

# -THE CHRONICLES OF- NARNIA THE LION, THE WITCH AND THE WARDROBE

100% Guide

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## Background

Welcome, this is the guide for collecting all Bonus Items and Statues in Narnia. If I see a specific strategy that I use to get any bonus items, I will do my best to explain them. However this is not a guide for the game itself, only for the collectables needed to achieve 100% completion. If you need a guide for the whole game, I would recommend the Any% guide on speedrun.com, a GameFaqs guide for casual play, or for watching the Any% world record. For levels that are linear paths, I will go through mentioning bonus items and statues on the way that they are laid out in the level. If it's more like an arena or a closed area, it will be split up by bonus items and statues. With all of that out there, let's start with the first level.

## The Air Raid

### Bonus Items:

#### **In the room you start in:**

- In the piano
- The couch next to the piano
- The chair next to the fireplace
- The clock on top of the fireplace
- The china cabinet near the door

#### **In the hallway with Mom:**

- The cabinet next to the kitchen door (You can collect this without triggering the cutscene with Mom, just hug the wall to the right.)

#### **In the room with Susan:**

- Both beds in the room
- The mirror next to Susan (Use Susan's flashlight)
- The picture above the bed (Use Susan's flashlight)

#### **In the upstairs hallway:**

Two pictures on the far side of the hallway

**In Lucy's room:**

-The picture over the dresser (Use Susan's flashlight)

**In the room with the bedpost:**

-The dresser on the back wall to the left of the door

-The bed

-The picture on the right wall across from the bedpost (Use Susan's flashlight)

**In the bathroom**

-The bathtub

**In the hallway with Mom:**

-The picture above the dresser you push on the right side (Use Susan's flashlight)

**In the starting room:**

-The mirror above the fireplace (Use Susan's flashlight)

**In the kitchen:**

-In the table to the right of Mom

-In the kitchen chair closest to Mom

## Glimpse of Narnia

**Bonus Items:**

**In the starting area:**

-The pile of rocks near the stick (Use the stick bundle to knock it down)

-To the right of the campfire (Use Lucy and the snowball to get)

**In the area you fight the first wolves:**

-In the air (Use Lucy and the snowball)

**After the tunnel:**

-On top of the lamppost (Climb with Edmund)

**Near the end of the level:**

-Light the 3 bushes on fire (Edmund)

## The Spare Room

**Bonus Items:**

**The first room with Lucy:**

-The nightstand to the left of the bed

**The hallway after McCready:**

-The suit of armor on the left side of the hallway

**The room with the tennis balls:**

-The armchair near the bottom of the screen

### **In the secret passageway:**

-A hidden item in a alcove on the right side of the hall

### **In the room past the passageway the bats hide in:**

-Use the tennis balls to close the 2 grates

### **The entrance hall:**

-The armchair to the left of the stairs

-The suit of armor in the middle of the stairs

-A secret room to the left of the suit of armor

### **The dining hall:**

-Two more grates to close with tennis balls

### **The sitting room:**

-The chest next to the door to the dining hall

-The chair next to the couch

### **The courtyard with Edmund:**

-Three more grates to close

## Lantern Waste

### **Bonus Items:**

This level has 21 bonus items and 20 are in the sliding segment during the avalanche. I believe it is impossible to get all 20 in one go, so this is a level you will have to play twice to 100% (50 bucks to the first person to get all the bonus items in one go in single player lmao). Try your best to remember which ones you missed. Personally, I do all the bonus items on one side so it is easier to remember. The other bonus item is in a tree after you push over the dead tree with Edmund and walk across the water. This level also introduces statues, which I'll go over now.

### **Statues:**

#### **After crossing the first pond:**

-After you get Lucy's healing ability and push the bundle of sticks, there is one to the bottom right of the platform.

#### **In between the gate and the second pond:**

-One right ahead of the gate

-Two on the elevated area with a climbable tree

-One to the right of the pond

- One next to the archer on the left side of the pond (Use Susan's snowballs)
- One across the pond to the right

#### **After the pond:**

- Three statues in between the archers and Mr. Tumnus' house, all on the left side.

### To Western Wood

#### **Statues:**

##### **Before the first burning pile:**

- One near where you came from in Lantern Waste
- One near a tree by Mr. Tumnus' house
- One to the right of the burning rubble

##### **Between the first and second burning piles:**

- Two right next to each other on the right side of the area

##### **Between the second and third burning piles:**

- One to the left side of the area
- Three to the right side of the area (You will need Stone Song to get the third statue. This is not unlocked until Beaver Dam)

##### **While Mr. Beaver clears the path:**

- One on the right side of the area next to the campfire
- One on the left side of the area

#### **Bonus Items:**

You get 25 bonus items from the area where you protect Mr. Beaver by lighting the bushes on fire. You can only get 4 per cycle, so this will take a while. I recommend letting a wolf get to Mr. Beaver and waiting it out. If you are speedrunning normal 100%, you can do half and half since you are required to play this stage twice.

##### **Near the drawbridge:**

- After using Susan/Edmund and Lucy's team up attack to open the drawbridge, a hidey hole will open up for Lucy to use. A bonus item will be on the other side of the hidey hole.

#### **Statues:**

- Two are across the drawbridge to the left and right.

##### **Around the ogre:**

#### **Bonus Items:**

- Two to the left and right of the ogre.

-One in the middle near the rocks you hide behind (Will have to do Dryad's Melody with Susan).

#### Statues:

-One near where you use Lucy to knock down the wood plank (Will have to use Susan and the Stone Song).

#### After the first hide from the ogre:

-Near where you hide to end the level there is one statue

### Beaver Dam

This level is just a boss level. It's small so everything is fairly easy to find, therefore my descriptions won't be incredibly specific.

#### Statues:

-6 scattered around the arena, with one requiring you to use Stone Song (It will look like a big boulder)

#### Bonus Items:

-Two in the barrels at the bottom of the stage

-One that requires Susan to use Dryad's Melody near the middle left of the arena

-One that is gotten after defeating 20 ghouls

### Through the Stupid Dumb and Dumb and Stupid Tunnel

Oh boy, here's where the run gets really fun and not at all stressful.

#### Bonus Items:

-10 of the bonuses come from getting 10 hit combos. Yeah, seriously. However, a fairly reliable method to do this however is to let Mr. Beaver get captured the second time, and let him stay kidnapped. The ghouls will continue to spawn in the circle where he first gets captured, and after the first time the wolves try to get in, you'll be completely safe.

-One comes from defeating 60 ghouls. Again, seriously. But like I said, you can stall the game enough getting combos by letting Mr. Beaver stay captured.

-One is gotten using Dryad's Melody next to the campfire

-Last one is gotten using Dryad's Melody on the platform you shoot the Boggles pushing the rock

#### Statues:

-One near the start of the level on the left of the path

-Four are in the circle where Mr. Beaver first gets captured

-Two are right next to the campfire

- Two are in the elevated area next to where the boggles are introduced. One is gotten with Stone Song, the other you use Susan's arrows to shoot
  - Three are in the area where you stop the boggles from pushing the rock. One is on the path, the other two are above and below the platform you shoot the boggles from. Both of these statues need to be shot with arrows.
- Congrats! You've made it past Through the Tunnel! Let's move on and never speak of this again!

## Frozen Lake

### Statues:

#### Before the first log:

- Right below the start point there are two statues that Susan can use Stone Song on
- To the left on the lake there is a waterfall. Break it open and Lucy can crawl through to collect a statue and a **bonus item**.
- Near the bottom of the log is one more statue

#### Before the second log:

- There's a statue in the bottom left
- Near the top there's two statues, one you'll have to shoot with Susan

### Bonus Items:

- One is at the bottom middle
- One is in the middle of this area that you'll have to use Dryad's Melody to get
- Last one is at the top inside a barrel next to an archer and a statue that you'll need Susan to shoot

#### Before the third log:

- To the bottom of the screen there are 4 barrels with a bonus item inside the bottom most barrel.

#### During the timer section:

### Statues:

- On the first ice platform there's a statue to the top right
- On the second ice platform there are two more statues to the top left
- The last platform has statues at the top and bottom

### Bonus Items:

- One is in a barrel on the cliff with the archers. You'll need Susan to shoot it
- The other is found near the middle of the platform with Dryad's Melody.

## The Great River

### **Bonus Items:**

#### **The waterfall**

-One is near the top where Lucy breaks the ice. You'll need Dryad's Melody for it

#### **Statues:**

-All four are in this area. Two on the bottom right, two on the bottom left

#### **While riding the river:**

### **Bonus Items:**

-Four are floating in the river. If you miss them, you can catch on one of the rocks to kill yourself and try again.

#### **Fighting Maugrim:**

-Five bonus items are collected through getting 12 combos (I would recommend turning on hard difficulty so enemies take more hits making this easier)

-Five are collected in the armor stands, table, and barrel

-One is collected by using Dryad's Melody in front of the tree you hide Lucy and Susan in

### **Rescue Edmund**

#### **In the left area:**

#### **Statues:**

-Two are at the top of this area, to the left and right

-One is at the bottom center

### **Bonus Items:**

-One is inside a barrel at the top left

-Lighting a table with an axe on fire

-Catching something on fire right above the tree you knock over

-In between the axe and the bonfire in the bottom left

-Branches right below the leftmost stick bundle

#### **In the right area:**

### **Bonus Items:**

-Bonfire

-2 Right under bonus item barrel

-One directly right of the stump with an axe on top of it

-One is in one of the barrels to the top right

#### **Statues:**

-In the top right behind where the barrels are is the last statue

## Follow Aslan

### Spawn area:

#### Bonus Items:

- Directly down from where you spawn there's a group of three barrels with a bonus items in one
- After you make it past the first guard, right next to the tent there is a shield stand with a bonus item in it
- Past the tent is a pot directly next to it with a bonus item
- A cart is diagonally across from the pot with another bonus item
- Near where Susan plays her panpipes to put the next guard to sleep is another pot with another bonus item

### Near the second guard you put to sleep:

- To the left of the barricade is another cart and a pot both with bonus items
- Directly to the right are two barrels with one having a bonus item
- In the divit you hide from the patrolling centaurs there is a spot in the middle to use Dryad's Melody with Susan for another bonus item
- After the second tent you shoot to close, there are two more bonus items. One is right next to the tent in a cart, the other is on the corner of the tents in a clay pot

### In the final stretch of wood:

- In the middle of the area where you hide to end the level there is another spot to use Dryad's Melody with Susan

#### Statues:

- Two are in the beginning of this area near the fire where you get the fire arrows
- Three are at the end near the trees you hide in

## Battle of Beruna

#### Bonus Items:

- Only one is found on the field, with it being in the barrel on the right side closer to the cliff

The other bonus items are collected through the milestones that follow:

- Kill 30 ghouls
- Kill 30 ankleslicers
- Kill 20 minoboars
- Kill 6 ogres
- Kill 10 minotaurs



### Statues:

Level is fairly small so statue finding is trivial

- One on the right side closer to the cliff
- Three on the left side

## The Witch's Castle

Because this level requires you to get all the statues to beat it, I will not go over where the locations are for those. I will go over only the bonus items from here until the end of the game.

### Bonus Items:

#### **In the greenish teal room:**

- There is a spot in the middle in which to use Dryad's Melody (I would do this before getting any statues just to avoid doing it with wolves around)

#### **In the room with the fire pot thing:**

- There is one pot with fire and one without. Light the unlit one on fire to collect a bonus item (Note: I encountered a bug with this one where if you collect it and die, the bonus item will uncollect but the pot will stay lit. If this happens it's better to just reset the level right then and there.)

#### **Right after you fight the boggles on the ice:**

- In the room right after the ice there is a spot to use Dryad's Melody in the middle
- In the next room with the fire arrows there is another Dryad's Melody spot in the middle
- The last one is annoying. In the room where you call Aslan to end the level there is another unlit pot. You must push the pot from this room all the way to where you collected the fire arrows before. I won't lie, this one is quite tedious and frustrating, but I believe in you

## The Great Battle

### Bonus Items:

- One is gotten by using Susan and the Dryad's Melody in the middle of the area
- The other 6 are gotten by getting 10 combos on enemies

## The White Witch

### Bonus Items:

- One is gotten by using the Dryad's Melody
- The other four come from getting 10 combos on enemies. The best point in the fight for this are while you fight the two cyclops and when you fill up the meter to

use Susan's horn with the gold spot forming. I would also turn on hard difficulty to have the enemies take more hits making it slightly easier.

## Bonus Levels

To finish with 100% completion you have to beat all 6 of the bonus levels in the bonus items drawer at the bottom of the wardrobe. None of these are incredibly difficult to do, and you do not have to collect anything inside the levels. You simply have to beat each one to finish the completion. It's more a victory lap than anything, so enjoy yourself through these last levels as much as possible.

## Conclusion

With that you have now 100% completed *The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe*! Congratulations! Whether you are trying to speedrun this game or are just casually doing so, I hope you enjoyed yourself! This guide took a fairly decent amount of time and money (I had to buy the official strategy guide to find everything lol), but I hope it served its use. This was a passion project first and foremost, as I love the *Narnia* franchise. Especially this game, flaws and all, it's one of my favorites. If you have any critiques or find things that aren't clear, don't be afraid to contact me (KaeZee781#1070 on Discord or DM me on speedrun.com). With all that said, thank you for reading and have a good one!

-KaeZee781