

The Unofficial

Guide to

Invictus

By





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Credits

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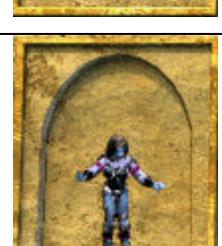
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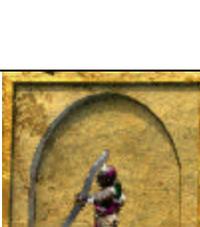
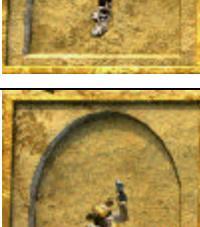
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Thank you and have a nice day.

Heroes

	<p>Achilles</p>	<p>If you are looking for a hero with sheer attack power, then Achilles is definitely the hero of choice. If, however, you are looking for a hero with a useful appeal to the gods, then Achilles is not the hero to choose. While arguably the most powerful melee hero, Achilles' appeal simply upgrades the armor of himself and several units around him. While this sounds like a wonderful appeal, it simply does not prove as useful as the vast majority of other appeals, and I would highly suggest choosing another hero, especially when a particular hero's melee abilities start to fade in importance.</p>
	<p>Arachne</p>	<p>There is really no reason to choose Arachne at all. Arachne is one of the weakest heroes without the use of her appeal, and even using her appeal she is still not the strongest, making the use of an appeal a waste when you can simply choose a hero as strong as she is when she is in her spider form. While it is true that she does generate a few spiderlets, this is still not worth the cost of her appeal, as you could choose Cadmus and then generate skeletons instead. Unless you're looking to make the game a bit harder for yourself, do not choose Arachne.</p>
	<p>Atalanta</p>	<p>Surprisingly, Atalanta is one of the better choices for a melee unit. She is quite strong, and is able to take on most enemies single-handed. Her appeal is another bonus: while it does not perform in an offensive capacity, she is able to cause several units around her to gain a tremendous speed boost at a very low appeal cost. This can really come in handy when you are trying to catch an enemy, or to run away from a group of difficult enemies. If you're not sure whom to choose, Atalanta can really provide that little boost you need.</p>
	<p>Cadmus</p>	<p>Cadmus is by far the most versatile and useful melee hero you can choose. While he is not one of the strongest, his appeal is rivaled by none. Instead of simply having a quick effect that does not truly last, the appeal used by Cadmus summons forth skeletons from the ground to serve you. Because of this, you can at times double the size of your armies when you really need it, and not just have one quick strike, but instead have troops who will take damage for you, and really raise hell among your enemies. His appeal is not always even necessary to bring forth skeletons either, as occasionally when he is around and an enemy has been killed, a skeleton may, at random, raise from the ground to serve you.</p>
	<p>Electra</p>	<p>While Electra can hit a bit harder than Orion, it is not worth choosing Electra over Orion simply because she will not receive the awesome bonus that Orion will from the Bow of Artemis. Her appeal doesn't quite affect the same radius that Orion's does either, and is very expensive, which can be a problem in some battles.</p>

	<p>Hercules</p>	<p>Hercules is very direct. Point him at the enemies and he will attack. His appeal is also very direct, in that he causes an earthquake around him from smashing his club into the ground. If you just want a strong melee fighter with no real flare, then Hercules is a good choice, however because his appeal has splash damage that can really harm your troops, it would be wise to choose a different hero.</p>
	<p>Hippolyta</p>	<p>Hippolyta, much like Hercules, is a very strong fighter, and a wise choice as a melee hero. She also, however, has one major advantage over Hercules. Unlike Hercules, her appeal does not damage your troops, and simply causes massive damage to any enemy units within the path of her appeal. If you do decide to use Hippolyta, choose her as your 3rd or 4th Hero, and NOT as an initial hero. The reason for this is that you will have the chance to get a pair of dragon's teeth on her recruit, which can prove most useful, as they are the most powerful offensive item in the game.</p>
	<p>Icarus</p>	<p>Even though Icarus is the weakest hero you can select, he is by far the most useful hero in all of Invictus. The advantage that Icarus' mobility provides is astonishing, especially once you obtain Hades' cloak, and are able to make Icarus invisible. Once that happens, on many levels, you will simply be able to fly Icarus to a certain location and beat the level, without even having to move anyone else. Also, the appeal of Icarus is the tornado, which is one of the more powerful appeals. So long as your troops are a distance away, you can have Icarus distract a large contingent of troops, gather them together, then blast them with the tornado and do serious damage to them all. Another option is to just attract a lot of enemies, then fly out over water, keeping them wrapped up. Because of his usefulness, Icarus is almost a must-have.</p>
	<p>Orion</p>	<p>While Electra is slightly more powerful than Orion, Orion is a far better choice for a melee hero. This is because, once you find the bow of Artemis, Orion will gain the ability to regenerate. Orion's ability is also more useful, as it is able to strike more enemies, providing that you can group them together. Another benefit of Orion's ability is that he is capable of momentarily sealing choke points, so that enemies that are unable to fly will not follow you. This occurs because an enemy will not voluntarily walk into the path of Orion's Rain of Arrows, so if you use his appeal on a natural choke point in a map, you will be able to ensure that no one will follow you.</p>
	<p>Perseus</p>	<p>Perseus is rather middle of the road when it comes to the heroes in terms of strength, however his appeal is fairly useless. For the cost of 3 God Points, Perseus is able to turn any units in the direction he is facing into stone. While this sounds good, they are only turned to stone for a limited amount of time, and eventually revert back to their previous state and continue attacking you. It is also important to note that Perseus can, in this manner, stone your own units as well, making it a dangerous appeal to use. The only real redeeming value to Perseus is that he comes with the Helm of Athena, but even this does not make choosing him worthwhile as it becomes useless once you get the Cloak of Hades.</p>

Items

Retainable Items

Most of the items in Invictus are items that you can keep with you after each scenario. Guard these items well, especially items like The Axe of the Minotaur; they help they offer during the course of the game is immense.

	Amber Amulet	The Amber Amulet reduces the cost of appeals by one God Point, and is much better than choosing to recruit Cerberus. You may find the Amber Amulet on Bone World.
	Ambrosia	Ambrosia is like Golden Apples on steroids. Save these for when you really need the healing, and rely more on Golden Apples simply because Ambrosia is far more valuable for use on a hero who is near death. Ambrosia is a semi common item in Invictus.
	Archers' Hood	If you have a ranged hero, and I highly suggest having a ranged hero, you will want to make sure that you grab the Archers' Hood. The Archers' Hood will increase the damage of all Archers, Amazons, and Centaurs grouped with the hero carrying this item. You may find the Archers' Hood on the level Styx 1.
	Axe of the Minotaur	Use of the Minotaur's Axe is probably the best way to explore the map. The method of exploration that the Axe provides does not require scouting, and does not put your units in harm's way. While the effects of the Axe only last 10 seconds, and it can only be used 3 times, the information that you can gather with it is priceless. You can find the Axe in the scenario entitled "Minotaur's Maze".
	Bow of Artemis	The Bow of Artemis increases the accuracy of your ranged troops that are grouped with the hero holding the bow. If Orion holds the bow, however, then Orion will gain Regeneration. You may find the bow of Artemis on the Hydra's Bog.
	Cloak of Hades	The Cloak of Hades is the single best item in the game. If you have Icarus, the Cloak of Hades becomes indispensable for revealing terrain and for accomplishing objectives, as it renders the wearer unseen for a limited time, but can be used unlimited times on the given level. You can obtain the Cloak of Hades on the level The Ravine of the Undead.
	Crystal Skull	Having the Crystal Skull causes the player to make one very important decision. They can either keep it or trade it in for the Scroll of Valor. If you keep the Crystal Skull, the hero who carries it will have the cost of their appeals reduced by one God Point. If you choose to trade it in, then you must let one of your Heroes die, and raise them back to life with the Crystal Skull. It is important that you make this decision as soon as you obtain the Crystal Skull. This item is available in the scenario The Raider's Wood.
	Dragon's Teeth	Guard this item well, and save it for when you REALLY need the extra melee support, like Level 24 when you will not have your troops with you. When you use the Dragon's Teeth about 7-9 skeletons will rise from the earth and assist you in your plight, falling under your command. There are only three places in the game where you can get Dragon's Teeth: the scenarios The Dragon Attacks, Styx 2, and Hippolyta's Recruit.
	Dragon's Skull	There really isn't much point to the Dragon's Skull, with one exception. The skull renders you invulnerable to fire damage and allows you to see the invisible. For the most part you will not need to worry about either, so simply get it, then sidebar it and do not use it until the last level – The Dragon's Revenge. You can grab the Dragon's Skull by talking to Hades in Bone

		World.
	Fire Gem	The Fire Gem creates an explosion of fire where it is used, can devastate any enemy within the blast radius, and is usable up to 4 times per level. This is a very powerful offensive weapon that should be obtained when you reach the Cyclops Lair.
	Flame of Aphrodite	Supposedly the flame of Aphrodite is capable of transporting lovers over long distances... however I have yet to actually see it work. You can find the Flame of Aphrodite on the level Lava World.
	Golden Apples	Golden Apples act as a basic healing potion in Invictus. They aren't overly valuable, but they will restore a measure of health. This is a common item in Invictus.
	Hand of Glory	The Hand of Glory is rather limited. It is only able to curse one enemy per scenario, and cannot be used on all enemies. Because of this, later in the game when you obtain more items than you can carry, it is usually better to not pack it with you on each mission. You can find the Hand of Glory on the level What's In The Box.
	Helm of Athena	The Helm of Athena will render a unit invisible for a limited time once per scenario. This is obviously quite inferior to the Cloak of Hades, and it is really not worth it to choose Perseus for this item.
	Horn of Plenty	While playing Invictus it is absolutely vital that you get both of the Horns of Plenty. Each one can be used up to 3 times per scenario, each healing your units about as much as a Golden Apple. After you find these they become the basis for most of your healings. You can find them in the Temple of the Gorgon scenario, as well as the Minotaur's Maze.
	Panacea	The Panacea cures poison. If you are poisoned and do not have one of these then don't worry overly much, as poison will wear off on its own anyway. This is a common item in Invictus.
	Scroll of Valor	The Scroll of Valor is a very powerful item simply because your Heroes will raise levels 1.5 times faster with it. While it is dropped after a hero is killed, there is even a way to get around this. Sacrifice a Hero, raise them from the dead with the Crystal Skull, and grab the Scroll of Valor. I recommend obtaining this item during the first Scenario.
	Shield of Athena	Athena's shield gives protection to the weakest unit in your war party. This gives you a slight defensive bonus, but it is not vital for you to retrieve this item. You can find Athena's Shield in The Seacliffe Plains.
	Vial of Naptha	Once you've upgraded your Archers' attack ability so that the degradation in range is not a major problem, the Vial of Naptha is a major asset. The Vial of Naptha increases the damage of your Arrows by making them Fire Arrows, but reduces their range. You may find the Vial of Naptha in the Cyclops Lair.

Perishable

Perishable items are items that do not go into your inventory when you pick them up; items that have immediate effects such as adding to your Gold or your God Points.

	Gold	<p>Gold is the most common item in Invictus, yet it is also the most necessary. Use Gold to upgrade your troops as well as to purchase new ones. You will find Gold in select places as well as after killing an enemy or destroying some features of the map.</p>
	Icon of Power	<p>Icons of power increase your maximum God Points by 1. They also add one God Point to your pool. You will find one in most scenarios.</p>
	Icon of Restoration	<p>The icon of Restoration restores 5 God Points, up to your maximum number of God Points. Icons of Restoration are fairly common in Invictus, with one or two on most scenarios.</p>

Quest Items

While playing Invictus you will encounter many quests. Whereas some of these quests simply require killing a few enemies, some require finding an item and giving it to someone else, or using it on something. The following is a list of the quest items in Invictus.

	A Ring	On Lava World give the ring to Homah to end the scenario.
	A Scroll	On the level Treasure of Antaeus simply obtain the scroll to complete the scenario.
	A Talisman	You obtain the Talisman in the level Sound of Thunder. When you get this item it is important that you do not use it on anything other than the stones; that way you will be able to bring your entire war party into the area guarded by the stones.
	Adromache Banner	When you try to recruit Hippolyta you will need to obtain this item to give to Homah.
	Charm of Artemis	The Charm of Artemis is used to break the curse placed on the Sylvan folk in Hydra's Bog.
	Hammer	In Hammer and Forge get the hammer from the Cyclops in the northeastern corner of the map and use it on the forge to end the level.
	Hand of Endymion	The Hand of Endymion is used to cure Hercules during his recruit.
	Lucky Coin	Use the coin on the fountain near the woman who gives you the coin in Perseus' Recruit to obtain the Waters of Lethe.
	Golden Mistletoe	On Styx 2 you will need to collect four boughs of Mistletoe to give to Charon.
	Nectar	Nectar will cure poison and heal a unit completely, however while you could use this on one of your own units it is intended to be used to save the life of the Nereid.
	Pandora's Box	To complete Level 10 you will need to obtain Pandora's Box. Do not open it however, as several hostile doppelgangers will appear.
	Ring of Nemesis	The ring of Nemesis is used on the statue in Electra's Recruit to reveal the identity of the murderer.
	Sword	While the sword helps out your melee units that are grouped with the hero carrying it, you will need to return it to Castor, in Styx 2, to complete one of your objectives.
	Waters of Lethe	The Waters of Lethe are used several times. During Perseus' Recruit you will need to use them on Perseus to make him forget this vendetta, while on Styx 1 you will need to use them twice. The first time on a Statue so that you may cross the nearby river, and the second time on Ajax, so that he will be able to remember his past.

Recruitment Items

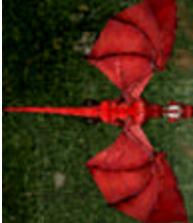
Most monsters, after you kill them, drop an item. This item allows you to recruit one of their kind next time you are in the War Party editor. If you wish to recruit any of the following types of monsters, then it is absolutely vital that you pick these items up.

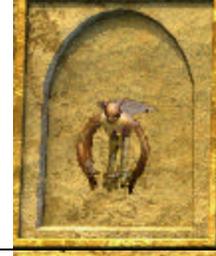
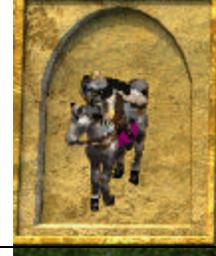
	Bear's Claw	Allows recruitment of a Black Bear.
	Bearskin	Allows recruitment of a Brown Bear.
	Cat's Eye	Allows recruitment of a Sabertooth.
	Cyclops' Eye	Allows recruitment of a Cyclops.
	Eagle Egg	Allows recruitment of an Eagle.
	Harpy's Nest	Allows recruitment of a Harpy.
	Spider's Web	Allows recruitment of a Large Spider.

Units

It is important to note that when talking about the cost of a unit, I mean the command point cost, as their cost in gold is fairly negligible.

	<p>Amazon</p>	<p>While the Amazon does prove to be better than the Archer, chances are that by the time you can use Amazons you have already upgraded your Archers. Because of this, the use of the Amazon is really not overly practical. If you have not chosen to upgrade your Archers, however, then switch to using Amazons ASAP.</p>
	<p>Archer</p>	<p>The Archer is the most basic ranged unit that you can use. They are far from being as good as the Centaur, but they cost far fewer command points. If you wish to make the game a bit more difficult, then use Archers for your ranged support. For general use, however, I would advise against ever using them.</p>
	<p>Axeman</p>	<p>If you are not using Cavalry, than Axemen should fit nicely into your army in the beginning. They work well when paired with Spearmen and Swordsmen because they can take more damage, and tend to do more damage. The downside to the Axeman, however, is that he is easier to hit and has a lower chance of hitting an enemy. While these shortcomings are made up for, it is good to keep them in mind.</p>
	<p>Black Bear</p>	<p>The Black Bear is the smaller cousin to the Brown Bear, or, as he is called in Invictus, the Bear. You will pick up Bear Claws commonly when you come up against these critters. For the most part you should not need to include the Black Bear in your army, as they are one of the weakest melee units that you can use in the game.</p>
	<p>Brown Bear</p>	<p>The Brown Bear is surprisingly strong, and is rather high on the Bang / Buck scale. If you enjoy using the Bears, then Brown Bears will fit into your army quite nicely. For the most part Brown Bears will not be enemies, but if you wish to be able to recruit them, then you will need to kill the ones that you come across in hopes of obtaining Bearskin.</p>

	<p>Cavalry</p>	<p>The cavalry unit is, by far, the most powerful melee unit that you have at the beginning of the game. If you are having a hard time at all, I highly suggest relying upon this melee unit for all of your melee power. The only downside to the Cavalry unit is its low maneuverability. Its speed, however, easily makes up for this one shortcoming.</p>
	<p>Centaur</p>	<p>There is no better-ranged unit than the Centaur to pair with Cavalry. The Centaur has good range and does a lot of damage. It can also take a heavier beating than an Archer or an Amazon. Like the Cavalry, if you are having any problems in the beginning of the game then you will want to rely upon the Centaur almost completely for your ranged offense.</p>
	<p>Cerberus</p>	<p>While Cerberus is a strong melee fighter at level one, there is no reason to recruit Cerberus. You will not be able to recruit more than one Cerberus, however, so upgrading Cerberus, vs. a unit that you can recruit many of, is a waste. If you do choose to recruit Cerberus, then do not kill him on Level 19, and simply fly into the cave with the Cloak of Hades, and forget about getting the Amber Amulet.</p>
	<p>Cyclops</p>	<p>On a Bang / Buck scale the Cyclops is one of the worst units you can choose. While he is, combatively, superior to many other units who are level 1, he costs so much that he is simply not worth it. Also, by the time you can recruit a Cyclops, you should also be able to recruit several other units that have been upgraded enough to be far superior to the Cyclops. Because of this I do not see a reason that you would need to add the Cyclops to your army.</p>
	<p>Doppelganger</p>	<p>The doppelganger is a sort of quandary, for the most part I really do not see any reason to include the Doppelganger in your forces however, as they simply mimic the nearest creature to them. While this can be good, it is also for the most part a waste of time, as simply recruiting the unit that you want to use is usually far easier, simpler, and more effective.</p>
	<p>Dragon</p>	<p>Unlike the rest of the units, other than the Hydra, you will not be able to recruit a Dragon. Instead you will face a Dragon only twice in the game, however when you do the fact that the Dragon you will only have your troops to back you up. It is important that you are careful when attacking a Dragon though, as they are capable of causing massive damage and can quickly wear down your heroes.</p>

	<p>Eagle</p>	<p>If you do not have Icarus, then you will want to take one of these in the early beginning of the game. Eagles are very good for scouting, but do not come close to being as good as Icarus is. They also fall very short of the Harpy. As soon as you are able to use Harpies then you will want to switch over to them.</p>
	<p>Elemental</p>	<p>The elemental sounds strong, and he is. He can take a lot of damage and is also capable of dishing it out. The major drawback to the Elemental is a ridiculously high Command Point cost. Also, by the time you can actually recruit an Elemental, you should have already upgraded a few varieties of troops. Because of all of this the Elementals tend NOT to be a good choice by the time that you can recruit them. Even a Minotaur, on a Bang / Buck scale, is superior to the Elemental.</p>
	<p>Gorgon</p>	<p>The Gorgon is a bit of a tricky unit to use. Including one or two into your ranks can prove quite useful, however you should NOT include too many. The Gorgon does not do any damage; instead it turns enemies to stone for a period of time. This can help to thin the enemy ranks and give you more of a chance to deal with them, but should not be used as a primary means of attack. It is also important to note that when a Gorgon turns an enemy to stone you will have to purposefully order your units to attack it.</p>
	<p>Harpy</p>	<p>For the most part, if you need arial support, then you will want to rely upon Harpies. Harpies are far superior to Eagles, and compliment Icarus well. (If you are using him.) Harpies also stand up on their own quite well, especially if they have been properly upgraded.</p>
	<p>Hun</p>	<p>For the most part, there is no reason that you should ever have to use a Hun. They provide almost the same function as Cavalry does, but they are far less efficient. Stay away from them as much as possible.</p>
	<p>Hydra</p>	<p>Like the Dragon, the Hydra is the only other unit that you will be unable to recruit in the game. A Hydra is not overly difficult to kill though, and you will only have to face one once. The Fire Gem is especially useful against the Hydra, when you encounter it.</p>

	<p>Giant Spider</p>	<p>While it is fun to play with Giant Spiders, I recommend avoiding them, as they are a waste of command points, which can be used on far more useful units.</p>
	<p>Minotaur</p>	<p>The Minotaur, on a Bang / Buck scale, is one of the most powerful units in the game. The Minotaur does not have a high point cost, comparatively, but does hit very hard and can take a real beating. The only big downside to the Minotaur is that, by the time you can recruit one, your melee troops should already be upgraded to a point where they are vastly superior to the Minotaur.</p>
	<p>Sabertooth</p>	<p>For the most part I cannot see a reason that you would ever need to use the Sabertooth. While it is superior to the Spearman, Axeman, and Swordsman, it is still not as good as the basic Brown Bear. If you just have a few command points to waste, than it is a good choice; otherwise you will want to avoid this unit.</p>
	<p>Skeleton</p>	<p>The Skeleton is one of the best melee units. If you are not using mounted melee support, then I would highly suggest holding off upgrading any Swordsmen that you have until you can recruit skeletons, and then begin recruiting and upgrading skeletons as much as possible. The skeleton simply acts as an improved Swordsman, and is very powerful. Also, if you are going to choose to use Skeletons, then DEFINITELY recruit Cadmus, as your upgrades will REALLY work for you, in that Skeletons are actually better than Cavalry in many ways, and can really pack a punch for their command point cost.</p>
	<p>Spearman</p>	<p>If you aren't using mounted melee support then stick to a healthy mix of Spearmen, Axemen, and Swordsmen. The Spearman is very strong, and is superior in many ways to both the Axeman and the Swordsman. A good divide between the three is ½ Spearmen, and ¼ of the Axemen and ¼ Swordsmen.</p>
	<p>Spiderlet</p>	<p>You do not recruit Spiderlets; instead Arachne naturally produces them when she uses her appeal. Spiderlets will, however, provide you very little offensive or defensive power, and are best used to shield your troops by tying up enemies with a unit that is hard to hit.</p>



Swordsman

The Swordsman is the most basic of the melee units. Unfortunately, he is also one of the weaker ones. If you are using any mounted melee support then avoid the Swordsman. Otherwise you will want to have a few around to support your troops at first.



General Strategies

Standard Battle Tactics

There are two very important strategies that it is vital that you understand when playing most RTS games, including Invictus. Yes, these sound familiar, as well they should, but they are very important, and if you do not follow them then your chances for success will be far smaller than if you had.

Scout Early

The more of the map that you can see, the greater your chance of being able to be prepared for an attack. The ideal scout in Invictus is Icarus. The reason for this is that while scouting you tend to build up a following of enemies, and when you have a large following, one well placed Tornado can sometimes guarantee you success. Even if you only have an eagle though, scout early. Information is power, and your greatest source of information in Invictus is your scouts.

Guard your ranged units

Another very basic idea, but it is quite essential. When you are upgrading units you tend to upgrade a melee unit's Armor, and a ranged unit's Weapon. The reason for this is because the job of a melee unit is to take the beating, while ranged units are designed to hit the enemy from a distance. By upgrading your ranged unit's weapon, you give them a longer range. Because of this they will die easily if any enemy units break through your lines, so guard them well!

Plan Your Forces Well

Placing too much emphasis on any one type of unit over another can cause problems. While melee units may do well by themselves, adding some strong ranged units can really help. Even if you have a good attack force, attacking when you don't have scouting information can be problematic too, as you may find yourself blindly running into a trap.

To keep a well-balanced army I tend to divvy my army up as follows.

- 2/3 Melee Troops



- 1/3 Ranged Troops
- 1-3 Flying Troops (Usually subtracted from the Melee Troops)

The reason I keep so few ranged troops is because I tend to leave them very weak, only upgrading their weapons. Because of this they need the extra 'firepower' of the Melee troops. Later on in the game I slowly begin to migrate over to ½ melee and ½ ranged, but near the beginning of the game the above worked out well for me.

The Flying Troops is a difficult thing, however. I tend to choose Icarus as a primary hero. When I do this I do not select ANY additional flying troops, as they tend to hold him back both in the beginning and later on in the game, when you are able to turn him invisible. If, however, you do not choose Icarus then you will want to probably choose 3 Flying Troops for your scouting efforts. As flying troops die easily, you will usually want to turn off their Aggression, and monitor them carefully. When they are attacked simply lure the enemy to your main forces.

Choose Your Heroes Even Better

Your heroes, early on, will be your strongest units, and you will rely heavily upon them. It is important, however, that you guard them very well and do not let them die. The choice of heroes is also something to really consider. While some heroes can prove VERY useful, others are next to worthless. It is important to choose a hero that adds something to the party. As an example, here are the heroes that I would choose:

- Cadmus
- Orion
- Icarus
- Atalanta

Cadmus is an important choice for me simply because, in a pinch, he can bring in a small contingent of skeletons to aid me if I am going to be facing a lot of enemies. His ability also works out well with Atalanta's in case I ever need to escape, as I can have Cadmus summon some skeletons to tie up any enemies, while Atalanta can assist me in moving my troops away expediently. For a melee combination, the two complement each other very well.

Atalanta is a good choice for another reason as well. Because her appeal boosts your speed, she can enable your troops to get to your enemies faster, run past some minor obstacles and take out the units that you really need to (like in Medusa's Rescue, when speed is a factor). Another use for Atalanta's appeal is on Icarus, when



you simply want to complete the objective on one of the missions where you just need to get from point A to point B, such as is the case with Styx 1. Atalanta's appeal is probably one of the most versatile appeals in the game.

Icarus seems, to me, to be an obvious choice no matter what other heroes you choose. His ability to scout is unparalleled, and his appeal is quite destructive. If you need some destructive force, and your troops are a distance away, he's the man. Another of his uses is as an Assassin. Once you obtain the Cloak of Hades he can approach most units and slowly wear them down. If you also have the Fire Gem, he becomes quite deadly.

Orion I choose simply because I see more pros to him than to Electra. While he is slightly less effective combatively, since his chances to hit are slightly lower, and he takes just a little bit longer to reload than Electra does, the benefit that he gets from the Bow of Artemis can be very important. His appeal is also more useful, making him a better choice in my eyes, though this one is HIGHLY subjective.

If you are having severe problems keeping your melee troops alive, you may opt to exchange Atalanta or Cadmus for Hippolyta or Achilles, as they are both quite strong and have useful appeals. Hippolyta's ability to blast only the enemy units in front of her can cause enough damage to really turn the tides in many battles, while Cadmus and Achilles work well together since Cadmus can bring in reinforcements that can get Achilles' benefit of better armor. Hercules is another one to consider, however I personally find his appeal to be frustrating and awkward to use, as he needs to be a good distance from the rest of your troops.

Arachne I would not use simply because I see her as 100% worthless. Without the use of her appeal she is the weakest hero you can use. Even after the use of her appeal, however, she is still not as strong as Achilles, and is fairly comparable to Hippolyta or Hercules. If you want a strong melee hero, simply choose one from the get go, and don't waste your God Points. Perseus, on the other hand, I don't see as much of a melee fighter, which could be made up for with a good appeal, however his appeal is dangerous to your troops as well as to enemy troops, and you still need to contend with the troops that he can stone. If you need the benefit he gives you – a little time- - there are other troops that you may choose which are more effective either in their melee capacity, or with their appeal. The item he comes with is also not one of the better ones, and near the end of the game you will find yourself disregarding it totally.

Once you have decided what troops you will use, it is then important to decide what order you wish to choose them in. This is important simply because of how difficult their recruitment scenarios are, as well as what you can find on their recruitment scenarios. For instance, I would start the game with Icarus and Orion. This choice is made because there is nothing of value on Icarus' recruitment scenario, and Orion's only has one Icon of Restoration. After that I would choose Atalanta, then Cadmus. The reason for this is that Atalanta's has three Icons of Restoration, which will make sure that I will have full God Points at the end of that scenario. Cadmus'



recruitment scenario has two Icons of Restoration that will also be beneficial, however having Atalanta at the start of his recruitment scenario will help me get around when I need to collect golden apples or ambrosia, due to her cheap speed boost.

Perseus' recruitment scenario is worthless, as there is nothing to be gained there, along with the recruitment scenario for Hercules. Achilles only has one Icon of Restoration, so his recruitment scenario can be skipped, however the recruitment scenarios for Electra and Arachne, should you choose either, each have one Icon of Restoration and one Icon of Power. The recruitment scenario for Hippolyta is the best, however, as it has a set of Dragon's Teeth along with an Icon of Power and an Icon of Restoration.



Mission List

There are a total of 26 missions that one needs to complete to finish the game Invictus. 24 of these are standard missions, and the other two are Hero Recruitment missions.

Note: The missions in which you recruit a new hero fall between level 3 and 4, as well as between level 5 and 6. You will only be able to recruit 2 additional heroes, so choose them well.

Standard Missions

Level 1:	The Raider's Wood
Level 2:	The Seacliffe Plains
Level 3:	Temple of the Gorgon
Special:	Hero Recruit
Level 4:	Medusa's Rescue
Level 5:	Minotaur's Maze
Special:	Hero Recruit
Level 6:	Athena's Fountain
Level 7:	The First Trial
Level 8:	Raider's Wood 2
Level 9:	Treasure of Antaeus
Level 10:	What's in the Box
Level 11:	The Ravine of the Undead
Level 12:	Sound of Thunder
Level 13:	Cyclops Lair
Level 14:	Feast of Titans
Level 15:	Hydras Bog
Level 16:	The Second Trial
Level 17:	The Dragon Attacks
Level 18:	Lava World
Level 19:	Bone World
Level 20:	Hammer and Forge
Level 21:	Styx 1
Level 22:	Styx 2
Level 23:	The Third Trial
Level 24:	The Dragon's Revenge



Hero Recruitment Missions

Achilles
Arachne
Atalanta
Cadmus
Electra
Hercules
Hippolyta
Icarus
Orion
Perseus



Walkthrough

This walkthrough will be very direct, and will tend to tell you where to move and go on each level to get you through the level as easily as possible. While reading the walkthrough, I will give directions by telling you to head north or south, rather than up or down the screen. The reason for this is because, since you can rotate the screen, it does not make sense to tell you left or right. If you are not sure which direction is north, then look at the minimap. The little golden dot indicates which direction is north, and you can align your screen to have the little golden dot at the top of the minimap by holding down the control key and pressing N. It is also important to note that NPCs (Non-Player Characters) will be ignored during the walkthrough unless they are necessary for completing the quest. Even though they are ignored during the walkthrough though, you will want to talk to every one that you see. Many of them have gifts for you.

Another thing to keep in mind when reading the walkthrough is that it is written to get you through the level as easily as possible, not to get you full points. Most people who are seeking a walkthrough look for one because they can't get past a level. Because of this the walkthrough caters more to the inexperienced gamer who is having problems, rather than the gamer who knows what he is doing, but is missing one little thing. This does not mean that the walkthrough will be useless to the experienced gamer, as there are still maps detailing where most everything is usually located.

Lastly, not all enemies are always where they should be. Depending upon what difficulty level you are playing on, or what you have done during the course of the game, there may be certain enemies that you will not need to fight.

Level 1: The Raider's Wood



Important Note

This map, as with many maps, may or may not show all enemy groups. In some cases I have encountered enemies at one spot, where, upon restarting a scenario, I did not encounter them the next time around. Therefore this map shows the most frequently occurring groups, and should give a reliable representation of the level, but may not be 100% accurate. (Point in case, I only occasionally encounter the 2 Axemen at location #4.)

Objectives

- Kill the raiders attacking the town
- Assist the Neried
- Destroy the Raider's camp



When level 1 begins you will have a short amount of time to explore the town before you are attacked. Use this opportunity to click on the well in town, and to prepare for the initial assault by striking the enemy before they strike you. For each of the first 10 times you click on the fountain you will receive \$100. Then, to the east, you will have 2 Axemen and a Golden apple. Move your troops to take out the 2 Axemen then return to town.

Once you are back at town, head along the trail to the north. You will encounter 2 more Axemen right away; take them out. After this there will be 6 Axemen ahead. If you've been able to take out all the Axemen so far without losing any villagers, then you will receive help as you head for the next 6 Axemen. Before you take them on, however, you may wish to have someone head west and pick up the gold.

When you are ready, attack the 6 Axemen in front of you. Two Swordsmen will appear and start helping you. Ignore the Axemen who are attacking the Swordsmen and concentrate on the ones that are closer to you. Once you have taken out the first 4, assist the 2 Swordsmen who should still be alive. After the 6 Axemen have been vanquished the 2 Swordsmen will head for town.

You should now notice a little river that heads to the east. Follow the river and take out the eagle that is flying along the river. After you have taken out the Eagle continue onward and you will find an Icon of Power. Grab the Icon and continue on and you will find 5 Axemen. Unlike before you will not have any extra Swordsmen to back you up, so use your units to the best of their abilities.

After the Axemen have been killed you will find some Ambrosia. After you pick up the Ambrosia, Neried should drop a Crystal Skull in thanks. Grab the Crystal Skull; this will be one of the most useful items in the game.

Walking a little bit to the north you should see a trail that heads to the east. Follow it and you will find a bridge. Cross the bridge and you will find 1 Axeman to the immediate north. Kill him and head further east. Continuing on you will come across another Axeman, and then one more after him.

Head south and you will find a Golden Apple and 2 more Axemen. Kill them and head to the west and you will find a Black Bear. Kill him and head further to the south until you encounter another Black Bear. After you have dispatched this Black Bear head south and kill the harpy, as well as grab the Icon of Restoration, and then proceed east with extreme caution.

At this point you will need to make a choice. You can either keep the Crystal Skull, or trade it for the Scroll of Valor. Either way it is helpful, however I suggest getting the Scroll of Valor.



If you decide to go for the Scroll of Valor then select whichever hero is the most wounded and have them walk forward. Then have your second hero follow the first, and place the Crystal Skull on the second hero. Set the aggression level on both heroes to its lowest setting and walk them to the east, with a good distance between each, and have your troops follow them closely. If you have Icarus, then choose him as the second hero who holds the Crystal Skull; it is much easier that way.

When the first hero gets within distance of the Eagle, 4 Archers, and 3 Swordsmen they will converge on him and, after a little bit, kill him. After he has been killed rush in your troops to attack the enemy and have your second hero use the Crystal Skull on the first. This will bring the first back to life, however the Scroll of Valor that was dropped after the first hero died will still remain. Simply grab it and your heroes will gain experience MUCH faster than they would have without it.

By using this exploit your heroes will soon become very powerful, and will be able to shortly take on most battles without even any need for backup troops.

After you have killed the enemies in this area the mission will begin to end. Before it is over, however, make sure to grab the Golden Apple in the southeastern corner.

Level 2: The Seacliffe Plains



Objectives

- Protect the Village
- Defend the second village to the northwest.

During the beginning of this level you will be assaulted by several groups of bandits. You won't have long to complete your goals, so be prepared to move and move quickly. If you chose Icarus as one of your heroes, then grabbing all of the items on this level becomes much easier.

Once this mission begins, order your melee troops to defend the narrow path across the moat, and have your ranged units back them up. You will want to prevent any of the initial enemies from getting through your blockade, as they will begin killing villagers. While these are not shown on the map, you can expect 3-4 waves of troops to come at you.



After you have defended the village from the initial assault you will want to send a flying troop to the east to make sure. If you do not have one, then send a melee unit. However, if you have Icarus then he is ideal for this position, as he will be able to pick up the Icon of Restoration in the southeast corner. If you do have Icarus, you will then want to send him to the southwest corner and have him take out the Axeman that is there, as well as pick up the Golden Apple.

Meanwhile have the rest of your troops head north to the bridge. On the other side you will see an Icon of Restoration. Be careful when you grab it though, because a group of 8 skeletons will pop up and attack you.

After you have roused the skeletons head to the east and you will find Athena's Temple. Guarding the temple are 4 Axemen and 2 Archers. Kill both the Archers and the Axemen, then grab both piles of gold, and the Icon of Power. After the enemies are dead Athena will also reward you with Athena's Shield, so grab this too.

Next head to the west and you will encounter 2 Harpies and a Black Bear if you keep close to the river. If you had Icarus and had sent him to grab things down below, he should now be meeting up with you, and he should have grabbed the Golden Apple at position 12 as well. You will now want to proceed with caution and speed. If you have been fast enough then none of the villagers should have been killed yet, however chances are more than a few are dead. This is sad but necessary if you wished to get Athena's Shield, which I do strongly recommend.

Proceed to the village in the northwest corner of the map and you will find 2 Hun, 7 Archers, and 4 Axemen. This will be a rather vicious battle, but not an impossible one. Kill them then grab the gold and the mission will end.

Note: If you had done these two sections in reverse order you would not have been able to get Athena's shield. The reason for this is because as soon as you kill the raiders attacking the northwestern town the mission will begin to end.

Level 3: Temple of the Gorgon



Objectives

- Protect the town
- Protect the Gorgons from the various bands of raiders
- Kill the raiders guarding the camp

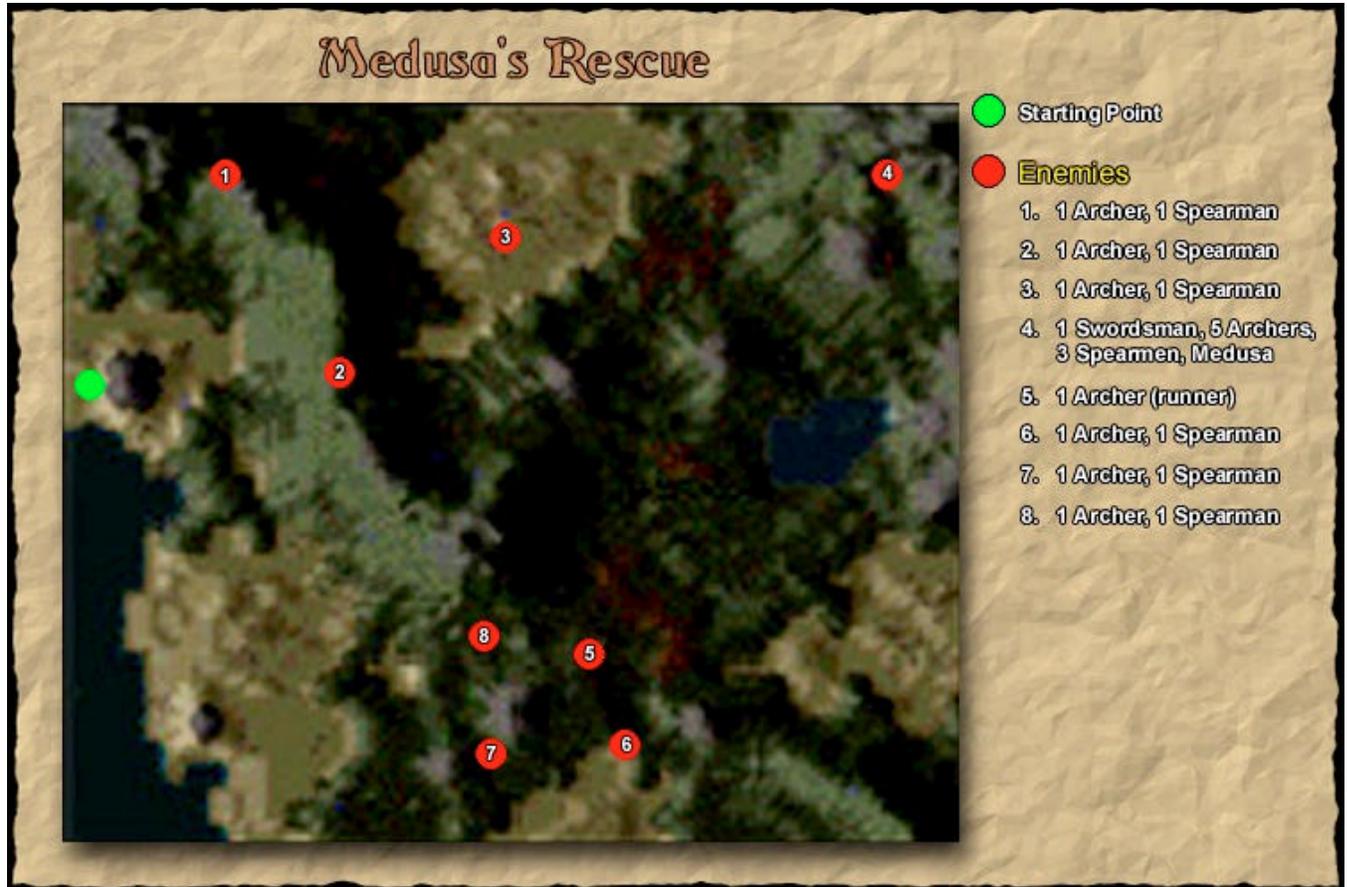
When this mission starts out, 3 Swordsmen will quickly attack you. Be prepared to take them out by sending your troops to the outer edges of the town ASAP. After you have killed the 3 closest Swordsmen head to the northeast and you will find a temple with 4 Gorgons surrounding it. You will want to set the aggression level of your troops to its lowest setting at this point to keep them from killing the Gorgons.



After a little while you will be attacked by the first of three waves of bandits. Kill them, as well as the next two waves. You will not want to let more than 2 Gorgons die. (Meaning that at least 2 Gorgons **MUST** survive.) If any one of the Gorgons gets near death, you may wish to consider using a Golden Apple to restore some health to the Gorgon.

Order one of your heroes to head west and grab the Icon of power and the Golden Apple, and have the rest of your troops head north. On the end of a peninsula you will find a stack of gold, grab it and 5 Swordsmen and 4 Archers will attack you. Kill them then head west. Have your troops as well as the separated hero converge on the raider's camp and kill the raiders inside it. You will need to defeat 2 Swordsmen, 5 Spearmen, and 3 Archers. After they have been killed the mission will begin to end, but before it does be absolutely **POSITIVE** that you grab the Horn of Plenty. This item is supremely useful.

Level 4: Medusa's Rescue



Objectives

- Free Medusa
- Kill all Raiders (Optional)

Note: It really helps to have 2 flying troops on this level. Because of this you may want to hire an Eagle or two (depending upon whether you have Icarus or not).

At first this mission appears to be very direct, however it is not nearly as direct as it appears. You will need to free Medusa, without letting her guards escort her away. This is complicated because between you and Medusa and her guards is a row of sentries who are looking out for you. Your goal is to kill the sentries before they can report to the rest of the bandits that you are in the area, and to kill all of the other bandits and free Medusa.



The easiest way to do this is to immediately head to the southwest. While yes, you could just charge straight at the raiders who are holding Medusa, this would make the battle there very difficult as you would have to deal with more troops at once than you need to, and it should be much easier to take them out little by little.

Simply head to the southeast and you will see an Archer and a Spearman. There are actually 3 sets like this, consisting of one Archer and one Spearman, surrounding one archer. When any of the raiders is attacked, the archer in the middle starts running towards the raiders who are holding Medusa. You need to stop this raider at all costs. If you have any flying units send them after the runner, as well as any ranged units. Order your melee units to attack the 3 groups of Archers and Spearmen to keep them from interfering with your flying and ranged units.

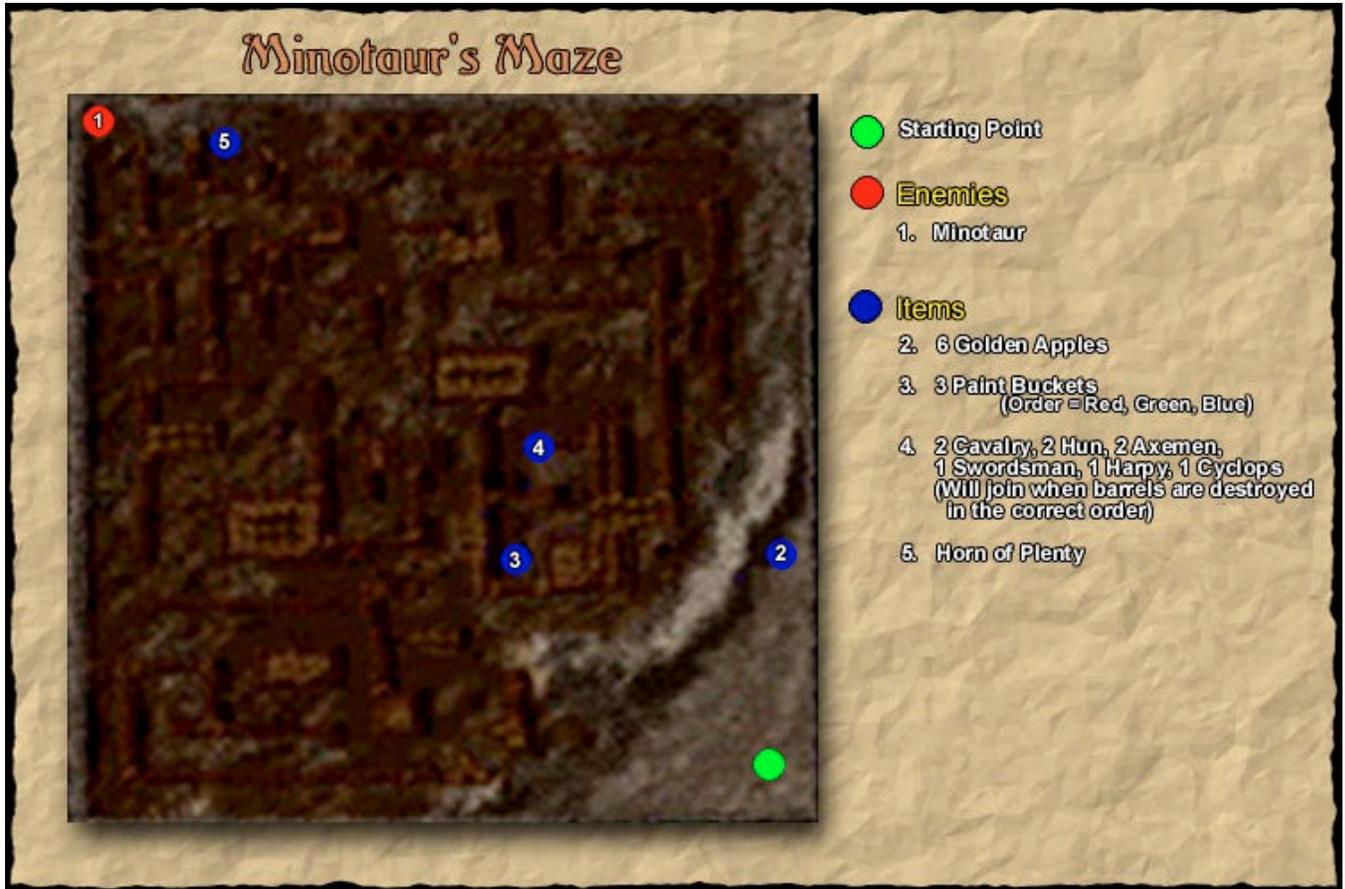
You may wish to order one of your melee troops to head near the southeast corner and wait there for the duration of this mission. The reason for this is that this is where the raiders flee to when they start to make off with Medusa, and the one troop here will buy you some time if the raiders are tipped off regarding your presence.

After you have taken out the southeast bunch as well as the runner, move all your troops together, and a bit away from the northeast corner. You do not want to alert the guards who are watching Medusa yet.

At this point have your troops follow up along the mountain to the northwest and attack the closest Archer and Spearman. After these two have been killed you will find two more groups just like this one: the first is to the north and the second is to the northwest. Be careful, because when you attack any one of these 3 groups 7 Skeletons will appear on the map, near the center.

Once all the raiders who are not guarding Medusa have been killed it is finally time to free Medusa. Move your troops to the northwest corner. Once you arrive you should find 1 Swordsman, 5 Archers, 3 Spearmen, and Medusa. After you attack the Raiders, Medusa will start to flee. Ignore her and focus on the Raiders, after they have been killed the mission will end.

Level 5: Minotaur's Maze



Objectives

- Kill the Minotaur

Unfortunately, in this scenario the enemies repeatedly respawn so don't even waste your time attempting to kill all of them. Instead focus more on grabbing the Horn of Plenty and killing the Minotaur.

The quickest way to do this is to keep against the eastern wall and head north. While you are heading north you will find 6 Golden Apples, if you have any free slots I suggest packing them full of the Golden Apples.

Eventually you will reach the northeastern most point on the map. When you do simply turn west and follow until you reach a dead end. At the end of this dead end you will find the second Horn of Plenty. The sheer usefulness



of this, as well as the other Horn of Plenty, is awesome. Combined you will be able to heal your units up to 6 times per scenario.

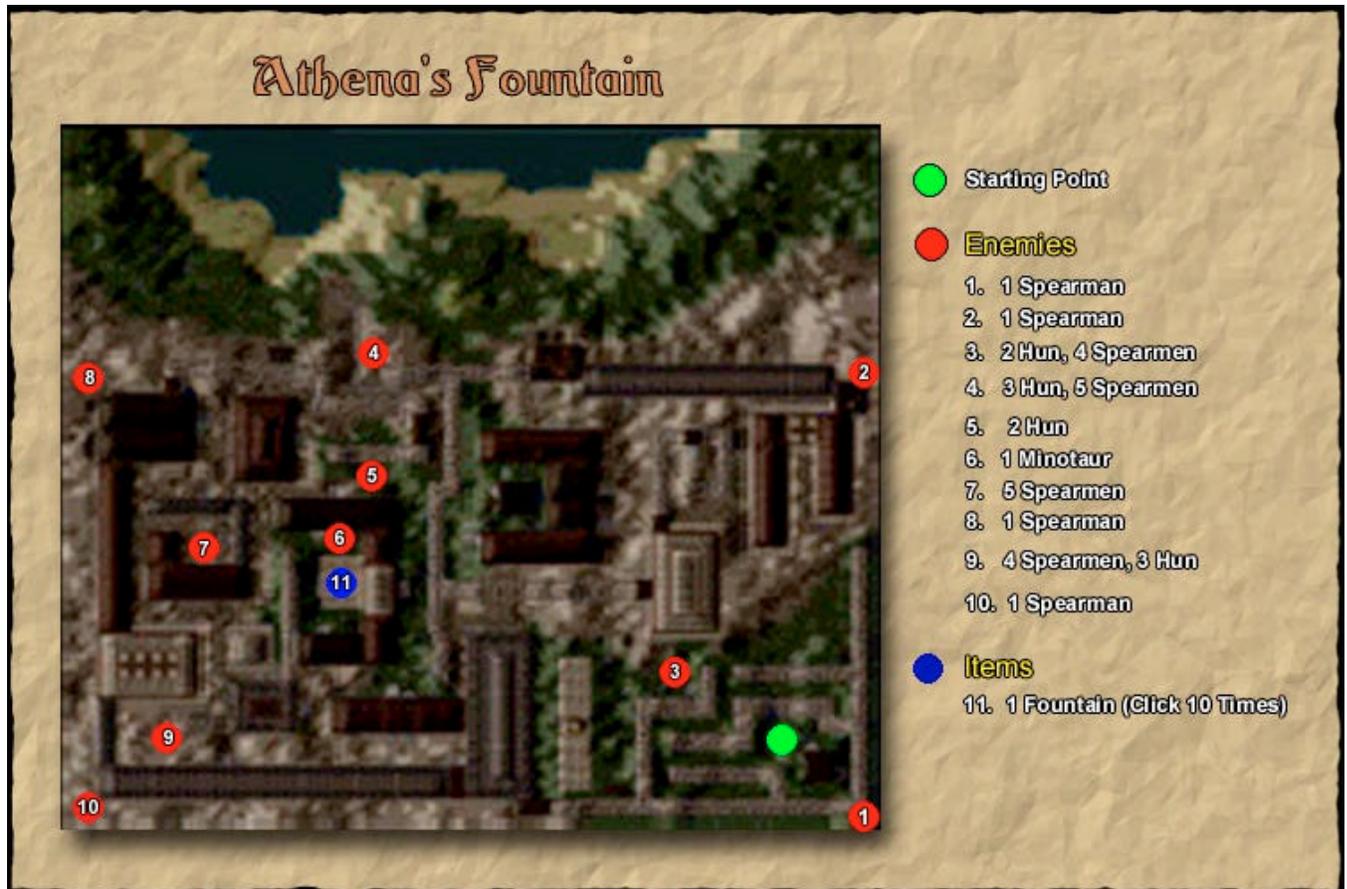
After you have grabbed the Horn of Plenty head back to the east. When you come to the corner turn south, then immediately west, into the first opening that you come across.

You have now entered the maze. Occasionally you may have to stop and wait for a gate to open, so expect a few delays.

Walk forward. The path will twist to your players' left twice, then will branch to their right. Follow to their right then take the first path that leads north, after a bend to their right. This will keep you along the northern route of the maze. Eventually you will pass two openings to the south. Ignore them. If you keep against the northern edge of the map you will eventually reach the northwestern corner of the map. When you do you should see the Minotaur. Kill him as soon as you see him and the mission will begin to end. Before the mission does end, however, make sure that you grab The Axe of the Minotaur, which the Minotaur drops after it is killed.

There is one other side quest that you can perform on this mission, if you wish. In the center of the maze will be a bunch of blue dots. These are actually allies that have been frozen in stone. To free them you will need to walk past them and destroy 3 colored barrels. You must destroy them in this order: red, green, blue. Afterward they will join you. Their ranks consist of 2 Cavalry, 2 Hun, 2 Axemen, 1 Swordsman, 1 Harpy, and 1 Cyclops. These will permanently be your troops, just remember that when you get to the planner that you will need to select a few to put into the reserves because chances are your Heroes will not have the command points for them all.

Level 6: Athena's Fountain



Objectives

- Kill Prince Cassius
- Find Athena's Fountain
- Kill the Huns (Optional)

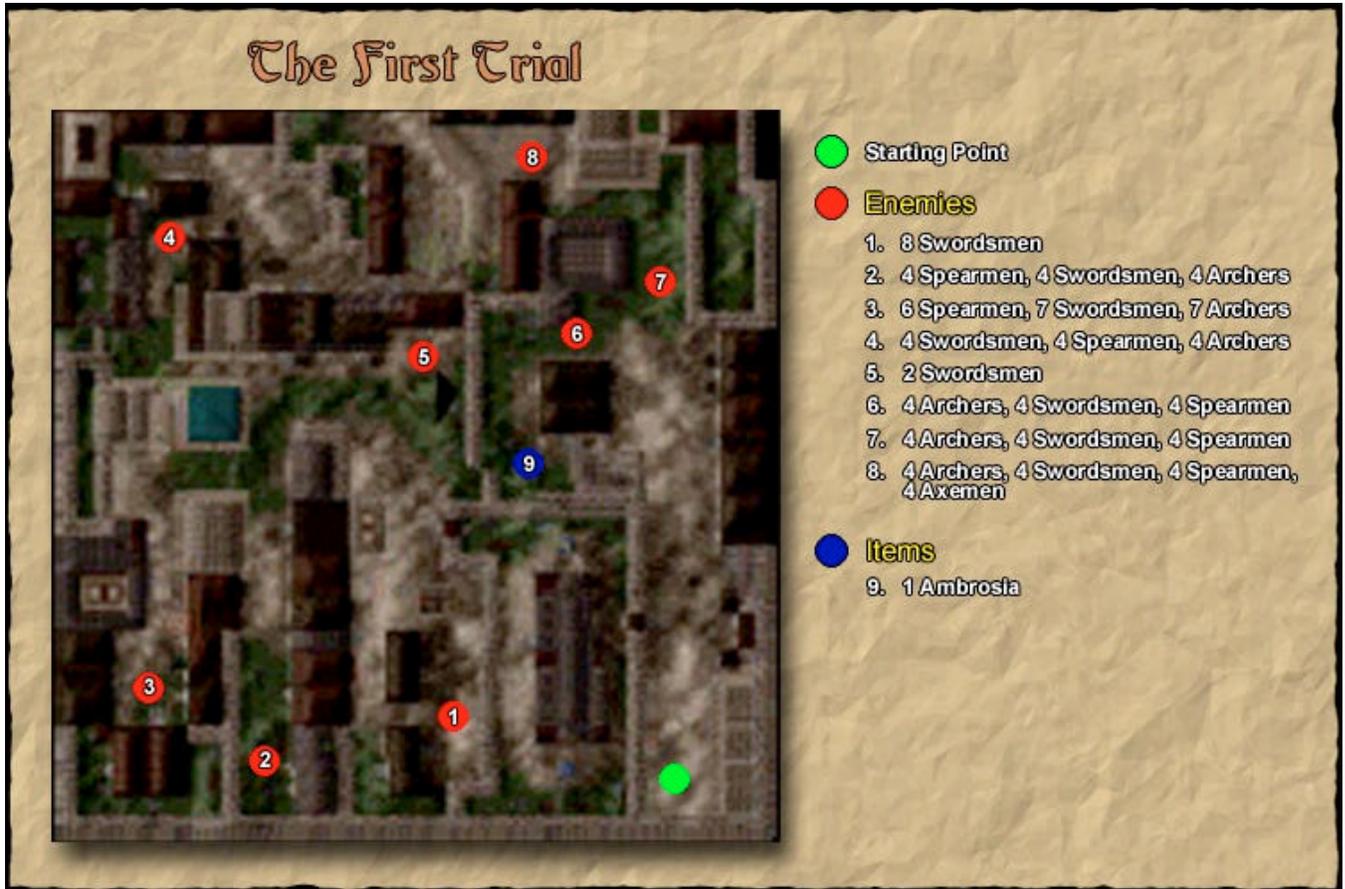
Athena's Fountain is a very easy level. If, however, you wish to receive full points it is rather precarious. When the mission starts you will immediately be attacked by 3 Hun and 3 Spearman inside of a tiny maze. After you are free of the maze head to the northwest and kill the 2 Hun and 4 Spearman that await you. Once they have been slaughtered you will find a large building. Continue north along it and then you will come to a wall in front of you, however the building does not meet the wall and you can slip to the west here. Head west then take the first available passage north (after turning south, then west again). You will have a building on your left, keep this



building to your troops' left by turning to the west as soon as you are able, then the south, then to the east. Eventually you will be facing the Minotaur of this level. Kill the Minotaur and click on the fountain and the mission will end. If you want to get full experience from clicking on this fountain then click 10 times. It appears as if Invictus works in multiples of 10... after all, that's also the number of times you had to click on the fountain in the scenario The Raider's Wood.

Since there aren't really any objects of power on this level worth considering it is not a big problem that you have come directly for the goal. You will not get full points this way, however. If you wish for full points then you will need to kill all of the other enemies on this level without allowing any of the innocent villagers to die. The map of this level should make it very easy to carry this out, if you desire to take the time. If, however, you have been having any problems with this level, then do not worry about it.

Level 7: Trial 1



Objectives

- Kill all enemies

Important Note: While not included on the map, I picked up 3 Icons of Power that were dropped by various enemies I killed. Also, the map does not reflect how many enemies are in each group. The reason for this is because due to the nature of this map it made getting an accurate head count very difficult.

This mission begins with you IMMEDIATELY coming under attack. Approximately 9 units run down at you and begin to attack you. After you kill about 4 of them, the remaining units retreat northward. Your units follow them automatically if they are not set to the lowest aggression level, so watch out. After a little ways, if your units are



chasing them, 12 more units will come at you from the side, nearly behind you, and 14 more will come down at you from the north (part of these are the ones who ran away).

After surviving this assault head west, from where the 12 units came at you. You should find Ambrosia here. After picking it up, head back to where the major assault just ended, then head north.

Once you get to the far north end you will need to turn west, and head through several choke points. After a way you will hit 13 more troops who tend to hit you at one of the choke points. When they do pull your troops back, let them rush at you, then surround them and finish them off.

Finally we are ready for the major confrontation. Walk forward to the west, and it will bend to the south. You will then enter a large courtyard with a fountain in it. Once you are here there are 3 enemies to your east, 20 to your southwest, and another 10 to the southeast. These enemies will rush you as you close in, so proceed with caution.

There are also 2 more sets of 4 enemies further to the southeast. Normally they join in the major battle that takes place here, but if not, you will need to enjoin them in battle. After all enemies have been killed the mission will end.

Level 8: The Raider's Wood 2



Objectives

- Kill all Enemies

This mission is VERY easy. There is no way to stress how easy it is. Just take your time and take care and you should do just fine.

When the mission starts out head south, keeping to the east. Eventually you will run into an Archer. Kill him and then head to the west and you will find a Black Bear. Kill this too. While there was a 2nd Archer in-between these two, he should have headed for camp.



Next head southeast and kill the second Black Bear, then head south for camp. When you reach camp you will need to kill 4 Axemen, 3 Amazons, and 2 Archers. After they have been taken out head west and grab the Icon of Restoration.

Head north now, and when you reach the bridge cross it in force. You will see 4 Axemen and 3 Amazons that rush at you; kill them.

Next have one of your heroes head west to where the Nereid was before. The Nereid should drop a set of Dragon's Teeth and Ambrosia. Grab these then follow along the river and grab the Icon of Power, and kill the Eagle. Then rejoin the rest of your party where the river meets the trail.

Finally head into town and kill the 6 Axemen and 4 Amazons that have staked out the town. While the battle is taking place you will want to have one of your heroes head to the east, however, and grab another Icon of Restoration.

Once all enemies on the map are dead the mission will end.

Level 9: Treasure of Antaeus



Objectives

- Recover the Scroll for Athena

This level is rather difficult, largely due to the fact that the enemies keep respawning, and you need to pay such close attention when a dead enemy drops a very small scroll. Since the goal of this mission is to recover the scroll, it is essential that you watch for it. While the enemy starts near the north side of their fort, he can move around, so when you kill him... he can be anywhere. The scroll can be very hard to spot, also, because it is brown... just like the color of most of the ground that you will be fighting on.

When this mission starts out, have all of your melee troops rush to an opening in the wall to the northwest. Guard this spot, as a bunch of enemies will come at you rather quickly. After you have secured this area, have your



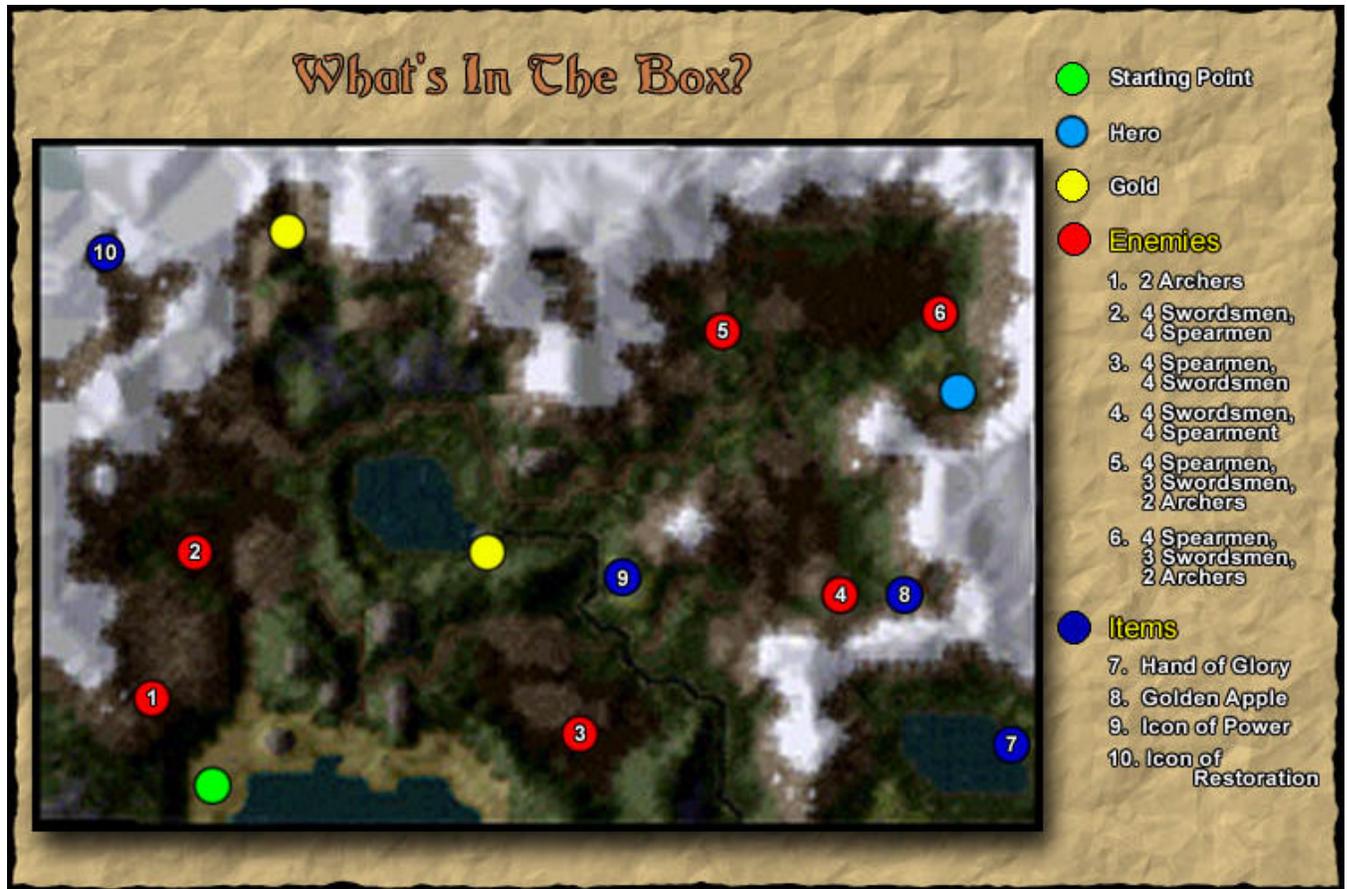
ranged troops prepare to backup your melee troops, and defend the rear. The reason for guarding this one spot is that it controls how many enemies can come at you at a time, and when you feel the need you can simply pull back a damaged troop, and reinforce him with another.

While your melee and ranged troops are guarding the opening, order any winged troops to head to the north, alongside the western wall of the map. At the very top you will find a couple fountains. Click on the one to the right, and 8 skeletons will appear. While you are unable to control them, they fight for you, and will give the enemies some serious trouble.

Now that the Skeletons are attacking the enemies from the north, and diverting attention away from your blockade to the southwest, have your flying troops head for the northern area of the map, but keep within the walls of the enemy fort. You should find a group of enemies here. One of them holds the scroll, so as soon as you see them DO NOT attack them, but instead entice them to following your flying troops to the southwest, into your blockade. This will bring the enemies into the bulk of your forces, and should make finding the scroll easy.

If you end up killing most all of the enemies on the map, except for the respawning groups, and you still do not see the scroll then take time and look over the whole map to make sure that it's not there. It took me 10 minutes to find it once, simply because it is brown, and was on a brown background.

Level 10: What's in the Box?



Objectives

- Retrieve Pandora's Box

For the most part, in this level you should not have to worry about ANY of the enemies but one. Because of this the enemies in this level will be glossed over, as they should pose no real threat whatsoever.

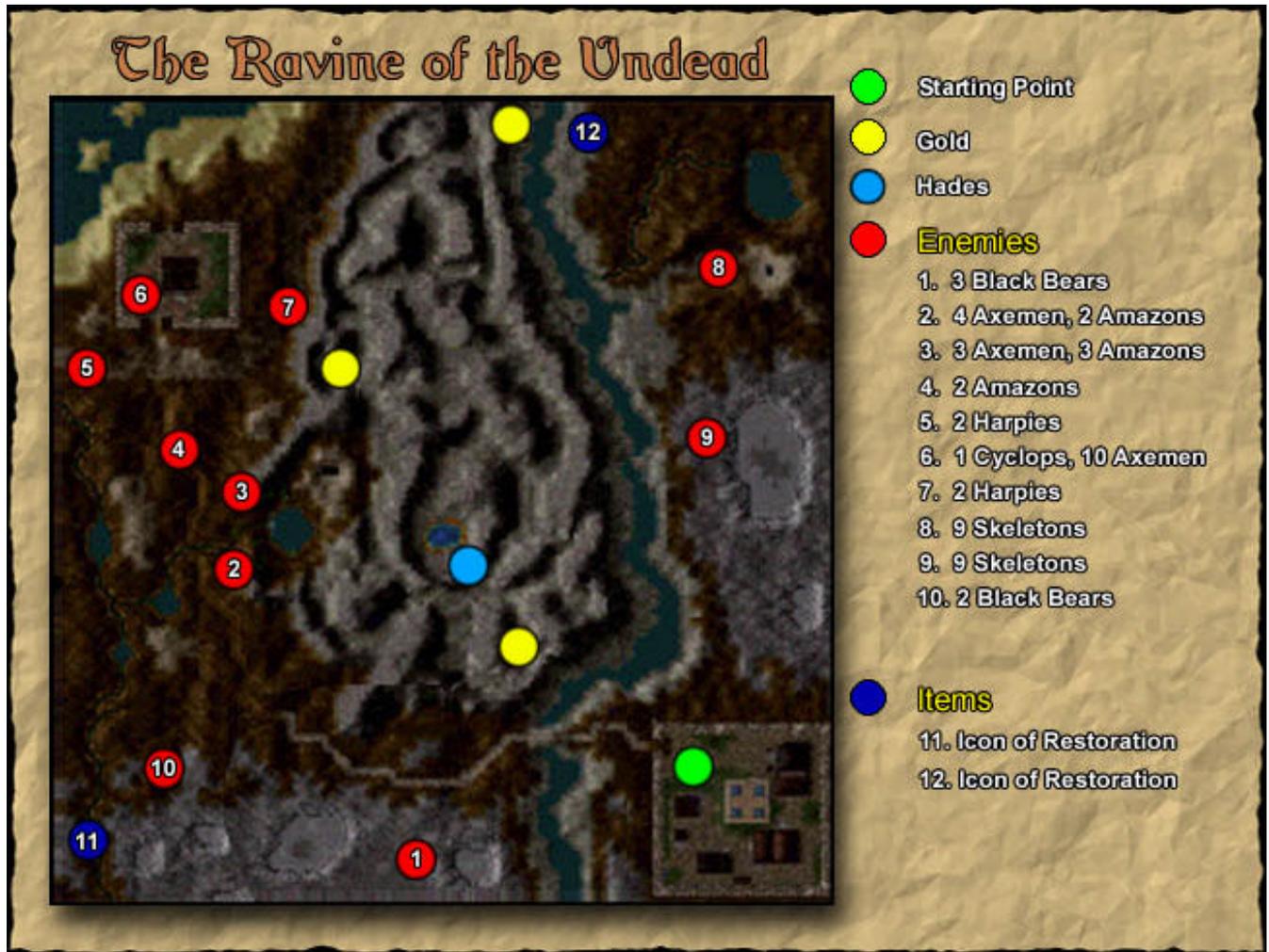
At the very beginning of the level there will be an Amazon named Evadne. Talk to her and she will join your party. By looking at her stats you should be able to tell that she is too good to be real; that is because she is. But since she fights for you until the end of this level, have her run into all of the enemy groups alone, as she should have no problems at all.



After Evadne has joined your party send one hero to the far southeast, and have them grab the Hand of Glory. They may have to deal with 6 enemies, but that should not be a problem. If you need God Points, have another Hero head to the far northwest and grab the Icon of Restoration there. While these two parties are on their way have the rest of your troops head to the northeast, and grab the Icon of Power, then continue to the far northeast corner.

Upon reaching the northeast corner you will find a hero (one of the heroes who is not with you to this point). Before you talk to him or her, surround them with your troops as TIGHTLY as you can, keeping Evadne away. Once you are ready, talk to the hero and, after the conversation, the hero will drop Pandora's Box and Evadne will try to attack them. The nice thing is that, since you've packed your troops against the Hero, and Evadne is concerned only with the hero, you should not have to fight anyone at this point. Simply have Icarus, or another hero, grab Pandora's box and the mission will end.

Level 11: The Ravine of the Undead



Objectives

- Destroy the Pillars allowing the Skeletons into the world
- Kill the Raiders at the mines
- Kill the Raiders guarding the fort

While this mission has caused several people some problems, it is rather easy if you know what you are doing.



When this mission starts out have your melee troops head to the opening in the town wall immediately, so that they can defend it. While they are defending the city talk to the various merchants and purchase as many upgrades as you can. After this mission there will be no more in-game shops for you to spend money at, so spend as much as you have now.

After the initial attacking force has been destroyed have your forces keep on the east side of the river, and head to the north. When they get far enough you will need to have them destroy 9 Skeletons, then head further and you will find another group. Order your melee troops to shake it up with this 2nd group, while your Archers focus on the pillars. Be sure NOT to let any of your melee troops walk past the pillars; if the pillars get destroyed your melee troops will be stuck.

After the pillars are destroyed first have one of your heroes head to the north and grab the Icon of Restoration, then have your troops head south, back to the town. Do not worry if you see skeletons on the cave side of the pillars, as they will be trapped and will not cause you any harm.

Once you reach the village have your troops head to the west. Almost immediately you will find 3 black bears, then a little further on you will find 2 more black bears and an Icon of Restoration. Once you grab the Icon of Restoration head north until you come to a stream. Turn to the east at the Stream and you will find two groups of bandits, one consisting of 3 Axemen, and 3 Amazons, while the other has 4 Axemen and 2 Amazons. After you kill them order one of your Heroes to run into the maze behind the mines here and find Hades. When you find Hades talk to him and he will give you his cloak.

After you have Hades' cloak head back to the bridge across the river and have your troops head north. To the north is the Raiders' Fort. You will find 4 Amazons, 4 Harpies, 10 Axemen, and 1 Cyclops here, so be prepared. The nice thing is that they will have a very limited avenue to get to you through, so you should not have too much trouble killing them all. After they have been dealt with the mission will end.

Level 12: Sound of Thunder



Objectives

- Kill the Cyclops (Lystis)

This mission is very fast and easy.

At the start of this mission order your war party to the northwest. Kill the two Archers that block your path and then head to the west. After a way you will run into a group of 6 Skeletons and another group of 4 Archers and 9 Spearmen. After you have killed them cross on the land bridge and head west.



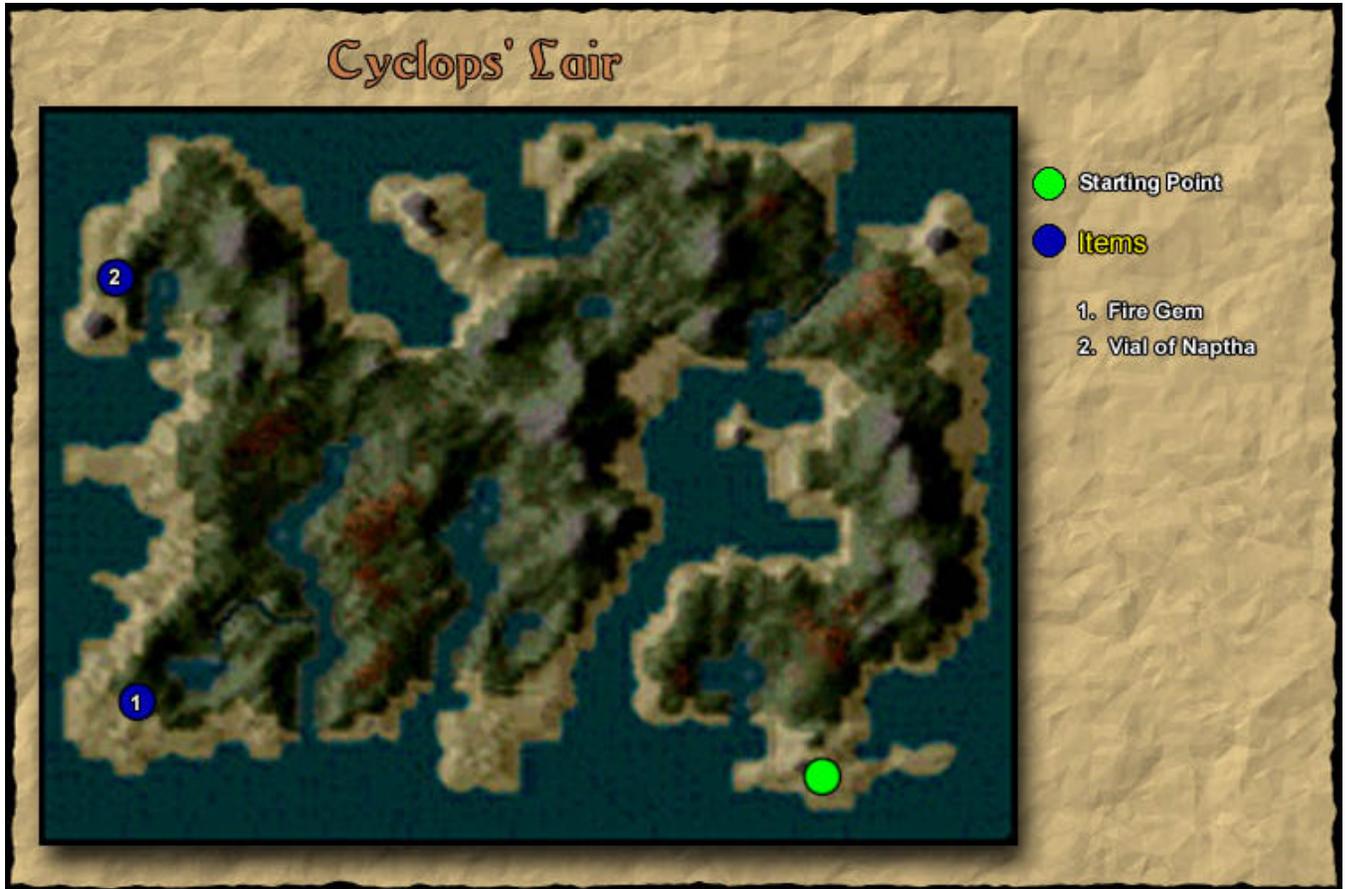
While going west 2 Hun, then a group of 16 Skeletons that are guarding a Talisman will confront you. Kill the Skeletons and grab the Talisman. After you have the Talisman, head south and grab the Icon of Power and the two Icons of Restoration. When you grab the Icon of Restoration in the middle you will be attacked by about 6 Eagles.

Next head north, grab the Ambrosia, then kill a group of 4 Archers and 3 Spearmen. After these have been killed you will see a flock of 5 Eagles guarding an Eagle's Egg. Grab the Egg and then kill the Eagles.

Finally head to the east, but DO NOT cross the row of rocks that you will see. Instead head for the two fountains. One of them should give you an Icon of Restoration, and the other will give you advice. Listen to the advice if you wish to pay the price, but for full experience you will need to.

When you are finally ready, use the Talisman on one of the rocks that is forming the barrier, then head in. You will find a group of 6 Archers, 6 Spearmen and a Cyclops, as well as another group of 2 Archers. If you wish to, take the time to kill all of the infantry and Archers first, then the Cyclops, otherwise just kill the Cyclops. After the Cyclops is dead the mission will end.

Level 13: Cyclops' Lair



Objectives

- Recover the Fire Gem and the Vial of Naptha
 - Note: While you only need to recover one of these, it is far better to recover both of them.

Be prepared for HORDES of Cyclops. Because there are so many, and they regenerate, they aren't even mentioned on the map.

When the mission first begins have your troops head to the north. When you see an area where there is only a little river separating the two landmasses walk across and head to the east. At the far edge you will find the Vial of Naptha.



Leave one of your Heroes, and 34 melee troops, next to the Vial of Naptha. You should have long enough before the Cyclops that were here regenerate that you should not have any problems. Order the rest of your troops south. When you find the Fire Gem have one of your Heroes pick up the Fire Gem, while the ones that were back at the Vial of Naptha pick up the Vial of Naptha.

If you are having too many problems with this level then simply stop at the Vial of Naptha, and pick it up. The mission will end as soon as you pick up EITHER item, but you get more experience and cooler items if you pick both up.

Level 14: Feast of Titans



Objectives

- Free the Prisoners
- Destroy the Cyclops Sentinels
- Kill the Cyclops retribution party

At the beginning of this level head south and kill the Cyclops there, then continue to your left and kill the next Cyclops. From here send a few troops north to kill the Cyclops up there, then head back down and continue on to point 11 and kill the Brown Bears and Cyclops that await you there.



Next walk up into the village and kill the Brown Bears and Eagles, then further on to kill some more Cyclops and Brown Bears. Further north you will see two Brown Bears that are guarding the jail. Kill the Brown Bears but do not yet open the jail. Instead head further north and kill another Brown Bear, and the Cyclops guarding the Ambrosia up north. Then send your party down to the southwest corner of the map and kill the various enemy parties along the way, and grab the gold and Icon of Restoration down here.

Finally head up to the jail and attack the gate. Once the gate is destroyed move your units into the jail and attack the Cyclops that will come after you, and when they are all dead move the villagers to where you started the level.

Level 15: Hydra's Bog



Objectives

- Kill the Hydra
- Break the Curse on the Tree

When the scenario begins head northwest and kill the Hydra, then grab the Gold, Bow of Artemis, and Charm of Artemis. Make sure the bow is on Electra or Orion if you have one of them, and head back to the start of the level. From here head northeast and kill the 4 Elementals that you will come across, then approach the tree and use the Charm of Artemis on the tree and the scenario will end.

Level 16: The Second Trial



Objectives

- Kill all enemies

If you have Icarus with you, send him to take out the 8 Doppelgangers at point 6 on the map (north by northwest of your starting position). Otherwise simply have your troops head north and take out the 8 Archers, 8 Swordsmen, and 8 Spearmen that you will face there. Providing you have not disturbed the doppelgangers, proceed by sending just your heroes down to take them out so that you don't have to worry about your upgraded troops counting against you. Then head up north and take out the 4 Spearmen, 4 Swordsmen, and 6 Archers that



await you, they will be rather difficult to get at, however, because you will have to maneuver your troops carefully around some obstacles.

After you are clear of the obstacles continue forward and take out Talos, then proceed south and kill the 4 Swordsmen. From here head north, then east, then down the next southern passage to kill 6 Spearmen, 8 Archers, and 7 Swordsmen, and then north, east, and down the next southern passage yet again and take out 4 more Swordsmen. Finally, to finish off the level, head north and take out the last 4 Swordsmen.

Level 17: The Dragon Attacks



Objectives

- Kill the Dragon

On this level you will not have the luxury of your units aiding your Heroes, as they must fight alone. If you still have any Dragon's Claws don't use them yet though, as you will want them on Level 24 since the Dragon is harder to kill on that level. If you simply have your troops gang up on the Dragon it should not be difficult to kill.

Level 18: Lava World



Objectives

- Destroy the Pillars
- Obtain Ring and return to Homah

There will be a multitude of Skeletons respawning on this level, so do not worry about seeking them out. Instead have your troops head slightly to the northwest and destroy the first pillar, then head south and destroy the next. Finally, have your troops head east and take out the next pillar, then north for the fourth. Once all the pillars have been destroyed have all of your troops head back to the northeastern most corner, except for one of your heroes (Icarus preferably).

Have your hero head to the western edge of the map and pick up the Ring, then head up to the place where you started the level and give the ring to Homah. While it is possible to get the Flame of Aphrodite, do not bother as it apparently does not do much of anything.

Level 19: Bone World



Objectives

- Leave Bone World

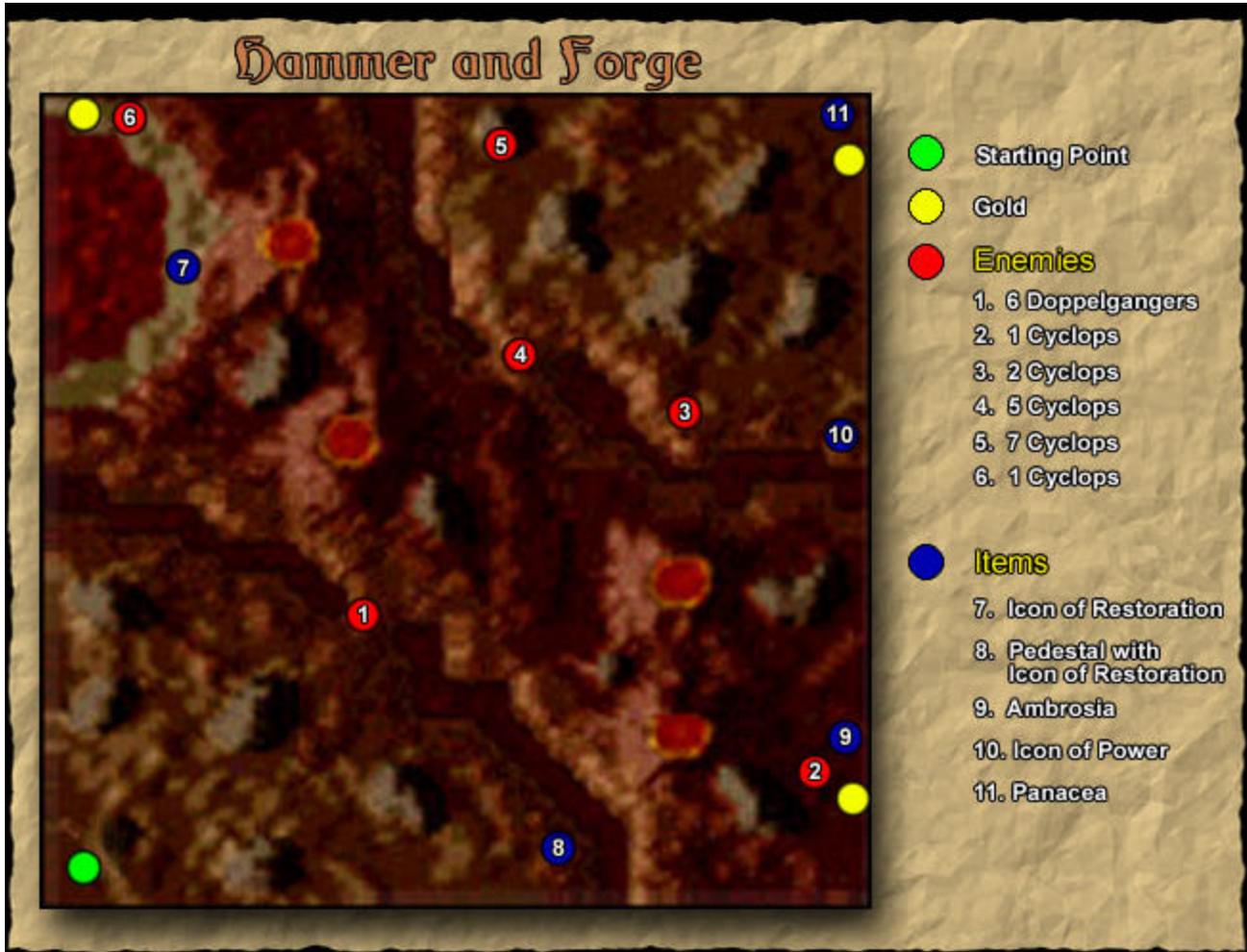
Whether or not you have Icarus will make a big difference on this level, as well as whether or not you have the Cloak of Hades. If you have Icarus then kill the Cyclops guarding the bridge to the north of you as well as to the west of you, cutting off your troops. Then simply have Icarus fly to Hades, obtain the Dragon's Head, and continue over to Cerberus, kill him (using the Fire Gem if possible-- it makes it faster), and grab the Amber Amulet. Once you have the Amber Amulet simply head into the cave if you have the Cloak of Hades, or return the Amulet to Hades if you do not.



If you do not have Icarus, then this will be a bit more difficult. First head west, DO NOT kill the Cyclops, and get the Dragon's Skull. Once you have the Skull head back east, and across the bridge to the north. You will have a bunch of skeletons spawning around you so be careful. Anyway, continue north again, then to the east, and kill Cerberus. Once Cerberus is dead grab the Amber Amulet and head through the cave, again, if you have the Cloak of Hades, otherwise return the Amulet to Hades.

Note: It is important to remember that if you kill a Cyclops next to a bridge, the bridge will collapse. Therefore plan well before executing this level.

Level 20: Hammer and Forge



Objectives

- Keep the Cyclops away from the Forge
- Kill Atephemus
- Use the Hammer on the Forge

This level is fairly easy whether or not you have the Cloak of Hades, but if you do have it then simply make yourself invisible and walk around gathering all the treasure, then head to where the Cyclops are, at position number 5. Kill the middle Cyclops here, grab the hammer, then return and use it on the box near where you



started. Be sure, however, to have the troops that you leave behind guard the box so that the Cyclops do not reach it.

If you do not have the Cloak then have your heroes head northeast and kill the first group of doppelgangers, then leave 3-4 melee troops behind to kill incoming Cyclops, while you have the rest follow you out. Once you are past the point where the Doppelgangers were head northwest and take the Icon of Restoration, then head east and go through the opening, killing the Doppelgangers, then head north to the Cyclops. Kill the one in the middle, take the hammer, and head back to where you started (making sure to send someone for the Icon of Restoration at point 8) and use the hammer on the forge to end the scenario.

Level 21: Styx 1



Objectives

- Use the Nectar on the Neried
- Kill the false Homah
- Escape to Styx 2

When this level starts head east, take out the Spearmen and Archers, then turn south and take out the Harpies you will encounter, and cross the bridge. You will be attacked by 11 Eagles now (who might have already been heading for you), kill them then proceed south and get the Icon of Restoration from the fountain. Next head to



point 12 and talk to Homah, which will turn into 10 Harpies. Kill the harpies then head up north to point 11 and kill the two Minotaurs. Once they are dead head north and kill the Archers, Skeletons, and Harpies, then bust the box with the Icon of Restoration, and head to point 14 and bust open the box with the Archer's Hood, and make SURE that you grab it in time.

Level 22: Styx 2



Objectives

- Return Castor his sword
- Restore Ajax's memory
- Get out alive



When preparing for this mission it is important to leave all but your necessary items behind, as you will need several of your item slots free.

At the start of the mission have your troops move east and use the fountain to get the two Waters of Lethe. While you will have to contend with 10 Eagles they should not be a problem. After you have the Waters, move west back across the bridge, then head north and cross the bridge up here, killing 2 more Eagles along the way.

When you get to the top you will first have to face a group of 4 Spearmen, then another of 10 Skeletons and a Harpy. Kill them all and you will be able to pick up some Golden Mistletoe. Once you've killed them destroy the box at point 16 and take the Dragon's Teeth, then head up north through the building, and turn to your right and destroy the box there, grabbing the golden mistletoe from it too.

Next head back below the building, walk east, and to the eastern side of the building you will find a statue. Use one of the Waters of Lethe on the statue, and you will be able to safely cross the river. Next continue east and kill two Archers and Gorgon, then head north and you will be able to kill 3 more Gorgons, a Harpy, and two more Archers. Once these are all dead take the next bough of Golden Mistletoe that is dropped, and destroy the box next to where they are to grab the fourth bough of Golden Mistletoe.

Head south, across the bridge, and to the southern end of this island and you will find Ajax. Use the second Waters of Lethe on him, then continue south and you will come to a whole hoard of enemies. If you need some help click on the northern fountain and you will receive 9 skeletons that will fight for you. The southern fountain here has a bunch of stuff in it, peppered with enemy skeletons. If you take them out one by one you can really collect a lot of items. Once you are ready to leave use the 4 boughs of Golden Mistletoe on Charon and the level will end.

Level 23: The Third Trial



Objectives

- Kill Nestor's group of troops

There are two ways to play this scenario. Unlike previous trials, you only need to kill the group at position 2 on this map, instead of everyone. This means that you can bypass Talos altogether. To do this, however, you will need to have the Cloak of Hades equipped, so that you can get past the rest of the units, and simply engage in a sneak attack, killing the 5 Spearmen, 7 Archers, and 7 Swordsmen that are there. If you do this, make sure to grab the Icon of Restoration and the Icon of Power so that you will be ready for the next, and last, level.



If, however, you do not have the Cloak of Hades on you, then head up and you will be attacked by 8 Swordsmen, 8 Spearmen, and 8 Archers. Take them out, then go to position 8 and kill the last Archer. After they are dead continue north, and when the path bends to the west you will encounter 8 Harpies. Kill the Harpies and continue west until you run into Talos. Talos is rather anchored to his position, so if you simply pepper him with ranged units, he will die after quite some time. If, however, you use your ground forces you may suffer severe losses, but he will die faster. Remember, however, that this is the last level you will have the support of your units on.

Once Talos is dead head south and kill the 4 Swordsmen, and grab the Icon of Restoration and the Icon of Power. Then head east, then south and kill the 5 Spearmen, 7 Archers, and 7 Swordsmen and the mission will end. If you really want you can kill the enemies at position 1, but this is unnecessary.

Level 24: The Dragon's Revenge



Objectives

- Kill the Dragon

This mission is much like The Dragon Attacks, simply kill the Dragon. You will only have your Heroes on this one though, so be careful. If you have saved the Dragon's Teeth this whole time, use them and you will gain a strong melee contingent. Having Cadmus helps here as well, as the reinforcements will definitely help. Use everything you have on this level though; don't hold back at all, as this will end the game.

Achilles' Recruit



Objectives

- Kill the Bear of Ages
- Save most of the villagers
- Kill Achilles

On this level the enemies sort of roam around a bit, so they have not been indicated.

Of all the different missions you have, this one is probably the strangest because your goal is to kill Achilles, which is not the easiest task because several other units surround him. If you choose Achilles, it is best to



choose him as the 4th hero that you recruit. Anyway, at the beginning of this level head north and eventually you will encounter a glowing red bear. Kill him then head to the far northwestern corner and you will find Achilles; kill him and the mission will end. If you do this fast enough, not many of the villagers will die, otherwise, if too many die, you will lose this mission.

Arachne's Recruit



Objectives

- Destroy the box of spiders
- Bring Arachne to Athena

When this mission starts head east to point 3 and kill the spiders there, then make a large swooping circle, killing the spiders at points 2, then 1, then 12, and 13. At point 13 there is a box that is creating small spiders, so destroy that then continue to points 11, then 10, then 8, then 6, then 6, then 5, and finally at point 4, making sure that you grab the Icon of Power between points 1 and 12, and the Icon of Restoration at the end. From here head south to point 9 and DO NOT attack Arachne, instead simply walk back to where you started the level and Athena will make Arachne one of your Heroes.



Atalanta's Recruit



Objectives

- Kill the Raiders
- Keep the Centaurs from slowing down Atalanta

From the starting point head to the northeast and click on the Fountain until the Icon of Restoration shows, then grab it and head southeast and kill the 2 Centaurs at point 2, then head northeast to point 3 and kill the Centaurs there, and over to the east to kill the Centaurs there. From here leave one or two units behind to head for point 4, and have the rest of your units head north and cross the bridge, then a little to the northeast to kill the 5 Centaurs and 5 Spearmen there, and grab the two Icons of Restoration. From here head southwest to kill the 2 Centaurs at

point 7, then further west for the last 2 Centaurs at point 1. Finally, head to point 4 and help any units you have at the Centaur spawning point. Atalanta should win the race without any problems here.

Cadmus' Recruit



Objectives

- Protect the Pillars

This is one of the more difficult missions that you will face, and you will want to leave one of your heroes on the outside once you really get into it, so be prepared.



At the start of this mission head east across the top, but do NOT head inside the wall yet. Walk around the wall killing any enemies that you come across, until you are back where you started again. At this point the only enemies that should be alive should be at points 5, 12, and 13. Lave your fastest hero outside of the wall, and transfer everything out of their inventory that you can. This hero will get Golden Apples and Ambrosia to heal your fighting parties inside of the wall.

Send the rest of your forces inside the wall and kill the enemies at points 5, 12, and 13. After they are dead you will be attacked by skeletons that are trying to destroy the pillars, so you will need to divide your forces in thirds and cover all 3 of the pillars. It is absolutely important that you do not let one of the pillars fall. As your forces get hurt simply heal them, having your outside hero continually stock up on Golden Apples and Ambrosia, after a while you will have Cadmus at your disposal.

Electra's Recruit



Objectives

- Kill Medusa
- Kill the Raiders
- Uncover the Murderer and kill her

At the start of this mission you will have a rather perilous gulch through which you must go, so it will be important that you be cautious and approach this section in a slow and steady manner.

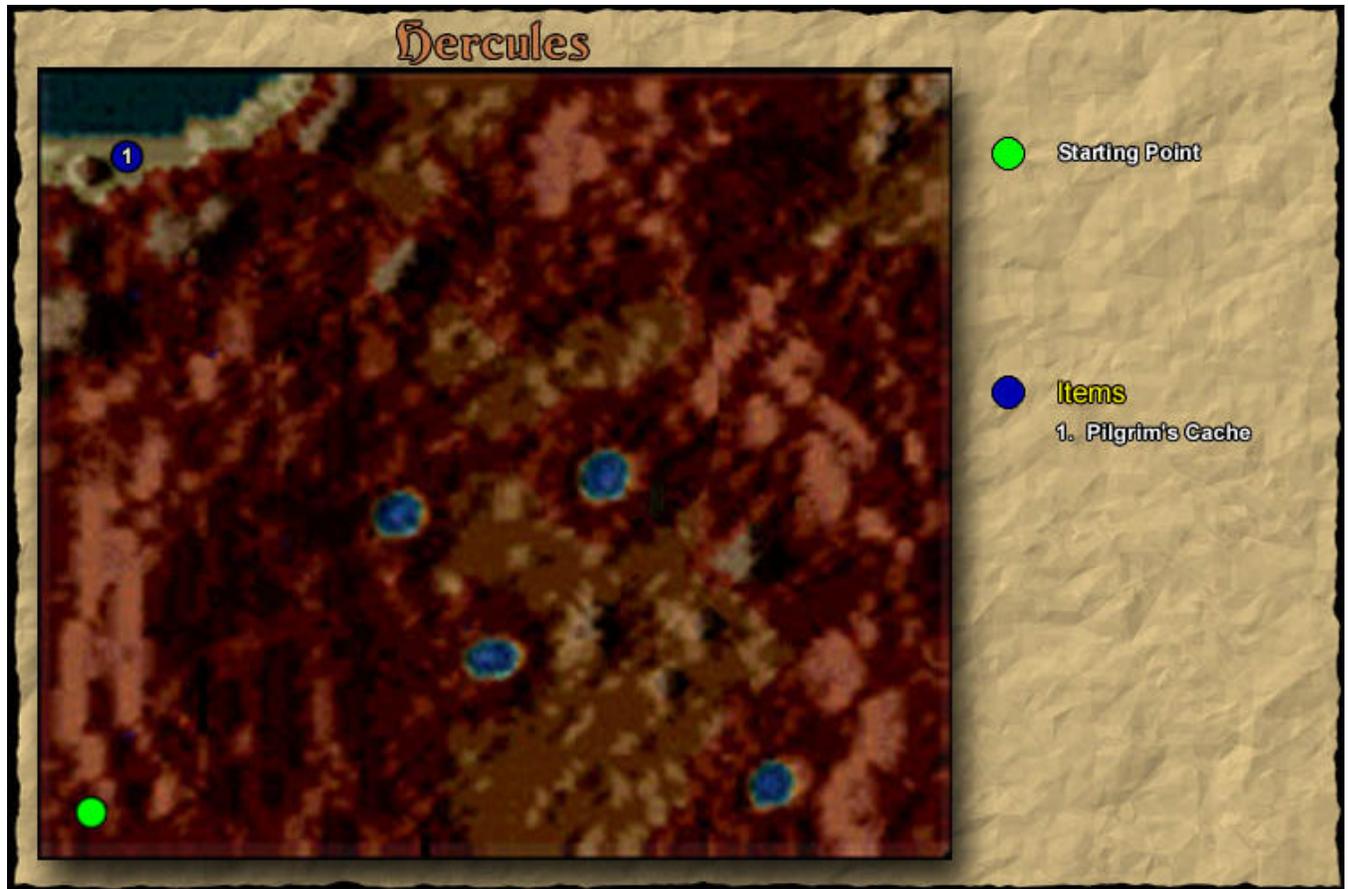


When you are ready begin heading east and you will come upon 2 Archers and 2 Hun rather quickly. Dispatch them then continue and you will run into 5 Spearmen, and 2 Archers, followed by a Hun, and 2 more archers. Once they have been dispatched continue heading east with a slightly northern angle, and you will come to 3 Sabertooth Tigers. Kill them and grab the Icon of Power that they are next to.

From this point continue north and you will see 2 more Sabertooth Tigers, then a group of 3 Harpies and a Gorgon. Kill all of them and you will find a ring that is dropped by the Gorgon. Take the ring and head west. You will see another gulch between the mountains that you can cross. Cross here and kill the 4 Harpies that will attempt to block your way, then continue west and you will come to a statue. Use the ring on the statue, and the murderer will be revealed. After you know who the murderer is, head south and kill the two Hun, grabbing the Icon of Restoration and breaking open the box containing the Gold.

Take the Gold then head north, and speak to the villagers. Once you see who the killer was, kill them and the mission will end, and Electra will join your party.

Hercules' Recruit



Objectives

- Save the Pilgrim's Cache
- Cure Hercules

Most of the enemies on this level move around, so I have not indicated their position on the map. You will find a lot of Sabertooth Tigers on this level, who go after the villagers whenever the villagers get too close, so you will need to act fast or they will all die.

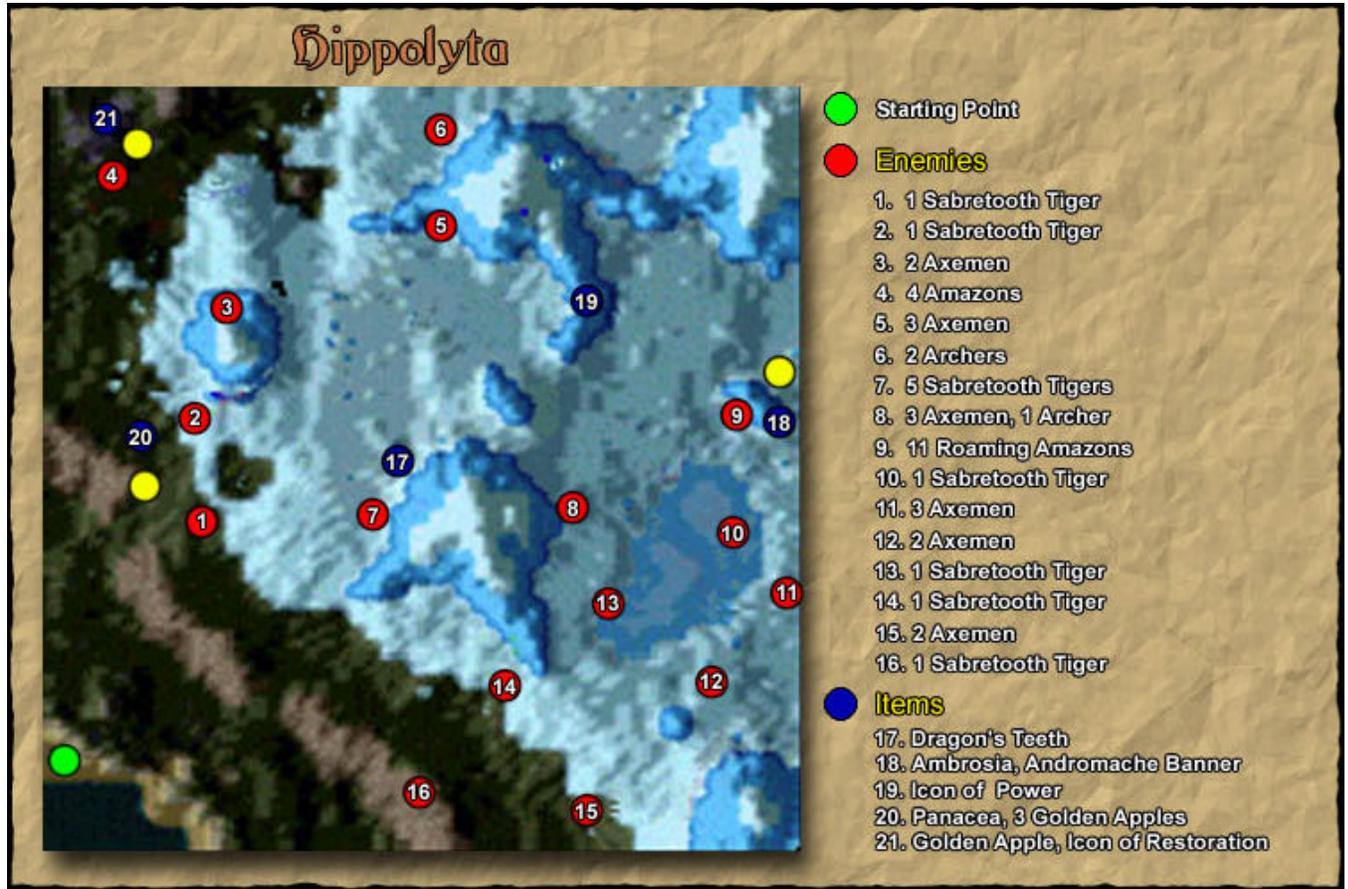
At the beginning of this level head north to the cache. You will see some Gold and other items here, but DO NOT take them. When you get there look for the closest tigers to the south, and kill them. One of them will have the



Hand of Endymion, take this and head east and kill any raiders that you see, so that they do not go after the items here.

Once you have dispatched the Raiders head to the center of the map and you should find Hercules. He will attack you, but ignore him and use the Hand of Endymion on him and the mission will end.

Hippolyta's Recruit



Objectives

- Kill the Raider Chief
- Protect the Villager
- Return the Adromache Banner

While you want to kill the Raider Chief, he moves around so this is one of those 'hit and miss' goals, since you can never know where he is. In addition to the Raiders, there are Sabertooth Tigers and Amazons as well, and they will all be attacking each other, so it is hard to make sure that you got him.

When you are ready head east and you will see a Villager; kill all of the enemies around the Villager and leave a strong melee unit here to guard them. This way they should survive, then head to the northeast to point 18, and



take the Andromache Banner BEFORE attacking any of the units here. It is important that you get your hands on this item. After you have the banner you will not need to worry about any of the Amazons taking the banner before you can, so you are free to explore and loot this map. When you are ready to finish this level simply return the banner to Homah. If you feel that you are able to though, make sure that you get to point 17 and get the Dragon's Teeth. 5 Sabertooth Tigers will attack you when you take them, but it is well worth it as they are the most powerful offensive item in the game.

Icarus' Recruit



Objectives

- Kill the Raiders
- Keep the townspeople alive
- Free Icarus

While most of the enemies on this mission are shown above, what is not shown are the 18 eagles and Icarus, who will attack you on this mission. The Eagles and Icarus roam the map, and attack anything that they come across so it will be important that you watch out for him.

There really isn't anything on this map worth taking, so simply walk around the map killing the Raiders and the Eagles whenever you see them. Eventually, after you have killed all of the Eagles, the mission will end and Icarus will join you.

Orion's Recruit



Objectives

- Kill the enemies surrounding the Altar of Artemis
- Win the Hunting Competition



This mission is full of animals and other hunters moving around trying to kill everything they come across, so most enemies move. Because of this they have not been indicated on the map. This map has also been divided into 4 sections for the purpose of the walkthrough. They are the northeast, northwest, southwest, and southeast sections accordingly. The middle will not be mentioned.

At the start of this mission head into the northeast section of the map, and walk around its edge in a large circle. When you reach the Altar you will see a bunch of troops walking around it, attack one of them and they will attack you, kill them all. After you are done with this section head into the northwest section, then the southwest section. Kill everything that you come across, and when you reach the southwest section you will have an Icon of Restoration that you can pick up, as well as you will see Orion. Ignore Orion then head into the southeast corner of the map and after all of the enemies have been killed the mission will end, and you should come out victorious. It is important that Orion lives, however, so if you see him running low on health you may wish to heal him, if you think that he will run into more enemies. You should have taken out any enemies that will be in his path, however, if you hurried through the first two sections of this island.

Perseus' Recruit



Objectives

- Rescue Andromeda
- Cure Perseus

If you are playing this level, then you have avoided all of my advice on hero and level picking. Perseus is not worth having, but, if nothing else, should not be recruited as your 3rd or 4th heroes as there is nothing of value on his recruitment level. Nonetheless, here is how you go through this level.

It is important to note that you need to keep Perseus alive, so you will be doing a lot of running around to make sure that he does not get killed.



At the start of this level head west and kill the 3 Spearmen and 5 Archers, then head back east to point 1 and kill the 2 Spearmen, then up to point 2 and help Perseus with any of the remaining 3 Spearmen. After you help out Perseus take the shortcut, and run across the land bridge to the west, and talk to the person next to the fountain. She will give you a Lucky Coin that you will need to use on the fountain to get the Waters of Lethe. Continue across the next land bride to the east, then head up north to kill the 4 Spearmen there, then back south to kill the 2 Archers, Eagle, and Brown Bear, then head west and kill the 4 Spearmen.

Perseus will now be free to walk for a little bit without running into any enemies, so you will need to hurry past him and make sure that you pick up the rest before he gets there, as he just stands and fights, and can easily get himself killed. Head west, then north up the land bridge, and north up the next land bridge. Perseus should get stuck fighting the Brown Bear at point 9, so you will have a little bit of freedom to kill this hoard of enemies here.

Kill the 4 Spearmen and 3 Archers that will attack you immediately, then wade up to the northwest and kill the 4 Spearmen there. From the group to your east you will be attacked by the majority of the 4 Spearmen and 3 Archers, however a few will remain. When these enemies have been dispatched run over and help Perseus with the Brown Bear, then follow him back to where Andromeda is. When Perseus arrives you will hear a narrative. After the narrative use the Waters of Lethe on Perseus and the mission will end.