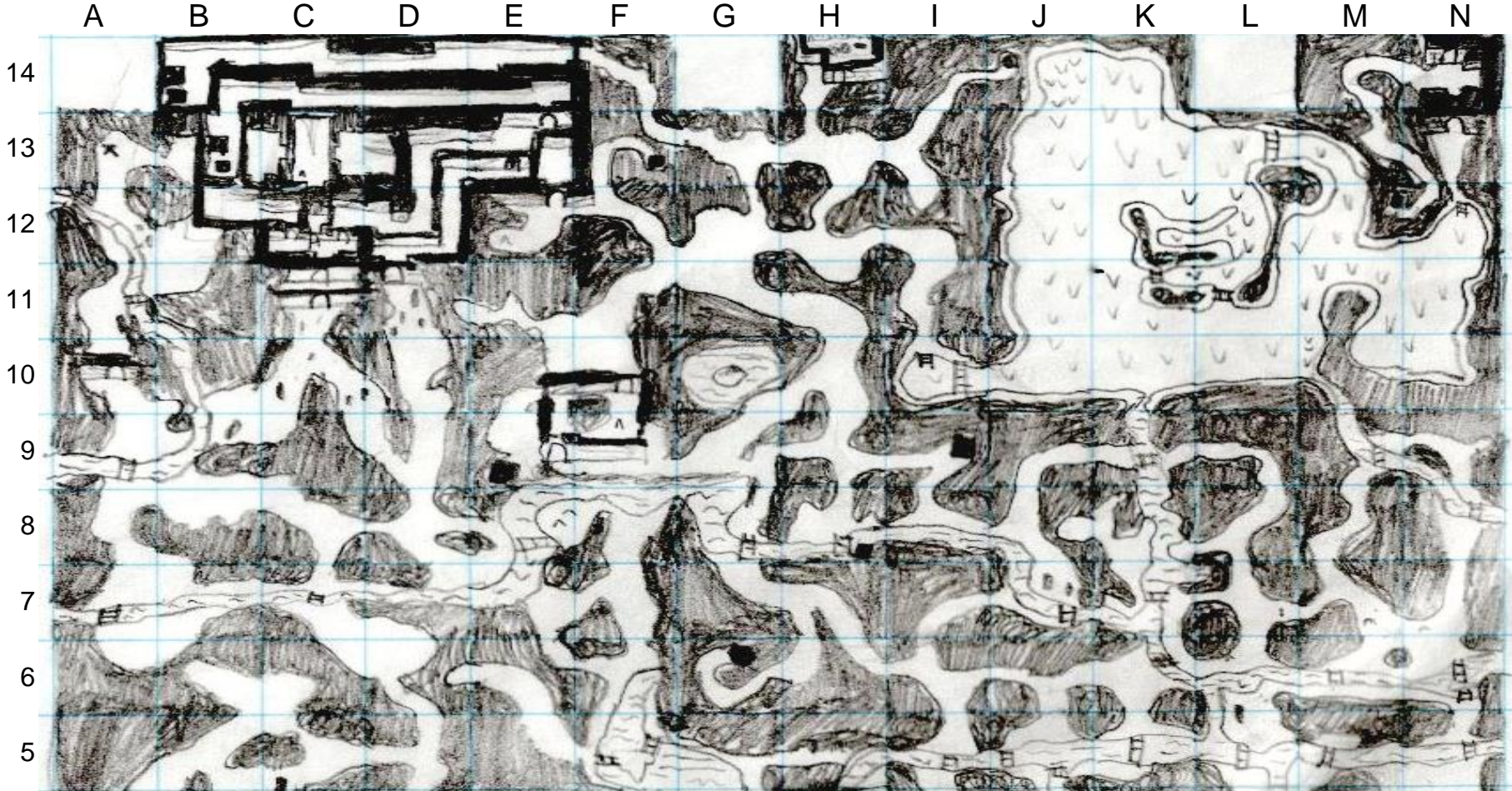
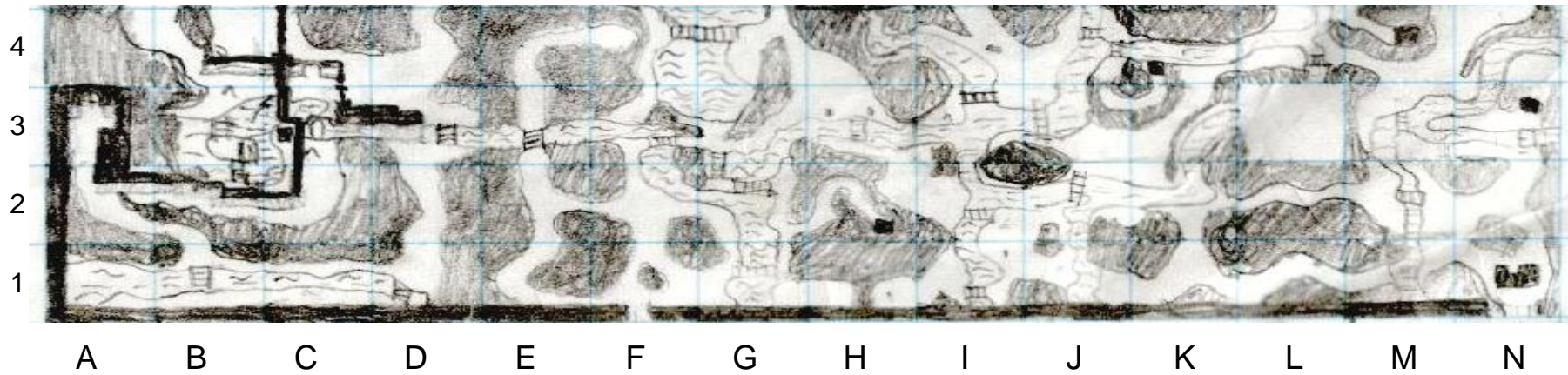


Pumpkin Adventure 3

Griffith Park





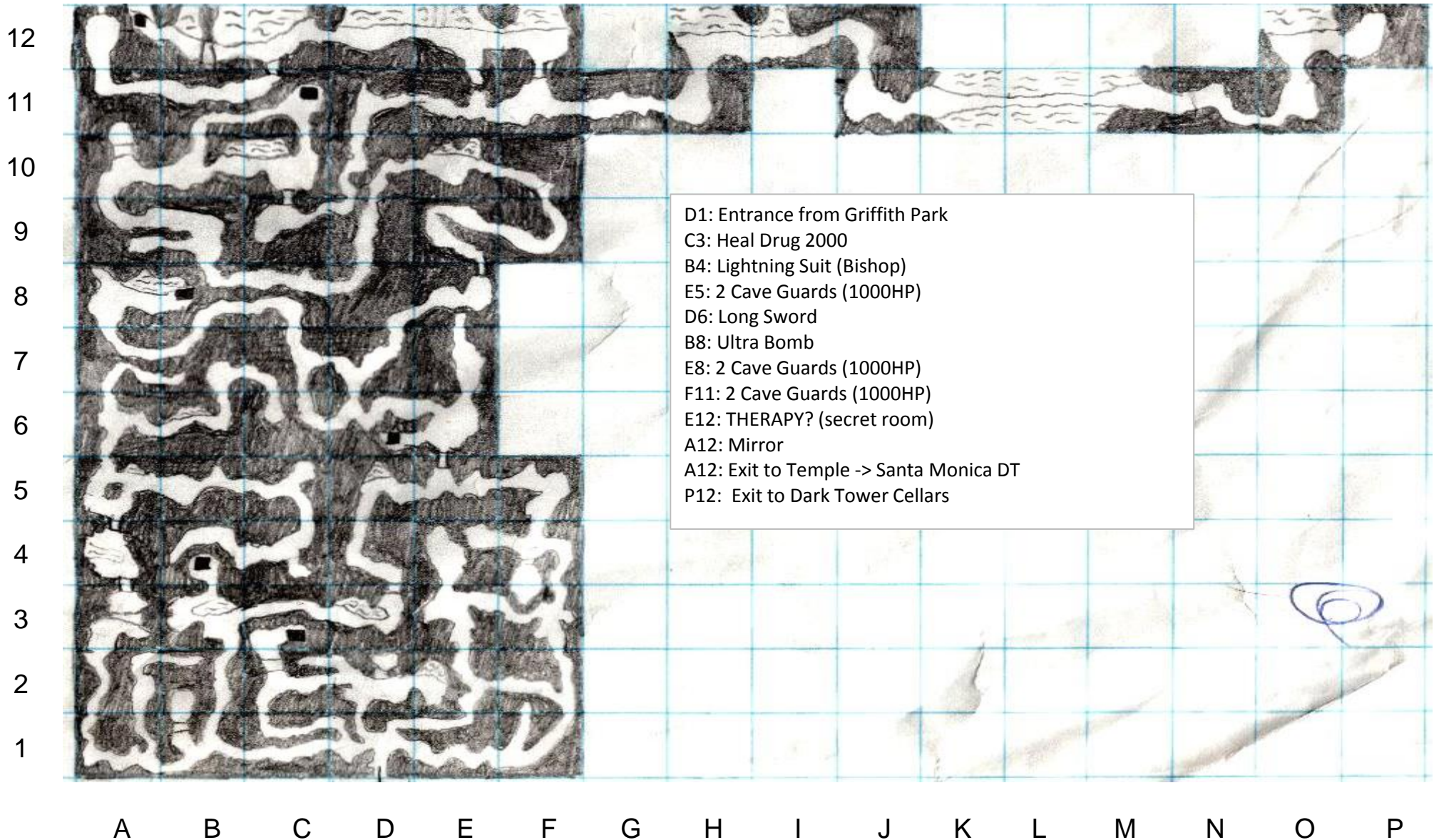
Locations:

F1: Wilmington North
 A3: Caverns
 N1: Sewerpipe
 N14 Dark Tower
 H14 Lumberjack

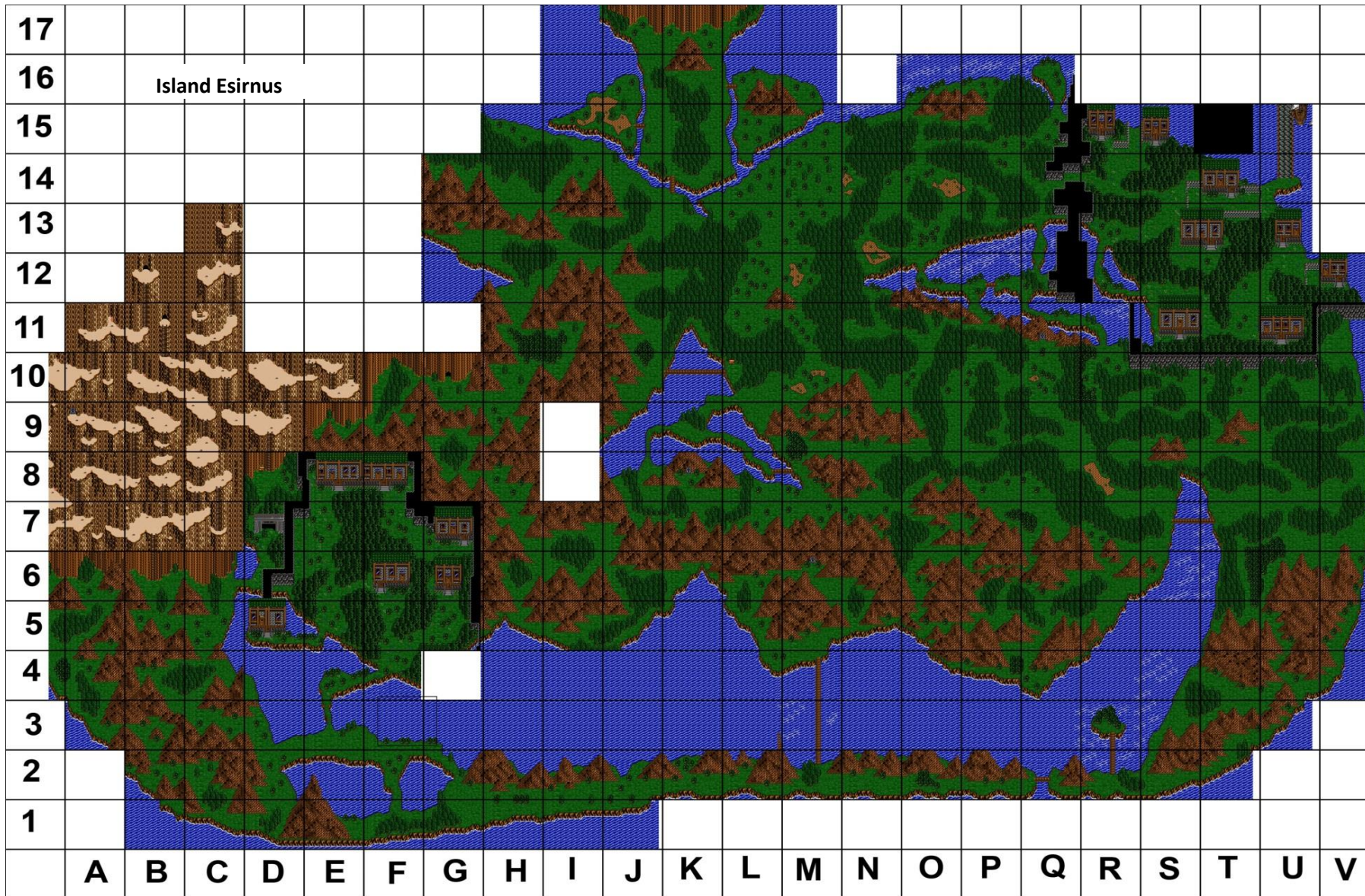
Items:

A13: **Necklace (after visiting Tower, Ray, Steinein)**
 H2: Flintlock (weapon)
 C3: Brass Ring (defense)
 N3: Ultra Bomb
 K4: Paint Bomb
 M4:
 G6: Reanimation kit
 H8: Hand Axe (weapon)
 E9: Enemys Stop
 I9: Bad Cologne
B13: **Dinghy**
 B14: Heal drug 500
 J14:

Cavern



- D1: Entrance from Griffith Park
- C3: Heal Drug 2000
- B4: Lightning Suit (Bishop)
- E5: 2 Cave Guards (1000HP)
- D6: Long Sword
- B8: Ultra Bomb
- E8: 2 Cave Guards (1000HP)
- F11: 2 Cave Guards (1000HP)
- E12: THERAPY? (secret room)
- A12: Mirror
- A12: Exit to Temple -> Santa Monica DT
- P12: Exit to Dark Tower Cellars



Locations:

- Q14: Port Silverton
- E4: La Roque
- D7: Octopus Gallery
- L10: Bagh Nakh

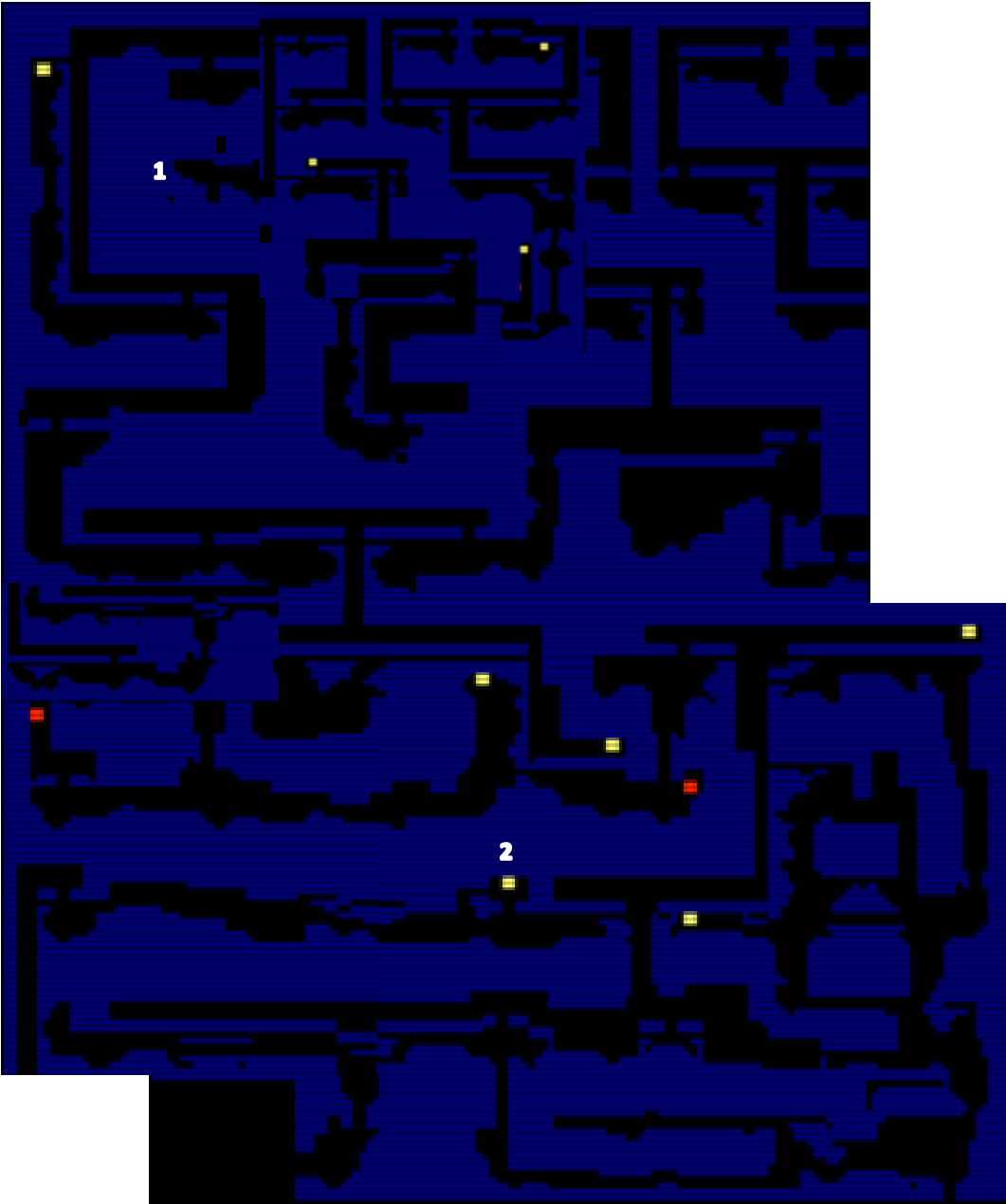
Items:

- D8: Heal drug
- C11: Area Scanner
- C13: Adze
- E10: Ultra bomb

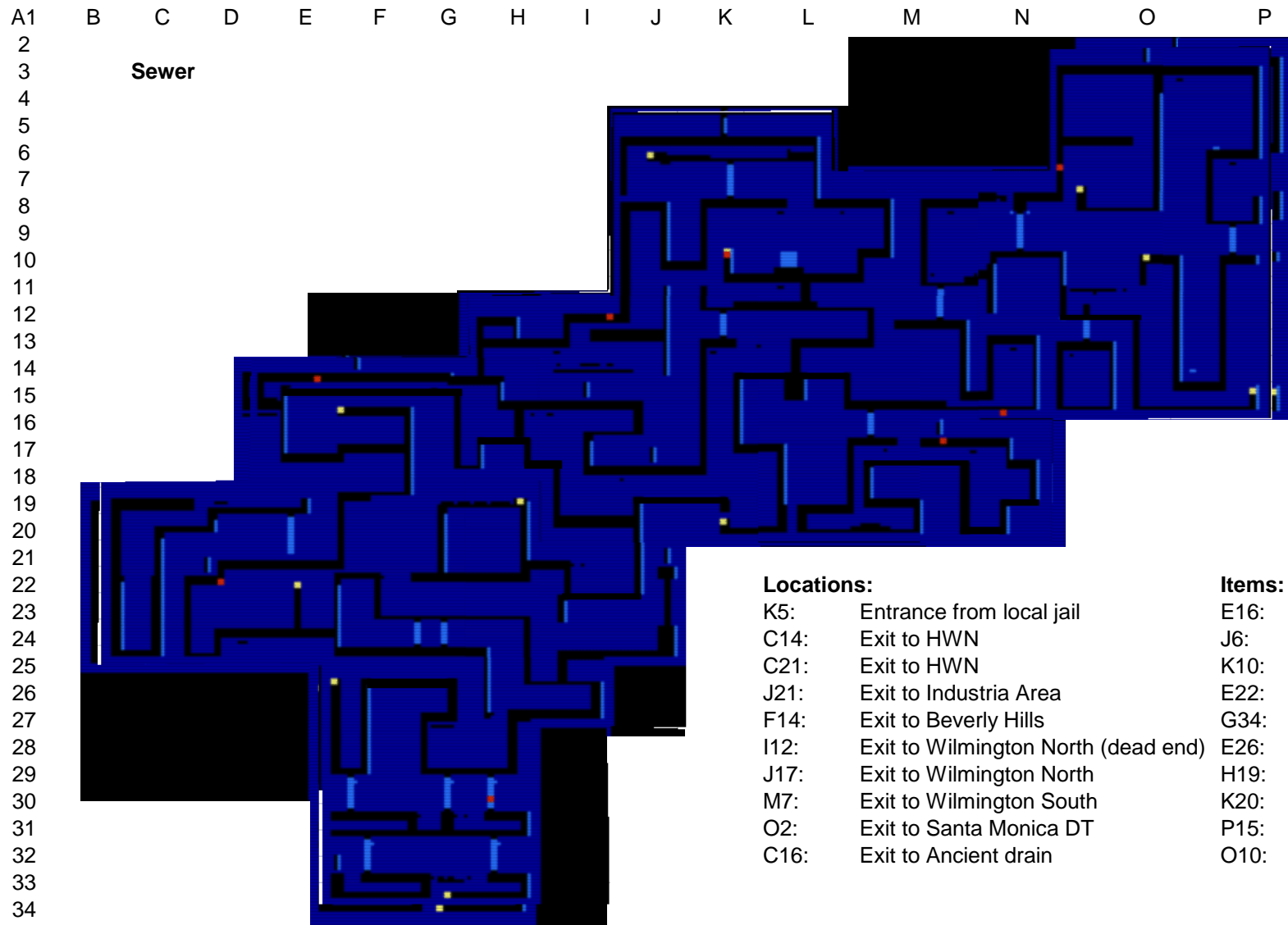
Shrines:

- A9: Fire Shrine
- M6: Water Shrine
- Heaven Shrine
- Q11: Wind Shrine
- K8: Earth Shrine

Dark Cave



- 1 Heat resistant Jacket
- 2 Magma Area



Locations:

- K5: Entrance from local jail
- C14: Exit to HWN
- C21: Exit to HWN
- J21: Exit to Industria Area
- F14: Exit to Beverly Hills
- I12: Exit to Wilmington North (dead end)
- J17: Exit to Wilmington North
- M7: Exit to Wilmington South
- O2: Exit to Santa Monica DT
- C16: Exit to Ancient drain

Items:

- E16: Kris
- J6: Enemy stop
- K10: Reanimation Kit
- E22: Heal Drug 2000
- G34: Aura Drug 2000
- E26: Silver shield
- H19: Teleporter
- K20: Area Scanner
- P15: Paint Bomb
- O10: Mithril Vest

Ancient Drain

