

Ghost Trap (Import) FAQ

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GHOST TRAP

(c) 2002 ARTOON

(c) EIDOS INTERACTIVE

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FAQ

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Please use the cheat code that is listed below to easily beat this game.

Invincibility 030037D4:FE

----- About the Game

Control the scientist George, and catch the ghost that appears in the Ghost House in a trap. The MAP of the Ghost House becomes a 3D display, and the MAP structure changes whenever you play it. You can make various traps by combining different items that you have obtained.

As a reminder, position and location of items are random through out the game.

----- THE CONTROLS

Cross Buttons: character's movent
A Button: attack, search for items, picks up items, go thru doors
B Button: set traps, cancel a command
L/R Button: change traps or items
START/SELECT: menu, mini map

----- MENU

USE: use a chosen item
DROP: drop an item > Is this thrown away? Yes
Choose the item thrown away
Is this thrown away? No

EQUIP: equip a chosen item
BOOK: choose a magic book
COMBINE: combine two items
Change: item change, change the chosen item

In the entrance room, you can deposit items inside the desk that's nearby the north door and the stairs. Now, go south, and go thru the door.

BOOK #00 FLOOR 01

There are 7 rooms. There are no hidden items to search for, and pick up small shiny object from the floor. In the 7th room, go thru the door of light.

BOOK #00 CLEAR - SAVE GAME - Yes/No

In the entrance room, you can deposit items inside the desk that's nearby the north door and the stairs. Now, go south, and go thru the door.

BOOK #00 FLOOR 01

There are 9 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the 4th room, try to pick to the knife, and there is a scene. Now, press the A button to attack the ghost with the G suppressor. After that, pick up the other knife that's nearby. Now, press the B button to put the knife onto the floor to set a trap, and then press the A button to pick up the knife up again. In the 9th room, go thru the door of light.

FLOOR 01 CLEAR - SAVE GAME - Yes/No

BOOK #00 FLOOR 02

There are 7 rooms. There are no hidden items to search for, and pick up small shiny object from the floor. In the 3rd room, there is a locked door. Just go to the front of the locked door, open the menu, choose "use" + "?? key" to open that door. In the 4th room, search the drawers that's nearby the fireplace for the ?? key. (As a reminder, each of the keys may have different names but they all have the same funtion which is to open a locked door so that why I put two question marks next to the key). In the 7th room, pick up the Book of Nisan (1-9).

BOOK #01 CLEAR - SAVE GAME - Yes/No

In the entrance room, deposit unwanted items inside the desk that's nearby the north door and the stairs. Now, go south, and go thru the door.

BOOK #01 FLOOR 01

There are 9 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the 2nd and 6th room, there are two locked door. (Just go to the front of the locked door, open the menu, and choose "use" + "?? key" to open that door). In the 3rd and 5th room, pick up the ?? keys. In the 9th room, go thru the door of light.

FLOOR 01 CLEAR - SAVE GAME - Yes/No

BOOK #01 FLOOR 02

There are 16 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. (There might be a locked door which will require a key to open it). In the 16th room, go thru the door of light.

FLOOR 02 CLEAR - SAVE GAME - Yes/No

BOOK #01 FLOOR 03

There are 8 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the 5th room (barrel room), search the wooden box for the contribution wine x3. In the 7th room, there are three holes (two circles and a square) on the floor that's nearby the north door. Just go to the front of each holes, open the menu, and choose "use" + "contribution wine x3" to make a magic crest appear on the floor to open the door. In the 8th room, pick up the Book of Iyal (2-9).

BOOK #01 CLEAR - SAVE GAME - Yes/No

In the entrance room, store unwanted items inside the desk that's nearby the north door and the stairs. Now, go south, and go thru the door.

BOOK #02 FLOOR 01

There are 9 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the 5th room, there is a locked door which will require a key to open it. In the 9th room, go thru the door of light.

FLOOR 01 CLEAR - SAVE GAME - Yes/No

BOOK #02 FLOOR 02

There are 8 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the 2nd room, there is a locked door. In the bedroom, search the drawer that's nearby the bookcase for a videotape. In the video cassette recorder room, go to the left side of the fireplace, go to the front of the video cassette recorder, open the menu, and choose "use" + "videotape," and then search the television that's on the right side of the fireplace to get a hint. In the bedroom, search the bookcase for a switch to open the locked door. In the 8th room, go thru the door of light.

FLOOR 02 CLEAR - SAVE GAME - Yes/No

BOOK #02 FLOOR 03

There are 10 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the 3rd room, there is a locked door. In the bedroom, search the bookcase for a switch to open the locked door. In the 10th room, go thru the door of light.

FLOOR 03 CLEAR - SAVE GAME - Yes/No

BOOK #02 FLOOR 04

There are 12 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There is a locked door. In the bedroom, search the bookcase for a switch to open the locked door. In the 12th room, go south to make the nameless ghost boss appears. Now, go to the front of the nameless ghost boss, and press the B button to put the knife onto the floor to set a trap. When the nameless ghost boss is inside the trap, quickly press the A button to attack the nameless ghost boss with the G Suppressor. Since you will be setting the knife as a trap, it will take about 12 knives. After you have defeated the nameless ghost boss, George gets the Book of Shimanu (3-9).

BOOK #02 CLEAR - SAVE GAME - Yes/No

In the entrance room, store unwanted items inside the desk that's nearby the north door and the stairs. Now, go south, and go thru the door.

BOOK #03 FLOOR 01

There are 16 rooms. In each of the rooms, remember to search boxes, shelves,

desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. In the bedroom, search the drawer to find the transformer. In the 16th room, go thru the door of light.

FLOOR 01 CLEAR - SAVE GAME - Yes/No

BOOK #03 FLOOR 02

There are 17 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the 4th room, there is a locked door. In the 17th room, go thru the door of light.

FLOOR 02 CLEAR - SAVE GAME - Yes/No

BOOK #03 FLOOR 03

There are 10 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 10th room, go thru the door of light.

FLOOR 03 CLEAR - SAVE GAME - Yes/No

BOOK #03 FLOOR 04

There are 12 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the bright blue room, search the gramophone that's nearby the pool table for the record, go to the front of the juke-box that's nearby the north door, open the menu, and choose "use" + "record." In the dim red room, search the pool table for the 9th ball. In the bright blue room, go to the front of the pool table, open the menu, and choose "use" + "9th ball" to open the north door. In the 12th room, pick up the Book of Duuz (4-9).

BOOK #03 CLEAR - SAVE GAME - Yes/No

In the entrance room, store unwanted items inside the desk that's nearby the north door and the stairs. Now, go south, and go thru the door.

BOOK #04 FLOOR 01

There are 11 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There are two locked doors which require two keys. In the 11th room, go thru the door of light.

FLOOR 01 CLEAR - SAVE GAME - Yes/No

BOOK #04 FLOOR 02

There are 15 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the lava room, there is an unlocked bridge. In the mechanism room, search the machine with the red switch to turn the switch blue to lock the bridge in the lava room. In the 15th room, go thru the door of light.

FLOOR 02 CLEAR - SAVE GAME - Yes/No

BOOK #04 FLOOR 03

There are 11 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There are two locked doors which require two keys. In the 11th room, go thru the door of light.

FLOOR 03 CLEAR - SAVE GAME - Yes/No

BOOK #04 FLOOR 04

There are 14 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 14th room, go thru the door of light.

FLOOR 03 CLEAR - SAVE GAME - Yes/No

BOOK #04 FLOOR 04

There are 7 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the bathroom, search the wall that's nearby the basin to get the mirror. In the room with three big skulls, go to the front of Arigieri's portrait that's on the north wall, open the menu, choose "use" + "mirror" to remove Arigieri's portrait on the wall which is a door and the three skulls. Now, go thru the north wall into the 7th room. In the 7th room, pick up the Book of Abu (5-9).

BOOK #04 CLEAR - SAVE GAME - Yes/No

In the entrance room, store unwanted items inside the desk that's nearby the north door and the stairs. Now, go south, and go thru the door.

BOOK #05 FLOOR 01

There are 22 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 22th room, go thru the door of light.

FLOOR 01 CLEAR - SAVE GAME - Yes/No

BOOK #05 FLOOR 02

There are 18 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase, furniture for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 18th room, go thru the door of light.

FLOOR 02 CLEAR - SAVE GAME - Yes/No

BOOK #05 FLOOR 03

There are 9 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase, furniture for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 9th room, go thru the door of light.

FLOOR 03 CLEAR - SAVE GAME - Yes/No

BOOK #05 FLOOR 04

There are 14 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the switch room, search the big picture that's on the east wall to look at the memo which says 1 2,

3 go to the front of the north door, and step on the west red switch (1), step on the east red switch (2), and then step on the south red switch (3) to remove the sharp razors in front of the west door which will take you into the 14th room. In the 14th room, go thru the door of light.

FLOOR 04 CLEAR - SAVE GAME - Yes/No

BOOK #05 FLOOR 05

There are 8 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 8th room, go thru the door of light.

FLOOR 05 CLEAR - SAVE GAME - Yes/No

BOOK #05 FLOOR 06

There are 17 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There are two locked doors which require two keys. In the 17th room, go south to make the nameless ghost boss appears. Now, go to the front of the nameless ghost boss, and press the B button to put the purify knife onto the floor to set a trap. When the nameless ghost boss is inside the trap, quickly press the A button to attack the nameless ghost boss with the G Cancellor or the G Destructor. Since you will be setting the purify knife as a trap, it will take about 7 purify knives. After you have defeated the nameless ghost boss, George gets the Book of Uluru (6-9).

BOOK #05 CLEAR - SAVE GAME - Yes/No

In the entrance room, store unwanted items inside the desk that's nearby the north door and the stairs. Now, go south, and go thru the door.

BOOK #06 FLOOR 01

There are 5 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the 5th room, go thru the door of light.

FLOOR 01 CLEAR - SAVE GAME - Yes/No

BOOK #06 FLOOR 02

There are 16 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There are two locked doors which requires two keys. In the 16th room, go thru the door of light.

FLOOR 02 CLEAR - SAVE GAME - Yes/No

BOOK #06 FLOOR 03

There are 16 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the clock room, search the needle on the clock that's between the two tall shell boxes to remove the worn-out floor. In the 16th room, go thru the door of light.

FLOOR 03 CLEAR - SAVE GAME - Yes/No

BOOK #06 FLOOR 04

There are 6 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There are two locked doors which require two keys. In the 6th room, go thru the door of light.

FLOOR 04 CLEAR - SAVE GAME - Yes/No

BOOK #06 FLOOR 05

There are 15 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 15th room, go thru the door of light.

FLOOR 05 CLEAR - SAVE GAME - Yes/No

BOOK #06 FLOOR 06

There are 16 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the video cassette recorder room, go to the front of the bookcase that's nearby the south door, open the menu, choose "use" + "Occult Book" to open the locked door which is in the room where the magic crest is on the floor. In the 16th room, pick up the Book of Teshuritu (7-9).

BOOK #06 CLEAR - SAVE GAME - Yes/No

In the entrance room, store unwanted items inside the desk that's nearby the north door and the stairs. Now, go south, and go thru the door.

BOOK #07 FLOOR 01

There are 21 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the 21st room, go thru the door of light.

FLOOR 01 CLEAR - SAVE GAME - Yes/No

BOOK #07 FLOOR 02

There are 9 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick

up small shiny object from the floor. There is a locked door which requires a key. In the 21st room, go thru the door of light.

FLOOR 02 CLEAR - SAVE GAME - Yes/No

BOOK #07 FLOOR 03

There are 20 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcases for hidden items, and pick up small shiny object from the floor. In the 20th room, go thru the door of light.

FLOOR 03 CLEAR - SAVE GAME - Yes/No

BOOK #07 FLOOR 04

There are 15 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the mechanism room, search the machine with the red lever to turn the lever blue to move the two statues that are blocking the north door which leads to the 15th room. In the 15th room, go thru the door of light.

FLOOR 04 CLEAR - SAVE GAME - Yes/No

BOOK #07 FLOOR 05

There are 9 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. In the 9th room, go thru the door of light.

FLOOR 05 CLEAR - SAVE GAME - Yes/No

BOOK #07 FLOOR 06

There are 16 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There are two locked doors which require two keys. In the 16th room, go thru the door of light.

FLOOR 06 CLEAR - SAVE GAME - Yes/No

BOOK #07 FLOOR 07

There are 9 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. In the 9th room, go thru the door of light.

FLOOR 07 CLEAR - SAVE GAME - Yes/No

BOOK #07 FLOOR 08

There are 14 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 14th room, go north to make the nameless ghost boss appears. Now, go to the front of the nameless ghost boss, and press the B button to put the purify knife onto the floor to set a trap. When the nameless ghost

boss is inside the trap, quickly press the A button to attack the nameless ghost boss with the G Cancellor or the G Destructor. Since you will be setting the purify knife as a trap, it will take about 7 purify knives. After you have defeated the nameless ghost boss, George gets the Book of Arafsham (8-9).

BOOK #07 CLEAR - SAVE GAME - Yes/No

In the entrance room, store unwanted items inside the desk that's nearby the north door and the stairs. Now, go south, and go thru the door.

BOOK #08 FLOOR 01

There are 8 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 8th room, go thru the door of light.

FLOOR 01 CLEAR - SAVE GAME - Yes/No

BOOK #08 FLOOR 02

There are 16 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There are two locked doors which require to two keys. In the 16th room, go thru the door of light.

FLOOR 02 CLEAR - SAVE GAME - Yes/No

BOOK #08 FLOOR 03

There are 16 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. In the 15th room, there are two locked doors that do not required to be open by keys, just defeat all of the ghost x10 in that room to unlock the north and south doors. Now, go to the front of the ghost, and press the B button to put the purify knife onto the floor to set a trap. When the ghost is inside the trap, quickly press the A button to attack the ghost with the G Cancellor or the G Destructor. Since you will be setting the purify knife as a trap, it will take about 18 purify knives. The north door will take you into the 16th room. In the 16th room, go thru the door of light.

FLOOR 03 CLEAR - SAVE GAME - Yes/No

BOOK #08 FLOOR 04

There are 9 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There are two locked doors which require two keys. In the 9th room, go thru the door of light.

FLOOR 04 CLEAR - SAVE GAME - Yes/No

BOOK #08 FLOOR 05

There are 8 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 8th room, go thru the door of light.

FLOOR 05 CLEAR - SAVE GAME - Yes/No

BOOK #08 FLOOR 06

There are 19 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There are two locked doors which require two keys. In the 19th room, go thru the door of light.

FLOOR 06 CLEAR - SAVE GAME - Yes/No

BOOK #08 FLOOR 07

There are 17 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the switch room, search the big picture that's on the east wall to look at the memo which says 2 3,
1 go to the front of the north door, and step on the south red switch (1), step on the west red switch (2), and then step on the east red switch (3) to cover the bottomless pit in front of the north door which will take you into the 13th room. In the 17th room, go thru the door of light.

FLOOR 07 CLEAR - SAVE GAME - Yes/No

BOOK #08 FLOOR 08

There are 15 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 15th room, go thru the door of light.

FLOOR 08 CLEAR - SAVE GAME - Yes/No

BOOK #08 FLOOR 09

There are 19 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There are two locked doors which require two keys. In the 15th room, pick up the Book of Kisurimu (9-9).

BOOK #08 CLEAR - SAVE GAME - Yes/No

In the entrance room, store unwanted items inside the desk that's nearby the north door and the stairs. Now, go up the stairs to 2F, and go thru the door.

BOOK #09 FLOOR 01

There are 12 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 12th room, go thru the door of light.

FLOOR 01 CLEAR - SAVE GAME - Yes/No

BOOK #09 FLOOR 02

There are 9 rooms. In each of the rooms, remember to search boxes, shelves,

desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 9th room, go thru the door of light.

FLOOR 02 CLEAR - SAVE GAME - Yes/No

BOOK #09 FLOOR 03

There are 16 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the switch room, search the big picture that's on the east wall to look at the memo which says 3 1,

2 go to the front of the north door, and step on the east blue switch (1), step on the south blue switch (2), and then step on the west blue switch (3) to rotate the bridge that's in the center of the floor of the 3rd room. In the 16th room, go thru the door of light.

FLOOR 03 CLEAR - SAVE GAME - Yes/No

BOOK #09 FLOOR 04

There are 9 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There are two locked doors which require two keys. In the 9th room, go thru the door of light.

FLOOR 04 CLEAR - SAVE GAME - Yes/No

BOOK #09 FLOOR 05

There are 12 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. In the 12th room, go thru the door of light.

FLOOR 05 CLEAR - SAVE GAME - Yes/No

BOOK #09 FLOOR 06

There are 15 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There is a locked door which requires a key. In the 15th room, go thru the door of light.

FLOOR 06 CLEAR - SAVE GAME - Yes/No

BOOK #09 FLOOR 07

There are 17 rooms. In each of the rooms, remember to search boxes, shelves, desks, wooden boxes, cabinets, drawers, bookcase for hidden items, and pick up small shiny object from the floor. There is a locked door. In the mechanism room, search the machine with the red lever to turn the lever blue to open the locked door which leads to the 17th room. In the 15th room, go thru the door of light.

FLOOR 07 CLEAR - SAVE GAME - Yes/No

BOOK #09 FLOOR 08

Critical: Low

G Destructor: Mechanism for ghost, big damage.
Attack Power: 40
Critical: Low

Bandage: Medical supplies, becomes a protector.
Defense Power 2
Against Possession 0

Knife: Trap for ghost, narrow and short

Ghost Mine: Trap for ghost, small damage

Rusty Knife: Trap for ghost, narrow and short

Purify Knife: Trap for ghost, narrow and long

Power Trap: Trap for ghost, a little wide and long

File: Polish something that feels rough

Match: Source of fire, synthetic parts

Strange Key: Anywhere key, ????

Silver Key: Anywhere key, ????

Iron Key: Anywhere key, ????

Book of Nisan: Magic book, to BOOK #01

Platinum Key: Anywhere key, ????

Talisman: Tool for ghost, small damage

Vervain: Herb, recover little HP

Flux: Herb, recover little HP

Elder Twig: Decrease a little possession time

Ointment: Medical supplies, recover little HP

Magnetron: Range parts, protector parts

Transceiver: Protector parts that is broken.

Contribution Wine: Terrible sweet, ????

Book of Iyal: Magic book, to BOOK #02

Gold Key: Anywhere key, ????

Videotape: Find a video cassette recorder

Pot Lid: Cooking tools, becomes a protector.
Defense Power 4
Against Possession 0

Miraculous Water:	Purify water, generally small damage
Book of Shimanu:	Magic book, to BOOK #03
Ointment:	Medical supplies, recover little HP
Compress Medicine:	Medical supplies, becomes a protector
Transformer:	Amplifier parts, weapon parts
Camomile:	Herb, recover little HP
Nectar:	Beverage, recover little HP
Record:	To the juke-box, let's put it in
9th ball:	Use it to play billiards, the yellow ball
Salt of Purification:	Salty, generally half the damage
Book of Duuz:	Magic book, to BOOK #04
Internal Medicine:	Medical supplies, recover little HP
Tonic Ointment:	Medical supplies, becomes a protector
Unsavorsy Internal Medicine:	Medical supplies, recover half HP
Brass Key:	Anywhere key, ????
Glass Jar:	A clear jar, put something into it
Black Lamp:	Trap for ghost, wide and short
Black Miracle Drug:	Trap medicine, generally a small bind
Purple Key:	Anywhere key, ????
Mirror:	Reflects well
Black Stone:	A mysterious stone, synthetic parts
Book of Abu:	Magic book, to BOOK #05
Tesla Coil:	A changeable coil, weapon parts
Angelica:	Herb, recover little HP
Oil:	Oil of something, synthetic parts
Sulfur Powder:	A smell of hot spring, synthetic parts
White Lamp:	Trap for ghost, wide and long
High Capture:	Trap for ghost, a little wide and long
Great Mine:	Trap for ghost, half damage
Burnishing Mine:	Trap for ghost, big damage

Bronze Key: Anywhere key, ????

Book of Uluru: Magic book, to BOOK #06

Stinky Ointment: Medical supplies, recover half HP

N Liquid: A strange liquid, recover big HP

Black Talisman: Tool for ghost, small damage

White Miracle Drug: Trap medicine, generally half bind

Athamor Jar: A changeable jar, put something into it

Occult Book: A creepy book, ????

Book of Teshuritu: Magic book, to BOOK #07

White Stone: A mysterious stone, synthetic parts

Angelica: Herb, recover little HP

Book of Arafsham: Magic book, to BOOK #08

Red Lamp: Trap for ghost, wide and long

Book of Kisurimu: Magic book, ????

Lamp of Dawn: A mysterious lamp, generally, big damage

Mysterious Crest: Trap for ghost, excessively long

Red Stone: A mysterious stone, synthetic parts

COMBINED ITEMS

Glass Jar	+ Black Stone	= Black Lamp
Glass Jar	+ White Stone	= White Lamp
Glass Jar	+ Red Stone	= Red Lamp
Athamor Jar	+ Black Stone	= Black Miracle Drug
Athamor Jar	+ White Stone	= White Miracle Drug
File	+ Rusty Knife	= Knife
Knife	+ Miraculous Water	= Purify Knife
Purify Knife	+ Black Lamp	= Power Trap
Power Trap	+ White Lamp	= High Capture
Knife	+ Match	= Ghost Mine
Ghost Mine	+ Oil	= Great Mine
Great Mine	+ Sulfur Powder	= Burnishing Mine
G Suppressor	+ Transformer	= G Cancellor
G Cancellor	+ Tesla Coil	= G Destructor
Black Stone	+ Talisman	= Black Talisman
Angelica	+ Vervain	= Nectar
Flux	+ Vervain	= Ointment
Camomile	+ Flux	= Internal Medicine
Internal Medicine	+ Ointment	= Tonic Ointment
Ointment	+ Bandage	= Compress Medicine
Angelica	+ Flux	= Stinky Ointment
Camomile	+ Vervain	= Unsavory Internal Medicine
Stinky Ointment	+ Unsavory Internal Medicine	= N Liquid

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THE END

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