



## Introduction

C.S. Lewis' Chronicles of Narnia books have garnered much attention and momentum in recent years thanks to the movie based on the The Lion, The Witch, And The Wardrobe, released in 2006. And now, Hollywood once again opens our eyes to this fantastical world of Narnia with Prince Caspian, the follow-up to the first successful Narnia film. Since no summer blockbuster movie is ever complete without its video game counterpart, Disney Interactive steps in to fill in that void with this interactive version of Chronicles of Narnia: Prince Caspian. The Pevensie siblings, Peter, Lucy, Edmund and Susan, return to Narnia again, this time to help drive out an evil ruler. Welcome to Narnia...again.

*In our Prince Caspian guide you will discover:*

- **Basics:** Introduction to the gameplay mechanics
- **Walkthrough:** Detailed explanations to help you save Narnia

**Guide by:** Stephanie Lee

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# Prince Caspian Basics

## Basics

Chronicles of Narnia: Prince Caspian the game, like the movie, is geared toward a fairly young audience and thus finds itself to be lacking in any real complexity or depth. That being said, the few items you come across usually serve a single purpose. Here they are in no particular order.

## Chests

Of particular prominence are a set number of treasure chests scattered throughout each level. When opened, each chest unlocks bonus content that can be accessed by pressing up on the level selection screen. The "upper" parts of the windows hold the bonus content, such as bonus levels, concept art and footage. Finding the chests is one thing, but opening them would be another matter because each chest requires a certain number of keys, which is usually indicated above the chest. Each chest opened contributes toward the elusive 100% completion. The level selection display keeps track of how many chests are left to be discovered out of a total possible found for that particular level.

## Keys

What's a treasure chest without its keys? An unlocked chest, that is. (Har har.) But seriously, in Narnia you've got keys that open stuff, particularly locked treasure chests. Keys are relatively easy to come by and in great abundance throughout the levels. In fact, by popping in and out of areas the keys respawn in their same spots, so stack up on the keys if you ever run low.

## Armor Pieces

As you collect more and more armor pieces, the more your armor grows, which then makes a difference in the amount of damage you sustain from a single blow. Although some direct hits tend to be more lethal than others, you can live quite a bit longer by strengthening your armor. You will often find silver, gold and sometimes blue pieces.

## Hearts

Health is replenished by picking up hearts from downed enemy soldiers. Prolong your own life at the expense of others.

## Make use of each character's strengths

In each level, you usually have a team of characters with varying abilities under your command. The special skills range from shooting arrows to throwing a grappling hook to crawling through small spaces. Progression through the game hinges on utilizing each character's abilities at the right moment. For example, targets floating over an object usually indicate that the an arrow shot from either Susan's or Caspian's bow is required to reveal a path forward.

## Destroy everything

That's right. When in doubt, destroy everything in your path. Much of the objects in this game can be destroyed with wild swings. Often times, you will find crucial quest objects beneath the rubble you destroy.

## Bonus Content

As mentioned previously, the more chests unlocked means more bonus content, which can be accessed by pressing up on the level selection screen. The Bonus Levels offer miniature missions of sorts that-when completed successfully based on the conditions stipulated-more bonus content is unlocked. There are four Bonus Levels in total. The other bonus content include Game Clips, Bonus Footage and Concept Art.

## Prince Caspian Walkthrough

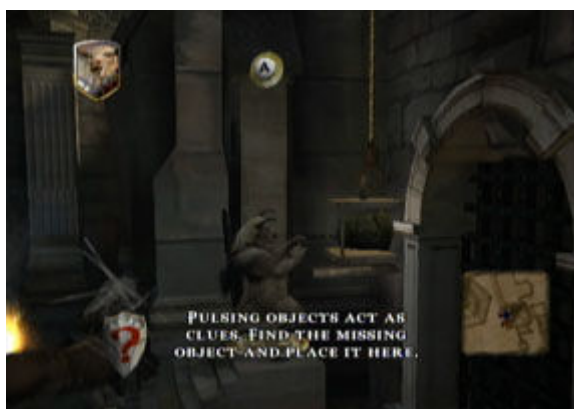
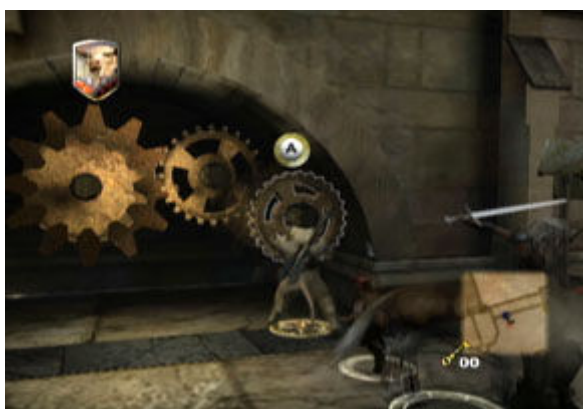
Cair Paravel	Ruins of Cair Paravel	Miraz's Castle Infiltration
Miraz's Castle Assault	Aslan's How	Battle of Berun

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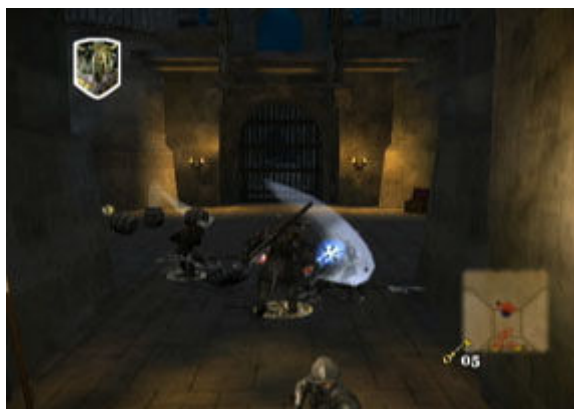
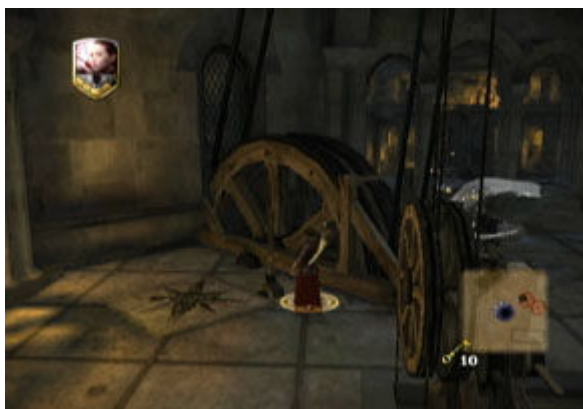
When you begin a new game, choose to begin your adventure at Cair Paravel (since the other listed levels are unavailable at the moment anyway). Every time you want to resume gameplay from a break, you will have to select the right level again from where you left off.

With the castle under siege, your motley crew comprised of a minotaur (buff, cow-looking thing), a dwarf, a satyr (small, lanky dude) and a centaur (half-man, half-horse creature) must band together to defend the castle. Each character has his own strengths and special moves, so expect to utilize all the characters to complete a number of tasks.

The castle compounds are safe from a majority of the enemies for the moment, but a few enemy foot soldiers will trickle in here and there to harass the character currently under control. While your teammates will beat the snot out of any enemies usually, you too can wail on aggressors or defend yourself. The initial area leads to four other areas, each with its own objective. These objectives can be completed in any order, so let's first focus on gathering six keys to gain access to the first Narnia treasure in the chest in the corner.



Switch to the satyr and head to the east area, where you should spot a large cog sitting atop a vendor cart. Stand a good distance from the cart, aim at the target above the cog and fire an arrow. This drops the cog, allowing the minotaur to pick it up and lug it over to the gears close by. Insert the cog in place to gain entry to a cache of gems and keys. To the west of the double doors is a key as well as a high wall that the dwarf can scale with his grappling hook. Once at the top, collect the goodies here and pull the level by following the on-screen instructions to lower an additional cog. Again, use the minotaur to place the cog in position. The grate to an underground cache will slide open.



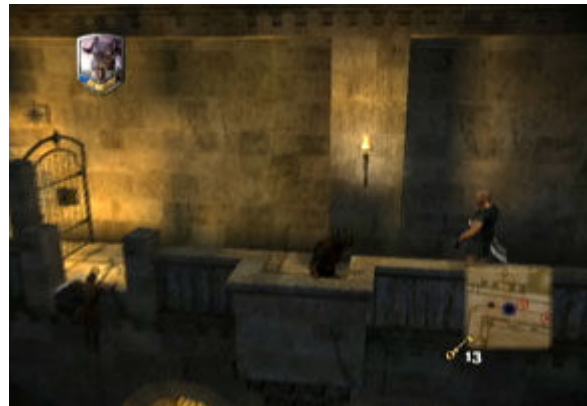
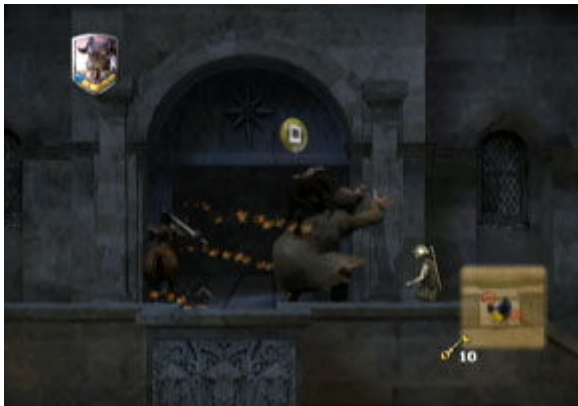
At this point, you should have enough keys to pop the lid on your first chest. Now, refer to the appropriate walkthrough associated with the objective you're currently undertaking to continue with the game.

- **Objective:** Destroy The Telmarine's War Machines

Wade through the sea of battling soldiers and locate the giant amid them. As the minotaur you could ride atop the shoulders of a giant and assume control of the giant himself. Now you can locate the three Telmarine war machines situated around the area and destroy them with powerful fist pounds. The green arrow on the mini-map will help direct you to the machines.



The first one due further south of the entrance will be easy enough. The enemies will not so easily let the remaining two fall by your hands, however. On your way to the southwest catapult, a sneaky group of footmen attempt to stifle the giant threat by trapping him. Obliterate these guys as the minotaur to free the giant, allowing him to continue the destruction of the nearby catapult machine. Be sure to search for keys and a number of chests here as well.



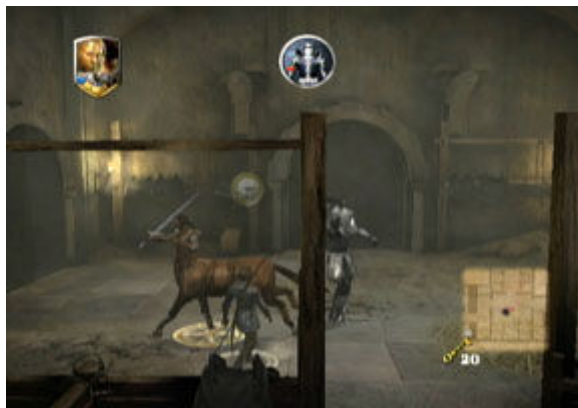
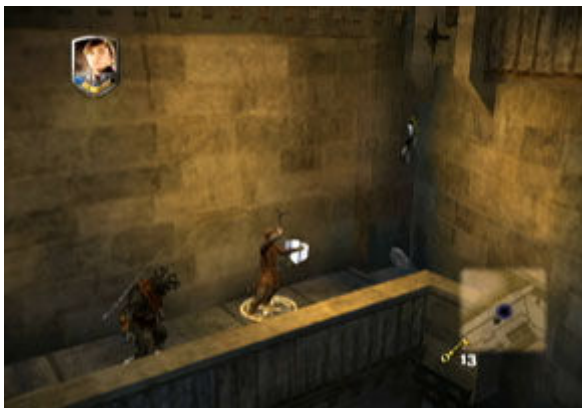
The final machine rests in a remote area that can be reached by a small bridge on the southeast. The sheer weight of this giant crossing over the rickety bridge, however, will only end badly for the big companion. Seek out another giant and take control of him to haul the trapped giant out of the shallow chasm. Then, with the combined strength of not one but two giants heave the solid block of concrete down to bridge the gap and reach the last war machine.



Cair Paravel	Ruins of Cair Paravel	Miraz's Castle Infiltration
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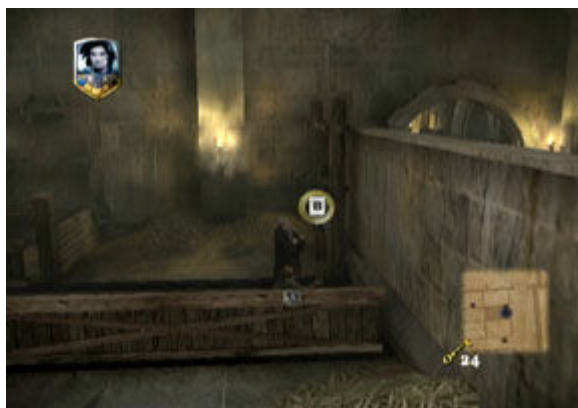
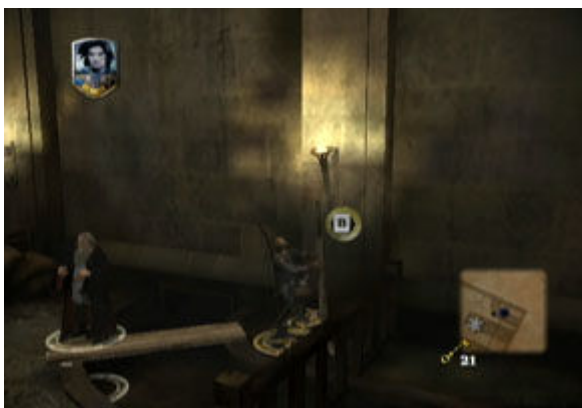
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- **Objective:** Sink the Telmarine Fleet

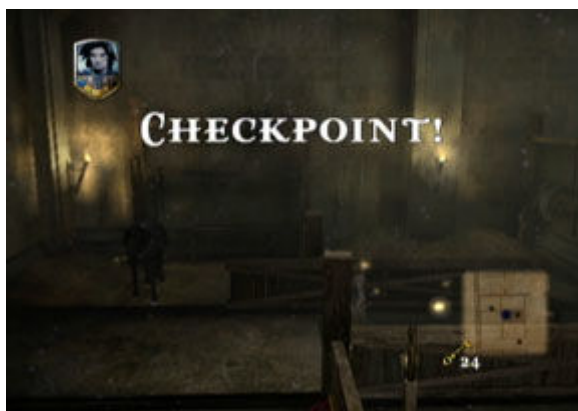
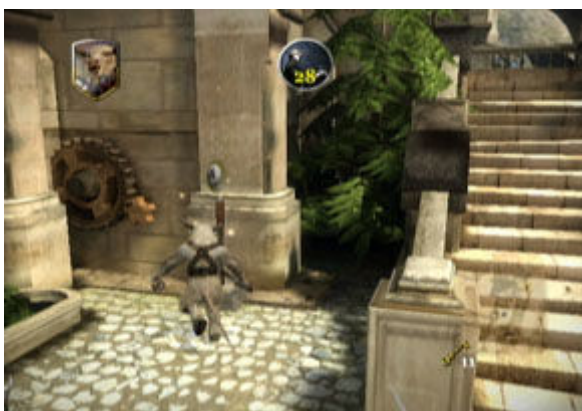


Before you can initiate this objective, exploit the dwarf's small body and crawl through a small crack in the wall, which leads to a lever. After struggling with the lever, the nearby gate opens up and leads deeper into the castle, where a stone block sitting in the middle of the room must be picked up by the brawny minotaur. Walk the stone block-while fending off advancing soldiers-and drop it on the pulley located a bit more to the right. This gives access to the courtyard, the site of this objective.

Pull the lever at the bottom of the steps to access a few extra keys and get to work thwacking 30 or so soldiers so that the gryphon overhead is able to land. Afterwards, the chieftain decides to join the fray. This heavily-armored brute attacks by swinging a massive chain mace around. Stay away when he swings the mace around and then close in for a powerful strike. Once he's down, hitch a ride on the grounded gryphon to be taken to a ballista, a large weapon powerful enough to sink the fleets on the horizon.

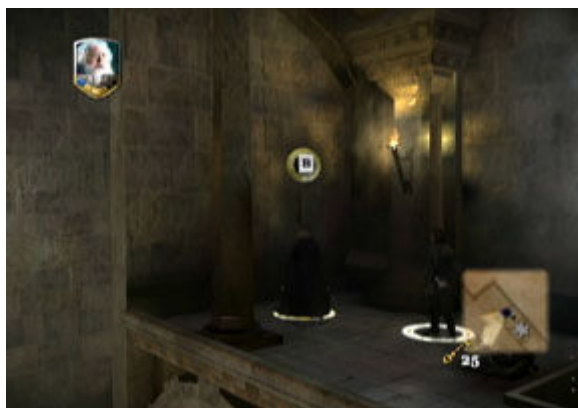
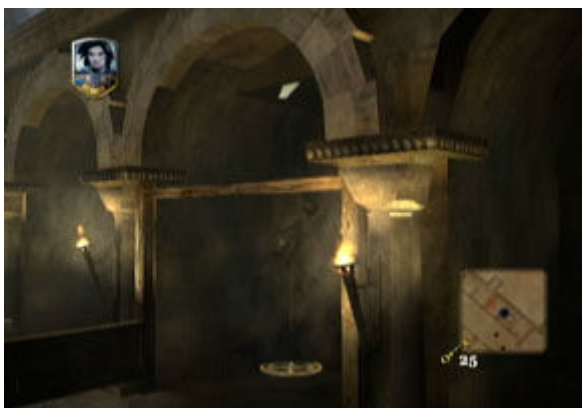


Command the ballista and launch a projectile at the first fleet in sight. Each ship takes about four to five projectiles to be destroyed; keep track by watching the fleet icons at the top of the screen. Once the deed is done, the gryphon scoops up the defenders and attempts to head toward the other ballista only to be pinned down by archers. Eliminate the five archers illuminated by a red marker above their head, as well as the second chieftain that arrives soon thereafter. Slaughter some more soldiers before heading out on the gryphon.



Two ballista standby at the drop point. Use them to sink the remaining two ships, but beware of overzealous Telmarine soldiers intent on causing you harm.

- **Objective:** Find Susan's Horn



A good number of soldiers have infested the throne room and are struggling to open an ornate chest resting in the center of the room. After the cut-scene, eliminate all those who stand in your way and find your way up to the second story. Clear the junk out of your way. Soon, you have to beat the soldiers to opening the chest by slashing the rope supports on the two nearby balconies and then shooting the other two ropes on the opposite side (as the satyr). The chandelier crashes down on the enemies below and you find yourself back on the ground floor.



Eliminate the rest of the enemies within the allotted time. Behind the throne is a wooden block and a large screw. Pick up the wooden block and heave it onto the matching pedestal to the right, which opens a secret compartment. Go back behind the throne to retrieve the screw and insert it in place on the left. Return to the secret compartment to find another screw and nestle it beside the other screw. Proceed to open the large chest in the center to complete this objective.

Cair Paravel	Ruins of Cair Paravel	Miraz's Castle Infiltration
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- **Objective:** Protect the Battlements



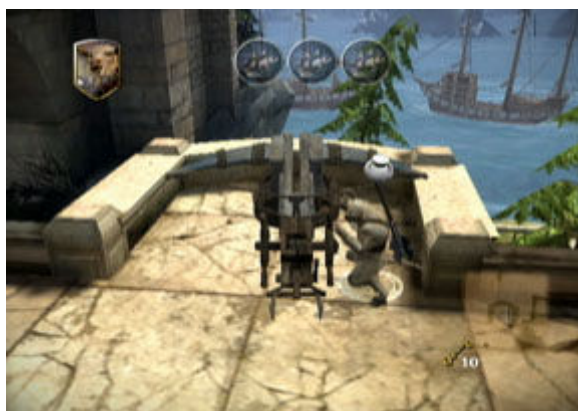
After clearing the rubble on the stairs in the initial area, use the satyr to fire at a control lever situated above the gate to open it. The gate takes you to a rather open field, where you see Telmarine men wrestling with giants. This objective can be rather annoying, but first things first. Pick up one of the barrels, aim from the ledge, and chuck it at the soldiers holding the giant captive. After freeing the giants, they take you upon their shoulders in a collaborative effort to quash this silly resistance.



As you wander around this area, soldiers will attempt to drag down the giants by harpooning them and stringing them from every which direction. The key here is to constantly switch characters and beat up the enemies to free the giants. With their help, track down the 8 archers (denoted by a red marker above their head) and eliminate them. You may find it better to kill these annoyances without the giants.

- **Objective:** Escape from Cair Paravel





Once you've completed the four objectives here, the area will be infested with enemies. Recruit once again a giant's help to close the main gates. You can find one tied down near the stairs, so help free him. After closing the main gates, you will need to clear the way for another gryphon landing by defeating the invading chieftains and a handful of soldiers. With the giant still in your control, wreck havoc upon the enemy soldiers and the chieftains to complete the first level.



Cair Paravel	Ruins of Cair Paravel	Miraz's Castle Infiltration
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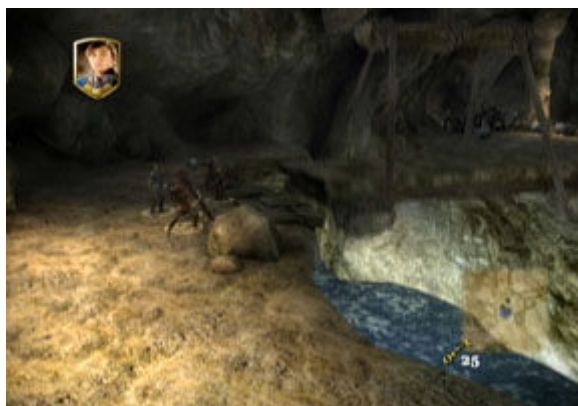
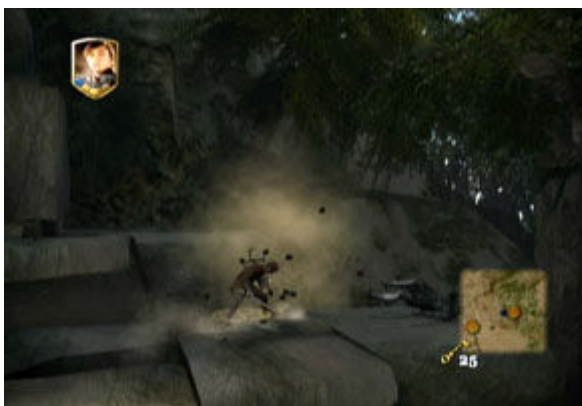
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- **Objective:** Scale the Cliffs

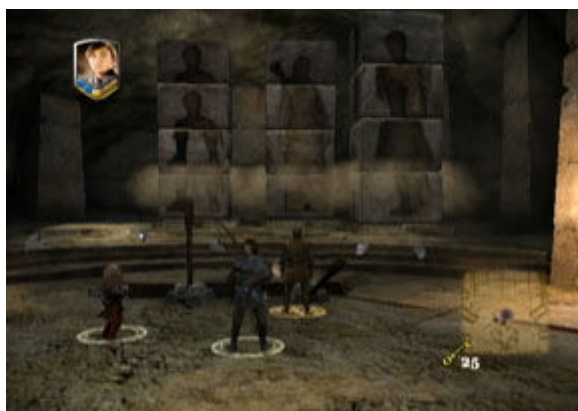
We assume control, for the first time, the familiar Pevensie siblings: Peter, Lucy, Edmund and Susan. Peter, the eldest and strongest of them all, should be your go-to guy for the physical grunt work required to progress in this first leg of the level. The cliffs here are far too high for Edmund's amateurish climbing abilities, so a grappling hook of some sort is needed. Head to the far left of the beach to find a cave entrance blocked by a pile of haphazardly-placed boulders. Have Peter heave the boulders out of the way to enter. If you drag the boulders one by one south of the cave entrance into the waters, you create a path leading to an otherwise unreachable chest.



The cave features several rifts in the walls that allows mysterious gusts of wind to blow through. The first couple gusts die out after a period of time before becoming active again. Time it right and run through when the wind stops. Otherwise, the wind will extinguish your only source of light and defense against the fearsome inhabitants of the cave (i.e. bats).

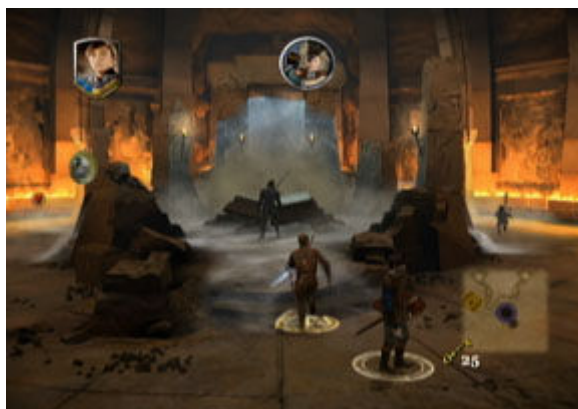


As you probe deeper into the cave, make sure to spot piles of timber on the ground and set them ablaze in case the torch ever goes out. If it does, you can simply light it again by swinging the torch against a blaze. Eventually, you come upon a continuous wall of unrelenting wind, but thankfully a collapsible pillar lies nearby. Push the pillar down to plug up the rift in the wall and proceed to an open door. The lever next to it is missing a piece, although the missing piece can properly be retrieved by destroying some barrels over to the left. Fix the lever and pull it to close the door and thus shielding the wind.

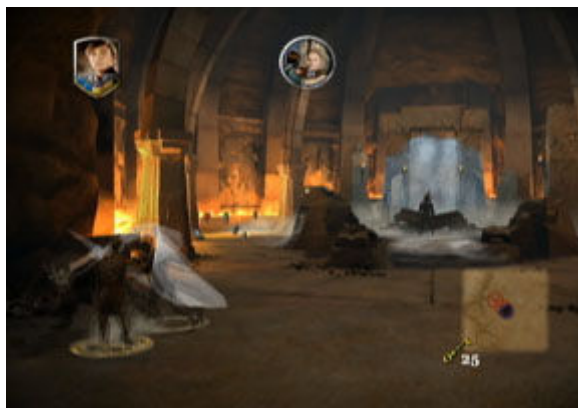


Proceed along the cave in pretty much the same fashion until you reach another incomplete lever. You can find the lever piece among the debris at the top of the stairs. The door here opens and reveals a chest. Dodge ore gusts of winds until the last bit where you can set the right side of the wall ablaze. This wind barrier doesn't ever let up, so just battle through it and re-ignite the torch once you're safe on the other side. Open the treasure chest at the end for the grappling hook.

Only Peter can use the grappling hook, so guide by east along the beach. You will see a chest within an indent along the cliffside that you can reach with a well-placed grappling hook. Afterwards, toss the grappling hook at the second action point and climb up.



- **Objective:** Explore the Ruins



Before running through the arc entrance into the ruins, head to the left to an alcove to find a treasure chest. Then continue into the ruins. Collect a good number of keys from the weathered walls on the right. To the left, you'll find some stairs leading up to a boulder that, once pushed, will unlock some bonus content. A little farther along the ruins on the same side is a set of stairs with a trail of armor pieces leading up it. Chest nearby, partially hidden by the tree. Continue on and slide the patch of wall to reveal a hidden door.

- **Objective:** Find the Pevensie's Gifts

In the middle of the room lies a pit teeming with huge creepy-crawlies. Light a torch and run into the pit. The flames should keep the bugs at bay, allowing you to pull the left lever and create a stone bridge across. The other lever is missing the handle, which can be found among the bugs. This lever raises a stone pillar and grants access to a treasure chest in the left corner.



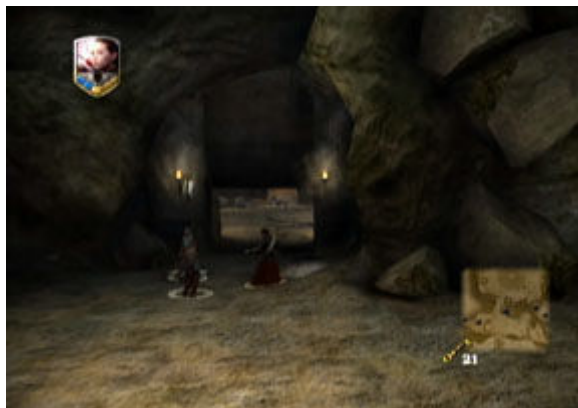
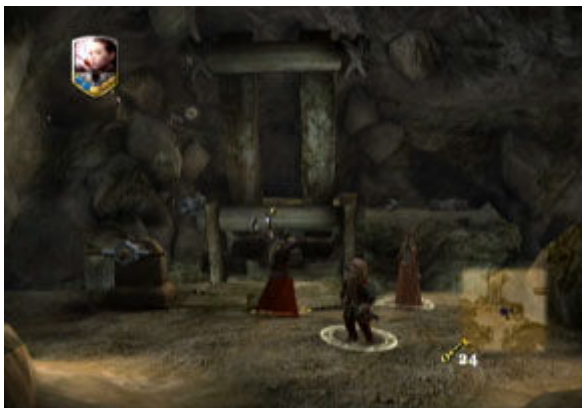
Cross the stone bridge and up the stairs, where Edmund and Lucy will re-unite with their appropriate heirlooms. Lucy can now throw daggers. You can now go to one of three places to begin the search for the rest of the equipment.



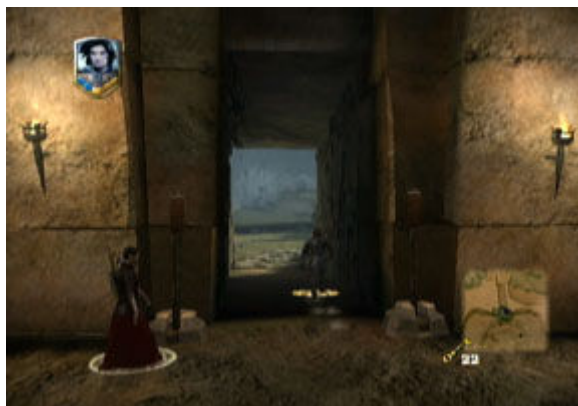
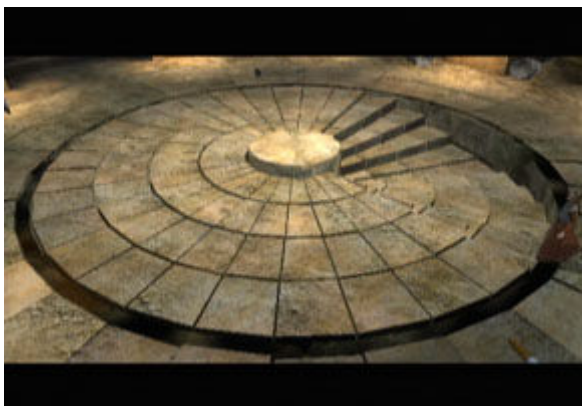
Cair Paravel	Ruins of Cair Paravel	Miraz's Castle Infiltration
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- **Objective:** Find Peter's Sword And Shield



To the left of Edmund's statue is a lever that reveals a secret chamber behind the wall. Once inside, head to the immediate left and pull the lever here to raise the first platform. Nothing else you can do yet, so double back and grab the torch from the ground. Head to the right to light it from the brazier. Delve into the roach pit and pull the nearby lever to raise the second platform. Before going back to cross it, however, navigate deeper through the pit to find a golden floor switch, which, when stepped on, opens up the gate leading to some keys at the top.

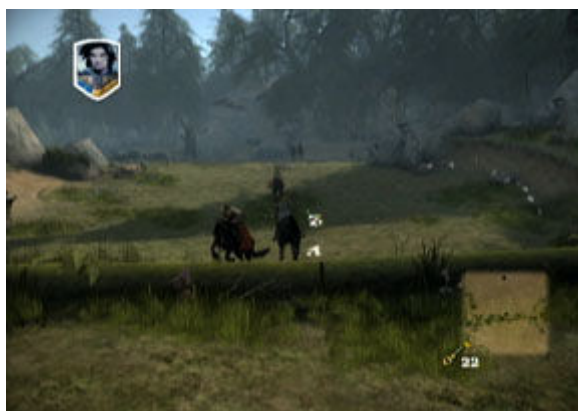


Cross over the two raised platforms to access a third lever, which then allows you to access the chest on the elevated platform. Open the chest to gain possession of Peter's belongings.

- **Objective:** Find Susan's Bow

A nasty infestation of roaches covers the floor switch to this secret chamber. Grab a torch and light it to scatter the crawlers, then head inside the revealed pathway.





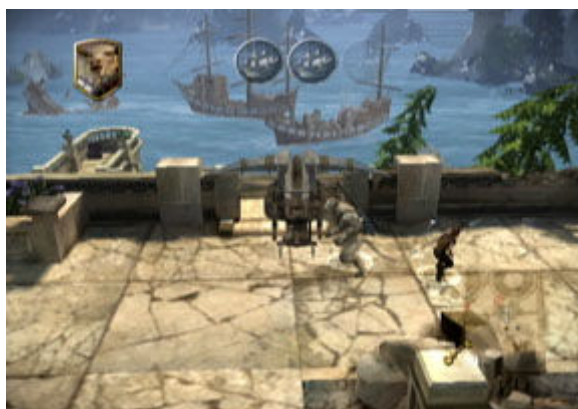
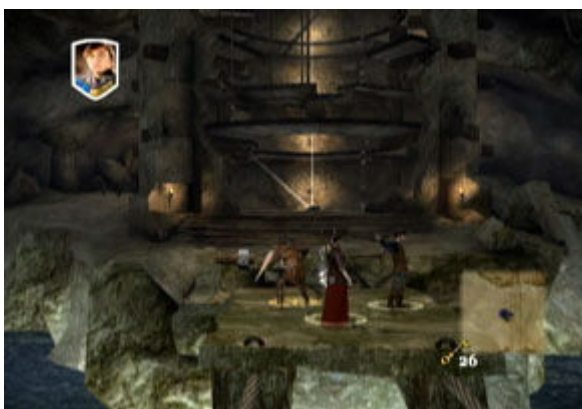
The room boasts an even larger roach pit than previously encountered. Have both Lucy and Edmund stand on the two golden floor switches to cross. Just stand on one and wait for Lucy (or Edmund) to stand on the other. Be sure to pick up lit torches before venturing into the icky pit. Pull the lever to raise some stairs; there's a chest here as well.



Now climb the newly created stairs and slash at the two ropes indicated by the target. There are two more that are out of reach. This is where Lucy's handy knife-throwing skills come into play. Ascend the stairs leading out of the pit and stand at the very edge, facing the pit. Using Lucy, target the ropes and throw the knives, which should cut the remaining ropes holding a giant statue up. The statue should crash down and act as a bridge for you to cross to the chest containing Susan's treasure.

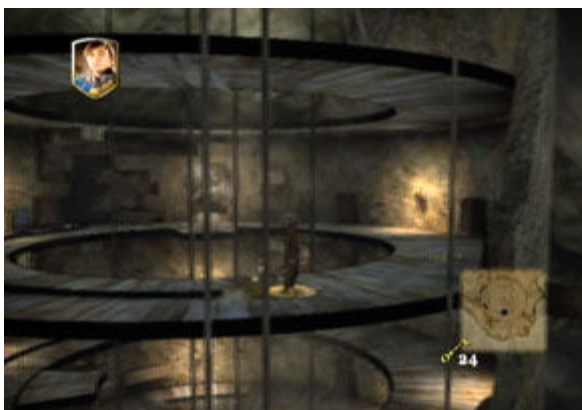
- **Objective:** Find Lucy's Cordial

Smash the pots next to Peter's statue to access the chamber located behind it. Locate another torch and light it as you did previously. Descend into the bug pit and search for the lever wedged in the corner, to the left when you reach the bottom of the steps. It's missing a handle, but the piece should be nearby amongst the skittering creatures. This lever activates a pair of platforms.



Go to them and put both children's weight on each for another pair of platforms to rise. Step on both again with Edmund and Lucy to create steps, leading to the final treasure. Don't forget to claim the treasure from within the chest here if you have enough keys (you need 7).

- **Objective:** Explore the Ruins



Edmund and Lucy emerge from the secret treasure room with Pevensie's gifts, and the whole gang changes into some medieval-looking garb (funny how they just whipped them out from thin air). Proceed north (up the screen) along the wall, where you will notice some rocks piled on top of one another, forming a sort of wall. Stand a good distance from it and, as Peter, toss the grappling hook at the top and yank it down. This should cause the rocks to collapse, uncovering a hidden treasure chest!

Continuing down, the siblings stumble upon the remains of the throne room. Once you have control, find and pick up stone disks from the ground and place them in the appropriate indentations in front of the thrones (look where the action button appears). Insert the two stone disks to open a new way forward.

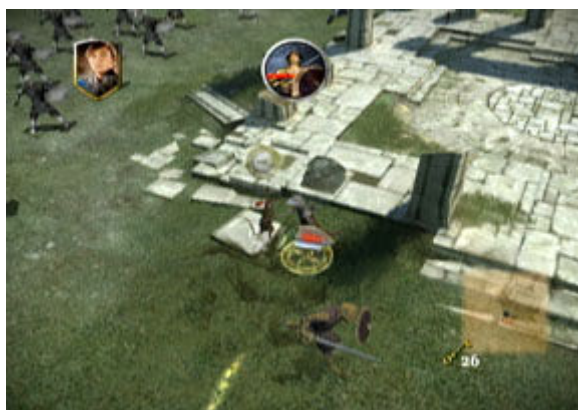
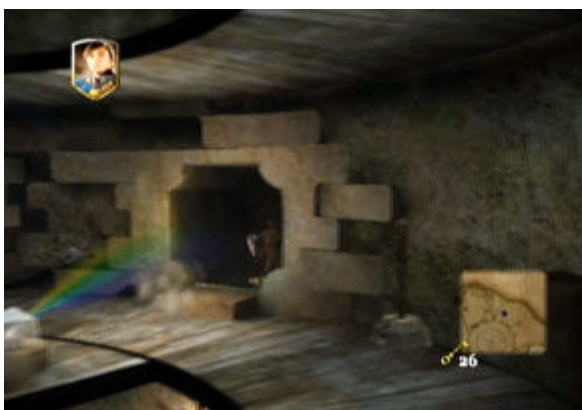
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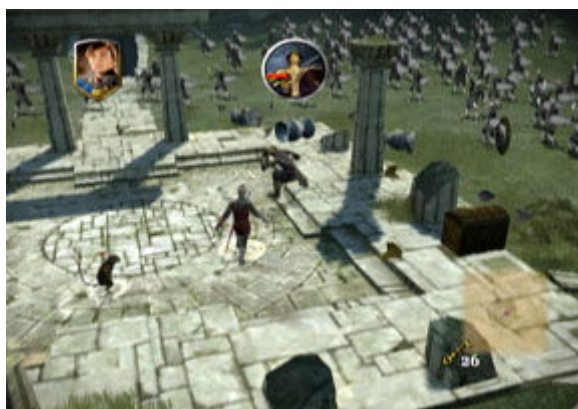
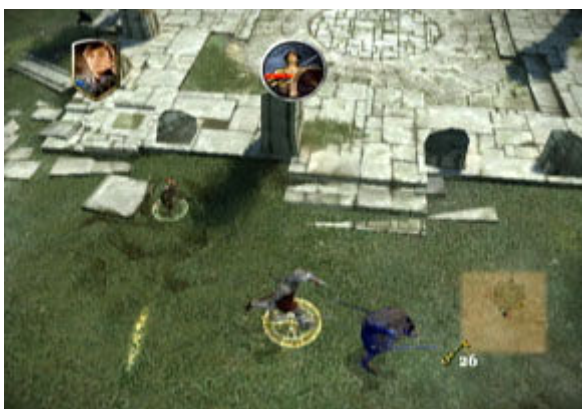
- **Objective:** Rescue Trumpkin

Quite an upsetting scene: a poor dwarf is getting harassed and subsequently gets thrown overboard. Help save the poor lad! But there are a few chests and bonus things to obtain before we tend to the drowning dwarf. (Don't worry, he'll hang in there.)

First, if you run to the right side of the beach, you'll find a derelict boat. Shoot an arrow in its direction to cause some rocks to fall on it, giving you bonus content (not sure why). Next, there are a number of treasure chests scattered around the beach side. Two of them can be found by running along the left cliffside: one behind a tangle of branches and the other slightly hidden in a rocky nook. The third is blocked off by thorny branches (whack them away with Peter) and proceed to pick up the hefty-looking rock. Place the rock in the lit spot, allowing you to cross and access the chest.



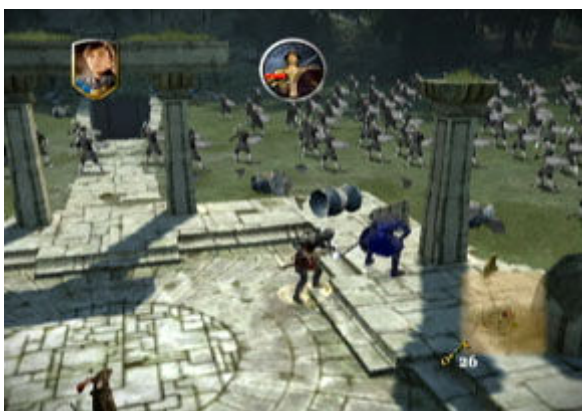
As for saving Trumpkin, start off by firing single arrows at the archers across the river from the vantage of the high rock in the middle of the beach. The line of archers on the right side can be quickly dispatched by sending the rocks above them tumbling down upon them. The others can be felled just as easily with single arrows. Single arrow shots tend to be more accurate than the volley shot.



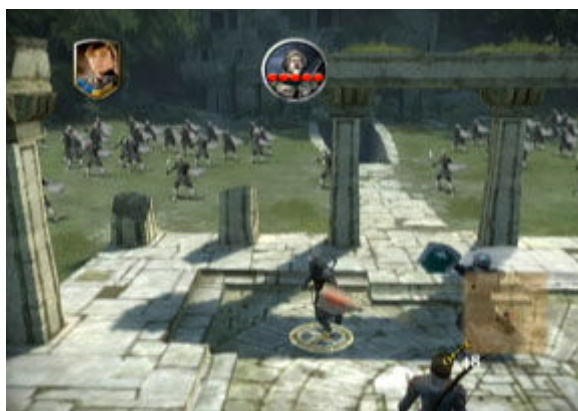
Afterwards, shielded soldiers on boats float by and taunt you, at which point Peter suggests finding something heavy. The small stones by the water's edge should be sufficient enough to satisfy this requirement. Pick up the stones and, with careful aiming, chuck them at the attacking soldiers. The soldiers with shields require an additional rock in the face to be bested. After pegging the soldiers with enough stones, head to the right-hand boat, and toss the grappling hook at the boat in the center. Haul it in to save poor Trumpkin.

- **Objective:** Find a Safe Path Through the Woods

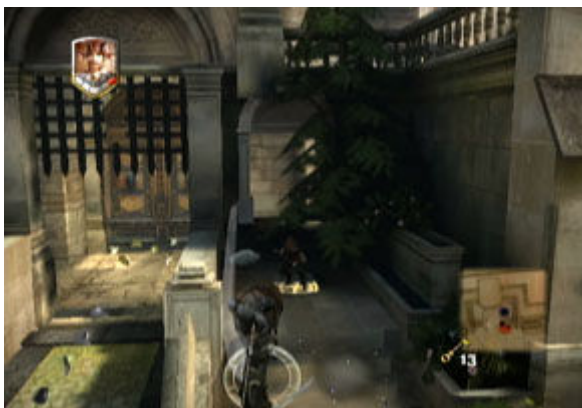




Little did we know that these woods actually host a family of bears that aren't too happy about kids and a dwarf entering their territory. The first bear charges at you only to be caught in a net trap. Find some rocks and use Trumpkin to reach the top and push down some rocks onto ground level. Leave the grunt work to Peter to lift the rocks and carry them to the stream ahead and create a rock path to safely cross. There are a total of four rock spaces to fill in.

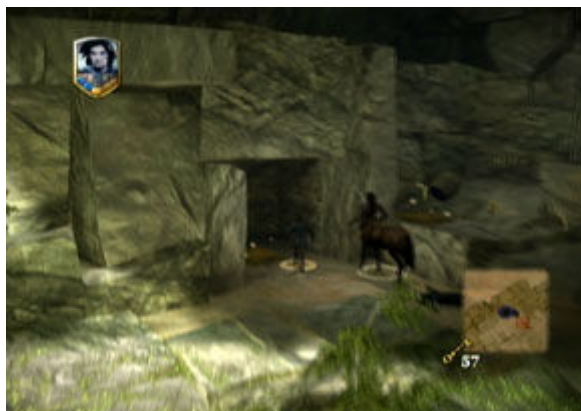
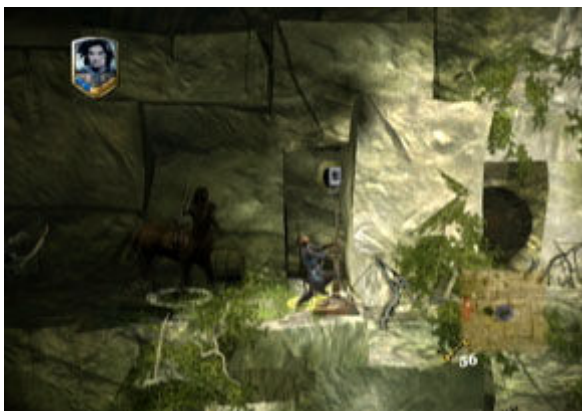


Once across the stream, an enraged bear takes notice of trespassers and begins to charge. These guys mean business, so avoid getting in their way! Use their charging force to break down environmental barriers, such as rotting tree logs and trees, by goading them to charge and then running out of the way at the last minute. For example, run behind the tree, ensuring that the tree is between you and the bear. When the bear charges, the tree will fall and create a new pathway. Keep using the bear to destroy any barriers until the bear gets trapped.



Now head to the broken tree and follow the path up to find a slumbering bear in a cave. Wake him by whipping him with your sword. Not happy to have been awakened in such a way, the bear goes on a rampage. Harness this rage to break through the following barriers south of the cave. At the end, throw the grappling hook atop the cliff and climb up quickly to escape the bear.





Locate another grapple hook marker and climb to meet another sleeping bear. Rouse him and run onto the tree log. The weight of the bear will send both the tree and bear to the floor. Now you can lure the bear to help you batter down more barriers. The next area features yet another sleeping bear surrounded by rocks as well as a lively one nearby. Ignore the sleeping bear for now, and have the other one break through the first barrier, at which point it gets caught in the trap. Now you must recruit the other bear to clear the rest of the way.

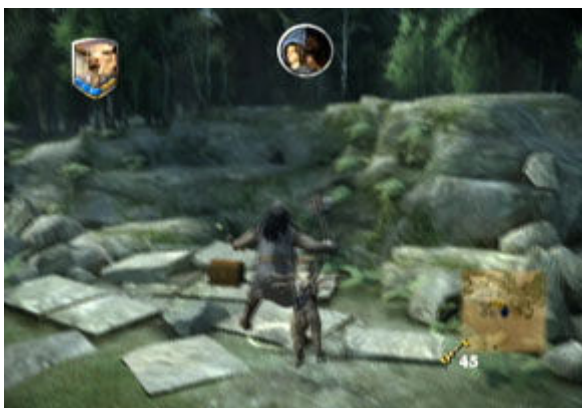
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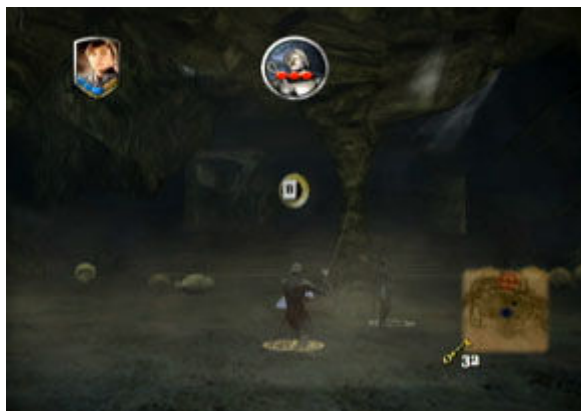
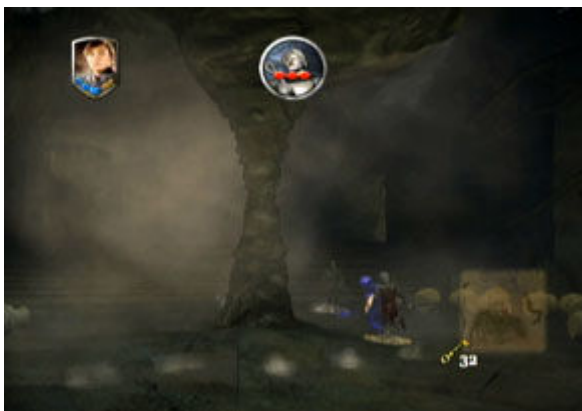
Place the two items in the corresponding slots on the wall to the left, and turn the rod clockwise until a flight of stairs appears before you. At the top, you can head to one of two places to complete the two objectives needed to be done.

- **Objective:** Defeat The Sentries In The Turrents



This begins after you pull the lever to open the gate nearby and head through it. As you continue through the castle, you will begin to find these odd-looking, square puzzle pieces-two at the top, two at the bottom. Pick these up one-by-one and place them in the tile puzzle on the floor below. They can only go one way, so go around until the pieces fit. Once all the slots have been filled, step on the floor switch that appears and head through the opened gate.

Aided by gryphons, Edmund and Trumpkin must go around to each tower and dispatch all the enemy sentries that occupy it. Wherever the action button appears is where the gryphon can land. As Trumpkin, toss a hook to each tower and climb it to find a watchful sentry in each. Make short work of them and continue on to the next tower by following the green arrow in the mini-map.



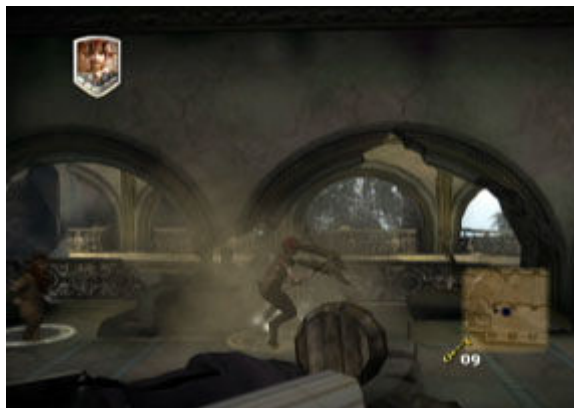
Upon touchdown, the sentries are alarmed to your presence and begin to sound the bell alarm. Ignore the onslaught of angry men and head straight for the guy ringing the bell. Take him out and any others who try to take his place. Afterwards, latch the grappling hook to the tower behind the bell and climb it to find some treasure chests. Hop back on the gryphons and head for the next destination. Standard fare.

When you get to another bell-ringing tower, pull the lever nearby and step on the switch to open the gate leading to the bell. Again, eliminate all the sentries here before moving on. In the next one, quickly toss a hook after dismounting and silence the bell guy at the top. Landing in the final area pits you against a brutish bloke, but the match can be ended easily by luring the barbarian over to the wooden wall, where he will crash through and get crushed by the falling bell.

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- **Objective:** Defeat The Sentries On The Walls

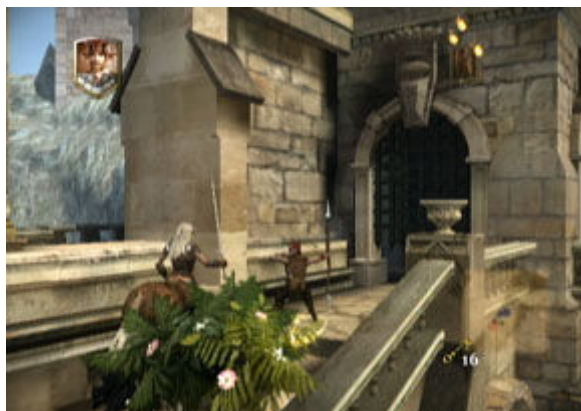
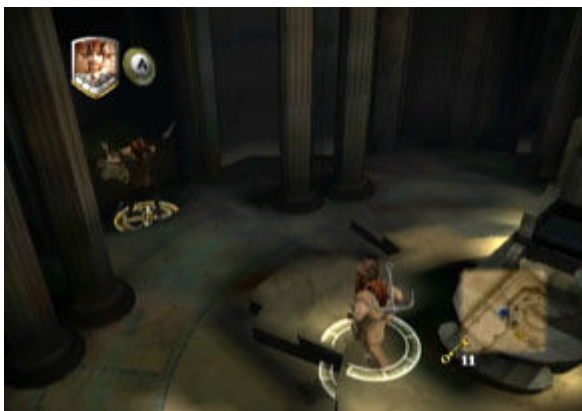


Switch to Caspian and aim at the two targets above the locked gate in the second floor. This leads to area filled with aggressive soldiers. Pick up the object on the ground and place it in the nook to create a turnstile. Turn it clockwise by walking into it, which slowly extends a bridge out to the other side. Fire the targets again by Caspian to barge in on some sentries. Two bell stations here, so put down the bell-ringers at the top and bottom of the area.



When the area is clear, place the cog and the turning rod in their respective places. Turn the wheel to open the door. Race through and locate the annoying bell-ringer, removing all of the enemy soldiers in the process. Step on the floor panels to access another cog and turning rod. Once they are nice and snug, a wooden lift begins to move up and down, bringing you to a lever at the top. The lever, in turn, is connected to a door that opens up upon pulling it. Behind this door is a drawbridge that is still drawn, but hitting it with Caspian's arrow and then subsequently pulling it down with Peter's grappling hook will grant you passage across.

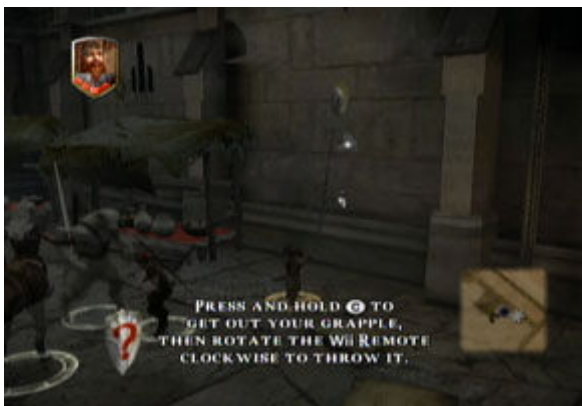




Once across, take out more guards. There's a chest at the top floor; then step on the floor switches with both characters. And that concludes that objective.

- **Objective:** Break Into Miraz's Chambers

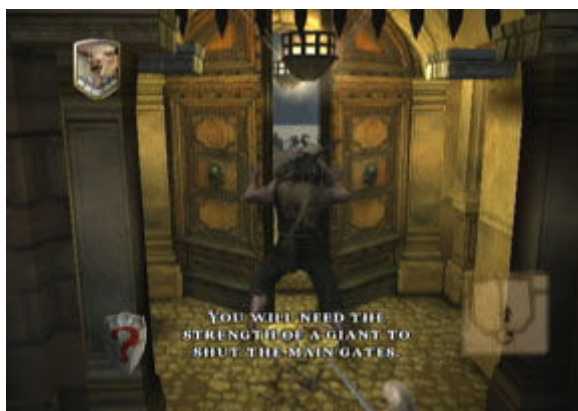
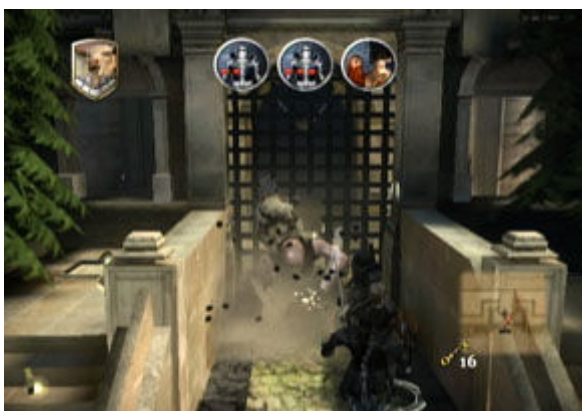
Completion of the previous two objectives opens up a new entryway into the castle. Head up the stairs, bear a left and head into the first gate.



In the center of the disheveled room is a maze with marbles. The point is to step on the four circles to tilt the maze in that same direction, guiding the marbles to the white arrows at the bottom of the maze. The marbles slip through a hole into an accessible trough below. Search for the turning rod and place it in the glowing spot. Turn it to raise the glass tube in the center of the room, then shoot an arrow to fling an orb piece loose. Take this orb and other two marbles to the solar system model in the room to the right. Hang each on the model continue.

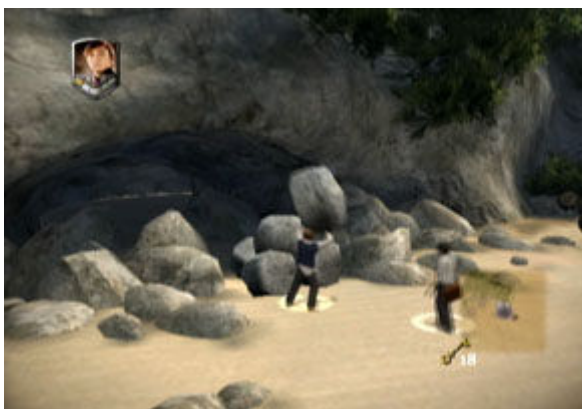


- **Objective:** Rescue Cornelius From The Dungeons



At the bottom of the steps, you may notice three floor switches, but there are only two of you. An additional weight can be found under some crates further east, by a treasure chest. Place the weight on one of the switches and stand on the remaining two with Caspian and Susan.

Once exploration of the grimy dungeon has been completed, nock an arrow into the target to create a loud distraction, causing the brainless ruffian to burst in to the room. Quickly stand in the metal cage and wait for the guard to charge right in to your trap. The cage closes around him, trapping him in and giving you free reign of this dungeon room and access to the next.



Moving on to the next room, a pair of the same ugly buffoons resist and charge in your direction. Simply stand in the narrow black cages in center of the room to capture each one. Having them out of the picture grants you the freedom to leisurely explore this room. Shoot the target to gain access to a lever which drops a wiggles loose a turning rod from the chandelier. Place the turning rod in the appropriate spot on the left wall. This directs you to a chest and the missing handle from the lever. Replace the missing handle on the right-hand lever and pull both the left and right levers to continue.



In Cornelius' chamber, two more brutes put up one last attempt to thwart your rescue efforts, but you will simply not back down after having come this far. Stand behind one of the four flimsy pillars holding Cornelius' cage up. The silly brutes

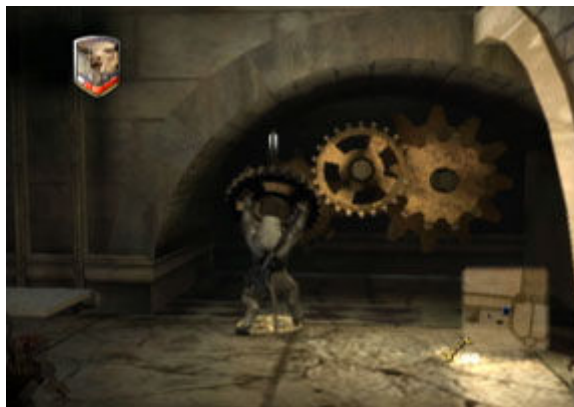
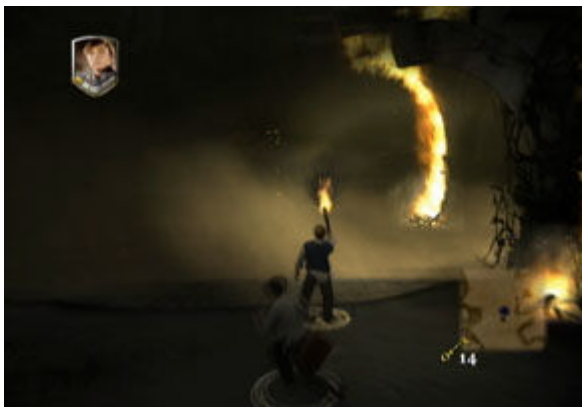
will ram into them without regard and eventually shatter them into pieces. Do this to all four pillars to free Cornelius.

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- **Objective:** Break Into Miraz's Chamber

Back in the hallway, start heading up, taking note that the large painting of Caspian decorating the right-hand side of the hallway can be destroyed to reveal a secret nook behind it, and make the first left. Head up the stairs until you spot a target on the ceiling. Shoot it to drop a welcoming gift onto the two underpaid guards below. Nearby is also a golden piece that can be slid into the sun decoration on the wall opposite the stairwell. Two more pieces exist, and they can be found in Cornelius' room by his bedside and near the wooden bookcase. Continue past the stairs to the area that's now rid of the guard's watchful eyes.



- **Objective:** Rescue Edmund and Trumpkin

This first room becomes bustling with activity in a matter of moments as you fend off a wave of soldiers and eliminate all those who try to ring the bell. Decimate the guards in the room and pull the chains to move on.



The next room features a second story with bell stations on each side. This may be troublesome because of two things: you can't reach the bells and there are quite a bit of enemies to deal with. Use the bow exclusively to ward off the waves of enemies if possible and periodically send an arrow upwards to any pesky soldiers using the bell. You have to stand a fairly good distance from the opposite bell for the arrow to find its mark. When the dust has settled, turn the turnstile in the center of the room clockwise to continue.

Have the wild beast man smash through the wooden doorway with three powerful hits. You finally catch up to Edmund and Trumpkin in the nick of time, but their bacon isn't saved just yet. Located around the tower are these giant bells and stone anchors. Push the three stone anchors off, as well as ring the bell whenever a scary-looking, more intimidating adversary shows his face (a more armored dude). The giant bell will send the worthy foe plummeting to an uncomfortable death. Eliminate all the existing enemies as well to complete this objective.





Back again in the castle halls, guide the assembled gang to the T-intersection and head up this time. Send Trumpkin through the small hole before the two armored guards to finish the level.

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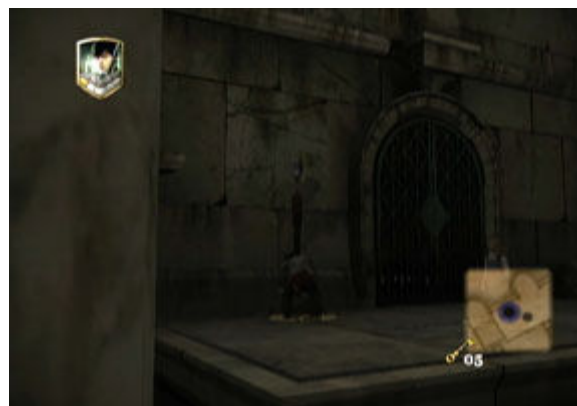
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After gathering whatever treasures you can in the starting area, it's time to focus on a plan of attack. First, we need to lower the drawbridge. Begin by throwing the grappling hook as Peter at the action point and pulling out the block, which opens a gate.

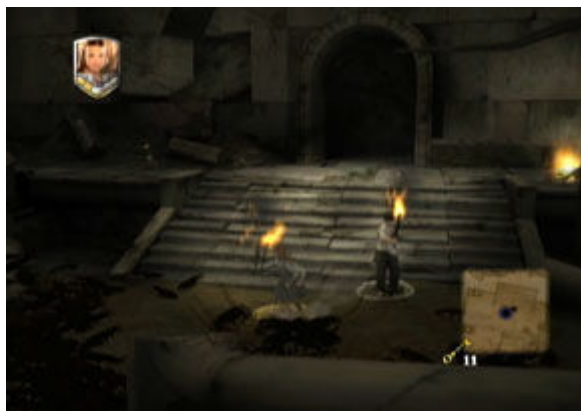


- **Objective:** Lower The Drawbridge

The two smallest team members volunteer to knock out this objective. As such, there will be a lot of small holes to crawl through. Pull the lever to lower the staircase. Advancing along, utilize the Trumpkin's hook to extend a bridge and then the rat to do his rat thing on the gate to rattle it open. Press whatever button is indicated on screen when the rat jumps from place to place.

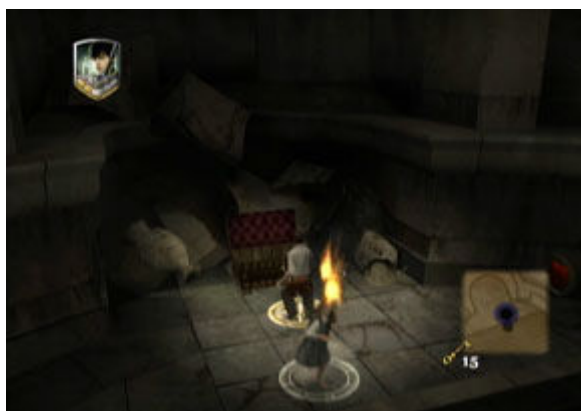


Crawl through a small hole further up to wind up in the lower regions. Both characters should follow suit, so have Trumpkin haul out another bridge to reach a switch which activates some stone blocks along the wall back at the top. The hole here leads to a chest as well.



Use the rat's jumping abilities to let you into the control room. Stand on the stone tile below the levers and wait for the second character to press the switch that boosts you to the correct height. Each lever controls one or two other levers. The overall aim is to pull down one lever and bring the other remaining upright levers down with it. This can be tricky, but observe which levers control which and keep trying. Eventually, a gate opens as a result of solving this lever puzzle.

Back outside, go through the hole which was previously blocked. Bridge the gap with the help of Trumpkin's hook and head into the next room. Step on two floor switches located in the room to bring out a pair of blocks higher up on the wall. At the top of a short set of steps is a gear that must be placed in its rightful position on the floor near the other large gears. One more gear rests high on the ceiling and can only be reached with the rat's nimble feet.



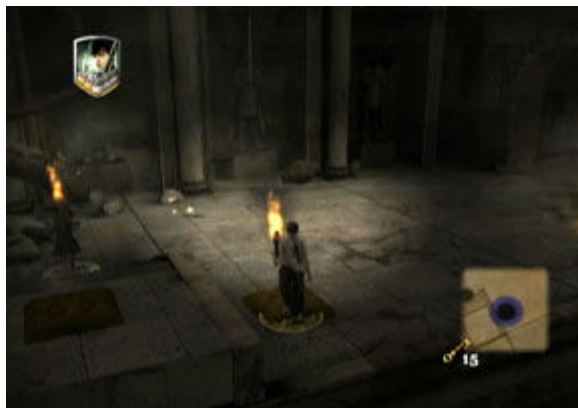
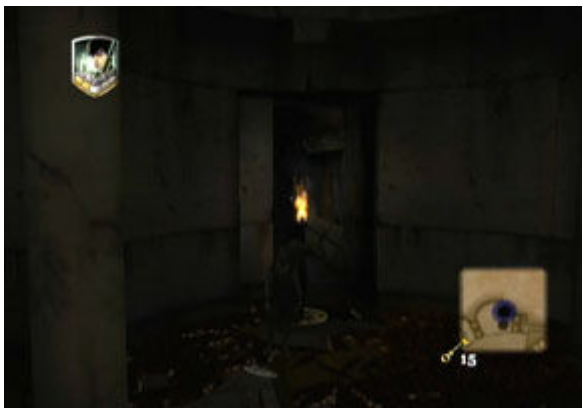
Once both gears are put in place, more soldiers pour in; while you stave them off, turn the big turnstile in the middle until a cut-scene takes over.



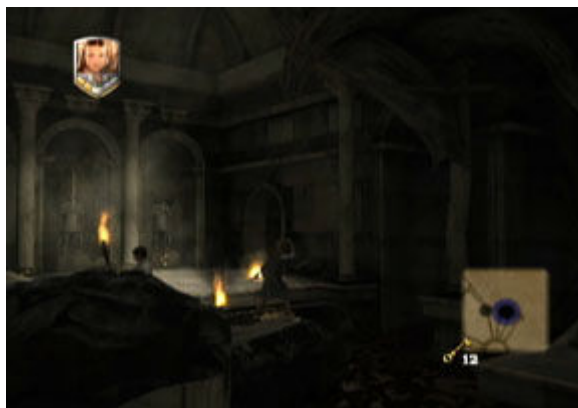
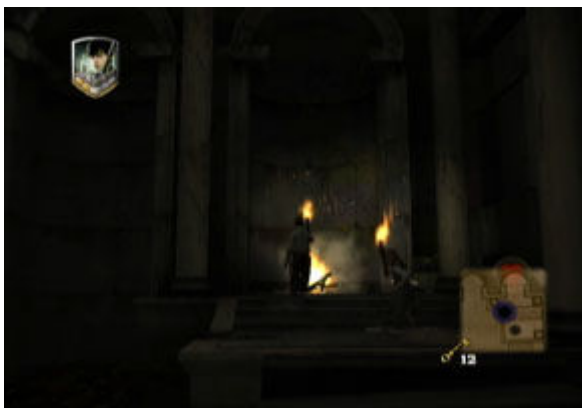
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- **Objective:** Raise The Portcullis

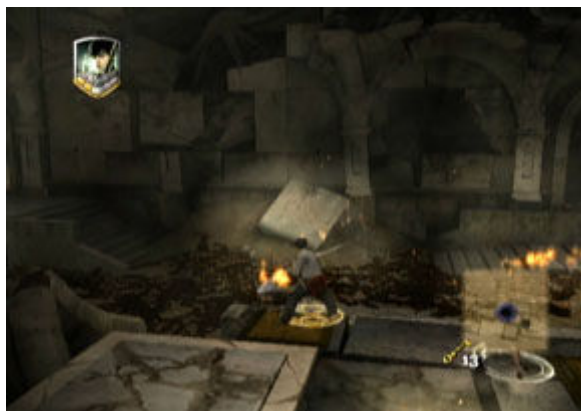
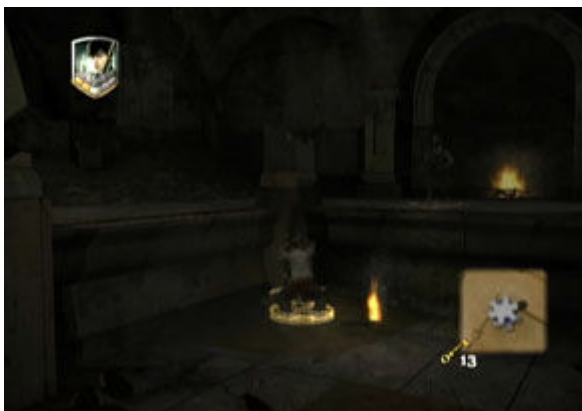


Shoot an arrow in the marked point in the starting area to open an underground grate with a switch underneath. Activate the switch to move into the room initiating this objective. The first order of business is fire an arrow at every possible target until a loose piece drops in front of you. Pick this up and place it in the appropriate place in the middle of the room. Along the north wall should be some crates that, when destroyed, would yield a key. In turn, the key unlocks the heavy chest sitting against the eastern wall. Discover the second required piece and complete the elevator mechanism in the center.



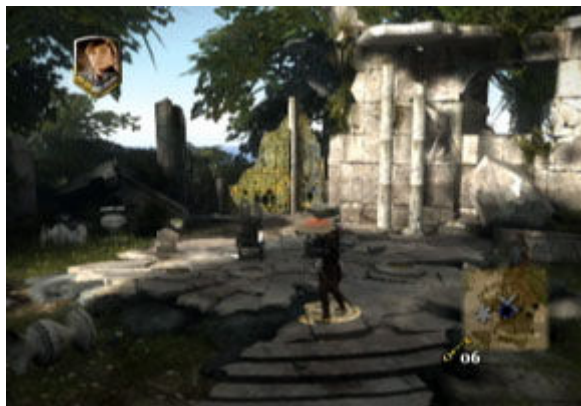
With both characters free, turn the rod on the elevator to begin the ascent to the floor above. The top floor features a giant turn wheel with a missing left lever handle. Find the missing piece and fix it to pull it down at the same time the other character pulls the other lever. Do this when there are no enemies in the room to interrupt you. Pull down the lever twice (meaning two successful activations of the turn wheel) to complete the objective.

- **Objective:** Assault Miraz's Castle



Two minotaurs now stand at the helm of battle. Controlling the bigger of the two, pick up

one of the shiny weapons on the ground and start whacking every last soldier you come across. When you move onto the next scene, your powerful minotaur is replaced by a centaur, and the overriding aim here is to prevent the guards from cutting down the weights keeping the gate suspended. Thankfully, this task is made easier thanks to the centaur's graceful speed and power. Simply dart back and forth, mowing down enemies, between the two weights flanking the gate and slash occasionally to keep soldiers out of your hair.



The addition of a giant makes his quite an enjoyable ride through the battle. You need to locate the two barrack entrances and topple stone pillars to barricade them, stopping the flow of more reinforcements. When this has been completed, Peter will beckon you over to his location. Go meet him with the giant.

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- **Objective:** Pursue Miraz

Climb the hook and be ready to wail away on some soldiers. Set up for another round of rope climbing. You will also be fighting those bald gorillas you met back in the prison, but they're not as tough as they seem. Using the minotaur, destroy the wooden object and climb down. Among the debris in the very right corner of the path below is a missing piece to be attached to the wall nearby. This creates a set of stairs leading downward, so head down.



- **Objective:** Rescue Cornelius From The Stables

Advancing along the stables and smashing everything in sight to plunder the goods, aim at the arrow target above the door to head through. On the other side of the door, a heavily armored guard awaits-smack him to pieces by running around him as the centaur. Cornelius joins the party and leaves you with the option of going left or right. Both places gift you with horses.

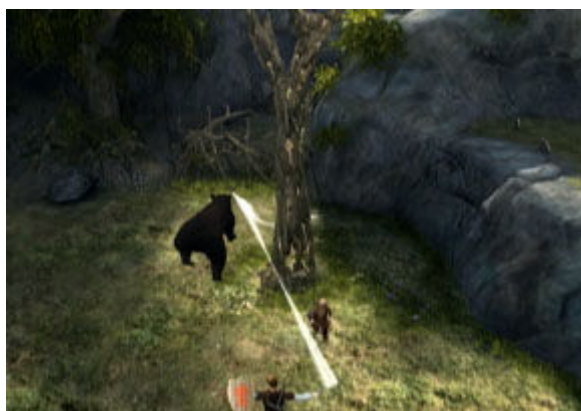


Going left, you first hit the arrow target to drop a plank in front of you, which leads to an area with a weight. Carry this weight over to the other corner and place it in the slot near the horse. The other weight can be found in the hay ditch. Lay them both in their positions to free the horse. Additionally, if you pull the lever in the lower right corner, more bonus content is unlocked.





In the right-hand room this time, you stumble across what at first appears to be a maze of some sort, but it simply is a matter of pulling whatever lever you can access. Pull the first one further down and the other ones that follow to eventually reach the horse. A horse for Caspian and Cornelius. Cream the soldiers and return to the stables, where you discover that they have barricaded you in.



No worries. Climb the rope in the right-hand stable to the top. Arrow the target to knock over a pillar. Cross this to pull a lever, then head back across to the end, where another lever lies. Slide down the hanging rope thereafter and pick up the turning rod lying idly by your feet. Walk it over to the turning rod spot and rotate it to open the door.



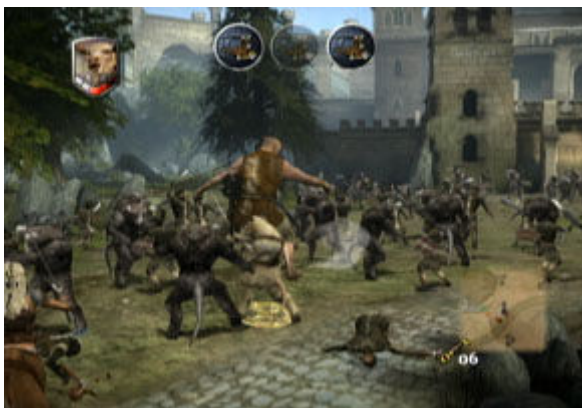
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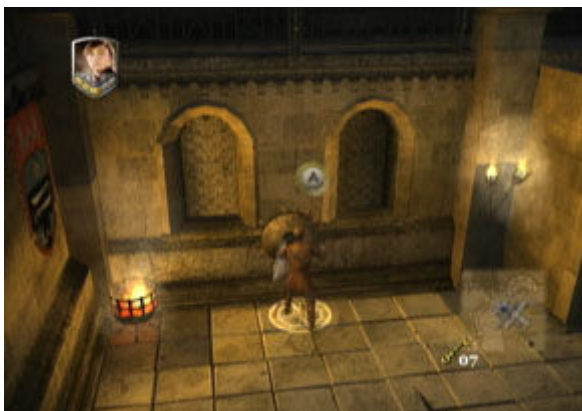
- **Objective:** Reach Aslan's How



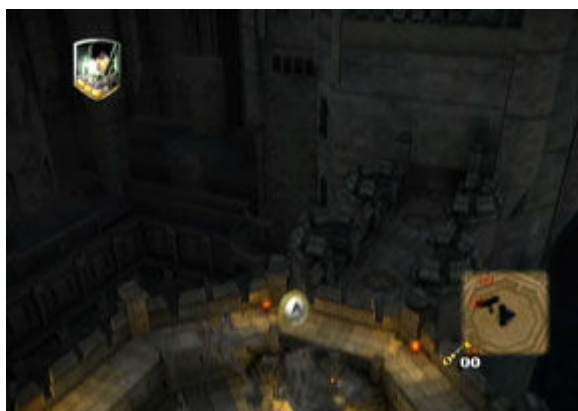
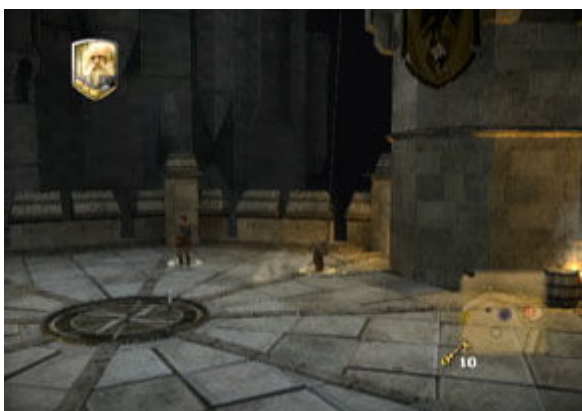
It's time to push forward deeper into Telmarine territory. Follow the linear path up while defeating the few soldiers who approach you. Eventually, you will come upon wooden battlements set up along the road. These will help shield you from periodic rain of arrows. Progress forward until you see a close-knit group of soldiers with a flag-bearer among them. Anytime you see one holding a flag, kill him and all those that surround him. Defeating the flag-bearer allows you to move forward without being impaled repeatedly by airborne fire arrows (which, by the way, ensure a quick and painful death if you're caught in them).



A soldier encampment is currently protected by a few barricades, so now you've got to find a way in. Slash away the branches and follow the slope up to the end to find a giant boulder teetering on the very edge. Help it along by pushing it down, thereby destroying the barricades below and allowing you to enter the encampment.



Inside the encampment, opt to head slightly right to the top of the hill to find a group of armed soldiers, including a flag-bearer. Make short work of them to stop the arrows from pelting the lower middle ground. Continue forward until you come across a cliffside, where Peter can toss his grappling hook up. Do so and find a flag-carrier and his crew hanging around at the top. Eliminating them clears the path of arrows, moving you on to a fierce battle ahead.



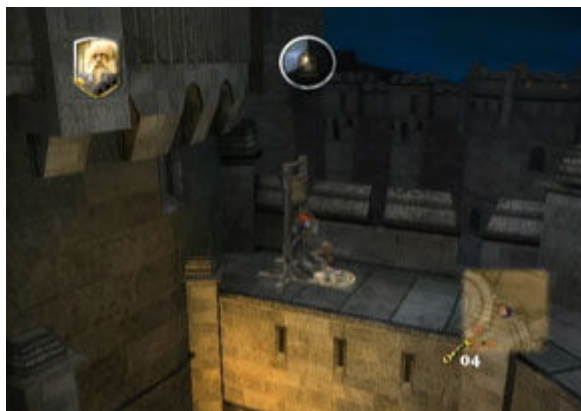
The primary goal here is to find and slay the three flag-carriers in front of the How. The lone flag-carrier standing amid the battle doesn't count, although feel free to knock him out. Continue towards either side of the How, being careful about avoiding the center lane leading into the How itself. Starting with the left side of the entrance, have Caspian fire an arrow at the target to clear the obstruction and fire again at the pesky, unshielded soldier. Then climb up to deal with the soldier carrying the flag.

Move to the other side and do the same thing to reach one of the two flag-carriers at the top. Then push the big stone on the left out of the way to cut up the third and final flag-carrier. With the three flag-carriers removed, you may now enter the How safely, but be sure to go around and thoroughly pillage the area of treasure chests.

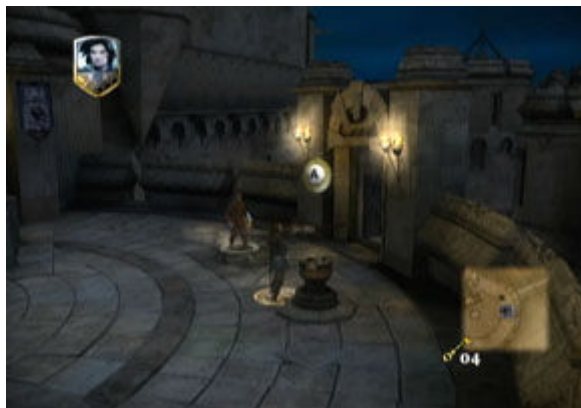
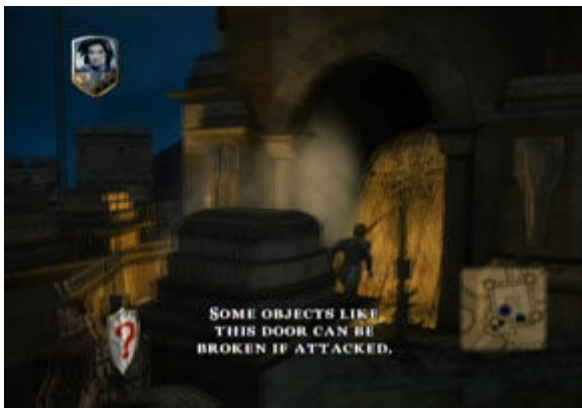
- **Objective:** Explore Aslan's How

To progress, turn the wheel to swing the bridge to the correct direction and pull the lever to drop it, so that you can safely cross. The other side of the bridge features a similar set up, except that the necessary pieces seem to be missing as always. Break through the destructible barriers to find the turning rod piece and place it in its respective position. Now move to the opposite end to find a set of three floor tiles. Each tile opens the way to an unlit brazier.





As Caspian, step on the tile, aim up and set the brazier ablaze. Do this with all three floor tiles to access the missing lever handle. With the two pieces back in place, you can lower the bridge to move across. Pull on the chain to grab another lever handle. The other bridge piece hides behind a bunch of pottery on the other side. Repair the apparatus to cross this last bridge to an odd room. Aside from the chest to the immediate left, there stands four towering pillars with silhouette depictions. Two levers stand in front of them.



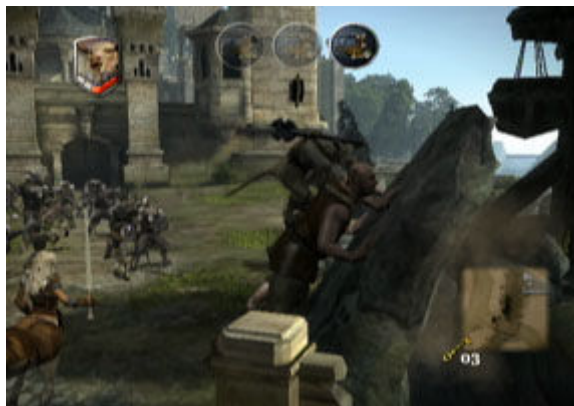
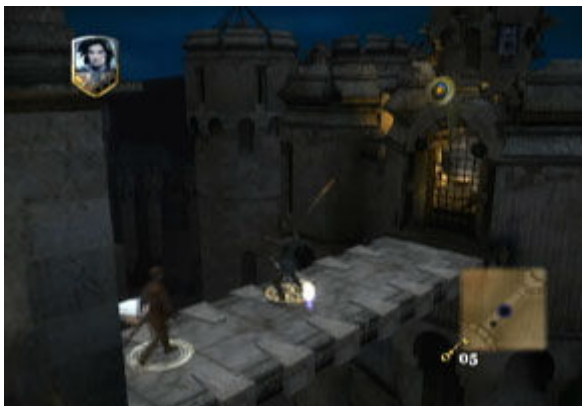
It turns out the pillars display the paintings of the four Pevensies, split into four pieces, only two of which are movable and are controlled by the two levers in front. The right-hand lever controls the third block down while the left-hand lever rotates the second block down. Keep rotating the blocks until each picture matches that of a full portrait of a person.

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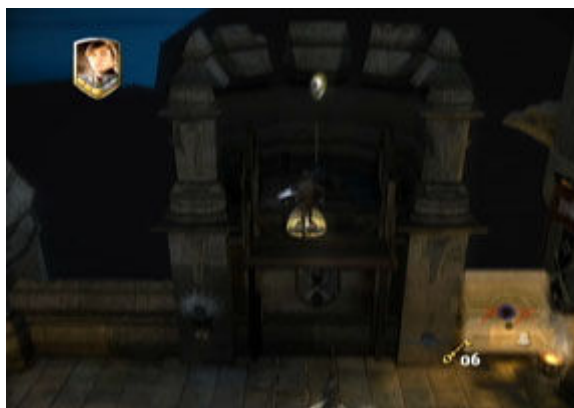
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- **Objective:** Prevent the White Witch's Return

Boss fight! Well, sort of. Basically, Caspian's out of commission, Edmund comes in as his replacement, a werewolf and a dwarf are on your heels, some spellcaster attempts to resurrect the White Witch, and your job, of course, is to stop that from happening. There's a chest to the left of the circle podium, too. As the fight begins, both the werewolf and the dwarf will attack. Wail on the werewolf enough, and it will retreat to the back and howl. This howl creates enough tremor to shake the room and send rocks falling.



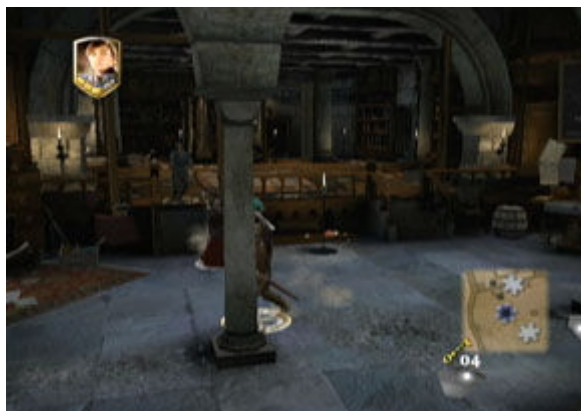
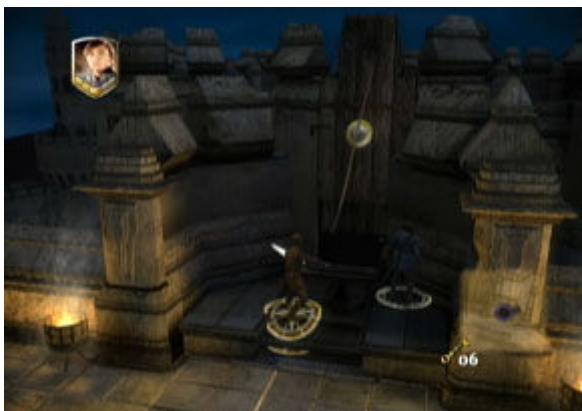
Worry not about getting hurt by falling rocks and look for a fairly sizable piece of rock that you can pick up. Pick it up, move to face the spellcaster (from behind Caspian), aim and chuck the rock at him. Successfully nail him with additional rocks a couple more times to shift gears into the second stage of the battle. This time, the werewolf and dwarf will stay down when beaten. Focus on taking them out while avoiding the spellcaster's flaming fireballs.



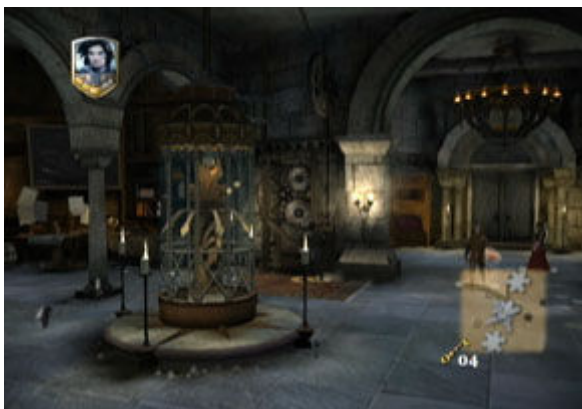
Pick up rocks from around the room and throw them at the spellcaster. A few conks on the head will end the fight.

- **Objective:** Explore Aslan's How

Back at the entrance, instead of heading through the same immediate opening, opt to go through the newly opened entrance to the right. It brings you to a drawn bridge with two ropes holding it up. Shoot both targets to lower it and turn the wheel here to flesh out the rest of the bridge.



Once across, control Trumpkin to fit through the small crevice to the top, where there will be both a chest and a loose gear piece. Replace the piece in its appropriate space, then crawl through another crevice on the right. It leads to another chest. Now, to continue on, have any two characters stand on the two floor switches to open the door in front of you.



Within the next room is a large stone circle accompanied by a lever and a turn wheel. Turn the wheel and pull the lever until a staircase appears and move on.

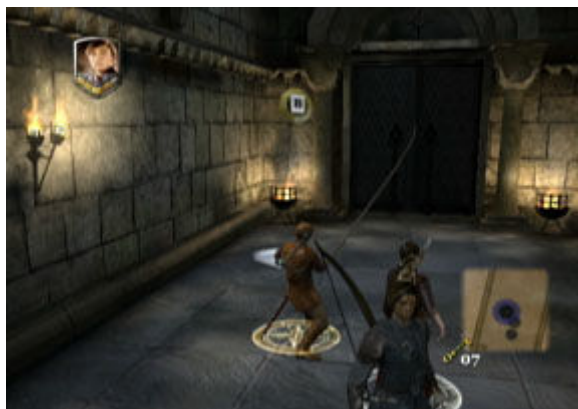


Cair Paravel	Ruins of Cair Paravel	Miraz's Castle Infiltration
Miraz's Castle Assault	Aslan's How	Battle of Berun

[Part 1](#) | [Part 2](#) | [Part 3](#)

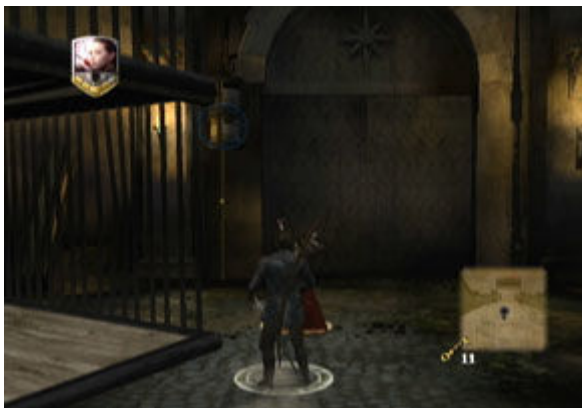
- **Objective:** Help Lucy Find Aslan

Fish out the lever piece from the middle of the pond and attach it to the broken base of the lever at the top. Pull down both levers to continue. A short, side path on the right takes you to a chest. There are some mounted soldiers in the distance, but a fallen tree stands in your path. Stand back a few steps and shoot some arrows at the soldiers to draw their attention.



Peeved, they jump over the log on horseback and harass you. Take care of these guys, and you will now have horses. Once on the horse, the remainder of this portion should take place almost entirely on horseback. Whenever you approach a stream or some kind of obstruction that you cannot cross normally, press the button indicated on screen as you run toward it to leap over with the horse. Make sure you get a running start to overcome these obstacles.

Make your way northward, occasionally fending off the persistent soldiers. Simply run circles around them and repeatedly fire off your bow. Soon, a chieftain and a few of his lackeys stop you dead in your tracks. Pick off the two archers from the two guard towers and while, remaining on the horse, swing away with your sword at the seemingly invincible chieftain. For some reason or the other, the horse will make you invulnerable to the chieftain's attacks. So, you can laugh in his face as you beat the snot out of him.

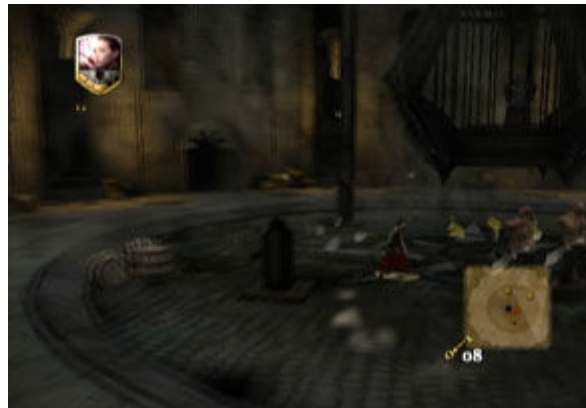


Fix the lever and use it to gain entry into the enemy encampment. Inside, a bunch of soldiers immediately throw themselves at you. Quickly mount the horse and mow them down with ease. There's also a chest resting atop one of the guard towers. Push and rotate the turnstile in the middle of the camp until the gates ahead swing open.

- **Objective:** Explore Aslan's How

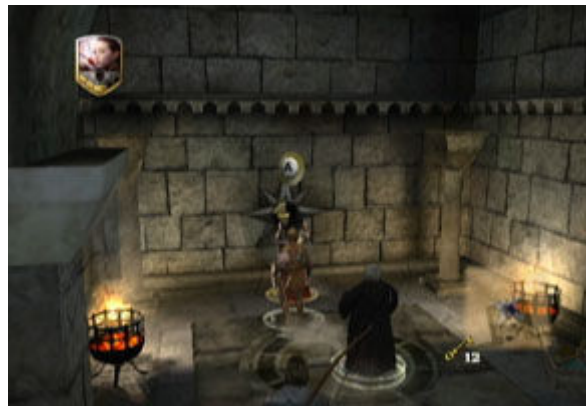


Once again, you find yourself in the How (and how?). This time, however, the pathway to the left becomes available. Move through and turn the wheel to cross over. Wrap around to the left of the stairs to find a treasure cache, then finally start ascending the multi-story structure. On each level of the structure, you will either need to turn some wheel or pull a lever to access a floor switch. Activating the switch moves a reflector in place. Complete this minor task on each story before continuing the journey upward by way of hanging ropes.

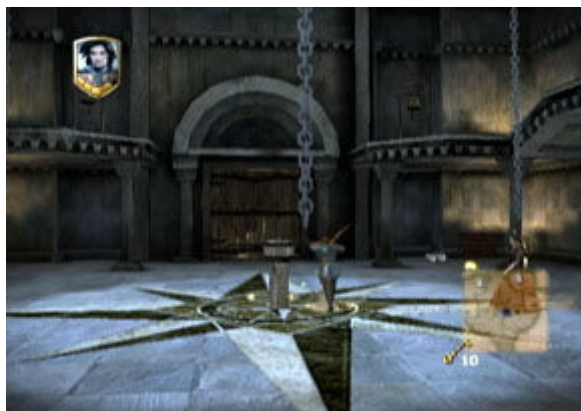


At the very top, alternate between turning the wheel and yanking the lever to solve the circular puzzle. Assuming you activated every switch in the floors below, the sunlight will be reflected through the prism and reveal an exit.

- **Objective:** Defeat Miraz



Miraz, Miraz. It seems this soldier still needs a lot of work in his soldiering skills. The game's hint specifies that you should use Peter to block his attacks and have the rat remove his armor. The game didn't specify, however, as to when to block Miraz's attacks. Miraz fancies elaborate swordplay. When he cries out and prepares a mighty overhead swing, put up Peter's shield just in time to meet Miraz's sword. Basically, don't hold the block button down, and block at the last moment. If timed correctly, the sheer physical exertion from this move will momentarily incapacitate Miraz, leaving you the opportunity to switch to the rat and work on removing his armor.



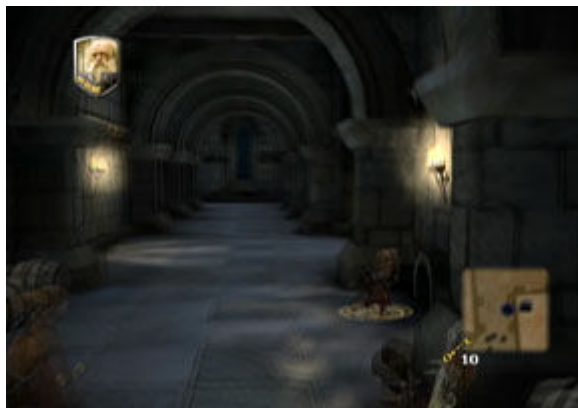
Press the indicated buttons on-screen to strip him of his armor and expose his backside to a good cutting. After this has been done a couple of times, Miraz will start charging without regard to his own physical limits. Dodge this charge, and Miraz will turn blue, a good indication of his susceptibility to your attacks. Hit him while he's blue, then back off to let him come at you again. Repeat until he falls.



Cair Paravel	Ruins of Cair Paravel	Miraz's Castle Infiltration
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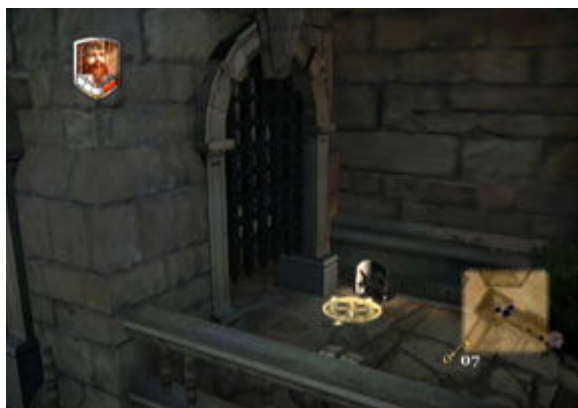
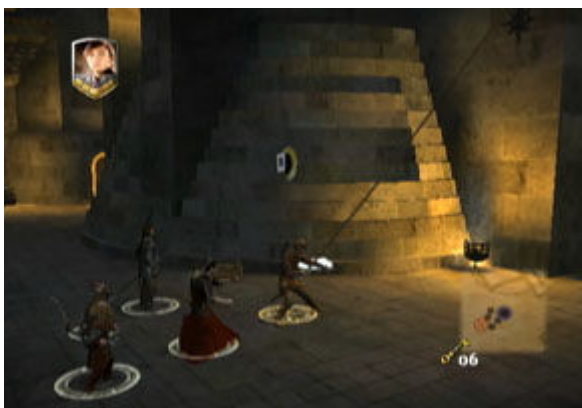
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- **Objective:** Defeat Gregoire



This battle consists of three phases. The first phase, perhaps the most annoying, calls for annihilation of 15 or so archers, all marked with an orange marker above their head. They focus fire on the How, but will be replaced when fallen until the quota has been reached. At the same time, Gregoire will be fast on your heels, so the archers need to be eliminated swiftly and efficiently. Switch to Caspian and stay mobile, running around and only stopping to quickly fire as many arrows into archers as possible before Gregoire catches up.

Be ready to block Gregoire's vicious advances and stay mobile. When all the archers are gone, Gregoire summons some pike soldiers. The pace of this phase definitely slows down a little, as Gregoire will sometimes crouch low and approach you in a crab-like manner, allotting enough time to pick off each pike soldier with arrows. Run away from Gregoire until he's shaken loose on your tail and resume shooting at the soldiers until-fed up with repeated failures of his men-Gregoire himself comes after you alone.



The strategy you're about to read may seem a little strange since it involves running around in circles in the stone part of the ruins. This way you have a clear view of Gregoire without the camera angles betraying you. Run circles around Gregoire, careful to leave enough space between you and him. Gregoire attacks with one of two special attacks: a charge or a jump slash. It is after the jump slash that he becomes vulnerable to your attacks. Dodge his (you should already be running) jump attack and retaliate until he is defeated.

Cair Paravel	Ruins of Cair Paravel	Miraz's Castle Infiltration
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- **Objective:** Find A Way To The Cistern

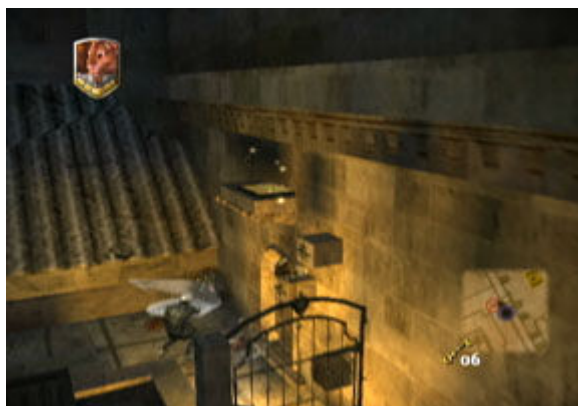
In this underground area, seek out the lever and pull it to lift some pillars, forming only half of the bridge. At this point, too, Telmarine soldiers trickle in to bring the fight to you. Cross the bridge and spot the arrow target on the wall to activate the second half of the bridge. Once on the other side, take an immediate left and climb down a hard-to-see rope for treasure. More treasure about: scale the rock against the left wall (hug it to eventually start climbing up a rope) to find a chest at the top. Another floor switch here opens up a secret niche with a chest as well.



Along the left wall is a doorway choked off by an overgrowth of vines. Cut them down to uncover a floor switch. Nearby, on a higher level, is another switch. Go step on the higher switch and wait for the second character to join you in the act. Two statues emerge behind turning wheels. Focus on shifting them around to face each other by turning both of the wheels in front of them. This causes the large door further ahead to swing open.

- **Objective:** Destroy The Pillar

A centaur bearing a torch will keep a certain distance around you safe from the vicious bats lurking within the cave. Hop on the giant as the minotaur and smash through the rock pillars. Don't deviate too far from the lit area, lest you enjoy getting ravaged by bats. If the torch-wielding centaur does not budge from the area, then that means there are still pillars left to be destroyed.



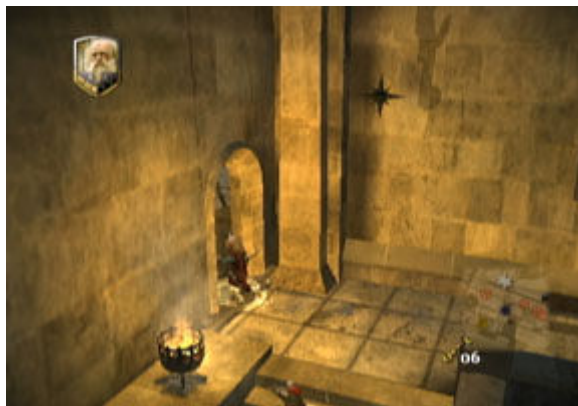
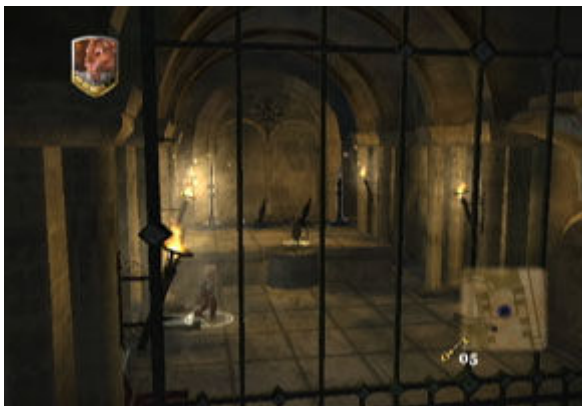
In the second lit area, there will be some pillars that stand out of reach of the giant's meaty hands. Pick up one of the fallen boulders nearby, aim and heave them at the pillars. Do the same thing to at least one pillar in the third area and take care of the rest of the pillars normally.

Cair Paravel	Ruins of Cair Paravel	Miraz's Castle Infiltration
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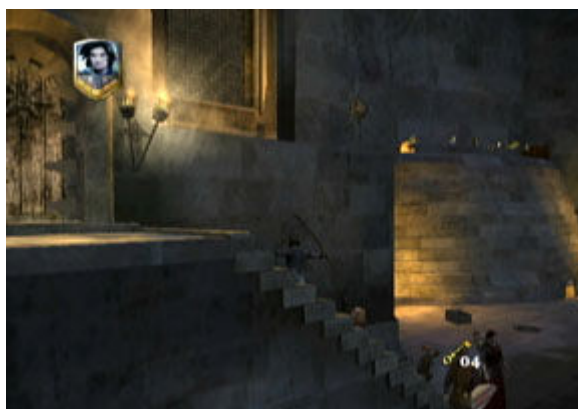
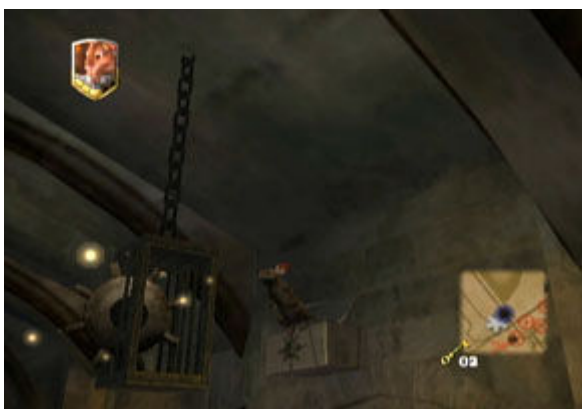
- **Objective:** Rescue Caspian And Glenstorm

Walk through the sea of soldiers and journey westward a little ways, grabbing the two chests on the way and wrecking any mobile guard towers. When you can go no further, you will be given a count of 30 next to a timer with guards rushing from all directions. The goal now is to slay 30 soldiers before time's up. We recommend letting them gather around the giant before letting loose a fist pound powerful enough to kill off several at a time. Keep the kill count up before time expires.



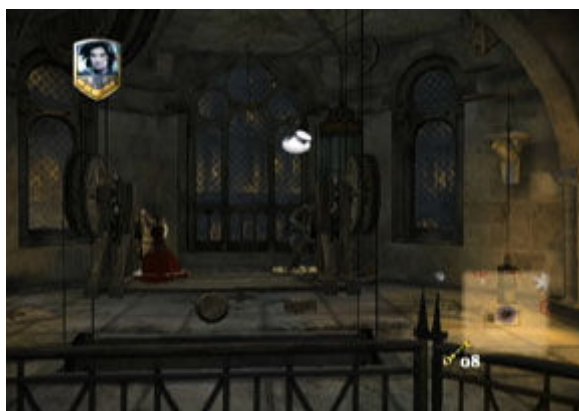
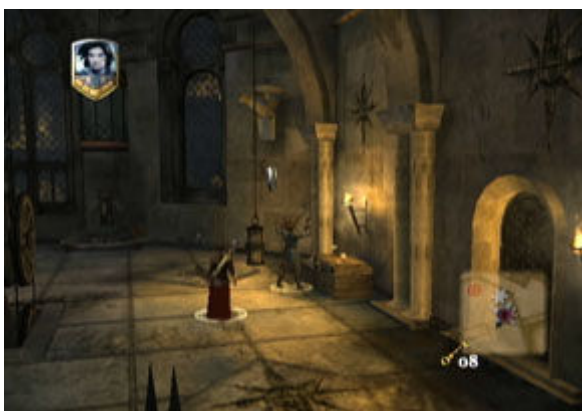
- **Objective:** Defeat Glozelle

Like the wimpy soldiers before him, Glozelle doesn't display much more skill than any of the previous opponents. Much like his now deceased companions, he is fierce and aggressive, both traits to be used against him. The three pillars around the room will help put this guy down. Lure Glozelle to whack the pillar, an action that will have no problem tiring him out. Once he turns blue from exhaustion, whack him once or twice to knock him out cold momentarily. As he lays on the ground unconscious, an action marker should appear on the pillar. Back up a few steps, toss the grappling hook and yank it hard to topple the pillar. Repeat twice more.



- **Objective:** Defeat The Telmarines





The fun part has just begun. Taking control of an awesome, butt-kicking tree (yes, you read right), lay waste to the Telmarine war machines. Follow the direction in which the green arrow on the mini-map points to be guided to the war machines. When you approach one, press the indicated buttons on-screen and destroy them. Once all the war machines have been dealt with, the game pretty much ends!

## Prince Caspian Developer Tips

Bonus Missions	Achievements
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- Make sure that after the timer stops in the "Find Susan's Horn" mission that you take the time to open the bonus chest on the left hand side (by repairing the lock). This will unlock a bonus level "Hide and Squeak".
- Make sure that while in the "Break into Miraz's Chambers" level you locate the three yellow puzzle segments and fit them into the wall mount, as this will unlock a bonus level "Beachside Brawl".
- In the "Find a way to the Cistern" level there is a shootable spinning lion head above the exit door, shoot this to unlock bonus level "Plunder Pressure".
- The bonus level "Giant sized fun" is unlocked by opening a hard to spot chest in the Defeat the Sentires level, it is located up the tower before the crest puzzle.

Bonus Missions	Achievements
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The following achievements listed below can only be unlocked by repeating some of the levels. All other achievements are unlocked by simply progressing through the game with the exception of the treasure hunting.

Points	Achievement	Description
40	<b>My Body Is A Temple</b>	Upgrade your health fully in the game. The best way to unlock this achievement is to collect shards whenever you see them. Providing you collect all shards that you see along the way this should be unlocked long before you reach the end of the game.
15	<b>Find A Friend</b>	Play 5 missions in co-op play. Simply play co-operatively through 5 missions of the game with a friend in 2 player. If you are playing in single player then you can still successfully unlock this achievement by dropping a second playable character into some of the smaller levels to help out.
40	<b>Fun With Friends</b>	Play 15 missions in co-op play. Simply play co-operatively through 15 missions of the game with a friend in 2 player.
20	<b>Caspian's Retribution</b>	Seek vengeance from 200 Telmarine soldiers. You need to defeat 200 Telmarine soldiers as Prince Caspian - as such you need to ensure that as soon as you get to play as Prince Caspian you use him wherever there are enemies and this achievement can be unlocked in one playthrough of the game.
20	<b>Girl Power</b>	Defeat 75 Telmarines as Susan. As with the Caspian achievement you should use Susan wherever you have access to her and there are enemies around in order to notch up the kills.
15	<b>Remarkable Rodent</b>	Defeat 25 enemies as Reepicheep. This achievement should be relatively easy to complete, the best way to do this is to use Reepicheep in the "Break open the castle entrance level" to defeat all the enemies here while they respawn.
15	<b>Trumpkin's Delight</b>	Defeat 50 Telmarines as Trumpkin. Trumpkin should be used to defeat all enemies in the "Defeat the sentries on the turrets" mission and then wherever possible in other levels he appears in especially in the "Lower the Drawbridge" level if you have already unlocked the "Remarkable Rodent" achievement.
10	<b>Equestrian Antics</b>	Defeat 20 enemies while on horseback. This achievement is easily unlocked on the "Help Lucy find Aslan" level, just remember to stay on the horses while defeating the enemy troops.
15	<b>Centaur Charge</b>	Charge around as the centaur and take out 40 Telmarines. This achievement can be unlocked by spending some time in the "Defend Cair Paravel" level rushing around and defeating the enemies as the centaur.
15	<b>Reply To All</b>	Issue a reply to 100 Telmarine enemies in the battle. If you spend some time repeatedly defeating enemies in the "Destroy the war machines" level then you can unlock this achievement in one mission.
10	<b>Salubrious Slumber</b>	Send 10 guards to sleep with Cornelius' sleep potions. In the "Rescue Cornelius from the Stables" mission make sure you use Cornelius to send the standard troops to sleep until this unlocks. You can do this repeatedly on the same troops in order to unlock it quicker.