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IIX. Copyrights

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INTRODUCTION

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"Duke May Rock But Ramses Rules"

That was the line that appeared on the official website for this game. I guess you can decide how true that is for yourself.

Powerslave is a first-person shooter released by Lobotomy Software originally for the Sega Saturn. It was then ported to the Sony Playstation, then reworked slightly for the PC using the Duke Nukem 3D engine. (Special thanks to unfunk for providing this information.)

The game is your fairly standard Doom-esque first-person shooter. It did a few things better than that game, but was not a total revamp of the genre like Duke Nukem 3D or Dark Forces. Interestingly enough Lobotomy Studios is responsible for porting over two of those games (Quake and Duke Nukem 3D) to the Sega Saturn. Sadly the company no longer exists, these three mentioned projects being the only ones they undertook. This guide covers all three versions of Powerslave.

Most of the Team Doll locations came from the list Lobotomy put out on .usenet soon after the game was released. It has been reprinted on GameFAQs in the PC section for the game.

Powerslave is also the name of an Egyptian-themed Iron Maiden album. Coincidence? I think not...

Special Thanks

CJayC

For hosting this guide and all my others.

enemy of the public

Whose list filled in the gaps of Lobotomy's list for the Team Dolls and may have discovered where the last missing toll was in Heket Marsh.

Jarragum

For providing more detailed information on the differences between the different versions of the game, as well as provided the more detailed Team Doll checklist at the end of this guide.

Paul Summerhill (Lobotomy Software)

For the official Team Doll location list they provided on the rec.games.video.sega newsgroup.

Simon Rushton

For providing the locations of the first, second, and sixth Ankhs, or Life Vessels.

skylineR32

Whose review first pointed out the unlockable game in Duke Nukem 3D using PowerSlave (see Secrets section, "Save Game Unlockables").

unfunk

Who corrected my misunderstanding of the above game and corrected an error on the release order of the different versions of the game.

=====
BASICS
=====

Powerslave is a fairly standard first-person shooter of its day. Controls are

easy enough. On the PC version you can bring these up at any time, so we won't go into them here. Instead we'll focus on the Playstation and Saturn controls.

Action	Playstation Buttons	Saturn Buttons
Fire Weapon	Square Button	X Button
Jump / Swim	X Button	A Button
Look Around	Triangle Button	Y Button
Move	Directional Pad	Directional Pad
Open Doors / Activate Switches	Circle Button	B Button
Pause	Start Button	Start Button
Status Screen	Select Button	Start Button
Strafe	L1 and L2 Buttons	L and R Buttons
Switch Weapons	L2 and R2 Buttons	C and Z Buttons

As with most first-person shooters there are various items spread out across the different levels that heal you and refill your ammunition. Here is a breakdown of the items you will find:

Name	Effect
Keys	Each level can have up to four keys, identified by one of four symbols (Earth, Power, Time, and War). These keys open all doors with said symbol on them in a level.
Level Map	Hidden in a random pot (it changes each time you start the level) is a map of that level. It will reveal every corridor and passage in the level, including secret ones that lead to Team Dolls and Transmitter pieces.
Life Vessels	Life Vessels will fill your life bar back to full if it is depeleted. Once you grab one its effects are permanant. Looks like an ankh. There are six to be found in the game (see Secrets section).
Orbs (Blue)	Blue Orbs refill your ammunition. Your current ammunition level is indicated by the blue bar on the left side of your HUD. This ammo is universal and will refill a portion of whichever weapon you have out at the moment.
Orbs (Red)	Red Orbs refill your life. Your current life is indicated by the red bar on the right side of your HUD.
Scarab of Invincibility	This item, only found in the PC version, allows you to become invincible for a period of time.
Torch	Only found in the Shareware. Lights up dark areas, but uses magical power.

In addition to these items there are six artifacts you will collect on your journey that give you additional, permanant powers:

Name	Effect
Horus Feather	This artifact will allow you to levitate. It is found at Horus Peak.

Kilmaat Scepter	This artifact will shut down Kilmaat forcefields you encounter. It is found in the Selkis Burrow.
Protective Anklet	This artifact reduces damage inflicted by swamplands and lava. Found in the Thoth Treasure Reliquary.
Sandels of Ikumtet	This artifact increases your jump height. It is found in the Karnak Sanctuary.
Shawl of Isis	This artifact protects you from all damage incurred by falling great distances. It is found in the Set Arena after defeating Set.
Sobek Mask	This artifact acts as an underwater oxygen tank. It is found in the Sobek Mountain Shrine.
Team Dolls	There are twenty-three Team Dolls hidden throughout the game. Their locations vary between the Playsation and Saturn versions of the game. I've noted where they are different in the walkthrough.
Transmitter Pieces	There are eight pieces of the Transmitter hidden in different parts of the game. A level with a piece of the Transmitter will beep on the map screen. You need to collect all eight in order to get the good ending. The locations of the pieces are noted in the levels they appear.
Unseen Eye	Only found in the Shareware. Conceals your presence from enemies, but uses magic power to do so.

Naturally you also have a host of weapons at your disposal:

Name	Description
Amun Bomb	A hand grenade weapon that can blow open walls. Can cause damage to yourself. Found in the Amun Mines. Called simply Grenade in the PC version of the game.
Cobra Staff	A magical weapon that fires homing shoots. Any shot you fire will hone in on any enemies in the general direction that you fire. It is found in the Heket Marsh.
Flamethrower	A flame shooting weapon. It lights your enemies on fire, causing constant damage, but doesn't kill them instantly so they can still attack you while ablaze. Found in the Cavern of Peril.
Machete	Your starting weapon. Only works at the closest range and does little damage. Requires no ammo.
Mummy Staff	The secret and most powerful weapon in the game. To get it you need to be shot by a Mummy's white dragon shot. Mummies only fire shots like that in the PC version.
M-60 Machine Gun	Found in the Karnak Sanctuary. Rapid fire weapon that

	deals comprable damage to the pistol, it's just faster.
Pistol	Found in the Tomb of Ramses. Single shot projectile weapon. Never needs to reload the clip.
Ring of Ra	Weapon that shoots multiple fireballs. Uses next to no ammo. Found in the Magma Fields
Sacred Manacle	Manacle that allows you to shoot blue lasers from your palms. Can be charged-up to deal more damage. Found in the Canyons of Chaos.

That about covers the basics. You should be ready to begin your adventure now.

=====

NORMAL WALKTHROUGH

=====

The City of Karnak.

During the time of the pharaohs, it was a shining example of civilization that all other nations could only hope to emulate. Today Karnak lives on, relegated for the most part to history books. The present inhabitants live a simple life, but they live well enough, surrounded by the spirits of their glorious past.

Then something went terribly wrong in Karnak. Numerous explanations are being offered, but only one fact remains - Karnak has been devastated by something or someone - but we don't know what it is. A number of nations have sent forces into Egypt to help find out what is happening in Karnak. Some of the best units in the world, including the Foreign Legion, Spetsnaz Commandos, and Navy SEALs have entered the Karnak Valley, but were never heard from again.

While the most powerful men and women on the planet attempted to come to grasp with this, the first clue as to what has befallen Karnak was revealed! A villager from the besieged city was found wandering through the desert miles from his home, dazed, dehydrated, and close to death. The Egyptian Paratroopers who found him had this to say: "He must have gone mad from being in the desert for at least a week. He claims that an alien race called the 'Kilmaat' have taken over Karnak. They carry laser guns and appear to be reanimating human corpses and turning them into horrible creatures. And many captives are being subjected to unbearable tortures, injected with alien substances, and then mummified - while still alive! Also it seems the 'Kilmaat' are attempting to locate and revive the mummy of the great Pharaoh Ramses."

So you are chosen from a group of the best operatives from across the globe to infiltrate Karnak and confirm or deny this wild story. You are to be delivered to the site via helicopter. As you approach the drop zone, you check yourself one last time, and edge near the port-side door. Just then a brilliant light flashes on the horizon, and a beam of pure sun slashes into the helicopter. The heat is searing and everyone on board screams in pain. You decided you're getting off right now, and toss yourself from the stricken craft.

Opening your parachute at the last possible instant, you prepare for impact. The hot desert sand is a nice landing spot - better than nothing, you guess. You finally reach the outskirts of Karnak after a nice little walk in the desert. You are parched, singed, scared, and totally pissed off, but steel yourself for what may await. Entering Karnak, you are ready to accomplish your mission - and return alive...

Enemies: Terrainian
New Weapons: Machete, Pistol
Transmitter Pieces: none
Team Dolls: 2* (John Schwab) (Kevin Chung)

(Note: In the PC version of the game the Terrainians are replaced by Giant Spiders. This guide was constructed primarily from the Playstation version, so I identify the enemy as a Terrainian.)

Begin by walking forward and entering the temple. Continue up the stairs and around the corner until you come to the pistol resting on a raised area. Grab this and switch back to your machete. The door before you will open and a Terrainian will emerge. Look slightly down and slash it with your machete. Continue through the door and up the stairs. You'll enter an open area with two Terrainians. Kill them, then break open the non-flamming pots. Remember that these pots here and elsewhere in the game contain ammo and health. The flamming pots explode when attacked, so if you destroy these do so from a distance.

* TEAM DOLL #1 (KEVIN CHUNG) *

* Saturn version. Enter the room with the four ornate pillars. Go to the *
* Northwest pillar and blow the top of this pillar off with an Amun Bomb. *
* Jump on top of the pillar by dropping a bomb below yourself and leaping *
* into the air (the blast will help boost you). Look around for a small *
* alcove high in the wall and do the same trick again to boost up to it *
* and claim the doll. *

Once you have cleared the open area move North to the lower area. This is an elevator that will go down a floor.

* TEAM DOLL #2 (JOHN SCHWAB) *

* As the elevator descends, face North and wait until you come to an out *
* of place brick. Blow this part of the wall up with an Amun Bomb and *
* move down the chamber, blowing open all walls along the way. At the end *
* you'll find the doll. This is in the Saturn version only. *

When you reach the bottom of the elevator go forward, killing all of the Terrainians along the way. When you come to a dead end switch to your pistol and shoot the flamming pots (from a safe distance). Both holes lead to the same room. Enter and kill the Terrainians. Next move to the North and look for a small statue inserted into the wall to the left of the big door. Activate it to open the door.

* TEAM DOLL #2 (KEVIN CHUNG) *

* Playstation and Saturn version only. You need to have collected at the *
* very least ten other dolls and unlocked Dolphin Mode to even try this *
* one. Look for a small crack in the wall near the floor just East of the *

* switch. Use an Amun Bomb to reveal a corridor leading to a watery *
* passage. Swim down it and to the other side. Blow apart the large "x" *
* you find above the water with an Amn Bomb. Swim down and then back up *
* to gain momentum and shoot out to the room high above. You'll find the *
* doll here. *

Enter here and continue ahead, opening the next door and then activating the last switch. You will descend into Ramses's tomb proper where the dead Pharaoh will tell you off the Kilmaat and send you to Karnak. When he is done speaking turn right and exit via the camel. (The camel is the exit of most every level you will go to from now on, but do note that some levels have more than one.)

Karnak (Part 1) | _____

| Enemies: Anubis Zombie, Terrainian |
| New Weapons: none |
| Transmitter Pieces: none |
| Team Dolls: 2* (Ezra Driesbach) (Mark Coates) |

Enter the door of the temple, killing any Terrainians you encounter, and follow the tunnels (there's only one way to go right now). Continue onward until you find a door. Open it and immediately back up and strafe back to the side when you're far enough back. Inside the next room is an Anubis Zombie, the mainstay grunt enemies you'll be seeing for a while. These zombified humans fight with two attacks: a ranged fireball they send straight at you from a distance, and a close-range slash attack. Depending on the distance, their fireballs can easily be dodged as they move somewhat slow. Try and keep them as far from you as possible as there is no way to dodge their close-range attacks. It takes about six or seven shots from your pistol to finish them off. To deal with this particular one, move back to the door after it closes and open it, immediately backing up again. This time, however, you'll want to open fire with your pistol as you do. You should be close enough that it won't try and shoot a fireball, but far enough away that it can't claw you.

Once you've killed the Anubis Zombie enter the room and kill any Terrainians that might be about. Continue onward until you come to a big open area. Clear it of enemies before opening any doors.

Once that is done look to the Southeast for some flaming pots. Shoot these and enter the newly opened area. Clear it of Terrainians and go to the third alcove to the North. Pick up the War Key and then go through the opening to the South. Take the first door to the left and cross the bridge, opening the War Door at the end. Continue forward and exit the level.

Karnak Sanctuary (Part 1) | _____

| Enemies: Amnit, Anubis Zombie, Terrainian |
| New Weapons: M-60 Machine Gun |
| Transmitter Pieces: none |
| Team Dolls: 1* (Paul Lange) |

Move forward down the pass to enter the courtyard. Here you will encounter your first Amnit. There are two of this enemy here, one to each side-corner.

The Amnit are annoying hawk-like birds that dive straight at you. Because they travel in a straight line they can easily be shot down from afar with a single shot from your pistol. If they do hit you, they only do so once and then fly away. They will return after striking you if you don't kill them, so you might as well take them out regardless.

Once they are dealt with open the door to the Sanctuary itself. Before you is waiting the M-60 Machine Gun. Pick it up to activate the wall before you. Two Anubis Zombies will enter, so you might as well try out your new weapon. Kill them and enter the new corridor. Continue onwards, killing the next Anubis Zombie and the subsequent Terrainians. You'll come to a "+" in the road. Head West and turn the corner to see a horde of Terrainians. Kill them to open the wall in front of you and reveal the Time Key. Pick it up and return to the "+".

This time go East and up the stairs. Around the second corner at the top of the stairs awaits another Anubis Zombie and some Terrainians. Strafe into this area and let loose a volley of shots, then duck back as the Anubis's fireball hones in. Repeat until you've killed all the enemies then venture forward and open the Time Door. Kill the Amnits and Anubis Zombie in this next open area. Head East and into the opening. Go up the incline, killing the Terrainians, and straight ahead. Look out the opening to your left. There is a platform floating out there you need to jump to. Back up and run and jump to it. Floating on this platform is the War Key.

Return to the "+" and go South to the War Door. Enter here and be prepared for a shoot-out. Two Anubis Zombies await you, guarding the Earth Key. Kill them and then shoot the burning pots in middle of the far end of the room to reveal the Earth Key. Grab this and then return to the open area where you got the War Key. Journey back up the incline, but this time take the first left and cross the bridge to the Earth Door. New Terrainians and an Anubis Zombie will try and block your path on the way.

Once you get to the Earth Door enter and walk to the ledge, but don't jump yet. Below you a cannon is shooting fireballs exactly where you want to go. What you need to do is wait for a volley to be launched, then jump down and run after it on the small bridge below you. Strafe to either side at the end to avoid getting hit from behind. The room you will now be in has four Anubis Zombies and a plethora of Terrainians waiting for you. Finish them off go down the ramp in the middle of the room. Terrainians will come at you from the right, while the switch you want to hit is on the left. Kill the enemies and then hit the switch.

Return up the ramp and go to the Southwest corner of the room which has just opened up. Kill the Anubis Zombie and hit the switch in there. Now go to the Southeast corner and enter the newly opened hallway. Kill the Anubis Zombies waiting for you and jump up to the raised area. Take the entrance here South and move forward until the elevator takes you up. Enter this open area, kill the Amnits waiting for you, and then grab the Sandels of Ikumtet atop the incline. Turn around to see a ledge above the entrance you came in from. With the Sandels of Ikumtet you can now jump up to that ledge. Do so and walk forward to the pyramid icon to be taken back to the Tomb of Ramses and given a new task by the Pharaoh.

| Karnak (Part 2) |

| Enemies: Anubis Zombie, Terrainian |

| New Weapons: none |

| Transmitter Pieces: none |

them. Be careful though, for when you shoot them you'll set free an Omen Wasp. These things are nasty. Omen Wasps fly about like Amnits, but they're faster, vary their flight patterns, and repeatedly attack when they get close. As soon as you see one you should take it out as unchecked they can drain your life fairly quickly. This level is filled with them, so I'm not going to stop and mention where they all are here.

Continue through the hole and open the door under the giant ankh to enter the pass proper. After clearing the area of threats you will not two possible paths, West and North. Right now you want to take the North path. Take the low road when you come to the first fork. You should then come to a drop-off that falls into lava. A huge stone pillar stands in the middle of the lava. You need to shoot the flaming pots on it, then jump to it, then jump to the War Key you will now see, and then get back to safety.

```
*****
*                                     TEAM DOLL #1 (PAT SCHRELBER)                 *
*****
* Saturn version. Return to Sobek Pass when you have some Amun Bombs and *
* come back to this room. Throw an Amun Bomb at the huge pillar on the *
* North side. You'll blow open a hole in it and reveal the location of a *
* doll.                                                                    *
*****
```

Return to the entrance to the pass proper and journey up the West path until you come to the War Door. Enter here and make your way up to the upper ledge in the North side of the room. Grab the Time Key.

```
*****
*                                     TRANSMITTER 1/8                             *
*****
* You no doubt noticed the beeping sound throughout the level. That noise *
* is indicating the presence of a piece of the Transmitter you will need *
* to collect in order to get the good ending. There are eight pieces in *
* all scattered throughout the game.                                       *
*                                                                           *
* On the bridge to the War Door turn to the West and leap to the platform *
* you see there. Hit the switch and turn around. Now jump from platform *
* to platform to get to the area now opened up by the cannons. On the far *
* left platform is a switch that turns off the cannon. Hit this and then *
* jump into the room. Kill the Terrainian and grab the Transmitter. To *
* get back to the bridge, simply jump back up via the ledges you came *
* down on.                                                                  *
*****
```

Go back up the North path until you come to an area where multiple cannons are firing along the path. You need to time jumps and runs up this path so that you dodge this constant bombardment of shots. Enter the Time Door and make your way through the two rooms.

```
*****
*                                     TEAM DOLL #1 (PAT SCHRELBER)                 *
*****
* Playstation and Saturn version only. Make sure you destroy all the pots *
* you come across in this level as one of them activates a part of this. *
* Blow open the wall behind the Earth Key and hit the switch there (you *
* need the Kilmaat Scepter to get through the forcefield). Return to the *
* large ankh at the beginning of the level. Jump atop it and look to the *
* left wall to find a new opening containing the doll.                    *
*****
```

Grab the Earth Key by jumping over the pedestal it rests upon. If you touch the pedestal then cannons will be activated in the previous two rooms making your life a whole lot harder.

```
*****
*                               TEAM DOLL #2 (TOM KRISTENSEN)                               *
*****
* Saturn version. Return to Sobek Pass when you have the Horus Feather.      *
* Once you have it, return to this spot outside the two doors and            *
* levitate all the way back to the starting point of the level. There is     *
* a ledge you need to stand on nearby. Find it and then turn to the         *
* North. Blow open the wall you see and levitate over to the new passage    *
* to find the doll.                                                           *
*****
```

Carefully make your way back out and this time enter the Earth Door, which is next to the Time Door. Enter here and touch the camel to exit the level.

| Sobek Mountain Shrine (Part 1) | _____

| Enemies: Anubis Zombie, Omen Wasp, Terrainian |
| New Weapons: none |
| Transmitter Pieces: none |
| Team Dolls: 1* (Jeff Blazer) |

Begin by making your way inside the shrine and down the halls, dealing with the Anubis Zombies on the way. The female statues you find in this area can be destroyed for health and ammo just like the pots. Open the center door and kill the Anubis Zombie and Terrainians waiting on the other side. Go through the next door and clear the open room of Anubis Zombies as well. There is one on the bridge up above, so watch out for him in particular.

Once you've cleared the room head to the North door (the one on your left as you enter). Kill enemies waiting for you and take the East door in this area. The West door, you will see, has a forcefield blocking it. You cannot enter this room until you acquire the Kilmaat Scepter. Anyway, enter the East door and get the War Key inside. It's guarded by two Anubis Zombies.

Return to the big room and take the South door now. Journey down the path, eliminating all the enemies in the way, and enter the War Door at the end. This will take you to an elevator that brings you to a door. Enter and kill the Anubis Zombies inside. Continue ahead and through the passageway to an elevator. This one takes you to a room with a floor switch and some dark pillars. Hit the floor switch and move forward past the now lowered pillar. It will raise behind you and cannons will start firing from the South wall. These will open a hole in the North wall which you can run through (always wary of the cannonfire) and slide to the right. Wait for the cannonfire again and then run forward and hit the switch. Quickly duck back to the alcove, wait for a shot, then run back out. Run past the newly lowered pillar and walk unto the green tile. It will drop through the floor unto a bridge. Kill the Omen Wasp waiting there for you and then hit the switch you find on one of the walls. You'll be back in the room adjoining the forcefield-blocked area.

Head through the previously locked door, eliminate the enemies there, and blow up the flaming pots to reveal a huge lava area. There are five platforms you need to jump across. When you reach the last one look around for some

flaming pots and shoot them to open a hole in the shrine. Jump to this and kill the enemies.

```
*****
*                                     *
*           TEAM DOLL #1 (JEFF BLAZIER)           *
*                                     *
*****
* You need the Shawl of Isis for this one. Stand on the Northernmost of *
* the platforms and bomb the nearby wall to open a room. Glide to it to *
* get the doll. This is for the Playsation version.                       *
*                                                                           *
* In the Saturn version you have to bomb the lava under this platform to *
* open a hole in the flow. You then need to carefully hover down to this *
* passage to the doll.                                                    *
*****
```

Shoot through another set of flaming pots in here (form a safe spot) and head straight down the path, killing all in your way. At the very end you'll find the Earth Key. Grab this and return to the room you originally jumped to and enter the Earth Door. Head down this path like the last one to get the Time Key. After grabbing the Time Key, return back through the door and drop down to an earlier point in the level. Make your way back to the room mentioned in the first paragraph. Go through the South door and make your way down until you come to the Earth Door. Enter here and move forward to grab the Sobek Mask. You'll drop into the water. Swim down and down the long, open area. Come up where you see the light to enter the exit room. Touch the pyramid to exit and return to the Tomb of Ramses. Ramses will now send you on a new mission.

| Karnak (Part 3) | _____ |

Enemies: Anubis Zombie, Pirahna, Terrainian
New Weapons: none
Transmitter Pieces: none
Team Dolls: 2* (Ezra Driesbach) (Mark Coates)

Ramses will order you to the Amun Mines. To get there leave his tomb and return to Karnak. You need to get back to the big room you with several doors you were in last time. Instructions to get back there are repeated below:

Enter the door of the temple, killing any Terrainians you encounter, and follow the tunnels (there's only one way to go right now). Continue onward until you find a door. Open it and immediately back up and strafe back to the side when you're far enough back. Inside the next room is an Anubis Zombie, the mainstay grunt enemies you'll be seeing for a while. These zombified humans fight with two attacks: a ranged fireball they send straight at you from a distance, and a close-range slash attack. Depending on the distance, their fireballs can easily be dodged as they move somewhat slow. Try and keep them as far from you as possible as there is no way to dodge their close-range attacks. It takes about six or seven shots from your pistol to finish them off. To deal with this particular one, move back to the door after it closes and open it, immediately backing up again. This time, however, you'll want to open fire with your pistol as you do. You should be close enough that it won't try and shoot a fireball, but far enough away that it can't claw you.

Once you've killed the Anubis Zombie enter the room and kill any Terrainians that might be about. Continue onward until you come to a big open area. Clear it of enemies before opening any doors.

This time go through the West door. Kill the enemies waiting for you and move ahead like last time, except now you will want to dive into that water you passed before. Follow the underwater path down and swim to the small alcove you find. Hit the switch and swim down the now open path directly behind you. Continue on until you can rise to the surface in a new area. You should have more than enough air with the Sobek Mask to do all of this.

Get out of the water and kill the enemies. Grab the ankh to increase your maximum health. This opens a grating that leads back to the big room. Don't go this way for now, instead enter the door to the East. Kill the enemies and enter the next room and grab the Power Key. This will activate cannons in the previous room so you have to carefully make your way back out. I recommend ducking to either side and running along the wall.

Once out return to the big room and take the huge door to the Northeast. Follow the stairs to the top and open the Power Door on the South at the end of the landing. Don't enter yet, just back up and wait for the enemies inside to get shot to pieces by the cannons. Now it's your turn. Enter the room and navigate the cannons very carefully. You'll soon find yourself back near the beginning of the level, only higher up. Jump across the gap and continue ahead. If you fall you have to navigate your way back to this spot again (if all the enemies are gone it won't be that hard). Continue onwards until you come to the waterfall.

```
*****
*                               TEAM DOLL #2 (MARK COATES)                               *
*****
* You need the Horus Feather for this one as well. Blow open the rock                *
* above the waterfall with an Amun Bomb, then blow open another wall just          *
* inside the new passage. The doll awaits at the end.                               *
*****
```

Dive into the water and swim through the West passage. Make sure you have out your machete because these waters have Pirahnas. The Pirahnas will swim at you and latch onto you, draining your life while they remain attached. Strike them with your machete to kill them as they approach. There are three here. Keep going and get out of the water at the end. There's an Anubis Zombie and two Terrainians waiting for you there, so take them out and exit the stage.

Amun Mines (Part 1)
Enemies: Anubis Zombie, Omen Wasp, Pirahna, Terrainian
New Weapons: Amun Bombs
Transmitter Pieces: 1 (2)
Team Dolls: 1* (Scott Branston)

Follow the corridor and take out the first Anubis Zombie you see. Ahead of him is an elevator. Take this and kill the enemies waiting below (it goes down a very long way). Take the first door on the right and kill the enemies waiting there.

Look over the green swamp pit to the Northeast. There is a platform moving up and down you need to jump to. Don't touch the swamp because in your current state it will kill you instantly. (At the bottom of where the platform is a Terrainian and a full ammo refill.) When the platform is high again jump to the other side of the pit and enter the wooden door at the end of the other side. Hovering over a pit is the Time Key. Kill the two Anubis Zombies and the Omen Wasp without falling down the pit, then leap over the pit and grab

the key in the air.

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*                                     *
*                               TRANSMITTER 2/8                               *
*                                     *
* Behind where the Anubis Zombie had been on this side of the swamp pit *
* (back outside the door) is a breakable wall. Once you get the Amun Bomb *
* later in this level, blow it open to release a bunch of Terrainians and *
* open the room containing the second piece of the Transmitter.           *
*                                     *
* This also opens up directly to the area behind the Time Door, allowing *
* you to enter that area directly when you return in the future.         *
*****
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Go back into the hall at the bottom of the elevator and hang a left. Continue ahead with caution for another swamp pit is nearby. When you reach it, jump to the left ledge, turn and kill the Anubis Zombie on the right ledge, and then jump to the right ledge and enter the Time Door. Kill all the enemies in this hall and the East room, then go back into the hall and head West. Kill all the nasty things waiting for you and carefully jump to the next ledge. If you overshoot it you will die. Jump to the ledge in the corner and kill the two Omen Wasps that will hone in on you now. After they're gone, jump to the next ledge to the West to grab the Earth Key. Make your way back to the Time Door, go through, then jump across the pit and enter the Earth Door. There are two Anubis Zombies and a bunch of Terrainians waiting for you inside. Kill them and grab the Amun Bomb.

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*****
*                                     *
*                               TEAM DOLL #1 (SCOTT BRANSTON)                   *
*                                     *
* Look up between the two arches on the ceiling. Throw an Amun Bomb up *
* there to blow open part of the ceiling. Look down and jump, throwing an *
* Amun Bomb as you do. The blast will help boost you up to the ledge *
* above the hole you just created. There you will find the doll.         *
*                                     *
* This trick does not work on the Playstation and Saturn versions of the *
* game. Instead you have to wait until you've collected fourteen other *
* dolls and gained the ability to fly to get this one.                     *
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Return to the area near the elevator and move as if you're going to the swamp pit. Turn to the South wall, which is slightly discolored, and blow it open with an Amun Bomb. Enter and prepare to drop as the floor gives out. You now need to hit all four switches in this area to open the door at the top. The cannons have a fairly simple pattern and once you hit one switch it will shut a few of them off altogether. Hit the switch below the door last as it raises the floor back up.

Enter this room and kill all the enemies above the water first. Now look down into the water and shoot the Pirahnas before you jump in. Once they're gone take a dive and swim down through the opening you find at the sea bottom. Follow this path to a switch, hit it, and then swim back to the surface. Now dive back in and swim to the center area that has opened up. There are two Pirahnas here, so slice them up with your machete or jump back out of the water and shoot them from safety. Either way, you need to hit the switch in this new area to lower a pillar you will come across later on.

Enter the door at the top of the ramp and kill the enemies on both sides of the intersection. Once they are gone go East and get the Power Key in the next room. Return back to the intersection and leap up to a raised path in

the North. Follow the trail, leap the pit, and open the Power Door. Jump from path to path and make your way back along the previous area, just keep to the high road. You'll continue around the area you previously visited, hounded by Omen Wasps, until you come around to a narrow path dogged by cannons. You now need to follow this path, blowing up rock pillars blocking the way with Amun Bombs, and make your way to the exit camel, hidden behind a wall across the swamp pit from the last stepping stone.

Set Palace

Enemies: Mummy, Omen Wasp, Terrainian

New Weapons: none

Transmitter Pieces: 1 (3)

Team Dolls: 1 (William Valleres)

This place is a nice reprieve from the last level, although this one is not very straightforward. Set Palace functions as a maze with two stories to each building and multiple exits. You'll also notice lava here, which of course kills you instantly. There's also a new enemy to contend with, the mummies. Mummies are like Anubis Zombies, except they attack with a long-range shot only. They fire a red dragon at you that will move along with your movements, making a beeline to you. You can avoid this by sidestepping in front of something (i.e. a corridor wall). This will cause the homing dragon to crash into the wall and explode there. Mummies require some time to charge a shot, so use that to your advantage. Their shots will follow you if you cannot cause them to crash into something, even turning corners to come after you. They can also hit you with their staffs if you're close enough, but this does less damage than the dragon shot.

There is an easy way out of this level, so we'll be using it. Make your way to the open area and kill all the enemies present. There's a switch up on the rock hill; hit it to open the large door. A Mummy will emerge. Finish him off and continue onward.

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*****
*                               TEAM DOLL #1 (WILLIAM VALLIERES)                               *
*****
* Return when you have the Horus Feather and come to where the second *
* Mummy is (on the bridge between the cave and first building). Drop off *
* the bridge and move under it. Use an Amun Bomb to blast open a hole *
* across the lava. Jump and levitate into here to get the doll. *
*****
```

Kill the two mummies in the next area and leap to the next section, Kill the Terrainians and Omen Wasps and leap to the next room. Kill the Terrainians here and leap to the next section. A cannon is in the wall around the corner, so watch out. Hug the wall and make your way past. Leap to the next section and then out to the platform rising and falling. Use an Amun Bomb to blow open a hole above the low hole you will see. Leap across to snag the Transmitter piece.

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*                               TRANSMITTER 3/8                               *
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* See the paragraph above. *
*****
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Drop down to the lower part of the building. Circle around to the first bridge

you see. Look upwards (you have to do this for this to work) and then leap up unto the bridge. Blow open the wall opposite the power-up to find the camel exit.

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| Set Arena | _____  
|  
| Enemies: Set  
| New Weapons: none  
| Transmitter Pieces: none  
| Team Dolls: 1 (Eric Klokstad)  
|_____
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The trail is pretty straightforward. Follow it until you come to the room with the obselisks. If you want the Team Doll, you can get it now. Othwerwise hang a hard left and follow the side door to Set.

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*****  
*                               TEAM DOLL #1 (ERIC KLOKSTAD)                               *  
*****  
* Destroy the two obselisks here with an Amun Bomb. Leap to the higher *  
* left platform and look down below the ledge you were previously *  
* standing on. Throw an Amun Bomb down on the ammo power-up to reveal a *  
* switch. Turn around and throw another at the wall across the lava to *  
* reveal a door. Jump down to the switch, hit it, and jump out and to the *  
* now opened door. Follow this trail, leaping the lava and dodging the *  
* cannonfire, until you come to the doll. Blow open the wall left of the *  
* doll and drop down the hole (if you've beaten the stage and have the *  
* Shawl of Isis this part is much safer). Look for the discolored wall *  
* and blow it up. Throw another Amun Bomb in the new room to open another *  
* hole. Follow this until it takes you to Set's arena. *  
*****
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It's now time to take on your first boss, Set. Set is an evil Egyptian god who has joined forces with the invading Kilmaat. He isn't overly difficult, but he can take quite a beating before he goes down. He has only two attacks. His primary attack is to leap at you. This is easily sidestepped. His second attack is much more brutal. As the fight drags on he will begin to launch small Set spawn at you. These things chase you and, if they catch you, not only damage you but freeze you in place. Set will then leap at you, doing even more damage. To defeat him strafe around him, firing as you do. The constant motion should keep Set from leaping at you and the spawn from catching you. Amun Bombs do the most damage, hurting him and lighting him on fire. Keep this up and he'll go down no problem. Exit through the newly opened door to gain the Shawl of Isis. Use it to glide across the gap and to the exit.

I recommend returning here any time you beat a level and are low on health. Set will never return and there is a full ammo and full health power-up to be taken. Get them and then simply leave via the entrance camel.

You'll also want to go back to Karnak and get the second Life Vessel. To get this one, follow the level to the big room and then blast through the wall blocked by the flamming pots. Go through the next wall as before, then walk to the end and turn left. Glide across the gap to the other ledge. Get the Time Key found in this room and glide back across. Enter the Time Door in this area and jump up the pillars to the top. Hit the switch to open the grating to the Life Vessel.

| Amun Mines (Part 2) | _____

| Enemies: Anubis Zombie, Omen Wasp, Pirahna, Terrainian

| New Weapons: Amun Bombs

| Transmitter Pieces: 1 (2)

| Team Dolls: 1* (Scott Branston)

Follow the corridor and take out the first Anubis Zombie you see. Ahead of him is an elevator. Take this and kill the enemies waiting below (it goes down a very long ways). Take the first door on the right and kill the enemies waiting there.

Look over the green swamp pit to the Northeast. There is a platform moving up and down you need to jump to. Don't touch the swamp because in your current state it will kill you instantly. (At the bottom of where the platform is a Terrainian and a full ammo refill.) When the platform is high again jump to the other side of the pit and enter the wooden door at the end of the other side. This time leap into the pit and hover down using the Shawl of Isis. The camel awaits you at the bottom of the pit.

| Cavern of Peril | _____

| Enemies: Mummy, Omen Wasp

| New Weapons: Flamethrower

| Transmitter Pieces: none

| Team Dolls: 1 (Paul Schrelber)

Follow the trail forward and journey down the steps. When you reach the swamp waterfall turn to the North and shoot the burning vases to blow open the wall. Inside is a Mummy and some Omen Wasps, but more importantly a new weapon for you is there. It lights your enemies on fire, causing constant damage, but doesn't kill them instantly so they can still attack you while ablaze. Drop down the pit in the next room and hover down. At the bottom awaits a lot of enemies, so be prepared for a battle.

This is also the first level where you'll encounter exploding pots. Now not only do you have to worry about releasing enemies from pots, but some pots that look normal will now explode, releasing three green dragon shots similar to the ones the Mummies fire.

These next two sections can be done in any order:

Take the South passage after you clear the room. You need to leap across the pit you find by jumping to the platform hovering above the swamp and then to the other side. Move ahead, killing the Omen Wasps and Mummies, and then jump on the platform next to the waterfall. Jump onto the waterfall (yes, you will be walking on the water) and follow the watery passage to the Northeast. Jump to the land and walk forward to cause the floor to fall out. Hover down to the bottom and enter the ornate door. Hit the switch inside and duck back out. Hit the switch at the bottom of this pit to make the floor raise back up again.

Return to the room where you fell into from the pit. Head down the Northeast passage and into the room with the swamp waterfalls. Kill the enemies without falling off the cliff. Once they're gone, look down the cliff. You need to jump down to the platforms you see floating below. Once you're on the bottom one, jump to the landing you will see in the swamp. Jump from here over to

another platform you'll see rising and falling. After landing on this look ahead and take out the Mummy waiting for you. Jump unto the ledge formerly occupied by the Mummy and move forward into an elevator. Hit the switch at the top and return to the swamp area. Cannons have now popped up, so navigating back to the original room at the bottom of the first pit is going to be even harder.

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*****
*                                     TEAM DOLL #1 (PAUL SCHRELBER)                                     *
*****
* In the room with the Power Key (see below) use an Amun Bomb on the wall *
* to reveal a switch. Hit this switch to open a panel back at the top of *
* the pit. The doll is located on one of the ledges with power-ups that *
* you couldn't reach before. The only way to get this doll is to collect *
* fourteen other dolls and unlock Vulture Mode. Sucks, but that's the way *
* it is.                                                                           *
*****
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Once you return to the original room enter the ornate door. Two previously locked doors are now open in here, allowing you to make your way forward. Grab the Power Key and return to the big swamp room. Leap across the swamp pit and open the Power Door. The camel waits for you on the other side.

Nile Gorge
Enemies: Mummy, Omen Wasp, Pirahna
New Weapons: none
Transmitter Pieces: 1 (4)
Team Dolls: 1 (Richard Nichols)

Head forward, kill the two Mummies, and drop into the water (you'll want to hover down). In the water are two Pirahnas, so kill them. Jump out of the water and take the elevator up. You'll find yourself in a temple. To the West is a wall that will open to reveal five Mummies. You can take them out now or later. Either way, go East and follow the hallway. A side wall will open on the way releasing two Mummies and four Omen Waps. You'll come to an opening in the wall. Across the gap here are two Mummies, while cannons fire in three directions. An Omen Wasp is around as well. Kill the enemies and drop off the edge into the water, noting that three Pirahnas wait for you. On the West shore is a switch. Hit it to open the big door back in the hallway you were just in. The door is timed, so hurry. Inside you'll find a Mummy and the Time Key. Grab the Time Key and hit the switch to reopen the door and leave.

Return to the Time Door near the elevator. You'll find two Omen Wasps in the air and a Pirahna in the water below. Drop into the water and get ready to dive. Swim down the underwater shaft you find and kill the Pirahna at the bottom.

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*****
*                                     TRANSMITTER 4/8                                     *
*****
* Blow open the South wall at the bottom of the shaft with an Amun Bomb. *
* There you will find the Transmitter piece.                                     *
*****
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Swim back up and jump on the shore near the Time Door. An elevator will take you back up. Jump in the air and glide (using the Shawl of Isis) around the corner and onto the platform that is rising and falling. Destroy the flaming

pots and hit the switch they were blocking. Drop back into the water and swim down the shaft. The previously locked door down there is now open, but again it is timed. Waiting for you are two new Pirahnas as well. Swim ahead into a partially flooded room with pillars. There are three Pirahnas and the Power Key in the water. The Power Key is in the Southwest corner. There are four Omen Wasps hovering above the water as well. Two more will enter if you jump on the first shore you come across as well.

With the Power Key you can now open the Power Door across the gap from the Time Door. Just around the left corner through the door is a Mummy. Kill him and move along the path to the door. Through the door is another Mummy and the two Omen Wasps you may or may not have attracted to you earlier. Run down the path and jump to the full ammo. You can see the War Key from here. You need to return to the path and glide around the corner to a ledge. Guarding the ledge are three Omen Wasps, so you'll most likely fall into the water the first time. In the water are four Pirahnas. Kill these enemies and get the War Key. If you land in the water, you can get out by jumping to the shore in the Northeast and follow it up to the original path.

Open the War Door back by the elevator and kill the Mummy inside. Hit the switch you find and drop into the big hole riddled with cannonfire right in front of it. Follow the trail at the bottom and carefully navigate the floor cannons you find. There are two Mummies along this passage, so watch out. Pass the locked door and hit the switch around the corner. Make it back to the door, which will now be unlocked, and kill the two Mummies and two Omen Wasps on the other side. Move ahead and get on the elevator. This will take you back to the original elevator. Return through the Power Door and make your way down the initial leg of the path. Stop at the door and turn left. Shoot the flaming pots across the way and leap to the pillar they formerly occupied. Jump from here to the next ledge, formerly blocked by the pillar you lowered with the switch, but don't fall in the hole. Jump to the next section and float down the other side. On either side of this area are floor switches. Jump to each of these, avoiding the cannonfire, and then dive into the water pit. Swim through here and emerge back on the previous side. Jump up and take the West path newly opened. Navigate through the cannons and hit the switch. This will open up the room found behind the first area you came to with the shooting cannons. Make your way back here and dive into the water. Swim through the passageway and grab the Earth Key on the other side.

Once you get the Earth Key, return to the room with the shooting cannons and leap across the gap to the Earth Door. Enter and proceed forward to the exit camel.

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*****
*                               TEAM DOLL #1 (RICHARD NICHOLS)                               *
*****
* Throw an Amun Bomb at the wall left of the camel exit. This will open a *
* passage that leads straight to the doll. Jump over the camel to get to *
* it. After you have it, use the camel to leave the level. *
*****
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Thoth Treasure Reliquary (Part 1)
Enemies: Bastet, Terrainian
New Weapons: none
Transmitter Pieces: none
Team Dolls: 2* (Joe Kresoja) (David Lawson)

Enter the treasury and take the first door right in front of you. Hit the switch inside and return the previous room. Take the righthand door. Follow the corridor down and into the next room. Here you will encounter your first Bastet. Unlike the previous humanoid enemies, this one doesn't have a ranged attack. Instead the Bastet runs at you and slashes you with her claws. They take a little more effort to kill than Mummies, but not too much. They can also teleport, their greatest skill. Once they start slashing they will not stop. Once the room is safe, hit the switch in the archway to open a wall to reveal the Time Key. Grab it and return to the main entrance.

This time open the lefthand door (the Time Door). Follow the corridor down to the next room. Three Bastet are waiting for you here. Kill them and enter the next room. Two more Bastet are here. Kill them and the Terrainians and keep going until you reach the elevator. Follow the corridor until you reach the lava pit. Jump across to get the Power Key, of course avoiding the cannonfire that is pelting the wall.

Make your way back to the main entrance. Bastet have returned to all the areas you previously cleared, making your life difficult. Head back for the room with the Time Key and enter the Power Door. There are four Bastet in this room. Kill them and pass the Earth Door, entering the farthest door instead. Ride the elevator up and kill the Terrainians and two Bastet waiting for you. Continue on until you come to another lava pit. Now turn back around and leave the small corridor that leads here. Blow open the ground right in front of this corridor, just inside the big room. This will open up a path that leads to the Earth Key. Grab it and hit the switch to open the grating. Once again Bastet have filled the areas you already cleared. Make your way back to the Earth Door. Open it to claim the Protective Anklet.

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*****
*           TEAM DOLL #1 & #2 (JOE KRESOJA) (DAVID LAWSON)           *
*****
* Blow open the pedestal that the Protective Anklet was on. Hover down *
* this new hole to find the doll. In the Saturn version a second doll is *
* to be found in here as well. To get back out you have to have at least *
* fourteen other dolls so you can fly back out. Sucks, but that's the way *
* they made it.                                                       *
*****
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The pyramid exit is to the left of the Protective Anklet.

Karnak Sanctuary (Part 2)
Enemies: Amnit, Anubis Zombie, Terrainian
New Weapons: M-60 Machine Gun
Transmitter Pieces: none
Team Dolls: 1* (Paul Lange)

Move forward down the pass to enter the courtyard. Here you will encounter your first Amnit. There are two of this enemy here, one to each side-corner. The Amnit are annoying hawk-like birds that dive straight at you. Because they travel in a straight line they can easily be shot down from afar with a single shot from your pistol. If they do hit you, they only do so once and then fly away. They will return after striking you if you don't kill them, so you might as well take them out regardless.

Once they are dealt with open the door to the Sanctuary itself. Before you is waiting the M-60 Machine Gun. Pick it up to activate the wall before you. Two

Anubis Zombies will enter, so you might as well try out your new weapon. Kill them and enter the new corridor. Continue onwards, killing the next Anubis Zombie and the subsequent Terrainians. You'll come to a "+" in the road. Head West and turn the corner to see a horde of Terrainians. Kill them to open the wall in front of you and reveal the Time Key. Pick it up and return to the "+".

This time go East and up the stairs. Around the second corner at the top of the stairs awaits another Anubis Zombie and some Terrainians. Strafe into this area and let loose a volley of shots, then duck back as the Anubis's fireball hones in. Repeat until you've killed all the enemies then venture forward and open the Time Door. Kill the Amnits and Anubis Zombie in this next open area.

With the Protective Anklet you can now jump into the swamp trench and move down the canyon. The swamp still hurts you, but it no longer kills you instantly.

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*****
*                                     *
*                   TEAM DOLL #1 (JOHN SCHWAB)                   *
*                                     *
* Bomb the left wall underneath the stone bridge above the swamp. Four *
* Anubis Zombies will attack you. Kill them and follow the tunnel to some *
* water. Dive in, swim down, and hit the switch. This opens more of the *
* underwater tunnel, so swim down it. Swim up to the surface and leap to *
* the ledge. Unfortunately you can only leap this high if you have *
* collected ten dolls before this and unlocked Dolphin Mode. When you get *
* the doll, return to the swamp trench. This is in the Playstation version *
* only. *
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At the end of the swamp trench is the camel exit. On the right side is a stairwell that leads to a full health and full ammo power-up.

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| Heket Marsh | _____ |
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| Enemies: Bastet, Omen Wasp, Terrainian |
| New Weapons: Cobra Staff |
| Transmitter Pieces: 1 (5) |
| Team Dolls: 1 |
|
```

Ignore the pool of water and head through the North door. Take the East door over the swamp. You can now go either left or right as they both lead the to the same place. The left trail has less enemies. Eventually you'll come to a discolored area on the wall. Blow it open with an Amun Bomb and brave the swamp. Kill the Bastet here and remember this is where the War Door is located. You could do all of this later, but I put it first so that you clear out one of the more enemy-infested areas first.

Return to the beginning of the level. The pillar in the first swamp has a grating over it on one side. Blow it off with an Amun Bomb to reveal a full ammo power-up. Now take the West door in this area. Follow this path. Do note that the Bastet will not go into the swamp. Sometimes the damage dealt by the poisonous fumes may be less than a horde of Bastet can deal. Enter the cave and drop off the first opening to get the Time Key. If you would've kept going down the cave path you would come to the Power Door, so you know.

This area is a a four floor circle. Find a spot where you can leap back up to

the floor you were just on and make your back to the beginning of the level. The middle door in the initial swamp is the Time Door, so go in there. You will find the Cobra Staff, my favorite weapon, when you do. Use it to kill the Omen Wasps flying straight for you. It works underwater too. (Take note that this room is where the Earth Door is located.)

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*****
*                                     TRANSMITTER 5/8                               *
*****
* You need the Kilmaat Scepter for this one. As you drop into the water      *
* in this room you'll see a forcefield. Behind it is the Transmitter         *
* piece.                                                                       *
*****
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Drop into the water. The passageway to the North leads to a grate that can be blown open to reveal a full health power-up. To continue on with the level, however, you need to swim to the South passageway and hit the switch. Look up from the switch to see a small alcove. The Power Key is in there, so get it. Now hit the switch again and swim through the opened passageway to return to the beginning of the level. Head for the Power Door.

Kill all the nasties waiting inside for you and open the door just to the side of the Power Door. Two Bastet wait in there. Kill them and hit the switch to start a bunch of cannonfire. Follow the trail up the side of the room and exit through the higher door. Follow the path to the War Key.

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*****
*                                     TEAM DOLL #1 (PAUL HUAGERUD)                       *
*****
* Saturn only. This route has been suggested by enemy of the public. If      *
* you're playing the Saturn version, please let me know if this works.       *
*                                                                              *
* Once you have got past the symbol of war door, you end up in a part of     *
* the level that constantly goes upwards and the backdrop is very much       *
* like a set of huts. Now, a main crux of this is an area where there is     *
* a hut that has two seals and the switches are on opposite sides of a      *
* slime chasm. There is a large platform in the centre of this chasm that   *
* holds a pair of the cat woman who try to tear you apart bare-handed.      *
*                                                                              *
* After negotiating this area of the level you find yourself in a             *
* hexagonal room, there are two small slime pits, a few terranians and a     *
* psychotic cat woman. In the very centre of the room is a HUGE pillar      *
* that is really wide and high. In the Playstation version, the pillar is   *
* as high as the level goes, but since the PC version relies on bomb        *
* boosting, this may well be the pillar that hides the mummy doll for       *
* this level, if you bomb boost it might well have a platform at the top    *
* where the doll can be found.                                               *
*****
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Go back to the War Door and enter. Head down the West ramp and through the door. Jump around the swamp and enter the next room. Jump around the pillar to find a raised ledge. Jump from this to the two switches and then across to the really high ledge. Follow this path (if you're too slow getting here the switches will reset) to the through most every area of this level. The path is straightforward, it's just swarming with enemies and cannonfire. Just stick to the high road every time you have to make a jump. Eventually you'll find the Earth Key.

Drop off the ledge and make your way back to the Time Door. Enter there and go to the Earth Door. Kill the Terrainians, dodge the cannonfire, and get to

the camel around the pillar.

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*****
*                                     *
*           TEAM DOLL #1 (PAUL HUAGERUD)           *
*                                     *
* Playstation and Saturn version only. Blow open the pillar in front of *
* camel to reveal a passageway. You need ten other dolls for this one. *
* Swim down the and up the other side and launch out of the water to the *
* doll. Again, you need to be in Dolphin Mode to do this. *
*                                     *
*****

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Sunken Palace of Khnum
Enemies: Pirahna, Underwater Mine
New Weapons: none
Transmitter Pieces: none
Team Dolls: 1 (Paul Haugerud)

Jump into the water and swim through the West door. (Two Pirahnas are in this first area, but from now on it will be assumed that there are Pirahnas in most, if not all, bodies of water.) Under the starting bridge and in this next room are Underwater Mines. These stationary explosive devices will go off if you approach. You can shoot them safely from afar with the Cobra Staff or blow them up with an Amun Bomb. Sometimes when you blow one up it will cause the others to explode as well. They can also kill Pirahnas when they explode.

Ignore the Time Door and go through the only other door here. Swim down and through the passage you find on the sea floor. Continue into the vertical passageway and swim up. Swim into the room above and grab the Time Key. Return to the Time Door and enter. Swim down the corridor and vertical shaft and blow open the discolored wall near the bottom. This may take several trips. (This shaft contains the War Door, for future reference.) Swim up the shaft this hole opens to get some air. Swim back down the shaft to near the bottom. Enter the small room and grab the Earth Key.

Return to the starting point and take the East underwater corridor. Enter the Earth Door and swim where the path leads. This will eventually take you to the War Key. If you drop off the edge you can follow the path to where the Time Key was or you can take a door just off the ledge to the room with the Earth Door. There are Pirahnas and Underwater Mines in this room, however. Your other option is to go back the way you came.

Either way you need to go to the War Door. You'll probably want to use that air pocket in the shaft you blew open for this as well. Swim through the L-shaped room and into a square one. There is air at the top of this room. When you're ready, swim down to the sea floor and follow the path there. When you reach the Power Key, grab it and quickly swim to the rapidly closing exits before you. If they close you will be trapped and will drown. Then you will have to start all over from the beginning.

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*****
*                                     *
*           TEAM DOLL #1           *
*                                     *
* Playstation and Saturn version only. Take the left exit in the room *
* with the Power Key. Swim down the path until you come to a big room. Do *
* not swim up the vertical shaft you encounter, it is a dead end. Swim *
* until you come to a big room. Get some air and then dive back down to *
*                                     *
*****

```

* a small alcove with a full health power-up. Blow open the wall behind *
* it to reveal a switch. Hit this switch to open a door behind the Power *
* Door at the end of the level. It's on the righthand side just before *
* the camel that takes you to the Deserted Slave Camp. *

You're back in one of the big rooms that lead to the Time Key. Make your way back to the starting point and enter the Earth Door. Follow the road to the camel exit.

Deserted Slave Camp | _____

| Enemies: Bastet, Omen Wasp, Terrainian |
| New Weapons: none |
| Transmitter Pieces: 1 (6) |
| Team Dolls: 1 |

This room you start in is the central room of the level. All four locked doors are located here. The Power Door is inside the pillar room, past the corpses (which have items if you shoot them up). The Earth Door and Time Door are on the main floor. The War Door is up on one of the bridges.

* TEAM DOLL #1 *

* Playstation and Saturn version only. When you have fourteen dolls and *
* have unlocked Vulture Mode return here. Fly up to the West bridge and *
* hit the switch there. This will reveal a platforming section. Get to *
* the top and enter the door. Hover down into the next room. You need to *
* blow open a chunk of the ceiling with an Amun Bomb. This will open a *
* vertical shaft you can fly up. Follow the path at the top to the doll. *

Enter the only door you can and then enter the next room. There are two wall paintings with switches in front of them. Hit the switch to open the corresponding wall. The first wall contains a full ammo power-up and three Bastet. The second contains the Power Key and three Bastet. When you've handled the lion ladies, go to the Power Door.

Drop down the hole in front of you. Follow the slope downwards and hit the switch. Run back up and hit the switch that has been revealed. Now dash over to the door that was to your left as you entered the room. It's timed, so you have to hurry. Inside you'll find the Time Key. Grab it and hit the floor switch to reveal the switch that will open the door behind you and the two Bastet guarding it.

Enter the Time Door and make your way around the corner and into the big, open room. Blow open the far North corner with an Amun Bomb and shoot the flaming pot you see around the corner. Follow the corridor and jump up to the door on the high walkway. Kill the Omen Wasps outside and leap across the gap.

* TRANSMITTER 6/8 *

* Blow open the wall in the East corner; it has two brownish dots on it. *
* (Across from this wall is a full ammo power-up, by the way.) Enter the *
* new room. You'll see some fireballs shooting at a downward angle. The *

* Transmitter piece is across from where they're shooting, but that's the *
* least of your problems. A bunch of Bastet are in the area down below. *
* If you miss, which you will if you try right now, they will most likely *
* kill you, although I was able to kill all of them with a full *
* Flamethrower so it can be done. Of course once they're gone you have to *
* run up the ramp the cannonfire is raining down along. No, the only way *
* to handle this situation is to wait until you get the Horus Feather and *
* levitate across this pit of doom. Walk down the upper path and levitate *
* back to the other side to find the Transmitter piece. *

Enter the corridor in the West corner and follow it straight ahead. Pass straight through the "+" and open the door. Step on the floor switch and make your way back to the "+" you passed. This is that central room at the very beginning of the level, you're just a floor up. Drop down to the main floor and enter the West door. Jump through the now open hole where the pillar used to be and enter the door. This room has a Bastet in it. The hole in the ceiling leads to a full health power-up, while the door leads to a room full of Terrainians. Enter the Terrainian room and jump through the hole in the ceiling. Enter the next room and kill the two Bastet waiting there. The hole in the floor leads to a room with Terrainians. You want to jump through the hole in the ceiling above this hole and make your way up the ramp there. The hole here leads back to the beginning of this area, so avoid it. Kill the two Bastet and the Omen Wasp waiting for you and go into the corridor. There is a drop-off to a switch that is under fire from a cannon. Landing on the switch shuts off the cannon, so time it right so you don't get hit. Ease out onto the ledge next to the cannon and make your way around. Jump across to the other ledge and work your way under the roof. Jump to the landing you will see and move forward. This will release some Terrainians, but will also lower the wall on one of the edges. Jump back to this ledge and hit the switch that is now accessible. This will open a switch in the North up high. Jump to this and hit the switch to open the pillar back where the Terrainians were. Glide back there (all of this is timed, by the way) and hit the floor switch to get the Earth Key.

Go through the Earth Door back in the central room and go forward. Pass the pillar room and enter the big room. There are lava holes in the floor, so watch out. Make your way to the end and hit the floor switch. Head back for the door and turn left. Hit the switch that has appeared to activate a bunch of cannons and open the doors past the floor switch. Make your way up to the higher edges and leap for the War Key. Follow this upper pathway and leap to the central pillar. Head for the War Door (it is right in front of you). Open the War Door and leap across the pit to the camel exit.

| Selkis Path | _____

| Enemies: Bastet, Mummy |
| New Weapons: none |
| Transmitter Pieces: none |
| Team Dolls: 1 (Kurt Pfeifer) |

Before you even start make sure you have full ammo on everything. You'll be shooting a lot of stuff and there are very few pots here. I recommend getting a refill at the Set Arena. Once you begin, conserve. This is the worst level for ammunition in the whole game and if you run out it is over. Break the few pots you find with your Machete, make all long-range shots with your Pistol, do whatever it takes to make every round count.

Your old mummified friends are back, three to be exact. Drop into the courtyard at the beginning and take them out. Blow apart the pots in the Northeast corner to let loose some of your lioness friends. After making them feel welcome head for where the pots were and hit the switch that was revealed. This will open up a hole in the wall in the Northwest corner and release two more Bastet. Deal with them and hit the revealed switch to lower the pillar in the center of the courtyard.

Drop down and follow the path to the lava, killing the Mummy on the way. Kill the Mummies shooting at you and jump to the East entrance. Two Bastet are down here with the Power Key. Get the Power Key and leap to the West side of the area. Follow this path to the Power Door and enter.

Jump and glide to the platform way out in the lava and then glide around the corner to the War Key. Grab the War Key, activating the cannons as you do, and make your way back to the initial lava room. If you are very careful you can avoid activating the cannons, but the pattern here is not that hard to dodge.

Jump to the middle area and glide down the narrow pass in the Northeastern corner. Jump to the War Door and enter, killing the two Bastet waiting on the other side. Wait for the cannon to fire and run behind it. Walk down into the big room with a bunch of Mummies and Bastet waiting for you. Kill everyone on the ground floor and enter the door. Kill the Mummy here and jump up on the platform and over to the floor switch. This will open the wall behind you that leads to the upper part of the last room. Kill the Mummy up there and hit the switch. This opens the door in the Southwest corner and is timed. A Bastet is on the other side. Another waits in the passage and a Mummy further on past a platform. This leads to the highest bridge in the room. Hit the switch and run across the bridge before the door on the other side closes. Inside is the Earth Key. Grab it and drop down to the second floor in the big room.

Hit the switch on the opposite side of the last switch. This opens the Northeast door and releases a Mummy. Kill the Mummy and hit the switch again to get into the room (this one is timed too). Two more Mummies and a Bastet await down this path. You'll find the Earth Door. Behind the pots is another Bastet, so don't be caught unawares. The path behind the pots leads back to the big room, in case you came in here early. If you got the Earth Key, by all means enter the Earth Door and drop into the hole.

Hover down to the round platform and then glide down the lava river. Land on the grassy platform dead-ahead. Glide down the entire length of the river in this manner, landing on each grassy knoll as you go. At the end is a raised ledge with two Mummies on it. Kill them and jump across to find the camel exit.

```
*****
*                                     *
*           TEAM DOLL #1 (KURT PFEIFER)           *
*                                     *
*****
* Yet another doll you need the Horus Feather to get. On the PC version *
* you can use an Amun Bomb blast to send yourself into the air and then *
* levitate across the trench to get this. On the Saturn and Playstation *
* versions, sadly, you need to be in Vulture Mode to fly up and get the *
* doll. Either way, you need to get up to the ledge above the entrance to *
* the cave containing the exit camel. Follow the path this leads you on *
* to the doll. *
*****
```

```
| Selkis Burrow | _____
|
| Enemies: Selkis, Terrainian
| New Weapons: none
| Transmitter Pieces: none
| Team Dolls: 1 (Troy Jacobsen)
|_____
|
```

Walk past the burning fires and under the stone face. Open the stone door and descend the stairwell.

```
*****
*
*           TEAM DOLL #1 (TROY JACOBSEN)
*
*****
* Use an Amun Bomb on the stone touching the grey wall at the bottom of
* the stairs. Hit the switch to lower the grey wall. Use another Amun
* Bomb on this newly exposed stone and hit this switch. This will lower
* the first stair at the top of the stairwell. Use yet another Amun Bomb
* on this area to open a passageway. Drop in and follow the path. This
* leads to a straight shaft you need to fly up. You must be in Vulture
* Mode to do this and claim the doll.
*****
```

Open the door and enter the burial chamber. Move to the backside of the ornate pillar and blow it open with an Amun Bomb to claim the full ammo (if you need it). Approach the door behind here to make it open. Drop into the pit and hover down. You are now in the burrow proper. Selkis is lurking in this maze of passages with you. When you kill her the large doorway you see here will open, so remember how to find your way back.

In Egyptian myth Selkis is a goddess who was said to aid pregnant mothers, control poisonous animals, and aid the dead's rebirth in the underworld. In Powerslave, however, Selkis is a genetic mutation created by the Kilmaat from the DNA of a human woman and scorpions. She crawls about the maze-like burrow hunting you. She fires homing red dragons identical to the Mummies from her tail. She has no other method of attack. You have access to the whole maze for this battle, so don't hesitate to move about. When you find her, sidestep around corners to dodge her blasts. She can be caught on fire with the Flamethrower, but she will not stay lit up for very long once you stop firing. I recommend you begin hunting her with the M-60 or Cobra Staff. Try and trap her in the long hallway with two entrances. Fire at her from one side and sidestep when her blasts get close to dodge. Run to the other side and sidestep out and shoot her. If you're lucky she'll charge back and forth and will never make it all the way to either end before you catch her.

Once she dies, the maze becomes flooded with Terrainians. Kill them as you make your way back to the exit. Claim the Kilmaat Scepter and step through the forcefield to the pyramid exit.

I now recommend going back to the Karnak Sanctuary and getting the Life Vessel there. It is in the room with the M-60. Open the forcefield on the right with the Kilmaat Scepter and claim the large ankh. After that you should return to the Heket Marsh and get the Transmitter piece there.

```
| Sobek Mountain Shrine (Part 2) | _____
|
| Enemies: Anubis Zombie, Omen Wasp, Terrainian
| New Weapons: none
| Transmitter Pieces: none
|_____
|
```

| Team Dolls: 1* (Jeff Blazer) |

Begin by making your way inside the shrine and down the halls, dealing with the Anubis Zombies on the way. The female statues you find in this area can be destroyed for health and ammo just like the pots. Open the center door and kill the Anubis Zombie and Terrainians waiting on the other side. Go through the next door and clear the open room of Anubis Zombies as well. There is one on the bridge up above, so watch out for him in particular.

Once you've cleared the room head to the North door (the one on your left as you enter). Kill enemies waiting for you and take the East door in this area. The West door, you will see, has a forcefield blocking it. With the Kilmaat Scepter you can now enter this area. An Anubis Zombie guards the camel exit on the other side.

| Magma Fields |

| Enemies: Magmantis, Omen Wasp, Terrainian |

| New Weapons: Ring of Ra |

| Transmitter Pieces: 1 (7) |

| Team Dolls: 1 (Dominick Meissner) |

You'll encounter the colossal Magmantis for the first time here. These enemies take a lot of hits and actually function as bosses in the old Shareware version of the game. They hide under the lava in large rooms and pop up at unexpected times to fire massive fireballs at you. They shoot once and then dive back down. They will then come back to the surface to attack again. The fireball they shoot heads for the spot you were when they rose so dodging is not too difficult. They take a lot of hits to take down, so running by is usually the best option.

```
*****
*                               TEAM DOLL #1 (DOMINICK MEISSNER)                               *
*****
* Begin the level and walk forward. On your right side as you turn the *
* corner is a lava pit. Throw an Amun Bomb down there alongside the *
* bridge you are standing on. It will blow out the wall there. Drop down *
* and hit the switch before dropping into the hole. (The lava will damage *
* you, but not kill you instantly.) Hover down the pit and navigate back *
* and forth to avoid hitting the lava. As you near the bottom, drop an *
* Amun Bomb to blow out the floor (after the second shift in the flow of *
* the lava). The doll and a camel exit await at the bottom. *
*****
```

The method noted above will complete the level for you and take you to Horus Peak. Doing this you will miss the Ring of Ra and the Transmitter piece. As such, the following directions will get you those items and back out through this same exit.

Begin the level and make your way out to the bridge. Down below you is a Magmantis, so watch out. It can shoot up at you if you're on the bridge, but generally won't. Jump down to the circular rock landing between the two bridges and hit the switch. This opens a wall down there, so jump in to claim the Ring of Ra. Kill the enemies in this room and hit the switch here. Make your way back to the top of the bridge by jumping on the wall platforms in the North and West walls. Once on top, take the door at the highest landing in the room (at the end of the bridge).

```

*****
*                                     TRANSMITTER 7/8                                     *
*****
* Enter this room and turn left. Jump to the platform going up and down *
* and turn around. Jump to the next platform you see (it's a ways off). *
* From here glide down the ravine to the landing. Glide from here to one *
* more landing and glide from there to the Transmitter piece. There are *
* two Magmantis on the way. I recommend ignoring them and going for the *
* piece. *
*****

```

Once you have the piece and the weapon, go back to the beginning and take the route described in the Team Doll section above.

<p>Horus Peak</p> <p>Enemies: Magmantis, Omen Wasp</p> <p>New Weapons: none</p> <p>Transmitter Pieces: none</p> <p>Team Dolls: 1 (Paul Knutzen)</p>

Jump to the ledge across the lava in front of you. Turn and jump to the platform (it will fall) and to the high ledge. Enter the door. In this next room are two Magmantis, so tread carefully. Hit the East switch in here to open the West wall and reveal a switch. Hit this to reveal another switch in the East wall. Hit this last one to open the South door. This last door is timed, but thankfully none of the other switches are.

Proceed through the South door. Run along the bridge as it falls behind you and leap to the rising and falling platform at the end. Jump over the top of the lavafall to a rising and falling platform on the other side.

```

*****
*                                     TEAM DOLL #1 (PAUL KNUTZEN)                                     *
*****
* Turn around and look at the directly behind you. Throw an Amun Bomb at *
* lava fall to make an opening in it and then lower yourself on small *
* platform that goes up & down on other side. The hole has lava on the *
* floor of it and there is no room to jump, so you value1 lose Health here. *
* Line up with the hole, so you don't hit the lava at sides or top of *
* entrance & when small platform you see on is at its lowest, jump to this *
* hole, going forward fast, to small ledge at end with Team Doll. Turn *
* around and just before the small platform comes down level with the *
* opening ahead, run forward onto the platform. The wall behind is a fair *
* distance from the platform, so it won't stop you if you overshoot then *
* you will fall down to Lava. *
* *
* In the Saturn version, you should be able to quickly use Amun Bombs to *
* boost up from lava so you do not die. You cannot go back to the camel *
* so you need to replenish your health to get through the next part. Jump *
* and hover then go back to the full health you passed and turn around. *
* Continue all the way to ledge in front of door ahead. *
*****

```

Jump to the high door and enter. The floor drops out in here, so hover down. You'll now enter a room with cannons, Magmantis, Omen Wasps, and rising and falling platforms. You have to make your way to the top of the room, but make

sure you hit every switch on the way up or the cannons will no doubt kill you. To make matters worse, the damn Magmantis make your screen (and your character) shake every time they rise from the lava. You might just want to kill all three of them before even trying. At the top is a full health and a full ammo power-up, so you won't be wasting ammo.

Take the final rising and falling platform out of accursed room. Take the door out to the peak of the mountain. Walk around either side and at the high point jump to the top. Enter the building and claim the Horus Feather. Go through the newly opened door and levitate (using the Horus Feather) to the pyramid exit.

You can now go back and get the Team Dolls that require the Horus Feather if you like. Definately go back to the Deserted Slave Camp and get the piece of the Transmitter. When you want to move on, head for the Thoth Treasure Reliquary.

| Thoth Treasure Reliquary (Part 2) |

| Enemies: Bastet, Terrainian

| New Weapons: none

| Transmitter Pieces: none

| Team Dolls: 2* (Joe Kresoja) (David Lawson)

Enter the treasury and take the first door right in front of you. Hit the switch inside and return the previous room. Take the righthand door. Follow the corridor down and into the next room. Here you will encounter your first Bastet. Unlike the previous humanoid enemies, this one doesn't have a ranged attack. Instead the Bastet runs at you and slashes you with her claws. They take a little more effort to kill than Mummies, but not too much. They can also teleport, their greatest skill. Once they start slashing they will not stop. Once the room is safe, hit the switch in the archway to open a wall to reveal the Time Key. Grab it and return to the main entrance.

This time open the lefthand door (the Time Door). Follow the corridor down to the next room. Three Bastet are waiting for you here. Kill them and enter the next room. Two more Bastet are here. Kill them and the Terrainians and keep going until you reach the elevator. Follow the corridor until you reach the lava pit. Jump across to get the Power Key, of course avoiding the cannonfire that is pelting the wall.

Make your way back to the main entrance. Bastet have returned to all the areas you previously cleared, making your life difficult. Head back for the room with the Time Key and enter the Power Door. There are four Bastet in this room. Kill them and pass the Earth Door, entering the farthest door instead. Ride the elevator up and kill the Terrainians and two Bastet waiting for you. Continue on until you come to another lava pit. This time you want to levitate across the lava with the Horus Feather. Turn and look for a discolored section of the wall and blow it open with an Amun Bomb. Levitate through to the camel exit.

| Canyon of Chaos |

| Enemies: Amnit, Magmantis, Mummy

| New Weapons: Sacred Manacle

| Transmitter Pieces: 1 (8)

| Team Dolls: 2 (John Van Duesen) (John Yuill)

Begin by following the path through the pass. Kill the three Mummies blocking the way and, when you come to the pit, levitate around the corner to claim the Sacred Manacle. It might not seem that great, but if you charge it up you can deal more damage than any other weapon in the game, killing even a Magmantis in a single hit. By the way, you now have all the weapons available in the game.

```
*****
*                               TEAM DOLL #1 (JOHN VAN DUESEN)                               *
*                               TEAM DOLL #2 (JOHN YUILL)                               *
*****
* Return to the beginning of the level. Get as high as you can and                       *
* levitate down the pass to the right of your starting position. Drop                   *
* down just enough so you can make it under the overpass. Move to the                 *
* Time Door and set down. Kill the Mummies here and then levitate back to           *
* the overpass. There's a discolored section of the wall on it. Use an               *
* Amun Bomb and enter. Look for a hole in the ceiling right in front of             *
* the torch. Jump up there and follow the path to a lava room. Two deadly           *
* Magmantis guard this room, so either kill them or be fast. Across the            *
* lava is an altar. Throw an Amun Bomb at the ceiling above it to reveal            *
* a hole. Jump up from wall brace to wall brace. You'll see some blue               *
* cannonfire hitting the ceiling in front of you. This cannonfire will             *
* kill you instantly, so be careful. Drop down on the left corner, semi-           *
* hovering all the way down. Navigate around the other launchers to the             *
* next drop. Semi-hover down this drop in the center to avoid the four              *
* launchers here. Go down this corridor. You can walk under the first set          *
* of wall launchers, but you need to jump the second set. Now drop down            *
* for yet another group of these launchers. Navigate these to get that             *
* damn doll you want so badly. If you're playing the PC version, you get           *
* two dolls. Hands-down, hardest doll(s) to get in the entire game.                 *
*****
```

Take it from the top. From the beginning, head towards the Sacred Manacle, but this time jump to the West ledge. Follow the caverns until you can take the high or low road. Take the low road to the lava. Levitate out over the lava and around the corner. Take the second red archway. The lava drops off in a lavafall to a low lava pit. Drop down and take the red archway here.

Shoot the flaming pots and follow this path. There are Magmantis in all of the lava in this level, so be careful. Don't hesitate to use the Sacred Manacle on them. Drop onto the brown footway and turn around. Jump up to an even higher ledge. Jump up to gain floating height and continue on. Blow open the wall behind the ledge you find to reveal more footing.

```
*****
*                               TRANSMITTER 8/8                               *
*****
* Get as high as you can and float out towards the blue cannonfire. Right           *
* in front of it is the last Transmitter piece. If you have them all now,           *
* which you should if you've been following the guide, you're set to get           *
* the good ending when you complete the game. If not, go back and get the         *
* other pieces once you finish this level.                                         *
*****
```

Float forward so you're just under the platform where the blue cannonfire is going off. Those shots will kill you instantly, so whatever you do, do not touch them. Float around the corner to the door. Kill the Magmantis in this upper lava lake to open the door and claim the Earth Key. Carefully descend

down the hole.

You'll find yourself back by the first red archways you saw. Drop back down the lavafall and take the Earth Door down where the flaming pots were. Inside you'll find the Power Key.

Return to where you found the Earth Key and drop back down. Float to the low ledge just past the archway leading to the lavafall. Jump up and float back to the previously mentioned "low path." Take the high path this time and float down the canyon back to the beginning. Jump high like you're going for the Team Doll and float to the Time Door. Kill the Mummies and Amnit, then jump up to the Power Door. Open and hit the switch. This opens the grating covering the Time Key.

Circle around to the West ledge near where you found the Sacred Manacle. The Time Key is up high on this path. Claim it and float back to the Time Door. There are two directions you can go from here. The East canyon leads to a wall that can be blown open with an Amun Bomb that has a full ammo power-up in it. Just below the edge of the platform of the Time Door is the War Door in this East side as well. To the West is a pass that has two doors down along the lava, one open and one closed. Take the open one and kill the two Mummies. You'll come to a locked door. A Mummy on the other side will open it and try to kill you. Kill him and duck inside. Grab the War Key and kill the Magmantis in here to open the other door. This takes you back to the canyon you just came from. Float forward to a holding. Leap and continue floating. Land on the ledge on the far end of the canyon and jump up. Float straight to the War Door. Enter here and kill the two Mummies. Approach the camel exit to finish this level.

| Kilmaat Colony |

| Enemies: Kilmaat Sentry, Omen Wasp, Pirahna

| New Weapons: none

| Transmitter Pieces: none

| Team Dolls: 1 (Mark Coates)

You finally get to see the aliens responsible for all your troubles. They have only one attack, a rapid-fire laser rifle. They take quite a number of hits and can be quite a pain. They also like to roll with swarms of Omen Wasps, making quite the deadly combination.

Begin by moving forward and clearing the stairwell of Kilmaat and Omen Wasps. Once that is done, turn back to the room you began in. You need to blow open the circular indent in the wall near where you began. The big pad on the ground will activate two cannons in this room, so avoid touching it. If you do happen to touch it, the switch to turn it off is around the pillar (that the stairs wrap around) from the Power Door.

Jump through the hole you opened and into the water. There are Pirahnas here, so switch to the Ring of Ra and fry them. Blow open the grating in this first watery area and swim through. Through the door at the top is a Kilmaat and a floor switch. Hit the floor switch and turn quickly to take out the Kilmaat that emerges from the wall. Jump back into the water and follow the way it goes. Emerge from the water, kill the Kilmaat, and claim the Power Key at the end of the connected rooms.

Look up in the Power Key room. Jump from wall brace to wall brace up the vertical room. At the top, blow open the brick wall across from the last wall

brace with an Amun Bomb. Levitate through quickly because the cannons are motion-activated. At the end lower yourself down to the hole that led you to this section and use the Power Door at the top of the stairs.

You might as well go right and kill the enemies there, but don't go into the water yet. You'll be coming out of this area and it's easier to fight out of the water than in it in this situation. Once that's done, take the left path. Hit the odd-colored floor, but don't fall with it. Look down and carefully hover to the ledge. Do not touch the blue cannonfire or you're dead. Grab the Time Key and take the rising and falling platform on the other side up.

You'll come out by the Power Door. Head back down towards the odd-colored floor panel, but this time pass by it. Drop into the room at the end of the hall and clear it of enemies. Enter the Time Door and hover over to the switch across the lava. Do not take the platform up until you do or you will die instantly. Take the platform after hitting the switch and levitate across the lava. Drop down on the other side and take out the Kilmaat execution squad waiting for you. Cross the bridge and enter the door on the far side. Hit the floor switch and return the way you came back to the Time Door room.

```
*****
*                               TEAM DOLL #1 (MARK COATES)                               *
*****
* Take the West door in the Time Door room. Use an Amun Bomb on the wall *
* across the lava (Northeast corner). Follow the path and swim on. At the *
* end of this water you have to shoot out of the water and into another *
* pool. This is pretty hard. Swim on and get the doll. Now you have to go *
* back the way you came. Good luck. *
*****
```

Jump into the alcove just West of the Time Door and jump up to the next floor of the room. Blow open the wall with an Amun Bomb and make your way to the East door. Enter and use an Amun Bomb on the "x" below the rising and falling platform. Hover down and levitate to the War Key (stay high to reach it). Dive into the East water hole and swim through. You'll emerge in that room I told you to clear earlier. Make your way back to the room you just blew out of with your Amun Bomb.

Jump on the platform facing West. Time it so the cannon at the top doesn't hit you. Float across at the top lava bed and drop down the other side. Kill the enemies here and avoid the cannonfire. Enter the War Door very carefully as blue cannonfire riddles the next room. Carefully jump over the first cannon, under the second, and over the third to get to the camel exit.

Make sure you have all eight Transmitter pieces before you go to the next level. If you do not, then even if you defeat the Kilmaatikhan the Kilmaat will still win and you will die (the bad ending).

```
| Kilmaat Haunt | _____ |
|
| Enemies: none |
| New Weapons: none |
| Transmitter Pieces: none |
| Team Dolls: 1 |
| _____ |
```

This short level has no enemies and is very straightforward, but it does have a Team Doll for those of you playing the Playstation or Saturn version. Begin by walking around the corner and opening the door. Hover down to the black

floor and walk through the next door. Continue going forward until you come to the full ammo and full health power-ups. Grab these and move forward to the elevator.

At the bottom are six tombstones. Stepping on the pads in front of these will take your artifacts and open up the next level. If you want the Team Doll, follow the instructions below.

```
*****
*                                     TEAM DOLL #1                             *
*****
* Step on the dark green tombstone pad and the black tombstone pad to      *
* lose your Kimaat Scepter and Horus Feather. Return up the elevator and    *
* go to where the full health power-up was. There will now be an open      *
* door here. Glide across the lava to the forcefield floor. Walk across     *
* this to the other side. Jump up as you step off this forcefield floor    *
* and glide to the high forcefield walkway. Dead ahead is the doll. Make   *
* your way back to the tombstone room.                                     *
*****
```

Give up your artifacts to open the door in this room. Follow the path to the transporter to go straight to the next level.

Kilmaat Arena
Enemies: Kilmaatikhan
New Weapons: none
Transmitter Pieces: none
Team Dolls: 1 (Brian McNeely)

Walk forward to the blue floor pad. This takes you to the boss of the game, the Kilmaatikhan. This boss has two forms, both of which we'll explore right now.

Its first form is like a giant grey crab. There is no wall around the arena, so if you fall off you're dead. Keep your distance and fire charged Sacred Manacle shots at it. It will fire fireballs all over the place, but if you're far enough away these should be easy to dodge. Soon it will tire of this and will charge. Just keep your distance and keep up with the Sacred Manacle shots. The Kilmaatikhan will continue to try and charge you for a while, but soon it will tire of this too. Now it begins to cough up small spawn that are circles with mouths. These will charge after you as well. Charged Sacred Manacle shots will home-in on these too, so just keep firing. The spawn cough up health and ammo when killed, so keep yourself strong with them.

Soon the Kilmaatikhan will explode. Kill any spawn that are left to start phase two. Now it is nothing more than a long worm-like creature that will slither for you. Use what's left of your Sacred Manacle, then switch to the Flamethrower. Look slightly down so you can hit it when it nears and burn it. When it is far away, fire your Cobra Staff. It can outrun the Cobra Staff shots, so they will be chasing it for a while. Make sure your own shots don't hit you. It will get smaller and smaller as the fight goes on, so reduced to nothing but a head. Finish it off, but keep your distance as it explodes when it dies. With the Kilmaatikhan gone, head through the open door to the body of Pharaoh Ramses.

```
*****
*                                     TEAM DOLL #1 (BRIAN MCNEELY)                             *
*****
```

* Step unto the circular rings. Drop down to the lowest one. Circle *
* around to the far side and look back. Under the body of Pharaoh Ramses *
* you will see the doll. Use your map to see an invisible bridge coming *
* off this lowest ring and walk out to the doll. Getting back up from *
* here without your artifacts will pose a problem. On the PC version, use *
* an Amun Bomb as you have before to boost back up. On the Playstation or *
* Saturn version you'll need to have collected fourteen other dolls and *
* have access to Vulture Mode to get out of this one. You also get an *
* audio clip for getting this one, regardless of if you make it back out *
* alive or not. *

Grab the body sitting in this room to claim victory and return to the Tomb of Ramses one last time...

| Tomb of Ramses (Part 2) | _____ |
| Enemies: Terrainian |
| New Weapons: Machete, Pistol |
| Transmitter Pieces: none |
| Team Dolls: 2* (John Schwab) (Kevin Chung) |

After Ramses gives you your reward head through the newly opened wall. Jump the cannonfire and get on the elevator. Ride it to the top and enter the corridor. Jump the cannonfire and move down the pass with the moving floors. Dodge the cannonfire and continue going until you come out of an archway where the final cannon is firing straight through the door at you.

* TEAM DOLL #1 (JOHN SCHWAB) *

* Look along the left wall until you come to a discolored area. Blow it *
* open with an Amun Bomb and then the next wall as well. Enter this new *
* area and throw an Amun Bomb at the South wall's discolored section. Go *
* down this corridor and throw an Amun Bomb at the discolored section at *
* the end. Hit the switch this reveals and head back to the open area. *
* Use an Amun Bomb on the North wall's discolored section and enter. Ride *
* the elevator down and use another Amun Bomb on the wall, then yet *
* another on the wall this corridor leads to. Keep going, using your Amun *
* Bombs on four more walls. You'll come to a rising and falling platform *
* in the floor. Use an Amun Bomb at the bottom of this hole it goes down *
* and hit the switch. Ride back up and use another Amun Bomb on the newly *
* revealed discolored wall. Jump on the rising and falling platform that *
* is revealed and use an Amun Bomb at the top on the discolored wall. *
* walk up to this wall, after it has been bombed, and open it. Use an *
* Amun Bomb on the wall in the next room. You'll come to four more walls *
* that need to be bombed. At the end is the doll and a wierd audio clip. *
* Once you have it, walk continue on and use the elevator. Open the door *
* at the top and use one last Amun Bomb on the wall revealed. Outside is *
* the helicopter. *

Follow this pass to the helicopter. Jump aboard to complete the game. If you got all the Transmitter pieces you will become an immortal and conquer the world, after a couple of centuries. Congratulations!

You can now go back to any level you wish, your artifacts restored, and

collect the Team Dolls you missed if you so desire.

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SHAREWARE WALKTHROUGH

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There are two versions of the Shareware for PowerSlave (both with the subtitle Ruins: Return of the Gods). The older version says "Beta Version" on the title screen. In this guide they will be referred to as "Beta" and "Demo." The levels in both of these games are not found in the other versions of the game, so they warrant their own walkthrough found here. We start with the Beta version and then follow with the Demo. For those with the European or Japanese version, the levels are identical to those found in the American Demo version.

Abu Simbel (Beta)
Enemies: Anubis Zombie, Giant Spider, Magmantis, Mummy, Pirahna
New Weapons: Cobra Staff, Flamethrower, Grenade, Machete, M-60, Pistol
Transmitter Pieces: none
Team Dolls: none

If you played the console versions you're in for a shock. In this version not only do you have new items to deal with, but you also have to get specific ammo for different guns. Hit F1 for a complete control list (and cheats too).

Head forward and kill the Giant Spiders waiting for you. In the Southwest corner of the room is the Pistol. Grab this and take the corridor to the North of here. An Anubis Zombie waits at the end of this corridor for you. Two more are in this courtyard. The berry twigs will heal you in the corners. Grab the Sobek Mask (the screen will inform you that you can now breath underwater) and dive into the pool in the center of this room.

Pirahnas infest the water here. Swim down the West corridor and follow it to the end. Jump out of the water to claim the M-60. There are six Anubis Zombies in this area, including two up on the building. In the Northeast corner is a Torch. Grab it and head to the Northwest corner.

Enter the dark corridor and activate your Torch. Anubis Zombies guard the whole way. Kill them as you go, collecting magic power from them to keep powering your Torch. At the fork it doesn't matter which way you take as they lead the same place. Jump to the steps and follow the stairs up and back outside.

Drop down and grab the Power Key. Turn around and enter the Power Door just below where you came out of the dark. An Anubis Zombie and the Flamethrower are on the other side. Journey up the stairs and make your way through the rooms to the North-Central room at the end. Giant Spiders are in most of these rooms. Open the door and kill the Anubis Zombie. Head up these stairs to the next door, noting that there is an Anubis Zombie on either side of the top of the stairs.

This open area has Giant Spiders, Anubis Zombies, and exploding pots, so be careful. In the Northwest corner is Flamethrower fuel cells. Drop down into the pit in the center of this area to find a lot of Mummies and the Cobra Staff. Head towards the West and around the corner. At the long hallway, turn around to see an exploding pot. Shoot it from a safe distance to open a small alcove. Inside is the Unseen Eye, which can cloak your body.

Head down the long corridor and around the corner to find Pharaoh Ramses. To the right of him is a single Grenade. Head up the stairs, into the next room, and then through the door there into the hallway. Follow this to a lava room with the Magmantis. I suggest you fight it now, but you can skip it by running around the side of the arena and through the backdoor if you like. You'll have to fight it eventually no matter what though.

This version of the Magmantis is not terribly difficult. It pops up out of the lava and fires a shot. It then dives back down. All you need to do is strafe around the circle and fire when it pops up. It will shoot wherever you were when it rose, so if you keep moving it will not hit you.

Behind the door past the Magmantis is another room. Cross the bridge over the lava and into the next room. Crouch and crawl through the crack you find and continue down the hallway. Push the bloody block you find forward to the wall. Jump on it and continue onwards. Dodge the cannonfire and cross the bridge. Turn the corner and do the same across the next one. The Time Key is on the other side.

If you didn't kill the Magmantis before you must do so now. Once it is dead head down the corridor you came in here originally through. A new door will be open leading to the Time Door. Kill the Anubis Zombies and Mummies and walk up and touch the shinning vase to finish the level.

Dendur (Beta)
Enemies: Anubis Zombie, Giant Spider, Mummy
New Weapons: Grenade, Machete, M-60, Pistol
Transmitter Pieces: none
Team Dolls: none

You can do these levels in any order, I'm just listing them in the order they are presented. Personally I recommend doing this one second because while there is ammo for the Cobra Staff and Flamethrower, the guns themselves are absent. This level is easier than the last, however, so it's a toss-up.

Begin this level by entering the open area and grabbing the Pistol. Kill the Giant Spiders and crawl through the first crack on the left. Push the block just enough to get out and head left. Follow the stairs up and claim the M-60. Hit the switch beside it and head back to the original area.

This time go through the far crack. Clear this area of enemies and then push the block to the ledge with the floating pharaoh guy to get an extra life. Now push it to the wall in the wall in the South and jump over.

Follow the steps up and to the bridge. Cross to get the Power Key. The floor switch releases four Anubis Zombies. The Grenade is in one of the rooms they emerge from. Leap back to the other side of the wall and enter the Power Door in the Eastern corner.

Take the South spiral staircase down. At the bottom, time your run through the crushing block and kill the Mummies on the other side. Step on the central platform to reveal a switch. Hit it and drop into the new hole. Take the elevator up and grab the Time Key. Drop back down, avoiding the cannonfire, and hit the new switch by the elevator. Take the newly opened passage. Kill the Anubis Zombie and Mummies in here and head West. Open the wide door to reveal the Time Door.

Grab the Torch and Unseen Eye up by the water pharaoh's head. Head downstream. Grab the Sobek Mask at the end in the West door and enter the darkened room. Use your Torch and take the left path to find a crack in the wall that leads to an extra guy and some ammo. Grab the Torch and head to the right of the entrance. The War Key is somewhere in this area, but again the screen may not flash when you get it. Once you have it head back out the entrance and through the water to the East door.

You'll come to a wall face that is shooting darts. Dodge the darts and push the block in front of it. Four Mummies await above, so jump up with caution open the War Door and step to the vase to complete the Beta.

Training Zone (Demo)
Enemies: Anubis Zombie, Giant Spider, Pirahna
New Weapons: Grenade, Machete, M-60
Transmitter Pieces: none
Team Dolls: none

Access the Training Zone by choosing Training on the main menu of the Demo.

Begin by circling the step pyramid and climbing the steps in the back. Drop through the top and land inside. Move to the open door and grab the M-60. The floor switch in here opens a door behind you releasing an Anubis Zombie. Kill him and hit the switch behind him to open the third door. Shoot the flaming pot from a safe distance and enter the new area it opens.

Kill the two Anubis Zombies in here and push the block towards the uplifted area. Before leaving open the crack pharaoh head for ammo and health. Jump to the upper area and enter the door. Jump into the water and swim down. Swim through the tunnel and kill the Pirahnas with your Machete. Use the bubbles to regain air. Grab the Power Key and return to the Power Door where you jumped in the water at.

Enter the Power Door and wait for the platform over the lava to come to you. Jump on it and ride to the other side. Grab the Torch and crawl into the small crawlspace beside it. Use the Torch to see. Kill the Giant Spiders along the way. It's a straight path, so don't worry about getting lost.

Grab the Grenades as you come out and kill the Anubis Zombies here. Jump across the platforms and head West across those platforms, killing the two Anubis Zombies as you go. Turn right at the end and time your passage through the crushing pillars. At the end is a golden scarab that ends the level.

Abu Simbel (Demo)
Enemies: Anubis Zombie, Giant Spider, Mummy
New Weapons: Grenade, Machete, M-60, Pistol
Transmitter Pieces: none
Team Dolls: none

Head forward and around the pillar. Grab the Pistol in the next room and kill the Giant Spiders. Shoot the flaming pots behind the pillar you walked around and step down the stairs. Kill the Anubis Zombie and walk through the golden scarab (checkpoint). Back in the Pistol room is ammo and health, go back when you need it.

Head down the West passage off this courtyard. Duck into the crawlspace to the left for some ammo. Kill the Anubis Zombies and head over to the Southwest corridor. Follow it, killing the Anubis Zombies on the way, and jump the gap to the other building. Hit the switch to open the main door in the courtyard.

Step inside and grab the M-60. Around the corner are two Anubis Zombies. Kill them and drop into the room with the pool. On the other side of the pool is some ammo for the M-60. Grab it and take a dive. Swim from bubbles to bubbles, killing the Pirahnas as you go.

Emerge from the water. You're outside a large building. In the Northeast corner is a Torch. Grab it and head to the Northwest corner. Enter the dark corridor and activate your Torch. Anubis Zombies guard the whole way. Kill them as you go, collecting magic power from them to keep powering your Torch. At the fork it doesn't matter which way you take as they lead the same place. Jump to the steps and follow the stairs up and back outside.

Drop down and grab the Power Key. Turn around and enter the Power Door just below where you came out of the dark. An Anubis Zombie and the Flamethrower are on the other side. Journey up the stairs and make your way through the rooms to the North-Central room at the end. Giant Spiders are in most of these rooms. Open the door and kill the Anubis Zombie. Head up these stairs to the next door, noting that there is an Anubis Zombie on either side of the top of the stairs.

This open area has Giant Spiders, Anubis Zombies, and exploding pots, so be careful. Drop down into the pit in the center of this area to find a lot of Mummies. There is also some Grenades in this place. Head towards the West and around the corner. At the long hallway, turn around to see an exploding pot. Shoot it from a safe distance to open a small alcove. Inside is the Unseen Eye, which can cloak your body.

Approach the torn open coffin to release some Mummies. Kill them and take the door to the South of the coffin. Go forward to the fork. The left passage leads to a torture chamber and a bunch of enemies. Instead of going to this, take the right. Follow the path around and jump to the Time Key.

Return to the coffin room and use the Time Door at the top of the stairs. Kill the Anubis Zombies inside and journey forward. Drop down the pit into the treasure room. Kill the last two Anubis Zombies here and enter the door to meet Ramses and unlock the next level.

Dendur (Demo)
Enemies: Anubis Zombie, Giant Spider, Mummy, Pirahna
New Weapons: none
Transmitter Pieces: none
Team Dolls: none

Begin this level by entering the open area and killing the Giant Spiders. Crawl through the first crack on the left. Push the block just enough to get out and head left. Follow the stairs up and hit the switch at the far corner. Head back to the main area.

This time go through the far crack. Clear this area of enemies and then push the block to the ledge with the floating pharaoh guy to get an extra life. Now push it to the wall in the wall in the South and jump over.

Follow the steps up and to the bridge. Cross to get the Power Key. The floor switch opens to paths by the wall. Blow apart the flaming pot in one from a safe distance and enter the new area. Grab the Torch and come back out. Crouch and move through the crawlspace in the other opened door to find a full health power-up to the right. Jump the wall and enter the Power Door in the Eastern corner. Touch the golden scarab to the left before you do.

Take the South spiral staircase down. At the bottom, time your run through the crushing block and kill the Mummies on the other side. Step on the central platform to reveal a switch. Hit it and drop into the new hole. Take the elevator up and grab the Time Key. Drop back down, avoiding the cannonfire, and hit the new switch by the elevator. Take the newly opened passage. Kill the Anubis Zombie and Mummies in here and head West. Open the wide door to reveal the Time Door. Hit the golden scarab on the other side and head downstream.

Grab the Sobek Mask at the end in the West door and enter the darkened room. Use your Torch and take the left path to find a crack in the wall that leads to an extra guy and some ammo. Grab the Torch and head to the right of the entrance. Once you have it head back out the entrance and through the water to the East door.

You'll land in the water. Swim down and through the tunnel. Come up on the other side and grab the War Key. Now return to the other side and emerge from the water to come to a wall face that is shooting darts. Dodge the darts and push the block in front of it. Four Mummies await above, so jump up with caution open the War Door and step to the scarab to complete the level.

| Kalabsh (Demo) | _____

| Enemies: Anubis Zombie
| New Weapons: Cobra Staff, Flamethrower
| Transmitter Pieces: none
| Team Dolls: none

There's Anubis Zombies all above you where you start and they will shoot down at you. You can shoot them now or take them out as you make your way up. Either way, run through the narrow crevice and make your way up the stairs along the canyon. Follow the path as it turns until you come to the top. Jump to the open area across from you. Hit the switch and jump back to the now open entryway on the trail. Head up and look over the ravine. Shoot the flaming pot you see to open a tunnel near the Earth Door. Jump through here to the golden scarab checkpoint. Follow the tunnel to the Earth Key and drop back into the switch room. Return to the Earth Door.

And this is where the Shareware crashes on my computer, over and over again. Nothing I can do will stop it and I've tried running it dozens of times in all sorts of different ways. If anyone has played through the rest of this level and would like to submit a walkthrough, I'd be glad to post it here and give them credit for it. Level strategies for the next level were obtained by using a cheat to skip to it. I listed the Cobra Staff as being located here because you can find ammo for it elsewhere, but not weapon. Same with the Flamethrower.

| El Subua (Demo) | _____

| Enemies: Anubis Zombie, Bastet, Magmantis |
| New Weapons: none |
| Transmitter Pieces: none |
| Team Dolls: none |
|

Seriously, this level is way harder than it has to be because of bad jumping puzzles. I personally recommend not even bothering with it. The Shareware has a lot of problems with it, that's why it's the Shareware. The walkthrough for this level is kinda sketchy because the level itself is sketchy. I will not answer any e-mail questions about this level either, so don't even bother asking.

In the big room you begin in there is ammo, health, and a pair of Anubis Zombies and a pair of Bastet. The sidedoor in the Southwest corner also has ammo and another Anubis Zombie. Your eventual goal, however, is to the big door dead ahead from your starting location. Inside is the Magmantis.

This version of the Magmantis is not terribly difficult. It pops up out of the lava and fires a shot. It then dives back down. All you need to do is strafe around the circle and fire when it pops up. It will shoot wherever you were when it rose, so if you keep moving it will not hit you. You do not need to kill it to move on, but I think it might be easier to do so.

At the top of the spiral stairs walk off the edge and drop to the ledge with ammo. Below that ledge is another with the Power Key (right beside the door you came in through). Return to the top of the stairs and turn left. Follow this corridor around to the Power Door.

Brave the lava and run to the other side. Kill the two Anubis Zombies and take the elevator outside. Hit the switch to your right and across the way to shift the level up a bit. Make your way back towards the beginning of the level. Follow the new corridors around until you come to the Time Key. Make your way back to the Magmantis's chamber.

Enter the Time Door, kill the Bastet, and touch the golden scarab checkpoint. Head down the corridor. Hit the switch at the ledge you come to and drop down to the trail. Stay on the narrow trail and enter the corridor at the end. You'll now be in a lava maze which is very difficult to survive. You have to find your way through to the War Key. Luckily the dead-ends have power-ups that can keep you alive, either with health or with magic for the Scarab of Invincibility. At the end you'll drop back to the beginning of the level, which now has smashing pillars in it.

Make your way to the big door, which now takes you down a different path. Follow it and take the elevator at the end. Take the red door (you can go off either side of the elevator, so make sure you're going the right way) and cross the bridge. Jump from pillar to pillar across the way. Enter the far doors and get the Hell out of this place and finish the demo off.

=====
ENEMIES
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Here are some general descriptions of the enemies you'll encounter in Powerslave

Amnit

The Amnit are annoying hawk-like birds that dive straight at you. Because they

travel in a straight line they can easily be shot down from afar with a single shot from your pistol. If they do hit you, they only do so once and then fly away. They will return after striking you if you don't kill them, so you might as well take them out regardless.

Anubis Zombie

The mainstay grunt enemies you'll be seeing for a while. These zombified humans fight with two attacks: a ranged fireball they send straight at you from a distance, and a close-range slash attack. Depending on the distance, their fireballs can easily be dodged as they move somewhat slow. Try and keep them as far from you as possible as there is no way to dodge their close-range attacks. It takes about six or seven shots from your pistol or M-60 to finish them off.

Bastet

The Bastet are female humanoid lionesses. They have no long-range attacks, instead they run at you and slash you with their claws from close-range. They take a little more punishment than Anubis Zombies and Mummies, but their lack of a long-range attack really hinders them. They deal a lot of damage and can teleport, so watch out.

Giant Spider

These only appear in the PC version. They were replaced with the Terrainians in both the Playstation and Saturn versions of the game.

Kilmaat Sentry

The aliens responsible for all your troubles. They have only one attack, a rapid-fire laser rifle. They take quite a number of hits and can be quite a pain. They only appear in one level in the game, the Kilmaat Colony.

Magmantis

The colossal Magmantis is the biggest enemy you will face in the game. These enemies take a lot of hits and actually function as bosses in the old Shareware version of the game. They hide under the lava in large rooms and pop up at unexpected times to fire massive fireballs at you. They shoot once and then dive back down. They will then come back to the surface to attack again. The fireball they shoot heads for the spot you were when they rose so dodging is not too difficult. They take a lot of hits to take down, so running by is usually the best option.

Mummy

Mummies are like Anubis Zombies, except they attack with a long-range shot only. They fire a red dragon at you that will move along with your movements, making a beeline to you. You can avoid this by sidestepping in front of something (i.e. a corridor wall). This will cause the homing dragon to crash into the wall and explode there. Their shots will follow you if you cannot cause them to crash into something, even turning corners to come after you. They can also hit you with their staves if you're close enough, but this does less damage than

the dragon shot.

Omen Wasp

These things are nasty. Omen Wasps fly about like Amnits, but they're faster, vary their flight patterns, and repeatedly attack when they get close. As soon as you see one you should take it out as unchecked they can drain your life fairly quickly.

Piranha

These enemies only appear underwater. They will swim at you and latch onto you, draining your life while they remain attached. You can either avoid them or try and slash them as they approach with your machete. I recommend the former, but if you can time it right you can pull off the latter.

Terrainian

The Terrainians are the first enemy you encounter. They're small scorpions that "hop" towards you. When they get close they can sting you with their tails. Take them out by switching to your machete and looking slightly down at the ground and then swiping at them as they get close. If you keep moving about they cannot sting you, but they can block you in corners if they surround you. One hit will finish them off. Neither swamp nor lava hurts them, however. In the end they are little more than a minor annoyance. An interesting sidenote, in the Playstation version they are blue, while in the Saturn version they are orange. In the PC version they are replaced by Giant Spiders.

Underwater Mine

Round disc-shaped bombs that float in place under the water. They turn red and explode when you approach them. They can be shot (i.e. with the Cobra Staff) and set off from afar.

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BOSSES
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Boss strategies are contained in the walkthrough under the levels they appear in, but for easy reference they are also repeated here.

Set

Set is an evil Egyptian god who has joined forces with the invading Kilmaat. He isn't overly difficult, but he can take quite a beating before he goes down. He has only two attacks. His primary attack is to leap at you. This is easily sidestepped. His second attack is much more brutal. As the fight drags on he will begin to launch small Set spawn at you. These things chase you and, if they catch you, not only damage you but freeze you in place. Set will then leap at you, doing even more damage. To defeat him strafe around him, firing as you do. The constant motion should keep Set from leaping at you and the spawn from catching you. Amun Bombs do the most damage, hurting him and lighting him on fire. Keep this up and he'll go down no problem.

Selkis

In Egyptian myth Selkis is a goddess who was said to aid pregnant mothers, control poisonous animals, and aid the dead's rebirth in the underworld. In Powerslave, however, Selkis is a genetic mutation created by the Kilmaat from the DNA of a human woman and scorpions. She crawls about the maze-like burrow hunting you. She fires homing red dragons identical to the Mummies from her tail. She has no other method of attack. You have access to the whole maze for this battle, so don't hesitate to move about. When you find her, sidestep around corners to dodge her blasts. She can be caught on fire with the Flamethrower, but she will not stay lit up for very long once you stop firing. I recommend you begin hunting her with the M-60 or Cobra Staff. Try and trap her in the long hallway with two entrances. Fire at her from one side and sidestep when her blasts get close to dodge. Run to the other side and sidestep out and shoot her. If you're lucky she'll charge back and forth and will never make it all the way to either end before you catch her. Once she dies, the maze becomes flooded with Terrainians, so it's not quite over yet.

Kilmaatikhan

The Kilmaatikhan is the leader of the alien Kilmaat and the one guarding the body of Pharaoh Ramses. It has two different forms. Its first form is like a giant grey crab. There is no wall around the arena, so if you fall off you're dead. Keep your distance and fire charged Sacred Manacle shots at it. It will fire fireballs all over the place, but if you're far enough away these should be easy to dodge. Soon it will tire of this and will charge. Just keep your distance and keep up with the Sacred Manacle shots. The Kilmaatikhan will continue to try and charge you for a while, but soon it will tire of this too. Now it begins to cough up small spawn that are circles with mouths. These will charge after you as well. Charged Sacred Manacle shots will home-in on these too, so just keep firing. The spawn cough up health and ammo when killed, so keep yourself strong with them. Soon the Kilmaatikhan will explode. Kill any spawn that are left to start phase two. Now it is nothing more than a long worm-like creature that will slither for you. Use what's left of your Sacred Manacle, then switch to the Flamethrower. Look slightly down so you can hit it when it nears and burn it. When it is far away, fire your Cobra Staff. It can outrun the Cobra Staff shots, so they will be chasing it for a while. Make sure your own shots don't hit you. It will get smaller and smaller as the fight goes on, so reduced to nothing but a head. Finish it off, but keep your distance as it explodes when it dies.

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SECRETS

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Ankh (Life Vessel) Locations

Cavern of Peril (1)

In a small area above the green acid next to the exploding pots. It is through the wall next to the full ammo power-up. This may only be present in the Saturn version, as I have not been able to find it in the Playstation version I have.

Horus Peak (2)

Floating in the first main open area of the level. You need to get your altitude just right so you can get back up and out of the level. This may only be in the Saturn version as I was unable to find it in the Playstation version.

Karnak (3)

Acquired on your third trip to Karnak. See Karnak (Part 3) for more details.

Karnak (4)

You need the Shawl of Isis to get this one. Follow the level to the big room and then blast through the wall blocked by the flaming pots. Go through the next wall as before, then walk to the end and turn left. Glide across the gap to the other ledge. Get the Time Key found in this room and glide back across. Enter the Time Door in this area and jump up the pillars to the top. Hit the switch to open the grating to the Life Vessel.

Karnak Sanctuary (5)

In the room with the M-60. You need the Kilmaat Scepter to open the forcefield blocking it.

Sunken Palace of Khnum (6)

When you grab the Power Key, take the right exit instead of the left one. The Life Vessel is in the left tunnel. This may only be in the Saturn version as I was unable to find it in the Playstation version.

Good Ending

To get the best ending you need to collect all eight (8) pieces of the Transmitter and beat the game. The locations of each of these pieces are found in the individual level walkthroughs earlier in this guide. The levels that have pieces are:

- Amun Mines
- Canyon of Chaos
- Deserted Slave Camp
- Heket Marsh
- Magma Fields
- Nile Gorge
- Set Palace
- Sobek Pass

PC Codes

Type any of the following at any time during gameplay to activate the cheat:

- Lobocop (All Weapons Cheat)
- Loboswag (All Items Cheat)
- Lobopick (All Keys Cheat)
- Lobodeity (Invicibility Cheat)
- Lobosphere (Reveals The Entire Map)
- Loboxy (Displays Coordinates On Map)
- Lobolite (Brighten Dark Hallways)
- Holly (Debug Commands; displays a command line that allows you to enter any of the following debug codes)

- Level ## (replace ## with level you wish to skip to)
- Doors (opens all doors, but activates all traps too)
- Exit (completes current level)
- Creature ## (spawns an enemy at your current location)
 - 00 - Anubis Zombie
 - 01 - Giant Spider
 - 02 - Mummy
 - 03 - Piranha
 - 04 - Bastet
 - 05 - Magmantis

- 06 - Amnit
- 07 - Set
- 08 - Kilmaatikhhan
- 09 - Kilmaat Sentry
- 10 - Selkis
- 11 - Omen Wasp

Playstation Cheats

(Note: The Playstation codes don't work on some versions of the game. Sorry.)

Enter either of these two codes while playing a level:

Circle, R1, R2, Right, Square, L1, L2, Left (Flight Cheat)

Square, Square, Triangle, Triangle, X, X, Circle, Circle (Swim Faster)

On the world map enter this code on the second controller:

Circle, X, Triangle, Square, Right, Down, Up, Left (Level Select)

Saturn Cheats

Switch to the item screen and enter this code for full ammo and health:

Down, Right, Left, Up, Up, Down, Right, Left, Down, Up, Left, X

On the world map screen enter this code for a level select:

Y, Y, Z, Z, X, X, Z, Y, X, Z, Y, X, Y, X, Z

On the options menu remap your controller as such to unlock a mini-game:

A -> C

X -> Z

L -> R

Save Game Unlockables

skylineR32's review of the game here on GameFAQs first pointed this out to me, while unfunk has been kind enough to clarrify a misunderstanding I took from it. If you have a PowerSlave save on your Saturn it will unlock Death Tank Zwei in Duke Nukem 3D. unfuck tells me this is an enhanced version of the original Death Tank game unlockable in PowerSlave itself.

Team Doll Unlockables

Dolphin Mode

Dolphin Mode allows you to swim faster and hold your breath longer. It is unlocked when you collect ten Team Dolls.

Vulture Mode

Vulture Mode allows you to fly. It is unlocked when you collect fourteen Team Dolls.

Death Tank Game

Only on the Saturn version. Unlocked when you collect all twenty-three Team Dolls. I have heard this is not unlockable in Exhumed, but only found in the US version.

Saturn Team Doll Checklist

(Many years after I wrote this guide I received an e-mail from someone playing through the game named Jarragum. She had used this guide to complete the game and had been taking notes as she did so. Many of these notes were in relation to the Team Dolls found in the Saturn and Playsation versions of the game. She was kind enough to send her notes on the topic, so I have provided them here as another description of where they are and how to get to them in addition to the description in the main walkthrough. I hope readers find them helpful.)

Mostly reached with Amun Bombs, to boost you up through holes in ceiling or out of holes you jumped down, which you can 稚 do in PlayStation version. This means that some can be reached earlier than in PlayStation version. It costs you Health each time you use a Bomb this way, so you need Full Health & lots of Amun Bombs. There are no Dolphin or Vulture modes in Sega Saturn version but information I 致 found says that when all 23 Team Dolls are found, you get Lobo-Flight mode, where you fly everywhere just like Vulture Mode in PlayStation version (no Dolphin Mode). You can also breathe underwater without Sobek Mask & your Guns operate at super speed. When you go back to Menu, you 值 have a new option to play a game called Death Tank. Definitely in American version & probably in UK version. PlayStation version doesn't 稚 have any of these.

Level 1, Ramses Tomb. (John Schwab & Kevin Chung)

2 Team Dolls in this level. When in yard at the start, go onto lift ahead & when about halfway down, bomb wall ahead. You will lose some Health, so make sure you have plenty or if it 痴 like PlayStation version, you should be able to bomb that side at the top, before you go down & it will still blow the wall open. Quickly enter opening before lift goes down too far & get Team Doll. Continue forward to area with pillars before you get to Ramses. It 痴 a very high ceiling here & Team Doll is on wall at left, at the top. Look up to the top of the left pillar & bomb it then use Amun Bomb to boost you to the top of the pillar. Turn left, to wall & use another Amun Bomb to boost you up to Team Doll in wall ahead.

Level 2, Karnak. (Ezra Driesbach & Mark Coates)

2 Team Dolls in this level. On a Revisit after getting Horus Feather, (Shawl of Isis will make you drift down below ledge) when you reach the large courtyard with several ways to go, go left, through door & when you get to the small area ahead, with obelisk in centre, go up small ledges at left, to top then turn right & hover across to small ledge above door you entered by. Hidden Pressure Pad here, opens door in wall jutting out at right, where Team Doll is. The second Team Doll is near the end of the level where water is. Bomb the wall above waterfall then cross the water & go up steps to ledge to jump up there. Bomb another wall at right, while up there then jump down hole ahead, to water, where Team Doll is.

Level 3, Karnak Sanctuary. (Paul Lange)

After you go up to high platform, in area before you go to swamp water, go onto the bridge then turn left & using Horus Feather, jump then hover forward & right. Bomb wall ahead & hover into opening to get Team Doll.

Level 4, Sobek Pass. (Pat Schreiber & Tom Kristensen)

2 Team Dolls in the one area here. When you have Horus Feather, revisit this level & go to area with large pillar in centre of Lava, where you jump to opening ahead to get Symbol of War. Jump towards pillar but hover down & bomb left side of pillar ahead to get Team Doll in opening. When you back out, you should be able to hover above Lava then use Amun Bomb to boost you higher, up to top of pillar then use Amun Bomb again to get greater height. There is an area opposite where you get Symbol of War with another 2 pillars ahead & a long canyon, which is only in Saturn version. Jump to where Symbol of War is to get

maximum height then jump & hover along this canyon until you hit the top of an arch over platform below. Turn around & bomb wall opposite to get Team Doll in opening ahead. Turn around & bomb wall opposite, at bottom & hover down through hole to Camel.

Level 5, Sobek Mountain Shrine. (Jeff Blazier)

You need Horus Feather for this. There 痴 a short cut for this. After using Amun Bomb at the start, to get up to Symbol of Earth at right, you go along passages & blow up Braziers ahead then go to end. Bomb wall at right & jump through hole in wall to hanging block ahead then turn left & hover around to other side of pillar then bomb Lava below, near wall at right, hover carefully down Lava hole & enter opening ahead to get Team Doll. Go forward to lift ahead, to get back up.

Level 6, Amun Mines. (Scott Branston)

In Saturn version, this is the first Team Doll you can get, in the room where you pick up the Amun Bombs, behind Earth Door. Throw an Amun Bomb at the purple mark in the ceiling to reveal a hole then throw another Amun Bomb at your feet to boost you up through the hole in the ceiling. This is not easy to do with Amun Bombs or Vulture Mode in PlayStation version, as you have to look up & line up with hole exactly or you won't 准 get through it & be prepared to quickly go forward into small passage there before you drop down again.

Level 7, Set Palace. (William Vallieres)

Jump off main passage & go under bridge then use Amun Bomb to make hole in wall & another Amun Bomb to get up there.

Level 8, Set Arena. (Eric Klokstad)

When you get to area with 2 large, dark grey pillars in Lava ahead, bomb them then middle parts disappear. Jump down to small platform that is the base of the left pillar to get Team Doll. As you don't 准 have Horus Feather at this point, you have to use an Amun Bomb to boost you up to the top of the next part of pillar & again to get to the top then jump to ledge you came from.

Level 9, Cavern of Peril. (Paul Schreiber)

While on ledge at bottom of high ledge with Mummy standing on it, go to right side of lower ledge you 池 on & bomb purple part of ceiling above then use Amun Bomb to boost you through the hole to get Team Doll.

Level 10, Nile Gorge. (Richard Nichols)

Bomb walls behind end Camel.

Level 11, Thoth Treasure Reliquary. (David Lawson & Joe Kresoja)

There are 2 Team Dolls here, both in the same room. After getting Protective Anklets from pedestal before Pyramid exit, bomb pedestal & jump down hole. Ahead is the Team Doll. After getting first Team Doll in this room, turn around & bomb wall ahead with Egyptian picture, twice, there 痴 another Team Doll there. Use Amun Bomb to get back up through the hole.

Level 12, Heket Marsh. (Paul Haugerud)

In the area with large wooden pillar in centre of swamp & small platforms going out from sides of it across the swamp, you can use an Amun Bomb to jump up to the top of the pillar to get this Team Doll.

Level 15, Selkis Path. (Kurt Pfeifer)

Easier when you have Horus Feather. When you hover down to lowest green ledge before jumping across to Camel, there is an extra green ledge above you. Use Amun Bomb to boost up to this ledge then turn right & use another

Amun Bomb to boost to opening at right. You need Full Health for this. You can save your Health by using only one bomb, if you can manage to land on top ledge first, which you definitely can do using Horus Feather.

Level 16, Selkis Burrow. (Troy Jacobsen)

After bombing steps, press Switch then bomb more & enter opening. Use Amun Bombs to boost you up hole to Team Doll.

Level 17, Magma Fields. (Dominick Meissner)

The actual shaft that goes down in lava is the same in PlayStation version but level seems to start with floating platforms, where you get Transmitter Piece & Ring of Ra first, before getting to walkway you jump off & PlayStation doesn't have the obelisk at side, so directions slightly different. Go forward along walkway a little & you'll see a tall, thin brown obelisk at left, in lava. Bomb left side of walkway, level with obelisk to make an opening & make sure you have good Health. Using Shawl of Isis, jump backwards off left side of walkway & quickly jump into opening ahead. Press Switch at left & drop down long lava shaft below. Only 2 sides are lava. 2 sides are brick, so you only have to centre between 2 lava sides. If you're quick, you can use Switch as a guide to centre you between the 2 Lava walls. Turn right, in the direction you entered shaft & carefully continue floating down. This shaft gets thinner, so aim sight down to see & when you see a slope below you move over the small gap it leaves then when you see next slope, move back the other way, over small gap it leaves,. (Each time you move, try to centre yourself in middle of screen. (This first part is a long fall so don't get caught out when direction changes. If you hit a Lava slope, don't forget to reactivate Shawl of Isis or you'll die either from prolonged touching of Lava or from the fall). Before you get too close to the bottom, throw Amun Bomb down to bottom to break it open then be ready to quickly jump up from Lava at bottom & into one of the holes at left or right. Face Team Doll & kill at least 15 Scorpion & Omen Wasp ahead & in opening at side then go forward & take Team Doll. Turn around & enter opening now at right & go right, to Camel.

Level 18, Horus Peak. (Paul Knutzen)

The Team Doll is in the side of a Lava Fall facing you instead of on other side & it can take 3 Bombs to make an opening to Team Doll, as it seems to need to be spot on. Easier to do when you have completed this level & got Horus Feather. When you get to Falling Platforms, float over them & jump to up & down platform ahead. Turn right, to face Lava Fall then Bomb it until you see the opening then jump to next up & down platform ahead. The hole has Lava on the floor of it & there's no room to jump, so you'll lose Health here. Line up with the hole, so you don't hit the lava at sides or top of entrance & when small platform you're on is at its lowest, jump to this hole, going forward fast, to small ledge at end with Team Doll. Turn around & just before the small platform comes down level with the opening ahead, run forward onto the platform. The wall behind is a fair distance from the platform, so it won't stop you if you overshoot then you'll fall down to Lava. In Saturn game, you should be able to quickly use Amun Bombs to boost you up from Lava, so you don't die. Continue to ledge in front of door ahead.

Level 19, Canyons of Chaos. (John Duessen & John Yuil)

2 Team Dolls here in same place. Revisit after getting Transmitter. You must very carefully, go down & along shafts with Blue Laser Lines. At the end, you go left, to Team Dolls. You need Horus Feather for this. In PlayStation, small Blue Electric Balls firing in a line instead of Laser Lines.

Level 22, Kilmaat Arena. (Brian McNeely)

At the ringed ledged, jump down to bottom ledge & jump towards Team Doll on

invisible ledge. You pick up an Amun Bomb here (not in PlayStation). Turn around & use the map, to walk carefully forward to edge of invisible ledge. Jump across to ledge you came from & use Amun Bomb to get back up.

Playstation Team Doll Checklist

(Many years after I wrote this guide I received an e-mail from someone playing through the game named Jarragum. She had used this guide to complete the game and had been taking notes as she did so. Many of these notes were in relation to the Team Dolls found in the Saturn and Playstation versions of the game. She was kind enough to send her notes on the topic, so I have provided them here as another description of where they are and how to get to them in addition to the description in the main walkthrough. I hope readers find them helpful.)

Unlike Sega Saturn version, you don't have the ability to use Amun Bombs to jump high. This makes getting the Team Dolls a different ball game. You need Vulture Mode to get to what Amun Bombs can & for high ledges you must get to from water, you need Dolphin Mode, which Sega Saturn version doesn't have or need, as there are no high ledges that you get to from water in that game. The PlayStation Team Dolls are the ones that drive you nuts, when you're not aware of Dolphin & Vulture modes or how you would get them. You can see some of the Dolls & you can see holes & paths that you know are to others but you can't get to them. There are some you can get to but can't get out with. Dolphin Mode & Vulture Mode have been created purely for finding the Team Dolls. Lobotomy have made sure you don't find the last of the first 10 Team Dolls, which gives you Dolphin Mode, until the last level 23, Tomb of Ramses (Final). You need to Save this Team Doll, so finish the game then go back into the game for the others that need Dolphin & Vulture Modes. Make sure that you don't save New Game over it or you'll be back to no Team Dolls & no Dolphin Mode. You can play & finish the game without finding Team Dolls & therefore without Dolphin & Vulture modes. It's just an added challenge & it's fun.

There are exactly 10 Team Dolls that you can get without Dolphin or Vulture modes. When you get the 10th Team Doll you'll get Dolphin Mode. A figure of a Dolphin will appear at top/right of the screen. When you jump out of the water with ease & get Dolphin sounds with it, you realise what the Dolphin figure means. There are exactly 4 Team Dolls you can get with Dolphin Mode, which makes 14 Team Dolls. This gives you Vulture Mode. A figure of a Vulture will appear at top/right of the screen, at right of Dolphin figure. Vulture Mode cancels Horus Feather & at first you may think something's gone wrong with the game. Then you realise that the noise you hear & the actions you are doing are the flapping of wings & flying. It takes a little getting used to but you can fly straight up, even from the surface of water & you can still fly forward. There are 9 Team Dolls left, that you get with Vulture Mode. Both Dolphin & Vulture figures stay on the screen all through the rest of the game.

First 10 Team Dolls that you get without Vulture or Dolphin modes For the earliest Team Doll you can get, you have to do Amun Mines-Level 6 to get Amun Bombs then go back to Sobek Mountain Shrine-Level 5 to get Team Doll. Magma Fields-Level 17, Canyons of Chaos-Level 19 & Kilmaat Haunt-Level 21, don't need Amun Bombs to get to them & you'll have the Artefacts you do need by the time you get to those levels but because these levels come later, they're not the first Team Dolls you can get. You could leave them all if you wish then finish the game & come back to get them when you have all the Artefacts & Weapons that make them easier to get.

Level 4, Sobek Pass.

You need Kilmaat Sceptre & Amun Bombs. When you have gained the Earth Symbol (which you don't need) Bomb wall behind Pressure Pad it was on & get Full Weapon Power then Bomb wall behind Full Weapon Power to reveal Forcefield & press Switch behind it to open door to Team Doll elsewhere, in room with large Ankh. Go back through Forcefield & steer clear of Pressure Pad while going to door ahead. Enter next room & go back through Time Door ahead. Go right & back down all the levels (Fireballs will be off), to the bottom & go through door you entered this area by, ahead/left, to room with large Ankh, on wall, over doorway behind you. (If you didn't get Full Weapon Power at start after Fireballs broke through wall, the wall won't be broken but you can now Bomb wall above). Jump up to thin ledge at left or right & turn around with back to wall then jump left or right, up to opening with Full Health, opposite wall with large Ankh. Go left, through new opening in wall that Switch opened & forward to get Team Doll on wall ahead. Exit again then jump down & turn around. Go out doorway & go left, to start Camel.

Level 5, Sobek Mountain Shrine.

You need Amun Bombs from Amun Mines-Level 6 before you can get this. As you need to revisit this level after you get Kilmaat Sceptre from Selkis Burrow-Level 16, to get to end Camel in a different area & open up new area, you could leave this one until you have Kilmaat Sceptre, so you don't have to do 2 trips & go all the way back again to Pyramid instead of the closer new Camel. Get Symbol of War & make your way back through opposite door in entry area to floating platforms then Bomb wall above first platform & get Team Doll. Go back to entry area & go through opposite door again then go to end & go through Forcefield at left. Kill Anubis & 2 Scorpions then go to Camel there.

Level 8, Set Arena.

When you get to area with 2 pillars ahead, Bomb pillars & jump down then turn around & jump to ledge with Full Health. Bomb wall behind it & press Switch ahead to unseal hidden door opposite above & turn around. Jump back to platform opposite then turn right & jump up to top of part of pillar ahead. Turn around & jump up to top platform opposite ledge you first jumped from, where Full Weapon Power is then Bomb wall behind to reveal unsealed door. Open door & enter then head through door at left. Jump Lava Pits, dodging Fireballs, until you get to the end then go left & forward to Team Doll.

Level 10, Nile Gorge.

Go through door & jump to Camel then bomb wall at left, behind Camel & jump over it to get Team Doll.

Level 13, Sunken Palace of Khnum.

Swim through door, opposite Earth Door & down then turn around & swim forward to get Full Health from opening opposite other opening you could have exited through, from Symbol of Power area. Bomb wall behind pedestal Full Health was on & press Switch to open door to Team Doll on surface then head out & surface on island you started from. Jump to Power Door & head left then go through doorway at right & get Team Doll. Turn around & go out again then go right & head to Camel.

Level 17, Magma Fields.

Go forward on walkway above lava, to flat part & throw an Amun Bomb down right, side of walkway below. (Look for tell tale bricks on Lava to see if it worked). Make sure you have good Health & using Shaw of Isis, jump backwards off right side of walkway then go forward (or jump forward from lower down) & go left, into opening with a long, Lava Shaft below. Turn right & move forward to wall then press Switch to open door to Team Doll

at bottom. (That should read press 0 button to activate Switch, as it will activate Switch even though you 致 稚 fallen past it, provided you don't 稚 forget & fall too far or you 池 not against wall). Only 2 sides are lava. 2 sides are brick, so you only have to centre between 2 lava sides. If you 池 quick, you can use Switch as a guide to centre you between the 2 Lava walls. Turn right, in the direction you entered shaft & carefully continue floating down. This shaft gets thinner, so aim sight down to see & when you see a slope below you move over the small gap it leaves then when you see next slope, move back the other way, over small gap it leaves,. (Each time you move, try to centre yourself in middle of screen. (This first part is a long fall so don't 稚 get caught out when direction changes. If you hit a Lava slope, don't 稚 forget to reactivate Shaw of Isis or you 值 die either from prolonged touching of Lava or from the fall). Before you get too close to the bottom, throw Amun Bomb down to bottom to break it open then be ready to quickly jump up from Lava at bottom & into one of the holes at left or right. Face Team Doll & kill at least 15 Scorpion & Omen Wasp ahead & in opening at side then go forward & take Team Doll. Turn around & enter opening now at right & go right, to Camel.

Level 18, Horus Peak.

Easier to do when you have completed this level & got Horus Feather. After leaving area with 3 Magmantis & Full Health, go through Timed Door, float over falling platforms & pass to side of Full Health, so you can get it later. When you get over top of Lava Fall with Magmantis, turn around & Bomb top (or side) of Lava Fall to make an opening in it then lower yourself on small platform that goes up & down on other side. The hole has Lava on the floor of it & there 痴 no room to jump, so you 值 lose Health here. Line up with the hole, so you don't 稚 hit the lava at sides or top of entrance & when small platform you 池 on is at its lowest, jump to this hole, going forward fast, to small ledge at end with Team Doll. Turn around & just before the small platform comes down level with the opening ahead, run forward onto the platform. The wall behind is a fair distance from the platform, so it won't 稚 stop you if you overshoot then you 值 fall down to Lava. In Saturn game, you should be able to quickly use Amun Bombs to boost you up from Lava, so you don't 稚 die. You can 稚 go back to start Camel, so you need to replenish your Health to get through the next part. Jump & hover then go back to Full Health you passed & turn around. Continue all the way to ledge in front of door ahead.

Level 19, Canyons of Chaos.

After negotiating the shaft with Blue Electric Balls near the end of the level, go forward to opposite side of shaft & float down to bottom then head along tunnel to get Team Doll. Standing on Pressure Pad will open door to start Camel.

Level 21, Kilmaat Haunt.

Stand on Blue grave at right to return the Sobek Mask to the Gods. Stand on Green grave at left to return Kilmaat Sceptre & Dark Grey grave at right of it to return Horus Feather. Returning these items opens door behind where Full Health was on upper level. You are left with Sandals of Ikumtet, Shawl of Isis & Protective Anklets, which you need. (You fall through Forcefield if keep Kilmaat Sceptre). Go to where you entered & activate Lift again then go up again & exit through electric blue door. Go forward past doors either side & exit through door ahead then go left, to opening behind where Full Health was, that returning Artefacts opened. Jump across Lava & on top of Forcefield (don't 稚 run into it) then go right & forward to edge of Forcefield. Jump to high Forcefield ahead right & jump up Forcefield ahead (again, don't 稚 run into it) then go forward & get Team Doll. Turn around & go back the way you came then enter door at right, again. Go through all doors again & down Lift then give back rest of Artefacts & go through empty Kilmaat Arena level to get Ramses corpse again.

Level 23, Tomb of Ramses

You use your full quota of Amun Bombs (20) in this level when going for Team Doll & there are no enemies or pots to pick up more Weapon Power. Don't miss or you'll be doing level again for Team Doll. Wait until tremors stop for a second, so you're steady before you throw Amun Bomb. Be careful throwing Amun Bombs. If you lose too much Health, you'll die at exit to Helicopter because you can't throw Amun Bomb from safe distance there. You can avoid this by bombing wall from outside first. You need to stand on all Pressure Pads, so the Fireballs they start, bomb the walls or you'll run out of Amun Bombs. To start, go through opening behind Ramses Sarcophagus then go forward onto lift & turn left. Go forward onto Pressure Pad to starting Fireballs at end, which blast wall ahead. Stand on next Pressure Pad on step starting more Fireballs, which also blast another wall ahead right. Jump up next 2 steps & Bomb wall at right then go through opening & walk slowly through passage with unstable platforms on ground (they blast 2 walls ahead as you stand on them). Dodge 2 more sets of Fireballs where walls were. (Watch Health, you'll need it to get past last Fireballs & stand back when walls blow up). Jump past Fireballs or you may get caught up against unstable platform on other side. Be careful of Fireballs at end of passage, after wall at right blows up. Turn on angle to right & as soon as you see 2 low Fireballs in middle of group of 4 Fireballs, quickly jump over them then quickly go through opening at right & left, away from Fireballs. With luck you won't get hurt or you'll lose less Health). Go into passage across the yard to other end & stay away from Helicopter. (It's like Camel. It Ends the Level & the Game). Go around Helicopter to Bomb wall ahead behind Helicopter. (This will save you Health later when you exit from there). Go back around Helicopter & enter passage again then go to other end & turn around. Bomb wall ahead/left in corner, where you see small dark patch & enter opening then Bomb wall at end & exit ahead. Go left & Bomb wall at left, first then enter passage & Bomb wall on right, at end to press Switch to open door behind wall outside, you will Bomb. Exit & Bomb wall opposite then enter opening where door was & go forward onto Lift & down. Turn left & Bomb end of passage then go forward & left. Bomb end & go right then Bomb wall at end on right then Bomb wall ahead & go to end. Turn right & Bomb wall ahead then go forward & Bomb wall at left. Go down on floating platform & turn left. Bomb wall at end & jump into alcove to press Switch, to open wall in alcove behind you above then go back up on floating up & down platform & Bomb end of alcove ahead. Go forward onto floating up & down platform & turn left then Bomb end ahead & open door ahead of it. Turn right & Bomb end then go right & turn left. Bomb end & go right then bomb wall on right, at end & enter opening. Go left & turn left then Bomb end & go forward. Turn right & Bomb end then go left, to get Team Doll & turn around. Go left, onto Lift & turn right then open door at top & bomb wall (if you didn't do it from outside, earlier). Now go to the Helicopter your Transmitter called for, to End the Level & THE GAME.

4 Team Dolls that need Dolphin Mode

Level 1, Tomb of Ramses. (Kevin Chung)

After going through wall that Brazier you shoot opens, Bomb wall at right of steps & kill 11 Scorpion through that hole. Go to end & jump into water then swim down tunnel & up. Bomb brick arch above & dive down to come up fast then you'll jump out of hole to area at top. Bomb wall with picture on it above to reveal Team Doll. Jump up to ledge to get Team Doll then jump down & jump up to edge of hole, jump into water again & swim down, forward & up again. Exit & go through door to Ramses in front of steps then after you speak to Ramses, go to Camel at right.

Level 3, Karnak Sanctuary. (Pat Schreiber)

When you have Protective Anklets & Amun Bombs, float as far as you can across the swamp then jump as fast as you can to stairs at right, past bridge. Go upstairs to bridge with Full Weapon Power & Full Health then Bomb wall opposite

& look for tell tale bricks on Swamp below to see if it worked. Facing ledge across Swamp, where first Full Weapon Power was, float backwards off bridge then go forward & right through opening under bridge. Kill 4 Anubis & go through hole in wall ahead to water then swim down & forward. Press Switch at left to remove pillars & swim ahead then swim up & you值1 jump out of the water. Team Doll is on ledge ahead.

Level 12, Heket Marsh. (John Schwab M.I.A.)

Go through Time Door & open Earth Door ahead. Kill 7 Scorpions, if Fireballs don't 稚 do it for you & dodge Fireballs then go towards Camel & turn around. Bomb large pillar ahead & enter opening then swim down & left, down tunnel. With Dolphin Mode, you值1 jump out of the water up to high ledge to get Team Doll ahead. Jump back in water & swim forward then turn right & swim up. Go to end Camel.

Level 20, Kilmaat Colony. (Mark Coates)

When you kill 4 Kilmaat & drop down to room they were in, open door at left then kill 2 Kilmaat ahead & Omen Wasp. Hover across lava to wall at left & Bomb it then enter opening & drop down to ledge just below, which starts Fireballs. It痴 best to have Full Health here, as there are Fireballs ahead in 1st Section ahead, which go through to 2nd Section as well. There痴 no way to avoid them except to be quick, getting back into water, so you don't 稚 take too much damage. Each time you surface, keep your finger on Forward & X, so you keep moving forward. To start, drop into starting pool of water ahead, before the 2 Sections you go to, to get to Team Doll. Swim down then come up, fast, into 1st Pool of water in 1st Section. Dolphin Mode will let you jump over 1st Lava Pit ahead to 2nd Pool of water. Swim down again & forward to 1st & only Pool of water in 2nd Section. (As you do this, you swim under a wall with a hole high above in it for Fireballs to come through from where you started, which separates this area into the 2 Sections. Swim up fast again & Dolphin Mode will land you on a wall with Pressure Pad, which opens the door ahead to Team Doll then quickly jump forward, across 2nd Lava Pit to get Team Doll ahead. You池e safe when you get Team Doll until you press Triangle to exit that mode. Fireballs stop immediately when you get Team Doll but any fired before you did, will still hit you, so you must quickly turn around & jump across 2nd Lava Pit again to Pressure Pad. (This keeps opening door to Team Doll until you jump into water. It痴 best to keep moving forward to be sure you池e safe). Jump back into 1st & only Pool of water ahead, in this, the 2nd Section & swim down again, under wall to 2nd Pool of water in 1st Section. Come up fast again to jump over 1st Lava Pit ahead & enter 1st Pool of water. Swim down & into starting pool then swim up again to land on ledge you started on. Basically, there痴 the pool of water you start in then 1st section with 2 pools of water & Lava Pit in between. 2nd section, has 1 pool of water, ledge with Pressure Pad, Lava Pit then ledge with Team Doll. It all happens so fast, you can't 稚 see what痴 there. I went back when I had Vulture Mode, so I could fly above the Fireballs to see what had happened. I didn't 稚 need to do this, as once you get Team Doll, you can look around all you like.

9 Team Dolls that need Vulture Mode.

Level 2, Karnak. (Ezra Dreisbach)

Near the end of the level, where water is, Bomb wall above waterfall & fly up there. Bomb another wall at right & jump into water at end then dive down to Team Doll. Swim up again & Dolphin Mode will let you leap high, out of water. There are several Camels in this level to go to, to save the Team Doll.

Level 6, Amun Mines. (Scott Branston)

Go through Earth Door & throw Amun Bomb at purple spot on ceiling then look up & line up exactly (evenly) with the hole or you won't 稚 get through it. Fly up & forward down tiny passage (tunnel) to get Team Doll. Go back to hole & fly

down.

Level 7, Set Palace. (William Vallieres)

Jump down from main passage & go under bridge then fly up hole in wall to get Team Doll.

Level 9, Cavern of Peril. (Paul Schreiber)

Jump across to Power Door & enter. Bomb wall opposite Power Door to right of Camel to reveal Switch. Press Switch to open wall on 2nd arch up large hole you came down. Fly up hole then go out to arches & fly up to open wall on arch to get Team Doll. Go to Start Camel.

Level 11, Thoth Treasure Reliquary. (David Lawson)

Go through Earth Door (seals behind you) & get Protective Anklets from small platform then before you go left, to Pyramid to End the Level. Bomb platform Protective Anklets were on & drop down to get Team Doll. Fly straight up through hole you came down to get out again.

Level 14, Deserted Slave Camp. (Joe Kresoja M.I.A.)

You can bypass doing the whole game. From Camel, go left & open the only door you can at the start then ignore door at left & stand squarely on black & white square in centre of room. Fly straight up through the hole in the ceiling & through 2 more holes in ceiling then move to the side, to solid floor. Turn around & go through door ahead then drop down hole ahead to floor below & move to solid ground on the right. (Don't 稚 go down, through next hole). Go through door, which will be ahead, if you landed right & use Amun Bomb to blow a hole in the ceiling. Face away from the door & fly straight up then forward to get Team Doll. You have to go back the way you came. Drop down to next room but don't 稚 go through next hole. There 痴 no doors to get out & you 值 just have to jump up again. Go through door & fly up, as again there 痴 nothing at the bottom. Go through door & drop down until you 池 on the black & white square at the bottom again then go through door ahead & right, to start Camel.

Level 15, Selkis Path. (Kurt Pfeifer)

Fly along & down the canyon unto you get to green ledge at bottom then go right, to edge of ledge with Camel. Turn around & at the edge of the Lava, look up to see a purple hole (sky) above at the top of a shaft (not over green ledge ahead). Fly straight up the shaft then turn around & go forward a little to land. (Path to Team Doll is on same side of hole as Camel). Continue forward & dodge Fireballs, along the green path to end then get Team Doll. Turn around & dodging Fireballs again, go forward to hole & drop down then turn around & go to end Camel. I barely made it past Fireballs. They 池 closer than they look. I ended up just running fast past them to the end, instead of trying to judge the distance & stop between each one).

Level 16, Selkis Burrow. (Troy Jacobson)

From start, go through door ahead & go down the stairs. Bomb side of central pillar at right, opposite door to reveal an opening in the base of the pillar. Go through this opening at right & press Switch to lower part of grey ledge at left, behind you. Turn around & Bomb wall ahead, at right of door, where grey lowered section, now part of the floor is. This reveals an opening with another Switch. Enter this opening & press Switch to lower the step before the top of the stairs. Go up stairs & when you come to the gap where step was lowered, Bomb wall at right, to reveal another opening in wall, down in the gap. Drop down into this gap & go right, into opening then go right, to end & fly up the shaft. Go forward then right, along passage to Team Doll. Turn around & go left then fly down the shaft & go out to gap. Fly up from gap & go right, onto platform at top of stairs then go through door you entered by & forward to end. Go left, to start Camel.

Level 22, Kilmaat Arena. (Brian McNeely)

At the ringed ledge, jump down to bottom ledge & jump towards Team Doll on invisible ledge. Turn around & use the map, to walk carefully forward to edge of invisible ledge. Jump across to ledge you came from & fly up to top again.

Saturn Transmitter Checklist

Level 4, Sobek Pass.

Jump up onto bridge with the war door ahead and go to middle. Turn left and walk off the bridge to small ledge with Switch. Press the switch to cause fireballs to start breaking through the opposite wall. Turn around and walk off the small ledge to the platform under the bridge. If you try to jump to the platform, you will end up jumping up to bridge again. Turn towards the left and jump to the ledge with the switch. Press the switch to stop fireballs and turn to the right. Jump down to the opening at left and kill the Terrainian inside to get to the Transmitter Piece on small ledge ahead.

Level 6, Amun Mines.

Jump into the water and swim down to find a switch. Press it to open door underwater. Inside is where you will find the Transmitter Piece.

Level 7, Set Palace.

Bomb the clearly marked wall on the way to Set and jump through the opening to get the Transmitter Piece.

Level 10, Nile Gorge.

After getting the Symbol of Time go forward and to the right. Use an Amun Bomb to jump up to a floating platform ahead and then jump across to an opening in the wall ahead to get the Transmitter Piece.

Level 12, Heket Marsh.

You need the Kilmaat Sceptre to access the forcefield to get this piece. From the start, go to the room with the Time Door. There is an opening up above here. Hover across to the opening with the forcefield. The Transmitter Piece is up ahead.

Level 14, Deserted Slave Camp.

You need Horus Feather to do this. It is hard to jump the distance with Shawl of Isis and there are seven Guardians of Bast waiting to tear you to bits at bottom if you fall. Get the Symbol of Power and the Symbol of Time and go through the Time Door. When you get to ledge with the opening ahead, turn left and bomb the wall to the right at the end of the ledge opposite the Full Weapon Power. Enter the opening and turn left. Jump across and avoid the fireballs. Move to the side where you have room to jump higher. Turn around, jump, and then hover to the right ledge with the braziers. Go right and jump to the ledge with Full Weapon Power. Continue right and jump to the ledge with the Transmitter Piece.

Level 17, Magma Fields.

Jump forward to the small platforms over the lava and turn left. Jump to the switch ahead and press it. Turn around and jump back to the platform. Turn right and jump to the small platform ahead. Continue jumping from platform to platform to the right until you

reach the Transmitter Piece.

Level 19, Canyons of Chaos.

Go left and down the lava fall to an opening on the left. Kill the Magmantis to make life easier and then shoot the braziers. Move towards them and kill the Magmantis at the right. Go through the opening and to the left. When you get to opening with Full Health, don't touch the ledge underneath you or you will deactivate your Horus Feather. Kill the Magmantis ahead before going through and around to right. Another Magmantis is ahead, so take it out before trying to navigate through here. Jump up to ledge above and turn around again so you can jump to the next ledge. Go around to the left and bomb the wall at end. Jump up the ledges to the top. The Transmitter Piece is just ahead, although in the Saturn version there are lasers blocking it you need to avoid.

Playstation Transmitter Checklist

Level 4, Sobek Pass.

Jump up onto bridge with the war door ahead and go to middle. Turn left and walk off the bridge to small ledge with Switch. Press the switch to cause fireballs to start breaking through the opposite wall. Turn around and walk off the small ledge to the platform under the bridge. If you try to jump to the platform, you will end up jumping up to bridge again. Turn towards the left and jump to the ledge with the switch. Press the switch to stop fireballs and turn to the right. Jump down to the opening at left and kill the Terrainian inside to get to the Transmitter Piece on small ledge ahead.

Level 6, Amun Mines.

Go through the Time Door head right. Go to end of the room and bomb the wall at the right to find the Transmitter Piece. You can bomb the wall behind it to open a way through the level as well.

Level 7, Set Palace.

Jump to moving platform going up and down and look to the right. There is a wall you can bomb here, so do so. Walk off the platform onto the small ledge and jump across the gap to the Transmitter Piece.

Level 10, Nile Gorge.

Enter the water where you get the Symbol of Power and swim to the end. Swim down the water tunnel towards the exit, but instead of leaving bomb the wall at the end to find the Transmitter Piece.

Level 12, Heket Marsh.

When you have the Kilmaat Sceptre, go through left door in the main area and pick up the Symbol of Time. Go back to the Time Door in main area and enter it. Jump down to the ledge in the hole with water. Go through the forcefield to get the Transmitter Piece. Drop down into the water and swim back to start camel.

Level 14, Deserted Slave Camp.

You need Horus Feather to do this. It is hard to jump the distance with the Shawl of Isis and there are seven Guardians of Bast waiting to tear you to bits at bottom if you fall. Get the Symbol of Power and the Symbol of Time and go through the Time Door. When you get to ledge with the opening ahead, turn left and bomb the wall to the right at the end of the ledge opposite the Full Weapon Power. Enter the opening and turn left. Jump across and avoid the fireballs. Move to the side where you have room to jump higher.

Turn around, jump, and then hover to the right ledge with the braziers. Go right and jump to the ledge with Full Weapon Power. Continue right and jump to the ledge with the Transmitter Piece.

Level 17, Magma Fields.

Go along the walkway to the full health and jump down to the small platform in the lava at the left. Press the switch on the wall ahead to the left to raise the door at left. Turn left and jump forward to this opening to find a Ring of Ra. A wall will rise so go forward to edge and jump to the ledge ahead. Press the switch on wall ahead to open door at end of walkway and turn around. Jump back to ledge ahead and go left to the opening. Jump back to the platform in the lava and jump to the ledge ahead. Jump up to the shelf at left and then up to the walkway. Go right along the walkway and through opening ahead. Turn right and use the Shawl of Isis to jump to the floating up and down platforms ahead near the lava fall. Use the Shawl of Isis to jump to platforms ahead around canyon ledge at the end. Enter the opening ahead and snag the Transmitter Piece. Turn around and hover all the way back to walkway you jumped from and go left to find the starting camel.

Level 19, Canyons of Chaos.

Go left and down the lava fall to an opening on the left. Kill the Magmantis to make life easier and then shoot the braziers. Move towards them and kill the Magmantis at the right. Go through the opening and to the left. When you get to opening with Full Health, don't touch the ledge underneath you or you will deactivate your Horus Feather. Kill the Magmantis ahead before going through and around to right. Another Magmantis is ahead, so take it out before trying to navigate through here. Jump up to ledge above and turn around again so you can jump to the next ledge. Go around to the left and bomb the wall at end. Jump up the ledges to the top. The Transmitter Piece is just ahead, although in the Saturn version there are lasers blocking it you need to avoid.

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