps in order to reach it. Wait for them to fall and then jump on top of them (the safe side) to navigate your way to the treasure.

Crystal no 1 is quite deep in the level, and yet it's virtually unmissable since it's in plain sight. Reach the area with the olive ogre and yellow fire-breathing statue (this location is just after the fire warthog and four spiky falling ledges). The crystal will be tucked up in the right hand corner of the ceiling. The **next crystal** is just up ahead and can be accessed using a

spring. Jump onto the spring and propel yourself up and leftward, straight through a fake wall into a small crevice.

Finally, **crystal no 3** is also behind a fake wall. It is just before the end of the level. Reach the platform with a fire warthog, then jump up and left to break through the wall and complete the crystal collection for level 5-3.

13716
2/3

LEVEL 5-4

TREASURES

The **first treasure** is high above one of those pig warriors. There are a few temporary blocks you can use to jump up and grab it. The **remaining treasure** is toward the end of the level, behind a hidden barrier to the left of the elevator panels.

Crystal the first is behind a fake wall near a red snake. Quickly run over the temporary stone blocks (and defeat the green ghost on your way), and drop down to the second row, then go right through the fake wall and collect the crystal. The **next one** is in the section with the winged griffin and red snake. Don't jump over the stone pillar just yet. Note the single

brown ledge at the bottom-this is a clue! Land on it, and push through the fake wall to unveil crystal no 2.

Crystal 3 is below the pig knight. There are a series of temporary stone blocks that lie above a spike pit, and above one of the blocks you can carefully swipe the crystal.

14044
2/3

LEVEL 5-5

TREASURES

Go towards the second yellow conveyor belt, but don't jump over the spiky rotating beam. Instead keep going, and you'll fall down onto a hidden ledge below. Below that is an invisible pathway full of temporary blocks. Navigate these carefully to reach the **first treasure**. The **second treasure** requires a bit of work. When you reach the section with the purple exploding knight and spiky yellow blocks, jump up toward the temporary blocks on the right, and onto the stable wall. Then jump left as far as you can, and you will break through an invisible wall. You may need triple jump for this. Keep going up the mini ledges and you'll see one of those characteristic red moving platforms. Jump on it and it will take you to a narrow passageway lined with a stream of coins. Follow them, and you will eventually drop through another (vertical) passage way that leads you straight to the treasure. This passageway is invisible from the ledge that the treasure is on, which makes it rather difficult to guess how

you can get up on this ledge. (Note: triple jump/winged boots are not enough to access this treasure either!)

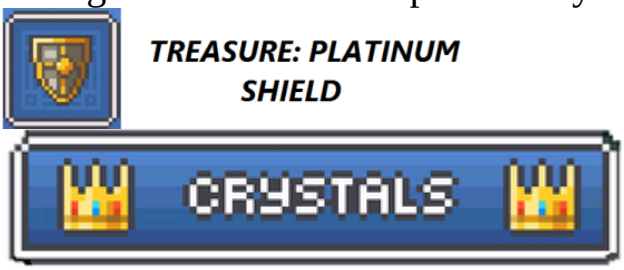
TREASURE: FLAME WAND

For the **initial crystal**, go to the area with the olive ogre and the yellow, horizontally moving spiky blocks. It will be in plain sight on the ground, so just time it carefully in order to not get damaged by the blocks. The **second crystal** is just up ahead, after a purple exploding knight. Jump up onto the temporary stone blocks on the right, and then up again onto the edge (which will have four gold coins and a crystal wedged in the middle).

Finally, **crystal 3** is accessible via the second elevating panel. Board it, and wait until just before it reaches the spiky ceiling and grab the crystal.

For the **first treasure**, drop on the left side of the wall, past the purple exploding knight, and you should break through an invisible wall. There you will find a red moving platform. Jump upon it, and then follow it until it stops. It will stop just to the right of 2 grey blocks. Jump onto these and then continue moving upward until you reach the top, where you must

jump through an invisible wall for the first treasure. The **second treasure** is easier to find. Keep going towards the end of the level. You will encounter three falling spiky ledges. Go past these, and past the candles all the way to the right. You'll notice the wall is fake, so drop through it and follow the path until you reach the treasure.



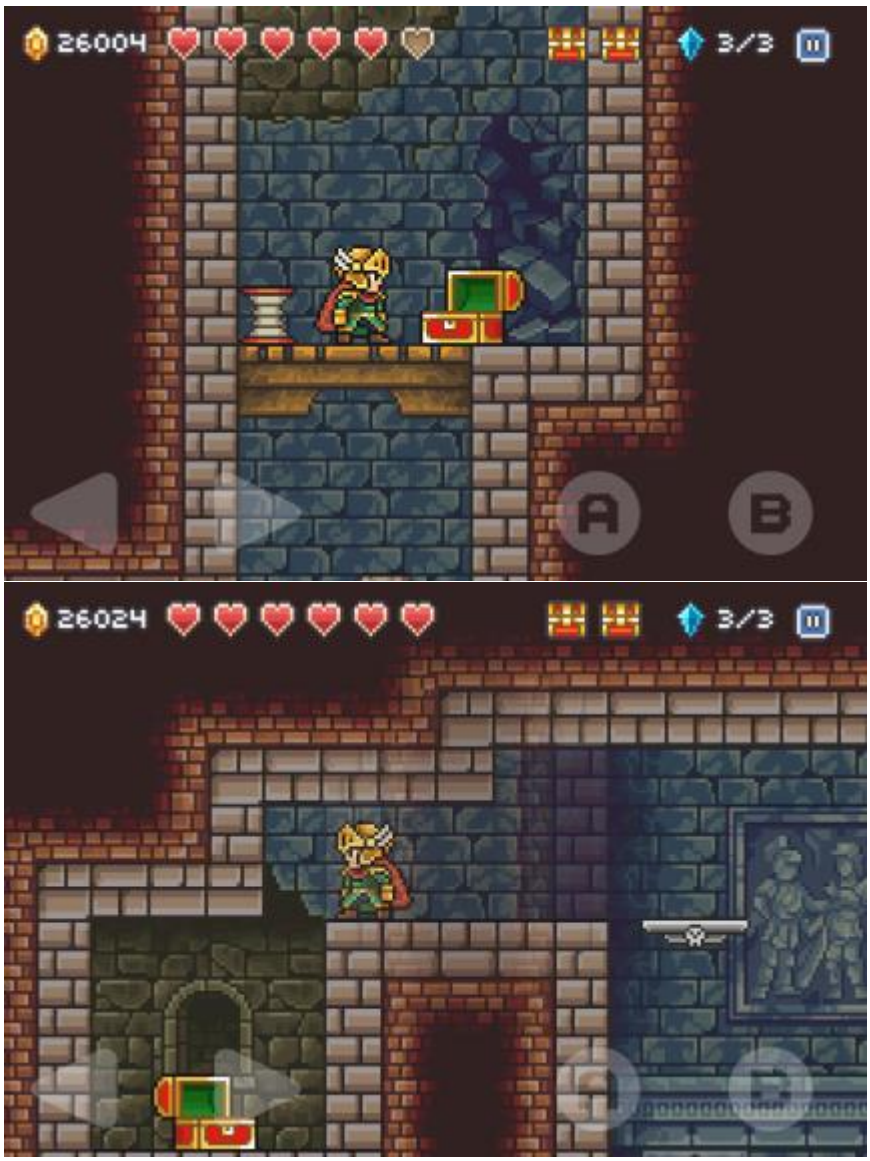
For **crystal 1**, you need to reach the area with the 2 yellow conveyor belts and 2 yellow horizontally moving spiky blocks. There should be a tusked boar below them, but don't go there yet; stay on the first conveyor belt, and jump up right. You will break through a fake wall and land on the crystal. The **next crystal** can be found after the spiky wall maze just after the tusked boar. This crystal is very easy to miss, because it's located in a place that seems a) unexpected and b) in a place that is too dangerous/crowded for a crystal to be. Reach the area with the 3 rows of crumbling stone blocks, which have a few stray spikes here and there. Move to the left, and when the first row breaks, run left and break through a fake wall to collect crystal 2. If you found this crystal without using a walkthrough, well done.

The **last crystal** for level 5-6 is beneath a wooden ledge, and above it are 3 falling spiky ledges, so be careful as you run past! To reach this crystal, keep going right, all the way past the candelabra and then fall down the fake wall on the extreme right of the screen down a hidden gap. Go past the treasure, and then jump up left through the fake stone wall to reach the crystal.

14475
2/3

LEVEL 5-7

TREASURES



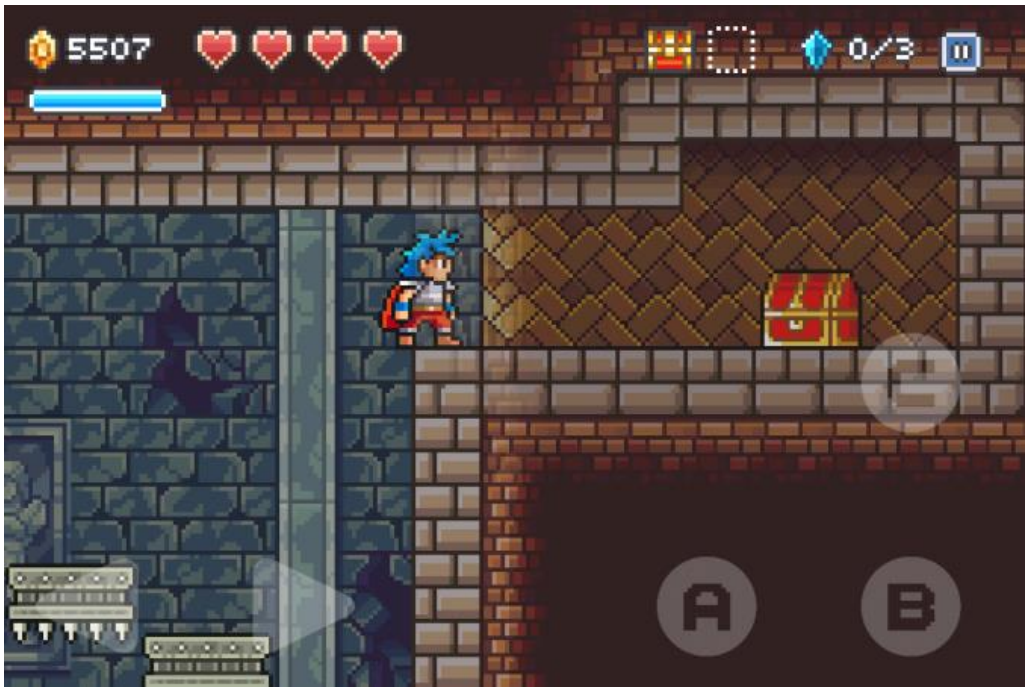
When you reach the first yellow conveyor belt, jump up twice to move through a hidden wall. Then carefully jump across the temporary blocks, which should lead you to the right. Jump up onto a brown ledge with a spring. There you will find **treasure chest 1**. For **treasure number 2**, go back to the yellow conveyor belt region near the start of the level. Ascend them all. You will reach an area with 3 falling spiky platforms. Go past these, and use the one on the right to get up to the higher ledge. Jump up, and go left, where you should be able to see those thin grey platforms that appear and disappear. Time it right, and use them to get through an invisible wall. The treasure should be just below on the left.

Crystal the first is in plain sight, hanging from the ceiling. It is just after a section with an axe goblin, and it is surrounded by vertically ascending and descending yellow spiky blocks. Be careful with your timing, and grab this crystal while it's hot. The **second crystal** is on a single step stone block just below a copper knight. When you pass the section with a whole army of enemies (tusked boar, axe goblin, floating skulls, green ghost, fire warthog, masked assassin, purple exploding knight and winged griffin) drop down the ledges to reach this crystal. You wouldn't guess that a crystal would be located here, since it's just out of your line of sight.

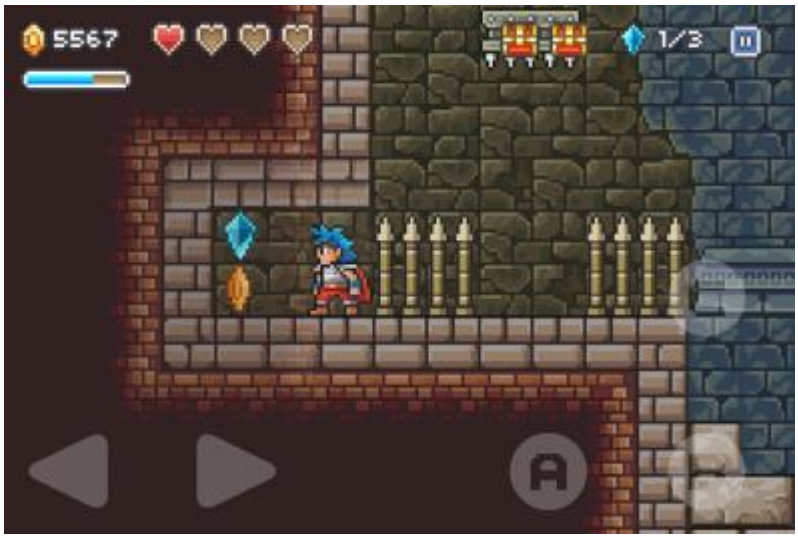
The **very last crystal, crystal no 3,** is a bit later on. Scale the icy blue platforms until you reach a platform that is above 3 crumbling stone blocks. A copper knight should be above you, and pretty soon a green ghost and winged griffin will begin advancing towards you, so make sure you take them out first. The crystal is in the corner below, perched just above the temporary stone blocks. Grab it, exit the level, and prepare yourself to go head to head with the Barbarian (Boss 9).

Take note that level 5-8 will be unlocked only once boss #9 (Barbarian) is successfully defeated. Once you've done that, it's time for more treasure hunting! **Treasure 1** is at the beginning of the level. There are 3 descending panels and 3 ascending panels. Carefully dodge the fire spewed out by the statue, and use the **third** ascending panel, which will lead you to a high up platform. The treasure (**POTION**) should be flanked by two candelabras.

Similarly to level 5-3's second treasure, this level's remaining bounty can be accessed by using the spiky falling blocks to your advantage. You will come to a section with six of them. Run past them (without getting damaged), and then jump on top of the last one on the right. Use it as leverage and jump up and right through the fake wall to acquire the **second treasure** for this level.

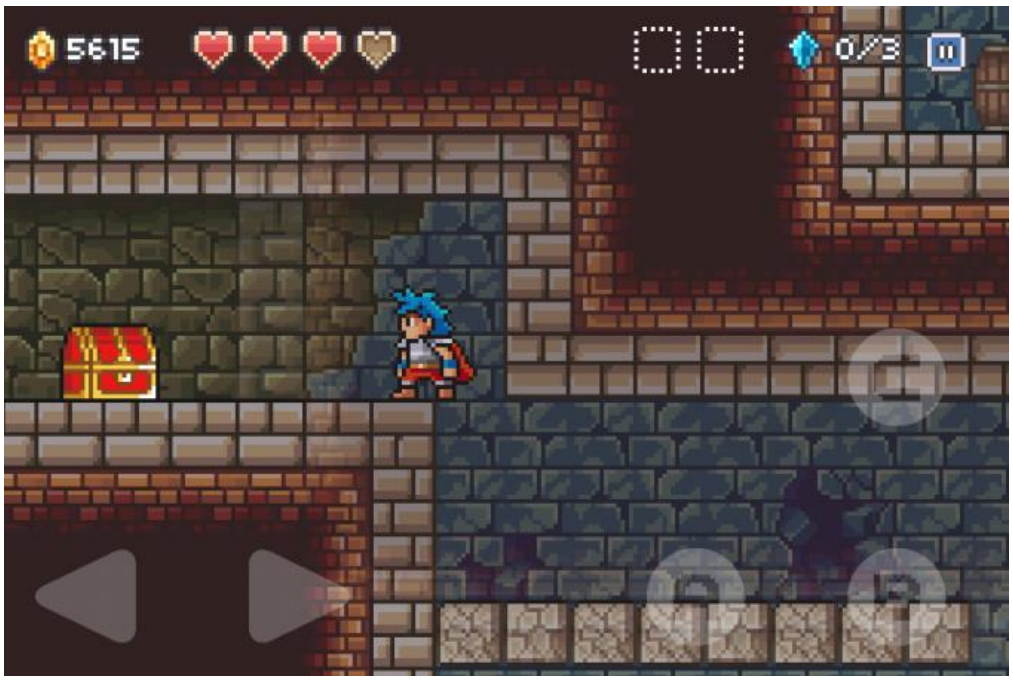


The **initial crystal** is found suspended in mid-air to the left of the yellow conveyor belts, and just above a temporary grey ledge. This ledge also features 2 gold coins surrounding the crystal. The **next one** is hidden behind a fake wall, just to the left of the spears and the falling spiky block.



The **last crystal** is suspended in mid-air just to the right of a long, yellow conveyor belt. Use the horizontally moving red panel to access this one.

Treasure 1 is very sneakily located. It is right near crystal no 2, and requires you to use the spiky falling block. Go underneath it, causing it to fall down. Then jump on top of it and jump left, through the fake wall. Run across the temporary stone blocks and then up towards the treasure (**VETERAN'S ARMOUR**).

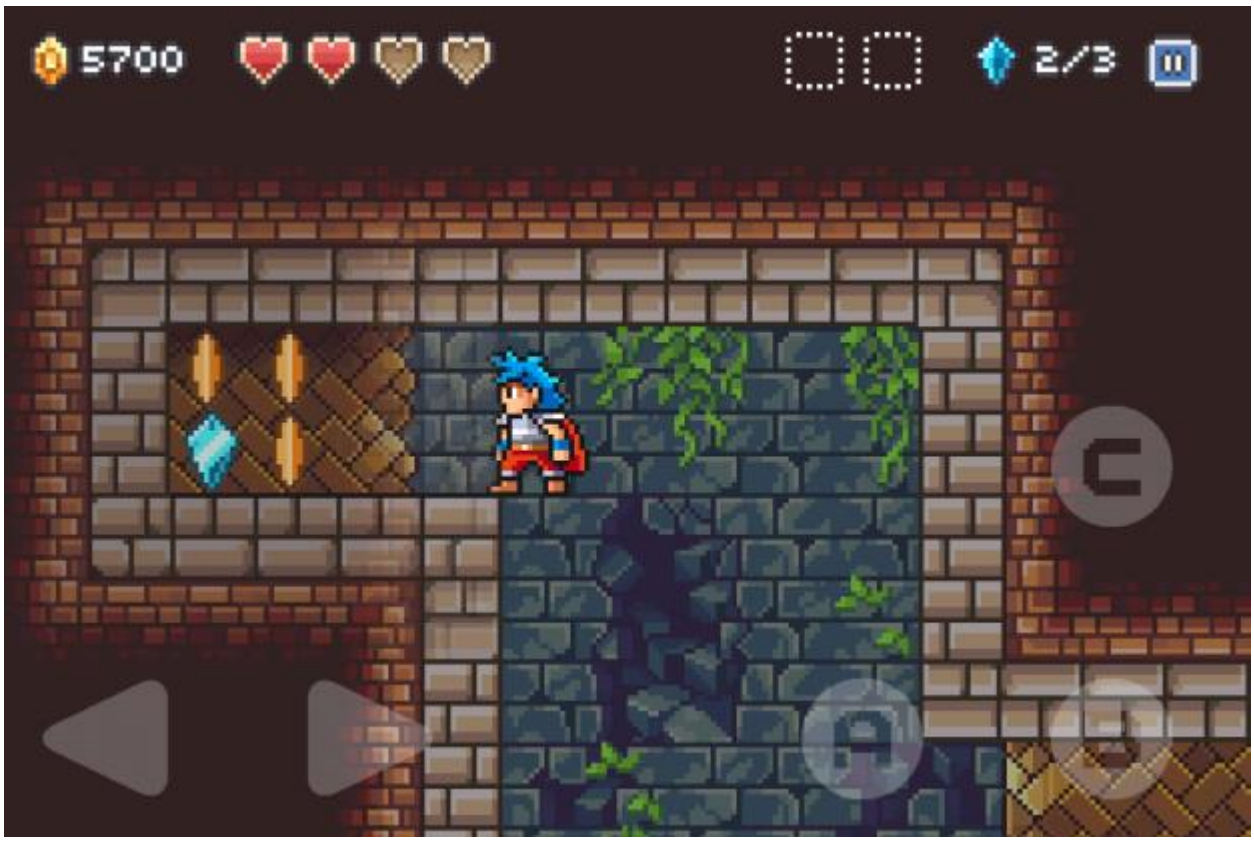


The **next treasure** is also hidden, but in a slightly less devious fashion. When you reach the section with the fire warthog and the boxes/crates, don't smash them all at once. Instead, jump on the second lot through the fake ceiling above.

The **first crystal** can be found in plain sight, just below two golden fire spewing statues. It is just at the end of the left-moving conveyor belt. **Crystal no 2** will be below a candelabra on a stone ledge, just in the

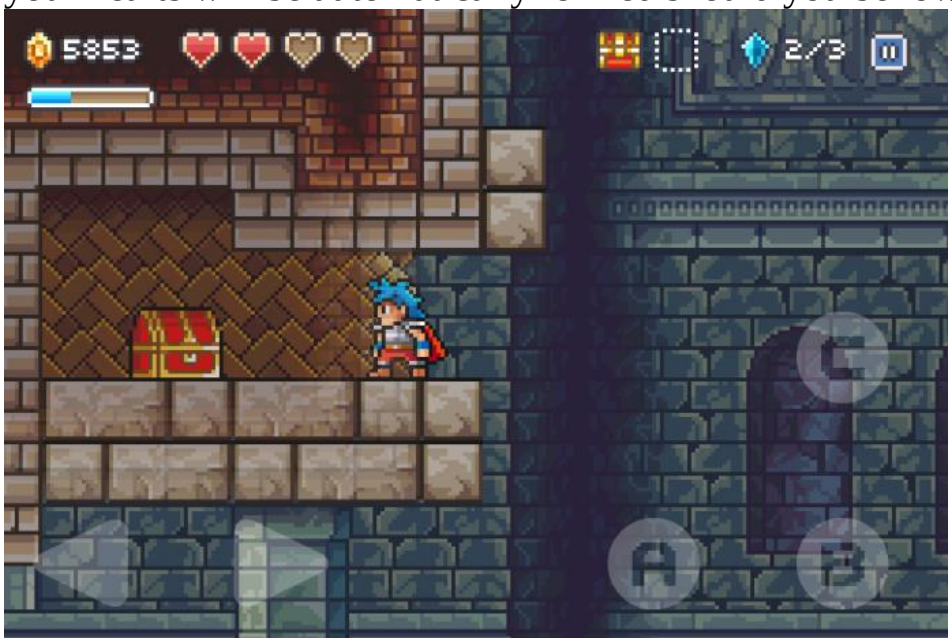
top right hand corner. An axe goblin and a copper knight should be in the vicinity.

Last but not least, **crystal 3** is right near the exit of the level – so take care not to leave too hastily. Climb the two wooden ledges (have a parry with the copper knight if you must), then jump left and upward, and break through a fake wall to grab your reward.



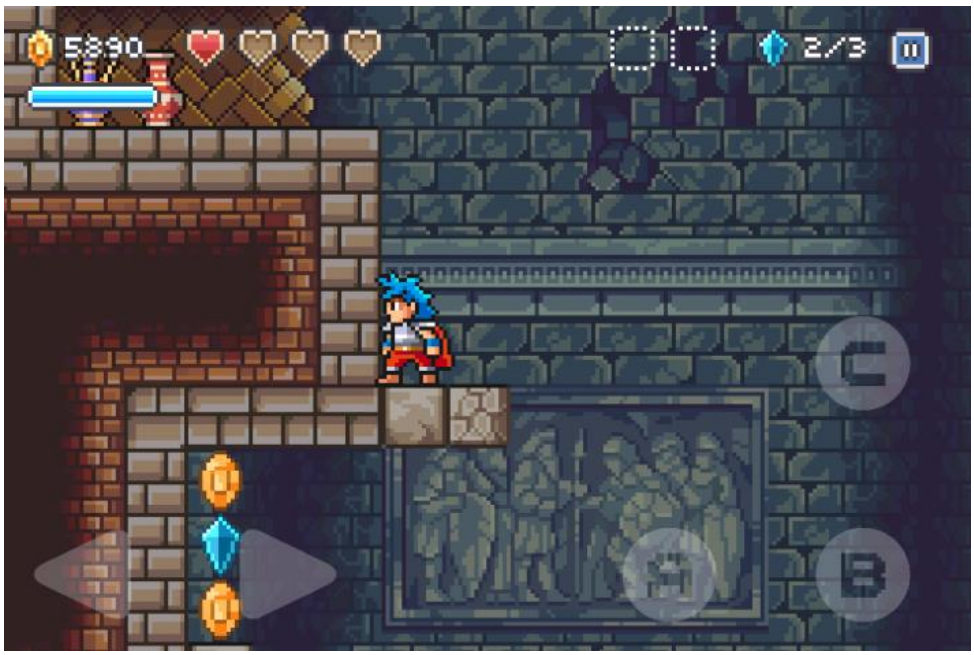
You'll find **treasure 1** right at the beginning of the level. Use the spring and catapult yourself leftwards, then quickly run across the temporary stone block pathway. Jump up and left to access it.

Fortunately for our blue-haired hero, **treasure 2** is situated rather nearby to **crystal no 3**. Don't jump right and leave, thinking you are victorious just after you've collected the crystal. Instead, drop down another ledge towards the left and you will break through a fake wall to discover treasure 2 (**POTION**). Also, take note that whenever your treasure is a potion, all your hearts will be automatically refilled should you be low on health.



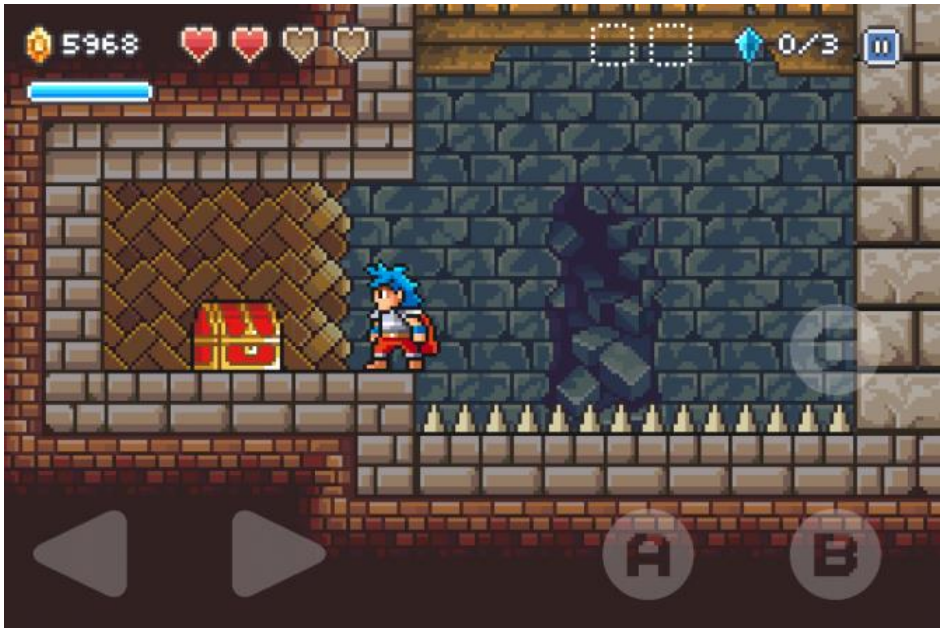
The **very first crystal** can be found in the section with 3 golden fire spewing statues, on a blue slippery ice block. Carefully swipe this one and avoid the fire bolts. Next up, we have **crystal 2**. This one is crammed inside a pit with a spring, and is therefore really difficult to take a snapshot of…curses. It is located just to the left of an extensive spike floor and a yellow conveyor belt. You'll notice that in the spike-lined floor, there is a small space on the extreme left that is spike-free. That's your clue. Drop through the fake flooring to insta-grab the crystal.

Finally, you will reach a section where you are surrounded by rotating spike beams on both left and right hand sides. Climb up the slippery ice ledges, then single step blocks and go left. Jump far left across the gigantic chasm and you'll land on a stone block with a temporary block next to it. Just below you (also on the left) will be the **final crystal** for this area.



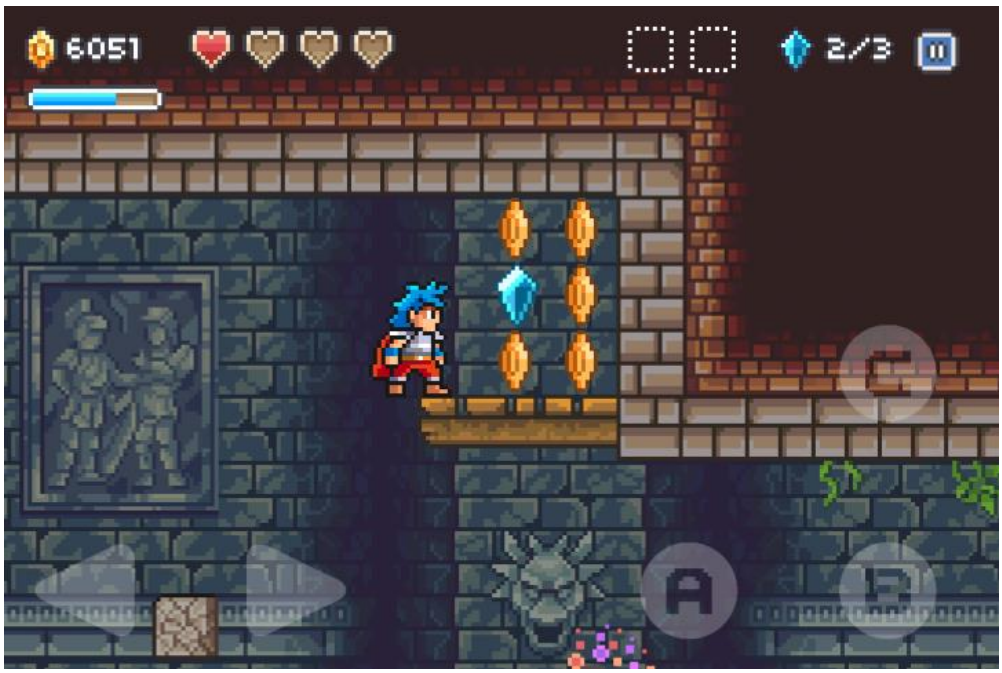
You will come to a part with a slippery blue path followed by a yellow conveyor belt (just after a purple exploding knight). Drop down the pit below the belt and move via the temporary stone blocks leftward. Look out for a stony platform with the **first treasure** chest upon it.

The **second treasure** can be accessed via a fake wall. To reach it, make sure you're up to the part with a purple exploding knight, masked assassin, 2 green ghosts and 2 winged griffins plus a flaming skull and fire warthog. Once you've disposed of the monster horde, continue past the copper knight and axe goblin below. Go right and drop onto the long, temporary stone block pathway. Keep running left, making sure not to accidentally plunge into the spikes, and you'll break through the fake wall that's at the bottom of a solid looking stone pillar. Jump over the spike pit to unveil the treasure's contents.



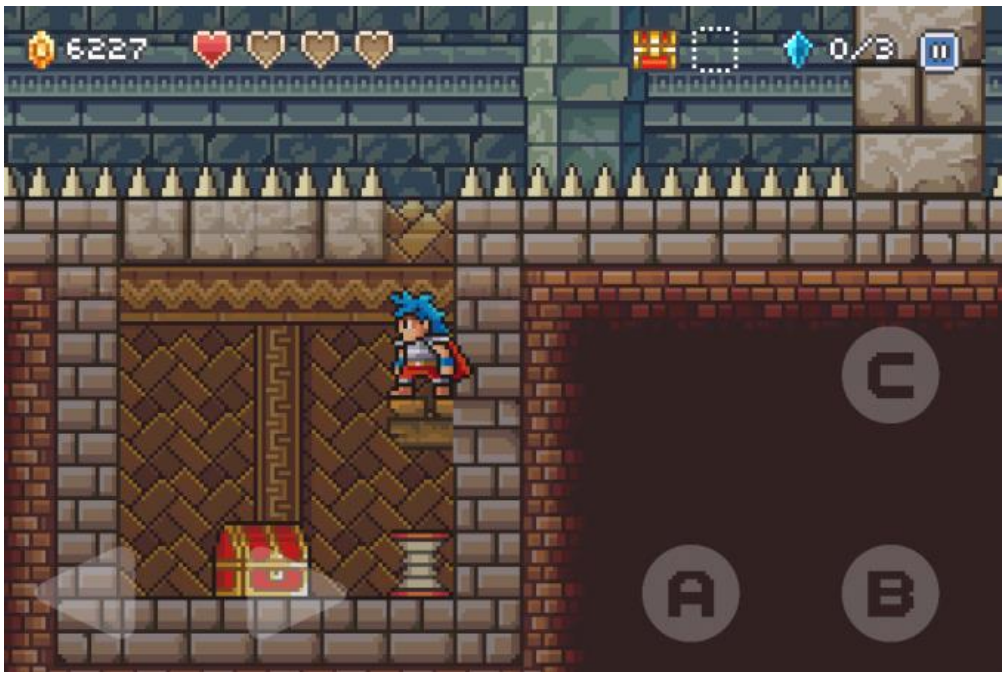
After evading some horizontally moving yellow blocks and a tusked boar, you will reach a section with more rotating spiky beams. Go left through the fake wall at the bottom to collect the **first crystal**. **Crystal 2** is situated somewhere above **treasure 2**. Remember the axe goblin below the copper knight and monster horde? Instead of dropping down to the temporary block runway, go left. Deal with the minotaur, then use the temporary stone block and leap upwards to the left. The crystal will be encircled by a shield of coins.

Crystal 3 is above a wooden ledge high up in a right hand corner. This section is heavily populated with green ghosts, floating skulls, winged griffins *and* spiky rotating beams (this dungeon seriously must have cost billions to build), so it can be quite challenging to navigate your way across the temporary stone blocks to reach this crystal. The best way to do it is quickly, and use any magic orb power you have to wipe out enemies in your path.

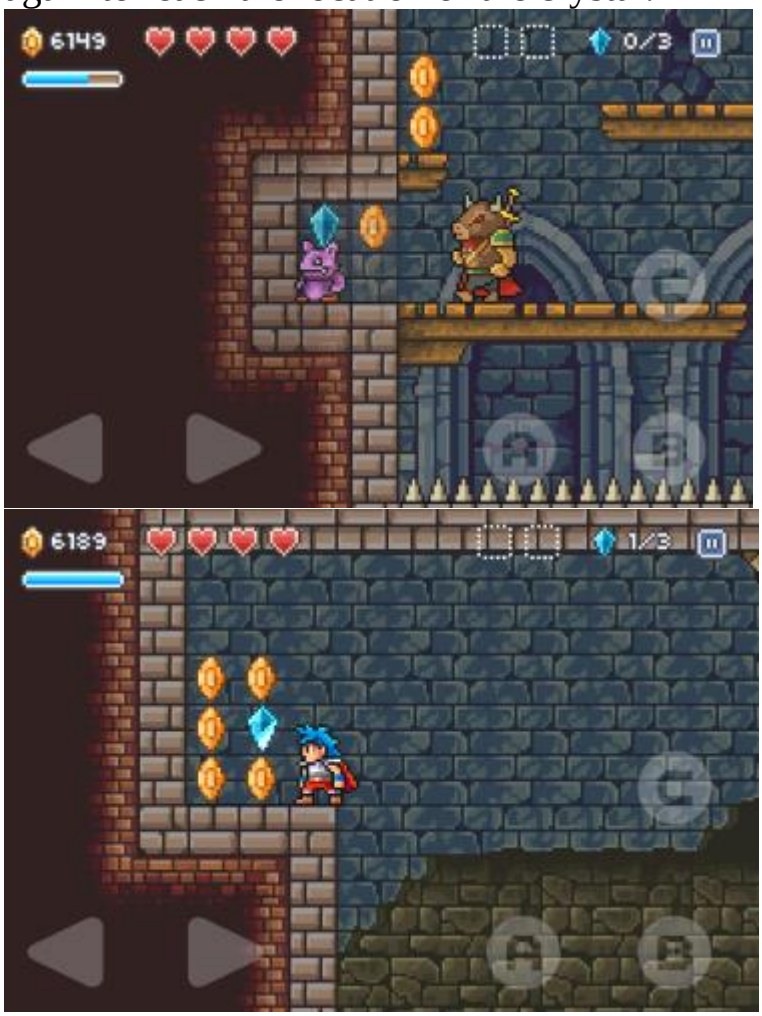


Treasure 1 can be accessed using falling spiky blocks as leverage. When you reach a section with three of them, jump on top of them (the safe side), and then jump up right and upwards to a wooden ledge in the corner, where the first treasure will be waiting.

Treasure 2 will be tucked away inside a hidden pit right before the end of the level. Reach the area with the **two** ascending/descending yellow spiky blocks that cover the spike pit. At one point, you should notice that there is a gap in the spikes. Fall down into that gap to uncover the location of the treasure (**DEMON'S WALLET**). Then, exit via the spring that's conveniently provided, and conquer the monsterfest waiting for you just ahead to clear this level.



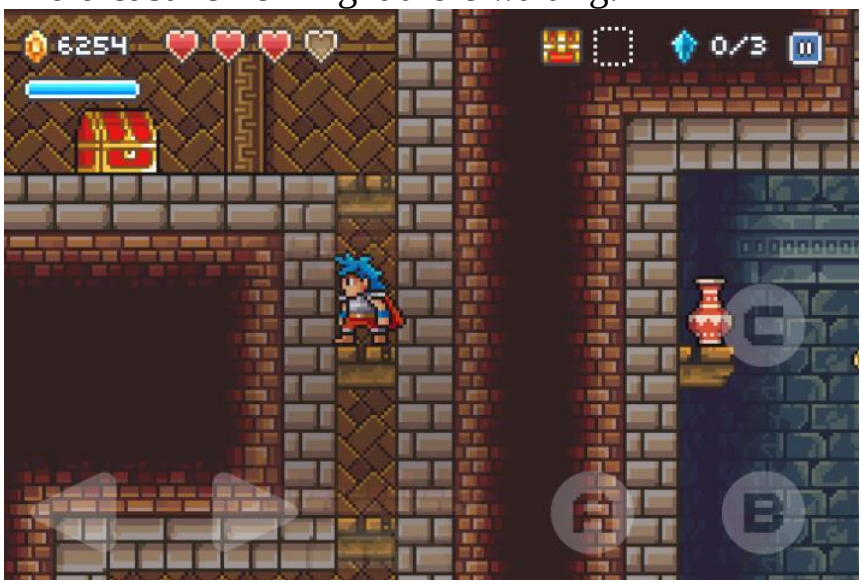
Crystal 1 is behind a fake wall on the ledge with the minotaur, right near the start of the level. For **crystal numero due**, you'll need go to a stone ledge up high in a left hand corner. There is a section with a masked assassin on a ledge right above a spring. Defeat the assassin, then use the spring to propel yourself leftward to a temporary stone block, then jump again to reach the location of the crystal.



The **final crystal** will be just to the left of a pig knight, and beneath 3 gold coins. It is also very close to a section with spears which emerge and submerge themselves into the ground.

Proceed to the area that is chock-a-block full of rotating spiky beams. Right in the middle area there should be a gap in the spike decorated floor, and if you fall through it you will find an elevating panel. Carefully ride it all the way up to the ceiling, where you will find the **first treasure** (**STARDUST BLADE**).

Continue past the rotating spiky beams, and defeat the axe goblin, purple exploding knight and fire warthog (take care to doge the spiky rotating beams attached to the ceiling, of course). You will come to a ledge with a purple vase and a red vase. Jump up to the right of those vases through a secret ceiling with embedded mini ledges. Ascend these, and you will find **treasure no 2** right there waiting.



Crystal 1 is in plain sight. Reach the section with 3 falling spiky platforms. Jump on top of the first, and you will clearly be able to see the crystal just above the second platform. Alright. I hate to say this, but the **second crystal** is right in the thick of that rotating spiky block minefield. It is towards the right, situated on a solid single step block. Summon your best ninja acrobatics and weave through the hellish maze to claim it.

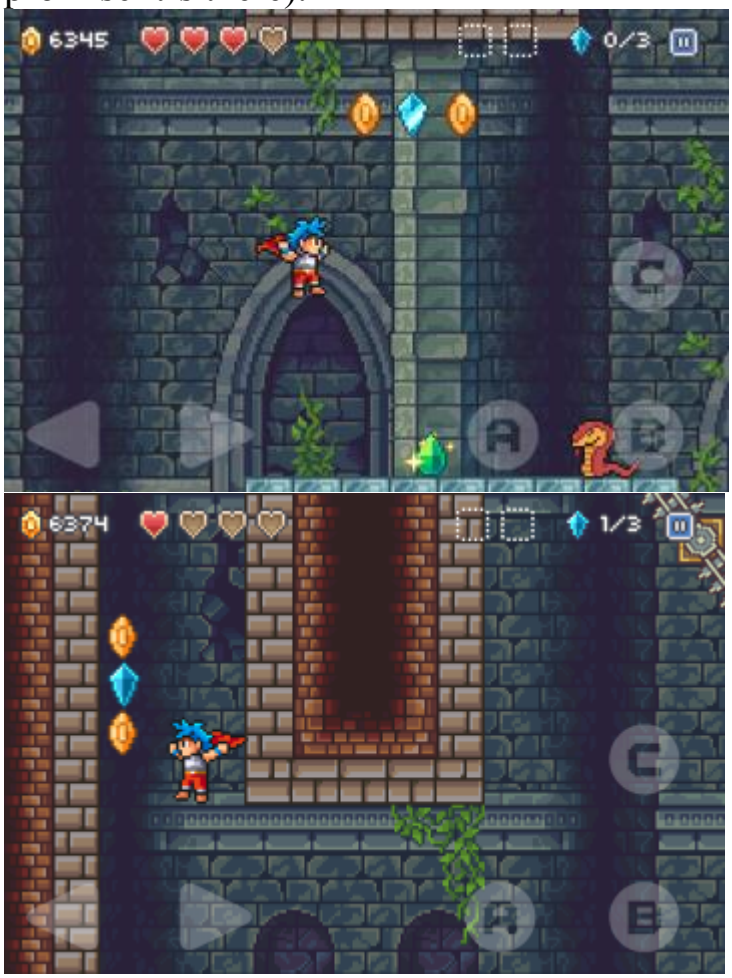
The **last crystal** is found above a yellow conveyor belt. Pass a red snake, jump right onto the first belt that's ascending and descending, and then left onto the stationary one. Your prize is embedded into the ceiling, and just below it is a horizontally moving spiky block, so take care when you acquire this crystal.

Reach the area with the second red snake – just after a couple of spiky rotating beams. Continue moving left, and jump down and left onto a single step block, and then note the two blocks with a spring just to the left. Just before the spiky rotating beam becomes vertical, quickly use the spring to propel yourself upward, then jump right safely onto the single step block. Above to your left is a temporary rock pathway – time it so you aren't damaged by yet another beam, and dash across until you reach the **treasure**. Location wise, this chest is up high on a ledge in the top left

hand corner of the level.

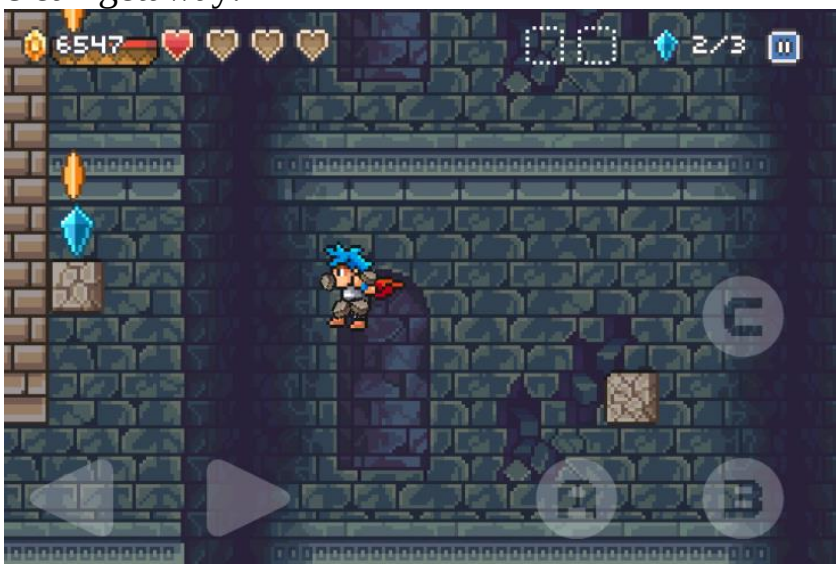
For the **next one**, proceed to the right, and you will find an area with two rotating spiky beams. There is a gap in between them, where there are two yellow descending panels. Fall down upon them, and ride them until you see a strange looking abscess on the wall, just on your right. Jump into it and through the fake wall for the second treasure.

Crystal number one is pretty unmissable. Proceed and you'll almost instantly be confronted by a troupe of beasts – olive ogre, flaming skull/green ghost x2, purple exploding knight, winged griffin and masked assassin. Not a hassle for our hero, of course. Jump up and swipe the crystal, which is in the air flanked by two coins. The **second crystal** involves a bit more prep work. To acquire it, you'll need to navigate the same pathway you used to reach **treasure the first**. Once you've swiped the treasure, just cling to the edge of the left wall and fall down right into it (it'll probably happen too fast for you to see it, but I promise it's there).

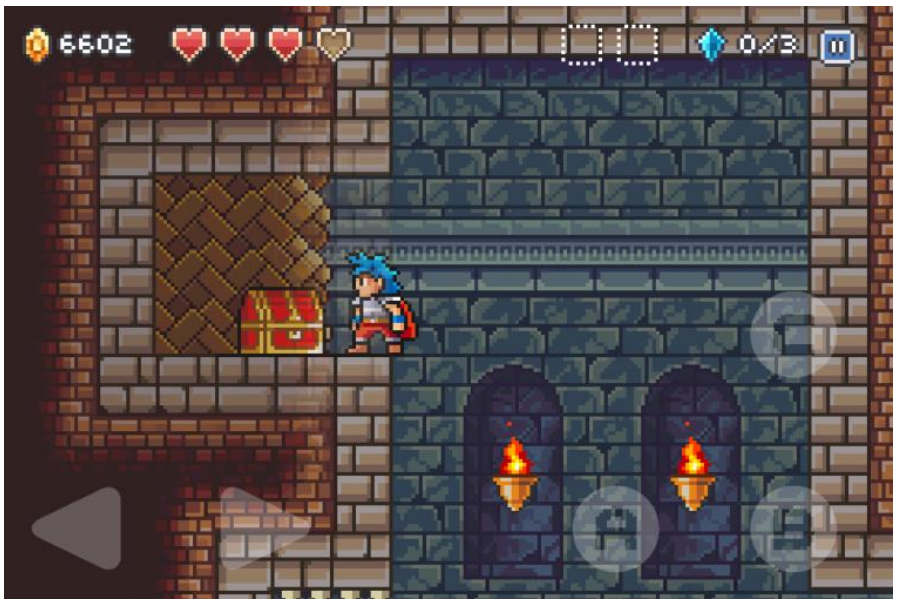


To reach c**rystal 3**, you must first navigate an icy blue platform section. Look out for the olive ogre, purple exploding knight, axe goblin, fire warthog, and copper knight – in that order. Just above the icy blue

platform where the copper knight usually patrols – or just past the 4th rotating spiky beam – you'll see a wooden platform. Of course, it's placed there for a reason. Jump onto it for leverage. Then, jump left onto a temporary stone block, then onto the next one, and then once more to bump into the crystal. Swipe it quickly and use the red panel to make a clean getaway.

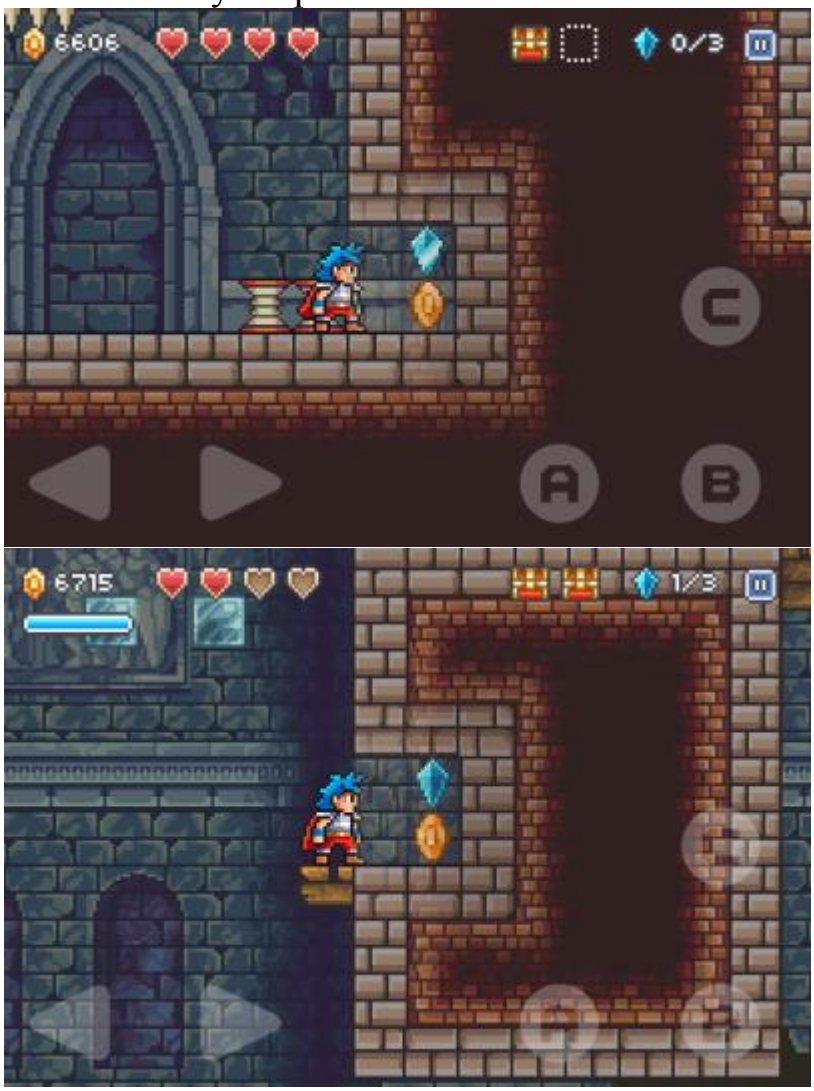


Carefully use the sets of springs to access the **first treasure**. The trick here is to jump **once** on the spring then immediately swerve away from the spiked ceiling. Repeat thrice, but when you are using the third set of springs, *don't* jump right onto the area with the fire warthog. Instead, jump leftward through a fake wall to unveil the treasure's (**POTION**) secret hiding place.



Continue going right past the spiky floor (above you'll be greeted by a couple of green ghosts, flaming skulls and a winged griffin/masked assassin combo on the ground) until you reach the wall. Use the **first** spring only to jump onto the single block from where the spiky rotating beam emerges – naturally jump when it's safe, and immediately jump left. Navigate the four yellow panels, pausing for a moment on each one so you allow enough space to launch upward into an area with the **second treasure**.

Crystal 1 is exactly to the right of the first set of springs, at the very beginning of the level, on the floor. Because of its extreme simplicity, this is a crystal location that is actually very easy to miss. Take note that crystals (and treasures) can be found both in difficult places as well as easy (but unexpected) places. For the **next crystal**, move past the section with the green goblin and continue onward to the place with four single step ice blocks and a spiked ceiling. Just to your right will be an olive ogre. You want to drop down after the 4th ice block (don't worry, you won't fall to your death) and land on a small brown ledge on the right. It should be glued to the wall. Push through because it'll actually be a fake wall, and that's where your prize is hidden.



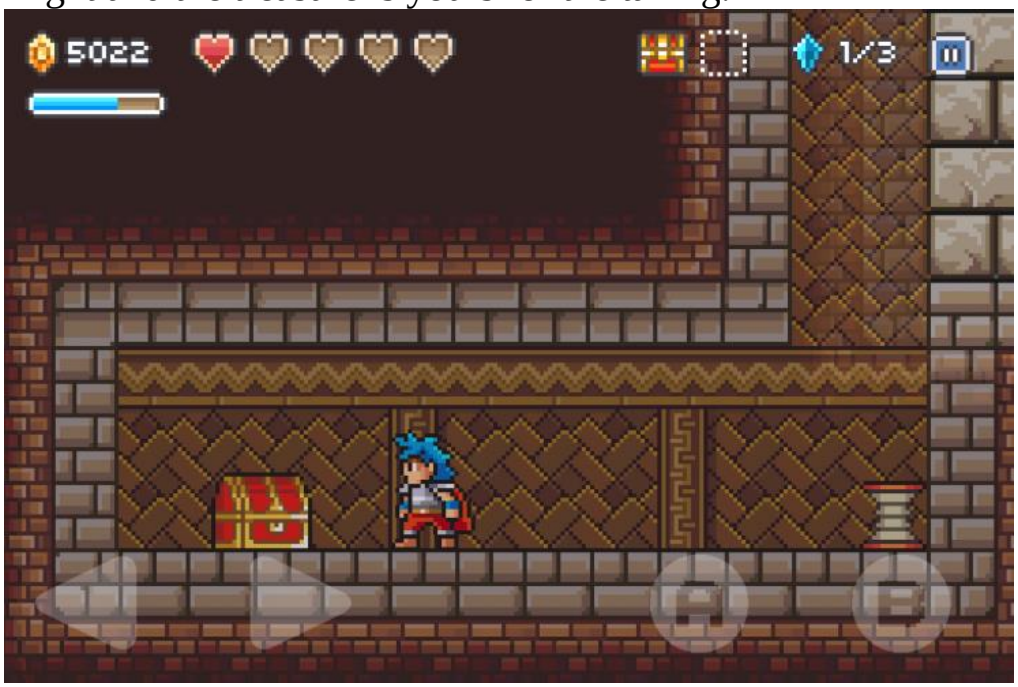
The **final crystal** is near an axe goblin. He will be patrolling on a thick block, which will have attached to its left hand side a temporary single block and coins underneath it. Now, from there, you'll need to jump leftward into a centre area of the screen, so you land safely on a wooden

ledge and not spikes. If done correctly, you should be able to spy a spring on your left. Use that for leverage to propel yourself upwards onto the ledge that the crystal is sitting on. You're almost ready for the final challenge.

The **Shadow Temple** hikes up the difficulty in 5-16, but there are no mountains our brave adventurer cannot climb. This is the final test; if you've bested the forest, castle, caves and city, you will prevail here.

Treasure the first is at the beginning of the level. To reach it, you must have either lightning boots, spirit bangle, or triple boots equipped. After you've dealt with the copper knight, warthog and green ghost, ascend the three red panels quickly (they move right into the spike-encrusted wall) and dash, glide or leap (depending on your equipped relic) and claim your reward.

The **second treasure** is in the vicinity of a purple exploding knight, green goblin, and minotaur. Dispose of them. Then, via the single step crumbling block, fall down below onto a stone pillar. There should be three, and you will be stood on the rightmost one. If you ride the yellow panel to the bottom, you'll see a spring placed against the wall. Jump on it, and push through the fake wall to land inside a hidden corridor. Defeat the copper knight and the treasure is yours for the taking.



Crystal 1 will be in plain sight but is located in a rather precarious position. Carefully manoeuvre your way past the three golden spitting statue heads. Then, defeat the green goblin, purple exploding knight, and minotaur. Eventually you'll see a spiky falling thwomp on top of a crystal. Don't hesitate; jump in and out before you get spiked. The **second crystal** is found in a moving obstacle course. By moving, I mean that you'll need to hop on and off a horizontally moving red panel, dodging fireballs and evading rotating spiky beams. Roughly in the middle of this section, there will be two yellow conveyor belts with a crystal beneath them. To acquire it, you'll need to be speedy and outrun the moving red panel; then, wait until it's close by, and seize the moment. After you've swiped the crystal, quickly jump up and continue the obstacle course (that panel isn't waiting!).

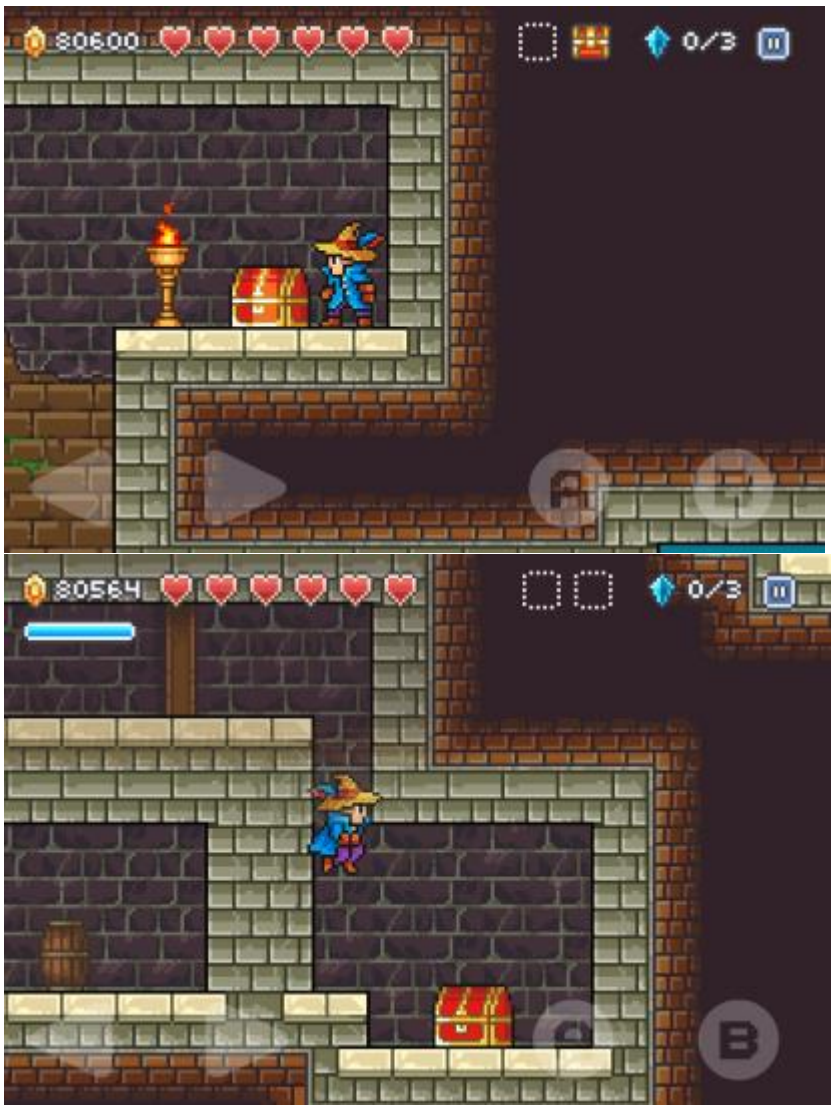
The **final crystal** is towards the end of the level. Once you've clambered up those three disappearing ledges, make sure to defeat the masked assassin, green goblin, and fire warthog. Then climb up the single step solid blocks. Be careful you don't get singed by the two fire-spitting statues sitting smugly against the wall (and deal with the purple exploding knight if it's too much of a distraction). Now you should Jump on the head of the higher statue. From there, you can jump up and left through a fake wall to collect the crystal.

On your way out, you'll have just one more foe to conquer: an olive ogre. So take caution around the rotating spiky beams, defeat him, and exit the temple like a champion of light.

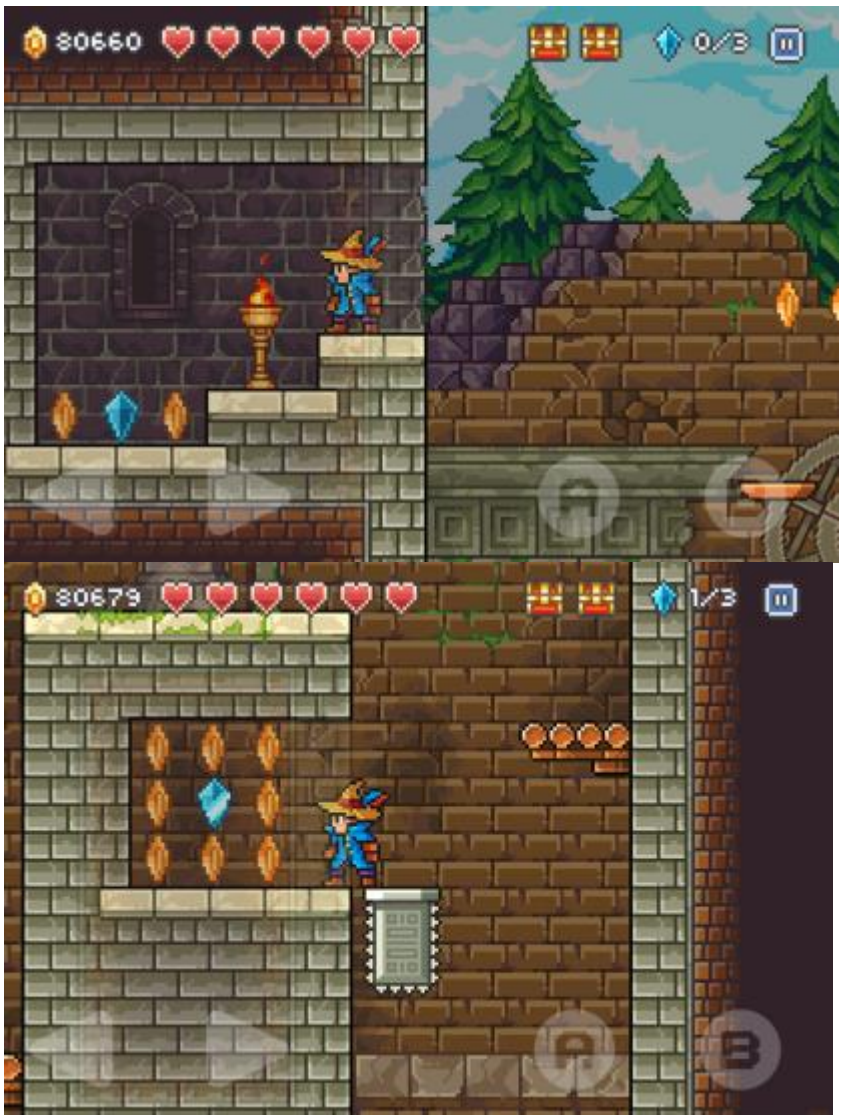
Beneath the ancient, crumbling ruins, a formidable world of ancient splendour awaits to be discovered. Cloaked figures, wise librarians and candid knights lend their advice to any soul - human or otherwise - who is brave enough to navigate their way through a mossy labyrinth of spinning wheels, levers, and a perpetual background hiss...

The **Sacred Ruins** are the 6th main area of ***Goblin Sword***. There are 9 levels (not including the boss levels). Here are the locations of all the treasures and crystals in each level.

Reach an area with 2 horizontally moving spiky platforms. Jump onto the ancient pillar in between them. Then jump up and left through the fake wall above. Use the spring to propel yourself into a symmetrical vase area (blue and red vases). Via the upper right ledge, jump through the fake ceiling above and follow the passage. Drop down to find the **treasure waiting**. Go to the area with the first wooden spinning wheel. Don't proceed to the ledge on the right with the purple axe dingo. Instead, land on the grey fire breathing head and drop down onto the ledge below. Before you reach the end of the corridor (with 2 vases), jump up into the ceiling a bit further back until you find a concealed passage that leads upward. Jump into it and walk all the way to the end to **find the treasure (THIEF'S CLOAK).**



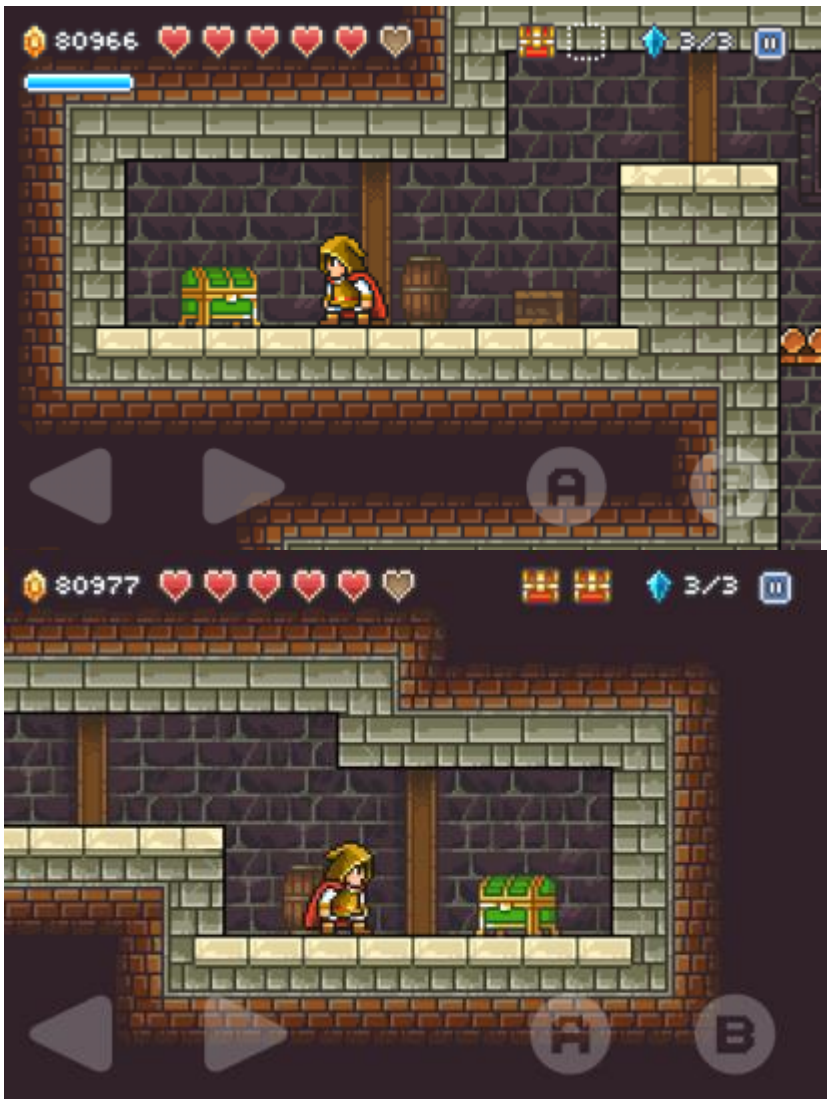
Go past the archer rabbit and use the spring to leap upwards past a horizontally moving spiky block. Then jump left onto a ledge with a purple axe dingo. Use the spring that is above and left to catapult yourself upward, then go left through a fake wall for **crystal number 1.**



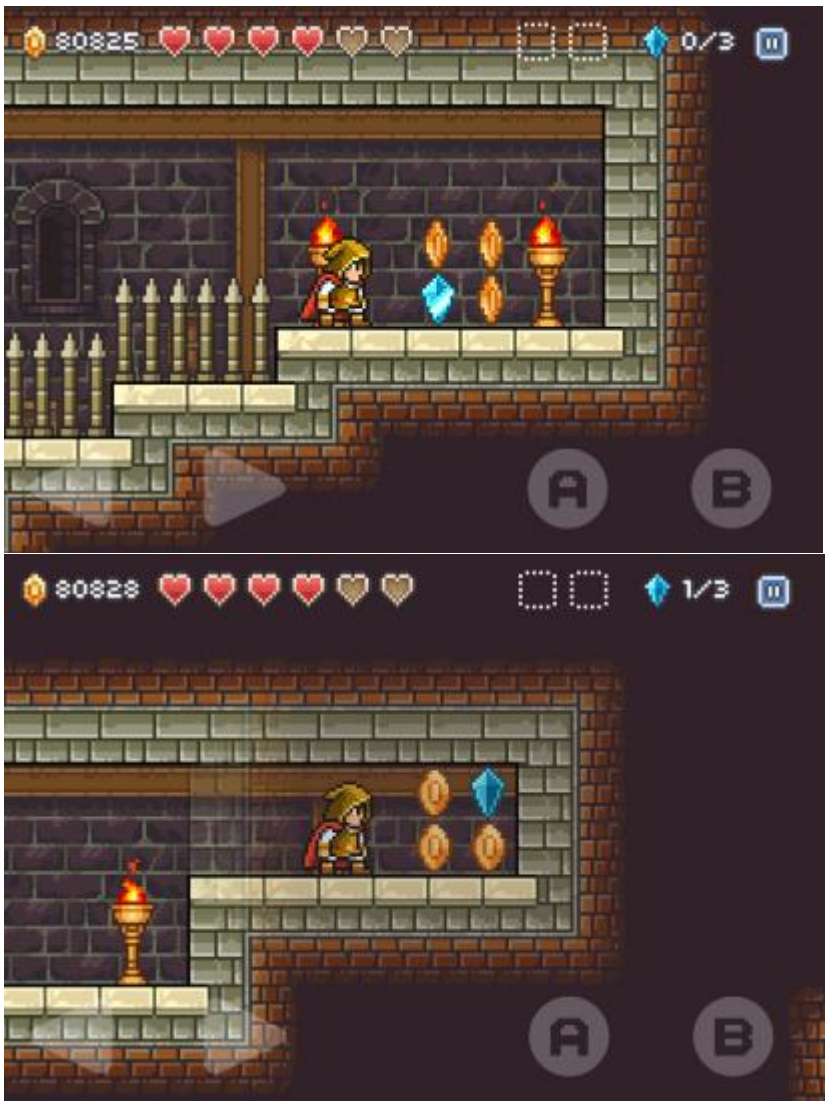
For **the next one**, stand still on a horizontally moving spiky block. It is through a fake wall on the left. The last crystal is near the end of the level. Jump on the grey fire breathing statue and go through a fake wall, then past the spikes. Jump up into the upper right corner to swipe **crystal 3**.

Reach an area with a blue spiky falling block. Jump onto the first pulley, then drop down ledges all the way to the recess in the lower left wall. Go through and use the temporary blocks to ascend your way to the **first treasure.** Get back up and go right past the 2nd blue spiky falling block. Jump across 2 pulleys and go through the passageway to the right of the temporary block ledge. Keep going right and dispose of archer rabbit. Go left towards pulleys and ride left pulley down all the way, then go through the fake wall on the left. Keep going left and you'll find a green treasure chest. Note: This is a fake treasure chest. It contains a bomb, so keep clear. (Very reminiscent of *Prince of Persia* potions) Go down and go left again to where the **real treasure is hiding**, in a cavern right below the fake treasure. **(VENOM BLADE)**

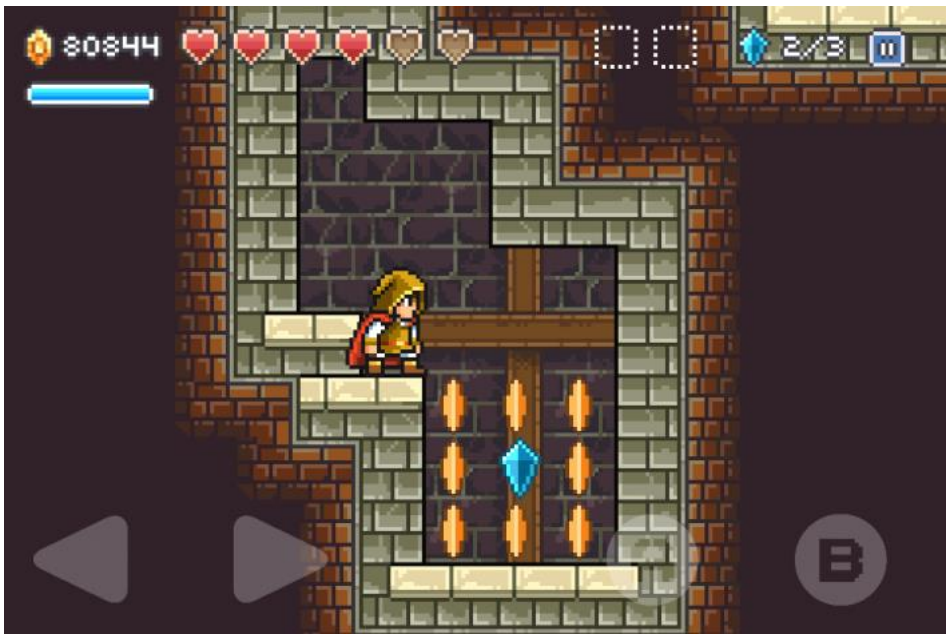
Beware the fake treasures:



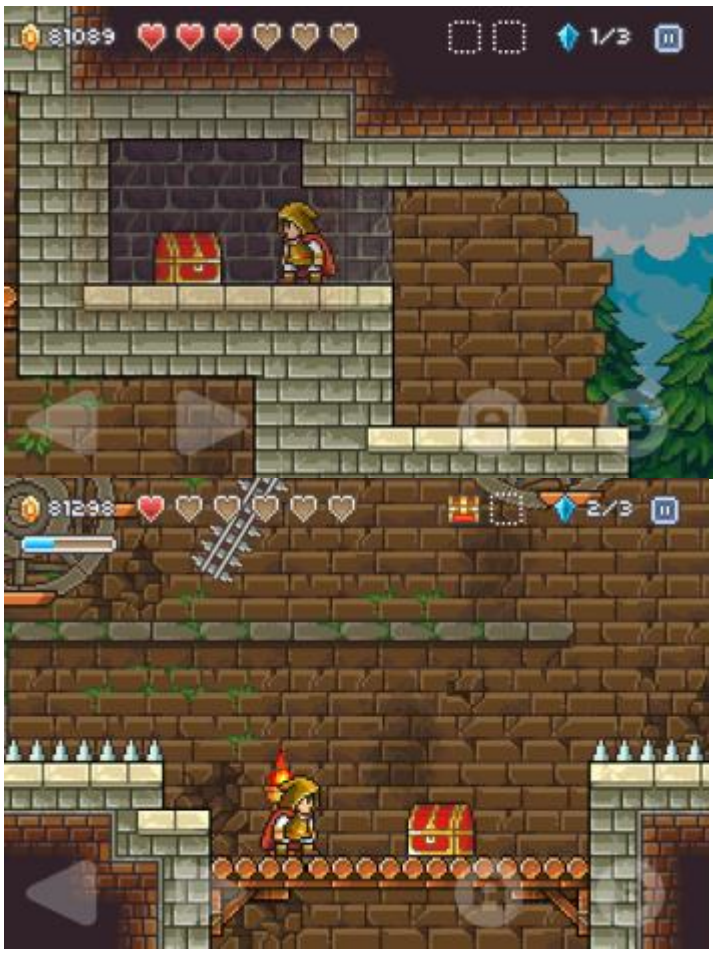
Reach the second set of pulleys. Jump on the first one then quickly leap left into the recess in the wall (slightly above). Work your way up to 2 sets of rising/falling spikes. Go past these to find **the first crystal**. **Crystal 2** is easy to miss, but it's actually behind a fake wall on the right immediately after crystal 1.



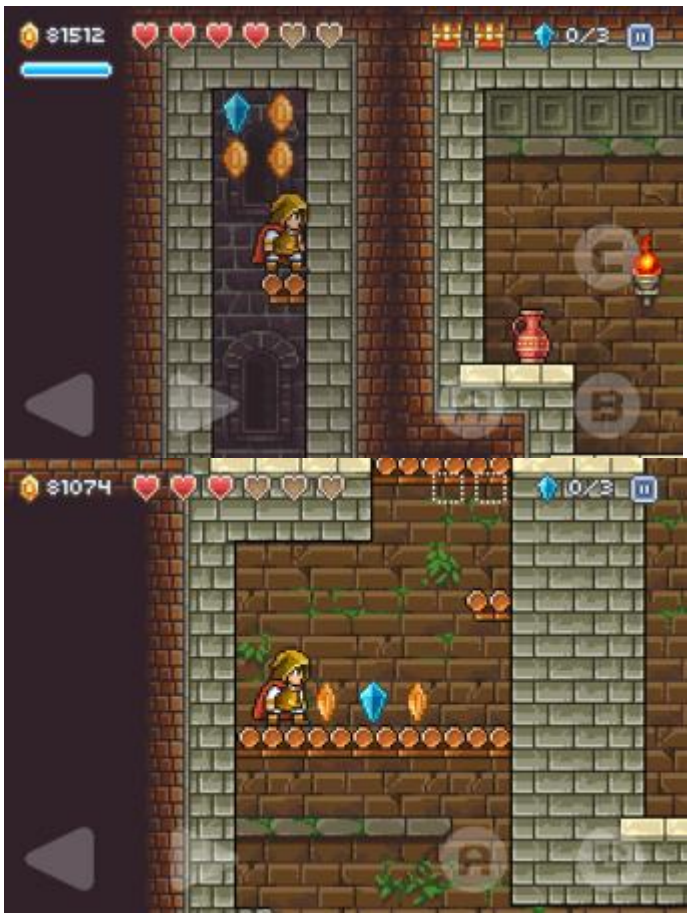
For the **final crystal**, follow the pulley system rightwards until you reach a ledge with a purple axe dingo. Drop down 2 ledges and go right through a fake wall. Fall into the pit where you will find a crystal surrounded by coins.



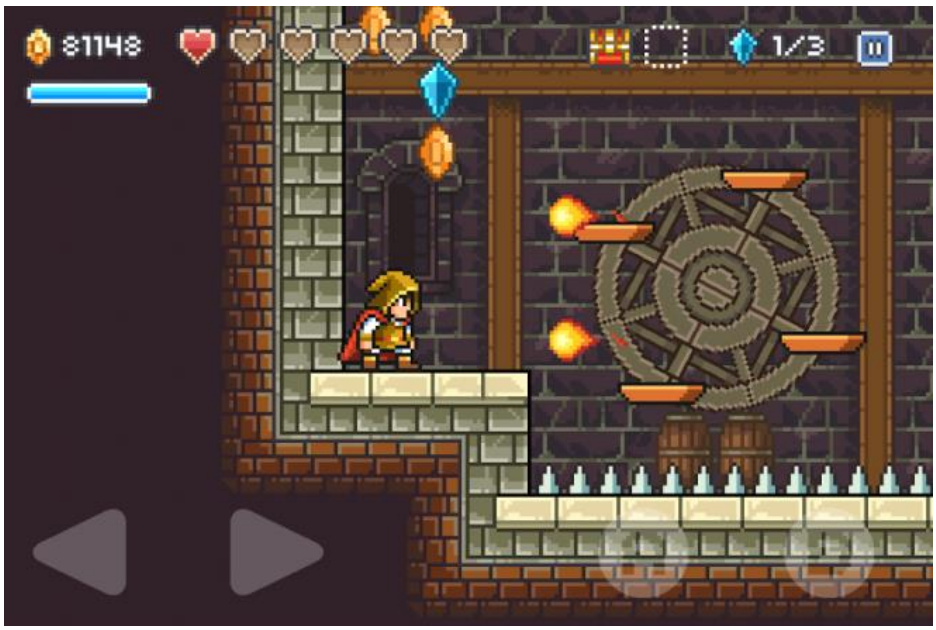
Go right after the first crystal. Another stone wheel drops to clear the path ahead of you. When it leaves its ledge, jump on it and go through the fake wall on the left to **collect the treasure.(MORPH TALISMAN)** Exit the pit of the second crystal and go right. Drop down onto the ledge below 2 wooden spinning wheels and 1 spiky rotating beam.



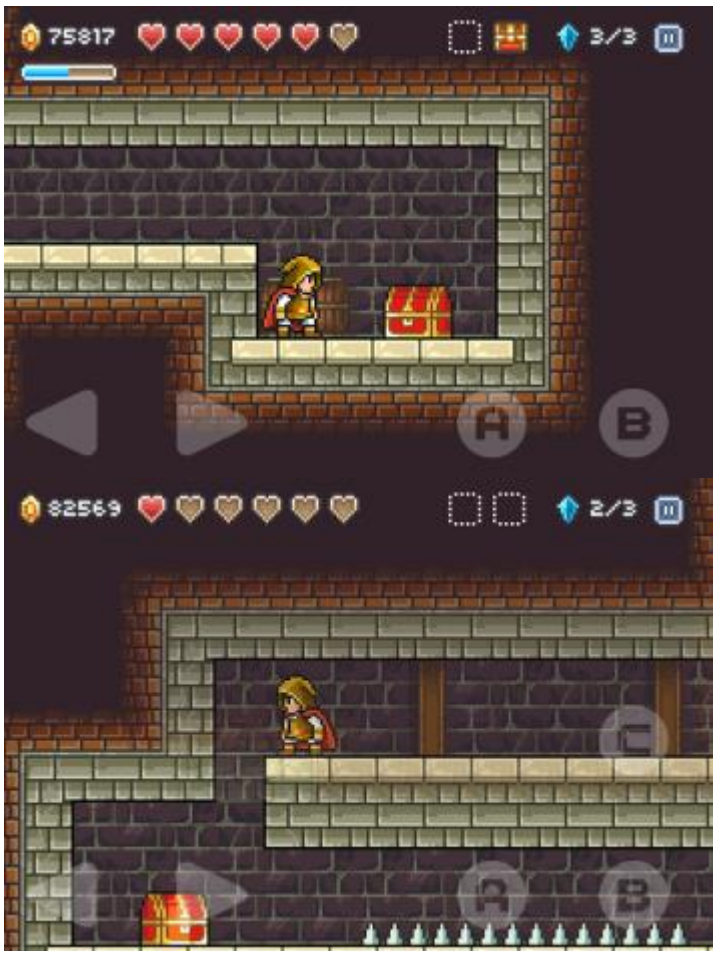
After the first stone wheel section, pass by a set of 2 spikes and reach a spring. Jump on it and direct yourself leftward to break through a fake ceiling. Ascend the mini wooden ledges to **collect the first crystal** in the top left hand corner. When you first begin the level, drop below the spinning wheel and defeat the archer rabbit. Then proceed down and right along the base floor of the level. At some stage, a giant stone wheel collapses and clears the path before you (watch it doesn't hit you). Go up the spring and continue right, past the fox hood, chainwhip pig and painted ghost. Fall down mini ledges and go left to the area with 2 fire spitting statue heads. When it's safe, go up and g**rab the crystal**.



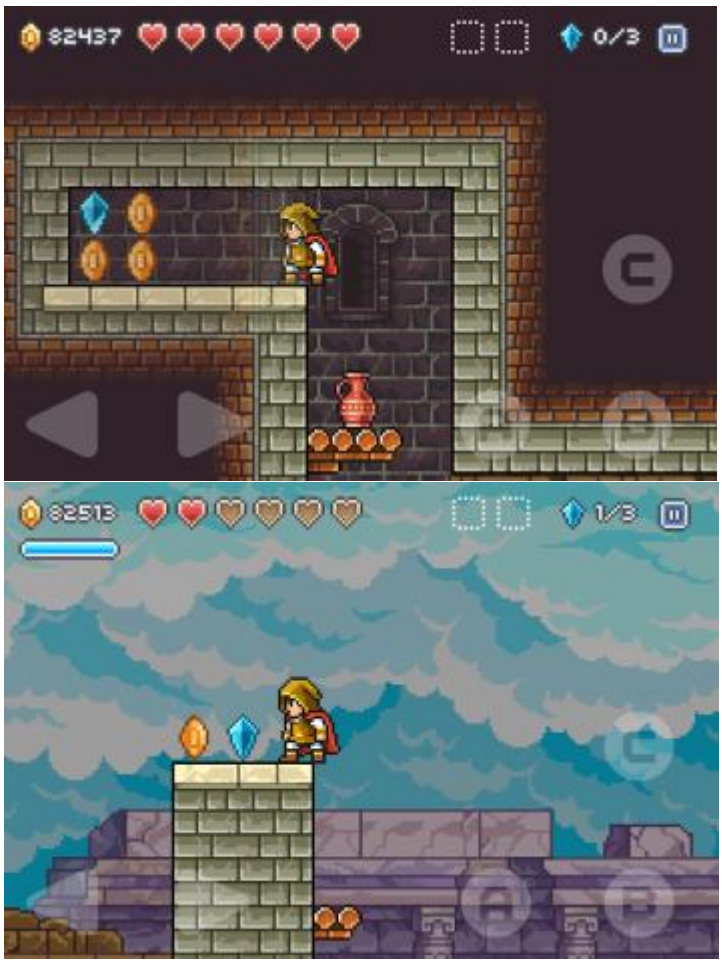
Fall through the gap in the floor after the 2nd stone wheel. Fall down the mini wooden ledges and keep pressing left, defeating the chainwhip pig along the way. You'll reach an area with a spiky floor and ceiling, a wooden spinning wheel in the middle, and 2 fire spitting statue heads on the left. **The crystal** is all the way to the left after a second set of fire spitting statues.



Fall down into the area past the purple axe dino onto floor near the pulleys (above the spikes). A chainwhip pig and rolling stone circle will be just ahead. Note a gap in the left wall – it's fake. Go through it to find fox hood on the other side. Defeat him and move left to find a spiky pathway. It's too long even for the lightning boots. For the real pathway, use the red spring to catapult upward into the fake wall on the left and follow the passage all the way to **the treasure.** At the start of the level, past the fox hood and archer rabbit, there is a section with a block barricading your progress. Lined up before it are 4 lit torches. The fire symbol on the block is the hint; use the ice sword or wave sword to douse the torches and the block will melt away. Go forth and **collect the treasure** at the end of the tunnel. **(POWER BRACER)**



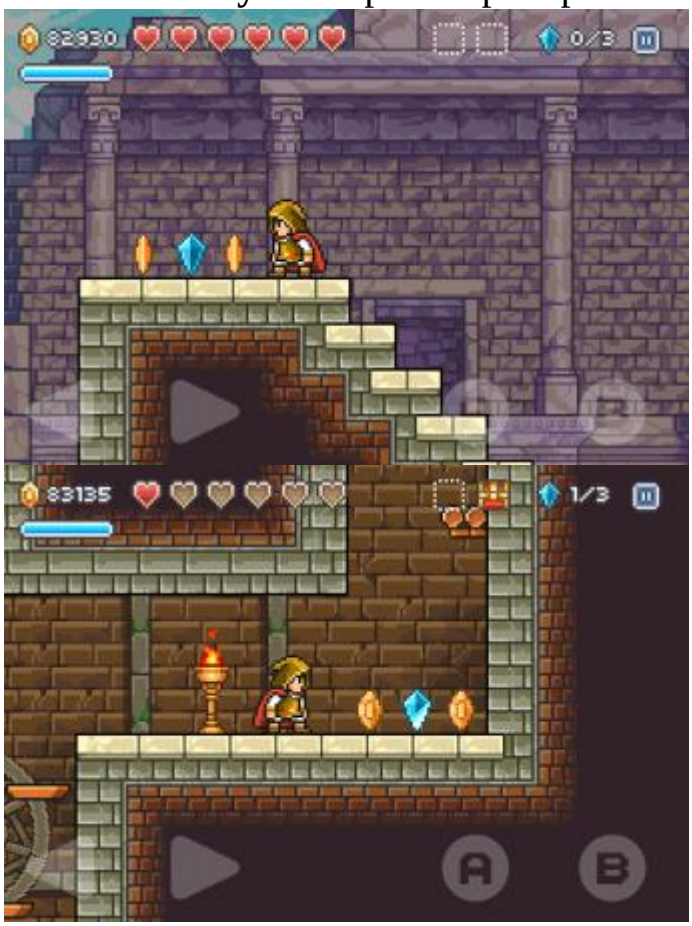
Go past the archer rabbit. Reach the wooden spinning wheel, then jump up left onto wooden ledges, then up and left through a fake wall to **access the crystal**. Reach an area with a horizontally moving spiky block. From the wooden ledge, jump onto the red spring and catapult upwards to the left. Ascend 2 mini wooden ledges to the top and reach **crystal no 2.**



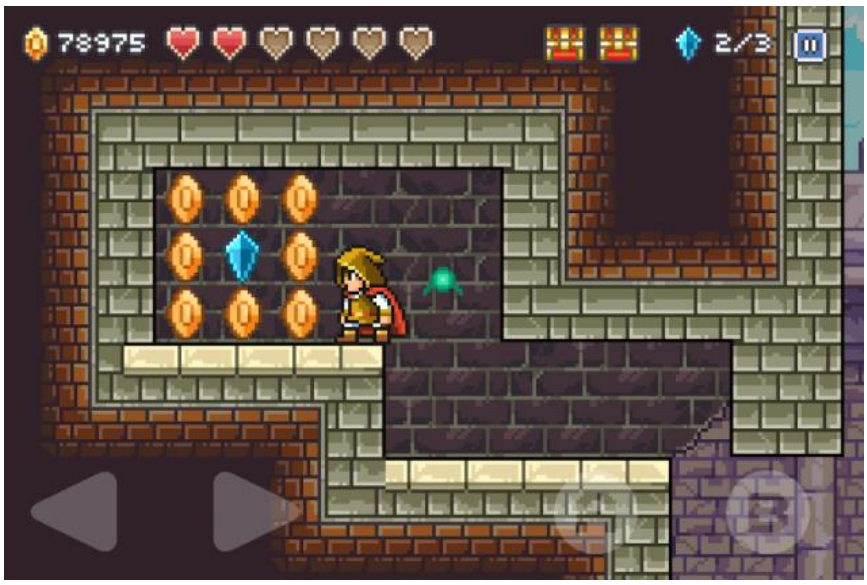
For the last crystal, proceed rightward after collecting treasure 1. You'll reach an area with a falling circle stone wheel. Wait until it rolls by, then follow its trail. Just above a pair of spikes on the floor is **the crystal.**

For the **first treasure**, go to the travelling man and pay him 5,000 gems to open the door. Walk through and ascend the stairs to claim your reward **(KATAR)**. For **treasure no 2**, go past 2 pulleys and blue blocks. Fall down (don't use the pulley) onto a section with 2 choices of spring. Use the right one, then jump right onto the pulley and ride it down. This lowers an earlier pulley. Jump right and go down onto the floor of the level. Follow the pathway to the left, until you reach the 2 springs section again. This time, jump on the raised pulley for leverage to access the treasure, which is located on an upper right ledge above.

Defeat all the slew of monsters below (spellcaster, archer rabbit, fox hood and painted ghost). Don't go down toward the purple axe dino. Instead go right and pass the vase. Then climb the steps to reach a travelling man who offers to open a barrier for you for a 'nice price' of 5,000 gems (worse than the Magic Bean merchant in Zelda!) Go left and jump up through the fake section of wall, and continue upward to access **Crystal 1**, which is flanked by 2 coins.
The **second crystal** is past a spike pit with 2 wooden spinning wheels.



Near the end of the level, there are 2 rows of spikes. Jump over and fall down onto the narrow ledge hugging the left wall. Jump onto the moving spinning wheel and then jump up and left into the nook to collect the **final crystal**.

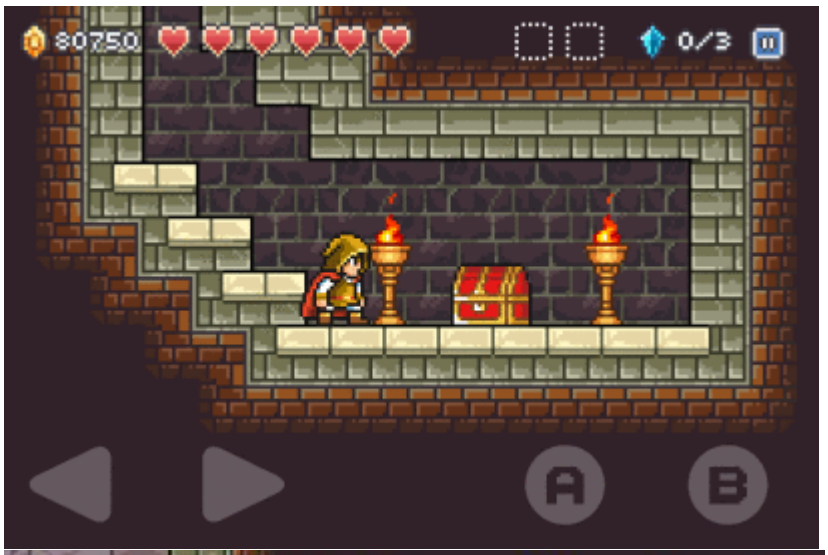


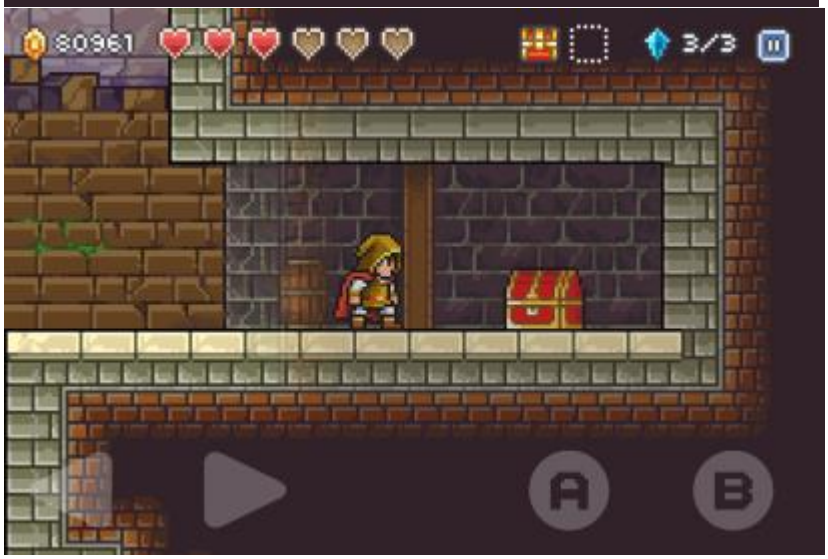
For **treasure 1**, pass the area with the blue falling spike blocks and 2 wooden spinning wheels until you reach a goblin tunnel. Equip the morph talisman and stick to the left. Go down the 'T' and navigate your way across a spiky block towards the treasure **(RUSTY SWORD)**. To upgrade this weapon, take it to the blacksmith, who is located in the first level of the **Shadow Temple**. He can fix it for 3,000 gems – purchase the upgrade to max out all the stats and convert it into the **FALCON BLADE**. Next up is **treasure 2**. Fall to the bottom of the level after the 1st fire spitting statue head, in a narrow gap past some spikes near the end of the level. Avoid the rising/falling spikes and falling blue spiky block and claim the second treasure.

Crystal 1 is in the air above a temporary block. Just before the goblin tunnel section. The next one is above a spinning wooden wheel, near the goblin tunnel section. Begin to ride the red panel, but don't follow it, jump up to snag **crystal 2**.

At the end of the level (just prior to the exit) jump left through the fake wall, then jump up and left. Scale the large gaps to reach the **final crystal**.

Reach an area where a mysterious cloaked individual gives you cryptic advice about a secret passage. He is talking about the **Power Bracer,** which shoots fire in 3 directions simultaneously. Equip it before you enter this level. Then go past the cloaked individual and you'll reach an area with 3 green diamonds. Stand on the centre platform and press and hold A to charge the weapon, then release the fire. The diamonds turn red and the secret tunnel ahead will open. Enter it, and descend the stairs for **the treasure (TRIDENT)**. **Treasure 2** is near the end of the level. Drop down from a wooden spinning wheel and hug the right wall to fall onto a ledge. Proceed through a fake wall on the right to claim the prize.

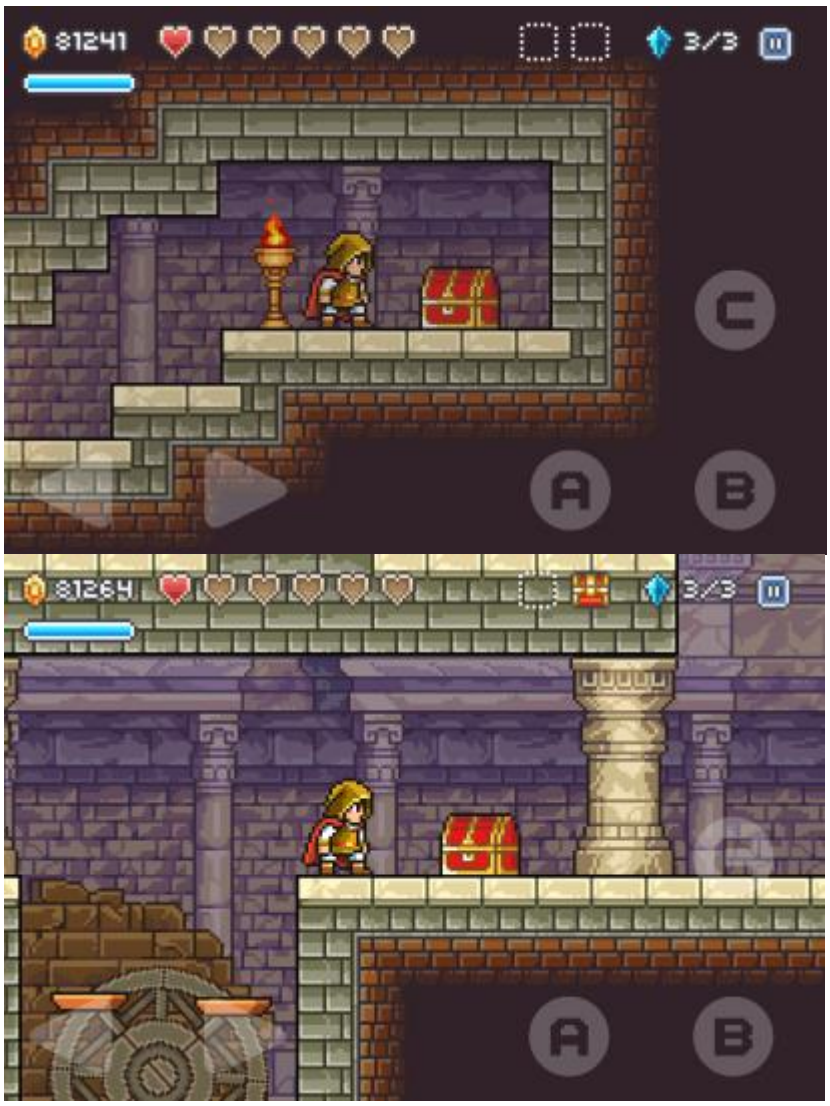




For **Crystal 1**, climb the disappearing grey panels at the start of the level, but don't jump right onto the 5th one. Instead, go left and there are 2 more panels. Jump onto the second one, then drop slightly onto a platform with a fox hound. Defeat it and claim the crystal. After the 2 spike pits with springs at the bottom, you'll reach an area with a tusked goblin and green goblin. Drop down into a small room below for **crystal 2**.

Reach the area with a green goblin and green slime. **The crystal** is above a spiky rotating beam near the ceiling.

Go right (past the section after crystal 3) and defeat the flurry of enemies (green dragons, spellcaster). Then, defeat the statue head and push through the fake wall. Ascend the stairs to discover **the treasure (GUARDIAN'S ROBES)**. For **treasure 2**, reach an area with yellow pulleys. Don't go right, instead fall left onto the third wooden ledge and go left through a fake wall. Use the two yellow pulleys to jump over the spike pit, then navigate your way past the spiky rotating beam and upwards via 2 wooden spinning wheels. Ensure you avoid contact with the horizontally moving spiky block. **The treasure** is enclosed in an area between two stone beams.

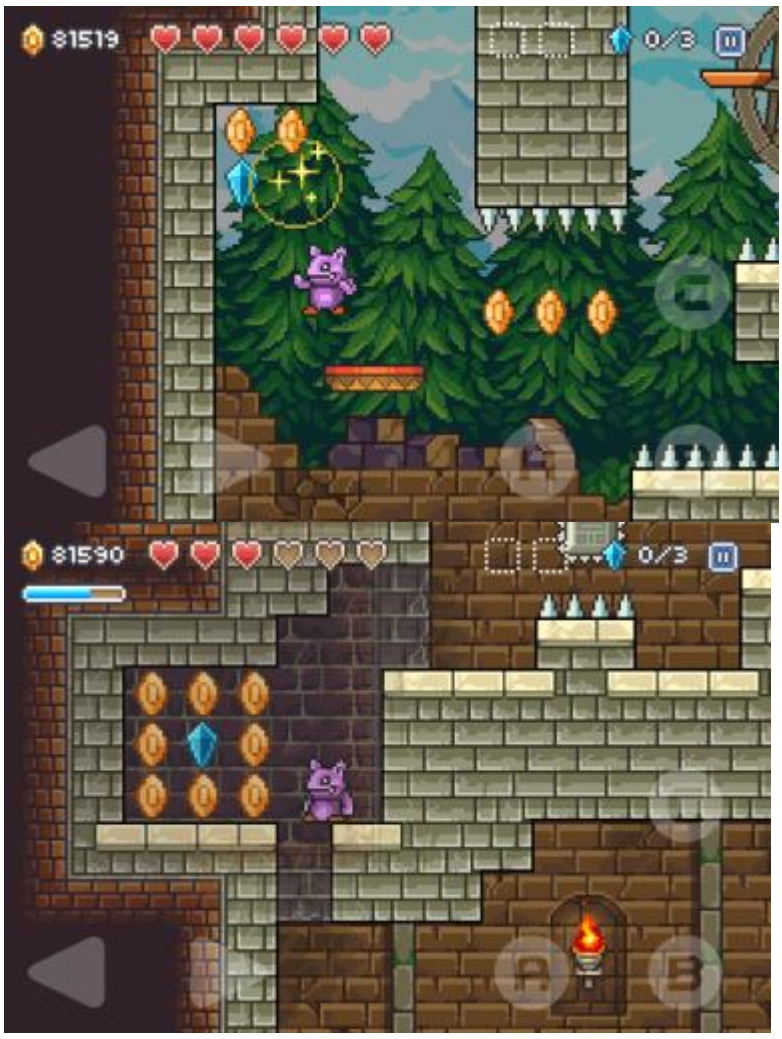


Go past 3 spiky rotating beams and defeat the statue (equip Platinum Shield to deflect their attacks, or Steel Gauntlet to destroy attacks). Then walk right through the fake wall. Jump across the spike pit to the area with the spring and blue vase. For **crystal 2**, go to the section with the first wooden spinning wheel. Block the statue's attack and destroy it. Then jump right into the upper right alcove to swipe the crystal.

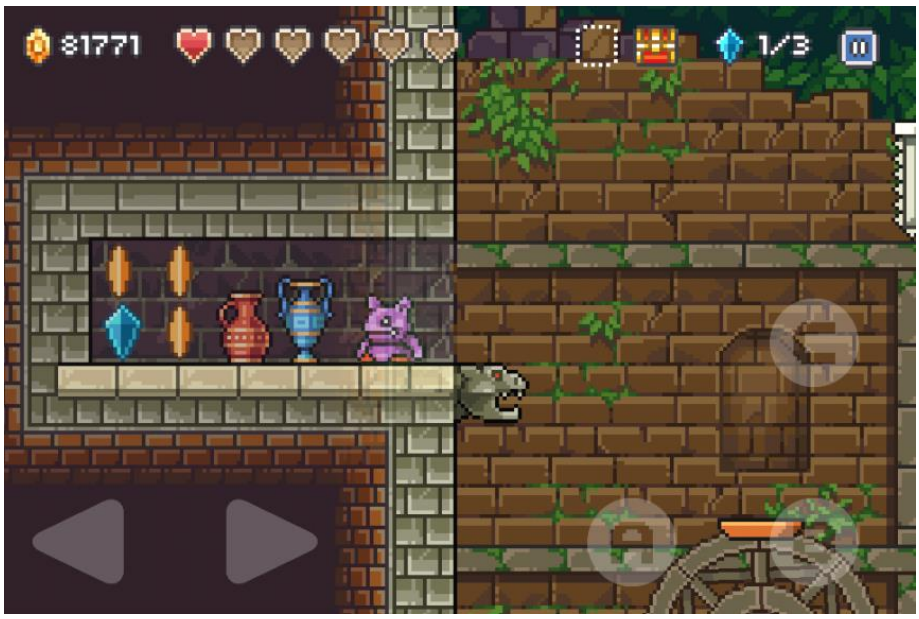
Reach an area with the red spring (end of wooden spinning wheel and temporary block section). Jump up left and go towards the purple axe dino. Defeat it and proceed left. Then jump across the gap and continue until you jump into a recess with a blue and red vase. Jump above it and go left through the fake wall for the **final crystal**.

After crystal 1, continue rightward past the 2nd wooden spinning wheel. Don't fall down, jump up and right to break through the fake wall and **collect the treasur**e. The next treasure requires you to activate a switch. After crystal 2, you'll reach an area with a fox hood. Don't go past the flame. Stand on the grey platform and jump above the wooden bridge into a fake wall on the right. A cube is hidden here. Push it onto the bridge, then right past the flame and onto the wooden ledge where an archer rabbit should be. Push it right again onto the lower right wooden ledge, and finally through a fake wall onto a red switch. From there, go right towards a tusked goblin. Continue and you'll reach an area with 3 layers of temporary falling blocks and horizontally moving big spiky blocks. Fall down all the way to the bottom onto the layer just above the spiky floor. Then quickly move left through a fake wall. The barrier is now unlocked. Head through and at the very end of the bottom passage your **treasure awaits**.

For the **first crystal**, go up the section with spiky rotating beams, fire spitting statues and wooden spinning wheels. You'll reach a section with a red panel. Jump into the left nook for the crystal. For crystal 2, reach an area with a red spring. Jump up and land in an area with a thin, horizontally moving spike block. Manoeuvre around it and over the spikes in the middle, then push through the fake wall. The **crystal** is located within a small cave below to the left.



Near the end of the level, which is structurally similar to Level 16 of the **Shadow Temple**, jump onto a grey spiky moving block for leverage and work your way up till the 2nd spinning wheel. Then jump onto the fire spiting statue head on the left, and move through the fake wall for **the final crystal**.



SECTION 3

WEAPONS

In version 2.5.1 of ***Goblin Sword***, there are 30 **weapons in total**. Each weapon has different properties. Some have better speed (faster striking) or range (better reach), while some prioritise attack (more damage to enemy HP). Technically the strongest weapons are the **Stardust Blade** and **Falcon Blade**, which have maxed out stats for attack, speed and range. Interestingly, the attacking power and range of the Stardust Blade seem to be increased only when a magic orb is collected. Prior to that, its striking distance and power are somewhat lower. It is also of note that the Stardust Blade combined with a magic orb *cannot* kill say a Pig Knight in one hit, whereas a weapon like the Great Axe can.

Both the **Chain Whip** and the **Great Axe** can be found in the levels of the **Lost City**.

The **Flame Wand** and **Stardust Blade** can be found in the levels of the **Shadow Temple**.

The **Sacred Ruins** holds 4 new powerful weapons. The **Katar** is purchased for 5,000 gems from a traveller in level 6-5. The **Falcon Blade** is actually an upgraded version of the **Rusty Sword**, which is found in level 6-6. Take the **Rusty Sword** to level 5-1 (**Shadow Temple**) and the blacksmith will repair it for 3,000 gems.

There are **14 different types of armour** available in ***Goblin Sword***. While most can be purchased outright using coins, some must be earned through

in game exploration. The purpose of armour is decorative rather than functional, since it does not give the player any additional powers as far as I know. At any rate, there is a nice selection to mix and match with the various weapons, significantly boosting character customisation.

The **Paladin Armor** comes from the Lost City. Both the **Mage Robe** and the **Veteran's Armor** come from the **Shadow Temple.**

There are **30 different relics** in the game with a vast range of magical abilities. Some relics increase the drop rate for hearts or magic orbs, others allow you to wade unscathed through lava, and others summon guardians. There are two new relics added in ***Goblin Sword*** 2.0 – the **Strength Ring** and the **Divine Bracelet.** The **Strength Ring** gives you a 1/5 chance for a critical strike, while the **Divine Bracelet** makes weak weapons strong.

The **Shadow Cloak** allows your character to run more quickly, and is therefore a good choice for speedrunning the timed levels.

There are 8 guardians in ***Goblin Sword***: **Ghost, Dragon, Reaper, Fairy, Phoenix, Basilisk, Undead Warrior** and **Demon**. Both the **Basilisk,** with its powerful, charged blasts, and the **Undead Warrior,** which mimics all your attacks, are excellent allies in battle.

The **Platinum Shield** restores hearts when it is used, but will break after an enemy strikes it roughly four times and cannot be used again in the same run. Each time players use the **Demon's Wallet,** they consume 50 coins in order to summon a powerful sidekick. Both the **Platinum Shield** and **Demon's Wallet** are located within the **Shadow Temple**.

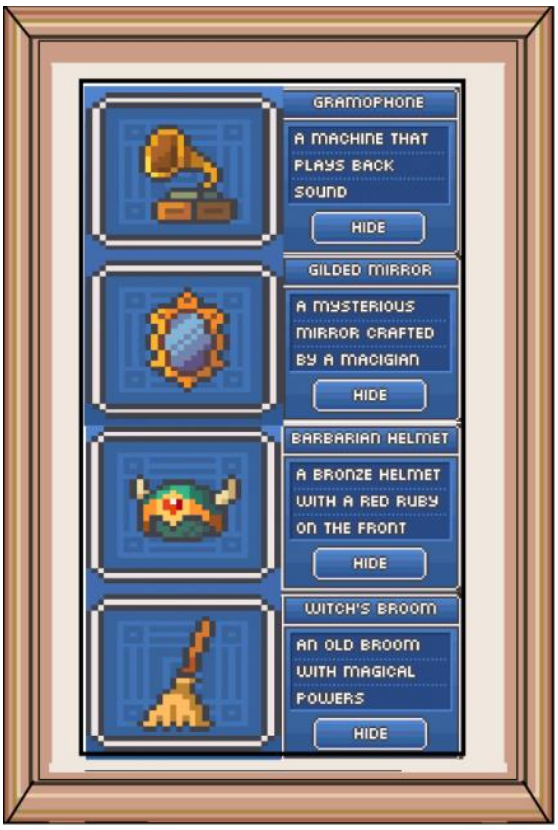
The **Power Bracer** allows you to release a simultaneous tri-directional attack, and the **Morph Talisman** lets you turn into a tiny goblin, perfect for squeezing through narrow spaces.

SOUVENIRS

Goblin Sword has **20 different souvenirs** which are scattered throughout its many levels. Find these to decorate your home. Like the armours, souvenirs have more of an aesthetic purpose but are nevertheless still fun to collect, and offer additional layers of challenge to the game. So if you've ever secretly wanted to be an interior decorator, why not start here? I hear pixel art is all the rage these days.

The very first souvenir, the **Oil Lamp,** is located within the **Great Forest** behind a secret wall.

The **Gilded Mirror,** located within the depths of the **Lost City**, is one of the most difficult souvenirs to obtain.



These are the guys we love to hate. ***Goblin Sword*** is filled with a diverse array of enemies big and small throughout the levels of **Great Forest**, **Ancient Castle**, **Dark Caves**, **Lost City**, **Shadow Temple** and **Sacred Ruins**. Some rely on brute force, while others use their guile and witchcraft. These foes split their time between the land, sea and sky in order to put an end to the hero's epic quest, but of course, it is the player who has the final say about that. This is an unofficial listing of all (or at least most of) the enemies encountered within the game. It's certainly very interesting to see the evolution of certain enemies as the game progresses, and what better way to document it than a chart. All 13 bosses are also included after the general enemies.

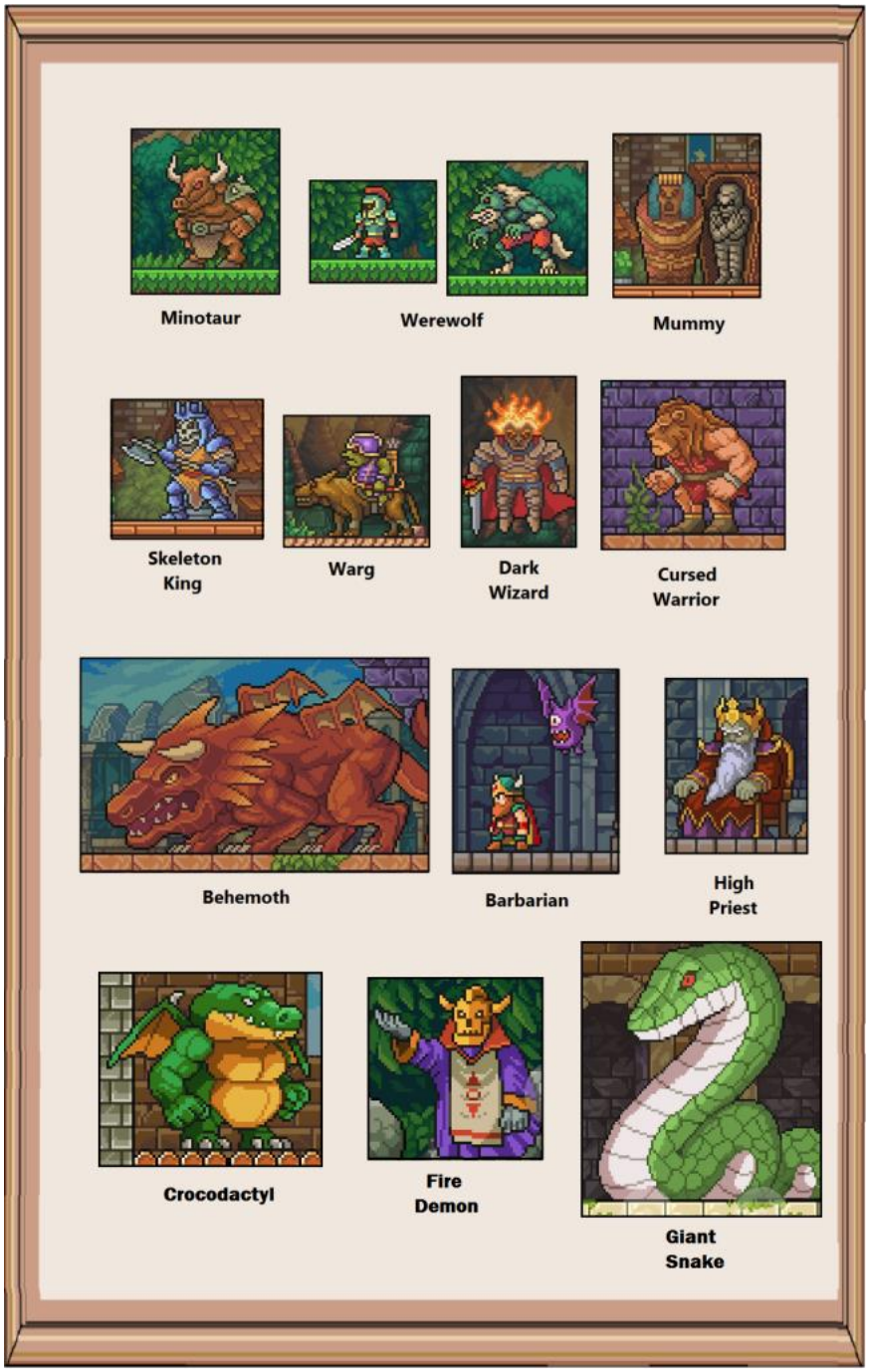
GENERAL ENEMIES

Green Bomb Dino
Polygon Knight
Spear Fox
Red Snake
Rhino
Flying Sorcerer
Minotaur
Porcupine
Tusked Boar
Wizzmage
Fire Salamander
Red & Purple Bird

Green Ghost
Masked Assassin
Olive Ogre
Purple Exploding Knight
Winged Griffin
Fire Warthog
Copper Knight
Green Goblin

Purple Axe Dingo
Green Dragon
Spellcaster Goblin
Chainwhip Pig
Archer Rabbit
Green Slime
Painted Ghost
Fox Hood
Tusked Goblin

BOSSES


Minotaur
Werewolf
Mummy
Skeleton King
Warg
Dark Wizard
Cursed Warrior
Behemoth
Barbarian
High Priest
Crocodactyl
Fire Demon
Giant Snake

SECTION 5

GEM GUIDE

Throughout ***Goblin Sword*** you will collect a dazzling variety of gems worth different amounts of currency. Sparkling blue diamonds earn you 10 gems but even the humble gold coin can make a difference when seeking to purchase something from the Merchant. Here is a chart that catalogues how much each gem fetches you. The maximum number of gems that can be collected as of ***Goblin Sword*** 2.5.1 is 100,000 gems.

***Note: This walkthrough was done voluntarily and is completely fan-made. Any opinions expressed here do not reflect the views of *Goblin Sword's* creators in any way.**