

SCORE  
Key  
Life

H:SCORE



# The Castle

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PRESENTED  
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ASCII CORPORATION

## THE CASTLE WALKTHROUGH



### THE CASTLE

GAME SOLUTION POWERED BY



HERE, WE WILL PROVIDE YOU A COMPLETE WALKTHROUGH OF THE CASTLE, WITH A BRIEF DESCRIPTION OF THE ITEMS AND ENEMIES YOU MAY FIND DURING OUR QUEST TO FIND THE PRINCESS. THE GAME FEATURES 100 SCREENS.

#### I – KEYS

THE CASTLE FEATURES LOTS OF SPECIAL KEYS, WHICH WE WILL TRY TO EXPLAIN HERE:

**F1** – MAKE THE HERO LOOSE ONE LIFE. THIS IS IMPORTANT IF YOU ARE STUCK IN SOME PLACE YOU CANNOT GET OUT.

**F2** – MAKE THE HERO LOOSE ALL LIVES. STAY AWAY FROM THIS KEY.

**F4** – SAVES THE GAME. THIS FEATURES WORKS ONLY WHEN USING A TAPE VERSION OF THE GAME.

**F5** – PAUSES THE GAME. SINCE THIS IS A LONG GAME, IT IS IMPORTANT IF YOU NEED TO DO SOMETHING... PRESS A KEY TO RETURN TO THE GAME.

**SPACE** – MAKES THE HERO JUMP (PRESS IT FOR A LONG JUMP, AND HIT IT FOR A LITTLE JUMP).

**←↑→** – MOVES THE HERO.

**CTRL (GRAPH)** – INCREASES THE SPEED OF THE GAME, IF PRESSED CONTINUOUSLY.

#### II – ITEMS

YELLOW KEY – 10 PTS.

GREEN KEY – 50 PTS.

DARK BLUE KEY – 400 PTS.

CROSS – 200 PTS.

RING – 400 PTS.

MAP – LOCATE WHERE YOU ARE

AIR – ENTER THE WATER

FLASK

POT

CAKE

BLUE KEY – 20 PTS.

PURPLE KEY – 100 PTS.

RED KEY – GIVEN BY THE FAIRY

GOLD – 800 PTS.

POTION – EXTRA LIFE

CHERRY – OPEN ALL DOORS OF THE GAME

BRICK

BARREL

TROLLER

#### III – ENEMIES

INDIAN

FLOWER

FIREBALL

KING

PIRATE

WITCH

#### IV – CAST

YOU - THE PRINCE

THE PRINCESS


FAIRY – GIVES YOU THE RED KEYS

#### V – OTHERS

LASER

CONVEYOR

 MOVING PLATFORM

 LIFTS

 INVULNERABILITY MACHINE

 SPIKES

 ELEVATOR

## VI – CHEATS

IF YOU ARE USING A FILE VERSION OF THE CASTLE (.DSK), TRY THIS POKE FOR INFINITE LIVES OR IMMUNITY OR DOORS OPEN.

```
10 GOSUB 90
20 BLOAD"CASTLE1.BIN"
30 IF INSTR(K$,"1")<>0 THEN POKE&HAAB6,0:POKE&HAABA,0:POKE&HB310,&HAF:POKE&HB3
11,&H32:POKE&HB312,&H24:POKE&HB313,&HE3:POKE&HB314,&H3C
35 IF INSTR(K$,"2")<>0 THEN POKE&HAAFA,0:POKE&HAAFB,0:POKE&HAAFC,0:POKE&HAAFD,0
40 IF INSTR(K$,"3")<>0 THEN POKE&HA06F,0:POKE&HA070,0
50 DEFUSR=&HD000:POKE0,USR(0)
60 BLOAD"CASTLE2.BIN"
70 IF INSTR(K$,"4")<>0 THEN POKE&HD11D,1
80 DEFUSR=&HD000:POKE0,USR(0)
90 KEYOFF:SCREEN0:WIDTH40:COLOR15,4
100 READT$:LOCATE(39-LEN(T$))/2,2:PRINTT$:READQ:FORI=1TOQ:READT$:LOCATE11,I+1+5
:PRINTUSING"<#> ";I,:PRINTT$:NEXT
110 LOCATE 19,20:LINEINPUT"YOUR CHOICE ";K$
120 IF K$<"1" OR K$>"5" THEN 110 ELSE RETURN
130 DATA THE CASTLE,5,INFINITE LIVES,IMMUNITY,OPEN DOORS,USE DRIVE,NORMAL GAME
```

IF YOU ARE USING A .ROM FILE, WE ADVISE THAT YOU USE BLUEMSX TO RUN THE GAME. A CHEAT IS AVAILABLE FOR YOU TO PLAY HAVING INFINITE KEYS, THE MAP, INFINITE AIR, INVINCIBLE AND INFINITE LIVES. HERE IS THE CHEAT (THIS CHEAT IS ALSO AVAILABLE WITH THE LAST VERSION OF BLUEMSX – FOLDER ..\TOOLS\CHEATS):

```
!CHEATS FOR BLUEMSX :THECASTLE
!(C) 2005 ALBERT BEEVENDORP AND (C) 2005 PATRICK VAN ARKEL
0,58167,5,0,BLUE KEYS
0,58168,5,0,RED KEYS
0,58169,5,0,PURPLE KEYS
0,58170,5,0,GREEN KEYS
0,58171,5,0,BLUE KEYS
0,58172,5,0,YELLOW KEYS
0,58145,9,0,HAVE MAP
0,58180,255,0,HAVE AIR
0,58179,255,0,INVINCIBLE
0,58166,255,0,LIVES
```

## VII – SOLUTION

SO LET'S START OUR QUEST TO FIND THE PRINCESS. BELOW, WE WILL PROVIDE THE SOLUTION TO EVERY SCREEN OF THE GAME.

WE DEEPLY ADVISE THAT THIS WALKTHROUGH BE USED WITH THE RESPECTIVE MAP WHICH YOU MAY FIND AT MSX SOLUTIONS – [HTTP://MSXSOLUTIONS.MSXBLUE.COM](http://msxsolutions.msxblue.com)

FIRST OF ALL, LET'S MAP THE GAME SINCE IT WILL BE EASIER TO ILLUSTRATE THE SOLUTION. THE MAP IS DIVIDED AS FOLLOWS. THE **BLACK SQUARE** CORRESPONDS TO YOUR POSITION WHEN STARTING THE GAME. THE **RED SQUARES** ARE THE LOCATION OF THE FAIRIES, AND THE **GREEN SQUARE** IS THE POSITION OF THE PRINCESS.

	0	1	2	3	4	5	6	7	8	9
A										<span style="background-color: green;">■</span>
B										
C										
D										
E										
F	<span style="background-color: red;">■</span>									
G										
H	<span style="background-color: black;">■</span>									
I										
J										<span style="background-color: red;">■</span>

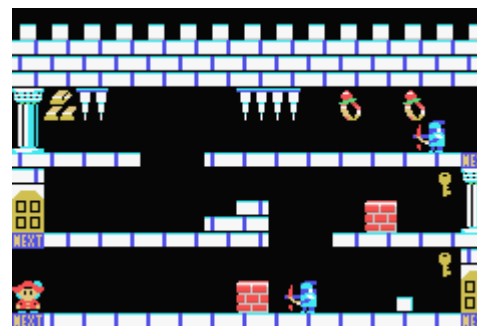
FIRST OF ALL, WE WILL HAVE TO FIND TWO RED KEYS, WHICH ARE IN POSSESS OF THE FAIRIES. THESE KEYS UNLOCK THE ROOM WHERE THE PRINCESS IS.

### ROOM: H0



THE QUEST STARTS AT ROOM **H0**. JUMP AND GET THE YELLOW KEY. OPEN THE DOOR, AFTER THE INDIAN HITS IT. THEN, GO TO THE RIGHT AND JUMP WHEN THE INDIAN COMES TOWARDS YOU. CONTINUE TO THE RIGHT TO ROOM **H1**.

### ROOM: H1



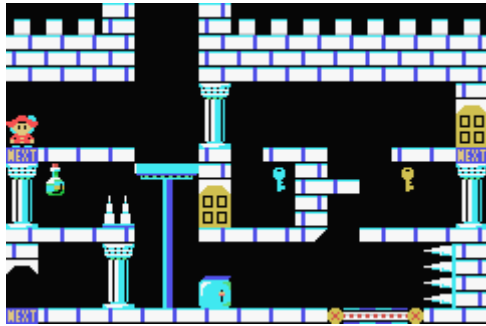
PUSH THE BRICK TO THE RIGHT AND KILL THE INDIAN. NOW, JUMP AND GET THE YELLOW KEY. OPEN THE YELLOW DOOR. YOU WILL BE IN ROOM **H2**. GET THE BLUE KEY AND RETURN TO **H1**. GO TO THE LEFT AND JUMP OVER THE BRICK. FROM THE BRICK, JUMP TO THE RIGHT AND ACCESS THE UPPER FLOOR. JUMP TO THE RIGHT, OVER THE BRICK AND GET THE YELLOW KEY. NOW, GO TO THE LEFT AND JUMP TO THE OTHER SIDE. OPEN THE YELLOW DOOR.

YOU WILL BE BACK TO **H0**. WAIT UNTIL THE INDIAN REACHES THE END OF THE FLOOR AND JUMP QUICKLY TO THE LEFT. JUMP ONCE MORE OVER THE INDIAN AND OVER THE FLASK. JUMP OVER THE FLASK AND UP. GET THE CROSS. JUMP TO THE RIGHT, OPEN THE BLUE DOOR AND GET THE MAP. NOW, ALL ROOMS YOU PASS ARE GOING TO BE MARKED UP IN THE MAP LOCATED IN THE RIGHT TOP PORTION OF THE SCREEN. GO DOWN ONE FLOOR, PUSH THE FLASK TO THE RIGHT AND KILL THE INDIAN. HERE, YOU CAN WAIT FOR THE INDIAN OF THE LOWER FLOOR TO PASS DOWN THE HOLE AND THROW THE FLASK OVER HIM AND KILL HIM.

GET BACK TO **H1**, JUMP OVER THE MIDDLE STEP OF THE STAIR OF YOUR RIGHT AND THEN JUMP TO THE LEFT, TO THE UPPER FLOOR. GO TO THE LEFT AND GET THE GOLD. GO TO THE

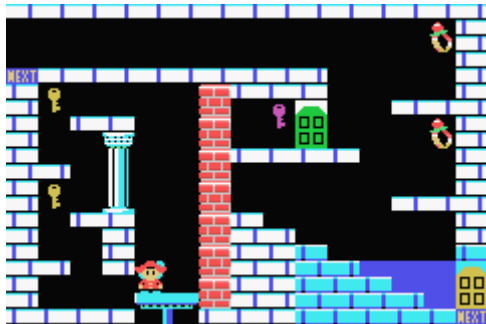
RIGHT AND WAIT FOR THE INDIAN TO GET CLOSE TO YOU. THEN JUMP TO THE OTHER SIDE. JUMP OVER THE INDIAN AND GET THE TWO RINGS. CONTINUE TO THE RIGHT TO **H2**.

#### ROOM: H2



GO TO THE RIGHT AND TAKE THE LIFT. WHEN THE LIFT REACHES ONE STEP BELOW THE SPIKES, JUMP UP AND TO THE LEFT AND GET THE POTION TO HAVE AN EXTRA LIFE. WAIT FOR THE LIFT AND JUMP OVER IT TO ACCESS THE UPPER ROOM, **G2**.

#### ROOM: G2



WAIT FOR THE LIFT TO GET CLOSE TO THE TOP OF THE PILLAR OF YOUR LEFT. JUMP TO THE LEFT AND DOWN. GET THE TWO YELLOW KEYS AND GO DOWN, RETURNING TO **H2**.

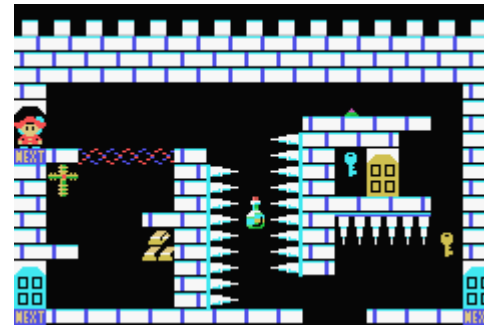
GO DOWN AND PUSH THE POT TO THE RIGHT TO JUST BEFORE IT ENTERS THE CONVEYOR. JUMP OVER IT AND TO THE UPPER FLOOR. GET THE YELLOW KEY. GO TO THE LEFT AND DOWN AND GET THE BLUE KEY. OPEN THE YELLOW DOOR, GO DOWN AND UP AGAIN USING THE POT. THIS TIME, GO TO THE RIGHT AND OPEN THE YELLOW DOOR. YOU ARE AT ROOM **H3**.

#### ROOM: H3



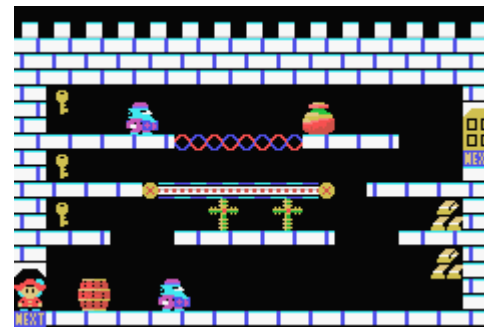
GO DOWN AND LEFT AND GET THE GOLD. GO DOWN AND LEFT AGAIN AND GET THE POTION TO AN EXTRA LIFE. GO TO THE RIGHT AND WAIT FOR THE KING ON THE TOP TO GO DOWN. THEN, GO UP AND GET THE RING AND THE CROSS. GO TO THE RIGHT AND WAIT BESIDE THE YELLOW DOOR. AFTER SOME TIME, THE TWO KINGS WILL KILL THEMSELVES IN THE LIFT. GO DOWN AND GET THE BLUE KEY. GO UP AGAIN AND OPEN THE YELLOW DOOR. NOW YOU ARE ON ROOM **H4**.

#### ROOM: H4



GO DOWN, GET THE CROSS, THE GOLD AND GO BACK ALL UP. JUMP TO THE RIGHT. GO DOWN THROUGH THE TWO COLUMNS OF SPIKES AND GET AN EXTRA LIFE. YOU WILL GO TO **I4**. GO TO THE LEFT AND GET THE LITTLE LIFT AND YOU WILL BE BACK TO **H4**. JUMP UP ONCE AGAIN AND JUMP TO THE RIGHT TWICE AND STOP IN FRONT OF THE FLOWER. WAIT UNTIL IT DIMINISHES AND JUMP OVER IT. GO DOWN, OPEN THE YELLOW DOOR AND GET THE BLUE KEY. GO DOWN, GET THE YELLOW KEY AND OPEN THE BLUE KEY. YOU ARE AT ROOM **H5**.

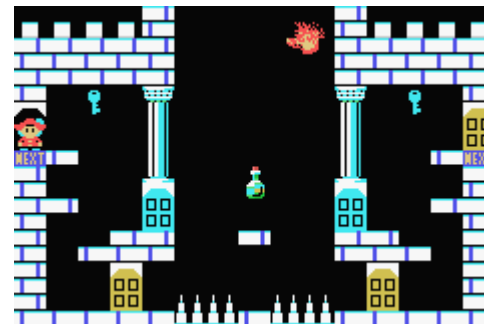
#### ROOM: H5



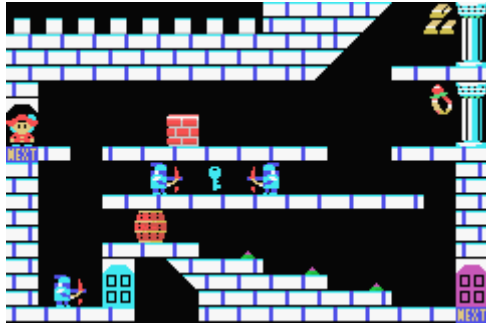
PUSH THE BARREL TO THE RIGHT AND KILL THE PIRATE. JUMP OVER THE BARREL AND GET THE GOLD. JUMP OVER THE BARREL AND ACCESS THE UPPER FLOOR. GET THE GOLD AND GO TO THE LEFT. GET THE TWO CROSSES. GO TO THE LEFT AND GET THE YELLOW KEY. GO UP AND GET THE YELLOW KEY. GO UP AND PUSH THE FLASK TO THE LEFT AND KILL THE PIRATE. EXIT THE ROOM AND COME BACK AGAIN. GO ALL WAY UP AND THROUGH THE LASER AND GET THE YELLOW KEY. WAIT FOR THE LASER TO TURN ON. GO TO THE RIGHT AND PUSH THE FLASK TO THE RIGHT. GET BACK AND WAIT FOR THE

LASER TO TURN OFF. GO DOWN AND TO THE RIGHT. PUSH THE FLASK, JUMP OVER IT AND OPEN THE YELLOW DOOR. YOU ARE AT ROOM **H6**.

#### ROOM: H6

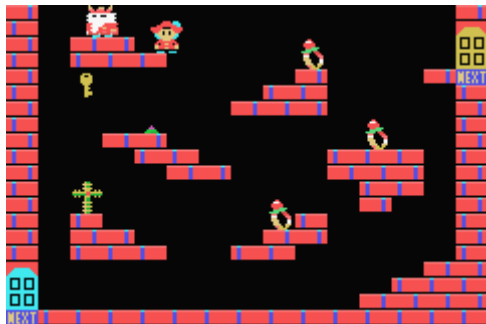


JUMP TO THE RIGHT AND GET THE BLUE KEY. GO DOWN AND GET CLOSE TO THE YELLOW DOOR. THE FIRE WILL STEP BESIDE THE DOOR. GO UP AND OPEN THE BLUE DOOR AND GET TO THE OTHER SIDE. GET THE POTION AND WAIT FOR THE FIRE TO GO TO THE LEFT. QUICKLY GO TO THE RIGHT AND OPEN THE YELLOW DOOR. IMMEDIATELY GO UP AND GET THE BLUE KEY. OPEN THE YELLOW DOOR AND GO TO ROOM **H7**.

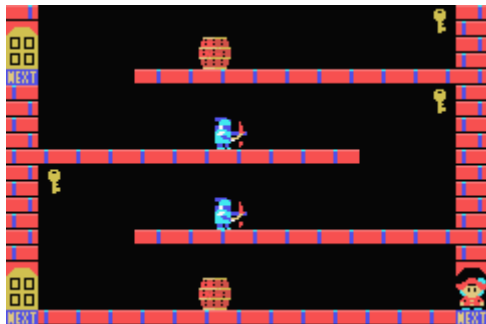
**ROOM: H7**

GO TO THE RIGHT AND PUSH THE BRICK TO THE RIGHT BUT DO NOT DROP IT. JUMP OVER IT AND UP AND GET THE GOLD. GO DOWN A FLOOR AND GET THE RING. JUMP TO THE LEFT AND WAIT FOR THE INDIAN TO PASS BELOW THE BRICK AND THROW IT OVER THE INDIAN. EXIT THE ROOM AND GET BACK. GO TO THE RIGHT AND DOWN AND GET THE BLUE KEY. QUICKLY GO TO THE RIGHT AND UP. GO TO THE LEFT AND PUSH THE BRICK TO THE RIGHT OVER THE INDIAN AND KILL HIM. PUSH THE BRICK TO THE LEFT AND KILL THE INDIAN WHICH IS IN THE LOWER FLOOR. IF YOU DID NOT MANAGE,

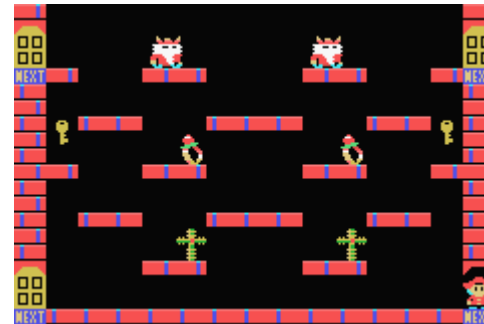
JUST EXIT THE ROOM AND REPEAT IT UNTIL YOU KILL THE INDIAN. THEN, EXIT THE ROOM AGAIN, COME BACK AND GO DOWN, OPEN THE BLUE DOOR AND YOU WILL BE AT ROOM 17.

**ROOM: 17**

WHEN YOU ENTER THIS ROOM, THE KING WILL FALL THROUGH THE LEFT. GO DOWN AND JUMP TO THE LEFT TO GET THE YELLOW KEY. GO DOWN, GET THE CROSS. GO TO THE RIGHT AND COLLECT THE THREE RINGS. GO LEFT AND OPEN THE BLUE DOOR. TAKE CARE WITH THE KING. YOU ARE NOW AT ROOM 16.

**ROOM: 16**

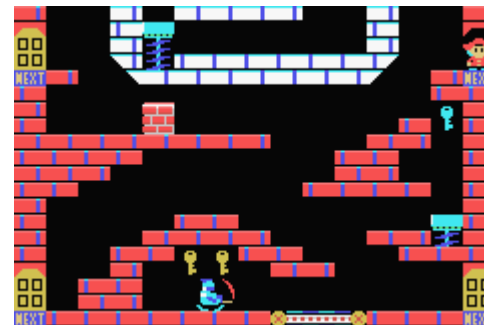
GO TO THE LEFT AND PUSH THE BARREL. JUMP OVER IT, ACCESS THE UPPER FLOOR AND THEN GET THE YELLOW KEY. GO TO THE LEFT AND OPEN THE YELLOW DOOR. YOU ARE NOW AT ROOM 15.

**ROOM: 15**

GO TO THE LEFT AND UP AND GET THE TWO CROSSES. GO UP AND GET THE YELLOW KEY. GO DOWN AND ATTRACT THE TWO KINGS TO THE LOWER FLOOR. THEN, GO UP AND GET THE TWO RINGS AND THE REMAINING YELLOW KEY. GO UP AND RIGHT AND OPEN THE YELLOW DOOR SO AS TO RETURN TO 16.

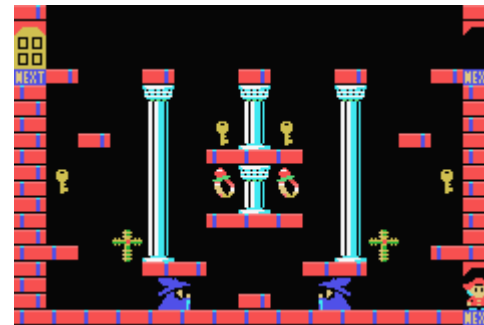
JUMP TO THE RIGHT AND OVER THE BARREL AND GET THE YELLOW KEY. PUSH THE BARREL TO THE LEFT, GO DOWN, PUSH THE BARREL TO THE RIGHT AND KILL THE INDIAN. DROP THE BARREL, JUMP AND GET THE OTHER YELLOW KEY. PUSH THE BARREL TO THE LEFT AND KILL THE OTHER INDIAN. KEEP GOING DOWN AND EXIT THROUGH THE LEFT DOWN DOOR YOU HAVE ALREADY OPENED.

GO TO THE LEFT AND UP. TAKE CARE WITH THE KINGS AND OPEN THE UPPER LEFT YELLOW DOOR. YOU ARE AT ROOM 14.

**ROOM: 14**

GO DOWN AND TO THE RIGHT. TAKE THE LITTLE LIFT WHEN IT IS GOING DOWN. JUMP AND PLACE YOURSELF IN THE LEFT HOLE OF THE WALL. WHEN THE LIFT GOES DOWN, JUMP AND GET THE BLUE KEY, GO. HIDE YOURSELF AGAIN IN THE HOLE AND EXIT IT ONCE AGAIN WHEN THE LIFT GOES DOWN. THEN, GO UP AND PUSH THE BRICK A LITTLE TO THE LEFT JUST TO JUMP OVER IT AND ACCESS THE YELLOW DOOR. OPEN IT AND EXIT THE ROOM. COME BACK, PUSH THE BRICK TO THE RIGHT UNTIL IT FALLS. GO DOWN AND KEEP PUSHING IT TO THE RIGHT UNTIL IT FALLS ON THE CONVEYOR. THEN, GO

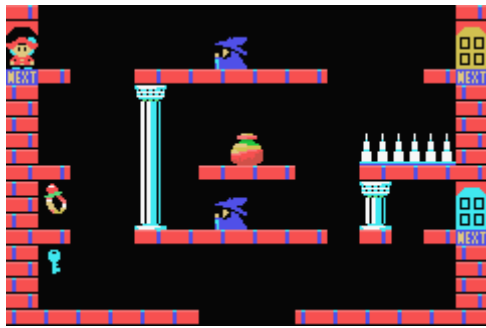
DOWN AND PUSH IT TO THE LEFT AND KILL THE INDIAN. GET THE TWO YELLOW KEYS AND OPEN THE RIGHT BOTTOM YELLOW DOOR. YOU ARE NOW AT ROOM 13.

**ROOM: 13**

GET THE CROSS AND THE YELLOW KEY OF THE RIGHT. WAIT FOR THE WITCH TO GO TO THE RIGHT AND GO TO THE LEFT. WAIT IN THE PIECE OF BRICK OF THE MIDDLE OF THE SCREEN AND GET THE TWO RINGS AND THE TWO YELLOW KEYS. WAIT FOR THE WITCH TO GO TO THE LEFT AND GO AFTER HER. JUMP AND GET THE CROSS AND THE YELLOW KEY. ONCE MORE, WAIT FOR THE WITCH TO GO TO THE LEFT AND RETURN TO THE OPENED LOWER DOOR.

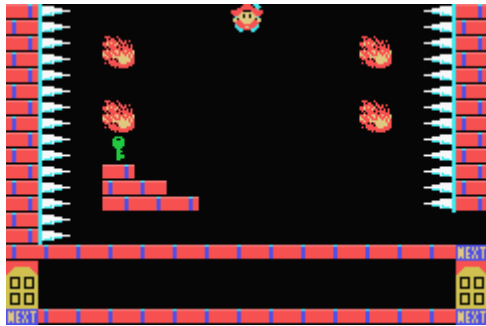
NOW, MAKE YOUR WAY BACK TO ROOM 17 AND OPEN THE YELLOW DOOR OF THE RIGHT. NOW, YOU ARE AT ROOM 18.

#### ROOM: 18



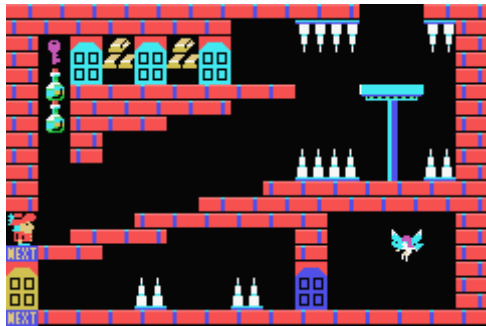
GO DOWN AND GET THE RING AND THE BLUE KEY. GO DOWN AGAIN THROUGH THE MIDDLE OF THE BIG HOLE AND ACCESS **J8**.

#### ROOM: J8



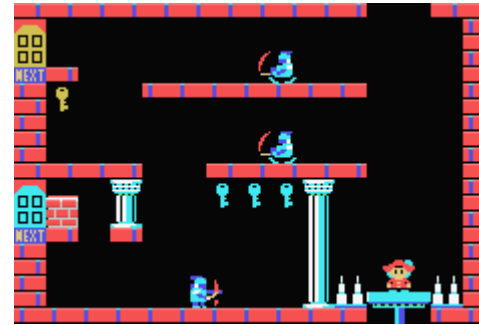
POSITION YOURSELF JUST BETWEEN THE TWO COLUMNS OF TWO FIRES. WHEN YOU HIT THE FLOOR, GO QUICKLY TO THE LEFT AND JUMP TO THE STAIRS WHERE THE GREEN KEY IS. GET IT AND FALL THROUGH THE LEFT AND QUICKLY GO TO THE RIGHT. THE FIRES WILL NOT HIT YOU. GO TO THE NEXT ROOM, **J9**.

#### ROOM: J9



GO TO THE RIGHT AND JUMP OVER THE LIFT, WHEN GOING DOWN. THAT IS BECAUSE YOU WILL HAVE TO JUMP TO THE LEFT FROM THE LIFT WHEN IT GETS ONE STEP UP. THIS WILL PREVENT THAT YOU HIT THE UPPER SPIKES. OPEN THE BLUE DOOR, GET THE GOLD, OPEN THE BLUE DOOR, GET THE GOLD, OPEN THE BLUE DOOR AND GET THE PURPLE KEY AND THE TWO POTIONS. GO BACK TO THE ELEVATOR AND UP TO ROOM **19**.

#### ROOM: 19

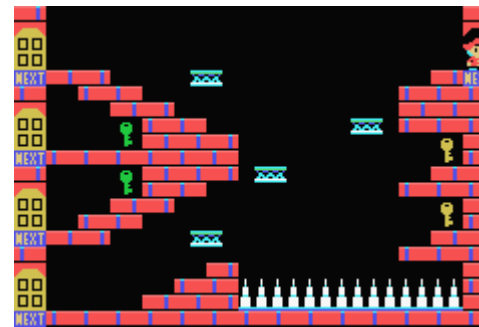


GO UP TO THE UPPER FLOOR. JUMP OVER THE INDIAN AND CONTINUE TO THE LEFT AND GET THE YELLOW KEY. GO TO THE RIGHT, JUMP OVER THE INDIAN ONCE AGAIN AND OVER THE LIFT. GO UP TO THE HIGHEST FLOOR AND GO TO THE LEFT. OPEN THE YELLOW DOOR AND YOU WILL BE BACK TO ROOM **18**.

JUMP TO THE LEFT AND GET BESIDE THE FLASK. JUMP OVER IT TO THE LEFT. PUSH THE FLASK TO THE RIGHT OVER THE WITCH WHEN IT PASSES BELOW IT, KILLING HER. THEN, GO TO THE LEFT AND PUSH THE FLASK TO THE RIGHT. GO DOWN AND PUSH IT A LITTLE MORE TO THE LEFT UNTIL IT GETS BELOW THE HOLE OF THE UPPER FLOOR. JUMP OVER IT AND ACCESS THE UPPER FLOOR. OPEN THE BLUE DOOR AND GO BACK TO ROOM **19**.

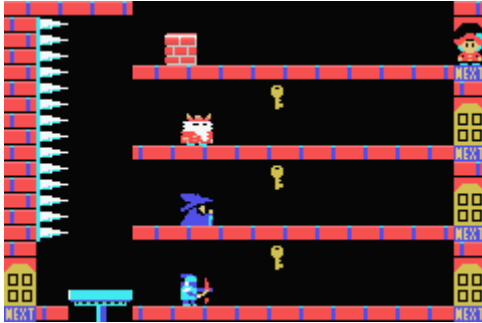
PUSH THE BRICK TO THE RIGHT JUST WHEN THE INDIAN PASSES BELOW IT. THIS WILL KILL THE INDIAN. THEN, PUSH THE BRICK UNTIL IT IS LOCATED UNDER THE MIDDLE BLUE KEY. JUMP OVER IT AND GET THE THREE BLUE KEYS. THEN, MAKE YOUR WAY BACK TO ROOM **14**. THIS TIME, GO UP AND ENTER ROOM **13** THROUGH THE UPPER OPENED DOOR. JUMP OVER THE UPPER PIECES OF BRICK TO ACCESS THE YELLOW DOOR OF THE LEFT. OPEN IT AND GO TO ROOM **12**.

#### ROOM: 12



GO DOWN AND GET THE TWO YELLOW KEYS, ALWAYS DEVIATING FROM THE MOVING PLATFORMS. JUMP OVER THE LOWEST PLATFORM AND UP UNTIL YOU GET TO THE HIGHEST PLATFORM. GO TO THE LEFT AND OPEN THE YELLOW DOOR. YOU WILL BE AT ROOM **11**.

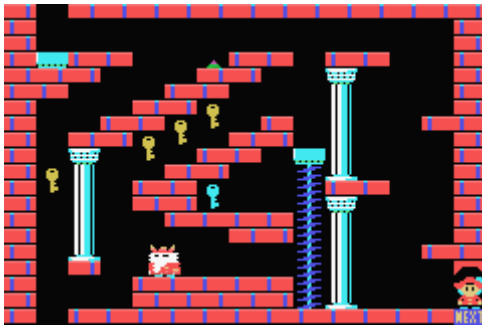
### ROOM: I1



GO TO THE LEFT AND PUSH THE BRICK TO THE ELEVATOR WHEN IT GOES DOWN. PUSH IT TO THE FLOOR WHERE THE KING IS AND KILL HIM. GET THE YELLOW KEY. PUSH THE BRICK TO THE OTHER FLOOR AND DO THE SAME WITH THE WITCH. GET THE YELLOW KEY. PUSH THE BRICK AGAIN TO THE ELEVATOR AND TO THE FLOOR WHERE THE INDIAN IS AND KILL HIM. GET THE YELLOW KEY AND GET BACK TO THE ELEVATOR. OPEN THE TWO MIDDLE YELLOW DOORS. EXIT THE ROOM, GET THE GREEN KEYS AND GET BACK TO THIS ROOM. AFTER GETTING THE TWO GREEN KEYS, GO TO THE LEFT AND OPEN THE

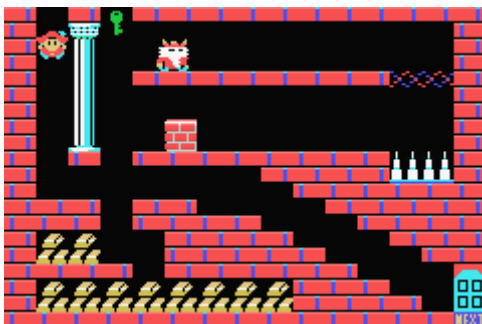
YELLOW DOOR TO GO TO ROOM I0.

### ROOM: I0



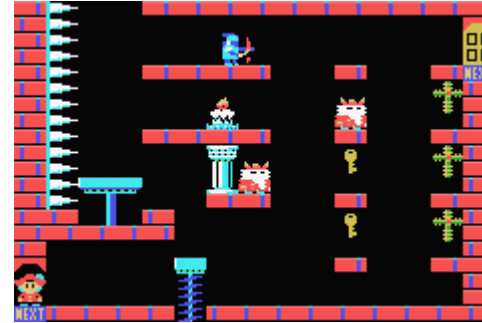
GO UP AND TO THE LEFT. GO DOWN AND ENTER THE PATH WHERE THE YELLOW KEYS ARE. GET THE THREE YELLOW KEYS. WAIT FOR THE KING TO GO AFTER YOU AND GO DOWN AND TO THE RIGHT. THE KING WILL GO DOWN AND GET STUCK UNDER THE PILLAR. WAIT FOR THE LIFT AND JUMP OVER IT. GO UP TO THE FLOOR THE FLOWER IS. JUMP OVER IT AND GO DOWN THROUGH THE LEFT OF THE PILLAR. GET THE YELLOW KEY AND GET TO THE NEXT ROOM, J0.

### ROOM: J0



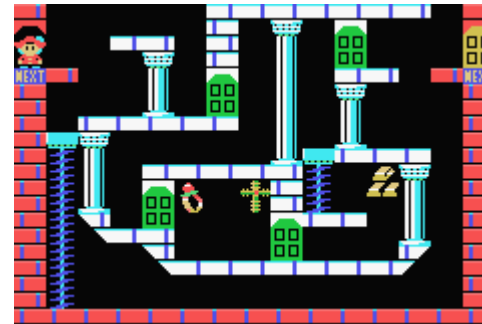
GO DOWN AND TO THE RIGHT. JUMP TO THE FLOOR OF THE BRICK. WAIT FOR THE KING TO GO DOWN AND SMASH HIM WITH THE BRICK, JUST WHEN HE IS GOING DOWN. DO NOT LET THE BRICK FALL. JUMP OVER IT AND GET THE GREEN KEY. THEN, RETURN AND PUSH THE BRICK. GO TO THE RIGHT AND ENTER J1 AND GET BACK. GO DOWN AND GET THE TEN PIECES OF GOLD. THEN, GET BACK TO J1.

### ROOM: J1



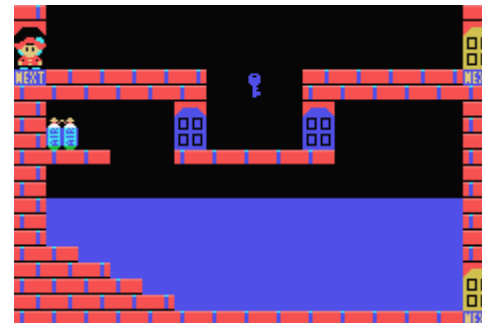
GO TO THE RIGHT AND WAIT FOR THE TWO KINGS TO GO DOWN. GET THE THREE CROSSES AND THE TWO YELLOW DOORS. JUMP OVER THE LITTLE LIFT, GET TO THE BIGGER LIFT AND JUMP TO THE FLOOR WHERE THE CAKE IS. PUSH THE CAKE UNTIL IT FALLS DOWN. PUSH IT AND KILL THE TWO KINGS. YOU CAN EITHER GO TO THE RIGHT, OPEN THE YELLOW DOOR AND ACCESS ROOM J2 OR EXIT THE ROOM, GET BACK AND USE THE CAKE TO KILL THE INDIAN. THEN, AS BEFORE, GO TO THE RIGHT, OPEN THE YELLOW DOOR AND ACCESS ROOM J2.

### ROOM: J2



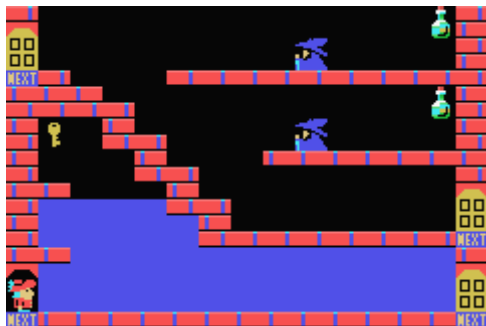
JUMP TO THE RIGHT AND OPEN THE FIRST GREEN DOOR. GO DOWN AND OPEN THE SECOND GREEN DOOR. GET THE RING AND THE CROSS. OPEN THE THIRD GREEN DOOR AND GET THE GOLD. WAIT FOR THE LIFT, JUMP OVER IT AND WHEN GOING UP, OPEN THE FOURTH GREEN DOOR AND QUICKLY GO TO THE RIGHT. JUMP TO THE RIGHT AND OPEN THE YELLOW DOOR. NOW YOU ARE AT ROOM J3.

### ROOM: J3



JUMP OVER THE DARK BLUE KEY AND OPEN THE DARK BLUE DOOR OF THE LEFT. JUMP TO THE LEFT AND GET THE AIR. ENTER THE WATER AND QUICKLY GO TO THE RIGHT. OPEN THE YELLOW DOOR AND GET TO ROOM J4.

#### ROOM: J4



ENTER THE ROOM AND QUICKLY GO UP AND GET THE YELLOW KEY. GO DOWN AND RIGHT AND OPEN THE YELLOW DOOR. YOU ARE AT ROOM J5.

#### ROOM: J5



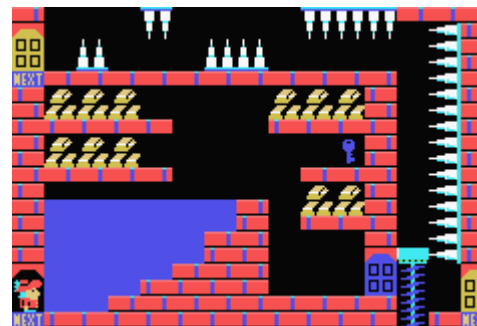
GO QUICKLY TO THE RIGHT AND JUMP UP UNTIL YOU ARE OUT OF THE WATER. JUMP AND GET THE DARK BLUE KEY. THEN, GET THE AIR AND ENTER THE WATER AGAIN. OPEN THE YELLOW DOOR OF THE RIGHT SO AS TO ACCESS ROOM J6.

#### ROOM: J6



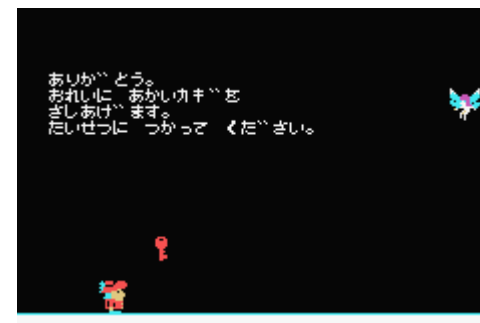
GO TO THE RIGHT AND OPEN THE YELLOW DOOR TO HAVE ACCESS TO ROOM J7.

#### ROOM: J7



GO TO THE RIGHT AND UP AND GET THE ELEVEN PIECES OF GOLD. GET ALSO THE DARK BLUE KEY AND OPEN THE DARK BLUE DOOR. GO TO THE RIGHT AND OPEN THE YELLOW DOOR TO GO TO ROOM J8.

WE HAVE PREVIOUSLY ACCESSED THE UPPER PORTION OF ROOM J8. JUST GO TO THE RIGHT AND OPEN THE YELLOW DOOR. YOU WILL BE AT ROOM J9. HERE, GO TO THE RIGHT AGAIN AND JUMP THE SPIKES TO ACCESS THE DARK BLUE DOOR. OPEN IT AND JUMP OVER THE FIRST FAIRY. SHE WILL GIVE YOU A RED KEY.



NOW, YOU WILL HAVE TO GET BACK TO ROOM J7. AT ROOM J7, TAKE THE LIFT UP AND GO TO THE LEFT. JUMP THE SPIKES AND OPEN THE YELLOW DOOR. YOU WILL BE BACK TO ROOM J6. HERE, GET THE TWO CROSSES AND THE TWO RINGS AND OPEN THE YELLOW DOOR OF THE LEFT TO ACCESS ROOM J5.

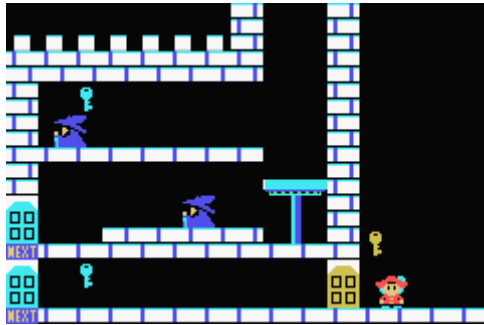
AT ROOM J5, GO DOWN UNTIL YOU STAY BESIDE THE YELLOW DOOR. THE TWO KINGS SHALL GO DOWN ALSO. GO UP AND GET THE TWO YELLOW KEYS AND EXIT THE ROOM. GET BACK AND GO ALL WAY DOWN, OPEN THE YELLOW DOOR OF THE LEFT AND GET TO ROOM J4.

NOW, GO TO THE LEFT AND GET THE TWO POTIONS, JUMPING OVER THE WITCHES. EXIT THE ROOM THROUGH THE YELLOW DOOR OF THE LEFT. YOU WILL BE AT ROOM J3.

GO TO THE RIGHT AND JUMP THE BIGGER HOLE AND EXIT THE ROOM TO ROOM J2. AT ROOM J2, JUST GO DOWN AND TO THE LEFT. WAIT FOR THE LIFT AND JUMP OVER IT. GO UP AND LEFT TO ROOM J1. AT ROOM J1, GO TO THE LEFT AND JUMP OVER THE LITTLE LIFT. GET TO THE BIGGER LIFT AND GO TO ROOM I1.

NOW, MAKE YOUR WAY BACK TO ROOM I9. JUMP OVER THE LIFT AND GO UP SO AS TO ACCESS ROOM H9.

### ROOM: H9



GET THE YELLOW KEY AND OPEN THE YELLOW DOOR. GET THE BLUE KEY AND OPEN THE BLUE DOOR. YOU WILL BE NOW AT ROOM H8.

### ROOM: H8



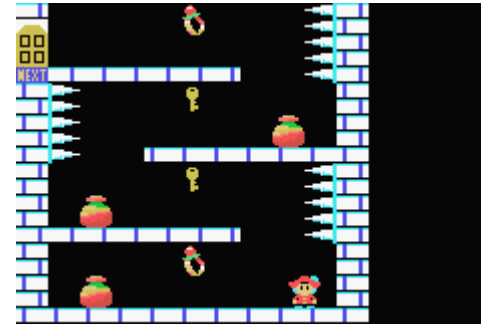
HERE, YOU WILL ONLY GO DOWN THROUGH THE HOLE OF YOUR LEFT. THE UPPER PORTION OF THE SCREEN WILL BE SOLVED IN THE FUTURE. YOU WILL BE AT ROOM 18 AGAIN.

MAKE YOUR WAY TO ROOM 10 AND GET THE LIFT OF THE UPPER LEFT PORTION OF THE SCREEN TO ACCESS ROOM H0. YOU HAVE RETURNED TO THE BEGINNING OF THE GAME. MAKE YOUR WAY TO ROOM H7. AT ROOM H7, GET TO THE FLOOR WHERE THE THREE FLOWERS ARE. PUSH THE BARREL TO THE RIGHT, KILLING THE THREE OF THEM. THEN, JUMP THE BARREL AND OPEN THE PURPLE DOOR. YOU ARE NOW AT THE UPPER PORTION OF ROOM H8.

JUMP THE TWO FLOWERS AND WAIT FOR THE LOWER MOVING PLATFORM. JUMP OVER IT. FROM THERE, JUMP OVER THE MIDDLE MOVING PLATFORM. GET THE TWO YELLOW KEYS AND THEN, GO TO THE LEFT. JUMP OVER THE UPPER MOVING PLATFORM. GET THE BLUE KEY AND THE FOUR PIECES OF GOLD. NOW, YOU CAN GO DOWN AND OPEN THE BLUE DOOR TO GO TO ROOM H9.

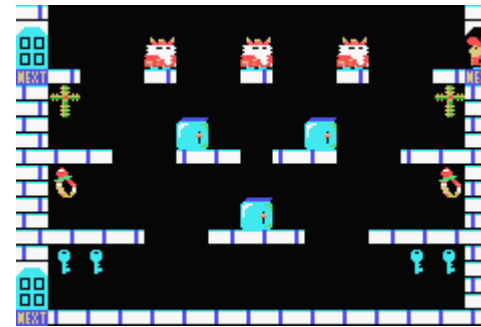
JUMP OVER THE WITCH AND JUMP OVER THE LIFT. IF THE WITCH ENTERS THE LIFT, QUICKLY GET OUT OF IT OR YOU WILL BE KILLED. THEN, JUMP TO THE LEFT WHERE THE OTHER WITCH IS AND GET THE BLUE KEY. TAKE AGAIN THE LIFT AND GO UP TO ROOM G9.

### ROOM: G9



HERE, YOU WILL HAVE TO GO TO THE LEFT, GET THE RING AND PUSH THE FLASK TO THE RIGHT, THEN, JUMP OVER IT AND ACCESS THE NEXT FLOOR. GET THE YELLOW KEY, JUMP OVER THE OTHER FLASK AND ACCESS THE NEXT FLOOR. AGAIN, GET THE YELLOW KEY AND JUMP OVER THE FLASK TO ACCESS THE UPPER FLOOR. NOW, GET THE RING AND GO TO THE LEFT TO OPEN THE YELLOW DOOR SO AS TO ACCESS ROOM G8.

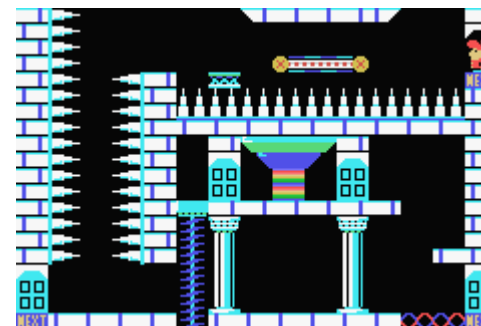
### ROOM: G8



GO DOWN AND GET THE CROSS, THE KING WHICH IS CLOSEST TO YOU WILL FALL. JUMP TO THE LEFT OVER THE FIRST POT. THE SECOND KING WILL FALL ALSO, BUT TO AN INTERMEDIATE FLOOR. JUMP TO THE LEFT OVER THE OTHER POT AND THE LAST KING WILL FALL ALSO. PUSH THE POT JUST BESIDE YOU TO THE LOWER FLOOR. JUMP TO THE LEFT AND GET THE SECOND CROSS. GO DOWN QUICKLY AND PUSH THE POT TO THE LEFT A LITTLE BIT AND JUMP OVER IT, SINCE A KING WILL FALL OVER YOU. THEN, START TO KILL ALL THREE KINGS. GET THE FOUR BLUE KEYS AND THE TWO RINGS.

FINALLY, GO UP AND OPEN THE UPPER BLUE DOOR TO GO TO ROOM G7.

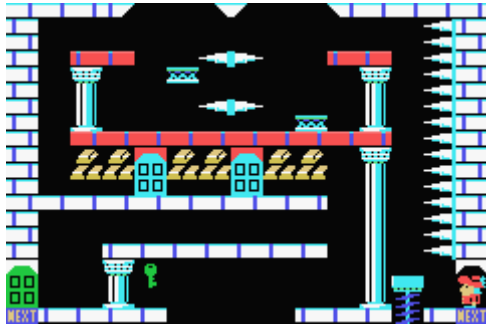
### ROOM: G7



GO TO THE LEFT AND JUMP ON THE MOVING PLATFORM. THEN, JUMP OVER THE CONVEYOR AND KEEP JUMPING UNTIL YOU REACH THE MOVING PLATFORM THAT APPEARS ON THE OTHER SIDE. JUMP ONCE MORE TO THE LEFT AND JUMP BETWEEN THE TWO COLUMNS OF SPIKES. GO TO THE RIGHT AND ENTER THE LIFT. GO UP, OPEN THE BLUE DOOR AND POSITION YOURSELF UNDER THE INVULNERABILITY MACHINE. RECEIVE THE CHARGES OF INVULNERABILITY UNTIL YOU RECEIVE ONE CHARGE WHEN THE LIFT IS GOING DOWN. THEN, GO DOWN AND TO THE LEFT TO ROOM G6.



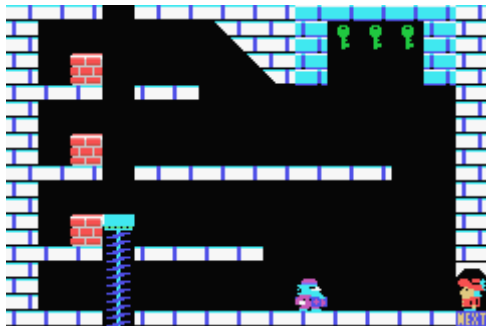
### ROOM: G6



HERE YOU HAVE TWO ALTERNATIVES. LET'S EXPLAIN THE FIRST – GO UP USING THE LIFT. YOU WILL HAVE TWO MOVING PLATFORMS TO YOUR LEFT. BUT YOU HAVE ALSO TWO PAIRS OF SPIKES ON YOUR WAY. GO DOWN AND JUMP OVER THE LOWER PLATFORM. WHEN YOU REACH CLOSER POSSIBLE TO THE LOWER PAIR OF SPIKES, JUMP UP AND TO THE LEFT. THEN, JUMP TO THE OTHER SIDE. BUT YOU HAVE ANOTHER WAY – LOOSING A LIFE. WHEN YOU ENTER THE ROOM, KILL YOURSELF AND THE INVULNERABILITY WILL LAST LONGER. THEN QUICKLY GO UP AND TO THE LEFT TO THE OTHER SIDE

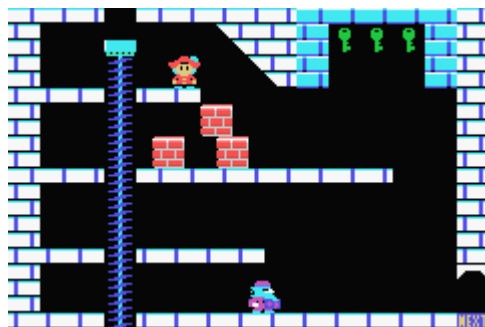
SINCE YOU ARE STILL INVULNERABLE. AFTER CHOOSING ONE WAY AND GETTING TO THE OTHER SIDE, GO DOWN AND GET THE TWO PIECES OF GOLD. OPEN THE BLUE DOOR. GET THE OTHER TWO PIECES OF GOLD, OPEN THE OTHER BLUE DOOR AND GET THE TWO LAST PIECES OF GOLD. GO DOWN, JUMP TO THE LEFT AND GET THE GREEN KEY. JUMP BACK TO THE RIGHT AND ACCESS THE UPPER FLOOR AND OPEN THE GREEN DOOR TO GO TO ROOM G5.

### ROOM: G5



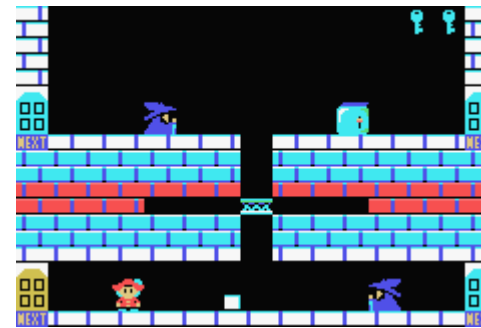
GO TO THE LEFT AND JUMP THE PIRATE. JUMP ON THE LIFT. JUMP TO THE LEFT TO THE FLOOR OF THE MIDDLE BRICK. WHEN THE LIFT GOES DOWN, PUSH THE BRICK TO THE LEFT. IN THE NEXT SCREEN, WE WILL SHOW HOW THE THREE BRICKS WILL BE ARRANGED. WHEN THE LIFT PASSES BY THE FLOOR YOU ARE, PUSH THE BRICK TO THE RIGHT. THIS IS THE RIGHT BRICK OF NEXT SCREEN. THEN, GO DOWN AND DO THE SAME WITH THE LOWER BRICK. HOWEVER, YOU WILL HAVE TO JUMP TO THE FLOOR ABOVE THIS – THE SAME WHERE YOU WERE. THEN, PUSH THE BRICK TO THE RIGHT. THIS IS

THE BLOCK OF THE LEFT. THEN, GO UP TO THE HIGHER FLOOR. PUSH THE BRICK TO THE LEFT AND PUSH IT TO THE RIGHT WHEN IT PASSES BY THE HIGHER FLOOR. THEN, PUSH THE BRICK AND THROW IT OVER THE BRICK OF THE RIGHT. COME BACK TO ONE FLOOR BELOW YOU WERE AND START PUSHING THE HIGHER BRICK FIRST, THEN THE BRICK OF THE RIGHT AND FINALLY THE BRICK OF THE LEFT. THE BRICKS HAVE TO BE PUSHED ONLY HALFWAY AND BETWEEN THE TWO LOWER BRICKS, YOU WILL HAVE ALWAYS TO HAVE A SPACE WHERE YOU FIT.



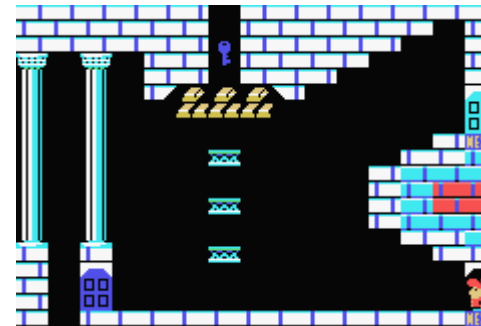
CONTINUE THIS PROCESS UNTIL THE HIGHER BRICK IS UNDER THE MIDDLE GREEN KEY. THEN, JUMP OVER THE BRICKS AND GET THE THREE GREEN KEYS. HERE, YOU CAN CONTINUE TO PUSH THE BRICKS AND KILL THE PIRATE OR ENTER THE LIFT AND GO DIRECTLY TO ROOM F5.

### ROOM: F5



GO TO THE LEFT AND OPEN THE YELLOW DOOR. NOW, YOU ARE AT ROOM F4.

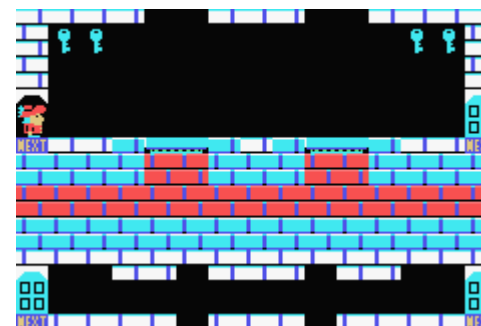
### ROOM: F4



START JUMPING FROM ONE MOVING PLATFORM TO THE OTHER. WHEN ON THE HIGHER ONE, GET THE THREE PIECES OF GOLD. YOU WILL NOT BE ABLE TO GET THE DARK BLUE KEY. SO, DO NOT WORRY YOURSELF. GO TO THE RIGHT AND OPEN THE BLUE DOOR TO RETURN TO F5, BUT THIS TIME TO THE UPPER PORTION OF THE ROOM.

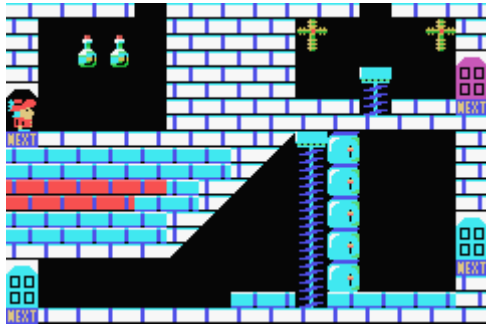
JUMP OVER THE WITCH AND GET TO THE OTHER SIDE, JUMP OVER THE POT AND GET THE TWO BLUE KEYS. CONTINUE TO THE RIGHT AND OPEN THE BLUE DOOR TO GO TO ROOM F6.

### ROOM: F6



ENTER THE ROOM, JUMP OVER THE LIFT AND GET THE TWO BLUE KEYS. CONTINUE TO THE RIGHT, JUMP OVER THE OTHER LIFT AND GET THE OTHER TWO BLUE KEYS. OPEN THE BLUE DOOR AND GO TO ROOM F7.

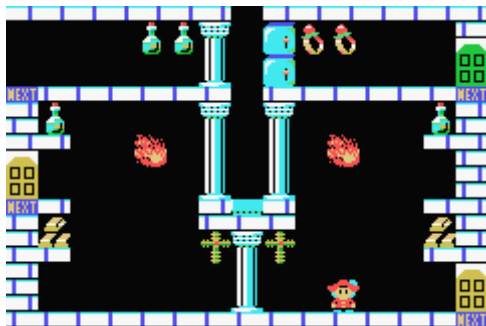
### ROOM: F7



GET THE TWO POTIONS AND GET BACK TO ROOM F6. THE LOWER PORTION OF THIS ROOM WILL BE SOLVED LATER ON.

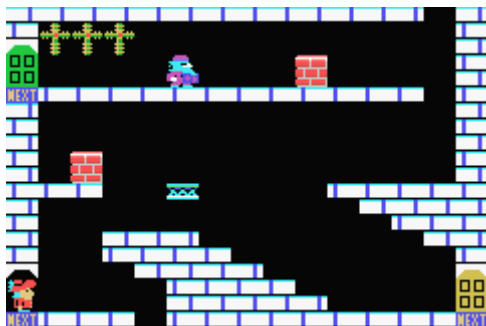
JUMP OVER THE LIFT OF THE RIGHT AND YOU WILL BE AT ROOM E6.

### ROOM: E6



GET THE CROSS. WAIT FOR THE FIRE TO COME AFTER YOU. JUMP IT AND GET THE GOLD. GET THEN THE POTIONS AND OPEN THE YELLOW DOOR TO GO TO ROOM E7.

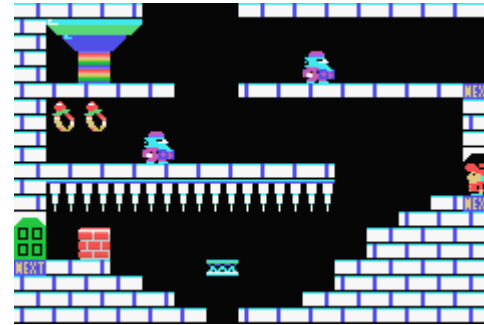
### ROOM: E7



JUST GO TO THE RIGHT AND YOU WILL GET BACK TO ROOM F7.

GO TO THE LEFT TO ROOM F6 AGAIN, BUT THIS TIME TAKE THE LIFT OF THE LEFT TO GO TO ROOM E6. HERE, GET THE GOLD, THE POTIONS, THE CROSS AND THEN OPEN THE YELLOW DOOR TO GO TO ROOM E5.

### ROOM: E5

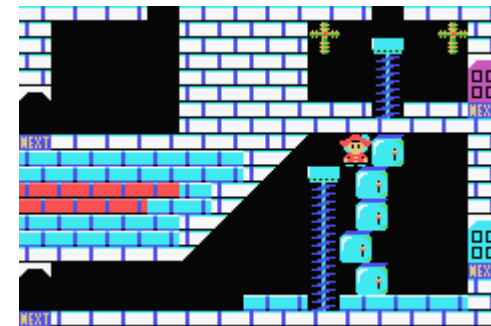


HERE, JUST JUMP TO THE LEFT, OVER THE PIRATE, GET THE TWO RINGS AND GO DOWN THROUGH THE HOLE IN THE CENTER OF THE ROOM TO RETURN TO ROOM F5.

AT ROOM F5, GO TO THE RIGHT AND PUSH THE POT TO THE LEFT. IT WILL FALL UNDER THE HOLE. BUT PAY ATTENTION. YOU WILL HAVE TO DROP THE POT OVER THE WITCH. IF YOU DID NOT KILL THE WITCH, EXIT THE ROOM, COME BACK AND TRY AGAIN UNTIL YOU MANAGE TO. AFTER KILLING THE WITCH, EXIT THE ROOM, COME BACK AND FALL THROUGH THE MIDDLE HOLE TO THE LOWER PORTION OF THE ROOM. GO TO THE RIGHT AND OPEN THE BLUE DOOR TO GO TO ROOM F6.

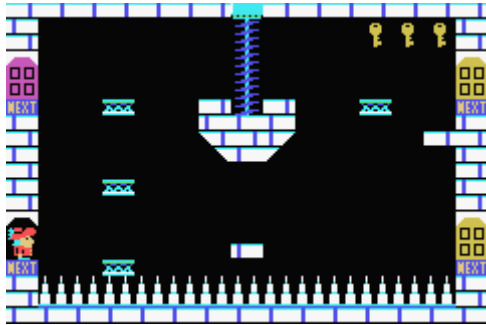
GO TO THE RIGHT, JUMP OVER THE TWO HOLES AND OPEN THE BLUE DOOR TO GET TO ROOM F7. NOW, IT IS TIME TO SOLVE THIS ROOM.

HERE AT ROOM F7, YOU WILL HAVE TO PUSH HALFWAY THE FIRST, THE THIRD AND THE FOURTH POTS. THE FIFTH (AND THE LAST) POT WILL HAVE TO BE PUSHED UNTIL IT FALLS DOWN, JUST AS SHOWN BELOW.



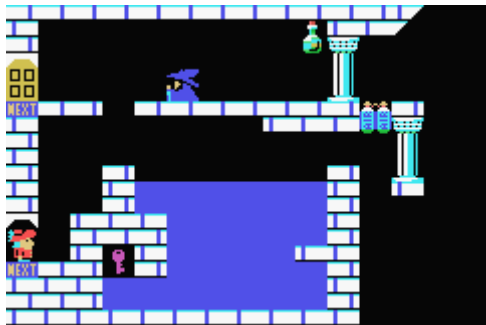
THEN, WAIT FOR THE LIFT TO GO DOWN AND JUMP OVER IT. WHEN IT GOES UP, PUSH THE FOURTH POT ALL WAY DOWN TO THE RIGHT UNTIL IT FALLS OVER THE FIFTH ONE. THEN, GO BACK AND DOWN AND PUSH THE THIRD POT ALL WAY TO THE RIGHT. GO TO THE RIGHT, OPEN THE BLUE DOOR AND GO TO ROOM F8.

### ROOM: F8



JUST GO TO THE RIGHT AND JUMP OVER THE MOVING PLATFORM. GO TO THE RIGHT UNTIL YOU REACH THE YELLOW DOOR. OPEN IT AND GO TO ROOM F9.

### ROOM: F9



GO UP AND JUMP TO THE UPPER FLOOR, GO TO THE RIGHT, JUMP OVER THE WITCH AND GET THE POTION FOR AN EXTRA LIFE. GO TO THE LEFT, OPEN THE YELLOW DOOR AND RETURN TO ROOM F8.

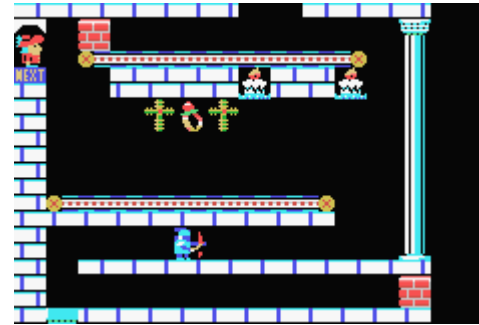
WHEN YOU ENTER THE ROOM, JUMP TO THE LEFT AND GET THE THREE YELLOW KEYS. JUMP OVER THE MOVING PLATFORM AND JUMP OVER THE LIFT. YOU ARE GOING TO ROOM E8.

### ROOM: E8



JUMP OVER THE LOWER MOVING PLATFORM AND GET THE GOLD. GO TO THE LEFT AND GET THE YELLOW KEY AND THE GOLD. GO TO THE RIGHT AND GET THE OTHER YELLOW KEY. THEN, GO TO THE LEFT AND ACCESS THE HIGHER FLOOR, BY USING THE MOVING PLATFORMS. JUMP OVER THE PIRATE AND GET THE THREE CROSSES. OPEN THE GREEN DOOR AND GO TO ROOM E9.

### ROOM: E9



HERE YOU WILL HAVE TO BE QUICKLY AND SMART. GO DOWN AND JUMP THE CAKE THAT COMES TOWARDS YOU WITH A LITTLE JUMP. CONTINUE WITH LITTLE JUMPS TO THE RIGHT UNTIL YOU EXIT THE CONVEYOR. YOU WILL HAVE TO BE ON THE RIGHT SIDE OF THE SECOND CAKE BEFORE THE BRICK FALLS BESIDE THE SECOND CAKE. IF YOU DO NOT MANAGE TO ARRIVE FIRST, YOU WILL BE KILLED BY THE CAKE. REPEAT THIS PROCEDURE UNTIL YOU MANAGE TO ARRIVE FIRST. THEN, QUICKLY PUSH THE CAKE TO THE LEFT AND KILL THE INDIAN. PUT THE CAKE ON THE LIFT SO AS TO

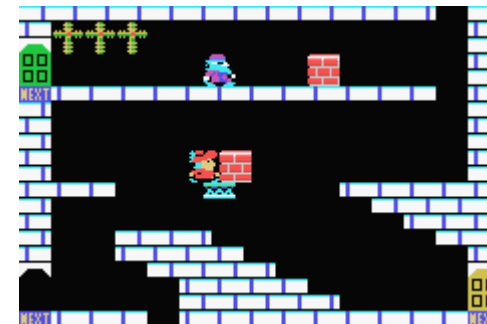
DESTROY IT. WAIT FOR THE LIFT TO GO DOWN, JUMP OVER IT AND GO TO THE RIGHT. PUSH THE BRICK WHICH IS UNDER THE PILLAR UNTIL IT FALLS. THEN, GO DOWN ALSO TO ACCESS ROOM F9 AGAIN.

HERE, YOU HAVE TO GO TO THE LEFT SO AS TO GET THE AIR. THEN, ENTER THE WATER AND GET THE PURPLE KEY. THEN, EXIT THE WATER AND GO UP AND TO THE LEFT. EXIT THE ROOM TO ROOM F8.

GO TO THE LEFT AND JUMP OVER THE MOVING PLATFORM. JUMP OVER THE LIFT BUT DO NOT GO UP. GO TO THE LEFT, GET THE OTHER MOVING PLATFORM AND OPEN THE PURPLE DOOR TO GO TO ROOM F7.

JUMP AND GET THE TWO CROSSES. THEN, JUMP OVER THE LIFT TO GO BACK TO ROOM E7.

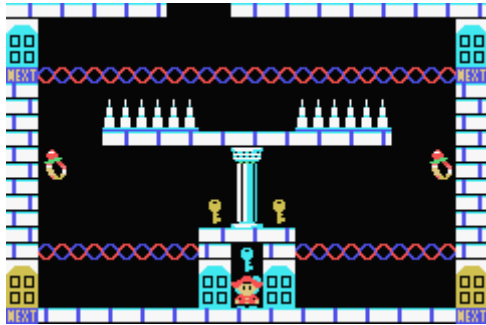
GO TO THE LEFT. YOU DO NOT NEED TO WAIT A YELLOW KEY WITH THE DOOR ON YOUR RIGHT, SINCE YOU HAVE ALREADY BEEN AT ROOM E8. JUMP TO THE FLOOR WHERE THE BRICK IS. PUSH THE BRICK HALFWAY TO THE RIGHT AND WAIT FOR THE MOVING PLATFORM. YOU WILL HAVE TO PUSH THE BRICK TO THE MOVING PLATFORM, SUCH THAT YOU ENTER THE PLATFORM TOGETHER WITH THE BRICK. YOU WILL HAVE TO ENTER THE PLATFORM LIKE IN THE SCREEN BELOW.



KEEP GOING TO THE RIGHT WITHOUT STOPPING UNTIL YOU REACH THE OTHER SIDE OF THE ROOM. JUMP OVER THE BRICK AND ACCESS THE UPPER FLOOR. MOVE THE UPPER BRICK TO THE LEFT AND KILL THE PIRATE. JUMP OVER THE BRICK AND GET THE THREE CROSSES. OPEN THE GREEN DOOR AND GO TO ROOM E6.

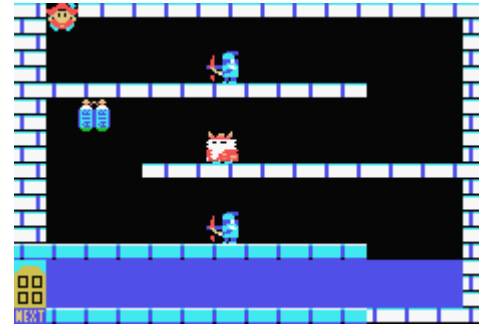
HERE, GO TO THE LEFT AND GET THE TWO RINGS. PUSH THE LOWER POT HALFWAY TO THE LIFT. WHEN THE LIFT GOES UP, IT WILL DESTROY BOTH POTS. JUMP OVER THE LIFT AND YOU WILL GO TO ROOM D6.

#### ROOM: D6



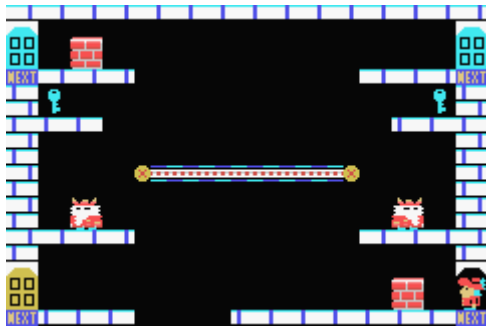
GET THE BLUE DOOR AND OPEN BOTH BLUE DOORS. FIRST, GO TO THE RIGHT, WAIT FOR THE LASER DO TURN OFF. WAIT A LITTLE BIT AND JUMP UNTIL THE LASER TURNS ON AGAIN. THEN, GET THE YELLOW KEY AND THE RING AND GO DOWN. GO TO THE LEFT AND DO THE SAME PROCEDURE TO GET THE YELLOW KEY AND THE RING. OPEN THE YELLOW DOOR AND GO TO ROOM **D5**.

#### ROOM: G4



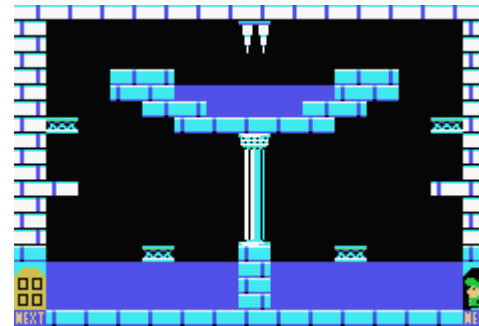
JUMP OVER THE INDIAN. GO DOWN. JUMP OVER THE KING AND GET THE AIR. GO DOWN, JUMP OVER THE INDIAN AND ENTER THE WATER. GO TO THE LEFT AND OPEN THE YELLOW DOOR TO GET TO ROOM **G3**.

#### ROOM: D5



GO TO THE LEFT AND WAIT FOR THE KING TO GO DOWN. PUSH THE BRICK AND KILL THE KING. JUMP OVER IT TO THE LEFT AND JUMP TO THE LEFT AND GET BACK. THIS WILL MAKE THE KING KILL HIMSELF. NOW, JUMP OVER THE BRICK TO THE UPPER FLOOR. JUMP TO THE CONVEYOR AND GET THE BLUE KEYS OF THE RIGHT AND LEFT. THEN, GO UP THROUGH THE BIG HOLE TO GET BACK TO ROOM **E5**.

#### ROOM: G3

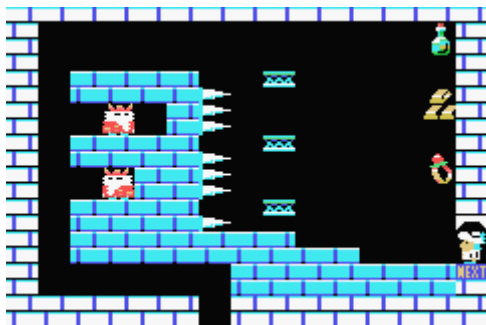


JUMP TO THE MOVING PLATFORM AND TO THE FLOOR AND TO THE PLATFORM AND TO THE UPPER FLOOR. DO THIS QUICKLY OR YOUR AIR WILL END. GO TO THE LEFT AND DOWN. OPEN THE YELLOW DOOR AND GET TO ROOM **G2**.

AT ROOM **E5**, GO TO THE RIGHT, JUMP OVER THE PIRATE AND EXIT THE ROOM, GET THE TWO POTION AND GET BACK. POSITION YOURSELF UNDER THE INVULNERABILITY MACHINE. RECEIVE TWO CHARGES AND GO DOWN. GO LEFT AND PASS THROUGH THE SPIKES TO OPEN THE GREEN DOOR AND ACCESS ROOM **E4**.

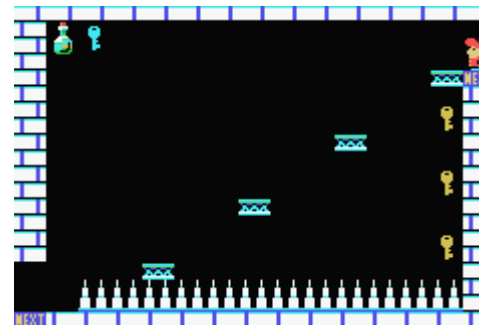
HERE AT ROOM **G2**, JUMP UP QUICKLY AND GET OUT OF THE WATER. PUSH THE MIDDLE BRICK OF THE COLUMN OF BRICKS OF YOUR LEFT HALFWAY TO THE LEFT. JUST WHEN THE LIFT IS BELOW THE FLOOR WHERE YOU ARE. THEN, WHEN THE LIFT GOES UP, THE FOUR UPPER BRICKS WILL BE SMASHED. GET THE PURPLE KEY AND THE TWO RINGS AND GO TO THE LEFT TO ROOM **G1**.

#### ROOM: E4



NOW, KEEP GOING UP, JUMPING FROM ONE MOVING PLATFORM TO THE OTHER. TAKE CARE TO NOT HIT THE SPIKES WHEN THE INVULNERABILITY TURNS OFF. GET THE RING, THE GOLD AND THE POTION AND GO TO THE LEFT. GO DOWN THROUGH THE LEFT. THE KINGS WILL GO AFTER YOU. QUICKLY GO TO THE RIGHT AND DOWN TO ROOM **F4**.

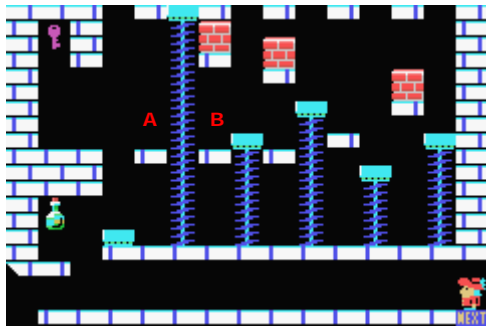
#### ROOM: G1



START GOING TO THE LEFT AND GET THE BLUE KEY AND THE POTION. THEN, GO DOWN, FROM ONE MOVING PLATFORM TO THE OTHER, AND GET THE THREE YELLOW KEYS. THEN, EXIT THE ROOM TO THE LEFT TO ROOM **G0**.

AT ROOM **F4**, YOU WILL FINALLY GET THE DARK BLUE KEY. OPEN THE DARK BLUE DOOR TO GO TO ROOM **G4**.

#### ROOM: G0



GO TO THE LEFT AND UP AND GET THE POTION. NOW, WAIT FOR THE FIRST LIFT TO GO DOWN. PUSH THE BRICK OF THE RIGHT TO THE POSITION MARKED UP WITH **A**. REMEMBER THAT YOU MAY PUSH ONLY THE BRICK TO THE LIFTS WHEN THEY ARE GOING DOWN OR YOU WILL BREAK THE BRICKS FOREVER. THEN, THE BRICK OF THE MIDDLE HAS TO BE PUSHED TO THE POSITION **B**. NOW, PAY ATTENTION. WHEN THE LIFT OF THE LEFT OF POSITION **B** IS GOING DOWN, PUSH THE BRICK OVER IT AND JUMP OVER THE BRICK. THE LIFT WILL START GOING UP. QUICKLY PUSH THE THIRD BRICK, THE

ONE OF THE LEFT, TO THE RIGHT, AND FROM WHERE THE BRICK WAS, PUSH THE BRICK WHICH IS ON THE LIFT TO THE RIGHT. THIS WAY, THE SECOND BRICK WILL FALL DOWN, OVER THE FIRST BRICK. FINALLY, WHEN THE LIFT BETWEEN POSITIONS **A** AND **B** IS GOING DOWN, JUMP OVER IT AND PUSH THE BRICK OF THE TOP OF THE COLUMN TO THE LEFT UNTIL IT REACHES THE LEFT SIDE OF THE ROOM. THEN, YOU JUST HAVE TO JUMP OVER IT AND GET THE PURPLE KEY. TAKE THE LIFT AND GO UP TO ROOM **F0**.

#### ROOM: F0



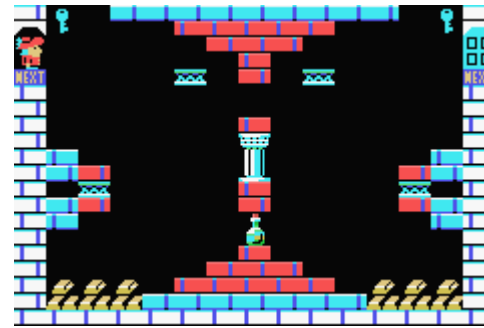
JUST JUMP TO THE RIGHT AND OPEN THE YELLOW DOOR TO GO TO ROOM **F1**. YOU ARE GOING TO GET THE RED KEY WITH THE FAIRY LATER.

#### ROOM: F1



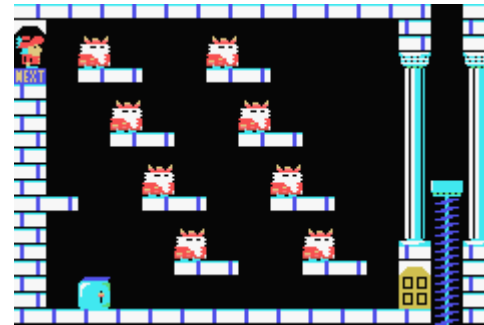
JUMP ON THE MOVING PLATFORM AND OVER THE BRICK. THEN, JUMP ON THE OTHER MOVING PLATFORM. GET THE THREE RINGS AND JUMP TO THE UPPER FLOOR. GET THE POTION AND THE TWO BLUE KEYS. JUMP ON THE MOVING PLATFORM AND OPEN THE BLUE KEY TO GO TO ROOM **F2**.

#### ROOM: F2



GET THE BLUE KEY AND GO DOWN. GET ALL GOLD AND THE POTION. THEN, JUMP OVER THE MOVING PLATFORMS TO GO UP AGAIN. PLACE YOURSELF ABOVE THE PILLAR AND JUMP OVER THE MOVING PLATFORM. GET THE OTHER BLUE KEY AND OPEN THE BLUE DOOR TO GO TO ROOM **F3**.

#### ROOM: F3

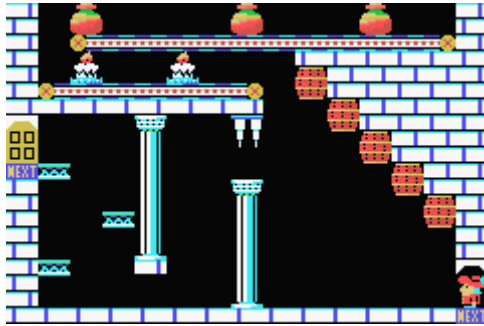


GO DOWN AND WAIT FOR SOME KINGS TO GO DOWN. THEN JUMP TO THE HIGHER RIGHT FLOOR THAT NOW IS EMPTY. WAIT FOR THE LIFT TO GO DOWN AND REACH THE LOWER POINT OF THE PILLAR. THEN, GO DOWN, PASSING THE CLOSEST POSSIBLE TO THE KINGS, I.E., GOING IN A DIAGONAL TO THE RIGHT. IF YOU DID EVERYTHING RIGHT, WHEN YOU OPEN THE YELLOW DOOR, THE LIFT WILL BE READY FOR YOU TO JUMP OVER IT. THIS WILL PREVENT THAT THE KINGS THAT FALL DOWN JUST AFTER YOU REACH YOUR POSITION. GO UP TO ROOM **E3**.

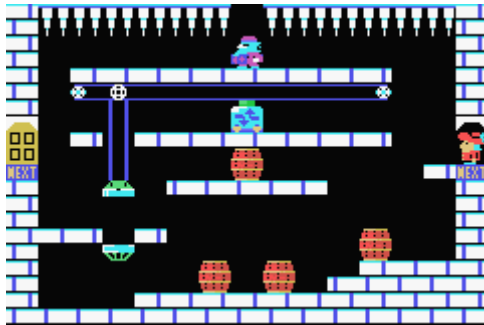
#### ROOM: E3



GET THE TWO BLUE KEYS, THE THREE YELLOW KEYS AND THE POTION AND GET BACK TO YOUR ORIGINAL POSITION. PUSH THE LEFTMOST FLASK TO THE ELEVATOR. GO UP AND PUSH THE TROLLER TO THE LEFT UNTIL THE FLASK IS LEVELED WITH THE FLOOR. THEN GET BACK AND PUSH THE FLASK TO THE RIGHT OVER A PIRATE. GET BACK UP AND PUSH THE TROLLER TO THE RIGHT AND THE ELEVATOR WILL GO DOWN. DO THE SAME THING WITH THE OTHER FLASKS. THEN, GET THE TWO PURPLE KEYS AND GO TO THE LEFT TO OPEN THE YELLOW DOOR TO GO TO ROOM **E2**.

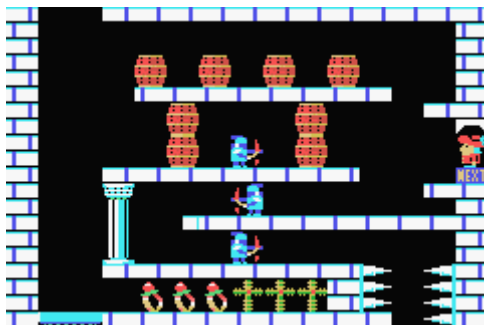
**ROOM: E2**

QUICKLY GO TO THE LEFT AND WHEN THE FIRST CAKE FALLS JUST OVER YOU, JUMP TO THE RIGHT OVER THE BARREL. WHEN THE FIRST FLASK HITS THE SECOND CAKE, JUMP OVER IT AND FROM THERE JUMP OVER THE SECOND FLASK THAT FALLS AFTER. GO TO THE LEFT. THE THIRD FLASK WILL JUST FALL AFTER YOU MOVED YOURSELF. USE THIS PROCEDURE UNTIL YOU MANAGE TO GET TO THE OTHER SIDE. THEN, GO DOWN, TO THE RIGHT AND UP USING THE MOVING PLATFORMS. OPEN THE YELLOW DOOR TO GO TO ROOM E1.

**ROOM: E1**

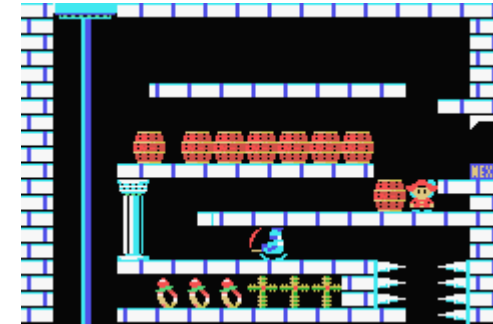
GO UP TO THE FLOOR OF THE TROLLER. WAIT FOR THE PIRATE TO GO TO THE LEFT AND JUMP TO THE FLOOR OF HIM. GO TO THE LEFT AND STAY IN THE MIDDLE OF THE ROOM. WHEN HE COMES TOWARDS YOU, JUMP OVER HIM AND GO TO THE LEFT. PUSH THE TROLLER TO THE RIGHT UNTIL THE ELEVATOR HITS THE FLOOR. COME BACK TO THE ENTRANCE AND PUSH THE BARREL OF THE LEFT INTO THE ELEVATOR. GET BACK AND PUSH THE TROLLER TO THE LEFT UNTIL THE ELEVATOR REACHES THE FIRST FLOOR. THEN, GET BACK DOWN AND JUMP FROM THE MIDDLE BARREL TO THE LEFT AND

PUSH THE BARREL WHICH IS IN THE ELEVATOR TO THE MIDDLE OF THE FLOOR. REPEAT THE PROCEDURE TO GET THE ELEVATOR TO THE GROUND. GET BACK AND JUMP TO THE FLOOR UNDER THE TROLLER AND PUSH THE BARREL TO THE LEFT UNTIL IT FALLS. GET BACK AND PUSH THE MIDDLE BARREL TO THE ELEVATOR. REPEAT THE ABOVE STEPS FOR THE ELEVATOR TO GO UP UNTIL IT IS LEVELED WITH THE TOP OF THE TWO BARRELS. NOW, GET BACK AND PUSH THE BARREL WHICH IS INTO THE ELEVATOR TO THE LEFT. OPEN THE YELLOW DOOR TO GO TO ROOM E0.

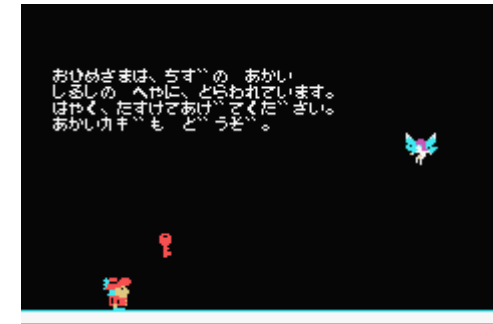
**ROOM: E0**

GO UP AND PUSH THE VERY LEFT BARREL TO THE LEFT UNTIL IT FALLS. WAIT FOR THE LIFT AND THEN, PUSH IT HALFWAY TO THE RIGHT. JUMP OVER IT AND PUSH THE UPPER BARREL OF YOUR RIGHT TO THE RIGHT AND KILL THE INDIAN. GET BACK UP AND START PUSHING ALL UPPER BARRELS TO THE LEFT UNTIL THEY FALL, ONE BY ONE. WAIT FOR THE LIFT AND PUSH THEM TO THE RIGHT UNTIL YOU REACH A FULL ROW OF BARRELS, LIKE THE ONE IN THE FOLLOWING SCREEN. THEN, THE LAST UPPER BARREL WILL BE PUSHED TO THE LOWER FLOOR, USING

THE SAME WAY OF THE OTHER BARRELS. KILL THE INDIAN AND PUSH THE BARREL TO THE LEFT SINCE WE HAVE TO KILL THE LAST INDIAN, SO AS TO GET ACCESS TO THE HOLE SURROUNDED BY SPIKES. PUSH THE BARREL UNTIL IT FALLS DOWN, BUT ONLY WHEN THE INDIAN PASSES BELOW IT, OR YOU WILL HAVE TO REPEAT ALL THE ABOVE PROCEDURE AGAIN. IF YOU HAVE DONE EVERYTHING RIGHT, EXIT THE ROOM AND RETURN AND THE WAY TO THE HOLE WILL BE CLEAR. YOU WILL RETURN TO ROOM F0.



AT ROOM F0, GET THE AIR, GO TO THE LEFT, JUMP OVER THE LITTLE HOLE, AND GET THE LIFT. GO UP AND TO THE RIGHT QUICKLY. ENTER THE WATER AND JUMP OVER THE FAIRY. SHE WILL GIVE YOU THE SECOND RED KEY OF THE GAME.



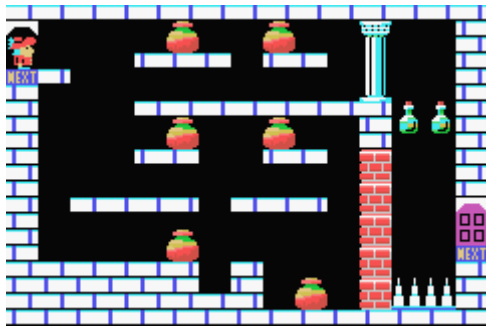
QUICKLY GO BACK TO THE LITTLE LIFT AND TO THE LEFT, TAKE THE LIFT TO GET BACK TO ROOM E0.

NOW GET THE THREE RINGS AND THE THREE CROSSES AND CONTINUE UP TO ROOM D0.

**ROOM: D0**

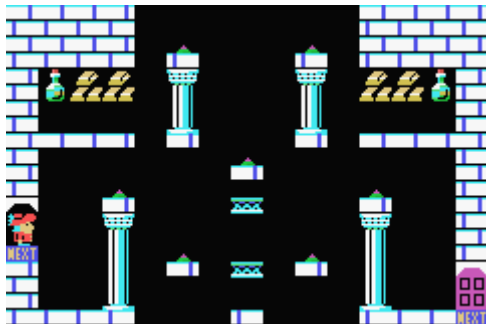
GO TO THE RIGHT. TAKE CARE WITH THE FLOWER. WAIT AND JUMP OVER IT. WAIT FOR THE TWO KINGS TO FALL DOWN. ONE WILL BE BETWEEN THE BARREL AND THE WALL AND THE OTHER WILL COME AFTER YOU. WHEN HE HITS THE FLOOR YOU ARE, JUMP TO THE FLOOR ABOVE. CONTINUE UP AND PUSH THE BARREL TO THE LEFT AND KILL THE KING. JUMP OVER THE BARREL AND TO THE RIGHT AND OPEN THE PURPLE DOOR TO GET TO ROOM D1.

### ROOM: D1



GO DIRECTLY DOWN AND PUSH HALFWAY TO THE RIGHT THE TWO LOWEST FLASKS. GO BACK TO THE UPPER FLOOR. PUSH THE LEFT UPPER FLASK TO THE LEFT AND AFTER IT FALLS, PUSH IT TO THE RIGHT UNTIL IT FILLS THE SPACE OF THE MIDDLE OF THE FLOOR. GET BACK UP AND PUSH THE RIGHT UPPER FLASK TO THE LEFT. AFTER IT FALLS, PUSH IT ALL WAY TO THE RIGHT. GET BACK AND PUSH THE LEFT MIDDLE FLASK TO THE RIGHT. IT WILL FALL, CONTINUE PUSHING IT TO THE RIGHT. THEN, JUMP OVER IT AND PUSH THE BRICK OF YOUR RIGHT HALFWAY TO THE RIGHT. GET BACK AND PUSH THE RIGHT MIDDLE FLASK TO THE LEFT UNTIL IT FALLS. THEN, PUSH IT TO THE RIGHT UNTIL IT FALLS OVER THE OTHERS. THEN, JUMP OVER IT AND PUSH THE UPPER BRICK OVER THE SPIKES. GET THE TWO POTIONS AND OPEN THE PURPLE DOOR TO GO TO ROOM **D2**.

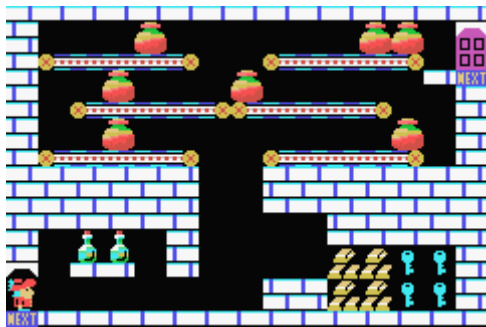
### ROOM: D2



TAKE CARE WITH THE FLOWERS. JUMP OVER THE UPPER MOVING PLATFORM AND YOU CAN JUMP UP AND GET THE TWO GOLDS AND THE POTION. GO DOWN TO THE LOWER FLOOR. JUMP OVER THE LOWER MOVING PLATFORM AND THEN TO THE UPPER ONE. JUMP TO THE UPPER FLOOR AND GET THE OTHER TWO GOLDS AND THE POTION. GO DOWN TO THE UPPER MOVING PLATFORM AND THEN JUMP TO THE RIGHT AND OPEN THE PURPLE DOOR. YOU WILL HAVE TO TAKE CARE WITH THE FLOWERS AND PAY ATTENTION TO THE TIME THEY OPEN AND CLOSE SO THAT YOU CAN JUMP SAFELY.

NOW, YOU WILL GO TO ROOM **D3**.

### ROOM: D3



GET THE TWO POTIONS. EXIT THE ROOM AND GET BACK. GO ALL WAY TO THE RIGHT WITHOUT JUMPING. WAIT FOR THE FIRST FLASK TO FALL AT YOUR LEFT. QUICKLY PUSH IT TO THE LEFT AND GET BACK. JUMP OVER THE FLASK THAT FALLS AT YOUR RIGHT. GO TO THE LEFT AND WAIT FOR THE NEXT FLASK TO FALL AT YOUR RIGHT. PUSH THE FLASK TO THE RIGHT. JUMP OVER THIS FLASK AND WAIT FOR THE REMAINING FLASKS TO FALL. AFTER THAT, PUSH THE FLASK OF YOUR LEFT TO THE LEFT. NOW, GET THE FOUR GOLDS AND THE FOUR BLUE KEYS. JUMP UP AND OPEN THE PURPLE DOOR TO GO

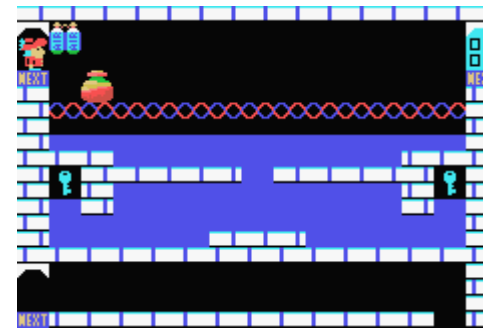
TO ROOM **D4**.

HERE, YOU WILL HAVE TO FALL DOWN THE LITTLE HOLE AND PLACE YOURSELF BESIDE THE BARREL. THE KING WILL COME AFTER YOU AND WILL STOP A LITTLE BIT IN THE STEP OF YOUR LEFT. THEN JUMP UP AND TO THE LEFT. NEXT CONTINUE GOING UP AND GO TO THE RIGHT AND OPEN THE BLUE DOOR. NOW, YOU ARE AT ROOM **D5**.

NOW, PUSH THE BRICK TO THE RIGHT AND JUMP OVER IT. YOU WILL HAVE TO WALK TO THE RIGHT, ON THE BRICK, WHICH IS ON THE CONVEYOR. WHEN THE BRICK HITS ALMOST THE END OF THE CONVEYOR, JUMP UP AND TO THE RIGHT AND OPEN THE BLUE DOOR TO GO TO ROOM **D6**.

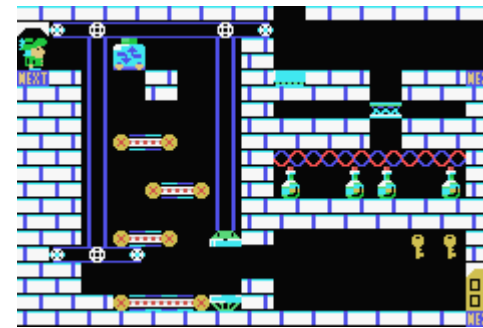
GO TO THE RIGHT WHEN THE LASER IS ON. PLACE YOURSELF IN THE MIDDLE OF THE SCREEN AND WAIT FOR THE LASER TO GO OFF. POSITION YOURSELF BESIDE THE SPIKES, WAIT A WHILE AND JUMP. THE LASER WILL TURN ON AGAIN AND YOU WILL BE OVER IT. THEN, WALK QUICKLY TO THE RIGHT AND OPEN THE BLUE DOOR. YOU WILL GO TO ROOM **D7**.

### ROOM: D7



JUMP, GET THE AIR AND START TO PUSH THE FLASK TO THE RIGHT WHILE THE LASER IS ON. WHEN THE LASER GOES OFF, THE AIR WILL PROTECT YOU FROM DEATH. GO DOWN AND GET THE TWO BLUE KEYS QUICKLY OR YOU WILL DIE. GO UP AGAIN AND JUMP WHEN THE LASER IS ALMOST TURNING ON. CONTINUE PUSHING THE FLASK TO THE RIGHT UNTIL THE FLASK REACHES THE BLUE DOOR. JUMP OVER IT AND OPEN THE DOOR TO GET TO ROOM **D8**.

### ROOM: D8



GO QUICKLY TO THE RIGHT AND DOWN. AVOID THE TROLLER OR IT WILL CLOSE YOUR PASSAGE TO THE RIGHT. GET THE TWO YELLOW KEYS AND OPEN THE YELLOW DOOR TO GO TO ROOM **D9**.

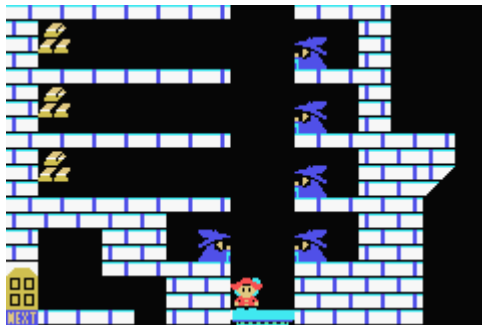
### ROOM: D9



GO QUICKLY TO THE RIGHT AND JUMP OVER THE LIFT. JUMP TO THE LEFT AND GET THE CROSS AND THE RING. WAIT AGAIN FOR THE LIFT AND POSITION YOURSELF UNDER THE INVULNERABILITY MACHINE. NOW, GO DOWN AND TO THE RIGHT AND GET THE CROSS AND THE RING OF THE LOWER LEVEL. GO UP AND GET THE CROSS AND THE RING OF THE UPPER LEVEL. WAIT FOR THE LIFT AND GET THE TWO PIECES OF GOLD. JUMP UP ONCE AGAIN AND GET THE TWO POTIONS. NOW, GO TO THE LEFT AND POSITION YOURSELF AGAIN UNDER THE MACHINE. RECEIVE SOME CHARGES UNTIL THE LIFT

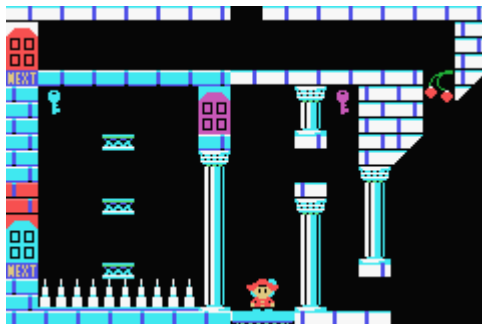
GOES UP. JUMP OVER IT AND GET TO ROOM C9.

### ROOM: C9



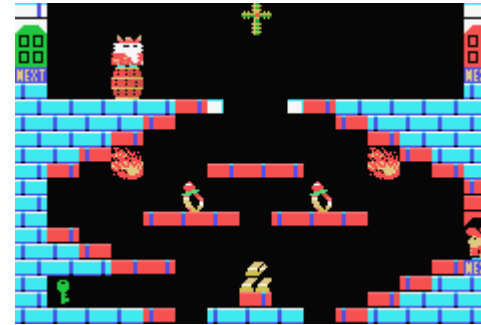
JUMP WHEN THE LIFT PASS BY THE FLOOR WITH TWO WITCHES. THEY WILL NOT ENTER THE LIFT. GO TO THE LEFT AND GET THE GOLD. GET THE OTHER TWO PIECES OF GOLD, BY JUMPING UP. IF YOU ARE LUCKY, SOME WITCH WILL BE KILLED BY THE LIFT. WHEN THE LIFT GOES UP, JUMP OVER IT TO GO TO ROOM B9.

### ROOM: B9



GO UP AND JUMP TO GET THE PURPLE KEY. WAIT FOR THE LIFT GOING UP AGAIN AND OPEN THE PURPLE DOOR. GET THE MOVING PLATFORM AND GET THE BLUE KEY. GO DOWN TO THE LOWEST MOVING PLATFORM AND OPEN THE BLUE DOOR. NOW, YOU ARE GOING TO ROOM B8.

### ROOM: B8



LET'S START THIS ROOM. IT IS AN INTERESTING ROOM. HERE, YOU WILL GAIN ACCESS TO GET THE CHERRY WHICH IS IN ROOM B9. THE CHERRY OPENS ALL DOORS OF THE GAME. FIRST, JUMP UP TO THE FLOOR WHERE THE KING IS. JUMP OVER THE BARREL AND PUSH IT TO THE LEFT TO KILL THE KING. DROP IT DOWN AND KILL THE TWO FIRE BALLS. GO UP, GET THE CROSS AND GO DOWN TO GET THE TWO RINGS, THE GOLD AND THE GREEN KEY. NOW, EXIT THE ROOM AND COME BACK. THE ROOM WILL BE EMPTY TO START OUR WORK. IF YOU WANT TO GET THE CHERRY, CONTINUE FROM HERE.

OTHERWISE, PUSH THE BARREL TO THE LEFT AND OPEN THE GREEN DOOR TO GET TO ROOM B7. SO, LET'S GET THE CHERRY. PUSH THE BARREL TO THE RIGHT HOLE IN THE BOTTOM OF THE ROOM AND LET IT FALL. DO NOT FALL. WAIT FOR A WHILE AND KEEP PRESSING THE CTRL AND ALT KEYS. THE BARREL WILL FALL FROM THE SKY NEAR THE RED DOOR. PUSH THE BARREL TO THE RIGHT AND OPEN THE RED DOOR TO GET BACK TO ROOM B9.

GO TO THE RIGHT AND GET THE CHERRY. ALL DOORS OF THE GAME WILL OPEN. SO, YOU WON'T NEED KEYS ANYMORE. BUT, YOU WILL FALL UNTIL YOU REACH ROOM H9. MAKE YOUR WAY ALL BACK AGAIN TO ROOM B8.

### ROOM: B7



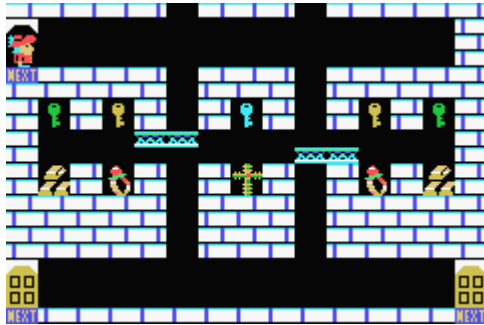
HERE, YOU HAVE TO GO WHERE THE TWO GREEN KEYS ARE, QUICKLY. BEWARE OF THE MOVING PLATFORM AND GET BOTH KEYS. GO DOWN AND TO THE RIGHT AND GET THE BLUE KEY. THEN, GO TO THE LEFT AND FALL DOWN THE LITTLE HOLE TO ACCESS ROOM C7. MAYBE YOU WILL BE KILLED BY THE KING. IF SO, WHEN YOU START, JUST GO TO THE HOLE.

### ROOM: C7



HERE, YOU JUST HAVE TO GO TO THE RIGHT, GET THE TWO POTIONS AND OPEN THE BLUE DOOR TO GET TO ROOM C8.



**ROOM: C8**

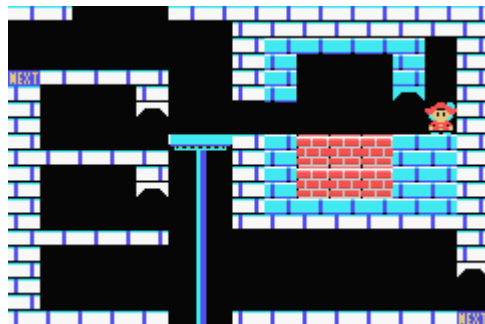
HERE, YOU WILL HAVE TO BE PATIENT, ALWAYS AVOIDING THE MOVING PLATFORMS. GET THE TWO GREEN KEYS, THE TWO YELLO KEYS, THE BLUE KEY, THE TWO RINGS, THE TWO PIECES OF GOLD AND THE CROSS. MAYBE, YOU WILL DIE. JUST CONTINUE GRABBING ALL ITEMS. YOU HAVE LOTS OF LIVES AT THIS TIME. THEN, OPEN THE YELLOW DOOR OF THE LEFT TO GO BACK TO ROOM C7, BUT THIS TIME TO THE LOWER PORTION OF THE ROOM.

HERE, PUSH THE BARREL TO THE LEFT AND POSITION IT HALFWAY UNDER THE CAKE THAT IS FALLING. JUMP OVER THE BARREL AND JUMP OVER THE FLASK. JUMP TO THE CONVEYOR AND GO TO THE LEFT AND DOWN. GET THE TWO RINGS, THE TWO CROSSES AND THE TWO PIECES OF GOLD. THEN, OPEN THE GREEN DOOR TO GO TO ROOM C6.

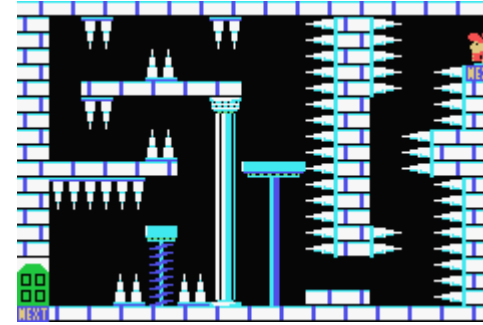
**ROOM: C6**

HERE IS A PACIENCE ROOM AGAIN. JUMP TO THE LIFT. GO TO THE RIGHT WHERE YOU SEE A BRICK AND PUSH IT TO THE RIGHT. JUMP AND GET THE GREEN KEY. GET BACK TO THE LIFT AND OPEN THE TWO GREEN DOORS OF YOUR LEFT. ENTER EACH DOOR YOU HAVE OPENED AND PUSH THE BRICK, EACH AT A TIME, TO THE LIFT WHEN IT IS GOING DOWN. THEN, JUMP TO THE LIFT AND PUSH THE BRICK WHICH IS ON THE LIFT TO THE RIGHT TO WHERE THE FIRST BRICK IS. THE OBJECTIVE IS OPEN THE GREEN KEY OF THE RIGHT SO AS TO GET THE PURPLE KEY. NOW, THERE ARE THE THREE BRICKS

OF THE LOWER FLOOR OF THE ROOM. ONE BY ONE, PUSH THEM TO THE LIFT AND QUICKLY JUMP OVER THE LIFT. AND THEN, REPEAT THE SAME PROCEDURE OF BEFORE, PUSHING THE BRICK TO THE RIGHT WHERE THE OTHER THREE ARE. WHEN YOU FINISH, YOU WILL HAVE THE ROOM JUST AS IN THE FOLLOWING FIGURE. OPEN THE GREEN DOOR AND GET THE PURPLE KEY.



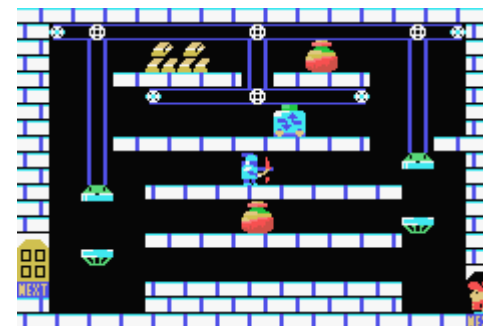
NOW, GO TO THE LEFT. ENTER THE LIFT AND CONTINUE TO THE LEFT TO GO TO ROOM C5.

**ROOM: C5**

HERE, YOU JUST HAVE TO TAKE CARE WITH THE SPIKES. GO DOWN, TAKE THE LIFT. GO UP AND TO THE LEFT. GO DOWN AND TAKE THE LIFT. WHEN THE LIFT REACHES THE POINT WHERE YOUR HEAD IS NEAR THE SPIKES, JUST GO TO THE LEFT AND OPEN THE GREEN DOOR TO ACCESS ROOM C4.

**ROOM: C4**

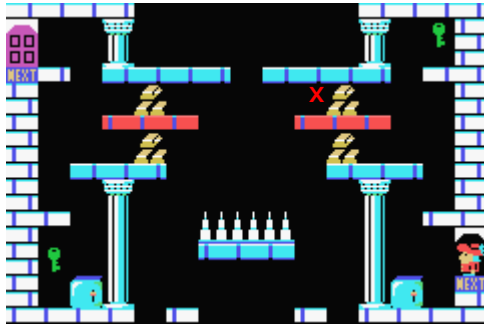
QUICKLY GO TO THE LEFT AND JUMP TO THE LITTLE FLOOR OF THE RIGHT. THE KING WILL PASS BY YOU TO THE LOWER FLOOR. KEEP GOING TO THE LEFT, JUMPING FROM ONE FLOOR TO ANOTHER. THE THREE MIDDLE KINGS WILL FALL OVER THE SPIKES AND DIE. GET THE THREE YELLOW KEYS AND GO DOWN THROUGH THE LEFT SIDE. YOU WILL PASS JUST BESIDE THE KING OF THE LEFT. BE VERY CAREFUL!! OPEN THE YELLOW DOOR TO GO TO ROOM C3. THE KING WILL BE JUST AFTER YOU.

**ROOM: C3**

FIRST, GO UP, GET THE TWO PIECES OF GOLD AND PUSH THE UPPER FLASK TO THE RIGHT AND KILL THE INDIAN. EXIT THE ROOM AND GET BACK. GO TO THE LEFT SIDE OF THE TROLLER AND PUSH IT TWICE TO THE RIGHT. THEN, GO TO THE RIGHT TO THE FLOOR WHERE THE LOWER FLASK IS. THEN, PUSH IT TO THE LEFT UNTIL IT FALLS. THE, GO UP AGAIN TO THE FLOOR OF THE TROLLER AND PUSH IT TWICE TO THE LEFT. GO UP AND PUSH THE UPPER FLASK TO THE RIGHT UNTIL IT FALLS. PUSH AGAIN THE TROLLER TWICE TO THE RIGHT. GO TO THE FLOOR WHERE THE UPPER FLASK IS AND PUSH IT TO THE

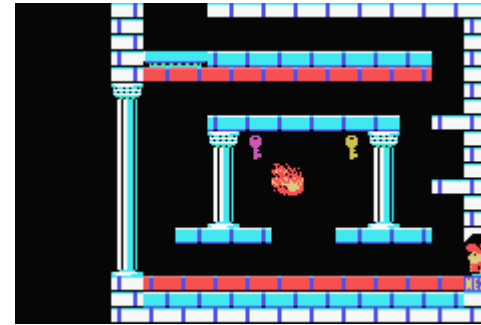
LEFT UNTIL IT FALLS OVER THE LOWER ONE. GO UP AND PUSH THE TROLLER TO THE RIGHT UNTIL IT FALLS DOWN. NOW, GO DOWN AND PUSH THE UPPER FLASK TO THE LEFT. OPEN THE YELLOW DOOR AND GO TO ROOM C2.

### ROOM: C2



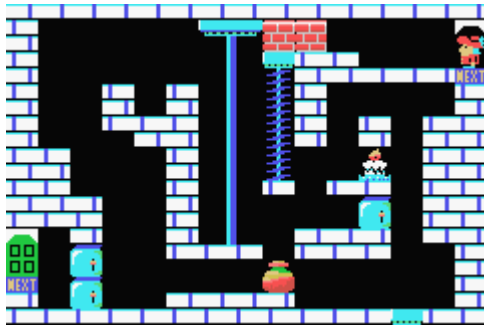
GO UP, GET THE TWO PIECES OF GOLD AND THE GREEN KEY OF THE RIGHT. NOW, JUMP FROM THE POINT MARKED UP WITH AN X IN THE SCREEN TO GET TO THE OTHER SIDE OF THE ROOM. GET THE TWO PIECES OF GOLD AND THE GREEN KEY. GO UP AND OPEN THE PURPLE DOOR TO GO TO ROOM C1.

### ROOM: C0



GET THE PURPLE AND THE YELLOW KEY. BE CAREFUL WITH THE FIREBALL. THEN, GO UP AND LEFT AND TAKE THE LIFT TO ROOM B0.

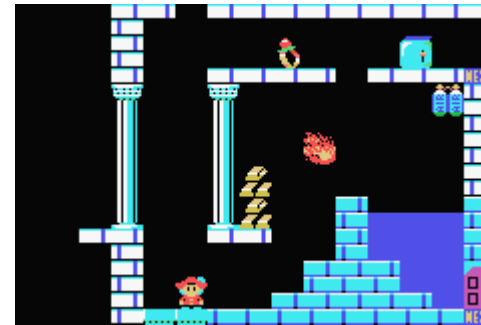
### ROOM: C1



QUICKLY GO TO THE LEFT WHEN YOU ENTER THIS ROOM. PUSH THE BRICK OF THE RIGHT TO THE LEFT UNTIL IT REACHES THE MIDDLE OF THE BIG LIFT. JUMP TO THE LITTLE LIFT AND TO THE RIGHT. THEN, PUSH THE BRICK TO THE RIGHT OVER THE FIRST BRICK. THEN, PUSH IT TO THE LEFT UNTIL IT FILLS THE HOLE OF THE LEFT. THEN, COME BACK QUICKLY TO THE BIG LIFT. PUSH THE BRICK TO THE LITTLE LIFT. JUMP OVER THE BRICK AND TO THE RIGHT AGAIN. NOW, PUSH THE BRICK BACK TO THE LEFT UNTIL IT FALLS DOWN. NOW, PUSH THE FLASK TO THE RIGHT TO THE POSITION

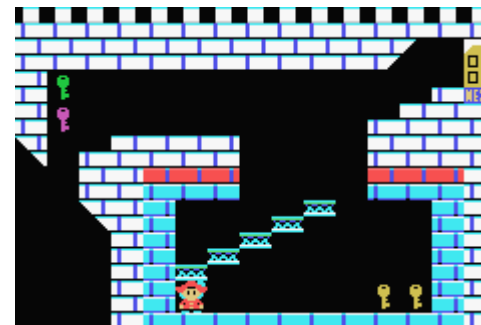
BESIDE THE LOWER LIFT. GO BACK UP AND, WHEN THE LIFT GOES DOWN, PUSH THE CAKE TO THE LIFT. JUMP UP AND TO THE RIGHT. WAIT FOR THE LIFT. THEN, PUSH THE CAKE TO THE LEFT AND GET BACK QUICKLY OR YOU WILL DIE SMASHED. AFTER THAT, WHEN THE LIFT GOES DOWN, PUSH THE CAKE HALFWAY TO THE LEFT WITHOUT DROPPING IT. GO DOWN, PUSH THE FLASK OVER THE LIFT AND QUICKLY GO UP. PUSH THE CANDLE TO THE LEFT AND POSITION YOURSELF IN THE RIGHT CORNER. DO THE SAME PROCEDURE YOU DID WITH THE CAKE. PUSH THE FLASK TO THE LEFT AND GET BACK QUICKLY OR YOU WILL DIE SMASHED. AFTER THAT, WHEN THE LIFT GOES DOWN, PUSH THE FLASK HALFWAY TO THE LEFT WITHOUT DROPPING IT. NOW, GO DOWN AND WAIT TO THE LIFT TO GO DOWN ALSO. PUSH THE POT TO THE LIFT AND QUICKLY GO UP AND PUSH THE CAKE TO THE LEFT UNTIL IT FALLS DOWN. QUICKLY GO UP AND PUSH THE FLASK TO THE LEFT UNTIL IT FALLS. POSITION YOURSELF IN THE RIGHT CORNER, AS BEFORE. DO THE SAME PROCEDURE YOU DID WITH THE CAKE AND THE FLASK. PUSH THE POT TO THE LEFT AND GET BACK QUICKLY OR YOU WILL DIE SMASHED. NOW, GO DOWN AND PUSH THE FLASK TO THE LEFT AND DROP IT OVER THE CAKE. GO BACK AND PUSH THE POT DOWN. WAIT FOR THE BIG LIFT AND PUSH THE POT TO THE LIFT. ENTER THE LIFT AND PUSH THE POT TO THE LEFT UNTIL IT FALLS OVER THE BRICK. NOW, PUSH THE POT TO THE RIGHT UNTIL IT FALLS DOWN. GO DOWN AND PUSH THE UPPER POT TO THE LEFT. OPEN THE GREEN DOOR TO GO TO ROOM C0.

### ROOM: B0



GET THE TWO PIECES OF GOLD. WAIT FOR THE LIFTS AND GO UP. TAKE CARE WITH THE FIREBALL, GET THE RING AND GET THE LIFT AND GO UP TO ROOM A0.

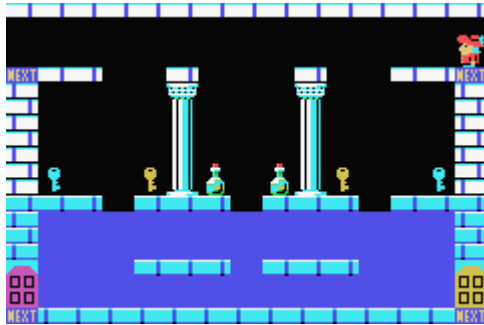
### ROOM: A0



HERE, YOU WILL HAVE TO GET THE TWO YELLOW KEYS OF THE RIGHT. START JUMPING THE MOVING PLATFORMS TO GO UP. THEN, GO TO THE LEFT AND GET THE PURPLE AND THE GREEN KEYS. BUT DO NOT FALL. COME BACK TO THE RIGHT AND JUMP TO THE OTHER SIDE TO OPEN THE YELLOW DOOR. YOU WILL BE DIRECTED TO ROOM A1.



#### ROOM: B1



JUST GO LEFT, JUMPING FROM ONE PILLAR TO THE OTHER. IF YOU FALL, YOU DIE. GO BACK TO ROOM **B0**.

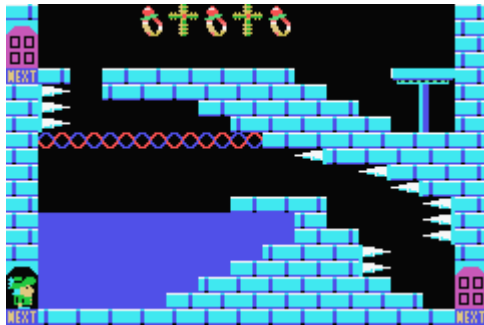
PUSH THE POT TO THE LEFT, JUST OVER THE FIREBALL AND KILL IT. JUMP OVER THE POT AND GET THE AIR. GO DOWN AND OPEN THE PURPLE DOOR. YOU WILL ACCESS THE LOWER PORTION OF ROOM **B1**.

GO TO THE RIGHT, AND QUICKLY GET THE TWO BLUE KEYS, THE TWO YELLOW KEYS AND THE TWO POTIONS. OPEN THE YELLOW DOOR TO GO TO THE LOWER PORTION OF ROOM **B2**.

GO UP, GET THE AIR. QUICKLY, JUMP TO THE MOVING PLATFORM AND THEN TO THE RIGHT SIDE OF THE ROOM. GO DOWN AND OPEN THE YELLOW DOOR TO ACCESS THE LOWER PORTION OF ROOM **B3**.

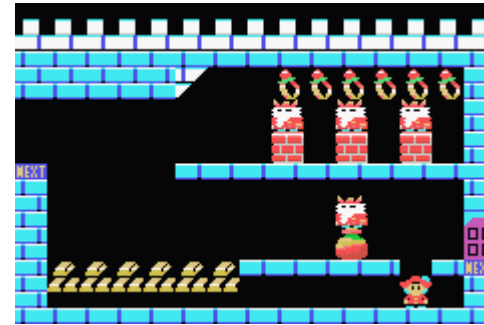
HERE, JUST GO TO RIGHT. MAKE LITTLE JUMPS OVER THE CONVEYOR TO ACCESS THE OTHER SIDE OR YOU MAY DIE SINCE YOUR AIR WILL FINISH. OPEN THE BLUE DOOR AND GO TO ROOM **B4**.

#### ROOM: B4



HERE, QUICKLY GET OUT OF THE WATER. GO TO THE RIGHT. IF THE LASER IS OFF, WAIT A WHILE AND JUMP. BE PATIENT HERE. WHEN YOU ARE ON THE LASER, JUMP TO THE UPPER FLOOR. GET THE THREE RINGS AND THE TWO CROSSES. NOW, GO TO THE RIGHT AND TAKE THE LIFT TO GO TO ROOM **A4**.

#### ROOM: A4



WAIT FOR THE KING TO FALL FROM THE FLASK. PUSH THE FLASK AND KILL THE KING WHEN HE IS THE CLOSEST POSSIBLE TO THE FLASK. PUSH THE FLASK UNTIL OVER THE SECOND PIECE OF GOLD. GET THE FIRST PIECE OF GOLD. JUMP OVER THE FLASK AND THEN, TO THE UPPER FLOOR. NOW, GET THE SIX RINGS. HERE, YOU CAN KILL THE TWO KINGS, BY SMASHING THEM WITH THE BRICKS. THE, GO TO THE LEFT AND JUMP TO THE OTHER SIDE TO GO TO ROOM **A3**.

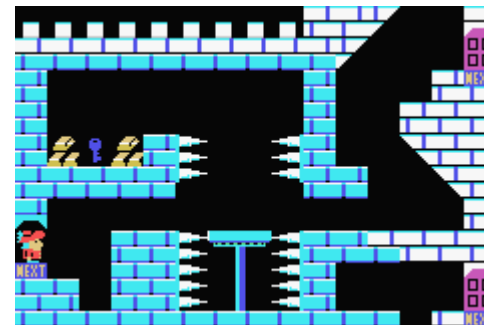
HERE, WAIT FOR THE LASER TO TURN ON. GO TO THE LEFT, JUMP AND GET THE TWO PURPLE KEYS. WAIT THE LASER TO TURN OFF AND GET THE DARK BLUE KEY. WAIT AGAIN FOR THE LOWER LASER TO TURN OFF AND GO DOWN TO ROOM **B3**.

OPEN THE PURPLE DOOR AND GO TO ROOM **B4**.

GO TO THE RIGHT AND TAKE THE LIFT TO ROOM **A4**.

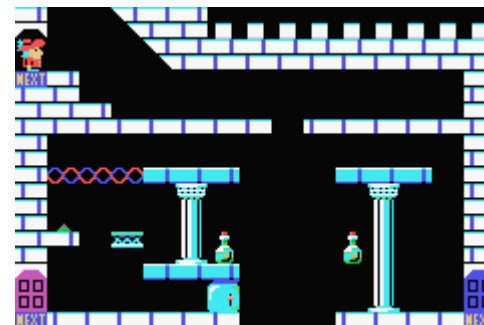
AT ROOM **A4**, OPEN THE PURPLE DOOR TO GO TO ROOM **A5**. BEFORE, KILL THE KING WITH THE FLASK AND GET THE FIVE REMAINING PIECES OF GOLD.

#### ROOM: A5



GO UP. TAKE THE LIFT AND GO TO THE LEFT, AVOIDING THE SPIKES BY JUMPING FROM THE VERY END PORTION OF THE FLOOR TOWARDS THE LIFT. GET THE TWO PIECES OF GOLD AND THE DARK BLUE KEY. GO BACK DOWN, TO THE RIGHT WHEN THE LIFT IS ONE STEP ABOVE THE FLOOR. GO UP AND OPEN THE PURPLE DOOR TO GO TO ROOM **A6**.

#### ROOM: A6



JUST GO TO THE RIGHT AND DOWN. GET THE TWO POTIONS AND CONTINUE DOWN TO ROOM **B6**.

### ROOM: B6



HERE, YOU WILL FALL ON THE CONVEYOR. WAIT AND GO DOWN. GET THE FIVE PIECES OF GOLD. GO TO THE LEFT NOW, TAKING CARE WITH THE FLOWERS. OPEN THE BLUE DOOR TO GO TO ROOM B5.

### ROOM: B5



NOW, GET THE CROSS AND THE POTION AND YOU WILL FALL. GET THE TWO BLUE KEYS. OPEN THE BLUE DOOR TO RETURN TO ROOM B6 AND MAKE THE SAME PROCEDURE AS BEFORE. YOU WILL BE AT ROOM B5. THEN, GO UP AND WAIT. THE KING WILL COME AFTER YOU. JUMP HIM AND START JUMPING UP. WAIT FOR THE LIFT TO GO DOWN AND GO TO THE LEFT. GET THE TWO PURPLE KEYS. PUSH THE POT TO THE RIGHT UNTIL IT LEAVES THE FLOOR AND STOP. IT WILL FALL AND THE MOVING PLATFORMS WILL BE FREEZED. THEN, KILL THE PIRATE AND THE KING. JUMP OVER THE POT AND TO THE UPPER

FLOOR. JUMP UP ALL OVER AGAIN AND, THIS TIME, TAKE THE LIFT TO GO TO ROOM A5.

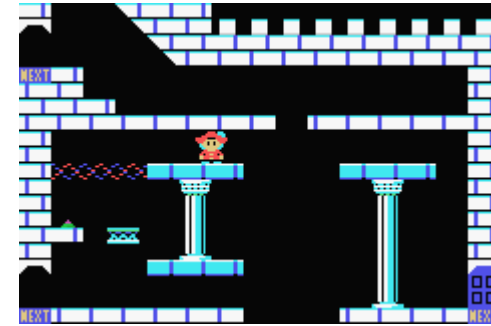
NOW, GO DIRECTLY TO THE RIGHT AND UP TO GO TO ROOM A6. GO RIGHT AND DOWN TO ROOM B6.

YOU WILL FALL ON THE CONVEYOR. WAIT AND JUMP ON THE MOVING PLATFORM TO GET TO THE OTHER SIDE. OPEN THE PURPLE DOOR TO GO TO LOWER PORTION OF ROOM B5.

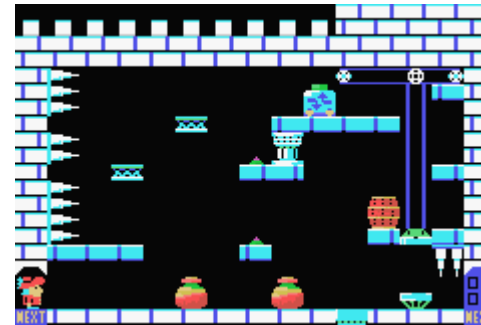
GO TO THE LEFT, GET THE GOLD AND TAKE THE LIFT TO GO TO THE LOWER PORTION OF ROOM A5.

HERE, JUST JUMP TO THE RIGHT AND OPEN THE PURPLE DOOR TO GO TO ROOM A6.

AT ROOM A6, YOU HAVE TO PUSH THE POT UNTIL IT FALLS. GET BACK AND MAKE TWO QUICK JUMPS – ONE OVER THE FLOOR AND THE OTHER OVER THE MOVING PLATFORM. YOU HAVE TO BE VERY QUICK ALSO. FROM THE MOVING PLATFORM, WAIT FOR THE LASER TO TURN OFF AND JUMP TO THE UPPER FLOOR. HERE, FROM THE POSITION MARKED UP IN THE SCREEN BELOW, JUMP TO THE RIGHT SIDE OF THE ROOM. THEN, JUST GO DOWN AND OPEN THE DARK BLUE DOOR TO GO TO ROOM A7.

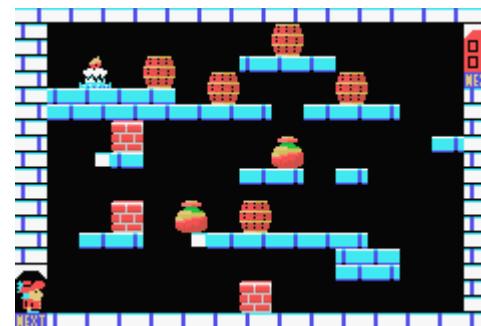


### ROOM: A7



THIS IS A TRICK ROOM ALSO. PAY ATTENTION. FIRST, PUSH THE RIGHT FLASK TO THE RIGHT UNTIL IT HITS THE ELEVATOR. TAKE CARE TO PUSH IT OVER THE LIFT WHEN THE LIFT IS GOING DOWN. THEN, PUSH THE LEFT FLASK TO THE RIGHT BUT HALWAY BEFORE THE LIFT. AFTER THIS, TAKE THE LIFT AND GO UP. PUSH THE BARREL TO THE LEFT UNTIL IT FALLS OVER THE FLASK. THEN, WHEN THE LIFT GOES DOWN AGAIN, PUSH THE BARREL HALWAY TO THE LEFT. NOW, GO TO THE RIGHT AND PREPARE YOURSELF TO PUSH THE FLASK TO THE LIFT SO THAT YOU ENTER THE LIFT TOGETHER WITH THE FLASK. THEN, QUICKLY JUMP OVER THE FLASK OR YOU WILL BE SMASHED. GO TO THE RIGHT WHEN YOU REACH THE FIRST FLOOR AND PUSH THE FLASK TO THE LEFT AND KILL THE FLOWER. JUMP OVER THE FLASK AND JUMP OVER THE MOVING PLATFORMS UNTIL YOU REACH THE FLOOR OF THE TROLLER. PUSH THE TROLLER TO THE RIGHT UNTIL IT REACHES HALFWAY OF THE END OF THE FLOOR. THEN, GO DOWN BY THE LEFT AND UP BY THE RIGHT TO THE FLOOR OF THE TROLLER AGAIN. PUSH IT TO THE LEFT SO THAT THE ELEVATOR UNBLOCKS THE PASSAGE TO NEXT ROOM. GO DOWN AND OPEN THE DARK BLUE DOOR TO GO TO ROOM A8.

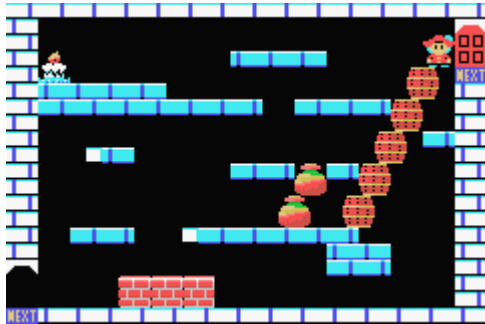
### ROOM: A8



PUSH THE LOWER BRICK TO THE LEFT SO THAT YOU CAN JUMP OVER IT AND ACCESS THE UPPER FLOOR. THE, GO TO THE RIGHT AND PUSH THE BARREL TO THE RIGHT UNTIL THE LIMIT BEFORE IT FALLS TO THE STEP BELOW. NOW, GET BACK AND PUSH THE LOWER BRICK BACK TO THE RIGHT. IT HAS TO BE POSITIONED HALF BELOW THE FLOOR, HALF BELOW THE PASSAGE TO THE RIGHT OF THE BRICKS. NOW, GO TO THE UPPER BRICK AND PUSH IT TO THE RIGHT UNTIL IT FALLS OVER THE FIRST ONE YOU HAVE JUST MOVED. GO DOWN AND PUSH THE MIDDLE BRICK TO THE RIGHT UNTIL IT IS

OVER THE BRICK THAT HAS JUST FELT. JUMP OVER THE COLUMN OF BRICKS AND PUSH THE FLASK TO THE RIGHT UNTIL IT IS HALF BELOW THE UPPER FLASK HALF BELOW THE PASSAGE TO THE RIGHT OF THE UPPER FLASK. NOW, GO UP AND PUSH THE UPPER FLASK TO THE RIGHT UNTIL IT FALLS OVER THE LOWER ONE. GO DOWN AND JUMP OVER THE FIRST BRICK OF THE COLUMN OF BRICKS. PUSH THE MIDDLE BRICK TO THE RIGHT AND THEN QUICKLY GET BACK OR YOU WILL BE SMASHED. YOU WILL HAVE A TRIANGLE OF BRICKS. NOW PUSH THE UPPER BRICK TO THE RIGHT, FORMING A ROW OF THREE BRICKS. GO UP TO THE HIGHEST FLOOR.

PUSH THE CAKE TO THE LEFT UNTIL IT HITS THE WALL. THEN, PUSH THE MIDDLE BARREL TO THE LEFT UNTIL IT HITS THE STEP OF THE FLOOR, NEXT TO THE LEFT BARREL. THEN, PUSH THE LEFT BARREL TO THE LEFT UNTIL THERE IS SPACE ONLY FOR YOU BETWEEN THE CAKE AND THE LEFT BARREL. NOW, PUSH THE MIDDLE BARREL TO THE RIGHT UNTIL IT FALLS TO THE FLOOR BELOW WHERE YOU ARE. GO TO THE RIGHT AND PUSH THE RIGHT BARREL TO THE RIGHT UNTIL THE END OF THE FLOOR, BUT DO NOT DROP IT. GO DOWN AND TO THE LEFT. THEN, GO UP AGAIN AND PUSH THE BARREL WHICH YOU HAVE JUST DROPPED TO THE RIGHT UNTIL IT FALLS OVER THE VERY FIRST BARREL. THEN, RETURN TO THE LEFT BARREL AND PUSH IT TO THE RIGHT UNTIL IT FALLS. GO TO THE RIGHT AND DOWN. GO TO THE LEFT AND UP AGAIN. PUSH THE BARREL YOU HAVE JUST DROPPED TO THE RIGHT UNTIL IT IS HALF OVER THE BARREL, HALF OVER NOTHING. THEN, GO UP AND PUSH THE RIGHT BARREL TO THE RIGHT UNTIL IT FALLS. OVER THE OTHER BARRELS. NEXT, GO UP AND PUSH THE UPPERMOST BARREL TO THE RIGHT. IT WILL FALL. GO DOWN AND CONTINUE PUSHING IT TO THE RIGHT. IT WILL BE POSITIONED HALF OVER A BARREL, HALF OVER NOTHING. JUMP OVER IT AND OPEN THE RED DOOR TO GO TO ROOM A9. IF YOU HAVE DONE EVERYTHING RIGHT, YOU WILL GET THE FOLLOWING SCREEN.

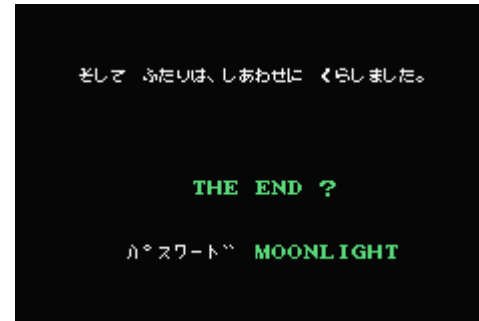


ROOM: A9



GO DOWN AND TO THE RIGHT. IF YOU HAVE NOT TAKEN THE CHERRY BEFORE, JUST FALL DOWN THROUGH THE LITTLE HOLE IN THE MIDDLE OF THE ROOM WHICH LEADS YOU TO ROOM B9. THEN, GO TO THE RIGHT AND GET THE CHERRY. IF YOU WANT TO CONTINUE WITHOUT THE CHERRY (IT'S BETTER!!), TAKE THE LIFT AND GO UP. PUSH THE FLASK TO THE LEFT AND KILL THE FIRST INDIAN. JUMP TO THE LEFT AND EXIT THE ROOM. GET BACK AND DO THE SAME PROCEDURE TO KILL THE SECOND KING. THEN, GO TO THE LEFT AGAIN AND GO TO THE FLOOR WHERE THE FLASK IS. PUSH THE FLASK

TO THE RIGHT AND DROP IT DOWN, ON THE FIRST KING AND KILL HIM. DO THE SAME PROCEDURE ONCE MORE AND KILL THE SECOND KING. BUT REMEMBER TO GO DOWN WHEN THE KING IS GOING TO THE RIGHT OR HE WILL COME AFTER YOU. NOW, EXIT THE ROOM AND GET BACK. JUMP TO THE RIGHT AND DOWN TO WHERE THE TWO KINGS WERE. JUMP UP AND TO THE RIGHT. BEWARE OF THE SPIKES. OPEN THE RED DOOR AND GET THE PRINCESS. GAME FINISHED!!! NOW, ENJOY IT'S ENDING!!!



## VIII – GREETINGS

THANKS TO ALBERT BEEVENDORP (A.K.A. BIFI) AND PATRICK VAN ARKEL (A.K.A. VAMPIER) FOR MAKING THOSE FANTASTIC BLUEMSX CHEATS.

SPECIAL GREETINGS GOES TO THE FOLLOWING PEOPLE AND SITES WHICH CONTRIBUTED TO THE COMPLETION OF THIS WALKTHROUGH:

THANKS TO IBRAHIM TAYYAN (A.K.A. BRIMOMAN) AND MAJDI YAGHMOUR (A.K.A. FOR HELPING WITH THE SOLUTION OF SEVERAL ROOMS.  
THANKS TO THE SITE THE MAGIC SEAL - [HTTP://WWW.THEMAGICSEAL.COM/CASTLE.HTML](http://www.themagicseal.com/castle.html), FOR THE SOLUTION OF ROOM 99.

THANKS TO BENOIT DELVAUX FOR HOSTING OUR SITE.

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