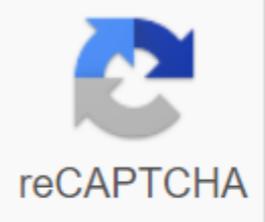




I'm not a robot



Continue

Medievil ps4 trophy list

Historical flagviewThis page lists all trophies for MediEvil on PlayStation 4. These pages do not apply to the Original PlayStation 1. Complete all levels of the game. Collect all The Goblet Rewards. Defeat the Guardians of the Graveyard. Defeat the Demon of the Stained Glass at the Hilltop Mausoleum. Defeat the Captain of the Ghost Ship aboard the Ghost Ship. Eradicate the Queen Ant and her servants. Defeat the Pumpkin King in deadly pumpkin combat. Defeat Lord Kardok and his skeletal steed. Give the Knights of Gallowmere everything you have. Put all the Lost Souls to rest. Killed the Serpent of Gallowmere, collect 10,000 gold coins. Try to run any original cheat code in the game. Defeat both Mecha Imps and its insulting imp pilots. Defeat 30 enemies with the sword spin attack. Take the Warm Talisman and complete the two witch missions. Lose, then recover, your weapon from an Imp. Kill something with your own arm. Avoid all the rolling stones at Cemetery Hill. Defeat the Stained Glass Demon with just your arm. Go back to Dan's Crypt and tear apart the secret wall. Estimated trophy difficulty: 2.5/10 Approximate amount of time to platinum: 6-8 hours (more than PS1 play because of 19 Lost Souls requiring additional playthrough) Offline Trophies: 39 (1, 3, 13, 22) Online Trophies: 0 Number of missable trophies: 0 But don't quit the game while in the Hall of Heroes, because you can't go back there to redeem Goblets for defective Trophies rewards: 1 – Deathly Smorgasbord (die 7 different ways) Difficulty affects trophies?: No difficulty available, is the same difficulty for all Minimum Playthroughs: 2+ (1 Normal Play, 1 playthrough for Lost Souls, a partial playthrough to place Lost Souls to Rest) Release date: October 25, 2019 Welcome to the MediEvil Trophy Guide! This is the PS4 Remake/Remaster 2019 from the original MediEvil. It comes with new graphics and even new collectibles (Lost Souls) that weren't in the original game. Whether you played the original or not, this is a quick and easy platinum. Its main objects are collecting all the Goblets and Lost Souls. Most of the other trophies come naturally along the way. Nothing is dine, you can still do everything after the story through the selected level. Another thing to be cautious about is not leaving the game while in the hero's corridor (an area where you redeem goblets for rewards) because you can't select this area on the quick travel map. Step 1: Finish Story & Get Collectibles (20 Goblets, 9 Bottles of Life, 19 Weapons, 70 Book Entries) & Grab All the Gold Coins You See The First Step is Very Simple. Play through history, get all available Collectibles: 20 Goblets, 9 Bottles of Life, 19 Weapons, 70 Gallowmere Book Entries. See The Complete Walkthrough if you get stuck any level and collectible guides linked below: MediEvil Full Walkthrough (All Levels) –> Full Story Walkthrough with all important objects and how to finish all levels, use if you get stuck MediEvil – All Goblets – > Kill enemies in the level to fill the Chalice 100%, then find it. Must complete the level after finding Chalice. MediEvil – All Life Bottle Locations – > There are 9 of them and are health upgrades. Some are found in specific locations, others are rewards for rescuing Chalices. MediEvil – All Gallowmere Entry Books – > You must get all entries automatically while going to the Goblets (just kill all kinds of enemies to get all the pages of the book). If you don't have it after the story, see the linked guide to find out what you're missing. MediEvil – All Weapon Locations – > You receive all trophy-relevant weapons automatically while going to all 20 Goblets. These are rewards for redeeming Goblets in the Hall of Heroes. One thing to be careful about is gold coins. They're on the chest and on the floor. Take anything you see because you need 10,000 gold coins in total for the Sir Moneybags trophy. A playthrough will take you to about 6,000 gold coins. You will have to make a second run for All Lost Souls anyway, so that should earn you well above 10,000 gold coins. Only if you ignored them, you could end up without coins and you'd have to drain for a while. Step 2: All 19 Lost Souls Lost Souls are a new addition to the MediEvil PS4 Remake/Remaster. They were not in the original version of ps1! See the guide below for all your locations and where to put them to rest. This will take a second playthrough and even a partial third. First you must find the souls, then you must put them to rest on different levels. During this stage continue working on the 10,000 gold coins for the Sir Moneybags trophy. Grab all the coins you see. Step 3: Miscellaneous Mop After all the Collectibles are done, the only things you may be missing are some miscellaneous trophies, like 7 different kills. See the trophy guide below for anything you're missing. Helpful tips, tricks and guides: MediEvil Sir Salvador trophy guide from Gallowmere Unlock all trophies. Win all the other trophies in MediEvil PS4 Remake/Remaster to unlock Platinum! Complete-est Quest Complete all levels of the game. Automatic trophy related to history. Unlock scans by completing the Level: Zarok's Lair. Morten would be proud to collect all the entries from the Book of Gallowmere. » MediEvil – All Titles of Gallowmere King of Hearts Collect all the rewards of the chalice. » MediEvil – All the places in the Wolfsbane chalice defeat the Guardians of the Cemetery. Automatic trophy related to history, can not miss. Level Unlock: Return to the Graveyard. A paneful death defeat the demon of the stained glass windows at the Hilltop Mausoleum. Automatic trophy related to history, can not miss. Level Unlock: The Mausoleum Demolished the Demones Destroy both Demonettes in the Enchanted

Land. Automatic trophy related to history, can not miss. Level Unlock: The Enchanted Land (2nd visit). First you must open the safe in The Sleeping Village (in the mayor's house after getting the safe key of the church). Inside the safe you find the Artifact. You must place it at the lock door at the level exit of The Enchanted Land. This leads to a basement with 4 runes on the ground, step on them in the following order: Orange (Fire) - Yellow (Spiral) - Green (Waves) - Blue (Tree). Take the Talisman of shadows there and place it at the bust to the right of the Witches' Cauldron, where two demonic figures fire laser beams if you get near them. This turns demonic statues into demonic chiefs. During the fight, the most complicated part is the platform you are leaning left and right that can easily throw you down and cost you a life, just don't jump and just walk (jumping on the platform as it tilts is likely to throw you away). Bone Head Bone Dead Defeat the Ghost Ship Captain aboard the Ghost Ship. Automatic trophy related to history, can not miss. Level Unlock: The Ghost Ship. Antagonist Eradicate the Queen Ant and her servants. Level: The Enchanted Land The Queen Ant is an optional secret boss, found during the Witch's quest in Level: The Enchanted Earth. Step 1 - Level: Hill Graveyard (Witch Talisman): First you must catch the Warm Talisman. It is found in Level: Cemetery Hill. On the hill with the rolling stones you can jump on the left side to find a hidden chest with a club gun inside. Use the club to crush the large boulder to the right of the starting area. That leads to the witches' cave. Set the taco on fire holding near a fire fountain, and then light the object in the middle of the prison cells, inside the witches' cave. This opens the prison cells, the Talisman Wizard is found there. It's the same place as the Chalice's location at this level. Step 2 - Level: The Enchanted Land (Ant Queen): Use the Witch Talisman in the green Cauldron at Level A Enchanted Land. Accept the mission the witch gives you. She shrinks you and puts you in an ant cave. At the end of the cave you fight the boss of Queen Ant. Queen Ant's boss summons workers ants to attack him. She also sprays some acid on you. When she exposes her body, attack it quickly (can jump over the piece of amber in front of the queen to attack her body). Between each stage, she causes the rocks to fall from the ceiling, beware of the black shadows on the ground that indicate where the rocks land. Repeat until the Queen is dead. Pulp King Pumpkin Defeat the Pumpkin King in deadly pumpkin combat. Automatic trophy related to history, can not miss. Level Unlock: The Pumpkin Serpent. It's not so scary now, huh? Defeat Lord Kardok and his skeletal steed. Automatic trophy related to history, can not miss. Level Unlock: Zarok's Lair. Whack-a-wurm Defeat the dragon in the Crystal Caves. Level: Crystal Caves. The Dragon is a mandatory boss. It takes 2 x Dragon Gem to call the boss. Dragon Gem #1: Found in The Pumpkin Serpent - From defeating the Pumpkin King (level boss), use the Witch Talisman in the Witches' Cauldron at the beginning of the level. The Witch Talisman is found in Cemetery Hill and you will get it in the same place where where The Chalice of the level is found (break boulder on the right side with hammer/club to enter the witches' cave, club the light on fire and then hit the centerpiece in the prison room to reach the Witch Talisman). Dragon Gem #2: Found in Inside the Asylum - in the cage where the mayor is trapped. You're going to talk to him at the end of the level, you can't lose him. Now that you have 2 x Dragon Gems, load the Crystal Caves level. In the area after using the green land rune, there is a waterfall that you can enter. Behind it you find your dragon cave, press Touchpad on the dragon's stone head and select the Dragon Jewels. You defeat the dragon by hammering the ground with a bat or hammer and having crystals falling over your head. The head area is divided into 4 areas, each has different colored crystals on the floor that correspond with the crystals on the ceiling (red, green, dark blue, bright blue). So when you hit the ground with green crystals (top right), it will drop crystals where the green crystal is on the ceiling (bottom right), the same for the other colored crystals. Almost a hero give the Knights of Gallowmere everything you have. Level: Zarok's Lair During the final level, in the first encounter some enemy soldiers will spawn on the opposite side and on your side some skeletons will spawn. You get a new weapon called Good Lightning that swaps your health bottles polish your troops. It's your job to keep your troops alive. For this trophy, give them everything you have means to heal yourself until your last health bottle. For me, it unlocked when you sacrificed four of my health bars for my troops through Good Lightning. You must keep continuously with the healing chalice equipped and run left and right on the middle ground (between troops) so that the green ray reaches your friendly soldiers. It's enough for the green ray to hit them for a second, and move on. The lightning will always hit the nearest skeleton, no need to point it. Don't stop walking, keep moving constantly running back and forth. It will unlock immediately during the skeleton fight even before this fight is done! If it hasn't been unlocked when the skeleton fight is over, restart the level immediately and try again. Make sure that you have at least 3 full health bottles above your health bar before you start. Note: It is NOT necessary to have collected all Goblets or Souls! You can do it without having collected any of these. Lost and Found Find All Lost Souls. » MediEvil – All Lost Soul Locations & Solutions (How to Put Souls to Rest) Soul Savior Lay all the Lost Souls to rest. » MediEvil – All Lost Soul Locations & Solutions (How to Put Souls to Rest) If It Slithers, I Slays Kill the Serpent of Gallowmere. Level: The Gallows Glove In the Gallows Glove after walking through the that requires the Dragon Armor to pass through, there is an explosive chest. Blow it up and get out comes the Serpent of Gallowmere. You look like a red dragon. Defeat him. To obtain the Dragon Armor refers to the trophy trophy – it is a reward for defeating the dragon chief. World's Healthiest Man – Er Dead Collects all the bottles of life. » MediEvil – All Bottles of Life Locals Sir Moneybags Collect 10,000 gold coins. For this you need to have found a combined total of 10,000 gold coins throughout the game. You DO NOT need to hold 10,000 at the same time. You are allowed to spend the coins. There is no need to keep 10,000 unspent coins for this. It only counts the total you took. You must reach 10,000 coins naturally without any grinding while going to all The Goblets and Lost Souls. Lost Souls require you to repeat the story a second time, much gold will come naturally during this step. Gold coins come from chests, barrels, hands/sewer rats, and money pickups on the floor. Take money every time you see him. If you have all the other trophies and are still missing it, the fastest way to grow coins is by reproducing The Crystal Caves. Unfortunately there is no way to track how many coins you took in total if you spend them. For that reason, it helps not to spend them, but this will limit the gameplay a little, even you. You can also write how many you spent to keep up. Old School Sneaky Attempt to run any original cheat code of the game. Cheats can be inserted into the Pause Menu during playback (where it says -PAUSED-Resume, Restart level, options, exit to map). They have been disabled in this Remake/Remaster, but you still get a trophy for trying. Start any level and open the Pause Menu with . Enter the following cheat code: HOLD > PRESS If it doesn't work on the first try, enter the code a few more times and try to enter it a little faster or slower with each attempt. The speed at which you press the buttons matters, so try a few times until the trophy unlocks. Injured drivers defeat both Mecha Imps and their provocative imp pilots. Automatic trophy related to history, can not miss. Unlocking during Level: Scarecrow Fields. Mecha Imps are mid-level enemies that you must defeat to progress. You must shoot them with a gun of range first in the head and then from behind. Master Dan-At-Arms collects all weapons. » MediEvil – All Dizzy Decimator Weapon Locations Defeat 30 enemies with sword spin attack. The sword is the first weapon you unlock, found in Dan's Tomb at the beginning of the game. For this trophy, hold to perform a spinning attack with the sword. Kill 30 enemies like that. The answer is the chicken throw 42 chicken legs. You have 30 Chicken Legs (also known as Chicken Drummers) every time you complete the Witch's Quest at Level The Enchanted Land. This means you must do your search twice to get 60 Chicken Legs (note: you can only load 30 at once, then throw away 30 and then do the search again refuel 30 legs). Then select Chicken Thighs from your inventory and play them with . Also combine this with Colonel Fortesque's Special Recipe trophy. Step 1 - Level: Hill Graveyard (Witch Talisman): First you must catch the Warm Talisman. It is found in the Level: Level: Hill. On the hill with the rolling stones you can jump on the left side to find a hidden chest with a club gun inside. Use the club to crush the large boulder to the right of the starting area. That leads to the witches' cave. Set the taco on fire holding near a fire fountain, and then light the object in the middle of the prison cells, inside the witches' cave. This opens the prison cells, the Talisman Wizard is found there. It's the same place as the Chalice's location at this level. Step 2 - Level: The Enchanted Land (Quest #1: Use the Witch Talisman in the green Cauldron at Level A Enchanted Land. You do this by opening the touchpad inventory near the cauldron. Accept the mission the witch gives you. She shrinks you and puts you in an ant cave. Once in the cave, take the gun from the chest bat, and destroy the wall on the right side to find a fairy. The fairy opens the portal to the cave of ants. Your job is to find 7 pieces of amber that are guarded by the ants. After getting 7 pieces of amber, destroy the large amber glass wall at the end of the cave (there is a readable book there). Then fall behind this amber glass to the chief of Queen Ant. Defeat Queen Ant. Step 3: Level: The Pumpkin Serpent (Quest #2): After defeating the Pumpkin King, step back to the top of the level and use the Witch Talisman in the cauldron twice in a row. The Pumpkin Witch will first tell you she wants you to kill the Pumpkin King. In the second summons, she thanks for defeating this level boss and gives her a Red Gem as well as the trophy. Zip Zap Imp Splat Fry a dozen Imps with Lightning. First you must take the Lightning weapon. You get from the Hall of Heroes for rescuing 15 chalices. Now load the level: the Lobby. There are many imps running around that level. Equip lightning and kill 10 of them with it. Then the trophy unlocks. Keep your distance so the imps don't steal your weapons! Give it back to me! Lose, then recover your weapon from an Imp Level: The Hilltop Mausoleum during The Hilltop Mausoleum, there are many imps (small enemies with burning torches). Sometimes they steal a gun from you, like your sword. Kill the same imp that stole your weapon and the trophy will unlock. The imps don't always take a gun. If they don't, repeat the level. After they get a gun, it will show a yellow text stolen gun! in the middle of the screen. It's not their fault they're crazy. Level: The Sleeping Village You must complete the entire level The Sleeping Village without hitting/injuring any of the villagers. You can't even hit them with a shield hit! It is better not to use the shield beat during this level and just walk slowly. This level is quite complex, so play through it normally once, then reprise it for this trophy. You can kill the hostile guards at the end of the level. Just don't hurt any of the townspeople. If you damage a single villager, you must restart the level. If you did this correctly, the trophy will be unlocked after exiting the level. Mortal Smorgasbord Die 7 different ways. Failed for some players – There is a widespread failure (but not all are affected) where this trophy does not unlock. One possible fix is to delete medievil save games (PS4 Settings > App Saved Data Management) and also reinstall the game (delete and install again). Reinstall and start fresh often fixes trophy bugs. You can get the trophy when you get to level 4, so it only takes about 15-20 minutes to get there. Some players with this trophy flaw also reported that letting the timer run out during Haunted Ruins unlocked it to try this as well. For this, only game over screens count (used in all bottles of life and the level will restart after the end of the game). Using a Life Bottle (a health bar being emptied, but you're being revived) doesn't count for the trophy! To ensure that the game tracks their deaths correctly, it is recommended that you finish the level after you die there. The unlocks just after day 7. 7. death on the Game Over screen. Here's a list of kills, just try them all and finish the level later (the game doesn't seem to count some of them, but it counts others, so keep going through the kills until the trophy pops up): Killed by Zombies – The Graveyard: These are the default enemies everywhere. Drowning – The Graveyard: Jump into deep water at the end of The Graveyard Level. Lava – Hill Cemetery: Jump into the lava pool at the foot of the mountain where the rocks roll. Rolling Rocks – Hill Cemetery: Let the rolling rocks kill you. Fire – Hill Cemetery: In the starting area there are several fireplaces. Stay in them and let the fire burn you to death. Crystal Spikes – The Hilltop Mausoleum: Along the level there are crystal thorns on the ground, jump at them to get an end game. Collapsed Floor – The Hilltop Mausoleum: After picking up the dirt rune, the ground will collapse. Just don't run away and let it kill you. Bats – Scarecrow Fields: In the first building that requires blue rune are bats that can kill you. Corn Killers – Scarecrow Fields: Near the end of this level walk through the cornfields and let the corn killers catch you. Windmill Blade – Scarecrow Fields: There is a windmill blade spinning in the middle of the level, let her kill you. Traps – Scarecrow Fields: At the end of the level there are many traps, let them kill you. You can also try to die from each of the traps here, but it's unclear if each counts as a different death. Cannon Bombs – Inside the Asylum: During this level there is a room with cannons shooting at you, let them kill you. Giant Bird protecting its Nest – The Enchanted Land: During this level you must go to a bird's nest to steal the eggs from there. Let the bird that protects the nest kill you. Crystal Falling on Head – The Crystal Caves: During the Dragon Chief Fight, hit the ground with green crystals and stay where the green crystal is on the ceiling, let him kill him. Dragon Serpent – The Gallows Glove: A dragon serpent snores after walking through the fire that requires the Dragon Armor. Let it kill you. Out of Time – The Haunted Ruins: After the timer the countdown begins, let time run out With CannonBalls by killing you/pushing you out of the Ship – The Ghost Ship: Along the Ship there are many cannons. Let the cannonballs kill you. Also, you can also try to let them push it out on the side of the ship where you have to get the red rune. Watch Straps - The Time Device: There are several traps throughout the level. At the beginning you must take the left path to get the purple rune, on the way there are some clock straps on the ground that can kill you. Falling – The Time Device: Fall somewhere or let the big flying blocks push you into the Abyss Electricity – Zarok's Lair: During the boss's final fight against Zarok, he will spawn some electrical grid on the ground during his final phase. Walk on the net and be fried by electricity. Bosses – You can also try to be killed by each of the bosses in the game (8 total), but it is unclear whether each counts as a different death. Other Enemies – You can try to be killed by each type of enemy in the game, but it is unclear whether different enemies count as different kills. Partial to the potions drink 32 health bottles. This should come naturally as you go platinum. Health bottles are displayed at the top of the screen above your health bar. You can increase the number of vials by collecting life bottles. But don't confuse them both. Life bottles are health improvements, while health bottles are just extra lives. You can get health bottles in two ways – find green Energy Bottles that restore a health, or stay at the green health source to let them recharge their health. Use 32 of these jars above your health bar to pop the trophy. Don't worry about it, just work on getting all the Goblets & Souls Lost and this will come automatically. Now with added magic! Enchant the Broadsword. First you must unlock the Broadsword by rescuing Goblets in the Hall of Heroes. It is given to you after rescuing 5 goblets (2nd statue on the left in Hall of Heroes). Once you have the weapon, go to any merchant's gable and purchase the Widesword Enchantment. This works on any merchant gable. A quick to find is at the beginning of Scarecrow Fields after kicking the first cart at that level. Enchantment costs 100 coins. Especially without arm killing something with your own arm. You can use your arm as a weapon. To equip it, open the gun wheel by pressing Touchpad and click Arm. Either attack an enemy with or throw your arm to defeat them. If you go to the Not So Armless trophy you will receive this trophy automatically together. Rock Wrangler Avoid all rolling stones at Cemetery Hill. Level: Cemetery Hill Cemetery Hill is a very short chapter consisting of just you climbing a hill with rocks rolling down it. You must reach the top of the hill without being hit by any of the rolling stones (being hit by enemies is good though). The path starts in the middle of the area, where there is a lava pool. Jump the cracks between the rocks, they are shortcuts and make things easier. Let the stones pass you and jump from one crack to another. You'll want to keep jumping all the time while pushing the Left Stick to stay close to the wall, so rolling stones will often miss you while they're in the air. Alternatively, you can also block the rocks with a shield. After every 4 stones there is a short pause to go further to the next crack. The tricky part is lava rocks, these sometimes roll through the crevices and sometimes they take the long way around. Method: If you are fast enough, you can avoid most rocks. Ignore all enemies when the level starts, skip the 1st crack in the middle, the 2nd crack to the the 3rd slit on the right, the 4th slit on the left – if you're fast, you'll already be 70% up the hill and the gray rocks haven't even passed you! Being at first really helps. Wait in the 5th slit, then after 3-4 stones there will be a short pause to run up to the 6th slit on the right. Again wait for 3-4 stones to roll by you (however, sometimes you get unlucky and the lava rock rolls through the crevice where you hide, other times not), then quickly take the 7th crack in the middle and you will be on top. It is better to wait in the 7th slit until the gáglóas cuspm 3-4 stones and there is a short pause where you can move on safely. The trophy opens as soon as you enter through the hilltop door. If you have been hit by a rock, just pause the game and click Restart Level. If you have already hit the level you can play it via selected map, the trophy is not unworldly because of it. Colonel Fortes's Special Recipe turns an enemy into a roast ed chicken and eats. To turn enemies into chicken, you must throw a Chicken Leg (also known as Chicken Thigh) at them. This turns them into a chicken that you can eat for 20 health. You get 30 chicken legs from doing the Witch's quest in The Enchanted Land. Step 1 - Level: Hill Graveyard (Witch Talisman): First you must catch the Warm Talisman. It is found in Level: Cemetery Hill. On the hill with the rolling stones you can jump on the left side to find a hidden chest with a club gun inside. Use the club to crush the large boulder to the right of the starting area. That leads to the witches' cave. Set the taco on fire holding near a fire fountain, and then light the object in the middle of the prison cells, inside the witches' cave. This opens the prison cells, the Talisman Wizard is found there. It's the same place as the Chalice's location at this level. Step 2 - Level: The Enchanted Land (Quest #1: Use the Witch Talisman in the green Cauldron at Level A Enchanted Land. You do this by opening the touchpad inventory near the cauldron. Accept the mission the witch gives you. She shrinks you and puts you in an ant cave. Once in the cave, take the gun from the chest bat, and destroy the wall on the right side to find a fairy. The fairy opens the portal to the cave of ants. Your job is to find 7 pieces of amber that are guarded by the ants. After getting 7 pieces of amber, destroy the large amber glass wall at the end of the cave (there is a readable book there). Then fall behind this amber glass to the chief of Queen Ant. Defeat Queen Ant. Step 3: Level: The Pumpkin Serpent (Quest #2): After defeating the Pumpkin King, step back to the top of the level and use the Witch Talisman in the cauldron twice in a row. The Pumpkin Witch will first tell you she wants you to kill the Pumpkin King. In the second summons, she thanks for defeating this level boss and gives her a Red Gem as well as the trophy. Zip Zap Imp Splat Fry a dozen Imps with Lightning. First you must take the Lightning weapon. You get from the Hall of Heroes for rescuing 15 chalices. Now load the level: the Lobby. There are many imps running around that level. Equip lightning and kill 10 of them with it. Then the trophy unlocks. Keep your distance so the imps don't steal your weapons! Give it back to me! Lose, then recover your weapon from an Imp Level: The Hilltop Mausoleum during The Hilltop Mausoleum, there are many imps (small enemies with burning torches). Sometimes they steal a gun from you, like your sword. Kill the same imp that stole your weapon and the trophy will unlock. The imps don't always take a gun. If they don't, repeat the level. After they get a gun, it will show a yellow text stolen gun! in the middle of the screen. It's not their fault they're crazy. Level: The Sleeping Village You must complete the entire level The Sleeping Village without hitting/injuring any of the villagers. You can't even hit them with a shield hit! It is better not to use the shield beat during this level and just walk slowly. This level is quite complex, so play through it normally once, then reprise it for this trophy. You can kill the hostile guards at the end of the level. Just don't hurt any of the townspeople. If you damage a single villager, you must restart the level. If you did this correctly, the trophy will be unlocked after exiting the level. Mortal Smorgasbord Die 7 different ways. Failed for some players – There is a widespread failure (but not all are affected) where this trophy does not unlock. One possible fix is to delete medievil save games (PS4 Settings > App Saved Data Management) and also reinstall the game (delete and install again). Reinstall and start fresh often fixes trophy bugs. You can get the trophy when you get to level 4, so it only takes about 15-20 minutes to get there. Some players with this trophy flaw also reported that letting the timer run out during Haunted Ruins unlocked it to try this as well. For this, only game over screens count (used in all bottles of life and the level will restart after the end of the game). Using a Life Bottle (a health bar being emptied, but you're being revived) doesn't count for the trophy! To ensure that the game tracks their deaths correctly, it is recommended that you finish the level after you die there. The unlocks just after day 7. 7. death on the Game Over screen. Here's a list of kills, just try them all and finish the level later (the game doesn't seem to count some of them, but it counts others, so keep going through the kills until the trophy pops up): Killed by Zombies – The Graveyard: These are the default enemies everywhere. Drowning – The Graveyard: Jump into deep water at the end of The Graveyard Level. Lava – Hill Cemetery: Jump into the lava pool at the foot of the mountain where the rocks roll. Rolling Rocks – Hill Cemetery: Let the rolling rocks kill you. Fire – Hill Cemetery: In the starting area there are several fireplaces. Stay in them and let the fire burn you to death. Crystal Spikes – The Hilltop Mausoleum: Along the level there are crystal thorns on the ground, jump at them to get an end game. Collapsed Floor – The Hilltop Mausoleum: After picking up the dirt rune, the ground will collapse. Just don't run away and let it kill you. Bats – Scarecrow Fields: In the first building that requires blue rune are bats that can kill you. Corn Killers – Scarecrow Fields: Near the end of this level walk through the cornfields and let the corn killers catch you. Windmill Blade – Scarecrow Fields: There is a windmill blade spinning in the middle of the level, let her kill you. Traps – Scarecrow Fields: At the end of the level there are many traps, let them kill you. You can also try to die from each of the traps here, but it's unclear if each counts as a different death. Cannon Bombs – Inside the Asylum: During this level there is a room with cannons shooting at you, let them kill you. Giant Bird protecting its Nest – The Enchanted Land: During this level you must go to a bird's nest to steal the eggs from there. Let the bird that protects the nest kill you. Crystal Falling on Head – The Crystal Caves: During the Dragon Chief Fight, hit the ground with green crystals and stay where the green crystal is on the ceiling, let him kill him. Dragon Serpent – The Gallows Glove: A dragon serpent snores after walking through the fire that requires the Dragon Armor. Let it kill you. Out of Time – The Haunted Ruins: After the timer the countdown begins, let time run out With CannonBalls by killing you/pushing you out of the Ship – The Ghost Ship: Along the Ship there are many cannons. Let the cannonballs kill you. Also, you can also try to let them push it out on the side of the ship where you have to get the red rune. Watch Straps - The Time Device: There are several traps throughout the level. At the beginning you must take the left path to get the purple rune, on the way there are some clock straps on the ground that can kill you. Falling – The Time Device: Fall somewhere or let the big flying blocks push you into the Abyss Electricity – Zarok's Lair: During the boss's final fight against Zarok, he will spawn some electrical grid on the ground during his final phase. Walk on the net and be fried by electricity. Bosses – You can also try to be killed by each of the bosses in the game (8 total), but it is unclear whether each counts as a different death. Other Enemies – You can try to be killed by each type of enemy in the game, but it is unclear whether different enemies count as different kills. Partial to the potions drink 32 health bottles. This should come naturally as you go platinum. Health bottles are displayed at the top of the screen above your health bar. You can increase the number of vials by collecting life bottles. But don't confuse them both. Life bottles are health improvements, while health bottles are just extra lives. You can get health bottles in two ways – find green Energy Bottles that restore a health, or stay at the green health source to let them recharge their health. Use 32 of these jars above your health bar to pop the trophy. Don't worry about it, just work on getting all the Goblets & Souls Lost and this will come automatically. Now with added magic! Enchant the Broadsword. First you must unlock the Broadsword by rescuing Goblets in the Hall of Heroes. It is given to you after rescuing 5 goblets (2nd statue on the left in Hall of Heroes). Once you have the weapon, go to any merchant's gable and purchase the Widesword Enchantment. This works on any merchant gable. A quick to find is at the beginning of Scarecrow Fields after kicking the first cart at that level. Enchantment costs 100 coins. Especially without arm killing something with your own arm. You can use your arm as a weapon. To equip it, open the gun wheel by pressing Touchpad and click Arm. Either attack an enemy with or throw your arm to defeat them. If you go to the Not So Armless trophy you will receive this trophy automatically together. Rock Wrangler Avoid all rolling stones at Cemetery Hill. Level: Cemetery Hill Cemetery Hill is a very short chapter consisting of just you climbing a hill with rocks rolling down it. You must reach the top of the hill without being hit by any of the rolling stones (being hit by enemies is good though). The path starts in the middle of the area, where there is a lava pool. Jump the cracks between the rocks, they are shortcuts and make things easier. Let the stones pass you and jump from one crack to another. You'll want to keep jumping all the time while pushing the Left Stick to stay close to the wall, so rolling stones will often miss you while they're in the air. Alternatively, you can also block the rocks with a shield. After every 4 stones there is a short pause to go further to the next crack. The tricky part is lava rocks, these sometimes roll through the crevices and sometimes they take the long way around. Method: If you are fast enough, you can avoid most rocks. Ignore all enemies when the level starts, skip the 1st crack in the middle, the 2nd crack to the the 3rd slit on the right, the 4th slit on the left – if you're fast, you'll already be 70% up the hill and the gray rocks haven't even passed you! Being at first really helps. Wait in the 5th slit, then after 3-4 stones there will be a short pause to run up to the 6th slit on the right. Again wait for 3-4 stones to roll by you (however, sometimes you get unlucky and the lava rock rolls through the crevice where you hide, other times not), then quickly take the 7th crack in the middle and you will be on top. It is better to wait in the 7th slit until the gáglóas cuspm 3-4 stones and there is a short pause where you can move on safely. The trophy opens as soon as you enter through the hilltop door. If you have been hit by a rock, just pause the game and click Restart Level. If you have already hit the level you can play it via selected map, the trophy is not unworldly because of it. Colonel Fortes's Special Recipe turns an enemy into a roast ed chicken and eats. To turn enemies into chicken, you must throw a Chicken Leg (also known as Chicken Thigh) at them. This turns them into a chicken that you can eat for 20 health. You get 30 chicken legs from doing the Witch's quest in The Enchanted Land. Step 1 - Level: Hill Graveyard (Witch Talisman): First you must catch the Warm Talisman. It is found in Level: Cemetery Hill. On the hill with the rolling stones you can jump on the left side to find a hidden chest with a club gun inside. Use the club to crush the large boulder to the right of the starting area. That leads to the witches' cave. Set the taco on fire holding near a fire fountain, and then light the object in the middle of the prison cells, inside the witches' cave. This opens the prison cells, the Talisman Wizard is found there. It's the same place as the Chalice's location at this level. Step 2 - Level: The Enchanted Land (Quest #1: Use the Witch Talisman in the green Cauldron at Level A Enchanted Land. You do this by opening the touchpad inventory near the cauldron. Accept the mission the witch gives you. She shrinks you and puts you in an ant cave. Once in the cave, take the gun from the chest bat, and destroy the wall on the right side to find a fairy. The fairy opens the portal to the cave of ants. Your job is to find 7 pieces of amber that are guarded by the ants. After getting 7 pieces of amber, destroy the large amber glass wall at the end of the cave (there is a readable book there). Then fall behind this amber glass to the chief of Queen Ant. Defeat Queen Ant. Step 3: Level: The Pumpkin Serpent (Quest #2): After defeating the Pumpkin King, step back to the top of the level and use the Witch Talisman in the cauldron twice in a row. The Pumpkin Witch will first tell you she wants you to kill the Pumpkin King. In the second summons, she thanks for defeating this level boss and gives her a Red Gem as well as the trophy. Zip Zap Imp Splat Fry a dozen Imps with Lightning. First you must take the Lightning weapon. You get from the Hall of Heroes for rescuing 15 chalices. Now load the level: the Lobby. There are many imps running around that level. Equip lightning and kill 10 of them with it. Then the trophy unlocks. Keep your distance so the imps don't steal your weapons! Give it back to me! Lose, then recover your weapon from an Imp Level: The Hilltop Mausoleum during The Hilltop Mausoleum, there are many imps (small enemies with