

Explanation of reoccurring tricks:

(1). Alternate dashbashing: Pressing the dash-button and attack-button alternatively against a army.

(2). Flybash: Filling the combo meter, bounce off a tent, springboard or an army and keep pressing the attack-button as fast as possible until you want to land. Unfortunately this bug is not 100% consistant and it might happen that you will not be able to use flybash even when doing everything correctly.

Before you start the run:

- You can change the game language to Spanish. This will save you three seconds during the intro cutscene. You don't have to read any text during the whole game anyway.

- You can skip all text in this game by pressing your Attack-button (except intro cutscene) as fast as you possibly can. The faster you press, the faster the text goes by.

Gaul

Time starts as soon as you confirm "New game/Nueva partida"

If you picked Spanish language the intro cutscene will take 1:07 minute.

As soon as you can control the game, jump over the fence right in front of you and charge forward.

Skip the text of the spy.

Run into the village and go straight to tree house and collect all helmets onto it. Jump down the helmet trail and go into the hut to collect all helmets there. After that you go to the little river, collect your last 6 helmets and give them to the spy.

Push the stone as far as you can and jump over the wooden wall.

Pull the next big stone.

After you went through the cave, go right and talk to the spy.

Get the torch, use it on the fire and then on the keg to make it explode.

Now you can get to Obelix and make him join your party.

Turn around after the cutscene ends and run past the druid. You will find your dog there that will also accompany you from now on.

Continue walking the path until you have to talk to the spy again.

You will now have to fight 70 Romans in order to deactivate the lock.

There are three spawn points where the Romans will respawn:

I. Where the left magic potion is

II. inside the tower

III. where the walking turtoise is. (They can come from left or right there)

Push yourself to the left magic potion (they one-hit all enemies as long as they last), take it, kill all visible Romans then stay between the left magic potion spot and the tower with view to the tower, but make sure you are not able to look inside the tower. Now hope they quickly spawn alternatively inside the tower and behind you where the left magic potion spot is and kill them.

As soon there are only about 16 Romans left, get the second magic potion, kill all Romans, use alternate dashbashing (1) on the army, then collect the multiplier high in the air close to it with a triple jump.

Use the canon to destroy the metal. Get inside, destroy the two crates to your right and go through the passage way.

After talking to the spy, destroy the crates behind where he stood and collect the multipliers. Jump up, use the elevator, talk to the spy.

Now a blue light will appear which makes you change to Obelix. With him you can now destroy iron crates. Asterix is only able to destroy iron crates when under the influence of magic potion. Destroy the two iron crates closest to you. If you've done everything fast enough you should now have a x60 helmet multiplication.

Destroy the iron crates blocking your way further and collect all golden helmets.

Walk down the path you opened by destroying the iron crates and activate the merchant at the end of it. Buy the power hammer combo (3,500 helmets) and leave.

Run to the Romans and push yourself until almost reaching the bridge. Get onto about 2/3 of the bridge wait about a second, turn around and kill all but the Centurio. Wait for him to go away from the bridges fences and push him all the way to Getafix. Then use the hammer combo on him. After skipping the text, cancel the saving and press „Si“.

Normandy

As soon as you can, press your jump-button to enter Normandy.

Jump off the boat and go directly to the spy.

Jump on the first tent to your right to get the x10 multiplier, immediately go to the army and jump inside it. Destroy it with alternate dashbashing (1) and run to the chest closest to the upper pressure plate and destroy it to collect the multipliers. Then immediately jump onto the closest tent and flybash (2) around the tree to the two buttons. Should you run the risk that your combo bar will go lower than 1/3 while you're still midair make sure to jump before that happens, so you don't fall off. Push both buttons and activate the pressure plate. Immediately destroy the two right chests up there to get another multiplier. Push the lever and wait till you have at least 9 000 helmets when you continue.

Now go through the gate you opened with the lever.

Enter the elevator. Depending on how many Romans you killed where the army was there will be 0 to 4 Romans on it. Beat them.

Get the torch and set it on fire. Run onto the elevator with the blue light. Once you switched to Obelix push the wheel until you automatically switch to Asterix again. Ignore the fire place and the two Romans and run straight into the cave. At the end of it push the Centurio backwards and set the keg on fire to make it explode.

As soon as you're Obelix again run back through the cave you just opened for him and make him destroy the iron crates blocking your way further.

Walk further until you reach a bunch of Normans who activate a lock of 40 enemies.

Destroy the two lowest crates of the three crates high tower closest to fire. There will always be one magic potion inside the highest crate. The second one can be in either of these three crates. Hope you will get one potion inside the lower two crates, if you don't, destroy the third crate, too, and try to collect only one of the magic potions.

Then start beating as many Normans as possible. Enemies mostly spawn off-camera so always beat the Normans on the lower end of your monitor to make more enemies spawn right behind them.

As soon as your magic potion would run out either get the magic potion left in the crate you did

not destroy yet (if you didn't have to destroy it yet) or the magic potion which lies open close to another pile of crates. Now beat the rest of the Normans.
As soon as you beat them all set the torch on fire and make the keg explode.

Talk to the spy and start your first slide.

You can get faster by jumping when you go down hill and by pressing forward and slow down by pressing backwards, if necessary. Try to collect as many helmets and multipliers as possible during the slide.

Once your down and done with talking to the spy go to the path behind the three armies. Jump over the water, get the torch and set it on fire at the fire spot inside the cave. The gate behind you will close now and the wind blowing in the cave will make your torch go off. Wait for the wind to stop and run to the first niche to the left and set this fire spot on fire. Continue waiting for the wind to stop and setting all fire spots on fire until you reach the keg at the end of the cave.
Make it explode as well as the keg to the left outside the cave. Push the button behind it and cross the bridge you now opened.
Beat the 4 Romans and use the catapult.

After you landed jump inside the army and use alternate dashbashing (1) until it is destroyed. Then fill the combo completely and after it is hit one more Roman once, but **make sure that this Roman survives and not to hit any enemies anymore until this guide tells you otherwise!** Now jump onto the canopy of the red tent, then onto the tent itself and flybash (2) to the place where the laurel is. But beware that you can only jump up there on the spots where the icicles are hanging.
Jump inside and go onto the cable car. Then flybash inside there with Obelix, too. Destroy the tower of wooden crates to your right (the one closest to the wall), then destroy the iron crates on the other side of the room. Make sure you hit the left crates first and collect the x10 multipliers before collecting the helmets. You should have around 23 500 or more helmets now. Hit the button behind the crates.
Now move Asterix with the cable car, make him burn the torch, jump onto the bridge you just opened, jump down and make the keg right in front of you explode.

After you talked to the spy, continue and jump onto the tents to the left in order to collect both x10 multipliers (you can also get the shield if you feel uncomfortable with your current health). Now shoot once with the catapult, collect the golden helmets now appearing in front of you and talk to the spy.

Go through the gate he now opened and set your torch on fire.
Once you're Obelix destroy the iron crates, jump onto the springboard and push the lever.
Once the bridge is out far enough jump onto it, cross the boat and light the fire spot there.
Now jump onto the springboard and as soon as you get into the air flybash (2) to the other side of the water. After you did that you are allowed to hit Romans again, but it's not necessary for a long time, anyway.
You can light the fire spot there if you want, but if you're fast enough you can also reach the keg at the end of the bridges without lighting it again. Make the keg at the end of the bridges explode.

Go through the cave, jump onto the cable car and push the lever afterwards.
Jump onto the bridge coming out as soon as it's far enough for you to jump onto it.
Pull the two stone blocks out.
Once you're Asterix again jump over the wooden fence and use the pressure plate in front of you to activate the boulder
Now go to the stone wall which will be destroyed by the boulder and get the torch as soon as it is.
Go further inside the cave and push the button to open the gate of Obelix.
Get through the gate and push the lever inside to open another gate for Asterix.
Now go through the newly opened gate, light the torch with the fire to your right and set the keg to

your left on fire.
Go on until the cutscene starts.

After the short cutscene is over, go completely to the right, jump onto the tower of three wooden crates and get the magic potion.

Now destroy the iron crates to your right. Begin with the crates to the left in order to collect the multipliers first. Collect all golden helmets and jump to the place with the wheel and destroy all iron crates here to collect the helmets. Then jump past the attacking tower and destroy all remaining iron crates. Again begin with the iron crates on the left in order to get the multipliers first.

After you destroyed all iron crates and collected all golden helmets, jump onto the catapult to continue. You should now have at least 48 500 helmets. You will most probably have a few thousand more.

Now quickly go upwards and get the torch. Go to the fire spot, hit the right Norman once, grab him and throw him away. Now light the torch and set the keg on fire.

Run forward until you can no more, light the fire spot, go left and set the keg at the end of the path on fire.

After you got out of the cave go to the left, run around the three left side (this will make Obelix position more positively) and press the button to use the elevator. Now enter the blue light.

As soon as you are Obelix go to the side closer to the elevator and push the tower until you can push it no more. Now run forward, jump behind the right tower and push it. As soon as the bowman appears, hit him, grab him and throw him away. Now continue pushing the tower until you can push it no more and Asterix jumps onto this second tower (there is a slight chance that Asterix will not jump with you having to push the tower again, so have look if he really jumps forward). Get around it and push the tower all the way back.

Asterix now jumps onto a third tower and a cutscene plays. As soon as it ends use the wheel in front of you and hit the lever after you got Asterix to the platform to the right.

Go through the cave you just opened and get the torch to your right. Now get the magic potion, go to the army that protects the fire and destroy it with alternate dashbashing (1). Quickly light the torch before the Romans get too close to you (if they do you have to jump away first to lure them away again). Set the keg to your left on fire and enter the slide.

During this slide you don't have to collect any helmets. Just get through it as fast as possible.

After talking to the spy, go to the catapult to your right and use it.

After your landing, go forward to activate the cutscene. Jump out in front of the boss, which you just ignore completely and simply push the last button of this level and to free your friends.

Greece

On the world map press the jump-button again to accept going to Greece.

Run forward and beat all 30 Romans. It's faster to grab the big Romans when they're confused by a hit and throw them away. Also small Romans that got hit by a swinging Roman twice will be one hit once you hit them with your fists again.

Push the button that is now unlocked, go through the small passage and open the big door for Obelix by pressing the button behind it.

Now go up the way to your left and get the torch. Go onto the elevator with the blue light and use the wheel with Obelix, while pressing the button for the dog to make sure that the Roman does not interrupt you using the wheel.

Push the button up there and light your torch with the fire to your left.

Now jump down and burn the keg.

Go to the iron crates, destroy them and beat all enemies, so the spy lets you inside.

Go to the path to the left until you speak to the spy again.
Light the torch, go forward, set the next fire spot on fire and jump into the blue light.
Activate the 1 Gladiator lock and beat him.

Go to the four buttons and activate them (green light) in the following order:

First the 2. and 4. button

then the 1. and 4. button

then only the 3. button.

Now use the wheel and get and stay on the pressure plate after you switched back to Asterix.

Stay there until you either have 75 000 helmets or no more helmets are coming out of the dispenser.

After that quickly set the fire spot close to you on fire before your torch gets off.

Jump onto the higher level where the blue light is. You don't have to run all the way around, you can also jump there from the stairs downwards. Go into the blue light.

Hit the wheel with Obelix until Asterix lands onto the stone.

Beat two of the Romans, let the third start his attack and as soon as he does run to the stone and pull it backwards until the end.

Once you're Asterix **do not light the fire spot** but the keg.

Run through the new passage way and hit the button.

Now run close to the pillars and the water, so you block Asterix who then not runs through the water and loses his fire, but jumps over you and keeps it.

Destroy the iron crates and light the keg.

Now run back to the last burning fire spot, light the torch again and go inside the blue light once more.

Now go on with Obelix past the last keg you made explode. Beat all Romans in the room behind it and go on.

Once you entered the room with the two lions and a gladiator go to the right, push in the two woods and pull the huge stone. Go into the blue light.

Now run as Asterix to the room with the two lions and the gladiator (you will have to speak to the spy twice until then) and take the torch left of the door. Light it at the fire spot, jump over the wood logs you just pushed out, ignore the next fire spot but make the next keg explode.

Now continue with Obelix until you switch back to Asterix.

Then go left after the end of the passage until you push the lever. Now go back and light the torch. Go back to the entry where the way goes down into the water and go into the water. Now jump onto the highest crate and jump over the water. Walk past the bridge and light the fire spot. Clear all three elevators, then go back to light the torch. Go up the elevators again and burn the keg.

Push the target all the way to the back and shoot it with the catapult until the stone wall breaks.

Go further, activate the button up the stairs, go through. Now take the torch and get onto the pressure plate. Do the same as Obelix.

Now push the second stone onto the pressure plate. Jump down to Obelix, light your torch and get onto the elevator. Use the wheel and set the keg on fire. Now push the stone on this pressure plate. Destroy the iron crates as Obelix and go on.

Once you entered the library push the huge stone and walk through the new passage as Asterix until you get onto the cable car behind the wooden crates.

Go over the bridge and push the lever in front of you. Now use the catapult.

Walk past the druid and follow the Bowman. Hit him, grab him and throw him. Then get up the way there and jump onto the cable car.

As Obelix jump down below the cable car, beat the Roman and take the cable car until the death pit. Stop in front of it, beat the Gladiator, go to where the second Gladiator spawns, push him so he is stunned (or use hammer combo if you were able to fill your combo bar) and quickly get Asterix over the death pit before the Gladiator can reach the pressure plate again.

Pull the cable car until you fall down. Pull the huge stone, jump upwards and use the cable car until the end.

Go all the way to the wheel to your left. After switching to Obelix run back to destroy the iron crates and continue going this way.

At the end of the tunnel go to the wheel in front of you, use it to get the elevator up, jump onto the wheel, wait for the elevator to be about the middle of its height, jump onto it while it's still going down and then jump onto the upper platform. Once you're up there, get on the next cable car.

After jumping down go left around the tower, then up and inside the tower. Go up all elevators and use the cable car at its top.

Destroy the wooden crates to your right to get the torch, then light it up and make the keg explode. Immediately get onto the catapult before a Roman gets too close to you and destroy the stone wall.

Go on all the way until you reach the boss. Run along and press the button at the end to end the level.

Helvetia

After you entered Helvetia on the world map go to the barn to your left and take the magic potion behind it. Beat as many Romans with it as you can, while again hitting them off-camera so more of them spawn instantly.

When your first potion runs out just get either the potion on top of the 3 wooden crate high tower or destroy all three crates below.

After you beat all the free walking Romans get the ones hiding in the grass, so the lock disappears.

Destroy the crate closest to the torch, get a magic potion and take the torch.

Run to the fire spot with the magic potion and blow up the keg.

Continue on until you reach the catapult. Destroy it, kill one Roman with the hammer power combo and light your torch while the other two are stunned.

Walk further until you light the fire spot in front of the blue light and enter it to switch back to Obelix.

Jump over the water to the wheel and hit it to get Asterix further.

Once you switched again hit the lever, cross the bridge you just opened and burn the fire spot.

Talk to the spy, then start lighting the fire spots.

The one closest to you is guarded by two rocket Romans which will try to put out your fire. Hit them when they are low enough and always try to light the fire again during the time you don't beat one or your fire will go out.

The fire left to the first one is protected by three rocket Romans. The closest to this one by four. After you beat all rocket Romans and set these three spots on fire beat as many Romans on the ground as necessary to fill the combo bar completely. Then make sure that you hit one Roman which will stay alive by all means.

Now quickly burn the last fire spot before your torch goes off and speak to the spy.

Go through the cave, then left onto the elevator. Hit the wheel as Obelix and then jump onto the next elevator as Asterix to get onto the cable car.

Go onto the wood construction until you hit the wheel. Be careful not to get pushed off.

Once you switched back to Obelix go to the iron crates and destroy them.

Continue walking to your left and push the stone until the very end onto the pressure plate.

Walk through the tunnel and immediately jump upwards to the left to activate a lock of 50 Romans.

Ignore it and run to the army standing on the left or to the walking army closest to the hill where the button to open the next door and a lever for some magic potion are. The walking one is definitely way more risky, but it saves about 15 more seconds. If you feel uncomfortable use the standing one.

No matter which one you decide to use, jump on one of their edges since there are no spears but you bounce into the air. Once you reached the highest point in the air start flybashing towards the lever for the magic potion. Once you're as close as possible to it mash jump and immediately start attacking to activate it. Since this is one of the two hardest tricks in the whole run this might take a few tries.

After you hit the lever and got the magic potion, jump onto the highest of the iron crates there and then jump up the hill to push the button.

Go through the newly opened door, use the button to your left and get onto the cable car.

Move Asterix all along the cable car track.

Then get onto the elevator and jump onto the cable car.

Once you fall off turn around to open the gate for Obelix by pressing the button.

Get onto the catapult and destroy the stone wall to be able to get onto the catapult behind it.

Once you landed get the magic potion to your left and starting going onto the bridge. Collect the magic potion at its beginning as well.

Get to the elevator and beat all Romans as quickly as possible.

Once the elevator is completely up jump onto the stone height in front of you and jump over the iron fence left to the next door.

Activate the button on the other side of it and continue on until you reach the blue light.

Step in it and use the wheel as Obelix.

Jump aside as soon as you get control of Asterix again to make sure you don't land on the pressure plate. Go to the target and pull it as far back as you can until the closed door stops you. Then go onto the catapult and attack the right edge of the target until the stone wall to your right is destroyed.

Go through it and use the springboard to your left. Once you're up there activate the lever.

Now go up until you can no more and hit the button there. Then go down on the other side to activate the third button which finally releases your bridge to go on.

Once you passed the bridge talk to the merchant and buy the twister combo (costs 75 000 helmets). Jump down to the catapult and use it.

After you landed go to the left where there is a small corner of stone that stretches a little further out. Go to its right edge and jump forward twice in order to jump over the invisible wall. Swim to the rocks to your right.

There is a frame perfect trick that makes you a little faster: if you jump and then jump again in the very frame you hit the waters surface you can jump again instead of having the slow diving and swimming animation.

Jump between the second and third rock from the left to land on them. Then go forwards until you reach the catapult and use it.

After your landing go uphill until you reach a tower on whose right is a magic potion. Get it, run to the next tower, get the magic potion behind it and run to the catapult.

As soon as you landed run forward and jump three times on the very ledge onto the elevator, so you skip the first one and jump on the second elevator right away. Beat all Romans on it.

Get uphill until you reach the cable car.

Use it and hit the wheel. As soon as the two Romans distract you either beat them or go to a other side of the wheel. Either way hit the wheel until you switch to Obelix.

Go the upper way in order to jump over the death pit, destroy the iron crates and jump onto the catapult.

After moving a little forward three Romans will come running at you. Try to push one of them until the very end. This will only work in very few cases, because most of the time you will push the Roman in a way where you would have to walk over one of the pressure plates which open the death pits and if you fall in there your run is definitely over. So when you see that you move at the direction of a pressure plate just leave the Roman be and run all the way. It is definitely faster to push the Romans, but not worth enough to kill almost every of your runs. Clear the elevator and go into the cave.

Beat all Romans on the next elevator and leave it to the left as soon as you can. Get all the way upwards. Use the shelves in order to get up faster.

When you entered the next room go up to the stone pillars to your right until you reach the next springboard.

Go to the left on the next fork and use the lever.

Jump onto the cable car, then get the torch, again take the left fork, light your torch, then go back to the right fork to blow up the keg.

Once you used the next catapult run all the way until the snowman.

Go onto the little hill and jump on the middle of the railing right to the still lifted bridge.

Then jump right into the two next lifted bridges. Be careful not to be pushed down by the Romans. Use the catapult.

Run to the spy and start the next slide. Since you don't have to collect any helmets anymore just do this slide as fast as possible, then use the catapult right in front of you.

Once you landed just ignore the boss completely, push the button and go up to finish the level.

Egypt

Press jump-button to go to Egypt.

Go forward until you activate the 70 Romans lock. Fill the combo bar and use the twister combo to get rid of them. Then jump onto the elevator and make Asterix lift up by bashing the wheel as Obelix. Then go all the way to the torch and take it.

Jump down, light the torch and use the rubber band to get to the keg behind the elevator as fast as possible. You can ignore the fire spot in-between.

Go to the pressure plate to get magic potion, fill your combo bar again and use the twister combo. Turn your camera away from the lock and stay close to the pressure plate closer to the exit. This will assure that you get all or almost all Romans with one twister. Push the button and go on.

Run past the fire and fill the combo bar again. Then jump onto the little hill and start your next twister combo. First get all the Romans up there, then move your twister down to kill the big Romans here.

Light the torch and the keg.

Now move the stone as Obelix until the very end.

Once you jumped up the stone get the magic potion to your left and fill the combo bar completely by hitting the catapult and start the twister combo.

From here on you have to possibilities to continue:

1. the 5 seconds faster but way more risky strat:

Kill all Romans on the height with the twister and also destroy all the chests on the edge, then go down and kill the Romans while still in twister combo. As soon as it runs out jump to the button, push it, then get the magic potion and run all the way back to the last fire spot.

Light your torch and run back to where you hit the button and go through the little passage you opened. Depending on your angle you sometimes get stuck for half a second inside it and the camera will most likely get stuck in the wall, so you have to light the keg blindly in most cases. And since your torch almost went off until then you will have to make it first try.

2. the slightly slower but 100% consistent strat:

Kill all Romans on the height with the twister then go down and kill all Romans there, too. After the twister ended jump to the button, press it and go through the passage immediately.

Now go up the hill to your right, then turn left, beat all the Romans guarding the fire.

Light your torch, slide down to the keg and make it explode.

After you blew up the keg in either one of both possibilities go up the right hill and use the canon to destroy the stone wall.

Continue until you get the torch and the next lock is activated. Get the combo bar full and use the twister combo.

Then jump onto the elevator and use the wheel again.

From here on again you have two possibilities to continue:

1. the slightly faster strat that maybe requires one or two testings before using it in a run:

Double jump down to the left. Go along that way until you trigger the boulder. Then immediately go back and along the right wall until you are close enough to the wheel to charge against it, so it will activate a few frames before the lock around it does. Then get the back to where you took the torch and light it on the fire spot. Then turn around again and light the fire spot to the left of the wheel you just used. Go further until you reach the keg you destroy.

2. the slightly slower but 100% safe strat:

Jump down and run directly to the three Romans guarding the wheel. Use the power hammer combo on the Roman in the middle, then grab and throw away the other two. Activate the wheel, then go back to where you took the torch and light it. Turn around again and light the fire spot left of the wheel you just used. Go on until you trigger the boulder, then run back to the fire spot and light the torch again. Now you just have to run to the keg and make it explode.

Now go up and jump onto the cable car. Beat all the Romans on the elevator, then light the torch and blow up the keg to your left.

Once you switched to Obelix run to the huge stone you just passed as Asterix and push it. Then go on to the left.

After you spoke to the spy jump down and get a full combo bar. Then hit one Roman again and make sure he does not die.

Jump onto the tent left of the spy and flybash over the iron fence behind the spy. Obelix's flybash needs more precise inputs than Asterix's does, so you should really mash the attack-button as fast as possible until you're over the fence. Then jump onto the catapult.

Go onto the boat and get through this as fast possible. Like during the slides you're faster by jumping and pressing forward and can slow down by pushing backwards. You should try to collect the shield during this boat section, you will most probably need it.

Use the next catapult.

Take the torch, beat all Romans close to the fire and light the torch.

Now run past the catapult and light the fire spot. Run to the movable tower and pull it all the way back to the fire.

Light the torch again, jump on the hill and then to the other side by jumping over the movable

tower. Go to the left and light the fire spot. Now either kill or push aside all Romans too close to the keg in front of the boulder to set it on fire and light it finally.
Then wait until the boulder destroys the iron gate and use the catapult to destroy the iron crates as well as the stone wall.

Go on, talk to the spy then jump down, use the wheel and cross the newly lowered bridge.
Go left, use the next wheel and cross the next bridge. Then walk right to go on.

After talking to the spy again use the canon to destroy the three armies. Now walk a little forward and wait for the Romans to move into their second lineup so you can push all big Romans to one spot and get the combo bar full like that. Then use the twister combo, move the camera to the direction of the canon, soak in all currently visible Romans then stay where the Romans first lined up. Pay attention if your lock counter really went down by 200 Romans. If it did then talk to the spy, otherwise find the missing Romans and talk to the spy afterwards.

Go on until you see new Romans. Then go left, jump up to the wheel, use it and cross the bridge.
Jump down behind the army and clear all elevators.

Take the torch, light it and use the rubber band to get to the keg as fast as possible. If you get too close to the armies here, jump before they hit you.
After you blew up the keg, go back to the stone and pull it all the way.
Jump upwards and continue walking until the spy talks to you about your next and last slide.
Again just make it as fast as possible.

Go to the right after you talked to the spy and past the pirate. When you again enter a bigger area go right and talk to the spy.
Get the torch, light it and run all the way to the keg to make it explode.
Now use the wheel and jump onto the bridge.
Once you switched back to Obelix use the springboard, then push the lever.
Get up as Asterix and take the magic potion. Jump onto the crates closest to the wall and jump onto the wall. Then use the catapult.

After the landing just ignore the boss again, push the button and run down to end the level.

Rome

Press Jump-button to enter Rome.

After talking to the spy go to the left, jump over the hedge twice (to trigger the lock but NOT trigger the Romans themselves), and jump onto the crate closest to the catapult on the upper level to make the second of the two hardest strats in this game.

Wait for the catapult to shoot and as soon as you see the next stone appear on the catapult immediately jump a little forward and immediately use your second jump to jump a little back again. If you did it you're now on the upper level of this area. If not then go back a little to reset the catapult and try again.

Walk past the catapult, through the gate, jump down to the left and push the button. Go through the now opened gate, then go right and activate the both pressure plates there quickly.
Run past the dispenser to get magic potion, then hit the button that opens the next gate.
Go through it, push the button on the left far corner and repeat the same in the next area.
Then go through the last gate, jump up, say hi to Julius Caesar and run past him, then to the right.

Continue until you run along lava. Use the stairs, then go right and talk to the spy for the last time.

Hit the button and enter the area of the final boss fight – which you as usual ignore and just push the last button to free your last captured friends.

Timing ends when you hit the last button

Congratulations – you finished your run!