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Well over 700 games make up the PS Now playlist, but not all of them have their own Platinum Trophies. We've reviewed them and separated Platinum Trophy games from those who don't. PS Now's price has dropped to \$59.99 per year, this service is a fantastic opportunity for Trophy hunters to gain easier access to trophies. This PSU PS Most Platinum List never knew you needed it so far! In order to simplify information, each line has been formatted with the following information: Game Name - Platform - Trophy Number (Plat percentage)% | Multiplayer (MP) if necessary PlatinumEx: DARK ARCANA: The Carnival – PS4 - 23 | 80.76%The game name includes a link to either a Trophy guide for that game or simply a list of trophies, depending on which one is available. In this comment, we get povertyx, PSNProfiles and PlayStationTrophies for Trophy guides, so we would like to thank them for their amazing content. It's a long list. If you are looking for a particular game, then we recommend that Ctrl + F make your life easier, 700 games are many games. You can also find the PS Now no Platinum list here if you choose! The percentages shown below represent the current Platinum completion rate according to PSNProfiles, which gives some idea of how the Platinum trophy can be achieved (or not for that game). Let's get into it!PS Now Platinum List#B-Bit Armies – PS4 - 30 | 0.75%ABCDEFGHIJKLMNPOQuantum Theory - PS3 - 51 | 1.20% | MPR – 63STUVWXYZ Estimated trophy difficulty: 2.5/10 Approximate time platinum: 6-8 hours (longer, like the PS1 game because 19 Lost Souls requiring additional playthrough) Offline Trophies: 39 (1, 3, 13, 22) Online Trophies: 0 number of missed trophies: 0. But do not stop playing while in the Hall of Heroes, as you can't get back there to redeem cups rewards for Glitched trophies: 1 - Death Whipbord (dying in 7 different ways) Doesn't affect trophies?: Isn't it hard to choose the available, it's the same difficulty for everyone Minimum playthroughs: 2+ (1 Normal playthrough, 1 playthrough for Lost Souls, partial playthrough to put Lost Souls to Rest) Release Date: October 25, 2019 Welcome to the MediEvil Trophy Guide! This 2019 PS4 Remake/Remaster is the original MediEvil. It comes with brand new graphics and even new collections (Lost Souls) that were not the original game. Whether you played the original or not, it's a quick and easy platinum. The main objects that collect all the

chalks and lost souls. Most other trophies come naturally along the way. Nothing to miss, you can also do everything after the story through level select. Another thing to be careful not to quit the game while in the hall of heroes (an area where you redeem cups for reward), as you can not select this area for a quick travel map. Step 1: Finish Story & Get Collectibles (20 Cups, 9 Life Bottles, 19 Weapons, 70 Book Entries) & Coins You see The first step is very simple. Play through the story to all available collections: 20 Cups, 9 Life Bottles, 19 Weapons, 70 Book of Gallowmre entries. See the full scenario, if you get stuck in each level and the collectible guides are linked below: MediEvil Full Walkthrough (all levels) -> complete story will guide you through all the important objects and how to finish each level, use if you get stuck in MediEvil - All chalk sites -> Kill enemies in the level to complete the chalk 100%, you will find d. You must complete a full level after you find the Cup. MediEvil - All Life Bottle Locations -> There are 9 of them, and these are health updates. Some can be found in some places, others are rewards for redemption of Cchalices. MediEvil - All Book of Gallowmre Entries -> You must receive all entries automatically while going to the cups (just kill all types of enemies to all book sites). If this story doesn't stop after, read the referenced guide to find out what's missing. MediEvil - All weapon locations -> You get all trophies of relevant weapons automatically while going to all 20 Cups. These rewards are redemption cups in the Hall of Heroes. One thing to look out for is gold coins. They're in the crates and on the floor. Pick up that you see because you need 10,000 gold atméra total trophies from Sir Moneybags. A play-through is worth about 6,000 gold coins. You have to make your second run of All Lost Souls anyway, that should earn you well over 10,000 gold coins. Only if you were to ignore them you might end up with short coins and should have been holding them for a while. Step 2: All 19 Lost Souls Lost Souls are a new addition to the MediEvil PS4 Remake/Remaster. They were not the original PS1 version! Check out the guide below for all your locations and where to put them to rest. It's a 2. First you have to find the souls, then you have to calm them down at different levels. In this step we are constantly working on the 10,000 gold trophy for Sir Moneybags. Pick up every coin you see. Step 3: Other Mop-Ups After all the Collectibles happen, the only thing you might be missing are some other trophies, such as 7 different deaths. Check out the trophy guide below if you miss it. Useful tips, tricks and tutorials: MediEvil Trophy Guide Savior Gallowmre Unlock all trophies. Find all other trophies in MediEvil PS4 Remake/Remaster to Unlock Platinum! Quest Complete-est complete all levels in the game. Automatic story-related trophy. Unlocks upon completion of level: Zarok's Lair. Morten would be proud to collect all entries in the Book of Gallowmre. » MediEvil - All Book of Gallowmre entries for King of Cups collect all chalk rewards. » MediEvil - All chalk sites wolfsbane defeat the Guardians of the Graveyard. Auto Story trophy, you can't miss it. Unlock the level: Return to the cemetery. The Fall of Paneftol defeat the Glass demon in the Hilltop mausoleum. Automatic story related to trophy, can not be missed. Unlocks the level: the Hilltop mausoleum. The Demons destroyed both Demons on enchanted Earth. Automatic story related to trophy, can not be missed. Opens the Level: The Enchanted Earth (Visit 2). First, you need to open the safe in The Sleeping Village (the mayor's house after receiving the safe key to the church). In the safe, you'll find the Shadow Artifact. It is necessary to place the latch door at the level of exit from the Enchanted Earth. It leads to the basement with 4 runes on the floor, step on them in the following order: Orange (Fire) - Yellow (Spiral) - Green (Waves) - Blue (Wood). Pick up the Shadow Talisman here and place the bust to the right of the Witch's Tin, where two demon figures shoot laser beams when you go near them. It turns the demon statues into demon bosses. During the fight, the trickiest part of the platform you stand on is tilting left and right, which can easily throw you down and cost you a life, just don't jump and just walk (jumping on the platform while tilting is likely to throw you out). Bone Head Bone Dead defeat the ghost ship captain aboard the Ghost Ship. Automatic story related to trophy, can not be missed. Unlock the level: A ghost ship. Antagonist eradication of the Queen Ant and his hen. Level: The Enchanted Earth The Queen Ant is a secret optional boss, located during the witch's quest level: The Enchanted Earth. Step 1 - Level: Cemetery Hill (Witch Talisman): First you need to get the Witch Talisman. It's in Level: Cemetery Hill. On the hill rolling rocks you can jump down the left side to find the hidden chest with a club gun inside. Use your club to smash the big rock right into the starting area. This leads to the witch's den. Set the club on fire by keeping us close to a source of fire, and then we'll light the object in the middle of the prison cells in the witch's den. It opens the prison cells, the witch talisman is there. It's the same place as this level on the Cup. Step 2 - Level: The Enchanted Earth (Queen Ant): Use your witch talisman at the green tin can level for the enchanted Earth. Accept the mission the witch will give you. He shrinks me and puts me in an ant cave. At the end of the cave, you fight the ant queen's boss. The Queen Ant Boss summons working ants to attack you. And he's blowing acid on you. When exposing his body, attack quickly (you can jump on pieces of amber in front of the Queen to attack his body). Between each phase he makes rocks fall from the ceiling, watch out for black shadows on the floor, which indicates where the rocks land. Repeat until the queen dies. Pulp King pumpkin defeat in the fight against pumpkin king mortal pumpkin. Automatic story related to trophy, can not be missed. Unlock the level: The pumpkin snake. It's not so scary now, is it? Defeat Lord Swords and his skeleton. Automatic story-related Unlocks the level: Zarok's Lair. Whack-a-wyrm Defeat the dragon in the Crystal Caves. Level: Crystal caves. The Dragon is a must-have boss. This requires 2 x Dragon Gem to summon the boss. Dragon Gem #1: Found in The Pumpkin Serpent - After defeating the Pumpkin King (level boss), use the witch talisman in the witch's tin can at the beginning of the level. The witch talisman is located in Cemetery Hill and you get to the same place where this level chalk is located (break rock on the right side of the hammer/club into witch's den, light club on fire, then press the middle piece in the prison room to reach the witch talisman). Dragon Gem #2: You can find inside the asylum - the cage where the mayor is trapped. Go and talk to him at the end of the level, you can't miss him. Now that you have 2 x Dragon Gems, fill the level with Crystal Caves. In the area after using the green earth rune, there is a waterfall, you can enter. Behind it you will find dragon cave, press the Touchpad on the dragon stone head and choose the Dragon Gems. You defeat the dragon by hitting the floor with a bat or hammer and crystals falling on its head. The boss area is divided into 4 areas, each with different colored crystals on the floor that correspond to the crystals on the ceiling (red, green, dark blue, bright blue). So, if you hit the floor with green crystals (top right), you can drop crystals, where the green crystal on the ceiling (bottom right), the same with the other colored crystals. Almost a hero give the Knights of Gallowmre everything you have. Level: Zarok lair during the final level, the first encounter with some enemy soldiers spawned on the opponent's side, and on your side spawns some skeletons. You get a new weapon called Good Lightning that trades your health viaes to buff your troops. For this trophy, they're going to give them everything they've got, which means you're going to be cured of your last health. For me it opened when I sacrificed 4 of my health bars to my troops through the Good Lightning. You must be constantly held down by the heating chalk equipped and run left and right to the middle ground (between the troops), so green lightning hits the friendly soldiers. All you have to do is get hit by green lightning for a second and then move on. Lightning always strikes the nearest skeleton, you don't have to aim. Do not stop walking, stay in constant motion and run back and forth. It unlocks instantly during skeleton combat even before this fight is over! If you haven't unlocked it by the time the skeleton fight is over, restart the level immediately and try again. Make sure you have at least 3 full health vials above the health bar before you start.

Note: It is not necessary to have collected all the cups or souls! You can do it without collecting these. Lost and found, dead souls. » MediEvil - All Lost Soul Locations & Solutions (How to lekkek pihenni) Soul Megválló Lay all the the Souls relax. » MediEvil - All Lost Soul Locations & Solutions (How to Put Souls to Rest) If you slithers, I kill Kill the Serpent of Gallowmre. Level: The gallows gauntlet at The Gallows gauntlet after walking the fire, which requires the Dragon Armor to pass, has an explosive chest. Blow it up and the Gallowmre snake will come out. It looks like a red dragon. Beat him. To the Dragon Armor read trophy Whack-a-wyrm - this reward defeated the dragon boss. Healthiest Man Alive – Er Dead Collect Every Life Bottle. » MediEvil - All Life Bottle Locations sir Moneybags Collect 10,000 gold coins. To do this, you need to find a total of 10,000 gold coins throughout the game. You don't have to keep 10,000 at the same time. You allow to spend the coins. You don't have to spend 10,000 coins on this. All that matters is what you picked up in total. You have to achieve 10,000 coins of course without a grind while going to all the cups and lost souls. With Lost Souls requiring you to replay the story a second time, a lot of gold comes naturally during this step. Gold coins come from crates, barrels, smashing severed hands/rats, and money pickups on the ground. Pick up the money whenever you see it. If you have all the other trophies and still miss it, the quickest way to get farm coins is by replaying The Crystal Caves. Unfortunately, there's no way to track how many coins you've picked up in total if you spend them. For this reason, it helps not to spend them, but it limits the game a little, it's up to you. You can also describe how many you've spent on tracking. Old School Insy must attempt to execute every original game cheat code. Cheats can be entered in the Pause menu during the game (where it says:PAUSED- Continue, Restart level, settings, Exit the map). They've been turned off in this Remake/Remaster, but still get a trophy trying. Start any level, and then use the Pause menu. Enter the following cheat code: HOLD > PRESS If it does not work on the first try, enter the code a few times and try to enter it a little faster or slower for each try. The speed at which you press the buttons counts, so try a few times until the trophy opens. Injured drivers defeat both Mecha Imps and mocking imp pilots. Automatic story related to trophy, can not be missed. Unlock course level: Scarecrow fields. The Mecha Imps are mid-level enemies that you have to overcome to progress. You have to shoot them with a long-range weapon first in the head and then from behind. Master Dan-At-Arms collect all weapons. » MediEvil - All weapons sites Dizzy Decimator Defeat 30 enemies in the sword spin attack. The sword is the first weapon you unlock, found in Dan's Tomb at the very beginning of the game. For this trophy, hold on to perform a spin attack with the sword. Kill 30 enemies like this. The answer is chicken throw 42 chicken legs. You get 30 (also known as chicken thighs) every time you complete the Witch's Quest for The Enchanted Earth. This means you have to do the mission twice to get 60 chicken legs (note: you can only carry 30 at once, so throw away 30 and then do the mission again to spend 30 feet). Then select the Chicken Drumsticks from the inventory and throw them. Also combine this trophy with Colonel Fortesque's Special Recipe. Step 1 - Level: Cemetery Hill (Witch Talisman): First you need to get the Witch Talisman. It's in Level: Cemetery Hill. On the hill rolling rocks you can jump down the left side to find the hidden chest with a club gun inside. Use your club to smash the big rock right into the starting area. This leads to the witch's den. 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Step 3: Level: The Pumpkin Snake (Quest #2): After defeating the Pumpkin King, step back from the start of the level and use the witch talisman to tilt twice in a row. The Pumpkin Witch will tell you first that she wants you to kill the Pumpkin King. With the second summoning, he thanks you for beating this level and giving you a Red Gem as well as the trophy. Zip Zap Imp Splat Fry a dozen Imps for the Lightning. First, you have to get the Lightning gun. You get it from the Hall of Heroes for redeeming a dream with 15 cups. Now fill up levels: the entrance hall. There are manyimps running around that level. Equip the Lightning and kill 10 of them with it. Then the trophy opens. Keep your distance so theimps don't steal your weapons. Give it back. Lose and then return your weapon to an Imp. Level: The Hilltop mausoleum during the Hilltop mausoleum, with manyimps (small enemies burning torches). Sometimes they steal a gun from you, like your sword. Kill the same imp that stole the gun and unlock the trophy. Imps don't always buy guns. If not, play back the level. After a gun, you will see a yellow text gun stolen! in the middle of the screen. It's not their fault because they're crazy. Level: The Sleeping Village must complete the entire level of The Sleeping Village hitting/hurting any villagers. You can't even hit them with a shield punch! It is best not to use shield bash at this level and just walk slowly. This level is quite complex, so you can play on it usually once and then replay it for this trophy. You are allowed to kill enemy boiler guards at the end of the level. Just don't hurt the townspeople. If you damage a villager, you need to restart the level. If you did the right thing, the trophy will dissolve after you've exited the level. Deadly Anno Smorgasbord Die in 7 Different Ways. * Glitched by some players * - There is a widespread error (but not everyone involved) where this trophy does not unlock. A possible fix is to delete the MediEvil saves games (PS4 Settings > Application saved data management) as well as reinstall the game (delete and install again). Reinstalling and starting fresh often fixes trophy errors. You can get the trophy by the time you reach level 4, so it only takes about 15-20 minutes. Some players with this trophy error also reported that they let the Run out during the Haunted Ruins unlocked so you can try that too. To do this, only the number of Game Over screens (used up in all life bottles and the level restarts at the end of the game). Using life bottle (the health bar is getting emptied, but you have to be revived) doesn't matter for the trophy! In order for the game to track the deaths correctly it is recommended to finish the level after you have died there. The trophy is the 7th. Here's a list of deaths, just try them and finish the level afterwards (the game doesn't seem to matter to some of them, but counts others, so you can just keep going through the deaths until trophy pops): Killed zombies - The Cemetery: These default enemies are everywhere. Drowning - The Cemetery: Jump into deep water at the end of the cemetery level. Lava – Cemetery Mountain: Jump into the pool lava at the foot of the mountain where the rocks roll into Rolling Rocks - Graveyard Mountain: Let the rolling rocks kill you. Fire - Cemetery Mountain: The starting area for several fireplaces. Stand in there and let the fire burn to death. Crystal Spikes - The Hilltop Mausoleum: Across the level crystal spikes on the floor, jump on them to get a game over. Collapsing floor - The Hilltop Mausoleum: After you pick up the ground rune, the floor crumbles. Let the rolling rocks kill you. Bats - Scarecrow Fields: The first building that requires blue runes of bats that can be killed. Corn Killers - Scarecrow Fields: Towards the end of this level walk through the cornfields and let the corn killers get you. Windmill Blade - Scarecrow Fields: There is a rotating windmill blade halfway through the level, let it kill you. Traps - Scarecrow Fields: At the very end of the level there are many traps, let them kill you. You can try to die from each trap here, but it's not clear if each one counts as a different death. Cannon Bombs - Inside the Asylum: In this level you have a room with cannons shooting at you, let them kill you. Giant bird protects your nest – the enchanted earth: On this level you have to 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 Boss Fight, hit the floor with green crystals and stand where the green crystal is on the ceiling, let it kill you. Dragon Snake - The Gallows Gauntlet: A dragon snake spawns after walking a fire that requires the Dragon Armor. Let him kill you. Out of Time - The Haunted Ruins: Once the timer countdown begins, let cannon balls expire killing/pressing off Ship - The Ghost Ship: The whole ship has many cannons. Let the cannonballs kill you. In addition, you can also try letting it stand down on the side of the boat where you have to make the red rune. Clock handles - The time tool: several traps throughout the level. At the beginning you need to take the left path to purple rune, on the way there are a few hours of handles on the floor that can be killed. Falling - The time tool: fall down somewhere, or let the big flying blocks hit the depths of Electricity - Zarok's Lair: During the final boss's fight against Zarok, he spawns some power grid on the floor during the final phase. Go into the power grid and get ed by the electricity. Bosses – You can also try getting killed by each of your bosses in the game (8 in total), but it's unclear if everything counts as a different death. Other enemies – You can try to kill all types of enemies in the game, but it's unclear if different enemies count different deaths. Partial To Drinks Drink 32 Health Vias. This should come naturally as you go to platinum. Your health filters appear at the top of the screen above the health bar. You can increase the number of vials by collecting life bottles. But don't mix the two up. Life bottles provide health upgrades while health vials are only extra alive. You can buy Health Vials in two ways – find green Energy Vials to restore one's health, or stand in the green health fountain to let them fill up your health. Use up to 32 of these vials over the health bar to pop the trophy. Don't worry, just keep working on getting all the Cups & Lost Souls, and it will come automatically. Now added Magic! Cast a spell on the Broad Sword. First, you must unlock the Broadsword by redeeming the cups of the Hall of Heroes. You get 5 cups (statue 2 to the left in the Hall of Heroes). Once you have your weapon, go to any dealer gargoyle and buy the Magic of the Broad Sword. It works for any dealer gargoyle. A quick find at the beginning of Scarecrow Fields after kicking the first cart at this level. The spell costs 100 coins. Mostly Armless Kill something with his own arm. You can use your arm as a weapon. To equip, open the gun wheel by pressing Touchpad and clicking on the Lever. Either strike an enemy or throw your arms to defeat them. If you go to the trophy not so armless you get this trophy automatically together. Rock Wrangler avoid all rolling rocks on Cemetery Hill. Level: Cemetery Hill Cemetery Hill is a very short chapter which only goes up a hill with rocks rolling down from it. You must reach the top of the mountain without hitting any rolling rocks (getting hit by enemies is ok though). The road begins in the middle of the area, where there is a lava pool. Jump up the crevices between the rocks, they are shortcuts, and make it easier. Let the rocks roll next to you and jump from one crevice to another. You'll want to keep jumping every time while pushing your left stick up to stay close to the wall, thereby causing the rolling rocks to often miss while in the air. Alternatively, you are also allowed to block the rocks with a shield. For every 4 rocks, there is a break to move on to the next rift. The tricky tricky On lava rocks, they sometimes roll down the crevices and sometimes they'll take the long way around. Method: If fast enough you can avoid most rocks. Ignore all enemies when the level starts, jump up to level 1. Being quick in the beginning really helps. Wait in the 5th crevice, then after 3-4 rocks there will be a short break to run through the 6th cliff on the right. Again, wait for 3-4 rocks to roll past (however, sometimes unlock, and lava rock rolls down the crevice where they hide, other times they don't), and then quickly take the 7. It is best to wait in the 7th until the gargoyles spit out the 3-4 stone, and there is a short break where you can safely move on. The trophy opens as soon as you walk through the door on the hilltop. If you have hit a rock, simply pause the game and click restart level. If you've already beaten the level you can play back by choosing a map, the trophy can't be left out because of it. Colonel Fortesque's special recipe, turning the enemy into fried chicken and eating it. Turn enemies into chickens, you have to throw the chicken legs (also known as chicken thighs) at them. It turns them into a chicken that can eat 20 health. You get 30 chicken legs doing your witch mission on The Enchanted Earth. Step 1 - Level: Cemetery Hill (Witch Talisman): First you need to get the Witch Talisman. It's in Level: Cemetery Hill. On the hill rolling rocks you can jump down the left side to find the hidden chest with a club gun inside. Use your club to smash the big rock right into the starting area. This leads to the witch's den. Set the club on fire by keeping us close to a source of fire, and then we'll light the object in the middle of the prison cells in the witch's den. It opens the prison cells, the witch talisman is there. It's the same place as this level on the Cup. Step 2 - Level: The Enchanted Earth (Quest #1): Use your witch talisman on the green tin can level for the enchanted Earth. You can do this by opening the inventory with the Touchpad near the can. Accept the mission the witch will give you. He shrinks me and puts me in an ant cave. Once in the cave, grab the club weapon from the chest and then destroy the wall on the right side to find the fairy. The fairy opens the door to the ant cave. Your task is to find 7 pieces of amber that are guarded by ants. After receiving 7 pieces of amber, destroy the large amber glass wall at the end of the cave (there is also a readable book). Then descend behind the amber glass wall to the ant queen's boss. Defeat the Queen Ant. After that you get ported out of the cave and the Witch Quest is done. She gives you 30 chicken legs every time you play her quest. Step 3: Level - Fill up each level, choose chicken drumsticks from inventory (press touchpad) and throw the legs. Be sure to finish the level to save your progress. If you need more chicken legs, re-play the witch's mission on Enchanted Earth. Witches familiar collect the witch talisman and complete both witch missions. There is a witch talisman and 2 witch missions: Step 1 - Level: Cemetery Hill (Witch Talisman): First you have to get the Witch Talisman. It's in Level: Cemetery Hill. On the hill rolling rocks you can jump down the left side to find the hidden chest with a club gun inside. 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