

Pitfall 3D FAQ/Walkthrough

by katastrophie

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P I T F A L L 3 D : B E Y O N D T H E J U N G L E G U I D E

VERSION 1.30

B Y : K A T A S T R O P H I E

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I N T R O D U C T I O N S (IN1)

Well it's the summer vacation and I'm bored so I decided to make a guide. After browsing the database for games without guides I come across this little gem. I've played the previous Pitfall games for Super Nintendo when I was younger and I loved it. I didn't even know there was a 3D one.

I decided to make the layout of the guide very simple and clean rather than having a bunch of stuff on the screen like my previous guide although it wasn't bad. As you can see I've used spaced lettering, to me it looks kinda cool and more clean. Also I tried to center mostly everything, centering is always nice.

Well enough chit chat, let's get going shall we.

And of course this guide is spoiler free, I loathe spoilers.

L E G A L S T U F F (IN2)

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C O N T R O L S (IN3)

NOTE: Buttons not listed here means they have no function in the game.

()
(See Health Bar		L1)
()
(Attack		[])
()
(Cycle Powerups		/\)
()
(Use Powerups		())

()
()
(Jump	X
()
()
(Crouch	Hold R1
()
()
(Run	Analog/D-pad
()
()
(Roll	While running
(press R1
()
()
(Bring Up Menu	Start
()

T H I N G S T O K N O W

(IN4)

* Shoes collected during the game count as freeman's, the more you have the less chance you will get a game over. When you do get a gameover you have get 2 continues and you start back with 5 freemans. If you lose all your continues then it's officially game over and you have to load back your data and continue from your last save point.

* Practice with the controls a bit and with jumping. The game is kind of fast pace so you'll be jumping here and there. By the way the majority of the time you will die will be because of falling.

* As you will soon come to know the hero will bump into everything and when does he wastes like a half second of your time, so if you don't want to get annoyed to the brink, try to avoid running into objects.

* If you near an edge the hero will say "Whoa" and almost fall off but will save himself, if you continue to press in the direction where he is teetering on the edge he will fall.

* Try to get as many gems, gold bars, kill every enemy that you see since it all counts towards your score at the end of each stage. If you get around 2500 points you will get a freeman/1 up/Extra life whatever you want to call it.

* At the end of each level it will tally up your score, allow you to save your game and give you a password. The password when entered at the main page of the game allows you to start the level with all you equipment, although saving does the same thing to. Saving doesn't only come up at the end page of each level there are books around in all levels except the first one that allow you to save and start back at that save point.

* Checkpoints in the game are big red crystals that are on golden arrows.

* When swinging on hooks make sure to get jump when his body swings closest in the direction of the next hook.

T H E W I L D E R N E S S

(WA1)

I T E M S : -Shoe x3

E N E M I E S : -Darter x4
 -Scorpion x1

So you start of in this jungle like place your first instict is to go straight right, well don't, rather go to the right and up and you'll find some goodies, some gems and the o so wonderful shoe of life. Now go back and head straight, make sure to jump over the log and try not to get crushed by it. Those crystals that you see floating all around are valuable make sure you try to get most of them.

If you continue up you'll meet up with your first enemy, some sort of flying, spinning creature. The easiest way to kill it is to just tap attack over and over and walk up to it so it attacks you but it'll come into contact with your attack and be killed. This place is quite linear since it's the first stage so just continue on past the logs and so on, and the arrows really help to show you the way. After the logs you'll see a pillar of blue energy if you step into it it will regenerate your health but at the cost of some of your crystals.

You'll soon find yourself with your first pitfall, you can either jump over it or wait till it turns green and run over it quickly. After that you'll have to swing on some vines, stand on the marker facing right and jump towards the vine when it comes close to you. There are multiple vines in succession here so you have to jump right off when you see the next vine come towards you. At the last vine jump of at the highes elevation to get a shoe.

When you have reached the checkpoint (the red crystal) head on towards the right and go up, jump over the log and kill the scorpion by holding R1 and attacking, this is the only way to kill them for now. Grab the crystals and the shoe and head on back to the checkpoint and head up. Now it's just a straight path, follow it and you'll reach the end of the stage.

S H E N R A K

(WA2)

I T E M S : -Shoe x9
 -Gold Bar x9
 -Bomb x4
 -Force Field x6

E N E M I E S : -Scorpion x13
 -Darter x23
 -Ipo x13

Right at the beginning you'll see your very first power up, force field, it creates a ring of green energy around the hero and attack anything around it's radius.

Following the arrow head straight and try to avoid the uncoming missles. When you reach the second missile launcher you'll see a yellow glowing thing next to it, that is a portal head on in friend. You'll see some crystals and a monkey that's throwing well let's just say you'll be needing a long shower after. It dies in two hits with your almighty pickake of destruction. Grab the force field

powerups, try not to fall into the fire since it will burn you. Now head on out.

Those barrels you see can be broken some hold crystals, some hold nothing, some hold shoes so make sure to break every single one you see. The one here holds a shoe. Head straight up and you'll get this stone, this is your objective here, to gather all 4 of these stones to make your way to the end of the stage. Now here you'll be at a crossroad, which way? Right, Left, or Up well you have to go to all of them anyways.

L E F T

A scorpion will be waiting you, kill it or it will slam you back and forward with it's awesome superscorpion strength, seriously these things are strong but die in one hit. Walk onto to the moving platform and make you way up and grab the checkpoint crystal. Head on down kill the scorpions and go to the right instead of following the arrow. Here you'll have to jump diagonally towards the platform that you can see. Once you do that jump over the bridge, kill the monkey, grab the gold bar on the left, and grab the shoe on the right. Now head on back towards the arrow.

Well here it is, your first jumping puzzle, one of many that lie throughout the game and the main cause of many of your deaths. Fortunatly this one is easy, but it is the first one afterall. Once you pass that and reach the top of the building a moneky will be waiting for you. Head on to the left, and use the platform to get on to ground level.

Grab the crystals and if you need health there is a regenerator to the north of you. Again do not follow the dreaded arrow, all it wants to do is to make you miss out on some treasure, head up and jump over the wall. Dodge the many missles and get the gold bar at the end and head back, now follow the arrow. Kill the scorpion and dodge the missles and continue running to the left.

You're now in the wilderness again it seems, something is attacking you, it's a missile launcher but this one can be destroyed. Continue following the path, avoid the pitfall, and you'll be in this area where rocks are falling, try to dodge them and get the shoe and continue up. When you reach the checkpoint if you go right you'll meet up with a regenerator. If you don't need it then head up.

Still more falling rocks, and then across the bridge a monkey, kill it and grab the bomb powerup. What is does is it lays a bomb on the ground and explodes attacking all enemies in it's radius. Head to the left to get a gold bar and a force field powerup. Now head back and jump across the firepit and continue on the path to get the second stone. Another monkey will be waiting and after him will be a save point, save if you wish and continue on.

Some darters will attack you kill them off, and continue on to get a bomb powerup. Use the vine to jump across and follow the path. When you reach the the crossroad go to the left to get a shoe thats kinda hidden then head onto the right, kill the monkeys and jump onto the platform to take you back to ground level.

R I G H T

Destroy the mini missile launcher and go up and to the up throught the portal. Break the barrel to get a bomb. Another barrel contains a gold bar, try to get

the crystals if you can, then head on out and go to the right. At the missile launcher there will be a bomb get it and head down.

Go through the portal, kill the monkey and go through the next portal. Kill another monkey and head on to the other portal, destroy the barrel on the far left to get shoe and be sure to kill those scorpions then head on to through the portal on the right to get a gold bar. Head back to the arrow and follow it.

Dodge the missiles and head across the bridge. Destroy the mini missile launcher after the checkpoint and keep walking on. Swing across the vine and avoid the pitfall to get a shoe then head on down. Kill the darters and avoid the pitfalls and follow the path. You'll get another stone and a save point will be available if you head down.

Grab the shoe that's beside the mini missile launcher and head up. Destroy the barrel after you get off from the vine to get a bomb. Continue the path killing the enemies on the way and don't get on the platform yet, keep going to the left to get a force field powerup then head back to the platform to reach back to ground level.

—
UP
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Go into the portal on the left kill the enemies and get the gold bar. Then get on out and head up. Kill the scorpions and get the shoe at the very end and take the platform up. Try to dodge the blades and head down and follow the arrow, only to dodge some more blades, get the force field on the left if you want then head back into the carnage and go down. At this blade section if you head down you'll get a gold bar then head to the left across the bridge.

When you reach the checkpoint head up and into the portal to get a gold bar then head on out and follow the arrow. There is a gold bar to get by one of the blades. Once you make your way across the platforms you'll get the final stone. Continue down the path and make it back to ground level. Now head down and into the blue portal to end the stage.

T H E C A V E R N S

(WA3)

I T E M S : -Shoe x11
 -Gold Bar x7
 -Bomb x5
 -Lightning x5

|
| E N E M I E S : -Scorpion x9
| -Demon Bat x6
| -Earth Soldier x6

Your objective here is to activate all of the broken generators. When you start of you will see a crystal in front of you, these are breakable and can hold crystals or shoes. Just follow the path and jump over the platforms. You'll see some gas seeping from the ground here, don't come into contact with it since it will drain your life as long as you're standing in it. Break the crystal to get a lightning powerup.

The lightning powerup creates a swirl of lightning around you and attacks all enemies that you come into contact with, it only lasts for a couple of seconds but is definitely one of the better powerups.

Continue on the path and you'll come into contact with a new enemy a dragon

type creature, to kill it is the same way you kill a darter, just attack away while it slowly approaches you and it will get hit and die. Keep on following the path and when you reach the checkpoint you'll have to swing on the vine, while on the vine hold up on the analog or d-pad to make the vine swing up then jump off to reach on land. Continue on and you'll see a patch of bright blue ooze, if you walk on it you will start to float. Get used to this for this area since there will be a lot more later on. Go up and you'll see more blue ooze. Head to the left and jump over the red barrier and follow the platform path to get a shoe and a gold bar. It'll take you back to the blue ooze area and from there go on to the right and follow that path to reach another checkpoint.

You can get a lightning powerup in the top left area of the pitfall ooze area. Head on to the right and follow the ooze path. Kill the scorpion and swing on the multiple vines to reach the checkpoint at the end.

Kill the scorpion and when you reach the bridge don't take it, instead destroy the crystals in the back to get a gold bar. Continue on and when you reach the intersection if you go to the right you'll see a regenerator if you don't need it head up and you'll see another new enemy a earth golem of sorts. It takes two hits to kill him.

Continue onwards and when you jump across the platforms head to the left to get a shoe then head to the right and jump on the diamond like object. It'll make a new path for you to cross, at the end will be a checkpoint and a save point.

Follow the arrow get the shoe and jump onto the hook, these act like vines so just swing across to the next. The spinning hooks are kinda tricky to get a upwards jump press X when you see the point of the hook go at the left. To get to the other side jump when the point of the hook is pointing down. Continue onwards and when you reach the hook that's in the background, to reach it you just have to press up and he'll turn north facing the spinning hook, keep on swinging.

When you finish the swinging exercise grab the shoe and you'll be at another intersection, go to the right, jump over the barrier and get the goodies. Go back and head on up.

Just when you thought it was over, more swinging, this time it's a bit more challenging since the hooks go down, time it right and you should make it across. When you reach the part with the gold bar, stay on the lower one and jump diagonally instead of up to get it. Continue on to the checkpoint and get the shoe. Swing on some more hooks to reach the next checkpoint.

Follow the path kill the enemy and at the intersection head on to the left to get a shoe then go down at the intersection. Grab onto the hook to reveal a new path.

When you reach the intersection head down the slope and jump across the platforms to get the gold bar then head on back up and continue going on to the left. Break the crystal to get a lightning powerup and keep on the path. When you reach the scorpion kill it and head up and to the right and jump across to reach the platform and get the goldbar, go back and follow the arrow.

When you reach the area with the three scorpions there will be a bomb and a shoe for you to gather. Head on down and continue the path. When you kill the golem head on to the right and break the crystal for a bomb and jump on the hook to a path. Head down and break the crystals to get a shoe then head onto the newly opened path. You'll come to an intersection, down or right?

D O W N

Head onto the platforms and go onto the second one, let it take you up and jump across to the other one to get the bomb. Kill off the two golems and grab the hook to reveal half a path. Head to the right and get the shoe on the moving platforms. Follow the path to reach back to the intersection.

L E F T

Grab onto the hook and let it take you down. Fly across the blue ooze and try to get they shoe, then head on down. There are pitfalls here so time you jumps. There's a gold bar if you head down the blue ooze, otherwise keep on going left. At the three scorpion area there is a shoe and a lightning powerup. Go to the upper right and follow the path to reach the hook area. Go behind the hook to get a shoe and a gold bar. Go back and garb the hook and it will complete the path. Head back on to the intersection and up the path and into the blue portal to finish the stage.

Z I G G U R A T

(WA4)

I T E M S : -Shoe x9 -Force Field x5 -Black Star x4 -Gold Bar x2		E N E M I E S : -Roller x2 -Demon Bat x4 -Ipo x5 -Darter x7
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In this stage there a trampolines use the one here to get the items above you then head down. Dodge the blades by sticking to the left and jumping over the pipes, keep heading down. When you reach the checkpoint jump on the trampoline to get the force field powerup and continue on. When you reach the falling rock part head down to get shoe and a black star power up. Head back and go up. Dodge the blades by jumping over the pipes, if you want to get the crystals go ahead but it'll be a little tricky with those blades bugging you.

A monkey will be waiting one you head up. Get on the platform and be prepared to do a lot of jumping. When you finished that and land on the ground go down and then left to get some stuff then go on the platform. Follow the path and you'll make it to the pyramid. Activate it by pressing the switch then jump to hang on to the hook, it'll take you to another area.

Just follow the path, get the shoe if you want and get on the platform and jump across them. Whew that was a lot of jumping. Follow the wall and enter the the little section quickly before the wall comes back. Manuver your way thorough the walls and break the barrel at the end to get a shoe. Get on the platform and follow it. You'll be at the second pyramid activate it and jump on the hook.

It'll drop you off and just follow the path here, make sure to quickly run across the platforms since they break fast. Make your way across all the platforms. When you're finally off, head onto the next platform, and either jump right to get a black star or left to go to the pyramid. Grab the hook and follow the path and make your way through the platforms yet again. Now you gotta make your way through the walls, it's quite easy. When you reach the end break the barrel to get a shoe. Grab the hook and swing on up to activate the last pyramid. You know what to do from here. When you reach the final part,

go around it to grab a gold bar then head back and into the portal.

T H E G L A D I A T O R

(WA5)

Well here it is your first boss battle, although it's kinda crap it's better than the constant jumping platform to platform stuff that we have gone through before. This fight can be very easy and very annoying. You are standing on the blue ooze which makes you float so controlling the hero is hard and he moves really quick. Your objective is to go towards each of the cranks and turn them to increase the ooze level, while doing this you have to avoid the laser beams and the Gladiator's attacks. That's pretty much it. To slow the hero down when he's going forwards turn backwards. When you turn all 4 cranks go towards the chain in the middle and leave that bastard to drown.

C R A T E R S

(WA6)

I T E M S :	-Shoe	x12		E N E M I E S :	-Scorpion	x12
	-Regen	x3			-Magma Roller	x6
	-Meteor	x7			-Magmoid	x8
	-Gold Bar	x10				

There are 5 ways to go here and we have to go through all of them. If you break the pots here you'll get a meteor power up that hits enemies when they are near.

—
UP
—

Head to the left to get a shoe, make sure not to fall into the lava pit cause that will really hurt. Head up and walk on the path when it turns grey. Try to get some of the crystals since you might be getting hurt a lot in this area. So far it's pretty linear so keep jumping over the stones and hardened lava. When you reach the checkpoint after the big minotaur like creature go to the back and jump over the blades and destroy those pots and you'll get a meteor. Go down and to the right and attack the lava extractor and follow the path to reach the teleporter to take you back to the start.

—————
UPPER RIGHT
—————

Get the regen powerup in the middle of the lava pit, this powerup regenerates you life at a fast rate so keep it for emergency situations. As you continue on a fire ball will chase you, quickly run down and get away from it. If you go back and up there is a little path on the right and it'll lead you to a gold bar. Head back towards the checkpoint and go to the right.

Another fireball will chase you, now keep running North. When you get past that part a regenerator will be behind those pots if you need the health. Now head to the right and another fire ball will chase you, at the end of the road is magmoid, these guys are tough if you have a meteor use it or just go kind of close to it and attack over and over and it should hit it. If you go to close it

grabs you and flings you. Continue on the path and when you make it to the spinning blades go behind it and break the pot to get a meteor. Go back and head to the right, kill the minotaur and break the extractor. Head down and climb on those rocks to make it to the big one and get the gold bar on top. Head up and break the pots to get a shoe before going into the teleporter.

U P P E R L E F T

Right off the bat some enemies will attack you. Make your way to the platform and jump south and get the gold bar at the end. Head back up and take the platform up and follow the path. Be prepared to jump fast since the platforms disappear and reappear.

When you reach the top head up and break the pot to get a meteor powerup then follow the arrow. Break the extractor and jump on the brown rocks to get a shoe at the top then jump back down using the rocks as stepping stones since this man can't survive a 4ft fall. Head up and break the pot on the left to get a shoe and go into the teleporter.

L O W E R L E F T

Kill the scorpions and head down, jump over the lava when the burst of fire stops and destroy the pot on the left to get a regen powerup. Head down jumping over more lava and kill the magmoid, if you have a meteor powerup use it cause these guys are annoying. Head right now, I know the arrow says left but what have we learned about these arrows so far. Jump over the platforms quickly and you'll get a gold bar and a shoe then head back and follow the arrow.

When you reach the checkpoint if you want you can go up and climb the rocks to get some more crystals, shoe, and a goldbar but I'm not going to lie it's kinda hard since your on this narrow path and fireballs are chasing you, you gotta be quick and if you need it use your regen here. Or you could just follow the arrow and meet up with a minotaur, if you need a meteor theres one north of the magmoid you'll have to jump on a disappearing platform to get it. Kill him and go past.

Here you'll have to jump more platforms if you fall you'll be in lava so quickly get off. Theres also a regenerator if you need the health. When you reach the platform with the crystals jump to the right when it's close to it and break the pot to get a shoe then keep jumping to the right on the next platforms.

When you reach the checkpoint continue down kill the magmoid and break the pot in the back to get a shoe. Jump on the stones to get a meteor and a gold bar then jump back down and head right to destroy the extractor. Go on into the teleporter.

L O W E R R I G H T

Head on down and keep going down, jump over the lava and continue right to get a regen then head back and follow the arrow. When you reach the 2nd checkpoint if you head down and to the left you can get a gold bar. Then continue on following the arrow. When you see the regenerator with the meteor in it go down and jump to the right platforms to get the gold bar and reach the regenerator

then continue down.

When you reach the teleporter don't go in it, go beside it and down to get a shoe, now go in and when your back head on into the blue portal.

D E S C E N T

(WA7)

I T E M S :	-Shoe	x10		E N E M I E S :	-Demon Bat	x8
	-Gold Bar	x7			-Imp	x11
	-Meteor	x4			-Magmoid	x4
	-Black Star	x3				

Head down and kill of the demon bat and continue onwards. When you reach the arrow head up, watch out for the plumes of fire and jump on the platform when it comes down. Let it take you up and you'll get a meteor powerup, then go back and follow the arrow.

Those pointy looking pots are breakable make sure to break any you come across. When you reach the checkpoint hit the lever by attacking it and continue on. Let the platform take you up and you'll get a gold bar, when it comes back down jump onto the platform on the right and continue onwards.

After you cross the 3 fire plumes a fireball will chase you, if you break the pots here you'll get a meteor, black star, and a gold bar but it is quite risky since that fireball will constantly attack you, quickly head down and jump over the bridge to make it to safety.

Follow the arrow, yes I know, normally I would say don't follow the idiotic arrow but tis all you can do for now. You'll make it to a moving walkway and depending on which way it is moving it will either speed you up or slow you down. When you reach the end of the walkway you'll have to jump to some platforms but fire is erupting out of them make sure to start you jump right after you see the fire go out, and when you make it to the second platform wait a little bit and continue the pattern from there. On the third platform will be a shoe. When you reach the last one wait for a bit and a moving platform will rise and that's your ticket down.

Continue on and you'll be confronted with the o so dreaded magmoid, use a powerup if you want and jump over his carcass cause this man will constantly bump into him. When you reach the checkpoint jump across to the next platform and go up to the wheel to turn it, then just follow the path making sure to dodge those blades.

At the checkpoint head to the right and hit the lever, the platform will now rise, go on it and get the gold bar at the top then get back down and break the thrid pot to get a meteor. Follow the pathway and when you make it back down you can jump on the platforms to get a gold bar, but make sure to kill that magmoid cause he'll just be annoying. Jump over his body and head down, turn the wheel and save if you like then continue on.

When you reach the arrow pointing right head down instead to get some goodies. The moving walkway here is extremely resistant so you'll have to jump to get past it, don't jump to much though since you might fall off the edge. You'll get a shoe and a black star. Now follow the arrow.

Theres a lot of jumping here so make sure to time it well and grab onto the hooks. When you reach the part with the little fire above your head, thats a hook that reappears and disappears, so you gotta do this part quick. As soon as you see the next hook jump on it but make sure to jump when your body is swinging towards the next hook or else you'll jump to short.

When you reach the checkpoint head up and hit the lever then take the platform down. At the black platforms when you reach the second one you can jump to the right and follow the hooks to get a gold bar and a shoe. Continue onto the hooks and here you can choose to go up and get a gold bar but it's kinda tricky since the hook dissapears quite quickly then continue on the path.

Make sure to turn the wheel and walk on the walkway dodging those blades. When you reach the part where the camera turns to an overhead view and there are walkways, jump on them. To get the stuff behind the flames do jump over them, try to get a running start then jump on over to the other walkways.

At the part with the blades, drop down below and get the shoe then jump onto the platform past the blades and go down to get a shoe and activate a lever then go back up and now to the right to activate another lever and head up on the rising platform. Go to the left and this time do not fall down but keep jumping on the platforms to reach to the other side.

Head to the left and jump on the platforms, make sure to hold R1 to crouch so as you don't hit the blades. Jump onto the next platform when you feel it's safe and keep holding R1. Continue on to the next checkpoint.

Watch out here since a Magmoid will be attacking you, if you have a meteor I suggest you use it when you see him on screen then continue down the path. Make sure to turn the valve after the checkpoint then continue walking to the right, kill the Demon Bat or it'll pick you up and drop you to your death. Now your home free, enter the blue portal to get out of this hell hole.

M I N E S	(WA8)
<hr/>	
I T E M S : -Shoe x9	E N E M I E S : -Fire Djinn x3
-Gold Bar x6	-Imp x13
-Meteor x3	-Magmoid x4
-Black Star x3	
-Lightning X1	
<hr/>	

This place is really chaotic, you'll have to be quick and know the surroundings to be able to get past this place. Start by heading down, meteors will be raining down on you, jump onto the black platform make sure not to stand on it for to long or else it will break, jump to the right and keep going. When you reach land break the pot on the lower right to get a meteor then head up and jump onto the platforms. Kill the imps that get in your way and continue following the path, it's quite linear but it involves a lot of jumping. Make sure to time your jumps so as the fire will not hit you.

When you reach the Magmoid break the pot that is infront of you to get a shoe then kill the Magmoid. Continue up to fight another Magmoid and then to the left to fight yet another Magmoid and make your way to the checkpoint.

You'll have to time your jumps here since the platforms disappear when you make it to the other side head down and jump on the rising platform when it reaches the top. Follow the path to get some goodies and head back up by taking the platform on the right. Head up and you'll be fighting a new enemy, use a powerup if you need to or hit him three times with your pick axe then head into the teleporter.

Head to the far right and diagonally jump onto the grey rock and head down to get a shoe. Head back up and follow the path. When your on the platform wait till you see the rising platform rise up and when it's like halfway up jump on it since it will go down to quickly and you'll die. At the checkpoint head to the left to get a shoe the follow the arrow. You'll have to be quite quick here since the platforms go away fast. At the next checkpoint get the gold at the top and break the pot to get a shoe then continue down.

Here is a kinda tough part you'll have to jump quickly to avoid sinking into lava below. If you head to the left when it intersects you can get some goodies, then just head back to the right and follow the path from there and you'll soon find the teleporter.

Head right and there will be a turret shooting lavaballs at you, to dodge it just jump when the time is right, grab the rope at the end and swing across. Time your jumps on the platforms and reach the next checkpoint. Swing on the rope and head up, dodge the turret and go to the right to get a gold then go back and jump on the rope that is on the left. When on the second rope hold up on the analog so that you jump onto the northern area. When you land go down and follow the path to reach the next checkpoint.

Follow the arrow here and when you reach the second turret on the pipes you'll see a shoe behind it, grab it if you want. Head up and a fireball will chase after you, just run your ass off and you'll meet up with the next teleporter. You'll be able to save here so do so if you wish.

Swing on the rope and when you land you'll see a pot that holds a shoe then head up. More fireballs will chase you but all you have to do is follow the path and you'll be safe. After the checkpoint there will be some platforms, jump on the first one and then head down to get some goodies, then at the end of that path there will be a platform to the left of you that'll take you to the next checkpoint.

This part is kinda tough but it is the last part of the stage. Jump on the platform and make sure to kill that Imp because he will be very annoying. Time your jumps since the platforms will disappear and when you make it to the end either use a powerup or if you don't have any go to the corner of the normal platforms and just attack the crap out of the Fire Djinn. After that head into the blue portal and your on to the next stage.

K R Y L L T H U L A R

(WA9)

Well it's your second boss battle and I got to say this one feels more like a boss battle and is a lot less annoying than the previous. You are facing some type of large fire loving flying centipede type of creature. When you start off a Fire Djinn will be attacking you, kill him and the boss will come out of the lava, pissed off that you killed his friend, at least that's what the hero says.

Your objective here is to follow the designated paths on the side that you are

on to get 5 pieces of ammo for the blaster you will be using to obliterate the monster. When you get the ammo head back to the beginning and jump onto the golden platform, it'll light up and then another platform will come down. Depending on which side you are on (left or right) the platform will drop from the opposite side, so if you are on the left side the platform will drop on the right, get it? Good, so once you jump there you'll be in the blaster. Use the square button to attack and the analog move left or right. Make sure not to get hit cause if you do you'll be ejected out of the blaster and have to get the ammo again. Carefully time your shot, try to get it when it is standing still firing at you. When you his him he'll let out a sharp cry and you'll see some white swirls around him.

After you hit him once the area will change and he'll start to be more aggressive, the platforms will move now but with you vast experience in this type of situation you should be fine, you should be by now. It'll start it's rapid fire and to easily dodge this just move slightly to the right and left constantly and you won't get hit, this also works for the turret where you get the ammo. So from here on just repeat the pattern and by the 3rd hit it'll be really mad and turn red. It gets faster but one more hit and it'll be blown to bits.

C A M P

(WA10)

I T E M S :	-Shoe	x9		E N E M I E S :	-Earth Soldier	x11
	-Gold	x7			-Fire Djinn	x9
	-Bomb	x6			-Bornswags	x8
	-Edged-Rang	x4				

Right of the bat you'll see a new type of powerup at the bottom of the screen. This one is kinda tricky to get, you'll have to go right to the edge of the red statue and then jump to get reach the platform, anyother way and you'll be falling into a pool of acid. If your not up to it you don't have to just go to the right and follow the path, time your jump to avoid the electrical barrier. At the platforms make sure to jump when it is approaching you so as you don't fall since it moves pretty quickly. At the checkpoint if you head up and jump across you'll be faced with an enemy you'll get a gold bar as a reward. Head back and follow the path, jump quickly since these platforms fall fast. Swing on the rope and keep going on the path. You'll meet up with some acid turrets, just jump to avoid them then kill it. A Fire Djinn will be waiting for you after. At the save point grab onto the lever on the right, save if you wish and head up.

At the checkpoint head to the left and follow the path to reach into the yellow portal, in there will be some easy enemies and a gold bar. Make sure to jump to get it since below acid. Head back out and at the arrow head up, jump on the block to get a bomb powerup. Head to the right and if you wish you can go into the portal on the right wall to get a shoe. All you have to do is jump over the electrical fence and then roll under the 3rd one when it is safe, for the last one get as close to it as possible and jump and move the analog to the left. Get out and follow the arrow.

At the next checkpoint head to the right and jump over the block to get a bomb now charge in a kill the enemy or run desperatly. When you reach the next checkpoint head up and grab the lever then head to the right. Get throught the portals and at this checkpoint if you jump over the block on the top and follow the path with the reverse platforms you'll get gold bar for your troubles, head

back and follow the arrow. Make sure to jump over the obstacals if you want the goodies go ahead. This part might be quite troublesome but make sure to jump and press the analog stick in the correct direction. Jump ahead of time and you should make it. At the end will be a save point so go ahead and save you deserve it.

Grab the lever and head up and into the portal and in the other one. Argghh more jumping, doesn't it boil your blood. If you hadn't already smashed your controller then continue on in the portals and out killing the enemies on your merry way. Once you reach the area with the 4 portals just go into the one on the lower right and pull the lever. The others just have enemies in them, if you wish fight them, theres a regenerator there for a reason I guess. After that head up and save because I don't think you will want to be doing all that jumping over again.

Head to the left and when the electrical field is down jump across quickly. Jump on the block and jump over the platforms. When you reach the moving ones jump over them quickly since they will fall now. At the end will be a portal enter it and jump on the platforms quickly...again. Enter the portal and jump on the blocks then follow the arrow. At the top where the obstacles are just once you reach the platform duck immediately and jump off when the last one stops or it will fall. Now at the checkpoint jump on the platform when you see the second one come down and jump on it. Wait till this one goes up then jump onto the next and wait till this one goes up and see the other one start to go down before jumping on the next. Then go up, go to the left and right to get grab the levers and march your way to the exit. FINALLY!

P I T

(WA11)

I T E M S :	-Shoe	x5
	-Gold	x4
	-Regen	x2
	-Edged-Rang	x1

E N E M I E S :	-Bornswag	x6
	-Imp	x13

You have the option to either go right or left from here.

R I G H T

Carefully make your way across the electric fences, the second one you'll have to roll under when the electricity goes away. Continue going right (don't go up into the portal yet) and you'll reach the checkpoint. Jump on across and go into the portal.

Oh lookie here another jumping trek >_>. Well it's a bit harder since the platforms that look light in colour fall when you stand on them for too long. Jump onto the dark platform and wait till you see the thrid moving platform come close to the second one infront of you, make your jump and jump again to reach onto the double black platforms. Let those take you to the grey platform then jump back on them making you way across the black platforms that once carried you to safety. Now you should make it to the grey platform on the left side. Go on the same black platform and time you jump to the light coloured platform north of you.

Yes a checkpoint take it and carefully time your jumps here as to not get hit by the spiked columns that are dropping on you. When you make it to the end there will be a checkpoint, if you head left of the checkpoing you can get a regen and gold bar further down. Follow the arrow and head down and break the big red thing then jump on the black platform. Jump over them for it to take you down for you to jump some more and do a little swinging and you'll soon find yourself at the entrance. Exit then head into the portal to the north that you saw earlier.

Head on the platform and jump over the electric fences or you could just hold R1 to duck but you'll get hit a bit. At the checkpoint head up and follow the path. Jump to the second black platform and wait till the rising one comes down before jumping on it. Roll under the fence and jump over the other, kill the bornswag and continue on to the left. Make sure to destroy the red wall and save if you want, continue down.

L E F T

Jump over the electric fences and make sure to jump over the acid bombs that the turret is shooting, when close enough attack it. Continue on and into the portal down. Jump on the platform and hold R1 so that you don't get hit on the oncoming obstruction. A turret will be shooting at you just jump to avoid it but try not to fall off the platform. When you land make your way over to the fence and jump when the electricity is gone, you'll have to run and jump to reach the platform then let it take you to the checkpoint. Break the red pillar to get a rang powerup then head into the portal.

Make your way around the area and break the red pillars to get some useful stuff. Head into the portal at the end and jump across onto the hook. Jump onto the next platform and quickly jump onto the other. Break the red wall, save if you want and you should know what to do from here. Head into the portal and go up and into the north portal you saw earlier.

Go on to the pad and wait till the hook comes then jump on it. Let it take you up then jump onto the next hook. Now time you jump here so you don't get hit by the spiked pillars. Make your way to the platforms and jump across them, jump onto the black one and follow that path to reach to the next red wall. Make your way out and head back to the middle then head up to go into the blue portal.

V A L U E

(WA12)

I T E M S :	-Shoe	x3		E N E M I E S :	-Earth Soldier	x5
	-Gold	x2			-Bornswag	x1

Well this is a nice change of scenery, start by walking over the pitfalls when they are not open then jump on the platforms making sure to dodge the viscious attacks by the earth soldier. Watch out for the spikes and get the checkpoint, follow the arrow. Make sure to jump over the spiked logs and continue onwards. Dodge the spikes and go onto the red ooze, it acts like the blue ooze but it makes you go across much faster. Those red electrical barriers can be glitched you just have to go close to them and jump while holding up and he'll be on the other side. Jump over the logs and make it to the checkpoint.

Jump over the platforms and kill off the earth soldier when you make it to the other side. From there head to the upper left and continue on dodging the many logs to come. At the end will be the blue portal, quick right?

M A T R I X

(WA13)

I T E M S :	-Shoe	x7		E N E M I E S :	-Fire Djinn	x10
	-Gold	x4				
	-Lightning	x3				

Time to destroy some crystals, first you had to collect them now you gotta destroy them, some of their babies are scattered all around, the world is ruled by crystals.

R I G H T

Jump on the trampoline, you'll notice that they give you a much higher jump now then head down when you reach. Jump over the platforms to the right. At the double arrows head to the right and jump on the trampolines to reach to the other side. From here go to the right across the flame and up to destroy a crystal. Head back across the flame and follow the arrow down now. Stand on the yellow pad and a hook will appear jump on it and follow the path. At the platform take the one on the left to meet up with another crystal. Now take the platform on the right to go all the way back. This time take the arrow to the left then another pair will be seen then take that one down to destroy another crystal. Head back up and go to the left and follow that path to the crystal. The spiked balls can be annoying when you're waiting for the platform to appear, just jump when it's near.

Jump on the platform on the upper right and follow that path to reach another crystal. Jump when you see the other platform rising to the top. After you break the crystal there will be another path to follow and it'll take you back to the two way arrows. Now you have to go all the way back to the beginning of the stage.

L E F T

Brush past the flames and continue on, when you make it to the double arrows head down. Jump on the flame pillars when the flame is gone and continue on. At the platforms you might want to use a lightning powerup to get rid of the fire djinn. Head down to break a crystal then head up. Hop on the platform and then another. The fire djinns here will be quite annoying to kill them either use a powerup or go close to them attack and jump to avoid its attack and attack again, rinse and repeat. At the end there will be a crystal. Now you gotta head back to the double arrows.

Head left, jump on the platform and head down following the down arrow and you'll find a crystal. Head back up and follow the left arrow. It'll lead you to a crystal, destroy it. Head up and kill off the fire djinn. Jump over the many fire pillars and make sure to time your jumps so you don't get hit by the spiked balls. At the end will be a crystal, now you gotta head back to the

beginning.

Enter the portal.

T H E S C O U R G E

(WA14)

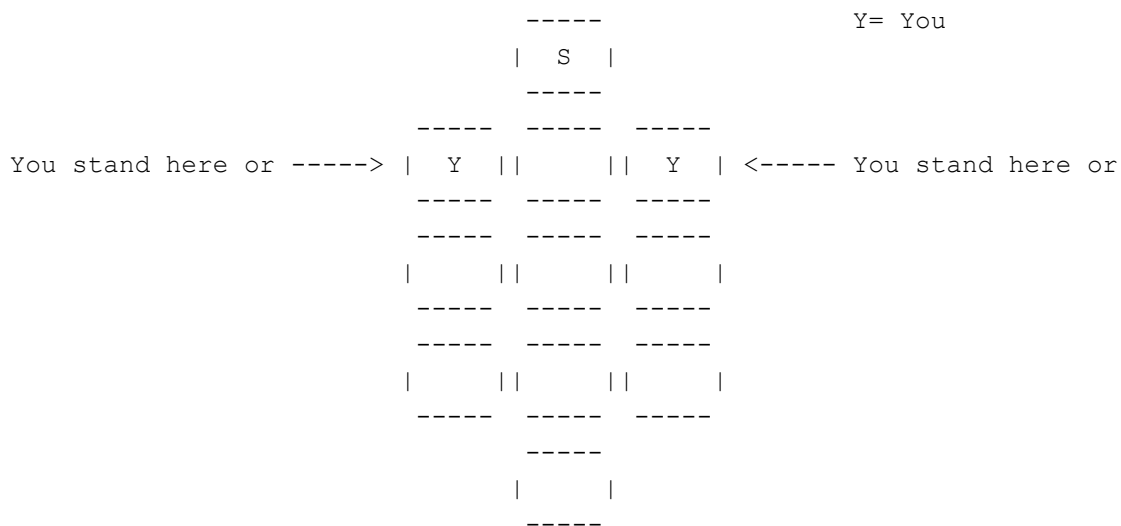
Well here it is the final boss, after all that jumping you finally made it to the last stage, congrats.

Your objective here is to dodge the bombs and hit her. In the first phase she is all the way to the south on the last platform. Make your way to the last 3 platforms and go on either the left or right platform. She'll throw 2 bombs, one on the platform your standing on and one on the middle one. Quickly make your way across to the opposite platform and keep doing this until you see the barrier around her go away. Then charge at her and hit her.

First Phase

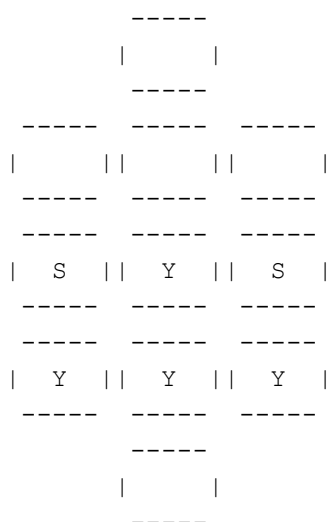
S= The Scourge

Y= You



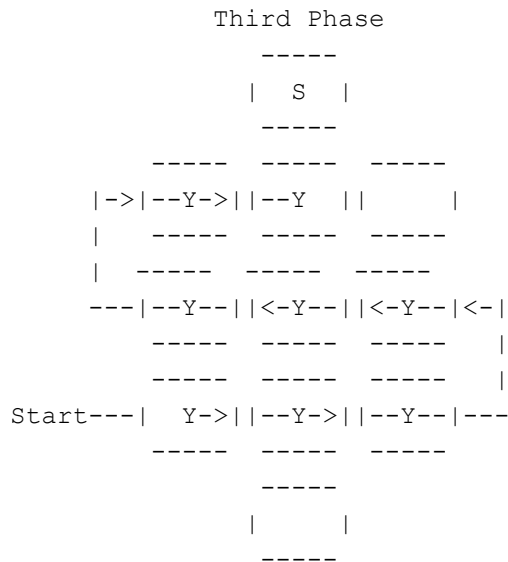
On her second phase she'll alternate to the middle left and right platforms. From here do the same technique as above but use the middle platform and the 2nd ones on the left and right. She will always start at the right platform first so to get a quick hit head on into the middle platform and let her throw her bombs, time it right and make it to the platform that is south to her, then alternate between the platform on the left until the barrier is dropped.

Second Phase



On the third phase she'll be throwing bombs pretty fast, she'll throw around

20 then the barrier will drop. Do a full maze of jumping starting at the lower left corner and waiting till she throws 2-3 bombs then jumping on to the next platform before the bombs blow up.



Fourth phase you'll be taken on a little ride and into a new area, now when you fall you will die. She throws more than one bomb now but the strategy is the same as the first phase but now you'll have to be a little more cautious, just time you jumps right anticipating the explosion.

Fifth phase is the same thing as the 2nd phase just do the same thing.

Sixth phase can be quite troublesome. She throws multiple bombs very quickly you'll have to do the same thing as in the thrid phase but be quicker.

Seventh phase you'll be on another ride, just jump to avoid the broken floor and swerve to the left or right to dodge the bombs. When you land you'll be pleased to know that there are no more platforms. She will go into the center and transform then she'll do a new attack, a red ring will form on the ground. Do not try to just simply jump to avoid it, you'll have to run and jump to avoid the ring. You'll have to chase her down while avoiding the ring and hit her when she lands. Do this three times then your girl will come out of her cage and hold the scourge down. Now you must do your final attack. PICKAXE OF OBLITERATION!!! There you go ya beat the game, and your controller.

/ E X T R A S \

P O I N T C H A R T

(EX1)

(OBJECTS/ENEMIES)	(POINTS)
(CRYSTAL)	(10)
(DARTER)	(20)

()
(DEMON BAT	20
()
(ROLLER	50
()
(MAGMA ROLLER	50
()
(IMPS	50
()
(SCORPION	100
()
(IPO	100
()
(EARTH SOLDIER	150
()
(MAGMOIDS	150
()
(BORNSWAGS	150
()
(FIRE DJINN	200
()
(GOLD BAR	500
()

P O W E R U P S

(EX2)

()
(NAME	EXPLANATION
()
(FORCE FIELD	Creates a ring of green energy around you that expands and hits enemies caught within it's radius.
()
(BOMB	Plants a bomb that detonates in 2 seconds and kills all enemies within it's blast radius.
()
(LIGHTNING	Surrounds you with lightning for about 30 seconds and attacks anything that you come into contact with by it's self.
()
(BLACK STAR	Similar to lightning but has a longer range so that you don't have to go so close to enemies, and looks way cooler.
()
(METEOR	When you are near an opponent a meteor comes crashing down onto the enemy.
()
(REGEN	A blue light circles around you and heals your life quickly for about 30 seconds.
()

```
( _____ | _____ )
( _____ | Similar to lightning and black star but it's more powerful, has)
( EDGED-RANG | a longer range and lasts longer. )
( _____ | _____ )
```

```
/ _____ V E R S I O N H I S T O R Y _____ (IC1) \
\ _____ /
```

V E R S I O N 1.00

J U N E 2 9 - 3 0

- Started making the template
 - Made the table of contents
 - Worked on a bit of the walkthrough
 - Added a item and enemy box
 - Added more to controls
 - Cleaned up some stuff
-

J U L Y 1

- Started the point chart
-

J U L Y 3

- Finished the Wilderness and Shenrak
- Added more to point chart

V E R S I O N 1.20

J U L Y 3

- Took of "contact me" (email in credits)
 - Finished The Caverns
 - Finshed Ziggurat and Gladiator
 - Added more to point chart
-

J U L Y 4

- Finished Craters
 - Added more to point chart
 - Created powerup list
-

J U L Y 8

-Worked on "Descent"

V E R S I O N 1.30

J U L Y 21

- Finshed "Descent"
- Added another one to point chart
- Worked on "Mines"

J U L Y 22

- Finished "Mines"
- Finished "Kyrll Thular"
- Added more to point chart
- Finished "Camp"

J U L Y 27

- Finished "Pit"
- Finished "Vale"
- Finished "Matrix"

J U L Y 28

- Finshed Guide

/ C R E D I T S (IC2) \
\
/

Thanks to :

Gamefaqs
IGN
You

If you wish to contact me email me at ultima_6@hotmail.com

(I likes teh underline)

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