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 1. INTRODUCTION
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Thank you for making use of this guide to Ian Livingstone's Deathtrap Dungeon. Hopefully, the walkthrough and the strategy suggestions it contains will help you get through the many challenging sections of what is overall quite a difficult adventure game. This is, as always, a work in progress. Please feel free to share additional secrets, suggestions or findings with me, or ask for additional help with a particular section. Contributions to this guide will be fully credited. Correspondence may be directed to syonyx_faqs at yahoo dot com.

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 2. CONTROLS
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L2: Shuffle (with direction buttons)
 L1: Use selected magic

R2: First person view (hold)
 R1: Defend

Up: Walk forward

Triangle: Jump

Left: Turn left

Right: Turn right

Square: Activate objects

O: Run

Down: Walk backwards

X: Attack/select

Select: Open inventory menu

Start: Open pause menu

Jumping: Use with direction buttons to move while jumping. Jump indicator in top left of screen under health skull shows length of forward jump, which increases while running.

Running: Holding circle will make you run without having to press forward. Circle + down lets you run backwards.

Shuffling: You can't fall off the edge of anything while shuffling. Hold L2 and press left/right to sidestep.

First-person view: Use with direction buttons to look around. You can fire distance weapons and spells targeted to center screen.

Attacking: Use with direction buttons for varied attacks. Varies with weapon type (sword or hammer). Combos only possible with swords.
E.G. Swords: X: Thrust. Hold: Thrust combo.

X + Up: Overhead chop. Hold: Chop combo.

X + L/R: Sideways slash. Hold: Slash combo.

X + down: Slash behind you.

3. PICKUPS
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**** MELEE WEAPONS ****

SWORDS: These edged weapons allow you to thrust, slash and chop, and perform devastating combos, as well as blocking enemies' direct attacks. Special swords disappear after a certain amount of use; when getting weak, the icon in the top right of the screen will glow red. Power drains only with connecting blows. If you miss or are blocked, it doesn't use up the swords' magic.

1. Sword: The regular sword, also known as "old reliable" will be your best friend for most of the game. You begin with this in inventory.

2. Venom sword: Based on the principle of like-defeats-like, this poisonous sword is most effective against the dungeon's poisoners: Spiders, snake women (a must), demon priestesses, the Medusa sisters, the Bloodbeast, and also the Hydra. Eventually disappears with use.

3. Silver sword: Anathema to the undead. Especially useful in destroying axethrowers, skeletons, skeleton lords, knights, red knights, armors, and Handy. Also, it is the only weapon that can harm ghosts, or block their attacks. Eventually disappears with use.

4. Red sword: Imbued with the essence of fire, this sword is the bane of demons and dragons. Essential for use against pit fiends, Agrash and Melkor. Rare, so save them for when you truly need them. Eventually disappears with use.

5. Black spiritsword: Found only in Vilefor's lair, this devastating weapon

slices cleanly through the toughest hide, but drains your health as you slash the enemy. This drain is moderate, so you can tolerate it easily if your health is high. Eventually disappears with use.

HAMMERS: These top-heavy mallets are unwieldy to use. You can't perform combos, you swing them more slowly than swords, and there is a brief recovery period after a hit. You can still block with them. Despite these limitations, they pack a powerful punch, and can smash enemies to bits with few hits.

1. Warhammer: The standard of this weapon type, it will remain in your inventory permanently once found.

2. Magic warhammer: More colorful, and definitely more powerful than it's non-magic counterpart. Made by dwarves, these are the only weapons that can hurt the Rockmen. But since you only encounter them in one level, feel free to use these hammers once in a while for a devastating punch. Eventually disappears with use.

UNARMED: Since you have the sword from the start and can never lose it, what's the point?

**** DISTANCE WEAPONS ****

Ranged weapons are a vital complement to the up close and personal approach of the melee weapons. These let you destroy enemies without putting yourself within reach of their attacks, or sometimes before they even know you're there. Fine-tune your aim using first-person view and the directional buttons. You can't block while equipped with any of these weapons.

1. Blunderbuss: The weakest of the ranged weapons, but still very useful, thanks to abundant ammo. Fires a burst of lead shot (think ball bearings) that spreads out as it flies away. Often stuns weaker enemies momentarily, allowing you to fire again before they recover.

2. Bomb: A spy vs. spy staple, these hand-held explosives pack a punch. Just don't get caught in the blast yourself. Hold X when equipped to throw further. Bombs will bounce off walls, floors and ceilings if thrown with enough momentum.

3. Grenade launcher: Lobs explosive shells slightly less powerful than bombs in an arc. Aim high to increase distance. Grenades explode on contact with an enemy, yourself, or after a short period of time once they stop moving.

4. Infernal device: This hard to find device is essentially a medieval rocket launcher. Rockets take a moment to fire once you pull the trigger, but fly straight and true once they do. Use the time lag to verify your aim. Don't get caught in the rockets' powerful blasts.

5. Firethrower: Known in some circles as the flamethrower, it does just that. You can burn continuously by holding X, but the fuel gets used up very quickly. Ends up being very useful against insects and spiders. Range is shorter than other distance weapons, but still effective.

6. Flamelance: Magical rifle that fires energy bolts. A rapid-fire effect can be achieved by holding X. Each shot is powerful but small, so requires good aim.

NON-WEAPON: Chalk. It isn't going to hurt anyone, but lets you mark your path so you can find your way later. You have enough for a few arrows in each level.

**** SPELLS ****

Magic scrolls allow you to cast powerful spells to aid you in your quest. You'll need them. Use first-person view and the direction buttons to fine-tune your aim.

1. Firefly: Increases illumination in the area around you. No damage effects.
2. Starspell: Flies straight and causes minor damage. More useful against ghosts than other undead creatures.
3. Fireball: The most common and most reliable spell. Ball of flame flies straight until it hits a target or a wall. Made of red magic, it is especially useful against dragons, demons and pit fiends. Great for getting out of a fix where more enemies are piling up on you than you can handle with just a melee weapon.
4. Razorspell: Shoots a small burst of razor-sharp blades in a straight line. Will slice and dice most enemies instantly. Because it disperses as it flies, can sometimes hit more than one enemy at a time. Useful when confronted by multiple enemies at once.
5. Jetspell: Shoots a rapidly-spreading burst of rocks that explode on contact.
6. Great razorspell: Fires a cloud that will float ahead a short distance, then stay stationary and cut up anything that gets too close. If placed well, can take out large numbers of enemies while you sit back and laugh.
7. Arc of power: Can instantly electrocute up to 3 enemies, if they're not overly powerful. Spell effect is more or less straight out from your line of fire.
8. War pigs: This spell launches pigs equipped with explosives that will blow up anyone they run into. Bounces off walls and other surfaces. Just don't get caught in the blast yourself.

**** ITEMS ****

MAGICAL ITEMS: These are added to your inventory to be used at your discretion, with the exception of the Ankh of vitality, which takes effect immediately. You can only hold 5 of most of them, so don't hoard them unnecessarily. If you run into one that you can't pick up because your inventory is full, use one of that item to gain the advantage of its effect without a loss of your stock.

1. Health potion: Each one adds 15 to your health. If your health is 85 or less when you pick one up, it will be used automatically. They will be your savior in times of need, which will be frequently. Can be used even in the middle of fighting.
2. Antidote: Cures poisoned status. If the enemy that poisoned you is still alive, wait until you kill them to use it, in case they just poison you again. Limit of 5 at one time.
3. Strength potion: Imbues you with superhuman strength for a brief time. In that time, a good hit will completely splatter most of your enemies. A red glow around your body appears while the effect lasts. Limit of 5 at one time.
4. Speed potion: Increase your running speed only, for a fairly long time. The difference isn't huge, but it's enough so that you can outrun those nasty fast enemies, like mutant rats and mechanical scorpions. Your feet will glow

when you move while the effect lasts. Limit of 5 at one time.

5. Charm of icy cool: Makes you immune to the ravages of fire for a short time. A must for dealing with firebreathers, fire-throwing demons, flamethrower-equipped mechanical fiends, and flame and fireball deathtraps. You will be surrounded by a glittering icy aura while the effect lasts. Limit of 5 at one time.

6. Warding: Once used, will reduce the damage you receive from enemy attacks and traps, but not falls. The duration of the effect is determined by the amount of damage you take, not time, so feel free to use it early before you get into trouble. Limit of 5 at one time.

7. Anti-magic charm: Look like lightning bolts with eyes on top. Once activated, make you immune to enemy magic (which takes the form of those energy beams with balls of energy moving along them) for a short time. Use when faced with demon priestesses, Ugluk, the Bloodbeast or dragons, and especially the last medusa. Limit of 5 at one time.

8. Invisibility charm: Extremely rare, these render you undetectable to the denizens of the dungeon for a short time. Use only in the most dangerous fights.

9. Ankh of vitality: Adds 100 to your current health, even if this takes you above the normal limit of 100. Multiple ankhs can raise your health to astronomical levels. The effect is instantaneous.

NON-MAGICAL ITEMS:

1. Keys: Red, silver and gold, these must be located to open certain doors and operate some switches and lifts.

2. Coins: Their only use is accessing red save points, which cost 5 coins to use.

3. Crowns: Worth 3 coins each.

4. Ammo: Blunderbuss shot, grenade shot, rocket launcher ammo (for infernal device), and flamethrower ammo. Essential for use of distance weapons.

4. MONSTERS
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In order of first appearance:

1. IMPS: Nasty little blue buggers in red caps. Like to moon you between stabbing sessions. Will fall over when not dead yet. Slash them from overhead while they're still down. Attack: Close and distance.

2. ORCS: Big, green, and easy. They tend to run right past you in their enthusiasm. Attack: Close.

3. SPIDERS: Spit poisonous venom from afar. Easy to hack away at once you get close. Once they're dead, be sure to chop off their legs and abdomen, just for fun. Attacks: Close and distance (poisoning).

4. FLAME WALKERS: Wind-up toys with built-in flamethrowers. Keep your distance both before and after they're dead; once down, they self-destruct. Mostly only

harmed by blunt attacks. Attack: Mid-range.

5. WARRIOR PRIESTESSES: Brunettes in red leather with acrobatic double-sword action. Throw daggers from afar. Go down with a couple good slashes. Attacks: Close and distance.

6. AMAZONS: Red leather and mohawks. If you have the time, block until they get bored and check their nails, then hack away. Attacks: Close and distance.

7. SNAKE WOMEN: Half reptile, half green-blooded woman, all pain. Swing their maces and lunge from a short distance. Get close enough, block, and slash. Weak to venom swords. Attacks: Close.

8. MINOTAURS: Can be bull-headed at times. Block their poleaxe attacks, then kill with a thrust combo. Attacks: Close.

9. ALCHEMISTS: Evil, aproned inventors. Cowardly run away and throw grenades; keep away from these until they explode. Will self-destruct when fallen. Attacks: Mid-range.

10. JESTERS: Insane hyperactive clowns with knives. Are they men or women? Fall easily enough. Attacks: Close.

11. HELL CLOWNS: Like jesters, but in puffy pink outfits. Attacks: Close.

12. DEATH JUGGLERS: Another variation, in black and white checkers. Attacks: Close.

13. DEMON PRIESTESSES: Armed with sword and staff, a nasty adversary. Keep moving to dodge her spells. Weak to venom swords. Attacks: Close (poisoning) and distance (magic).

14. AXETHROWERS: Mean, green, lean. These ghouls throw an unlimited supply of axes (where do they keep them?) until you get close, then try to chop you down with the same. Can take quite a beating to kill, unless you use a silver sword, or razorspells. Attacks: Close and distance.

15. PIT FIENDS: You may think they're T-rexes, but you'd be wrong. They just happen to be virtually identical. Big and terribly strong, you don't want to let one get close. Attacks: Close (but they're so big, close for them is still a decent distance).

16. ABYSS DEMONS: Four-armed green-grey demon, attack with sword and shield, sometimes by literally jumping into the fray. Weak to silver swords. Attacks: Close.

17. SKELETONS: These Ray Harryhausen rejects are easy enough in small numbers. Weak against silver swords. Hammers work well too, and let you watch them smash apart. Attacks: Close.

18. SKELETON LORDS: Same as skeletons but wearing assorted bits of armor. Also weak to silver swords. Attacks: Close.

19. GHOSTS: As intangible as they should be, though their ghostly sickles can make contact with you well enough. A silver sword will put these souls to rest, and is also the only weapon that can block their attacks. Attacks: Close.

20. AGRASH, DEMON NECROMANCER OF THE ABYSS: This red devil can teleport where he wants, operate lifts, spit fireballs, and also spit a stream of fire when close. Weak against red swords. Attacks: Mid-range and distance.

21. KNIGHTS: Revived bodies of fallen soldiers in a long-forgotten war. Being undead, they fall easily to silver swords, but are easy to kill with conventional weapons also. Can shoot their crossbows from afar, but are usually too busy running toward you at top speed to bother. Attacks: Close and distance.

22. ARMORS: With sword and shield, these undead creatures are found with knights, and are similarly vulnerable to silver swords. Attacks: Close.

23. RED KNIGHT: Tougher, red-armored version of the knight, without the crossbow, but with knives instead. Attacks: Close and distance.

24. HANDY, THE GIANT HAND: I guess that some necromancer's magic was only strong enough to revive the hand of the dead giant. Crawls on it's fingers, and falls easily to a silver sword. Attacks: Close.

25. ORC SERGEANTS: They're bigger and meaner, equipped with armor and bigger swords, but thankfully aren't any smarter than your regular orc, as evidenced by their tendency to stop fighting and scratch their butts periodically. Attacks: Close.

26. ORC CROSSBOWMEN: These orcs, the runts of the litter, try to compensate for their stature by becoming sniper troops. They'll almost never move from their positions, so find a way to get them without getting stuck with too many bolts. Up close, they can still whack you with their crossbows for good measure. Attacks: Close and distance.

27. MANTIS DRONES: Newly hatched, sexless red insects. Their scissor arms pose little threat. Attacks: Close.

28. MANTIS WARRIORS: More favored by the queen than their drone brethren, these pale yellow bugs are bigger and deadlier. They still squish nicely under a hammer strike, however. Attacks: Close.

29. POISON FLIES: Annoying little buggers, you can hear them from a little ways off. If their path is unimpeded, they will swoop in quickly to bite you. Can hang out on ceilings for extra annoyance. Small, but their poison sting can be a real nuisance. Attacks: Close (poison).

30. INSECT QUEEN: Large and in charge. An integral part of the hive, she cannot move from her post in the bottom of the insect lair, but this doesn't stop her from barraging you with an endless supply of stingers. Tough to kill, and even tougher to love. Attacks: Close and distance.

31. MEDUSA SISTERS: Despite their ample cleavage, they ain't pretty. The youngest is a vision in green scales and hair, armed with a sword. The next is bald and real ugly, and tries to hack you with an axe. Both of these two will poison you with their attacks. The last, the only true medusa, can turn you to stone by looking at you, but her magic moves slowly. Unfortunately, it also follows you when you move (you did look at her, right?) With this ability, she doesn't need a weapon. Attacks: Close (poison) or distance (magic).

32. UGLUK STORMFART: Short, levitating shaman and leader to the orc troops in the sewers. Throws frequent bolts of magic at you from a distance, and up close will poison you with his shaman staff. Plus, he can teleport, leaving you vulnerable when he reappears across the room. Tough to kill with conventional weapons, though not nearly as much as some later foes. Attacks: Close (poison) and distance (magic).

33. RAT SOLDIERS: Ratmen with swords. There isn't much else to say. Attacks: Close.
34. RAT MUSKETEERS: Their weapons are pretty much the same as your blunderbuss. Hard to dodge, as the width of the shot increases once it leaves the barrel. Can also whack you with their guns when you get too close. Attacks: Close and distance.
35. RAT OGRES: Combining the worst of each race, these steroidal hybrids walk softly on turkey legs and carry a big stick. Attacks: Close.
36. SKABULUS, KING OF THE RATMEN: A.k.a. rat ogre rex, this guy takes a lot more work to kill than his subjects. Attacks: Close.
37. ROCKMEN: These stone-bodied warriors can curl into boulders and roll around at high speeds, unfolding in front of you to wallop you good. Invulnerable to all weapons but the magic warhammer. Attacks: Close.
38. AUTOMATA: Giant robots made of wood and metal. Mindless but deadly. Standard equipment includes a flamethrower and a scissor hand. Built to last, hard to kill. Explosives are your best bet. Attacks: Close and mid-range.
39. MECHANICAL SCORPIONS: Steam and magic-driven contraptions of wood and steel, these smaller cousins to the hulking automata carry no flamethrowers, but they move very fast (faster than you, without a speed potion) and often trap you between their claws for some serious stinging with their tails. A couple grenades should take care of these beasts, as long as you can get back far enough so it doesn't go sailing over them. Attacks: Close.
40. BLOODBEAST: This monstrosity graced the cover of the original Deathtrap Dungeon Adventure Gamebook, and is true to form in this incarnation. Indestructible except for his true eye, which is conveniently located behind all of his false eyes in the middle of his head. Uses magic, spits poison, and has a nasty poison bite. Weak to the venom sword, though again only in his true eye. Attacks: Close (poison) and distance (poison and magic).
41. HYDRA: Three-headed dragon poses a triple threat: each head can bite you, spit fireballs from afar, or shoot a stream of fire to roast you. On the plus side, if you get close enough he can't touch you. Stay up in his belly and hack away at him where he can't hurt you. Weak to venom swords. Attacks: Close, mid-range and distance.
42. VILEFOR: Purple younger brother of Melkor, this flying menace hosts an arsenal of attacks. First, he spits spiky mines that float towards you and explode on contact, or after a short delay. Next, he spits a stream of fire, and also magic when close enough. Finally, he has a nasty bite and isn't afraid to use it. His hide is also quite tough. Use the black spiritsword to pierce it. Attacks: Close, mid-range and distance.
43. MELKOR, THE RED DRAGON: The head dragon and final denizen of the dungeon. Evil to the bone, you must defeat him to earn your freedom. Boasts a similar arsenal to Vilefor, he spits mines, breathes fire, throws rapid fireballs, and chomps you good given the chance. Try to get him to come to the ground and chop away at him. Weak to red swords, which are highly recommended in this case. Attacks: Close, mid-range and distance.

5. WALKTHROUGH
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!! A) SPIRE !!
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I. Gatehouse

Walkthrough Spire I

Kills: 0/0
Secrets: 0/0
Pickups: 6/6; 3 Razorspell, 3 Fireball

Advance through the doors into the gatehouse. Keep advancing between the fireballs to the end, then climb up the wall on your right to get 3 razorspells. On the ledge, run to the other end and pull the lever on the wall. Now, to jump to the other side, run lengthwise along the ledge, then turn and jump across the gap while you still have momentum. Use the teleporter to get 1 fireball, then get 2 more at the other end of the ledge. Jump back across and walk down the steps you came up. Pull the lever by the doors. Now does the floor look suspicious? Walk backwards across the stones, and as soon as you hear the door start to close, run back towards it. You'll still fall, but not as far, so you won't take damage.

II. Entrance

Walkthrough Spire II

Kills: 23/24 ; 12 Orcs, 9 Imps, 2 Spiders
Secrets: 2/2
Pickups: 24/24; Silver key, 9 Health potion, 2 Fireball, Razorspell, War Pig, Arc of power, Flamelance, Bomb shot, 3 Coin, 4 Antidote.

Open the gate and face 3 orcs. Draw them back into the archway to keep them one at a time. The 3rd will yield the silver key. Climb the wall by the right door to get a razorspell.

RIGHT SILVER DOOR: Activate the lift, then face 2 imps up top. In one corner, a square lift is on the ground by a lever. Activate the lift, then do 2 small run-jumps to the platform with the lever. Pull it, then get the 2 fireballs that arrive. Go back to the ground and climb the series of ledges along the wall on the opposite side. Kill the 2 imps, then enter the room and pull the lever to kill the orc and get the lift. Take the lift down, and enter the hallway. Once you turn the corner, stay along the left wall. Kill the orc and get the health potion. Pull the series of switches, then obey the chalk arrow. Pull the lever and get the potions, then follow the arrow again to get back to the lift, but watch out for the orc. Take the lift back up. Face 2 more orcs and get the health potions.

LEFT SILVER DOOR: Get the war pig from the ledge by the other silver door, then enter it. Kill the 2 imps to open the gate, then progress. Kill the orc on either side. In the alcove, see the nozzles on the wall? Don't pull that lever. Pull the one on the rear wall instead to open another alcove, then pull the lever in there. Take the lift it activated. Get the arc of power on the other side, and pull the lever, then return to the middle room and pull the main lever.

SPIDER'S LAIR: [SECRET 1] Enter the secret room behind the column that moves and get the flamelance, then turn to face the imp. The rear wall will rise to reveal a lever. Pull it to raise the portcullis in the rear of the area behind the first silver door, and reveal 2 more imps. [SECRET 2] Open the chest for a bunch of stuff. Now climb the column blocks to the top and get the antidote. When you approach the lift at the other end of the room, 2 spiders will drop down. Run around avoiding their venom spit until one kills the other, then move in and slash away. Activate the lift and walk between the platforms when they

connect. From the one with 1 antidote, you can drop to the one with a health potion if you time it well, then drop back again. Ride the lifts to the exit and kill the last orcs. Sigh, and this is only the first level.

III. Great Engine

Walkthrough Spire III

Kills: 3/3; Flame Walker, 2 Imps

Secrets: 2/2

Pickups: 11/11; 5 Bomb, 3 Fireballs, Health potion, Coin, Venom sword.

Cross to the opposite side of the room and enter the middle column through the portcullis. Take the lift, and get off it right away once you reach the top, as you see the temperature gauge on the wall rise. Take the other lift across the gap. Get the 3 bombs and kill the walker, then take the left corridor. Take the lift down and drop to the floor, then pull 2 levers behind the rear structure. Now climb the blocks across to the rear structure and pull the lever to get the venom sword. [SECRET 1] On the way back across the blocks, notice that the last one rises as you walk on it. Go down to the ground, and underneath this block is a secret area with 3 fireballs. Now, climb back up and continue to the save point and beyond. [SECRET 2] Take the lift on the right to a secret area and open the chest. Go back down and take the other lift. Use the levers to kill the seesaw imps. Exit.

IV. Chamber of Horrors

Walkthrough Spire IV

Kills: 22/22; 11 Warrior Priestesses, 5 Amazons, 6 Snake Women.

Secrets: 1/1

Pickups: 10/10; Strength, Warhammer, 3 Razorspell, 2 Fireball, 3 Health potion.

Enter the door and run past the first pendulum and stop. The amazon will likely stop and get hit by the second pendulum. Drop to the lower level on either side and kill the 3 warrior priestesses. Take either door back up and advance past the pendulums to the next room. Wait for a snake woman to appear, and stand blocking on the opposite side of a smasher, so that she enters the smashing space, then hold block and laugh as she gets creamed. Repeat until the door opens. In the next room, go left and pull the lever. [SECRET 1] Drop into the space under the lift and get the strength potion. Pull the lever again and take the lift up. Advance room by room and take out the enemies. In the last room pull the lever and return to the lift. In the blue room (the presbytery), kill the warrior priestesses and open the 2 chests. Trigger the blue wall and turn around quickly to block the girl. Enter the new corridor and activate the switch. The exit is now open. Get the potions and pull the switch.

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!! B) LABYRINTH !!
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I. Minotaurs!

Walkthrough Labyrinth I

Kills: 33/39; 16 Imps, 17 Minotaurs.

Secrets: 1/1

Pickups: 24/29; Warding, 11 Health potion, 3 Bomb shot, 2 Razorspell, Rocket, Blunderbuss shot, Flamethrower ammo, Gold key, Strength potion.

From the main room,

RIGHT PASSAGE: Activate the door than run back out of the entrance until it opens. Each door you open will reveal 2 imps. The first door only opens after you turn the wheel inside the portcullis. The end of the hall harbors a chest. Leave and cross the main room to the other side, where the fire spout is now inactive.

LEFT PASSAGE: Open the door. Open the first door with the first switch, kill the minotaur, and pull the switch inside. This reveals a rocket in the back of the passage. Now pull the other switch, kill the minotaur, and get the bomb. Now, across from the switches, drop into the pit and kill the minotaur. Open the chest and pull the switch on the back of the rear column. The switch by where you fell in teleports you out.

SECOND LEVEL: You can now climb up to the second level and find a health potion. On this level, the corners have crumbling floors; jump across them. Go left after climbing up and jump straight across the crumbling floor, then up the ledge on your left and pull the trigger. This opens a space behind the crumbling floor you just crossed, with some shot and an imp. You can throw a bomb into the space to kill him. In the opposite corner from where you climb up is a door you need to open. When you trigger the door, 2 imps appear behind you. When you kill them, the door opens and 3 more imps come out. (Right about now, the chimes might have expired, revealing more minotaurs. There are 6 on the bottom floor, originating in the passages. They might not all appear at once). If the chimes have expired, 2 minotaurs will be inside the door. Ride the lift up.

THIRD & FOURTH LEVELS: Get the 2 health potions. At the next lift, go right, and take the lift by the start of the catwalk. Follow the path and pull the gold switch. An imp will appear on the way back. Go back down and cross the catwalk, and take the lift on the other side. [SECRET 1] Leave the lift and trigger the wall on your right to reveal a magic warhammer. Go down the hole and come back up here. Cross the small bridge that moved to the other gold switch. Use it, and take the bridge to the blunderbuss. When you come back from the bridge a wall will have opened by the switch. Take the path to the lift, then past it. Get the health potions; 2 imps will appear behind you as you do. Take the lift back down. Now go to the opposite corner. As you approach, a door will open and let a minotaur out. Kill him and two more appear, along with flamethrower ammo. Now open the opposite door. An imp appears and runs away; don't follow him past the next door, or you fall to your death. Instead, enter the right alcove and trigger the wall, climb up and hit the switch. This will lock the floor between the walls and give you a save point. Now go kill the imp and pull the far switch. Now go to the catwalk and jump to the floor that appeared. Get the gold key and kill the 2 minotaurs. Trigger the wall across from the new floor, get the treasure and pull the switch. This gives you 3 more minotaurs when you return to the corner on this floor with the gold door. Open it and exit.

II. Inner Chamber

Walkthrough Labyrinth II

Kills: 24/26; 16 Imps, 2 Minotaurs, 4 Flame walkers, 2 Chaos Alchemists

Secrets: 1/1

Pickups: 41/43; 13 Health potion, 6 Blunderbuss shot, Gold key, Silver sword,
4 Coin, 2 Fireball, 2 Bomb, Charm of Icy Cool, Red key,
Razorspell, Greater razorspell, 2 Crown, Silver key, 2 Warding,
2 Flamethrower ammo, 2 Arc of Power

ENTRANCE: Advance and kill the imp, then open the chests. The right door opens first, giving you 2 imps and a switch, which opens the left door and 2 more imps appear. The left switch opens the last door to give you the gold key. Get it and open the gold door, then the next gold door, and kill the minotaur. Now, avoid the crumbling floor and go right, climb and hit the switch, then straight across to another switch. Now go forward more and kill the imp, then pull the switch on the right to start the moving floors. You have to jump across the floors on the left side to the end to pull the switch that will stop the rockets.

ACROSS THE BRIDGE: Once you're across the bridge, a minotaur will be on the right. To the right, once you advance enough, the side panels will open and let imps out, but also reveal treasure. At the end, the switch opens a wall near where you crossed the bridge, with a save point. Before entering, take the left pathway to the treasure chests. Open the right chest first and turn the wheel to turn off the firespout. Down the longer corridor with the switch on a ledge, hit the switch then run across the floor, which will collapse. Now walk to the hole and look down to see treasure on ledges. Jump from ledge to ledge to collect it. Open the first door and kill the imps behind you. Pull the switch to lift the gate. Get the treasure and teleport. Return to where you were, but watch out, as the rockets are now firing again. Now take the lift to the teleporter.

FIRST ALCHEMIST: Wait for the wall to open, but hide until the arrows are done shooting. In the right passage, open the wall and kill the flamethrower knackerer and pull the switch. In the back of the dark area in the rear of this passage is a moving wall with a greater razorspell behind it. In the left passage, open the first wall for another knackerer and switch. The next wall reveals a treasure room. When you enter, the other wall to the left will open and reveal an alchemist. Kill him for a bomb and get the treasure.

SECOND ALCHEMIST: Advance halfway across the bridge. Two walls will open and reveal more knackerers. Kill them with distance weapons or spells. Take the right branch and open the doors to get access to where the knackerer was. Pull the switch to turn off one flamespout blocking the central door. Now take the left branch and repeat. [SECRET 1] Since you have the red key, enter the red door and get the treasure. Now take the center door. Open the silver door and the alchemist will come out on your left. Kill him for another bomb. Take the lift to exit.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!! C) CIRCUS OF THE DAMNED !!
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I. Welcome to the Circus

Walkthrough Circus I

Kills: 21/21; 8 Snake women, 8 Jesters, 5 Hell Clowns

Secrets: 1/1

Pickups: 23/23; 4 Fireball, 8 Health potion, 3 Firefly, 2 Starspell, Red key, 2 Warding, Speed potion.

Make a chalk mark where you start to orient yourself. Turn right, and pull the right lever. Enter the room it opens. Once you reach the venom sword, one of the snake women will be freed. Kill her to free the other, and kill her too. You can now open the last gate and get the treasure. Now return to the save point and open the gate. 2 Jesters will come toward you, but won't cross the threshold. Kill them, but don't enter further here. Instead, open the wooden door and enter there. In the center, put a chalk mark to orient yourself again. Go to the skeleton on your right and jump down there. Pull the switch, get the potions, then teleport. Now return to where you killed the jesters and advance, opening the first gate but not the others. [SECRET 1] Go left twice and jump before the imps-in-boots get you (they're indestructible). If you miss the treasure, try again. Now take the left path (the only door that will open) and enter. 2 jesters will come from either side of you in the tunnel. Continue to the snake women's lair. Kill the first pair, then open the far door for another, and then a side wall will open with another, then the opposite side with two more. Continue in this new passage, and pull the switch by the left mural. Take the left door and open the second door. Continue to the jack-in-the-box, which opens to give you the red key. Continue back through the

remaining doors, and go back to the crossroads. Take the road opposite the entrance to the crossroads. Open the door and quickly trigger the box so it'll blow up the enemies. Follow the path, kill the baddies, open the left box and back away until the other one blows up. When you come to a crossroad, 2 snake women come from one side, but can't cross the threshold. It's fun to throw a couple bombs and watch them fly apart. Kill the last 2 clowns before opening the door behind the snake women.

II. Corridor of Clowns

Walkthrough Circus II

Kills: 21/21; 19 Hell clowns, 2 Demon priestesses.

Secrets: 4/4

Pickups: 35/35; 3 Coin, Blunderbuss shot, 2 Antidote, 16 Health potion, 5 Fireball, Bomb, Gold key, 2 Arc of Power, 3 Razorspell, Jetspell.

Follow the pathway to the save point and beyond.

RIGHT PATH: Pull the trigger to open the gate, then enter the knackerer's room. Run in, pull the lever, then run backwards out of range. The right gate opened; enter it quickly. Follow the path. Use the side alcoves to avoid the knackerer. Only the second box on the side is treasure, the others are bombs. Collect the goods then go back out via the switch by the first bomb box.

LEFT PATH: Kill the clowns, advancing slowly. Go through the door. You see a clown far away, but when you approach him you'll be attacked from the sides as well. One side alcove is deeper than the others. Enter it and the far wall opens to reveal a knackerer. Run away, then when it is in the opposite alcove, pull the switch on the wall to close it in. Turn the wheel behind where the knackerer was to open the gate to the save point. Go left and kill the clowns. [SECRET 1] Across from the entrance to this area, open the wall to reveal a treasure box. [SECRET 2] So will the other wall in front of the other skeleton. Follow the path to cross the quad of doors you passed through earlier, but from the sides now. Continue on, kill the clowns, and then approach the big door, behind which is a demon priestess. Kill her to get the gold key. Pull the left switch for another priestess behind you. [SECRETS 3 & 4] The left and right switches also each open two walls. The ones outside the big doors are secret areas. Enter the gold door and kill the clowns.

III. Pavilions of Horror

Walkthrough Circus III

Kills: 36/37; 9 Axethrowers, 16 Snake women, 10 Death jugglers, Pit fiend.

Secrets: 1/1

Pickups: 45/45; 14 Health potion, Arc of power, 2 Jetspell, 9 Fireball, Red key, 2 Venom sword, 3 Firefly, Starspell, Blunderbuss, 3 Blunderbuss shot, Ankh of Vitality, 3 Bomb, 2 War pig, 2 Warding.

First, go left from the save point and take the lift to face 2 axethrowers (I suggest using a warding). Take the other lift up and fall through the hole to collect the goodies.

SERPENT TEMPLE: Go right from the save point to enter the serpent temple. Circle around the center and open the dark wall in the back, past the wooden door and portcullis. Take that path to another dark wall, which opens to give you the red key. Continue upward and drop into the space at the end to get the venom sword. Turn right and run out. Draw the snake women into the tunnel you were just in to avoid getting surrounded. Pull the lever on the back wall to open the portcullis to get the treasure. DO NOT go through the wooden door. If you try to open the box in there, you will die. [SECRET 1] The recessed wall to the left of the entrance reveals treasures. The others reveal more snake women.

CLOWN CAR PAVILION: With the red key, take the lift in front of the save point. Enter the door and get the treasure at the end of the hall, then enter the side door. A car will drive out and unleash a long barrage of death jugglers. After a moment, an axethrower will appear on the far platform. If you get jugglers between you and him, his axes will kill them. When you kill him, another appears on the other side. Razorspells are useful here. Once everyone's dead, the gate to the next pavilion will open.

SERPENT PAVILION: First, get the treasure to the right. The Ankh will be especially useful, as will the venom sword. The next pavilion gives you a few snake women, that's all. Leave, get the treasure and save.

AXETHROWER PAVILION: Like the name says, that's what you get. Try to draw some to the entrance without the door closing behind you. Otherwise, run around avoiding the axes and kill them when you can. They'll take axes in the back if you're positioned right. Leave and get the health potions.

JURASSIC PAVILION: Aargh! Get the warding and run back into the last pavilion. He'll get mostly stuck in the doorway, and you can peg him with fireballs. Hit him with physical weapons and he'll likely break loose and come for you. Once he's dead, it's over.

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!! D) PIT !!
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I. Outer temple

Walkthrough Pit I

Kills: 30/30; 18 Warrior priestesses, 8 Amazons, Demon priestess, Abyss demon.
Secrets: 3/3
Pickups: 23/23; 3 Coin, Rocket, 2 Antidote, 5 Health potion, Strength potion, Fireball, Ankh of vitality, Venom sword, Blunderbuss, 3 Blunderbuss shot, 2 Starspell, Warhammer, Flamelance.

TEMPLE ENTRANCE: Enter and face the warrior priestesses. Get the coin on the shelf on the left. [Secret 1] On the right, in a darkened area, a wall opens to reveal a couple treasures. On the far wall, there are 2 health and 1 strength potions. Enter the silver door and kill another warrior priestess. Go down either side and kill the amazons, then enter to face the demon priestess. When you do, 2 more warrior priestesses appear. Draw them into a hallway, dispatch, and go back for the demon priestess. The barrels explode when hit. Try a blunderbuss to use this to your advantage. [SECRET 2] Examine the ark at the top of the room to lower a secret lift. Take it to the ankh. [SECRET 3] The right wall beside the ankh opens up to give you a venom sword.

FURTHER IN: To the left after entering the door is a darkened wall, which opens to reveal a blunderbuss. Use it to blow up the barrels beside it, then pull the lever they were hiding. Now you can use the save point if you wish. If you don't pull the trigger, then approaching the save point activates a trap. Now, either side of the center room hides an amazon. Kill them then enter the left door for an amazon and a warrior priestess. Opening the opposite door also raises the wall behind it for another warrior priestess and treasure. In the next room, kill the women and go to the back room. Get the treasure on the side alcoves, including behind the statue. Ride the octagonal floor down, advance and face a lot of baddies, including the Agrash warrior. As soon as they appear, run back to the lift, and the wall beside it will be open for a blunderbuss shot. Pull the switch at the rear to activate the lift in the last area. Ride that lift to exit.

Kills: 36/37; 16 Warrior priestesses, 15 Amazons, Abyss demon, 2 Skeleton, Skeleton lord, Demon priestess.

Secrets: 3/3

Pickups: 41/43; 9 Health potion, 4 Fireball, Warding, 3 Anti-magic charm, Venom sword, 3 Fireball, 4 Razorspell, Ankh of Vitality, 2 Coin, Silver sword, Red key, 2 Crown, Strength, Bomb, Gold key.

FIRST BELL: Advance and take the open lift. Go right and kill the enemies, take the alcove to the right and turn the wheel to open the wall behind you, then enter the far passage where there seems to be a lift, and pull the switch to open the other door by the lift you came down. Enter, kill some more, open the chest on the right for a potion and the coffin beside it for a warding. Cross to the other side for more killing (one amazon is on the ledge above the archways). Open the wall on the left for 3 anti-magic charms. Climb up and ring the first bell (using the action button), pull the lever, and kill the abyss demon.

SECOND BELL: Take the lift back up and go through the now-unlocked door. Go down slowly. The wall at the bottom of the slope will open and release 2 warrior women. The wall at the next corner opens to reveal a lever. Pull it. Continue down. Go straight and climb up on the left for 3 coins. [SECRET 1] Take the other open pathway and climb up on the left for a save point. Open the door with the blue rim. When the warrior priestesses appear, move to the side of the doorway so they can't hit you with knives, and wait for them to move in. Enter to get the rest. When they're gone, the last alcove on the right will reveal treasure, but entering it releases more queens from the next alcove. [SECRET 2] Behind the treasure is a moveable wall with an ankh. In the first alcove on the right is a lever that opens the silver door by the secret save point. The door opposite the save point reveals 2 potions and a coin. Through the silver door, the door on the left has 3 warrior priestesses and some treasure. The far door leads to another pathway with more of the same. Follow it around the corner and open the wall on the left for a silver sword. Keep going and pull the lever, then return and go through the portcullis it opened. Continue and face some skeletons, then pull the bell and summon the demon priestess. This also opens the wall to the first bell.

DEMON PRIESTESS SHOWDOWN: Remember, she can only be harmed by direct physical attacks. She's in the room where all the warrior priestesses appeared. Killing her yields the red key. Go through the opened wall to the first large room with the red portcullis. Take the path to the top, and jump across the lifts. The eternally moving lift brings you to a wall that opens to reveal treasure. On the opposite end, do a long running jump to the other side of the other room. Turn the wheel before pulling the switch. A running jump from the back of the key room will get you back across the gap. Pull the switch to open the wall back to the start. Enter the gold door to exit.

Kills: 33/33; 8 Demon priestess, 6 Warrior priestesses, 7 Axethrowers, 12 Skeletons.

Secrets: 2/2

Pickups: 36/38; Strength, Bomb, 2 Warding, Blunderbuss, 3 Blunderbuss shot, 7 Health potion, 8 Antidote, 3 Silver sword, Coin, Gold key, Ankh of vitality, Jetspell, Fireball, Flamelance, 3 Crown, Magic warhammer.

Advance to the next door and a demon priestess will appear on your right.

MAIN ROOM: In the next room, warrior priestesses appear. Kill them and collect

the treasures. On the right, ride the silver block up and jump to the blunderbuss. On the left, take the tunnel down, and open the wall opposite the entrance. Pull the lever before opening the chest. Notice all the dead who failed to do the same. Repeat in the right tunnel, except you pull another lever instead of opening a chest. Outside the tunnel, another lever has appeared that opens the curtain beside it, letting in 2 axethrowers. Dispatch them and skeletons appear. Lots of them. When you get just one enemy at a time, save your silver sword. Kill them all and the gold key appears. [SECRET 1] Now, the floor by the silver block will lower, revealing a secret area.

THROUGH THE CURTAINS: Use the gold key on the lift and save if you like. Pull the lever to open the axethrowers' passage further, revealing more of them, and 2 demon priestesses. At the end of this passage is a tunnel. Enter it, get the silver sword, and exit it quickly, to avoid the trap. Go back in and open the side wall to reveal a save point. Back by the entrance is another tunnel with a silvery floor. Enter it slowly to avoid the trap. Pull the lever at the end then exit to the main room, where another curtain has opened. Enter and take the tunnel, get the treasure, and ride the center lift down. [SECRET 2] Stay on the right side and advance. Get the treasure. Back at the lift, trigger the side wall. Now, go to the end of the passage behind the first curtain again and down the tunnel, where a new room will be found. You think you can sneak up on the skeleton, but when you try another appears and attacks you. Kill both and trigger the wall, except that the wall behind you will open and let out a demon priestess. Kill her to open the wall you want.

UPPER LEVEL: Jump across the gap and climb up to get the red key, which brings out a demon priestess. Kill her for a save point. Behind the red key, the wall moves to give you antidotes. Jump back across, go to the next square, and take the non-green path behind it for a potion. Run past the green part for an antidote. Now go back to the square and jump the gap again. Get the silver sword and open the wall. Take the right path, then turn left and open the chest, duck out of the way, then collect the treasure. Proceed to the end of the tunnel, staying along the wall to avoid the arrows, get the antidote from the ledge, and jump the gap again. Now you get to face 2 demon priestesses at once! Jump the gap once more, climb up and pull the lever, giving you a lift back down to the ground. Take this and face 2 more demon priestesses, upon whose death the exit will be revealed.

IV. Catacombs

Walkthrough Pit IV

Kills: 41/42; 14 Skeletons, 10 Axethrowers, 13 Ghosts, 4 Spiders.

Secrets: 0/2

Pickups: 39/52; Blunderbuss, 4 Antidote, 5 Silver sword, 11 Health potion, 3 Razorspell, Red key, War Hammer, 2 Strength potion, Warding, Gold key, 3 Coin, Charm of icy cool, 3 Crown, Silver key, Blunderbuss shot.

CATACOMBS 1 & 2: Enter the catacomb behind the save point for some skeletons and treasure. One last skeleton appears when you open the chest. Drop down to the left after exiting this area and kill 2 axethrowers. Take the right path, trigger the chest and back out quick. Pull the lever and take the left path. Pull that lever and fight what gets released from the portcullis. Upon killing the ghost, you get the red key. Pull the lever inside the portcullis area, and get the potion. Use the teleporter to return to the upper level to face 2 more skeletons. Now you can use the red switch, which allows you to cross to the left and drop to the next level.

CATACOMB 3: Kill the skeleton, or push him off the cliff, and drop down to the gold arch. Enter the catacomb and take the left path. In the back left there's a chest. By the picture of Agrash, a lever opens the far door and lets out 2

spiders. Through that door, get the treasures on either side and the gold key. The floor will automatically activate when you step on it, letting in a bunch of axethrowers. Run to the side and draw them to you. Outside, the teleporter takes you back to the top, so don't take it, unless you forgot something. Go to the opposite corner from the gold arch and jump to the next platform.

CATACOMB 4: Trigger the wall and take the lift down. 2 axethrowers are hiding behind the column on your left. Continue on and jump straight across the pit. Pull the lever and immediately move to the other side of the ledge. Get the treasure and jump to the left side. Pull the lever and jump to the opposite side, by 2 diagonal jumps to be safe. When you exit out the other side, 2 skeletons come from behind you. Be careful not to get pushed off the edge. Go through the portcullis and pull only the gold lever. Ride the platform across.

CATACOMB 5: Open the door across from the picture of the demon, then drop down to the next level and fight the skeletons. Enter and kill the spider. Get the antidote if necessary. Pull the lever and get the silver key, releasing another spider. Get the silver sword behind the wooden door, then open the silver wooden door and kill, er, dissipate a lot of ghosts. Open the coffin in the back corner for treasure and pull the lever. On your way out, fight 3 axethrowers. Drop to the next level and take the lift to exit.

V. The Gauntlet

Walkthrough Pit V

Kills: 18/18; 2 Skeleton lord, 2 Spiders, 3 Axethrowers, 11 Skeletons,

Secrets: 3/3

Pickups: 27/30; 4 Coin, Fireball, 7 Health potion, 2 Antidote, 2 Warding, Infernal device, 2 Firefly, Rocket, Blunderbuss shot, Speed, Charm of icy cool, 3 Arc of power, Greater razorspell.

CROSSROADS: Enter the door. When the wall opens, run past it to avoid the arrows, then enter it and pull the lever. Take the only door you can and walk to the end. Pull the lever and open the box, get the potion, then run back. As soon as you clear the doorway, turn to avoid the fireballs coming behind you. Through the other door, stay along the left wall after you turn the corner. Open the far wall and pull the trigger. Open the chest, then open the wall opposite the one you just opened and pull that trigger. Now, enter the center door and pull the trigger behind the back wall. Don't trigger the side walls or you'll get burned. Now you can save.

TOWARD THE GAUNTLET: Drop to the next level and turn around to face a skeleton lord and get antidotes. Don't enter this area yet. Drop down 2 more levels and fight a spider behind you when you reach the far side of that block. Continue all the way to the right, pull the trigger, then come back. Kill the axethrowers and enter the portcullis. The right wall reveals a chest. Now climb back up. Enter and fight 2 skeletons to open the wall. At the back is another and a potion. [SECRET 1] Open the wall opposite the one that opened automatically. Find an infernal device! Enter the new room to face a spider and 2 skeletons. The gate opens via a switch behind the back wall in the second alcove on the left. 3 Skeletons emerge.

NEGOTIATING THE BLOCKS: Enter and kill the skeleton lord from afar. Do a running jump to his platform from about 2 steps behind the archway (if you fall to the ground, there's a health potion and a firefly. You can teleport back up). Jump straight off the end of the platform to the next level, pull the right switch, then jump off the protrusion to the walls that just emerged. [SECRET 2] Climb up, and at the top open the wall on your left for a save point. Go down to the left and enter the area there, get the treasure, and pull the lever to teleport to a similar area. Get the treasure and pull the switch again. Leave and open the portcullis to fight 3 skeletons.

THE GAUNTLET: Open the wall on your left, and take the slope to the top to pull the switch. Watch the pattern of fire. Now go down and run past 2, then 3 firespouts and stop. [SECRET 3] Jump down and teleport, return to the same spot, and drop down again, then open the wall by where the teleporter was. Teleport back up. Stop at the same spot again. Now, if you want, try to run, turn and jump the gap to the ledge across the hole. The wall raises to give you a greater razorspell and a warding. If not, step on the lift at the end to exit.

VI. A Pair of Fiends

Walkthrough Pit VI

Kills: 7/7; 2 Pit fiends, 3 Abyss demon, 2 Agrashes.

Secrets: 2/2

Pickups: 39/39; 9 Health potion, Strength, 3 Anti-magic charm, 3 Speed, Bomb, 2 Arc of power, Fireball, 3 Crown, 3 Warding, 2 Rocket, Coin, Greater razorspell, Red sword, Charm of icy cool, Venom sword, Jetspell, Razorspell, Red Key, Ankh of vitality.

HIGH AND DRY: Go straight to the save point and keep going straight to the end, turn left and find a chest. Now take the right road and go straight to the end, running past the moving wall, and pull the switch on your left. Now take that road straight back and take the other branch that leads to moving walls, making sure to stop on the charms. Get the treasure and come back, then go all the way to the left. Do a running jump across the gap, then go right and get the treasure, come back, run and jump straight across to the crown and pull the switch in the back. Jump back and take the now-open path. When you reach the rockets, the wall behind you will open and shoot fireballs, so get out of the way. Take the lift down.

ON THE GROUND: Open the portcullis and get the anti-magic charm, avoiding the pit fiend. Stay to the right and go straight across the main room, entering the first passage on the other side. Get the fiend to chase you, run to the end and pull the switch to watch it burn. The other will be released and can be dispatched in the same way, yielding the red key. [SECRET 1] The wall beside the lift raises for some treasure. Now, behind the switch the wall is open for a save point and potions.

SECOND WAY: Draw a fiend into the second passage on the right side of the starting room. Run out the other side and pull the lever to trap and burn it.

AFTER THE FIENDS: Take the left passage into where the second fiend was kept. [SECRET 2] On the way, open the wall on the right for treasure. In the other area, the far left corner holds a chest. On the right in the area with blue walls is another. Some spells are behind the red save point. Use the red key. At the far portcullis, an abyss demon appears. The lever in his hole opens the portcullis.

AGRASH UNLEASHED: The lift takes you to a round room with 2 more abyss demons. Climb up somewhere to pick off at least one with distance attacks. When they're dead, Agrash appears! Keep moving to avoid his fireballs. On the platform he appears on, you'll find a health potion. The wall in the back gives a warding. The lift takes you higher, but he'll still follow you there. The opposite platform hides an ankh behind the side wall. Kill him and... another appears? I don't understand.

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!! E} BELFRY !!
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I. Nightmare Towers

Walkthrough Belfry I

Kills: 23/24; 19 Knights, 4 Spiders,

Secrets: 1/1

Pickups: 27/29; Magic warhammer, 3 Fireball, 3 Razorspell, Ankh of vitality,
3 Bomb, Silver sword, 9 Health potion, Gold key, 2 Antidote,
Venom sword, Silver key, Red key.

TOWER 1 & 2: Take the lift down and pull the lever without the skulls on stakes by it (big hint here). Go back up and run across the bridge. The next tower holds 2 knights. Take the lift down. Notice the pressure gauges on the walls? You have that long to open a chest before the lift rises again (with you on it or not) and fire fills the room. To get all the treasure, use a charm of icy cool. If you don't have one, go for the rear left chest (from the direction you faced on entering the tower) to get the ankh. If you stay down there, once the fire is gone, you will teleport back up.

TOWER 3 & 4: 3 or 4 Knights will run across the bridge to meet you, often falling off the side in the process (suckers). The remainder will fight you in the tower, for a total of 7. Open the chest and open the portcullises, drawing in the knights to kill them. Take the left path to the next tower, where you face 2 more knights. Go through the back to the next room. [SECRET 1] Trigger the wall of skulls to teleport to a secret area, get a venom sword, and be teleported back instantly. Take the lift down and leave the room. Fight the knights and exit out the other side.

LOWER LEVEL: On the ground now, 4 spiders roam the area. Just run to avoid their venom spit, and slash them with the venom sword when you get in close. AT the far end, behind the tower base, is a gold key gate, which gives you the silver key, which opens the way to the lift that takes you to the red key, back in the room at the other end.

TOWER 5: Cross back to the middle tower, kill 2 knights, and use the red key to open the next tower to exit.

II. Sunken Castle

Walkthrough Belfry II

Kills: 19/20; Pit fiend, 16 Knights, 2 Red knights.

Secrets: 2/2

Pickups: 24/26; 3 Coin, 2 Strength, Warding, 4 War pig, Ankh of vitality,
Red key, 2 Blunderbuss shot, 6 Health potion, Magic warhammer,
3 Starspell.

GATEHOUSE: [SECRET 1] Run to the right and press the small gold button beside the hole in the floor for a platform that takes you to a warding. [SECRET 2] Open the back wall. When you do, the big hole in the floor will fill up with a pit fiend, so be ready. Hit him with a bunch of fireballs, or make him chase you back to the start. Along the way, the floor will crumble and kill him. Jump across the last of it as soon as you think you can make it. Enter the doors and kill the knights to open the side wall, which holds a red knight. Pull the switch to leave the gatehouse.

COURTYARD: To the left, a knight awaits. When you enter the pen, the side walls raise and war pigs get thrown at you. Avoid them and hopefully they'll hit the knight. Straight ahead, a door opens to a room with a knight, a red knight, and crumbling floors. Don't step on the center section until you're on the far side, running across to get the ankh, going back toward the exit. On the right, the back wall lifts to reveal a save point. Behind it, a portcullis raises to give you a chest, but darts shoot out when you approach it. Cross the threshold then quickly back out to avoid them, then get the key from the chest

to open the other gate.

TOWERS: In this room, avoid the center floor, open the chests, kill the knights, and take the corner checkered lift. Above, 4 knights come at you from behind, and their passage holds 2 potions. Get the 3 chests and continue on to the next tower. Continue to the room with the rotating checkered floating floor. Jump to it as soon as it rights itself, and jump to one side to pull the switch. Don't wait too long to jump to the other side or the floor will crumble. Once both switches are activated, a wall by the platform opposite the entrance will retract. Ride the red lift to exit.

III. Great Keep

Walkthrough Belfry III

Kills: 26/26; 5 Red knights, 5 Armors, 6 Ghosts, Handy, 10 Knights.

Secrets: 1/1

Pickups: 11/12: Silver sword, 2 Bomb, Firefly, 5 Health potion, Magic warhammer, Ankh of vitality.

ATTIC: The floors crumble if you step on them, so use the beams exclusively wherever possible. You can jump across a hole by running from the rear edge of the beam. Jump to the right, then right to a full-floored area, then go to the end to get a silver sword. When you do, a red knight appears behind you. Now go back and go straight across, and get the bombs on the left. The wall behind the bombs moves to reveal a flame spout. Stand in the corner to avoid it. Jump outward and to the left when you can. Go left and run to the shot, quickly running back. Now jump straight across to the safe area. The back wall opens to let loose a knight. Continuing, ghosts assault you. Use the silver sword on them. At the end, pull the switch to work the lift.

BANQUETING HALL: Leave the lift and face... a giant hand? Along the same wall as the lift it came up on, open the next door and go to the red lift. Take it up and fight a knight and a red knight, then pull the switch under the walkway to open the far portcullis. Fight 2 more knights then pull the other switch. Climb the red ledge and take a couple steps forward until you see fire. Now turn around and jump across the gap to turn the wheel on the wall. Now you can jump back and cross the bridge without fire. Press the gold button at the other end. By the red lift is another knight. Kill him and return to the big room. The floors crumble in places: look for where they look different.

LEFT DOOR: 2 Knights await you, firing their crossbows. The walls behind each of them move to reveal 2 more knights (each), and also a switch on the right side. This opens the back wall of this room, giving you access to the gold button.

RIGHT DOOR: Take the lift up to an ankh of vitality, then back down again.

FAR RIGHT DOOR: A red knight is hiding inside on the right. Continue down the hall to get 2 armors. [SECRET 1] At the end, the wall moves to give you a magic warhammer. Climb up the right wall (on your way to the end) and follow the path to the end to press the gold button. Don't take the lift down if the floor outside is already crumbled. If it isn't run across it quickly before it does. Another red knight is now by where you climbed up. Once you hit all three gold buttons, the large door opens. Once you step on the lift, you exit.

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!! F) SEWERS !!
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I. The Maze

Walkthrough Sewers I

Kills: 26/26; 16 Orcs, 2 Orc sergeants, 8 Orc crossbowmen,
Secrets: 1/1
Pickups: 21/21; 4 Bomb, 12 Health potion, Coin, Red key, Grenade launcher,
Gold key.

RIGHT BRANCH: From the starting crossroads, go right and climb up into the hole in the left wall. Follow the path to a bomb, then 2 orcs in a room. Killing them (potentially with the bomb you just found, from the ledge of safety) opens the gate to the second crossroads. Get the potion and kill the orc in the alcove, then enter the maze. Follow the right wall around the maze, killing orcs and picking up treasures as they come. Open the wooden walls, but don't enter the first one yet. When you come to a portcullis, don't bother going in, because you can't get up the slope. You'll reach a portcullis with a sergeant behind it. Kill it, then go out the wooden wall, continuing to follow the right. Get the health potion off the crumbling floor and continue. Kill a crossbowman. Run across the next crumbling floor to find an orc and a coin. Jump back and continue to the right to return to where you started from. [SECRET 1] Where the floor crumbled under the potion, jump down to find a secret area and a teleporter back to the last crossroads. Enter the room behind the first wooden door you opened and run to the opposite side. Open the door, enter and take the lift, kill the crossbowman and take the red key. Return to the start of the level.

LEFT BRANCH: Use the red key to open the door at the end, which opens onto the catwalk with the crossbowmen that you ran under earlier. Kill them both (I suggest a bomb for the first one from the doorway with a hasty retreat, and the blunderbuss on the second) and continue to find another further in, with 2 more on the side. Once you're in the second room, drop to the ground, get the stuff under the catwalk, open the door and take the lift, then kill the crossbowman on either side and take out the one on the catwalk from there. Jump back to the catwalk and continue to the lift. When you approach the skeleton on the floor ahead, orcs will come at you from ahead and behind. Continue on, and a crossbowman will be waiting around a corner. A bomb bounced off the wall will take care of him. He yields the gold key and 2 potions, and he's the one at the top of those slopes from earlier. The gold key lets you exit opposite the starting save point.

II. Tunnels

Walkthrough Sewer II

Kills: 22/22; 11 Orcs, 1 Orc sergeants, 4 Orc crossbowmen, 6 Ghosts,
Secrets: 1/1
Pickups: 17/17; Blunderbuss, Warding, 4 Blunderbuss shot, 4 Health potion,
Fireball, 2 Silver sword, Strength, 3 Anti-magic charm.

Stand on the green mesh and hit action to ride the lift down into the tunnels, leaving you at a 3-way crossroads.

LEFT PATH: Climb up to reach a save point. If you want, climb up to the right from here, run and jump all the way across the gap to the warding. You must promptly turn around and jump down to the left or right, however, or rockets will pummel you. The jump is really tough, so it may not be worth it to you to bother. If you jump to the right from the warding (left when facing the warding), you can take this path to the secret area (see below).

LEFT PATH: From the starting position, look behind you and see the arrow holes up on the wall. Now go left and climb up. Advance and kill the orc that comes at you. Get the health potion on the right, then go left to find an orc and a sergeant together (for a little fun, back up once they come after you. They'll stop at the edge of their "area", toss them a grenade and use first-person view

to watch them fly apart). Go left to the gate, which opens to let out an orc. Climb up and get the potion and fireball on the sides, the latter with a surprise orc behind it. Continue through the other side and get the blunderbuss shots on the ledge to the right, but get down again quick or you're a pincushion. Return to the area where the sergeant was, go left and open the door at the end to kill 2 crossbowmen. Their room holds a silver sword and 2 switches that open gates elsewhere. Leave and climb up to the right, then follow the path. A door on the right opens as you approach, with another orc behind it. Enter this room and go right. Open the coffin for a strength potion. Now get your silver sword ready and go back to kill some ghosts, who were disturbed by your coffin robbing, apparently. Open the opposite coffin for more of the same, and the other 2 coffins on the left for another silver sword and some shot. Go out the door and continue to the right. If you fall into the lower level at any point, you could take this path to get back up.

[SECRET 1] At some point, go to the big gap beside the ledge with the blunderbuss shots that filled with arrows (straight from the starting point), do a big run and jump straight across. Go to the gate, open it, and wait for 2 sets of fireballs to pass. Go to the end, get the blunderbuss on the right, and pull the switch to drop 2 orcs on you from above. When you step on the lift it takes you down to the lower level, by the lone switch.

LOWER LEVEL: At the bottom is yet another orc. Enter the area with the skeletons on the ground and a crossbowman will come out. Chase him down and kill him to spawn another orc. Go straight to the end, pull the lever to open the wooden wall, and open the chest for anti-magic charms. Now enter the large area to hunt and kill some more. When you're done, pull the switches in the back to open the door, which leads to the exit.

III. The Hive

Walkthrough Sewer III

Kills: 33/33; 6 Mantis drones, 10 Mantis warriors, 10 Poison flies, 2 Spiders, Insect Queen.

Secrets: 1/1

Pickups: 37/38; Firethrower, 2 Flamethrower ammo, 7 Health potion, 4 Antidote, Blunderbuss, 4 Blunderbuss shot, Infernal device, 7 Rocket, 3 Fireball, Firefly, 3 Razorspell.

Kill the 6 bugs one by one to drop the energy barrier at one end of the room. Squish them good with the hammer. Open the pink wall for a firethrower, then enter the corridor. 3 mantis warriors come at you, and the end of the hall holds 4 poison flies, one at a time. Slide down and kill another drone, then another warrior that comes from behind when you start to walk along the path. Now a save point is revealed.

SWARMING GROUNDS: Slide down to the next area. Straight ahead, the wall lifts to reveal a, er, chest. In the large room, a mantis warrior awaits on either side of the entrance. A series of them emerge from various walls. When they're dead, take the path at the opposite end of the room, and run to the potion before the floor collapses. Kill the spider below (the firethrower works well here, as against all insects). To get to the antidotes on the left, push the wall beside the ledge in from the opposite side. While you're over there, open the side walls just past the block you push in and get the treasure. [SECRET 1] Climb up and advance to face another spider and some poison flies. When a path to the right appears, quickly run in and out over the crumbling floor. Continue forward to the end, then right into the circular room. Kill all the flies without falling in the middle. Look down into the center to see the queen. The easy, and smart, way to kill her, is to burn the stalactites over the hole so they fall on her. Once they all do, she's dead. If it wasn't quite enough, drop a couple grenades on her. Alternately, if you're stuck down on her level, use the infernal device, and just keep moving to avoid her spines. Once she's

done with, on the upper level, a teleporter is revealed that brings you to the exit, which is through a door behind her on the lower level.

IV. Medusae's Lair

Walkthrough Sewer IV

Kills: 15/15; 3 Medusa sisters, 4 Orcs, Orc sergeant, 6 Orc crossbowmen,
Ugluk Stormfart.

Secrets: 1/1

Pickups: 31/31; 4 Antidote, 2 Grenade launcher, 2 Grenade, 3 Bomb, 3 Fireball,
War pig, Infernal device, 3 Rocket, Ankh of vitality,
6 Health potion, 5 Razorspell.

LAIR OF THE MEDUSAE: Exit the short tunnel you start in and turn right to face the first medusa sister. Once she falls, you can grab the 2 antidotes on either side of the starting point, on the outsides of the tunnel. The second sister is somewhere ahead to the left. Run around a bit and she'll find you. Moving ahead in the room, you reach a threshold where the ground slopes down slightly. Past this on the right is the last medusa sister, the only one who can turn you to stone. Her gaze-beam moves slowly but will follow you. The only ways to stop it is to get a wall between you and it, or use an anti-magic charm. If you don't have one of the latter, use the first and throw distance attacks at her. Once she's dead, portcullises rise on either side of the room, on the upper level along each far wall. [SECRET 1] On the right side, the rear wall opens to reveal a secret area.

LEAVING THE LAIR: Along the back of the room, opposite the starting point, another save point and lift, one that works, are revealed. Take the lift up and find 2 orcs waiting for you. Take the hallway to find 2 orc crossbowmen waiting above you. Climb up quickly and kill them physically; you won't take too much damage. Alternately, be creative with a distance attack. Take the right side of the upper level and a wall moves to reveal another area. Cross it and pull the switch in the pit on the right (the left burns you; you can see a spout above the switch) to open the door and opposite wall, which holds an orc who gives up a grenade launcher when dead.

ANTECHAMBER: Your best bet is to run in, dodge the crossbow bolts and kill the orcs in person. If you stay behind, others will just teleport in beside you until there's a lot to deal with at one time. After 4 crossbowmen come a regular orc and a sergeant. Once everyone's dead, Ugluk appears. Use an anti-magic charm or keep moving to avoid his bolts. Up close, he blocks a lot of attacks, and his will poison you if they connect. A good number of sword chops or a few edged spells will take the wind out of his sails and open the rear door to the exit switch.

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!! G) TRENCHES !!
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I. Forward Trenches

Walkthrough Trench I

Kills: 31/31; 16 Rat swordsmen, 8 Rat musketeers, 4 Rat grenadiers, 3 Rat ogres.
Secrets: 1/1

Pickups: 12/12; 2 Grenade launcher, 2 Grenade, 4 Health potion, Red key, Coin,
Silver key, Gold key.

IN THE TRENCHES: Open the gate and run out to face 2 rat swordsmen. If you wait until the gate is almost closed, then run out and run back in, you can trap only one ratman in with you for an easy kill. Now you're safe in the first trench. Climb up at either end (there're mines in the middle; don't step on one or it's game over), run forward and jump across the next trench. Kill the musketeer,

then run across to the other cannon to kill the other one. In the trench below you can find 4 rat swordsmen, one at a time for easy kills.

TRENCH 3: Climb up behind the cannons on the sides (more mines in the middle) and see the rat grenadiers along the back on a block. Most of the grenades will just land in the trench in front, but some might bounce up to you, so be careful. Jump over to one, climb up and kill him, then go back and get the other from the opposite side. 4 more swordsmen are in the trench.

UNDER THE TRENCHES: Take the left lift down from the trench to fight a rat ogre and get a chest. Take the right lift down to fight a swordsman. [SECRET 1] The wall opposite the entrance opens to reveal some treasure. Go to the right to fight 2 rat ogres, one at a time, who are waiting in alcoves on the left. Continue on and open the first portcullis. Activate the lift, then walk into the right wall so you'll get off before the roof spikes impale you. Take the other lift and walk out above the guard towers in the next area.

BEHIND THE WALL: Kill the grenadier, then drop down and use your position to lob grenades into the other two nearby towers. In the far corner (closest to the previous open area) you'll find a save point slightly sunken, by another grenadier's tower, which you can climb into to kill him, and then shoot another grenade into the last tower. Ahead, drop grenades or bombs into the trench, then jump in to finish off whoever's left. The grey wall in the center of the trench opens to a tunnel that holds a musketeer on either side, who would rise to the top level when you breach it, unless you kill them here. The gold key is also in the trench, letting you open the last door to exit.

II. Headquarters

Walkthrough Trench II

Kills: 24/24; 24 Rat musketeers.

Secrets: 1/1.

Pickups: 8/9; Warding, 3 Health potion, Strength, 3 Razorspell.

PILL-BOXES: [SECRET 1] Walk straight into the square impression in the mound and press action to teleport to a secret area, above the right pillbox. Drop down toward the back and shoot the musketeer through the window. Run across to the other side and do the same. Continue with the other 3 pill-boxes, always watching for mines. Pull the lever in the middle of the area and ride the lift up.

OVER AND UNDER: Follow the corridor down the slope. After the first corner, walk backwards, because a musketeer will come out of the wall at the corner after a certain distance. Repeat at the next corner with a different wall. Once you pass the table, take the lift up into the first pill-box. Pull the lever to go back down and face a rat who comes from the side of the table. Continue onward. After the wooden section with torches, a musketeer is waiting on the right in a small alcove. Throw him a bomb for a laugh and a save point. Now run around, kill a bunch of musketeers one by one, and take the lift with the skulls up into the pill-box with the gold switch. Pull it to open the command center. Take the underground pathway back. After the wooden hall with the torches, kill a musketeer, then jump over the pit that now appears. Don't go for the potion: there are mines all over the floor.

COMMAND CENTER: Run toward it, and pass it on either side close to the center, so you'll take probably only one residual rocket blast. Climb the block at the back and up to the top. The top is covered in mines, so don't run around without looking. From beside the hole, drop in a couple bombs to take out a bunch of rats, then jump in to finish off the last couple. Open the chests and take the lift at the back to exit.

Kills: 15/15; Rat ogre, 2 Mutant rats, 9 Rat musketeers, 2 Rat swordmen,
Skabulus.

Secrets: 1/1

Pickups: 11/11; 7 Health potion, Speed, Red key, Warding, Crown.

Enter the door and kill the rat ogre, who doesn't seem to care if you shoot him several times with a blunderbuss. Pull all 4 levers to open the left raised door. Take it for another save point (already?) and 4 potions on the sides, then continue. If you take the left path, at the top of a small bump in the path, the floor will crumble. [SECRET 1] If you drop down the hole, you'll lose 50 health, but you'll get a speed potion. However, you'll also get burnt if you don't trigger the wall and teleport out quickly. At the end of either path from the save point (left or right), you can step onto a bridge, which lowers once you do. On the ground, the room leads into a set of large corridors which hold 2 mutant rats. The "good" way to kill them is to lead them into a room whose entrance is marked by a huge picture of a rat head with bloody fangs on either side. It's along the wall if you stick to the right after entering this section. In the room, there are 2 levers which collapse the floors in front of them after a brief delay. Lead a rat onto the floor, then pull the lever to both impale and burn it. Alternately, you can hit it with a couple rockets, or use some other method of your choosing to destroy it. That speed potion comes in handy too. Once both rats are dead, both red doors in the back of that room will open. There are musketeers on either side, who won't see you until you get closer to them, and another straight across behind a grill who can shoot you right away. Run straight across the room and open the door. Take either side up to the metal door, which opens to that middle musketeer. Kill him by blowing up the TNT box for fun, and for the red key. Open the wooden doors to get the side rats, then go back down and open the red gate. Many musketeers live in the next room. Draw them into your hallway and kill them in a controlled fashion. Once they're gone, get the warding on the right inside the room, then continue on for 2 swordsmen and the rat king himself. He isn't a major threat, but will take a while to kill with just a sword. Claim his crown and move on.

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!! H) INVERSION !!
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I. South Tower

Walkthrough Inversion I

Kills: 22/22; 10 Rat swordsmen, 8 Rat musketeers, 2 Rat ogres, 2 Rat grenadiers.

Secrets: 1/1

Pickups: 22/22; 6 Blunderbuss shot, Blunderbuss, Coin, 3 Fireball, Red key,
7 Health potion, 2 Grenade, Grenade launcher.

SOUTH TOWER: Shoot the rat in front of you in the back, then run out and back in to draw in the musketeer on the right. Kill him, then the next in the far right corner, then in the near left corner, and in the final far left corner. Pick up the blunderbuss and shot and take the lift down. Open the gate to fight 2 swordsmen, then shoot the far barrels to reveal a chest. A rat ogre is hiding behind the columns beside it, however. [SECRET 1] To the left of the switch (on the left wall of this room), the grey wall opens to give you some shot. The opposite wall opens to the red key, and going through here lets you kill some rats from behind, as opposed to taking the wooden door by the switch. Alternately, taking the wooden door makes it easier to kill the grenadier, and you can still enter the secret area from the other side.

SECOND TOWER: Run across the bridge and kill the musketeer. You probably can't

avoid a couple grenade hits from the guy above. Pull the switch to open the wall behind you, where 2 musketeers are waiting, then an ogre further and 2 swordsmen. Pull the switch on the far end to stabilize the floor, then go get the shot. Open the other gate to exit.

II. North Tower

Walkthrough Inversion II

Kills: 36/36; 4 Rat ogres, 18 Rat swordsmen, 5 Rat musketeers, 9 Ghosts.

Secrets: 1/1

Pickups: 33/33; Razorspell, 4 Bomb, 8 Health potion, 4 Fireball, 4 Starspell, Silver key, 3 Blunderbuss shot, 3 Coin, Strength, Speed, Silver sword, Flamelance, Warding.

Walk straight, stopping before each flame spout. If you want to, you can stand on the second spout, turn right and jump to the walkway below, picking up a razorspell. In front of the razorspell, a teleporter periodically appears to take you back to the top.

NORTH TOWER: Open the big doors and find 2 rat ogres around the corner, as well as 2 treasure chests. Open the far door to fight a seemingly endless rush of rat swordsmen. I suggest staying back and hitting them with a blunderbuss. Once they're all dead, go to the end of the hall and open the door for one last rat. [SECRET 1] In the triangular far end of this room, open the wall for the silver key. Ride the lift up to the next save point. Advance, and at the second movable wall, hit action to open both that one and the one you just passed, releasing 4 musketeers. Run back to the entrance to take them on directly. At the far end of this hall, the wall opens to reveal a room of coffins, with (obviously) a bunch of ghosts. Either before or after you kill them, you can open the wall of eyes to reveal the silver sword. As soon as you touch it, though, back up to avoid the arrow trap. You can go around the rim of this room to open the chests. The coffin beside this room also opens. Now take the bridge to the next tower.

CENTRAL TOWER (BOTTOM): As soon as you open the door, 2 musketeers start firing on you. Either return the favour or run in to slash them. Take the lift down. If you have the silver key, you can get the flamelance, but back out again quickly. Open the large doors to fight 2 rat ogres, then out the other side of their room to exit.

III. West Tower

Walkthrough Inversion III

Kills: 27/27; 18 Rat musketeers, 7 Rat swordsmen, 2 Ghosts

Secrets: 1/1

Pickups: 20/20; 5 Health potion, 3 Flamethrower ammo, Arc of power, War pig, Gold key, 2 Starspell, Warding, 2 Fireball, 2 Jetspell, 2 Razorspell.

WEST TOWER (BOTTOM): Cross the bridge to the west tower. As soon as you open the door, 2 musketeers start firing. Run in and dispatch them, then open the door to find a swordsman behind. Look into the room and kill the other 2 swordsmen from afar. Enter the room and notice that the side walls will likely all open. Trigger the first wall on the left and kill the swordsman to get a potion. Open the second left wall for the same, plus flamethrower ammo. Open the second right wall, and a musketeer will appear in front and behind you, with another inside the wall on the right, through a grate. Kill him by shooting the barrel next to him. Pull the switch in here to open the side wall, with another musketeer. Now you can open the first right wall to pull the switch in there, but when you enter the room, 2 more musketeers appear behind you. The switch opens the far door. Take the lift up.

WEST TOWER (TOP): Go left to past the silver gate and trigger the right wall at the end, then the next wall in. Open the chest quickly and get the gold key, then run out via the moving walls again before the imp in a boot gets you. He'll follow you, so try not to let him get back into the main corridor, where 2 musketeers are waiting for you. Back in the entrance, take the right path now. Jump across the crumbling floor and take the lift up. When you get the treasure on the left, 3 musketeers appear in front of the doors. Killing them releases 3 swordsmen in the far end of the room, and they get you 3 musketeers behind the doors. [SECRET 1] Open the gold gate for a secret area, containing a couple ghosts in coffins, a treasure coffin and a chest. If you want to avoid the ghosts, open the treasure coffin leaning up against the wall, then the chest, then get out. Open the doors to reach the bridge to the next tower, where a musketeer is waiting. Shoot him full of holes as you cross.

IV. Central Tower

Walkthrough Inversion IV

Kills: 29/29; 24 Rat swordsmen, 2 Ghosts, 3 Rock monsters.

Secrets: 2/2 (my score gave me 2, but I don't know what the second is.)

Pickups: 20/22; 10 Health potion, Flamelance, 2 Warding, 3 Blunderbuss shot, Flamethrower ammo, Strength, Starspell, Gold key.

Either side holds 5-6 rat swordsmen who appear in rapid succession. I suggest staying back and quickly taking them out with a blunderbuss to avoid major damage. Each group gives up some shot when dead. The left side holds treasure, the right a lift that activates by pulling the switch. Exit the tower and cross the bridge. Another swordsman is inside the door on the right. Take the left tunnel and kill the rat. Another appears further in the tunnel, as do 2 ghosts as you approach the chest. [SECRET 1] Open the chest in the back of this tunnel for a "secret" area (though not really much of one). More rats are waiting back in the entrance. Now go up the middle and to the left of the walled-in room with the key. Kill the first rat that appears, then the next that appears behind you when you advance. Now go around the right side for 3 more. Open the wall at the back between the two gates. Take the lift up and follow the hall to the end. When you start to walk out to the landing on the right, 2 rats appear behind you, and another back by the lift. Pull the switch outside on the landing to reveal arrows on the wall inside. Re-enter the hall and open the gate across from you. Pull the right switch (the arrows pointed to the torch) and enter the next room. Open the right door, pull the switch inside, then open the left door and do the same to open the far door. Enter that one and go to the teleporter, which brings you to the gold key. Leave via the gate and open the gate across from you to get the treasures. Now take the blue lift on the right side of this area down to the gold gates. Open the left one and advance to the chest. Now go out the other gold gate. I hope you brought a magic warhammer. If not, once you leave the wooden corridor, around the wall to your left is a switch that destroys the floor ahead. The 2 rockmen across the way will fall into the floor. The switch also opens the wall to your left, releasing another rockman (the chest behind him is a fake). If you can't kill any, just run instead. On the other side of the pit, which you can run around, the exit door awaits.

V. Northeast Tower

Walkthrough Inversion V

Kills: 12/12; 4 Rat ogres, 4 Rat musketeers, 4 Rat grenadiers,

Secrets: 1/1

Pickups: 27/28; 5 Blunderbuss shot, Ankh of vitality, Flamelance, Invisibility, Grenade, Warding, 6 Health potion, 5 Fireball, 3 Rocket, Strength, Red key.

[SECRET 1] Walk off the bridge in the direction of the arrow to land on a secret platform, which you trigger to ride back to the top. Proceed to the tower

straight ahead.

NORTH TOWER: A rat ogre awaits on either side in the next tower, and killing each makes another appear. The best way to kill them is before they know you're there. On the left, the rat ogre is by a barrel that you can shoot from outside. Use a bomb or such to destroy the next one on the left that appears behind the column. Now, you can enter and face the ones on the right one at a time. Pull the switch behind the right column and open the gate to get the gold key. Back out and trigger the wall in the left front corner, enter and open the right gold gate. Go in there, approach the normal gate, and the wall behind will open to reveal 2 musketeers. Kill them and the next gate opens. Enter, and 2 more musketeers are on either side of the next room. Pull the gold switch on the right.

NORTHEAST TOWER: Back up to the branch in the bridge you started on and open the gold gate. Enter, open the chests, and pull the lever to work the lift. At the top, a grenadier will appear in each of the 4 directions, and each leaves a potion when dead. You can hit them with rockets from the ground to avoid any pain. A simple run-jump can take you across to any of the spaces. You have to quickly pull both switches in sequence to open both gates, which will close in a short time. Practice your jumping, hit both switches, then jump straight across to one gate, get the treasure and return. Repeat, doing the switches in the opposite order, so you can jump straight to the other gate. Activate the lift to get back down. You can now open the red gate without fear of frying. Doing so exits you.

VI. Northwest Tower

Walkthrough Inversion VI

Kills: 13/13; 7 Rat musketeers, Rat swordsman, 5 Rat ogres.

Secrets: 2/2

Pickups: 14/14; 3 Blunderbuss shot, Ankh of vitality, 3 Firefly,
2 Health potion, Strength, Speed, 2 Bomb, Fireball.

Step off the edge of the walkway onto a turtle. Ride him into the northwest tower, where 3 rat musketeers are waiting to take potshots at you. Use a warding and shoot them from the turtle. Jump off to solid ground. On the left, opening the door releases the forcefields, giving you 2 musketeers on the left and a rat ogre on the right. Kill them, then go out the door for 2 firefly spells. Now take the tunnel leading upward in the right corner. At the top, kill the swordsman before he notices you, then the rat ogre, pick up the shot, and open the right door to face 2 more musketeers. Kill them and exit out the other side of the room after getting the treasure off the shelves. [SECRET 1] Pull the tapestry where the arrow is pointing to open the chest behind you. I wonder if other tapestries do anything? [SECRET 2] Pull the one back in the room you got off the turtle in to get the ankh without getting fried. Back upstairs, continue through the next door and fight 3 rat ogres, one at a time. Continue and trigger the wall at the end of the tunnel to re-emerge at the top of the slope. Pull the tapestry ahead of you to open to exit door on your right.

VII. Tower of Robots

Walkthrough Inversion VII

Kills: 4/4; 2 Automata, 2 Ghosts.

Secrets: 1/1

Pickups: 23/23; Warding, 3 Bomb, Grenade launcher, 6 Grenade, 5 Rocket,
2 Flamethrower ammo, Fireball, 3 Health potion, Flamelance.

On the walkway, drop from the middle to the walkway below to pick up a warding, and teleport back to the top. Enter the steel door at the end of the walkway. To the right is a save point. Pull both levers on either side of the door

quickly to reveal some arrows on the floor. Go left, as they indicate, and run to the end to find a teleporter. Take it, then go through the door in this area (moving quick to avoid the automaton's flamethrower) and step on the turtle. Ride him to his destination, hop off and enter the door. Open the right wall and follow the path around, pull the switch when you're in the back, and continue around. Use the teleporter. On the ledge you're on, get the grenades and pull the switch. Now you can kill the automata by dropping grenades in their holes, where the forcefields dropped. Once they're dead, as evidenced by their self-destruct blasts, drop to the ground. Collect the flamethrower ammo they leave and enter the teleporter room. Open either coffin to release 2 ghosts and get some treasure, as long as you have a silver sword. Teleport up and go through the door. [SECRET 1] Trigger the wall on the right just inside the steel door for some weapons. At the end, open the wooden door and exit.

VIII. Treasure Halls

Walkthrough Inversion VIII

Kills: 8/8; 3 Flame walkers, 2 Rat grenadiers, 2 Rat ogres, Automaton.

Secrets: 0/0

Pickups: 30/32; Blunderbuss shot, 5 Health potion, Grenade Launcher, 8 Grenade, 3 Rocket, Ankh of vitality, 9 Fireball, War pig, Flamethrower ammo.

Advance to the skeletons and a flame walker will come out of the door. Back up and kill it for some blunderbuss shot. From just behind the skeletons, drop to the side to land on the lower walkway for a save point and potion. Teleport up and proceed through the steel door. Just inside, use distance attacks to kill one grenadiers on either side. Now you can go down and get the treasure with minimal damage, as once you kill the second grenadier, a continuous flow of monsters come at you on the ground. The 4 chests in the rear of the room all explode when you open any of them. Pull the switch to lower the lift, with you still up top on the ledge, and drop a couple bombs to kill at least one rat ogre. Go down and deal with the other. 2 more walkers come out next, the second as soon as the first falls. You can ride the lift back up if you want to deal with them from safety. Otherwise, just run around them and give them a couple whacks. The center floor crumbles once they're dead. Next comes... an automaton! He rides a lift up the center. He seems tougher than the last ones, too, taking at least 3 rockets to kill. Again, take the lift to safety and peg him from up there if you can. As soon as he dies, the center lift goes down. You want to be on it, so as soon as you see him falling over, run to the lift. Otherwise, it'll cost you about 200 HP to reach the exit. Pick up the flamethrower ammo the automaton leaves behind too, if you can. Jump on the turtle and activate him to exit.

IX. Shooting Gallery

Walkthrough Inversion IX

Kills: 24/24; 17 Rat musketeers, 5 Flame walkers, 2 Automata, 2 Mechanical scorpions.

Secrets: 0/2

Pickups: 26/34; Grenade launcher, 11 Grenade shot, 5 Health potion, 3 Flamethrower ammo, 3 Bomb, War pig.

SHOOTING GALLERY: Save your game then ride the turtle. Wait until landings appear on either side. On the left, a flame walker will appear. On the right, 2 rat musketeers. A turtle is just past the landings, and another musketeer will appear on that. I recommend lobbing grenades at the musketeers, then switching to the flamelance to kill the flame walker before you get too close. Continue with the flamelance or the blunderbuss to get the turtle-riding musketeer. The pattern repeats, but with the sides reversed, at the second set of landings. After that one, you'll need to jump to the turtle on the right to continue, because yours will go under one of the landings and knock you off if

you stay. The best way to move to the other turtle is to jump straight over to it while it is running parallel to you. Ahead, a few more musketeers await. At the end, jump off the turtle and get the potion.

AUTOMATA: Enter the room and 2 flame walkers come down lifts on the sides. Kill them and another appears. They each yield flamethrower ammo. After them come 2 automata at once. Run away and blow them up however you like. While they're still alive, since they're slow you have time to get the weapons and health potions from the large rooms. Once they're down, new enemies appear: mechanical scorpions! They're fast. Use a speed potion if you have one. Each will take 2-3 grenades to keel over, but you have to hit them too, and when they get close your grenades just sail over them, unless you use first-person view and tilt down. If they trap you between their claws, try to jump out. Once they're both dead, the forcefield drops in one of the large side rooms to let you exit.

!!!!!!!!!!!!!!!
!! I) DRAGON !!
!!!!!!!!!!!!!!!

I. Bloodbeast

Walkthrough Dragon I

Kills: 22/22; 8 Knights, 5 Red knights, Bloodbeast.

Secrets: 1/1

Pickups: 30/30; 6 Health potion, 2 Silver sword, 2 Rockets, Speed, Warding, Arc of power, Venom sword, 2 Fireball, Ankh of vitality, Charm of icy cool, 2 Blunderbuss shot, 2 Grenade shot, Antidote, 3 Jetspell.

ENTRANCE HALL: A warding would be helpful here. Enter the room and lob a grenade at the knight dead ahead. Another knight appears once you kill the first. A red knight waits ahead in a depression on the left well. As you kill, others appear. Run around to avoid arrows until you can get close to your enemies. To your right, a silver sword is in an alcove to help you out. The middle floor lowers when you trigger it to reveal some treasure guarded by fire. The right switch (when facing the fire) turns off the spouts, but also turns on a deadly rocket trap in the treasure room, so run through the fire (a warding helps, and you'll get another inside) to get the treasure and run back out. The left switch brings you back up. In the far right corner, the wall lifts to give you another wall, which lifts to reveal a switch, but also triggers a fire spout, so back off once you trigger the second wall. The switch gives you a save point. Another flame spout activates as you leave, so run to avoid it. The moveable wall in the far left corner hides 3 knights. Run away once you open it or they'll stick you full of crossbow bolts. Kill them and pull the gold switch to open the portcullis that lets you continue.

BLOODBEST: 2 Knights await around the corner to the right. Kill them for a save point and get the gold key. This opens the gate to the lift that takes you up to the bloodbeast. An anti-magic charm and venom sword are called for here. Either get close directly in front of him, or use the teleporter on a ledge on one side of the room to take you in front of him. Block his attacks and stab his eye when you can. If you're poisoned, it's best to wait until you kill him to use your antidotes, so you'll only need one. Use health potions when needed in the meanwhile. You'll know when you hit his true eye, as a little green spurt will come out and he'll reel for a moment. Keep it up until he dies. Don't fall in the pit on the opposite side of him from the entrance. On either side of the entrance, open the chests for the dragons' hoard. Now climb up where the teleporter was and keep going. Knights and red knights await around the final corner and down in the columned area. The first 2 red knights give up health potions. If you need an antidote, trigger the light wall to the right of where you jumped down. Kill the red knight that emerges for an antidote and

jetspells. Use the lift in the far corner to exit. Apparently I found a secret area, but I never noticed a message saying so.

II. Hydra

Walkthrough Dragon II

Kills: 15/18; 14 Demon priestesses, Hydra.

Secrets: 1/1

Pickups: 20/26; 5 Health potion, 10 Antidote, 2 Rocket, Strength, Speed, Venom sword.

ENTRANCE HALL: Proceed to the columned room. There are 2 switches on each side, on columns. Pulling either switch on either side unleashes 3 or 4 demon priestesses, 2 at once, on that side. Killing each set gives you an antidote and health potion. Now pull all 4 switches in rapid sequence to open a wall on the right side. The switch in there turns on the lift right inside the entrance to the room, which brings you to a save point and a lever that opens the way to the next section. Take the long hallway at the opposite end of the room.

DRAGON'S LAIR TOP: When you emerge, note the series of thin gray pathways that lead into the center and around the rim of the room. Take the narrow rim around the room. As you start to move towards each corner or the middle of each wall, a demon priestess starts shooting magic at you. Stay back out of range and hit her from afar. A well-placed fireball works great, or you can lob grenades or use another method of your choosing. Pull the lever in each corner. Once all 4 are pulled, you can go to the center platform and pull the lever there. This opens a door along the rear right wall of the room. Drop to the ground, as the four pathways now have active firespouts to prevent your return.

DRAGON'S LAIR FLOOR: If you fall down to the ground before completing the tasks up top, you'll have to fight the hydra the long way. Get in close so he can't hit you, and just keep hacking or bashing away at him. It takes a good while, but he'll die eventually. Look for little splashes of blood to indicate that you're hitting him correctly. Assuming you completed the sequence of levers, enter the rear room and open the chest. [SECRET 1] Trigger the back wall for a secret area. When you try to open the gate to the venom sword, it shows you a gold switch. In fact, there are 6 you must pull around the main room. Run around clockwise and pull them all, avoiding the hydra when he comes after you as you go for the last switch, on the left side of the rear wall. Just keep moving, and come back and get the venom sword once you're done. Use this on the hydra for a much faster kill. Once he dies, a teleporter appears in the treasure room, which now unlocks if you didn't open it before. Teleport back to the entrance to the lair, where the second door is now open. Take the lift down to exit.

III. Vilefor

Walkthrough Dragon III

Kills: 1/1; Vilefor.

Secrets: 1/1

Pickups: 8/8; 4 Ankh of vitality, 2 Flamelance, Warding, Black spiritsword.

Possible strategy: Leave the ankhs in place until you kill Vilefor. Pick them up before exiting, after potioneing your health to 100, so you have ample health to fight Melkor with in the next level. This can give you 500 health going in!

GETTING THE SPIRITSWORD: When running around, don't just take a straight line. Zigzag around a bit to avoid the mines he spits out. When they glow red, stay back until they blow. Also, when you trigger a door, run around a bit while waiting for it to open to avoid getting blasted. First, go to the far right corner and pull the trigger by the moveable wall. Enter it and take the lift up. Grab the ankh and pull the switch on the wall, then ride the lift back

down. Exit and run to the right tower. Open the door and ride the lift up to the middle level. The back wall is now open. Get the ankh and pull the gold switch. Exit and run to the left tower. Open the door and take the lift to the very top. Beside the door, pull the switch. Inside by the lift one side wall is open now. Pull the switch but immediately move to the corner with the flamelance to avoid the arrow trap. Cross over and pull the other gold switch. Now use the top level to run to the starting tower, in the front of the room. In there, pull the switch. The floors will crumble, putting you back at the starting point without hurting you. Run to the far tower, and ride to the top, where the rear wall is open to reveal the last gold switch. Pull it to raise the spiritsword. Get it. If you haven't already, open the left moveable wall and take the lift up to another flamelance.

FIGHTING THE DRAGON: If you want to, use the fireball cannons on the second level to weaken Vilefor, but it's difficult to get them to connect, and in the meanwhile you're vulnerable to his mines. On the ground, run around avoiding the hazards until he lands, then get in close and hack away at his belly. Stay close or his bites will hurt you bad. It'll take more than one round with the spiritsword to kill him. He'll take off and fly around some more in between melee sessions. Take some shots at him with the flamelance if you want, but never take more than a few without moving, to avoid his mines. When he's dead, the exit is on the ground floor in the rear tower. [SECRET 1] In the exit room, the wall on the left made of squares opens to reveal a secret treasure room. Take the red lift to exit.

IV. Melkor

Walkthrough Dragon IV

Kills: 1/1; Melkor.

Secrets: 0/0

Pickups: 20/28; 4 Rocket, Speed, Flamelance, 2 Charm of icy cool, Gold key, 2 Anti-magic charm, 3 Ankh of vitality, 2 Warding, 2 Strength, 2 Red sword.

ENTERING THE ARENA: Pull the lever by the left wall to open it (note: as soon as you do so, the save point vanishes). Run around the rim until you approach the rocket. Stop right on it as a block falls in front, then immediately behind you. Climb over the one in front and pull the switch on the other side. Climb back over both and run back to the entrance, where the right wall is now open. Follow that rim. Notice the blocks above, which don't extend to the edge of the path. Stay on the outside to avoid them. Get the silver key and run right through to avoid the final block. Run back all the way to the left and pull the silver switch to open the wall beside it. Enter here and take the lift behind the gate down. Run and jump once you're on the crumbling floors to clear them. In the room, pull the switch on the wall, then climb the block that lowered to the next switch. Enter the room it opens. Notice that the lock by the fireball spouts is open. Pull the wooden lever diagonal from them to lock them, then pull the switch. Enter the space it opens and pull that switch. Back outside, along the opposite wall, climb to the top of the second block from the side closest to where you entered this area and pull the top switch. Re-enter the red room and get the gold key in the section that opened. Use it on the gold skull-marked wall. Line yourself up with the passage, back up as far as you can, and run and jump from the end of the first crumbling floor to avoid a spiky death. Go out the door to the arena.

IN THE ARENA: Run around to get the charm and the ankh. Take any teleporter down to the next level. Run around again to get the rockets and red key, but you don't need to enter the red door. You can still get a red sword on the bottom level. Use the forward teleporters to move to the middle platform, then the teleporter there to get to the bottom. On the bottom, the 4 switches on the pillars each trigger a magic attack that will hurt Melkor only if he's close to

the center platform. Basically, you want to wait until he lands on the platform, then teleport to it, and either teleport to the ground and pull a switch, or take him face on. If you do so, you want the red sword, and also use warding, strength, speed, and whatever else you want. Get in close, slightly to the side of his head, and hack with the sword. Melkor's very good at biting and slashing you with his claws. He doesn't really have a blind spot like the other dragons. Your best bet is to hit him a couple times then retreat to the teleporter. If he catches you in a series of bites, back out as quick as you can and reposition yourself, or else your health will vanish quickly. Once he's dead, it's all over.

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#####  
6. CODES  
#####
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LEVEL SELECT: From the opening screen, before you load a game, enter the following button combination:

L1, R1, Triangle, Triangle, Square, O, R1, L1

If entered correctly, you will hear the warp sound. You can now choose the "load game" skull and select any of the levels, the same way you can once you clear them. Remember that you start with only the basic equipment. If the code doesn't work, try it without a memory card with a DD save on it.

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#####  
7. CLOSING  
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Why version 0.99?

I consider this guide only about 99% complete at this time. There are a couple of secrets I missed, and some minor bits of info I want to add, like how much of each type of ammo you get from each pickup. I may or may not post an update eventually. Right now I'm pretty burnt out on Deathtrap Dungeon.

As stated in the introduction, I am always open to contributions, comments, suggestions, and requests for additional help related to this guide. A better ASCII art header would be very welcome too. Please direct correspondence to syonyx_faqs at yahoo dot com.

And to see my other work, check out my gamefaqs contributor page at:
<http://www.gamefaqs.com/features/recognition/35729.html>

Thanks for reading and playing!
Syonyx 2003, 2004.