

Pumpkin Adventure 3 – Walkthrough

By Jochen Bilderbeek, November 2011 - January 2012.

I had a lot of fun playing this wonderful game back in 1995. I think I've played and finished it once more several years later. And then, more than 15 years later my brother Manuel started to play it again and that triggered me to play again too. He asked me to make a walkthrough, so I did. It took me about 3 months (I don't know how many hours of playing).

General notes/hints:

- You can use the *Sodom Watch* to instantly go back to HQ (until Section 5).
- Try to kill as many enemies as possibly to get more level and money. Look for the enemies who are easy to kill and get a lot of money and experience points.
- Save your game very often, specially before and after big events. If this Walkthrough says: "Save your game"....you'll better do it!
- Items and weapons are in *italic*.
- Maps: Back in the day when we (me and my brother Manuel) played PA3 for the first time we made some hand drawn maps. They're good to use. For this walkthrough I used them, made some maps with Area Scanners and the one from Esirnis I got from a programmer.

Good luck and have fun!

1. Initiation

- After some talking at Sodom Head Quarters (HQ) the first mission you get from Caldron is to clear 'Fawltly Towers' (FT) from enemies.
- Go to FT and destroy all enemies.
- Find a guy who talks about his mother in law that's been locked up somewhere.
- Go found the *key-card* in the dining-room (right door at reception), it's on one of the tables in the right part.
- Find the locked door (2nd floor, 1st door) and free the mother in law.
- Talk to the mother in law once more! She advises you to go see Manuel, he lives in a big room.
- Go to 3th floor, most left room. Check out the closet and find Manuel.
- You'll get a *Key* from him.
- Use the key to open the most left door and the first floor. You'll find a *crowbar*.
- Find a guy on the 2nd floor that says you can enter the roof by going through the basement.
- Go to the main hall of the hotel and use the *crowbar* on the grid in the left bottom corner

Basement

- Find some boxes, with a *Area scanner* and a *Breadknife*.
- Find the elevator to the roof and fight 'King Kong'
- After defeating him go back to HQ and talk to Caldron.

2. The Investigation

- Take transporter to 'Downtown' (DT)
 - You can find a weapon, Item and Magic (Mr Shermann) shop in this area.
- Dutch humor: Geen inspiratie, wel transpiratie (Gallery)
- Go visit Ray, the Bartender in the Gallery (up left)
 - Also check out Porgy, the Hospital and Biomedics (just for knowing were they are)

- Go back to HQ.
- Caldron wants you to go to Hollywood North, to speak to someone at Reaperbahn nr.6
- Go back to Ray in the Downtown Gallery for information.
- He'll send you to the old man, Savio (exit Gallery in southern direction, then go right)
- Savio will help you with a transport to Hollywood North (HWN) by visiting the 'Arca office'.
- Go find the gate in the middle of HWN and enter the 'Filips Factory'

Whatch out! Make sure you have at least level 12 and some *AK-47's* and some better defense! First only fight the weaker enemies to build up your level, escape/avoid the others.

- Find the switch and go to the big grey doors (be carefull, the enemies are strong)
- Through the roof you can now enter another part of Hollywood
- Find a box (inside a house) with the *Centipede key*
- Use the key to enter the Underground (Centipede Galleries) in HWN.
- Find 2 boxes with a weapon and armour
- Find the area where there is still power on the track (go right in the beginning and follow the track). You need something to get the trolley moving
- Find the area were you almost get hit by a train, you meet Zagon Steele here. He warns you to stop the investigation
- In the area behind this you can find some *Dynamite* and some *Oil*
- Go back to the rusty trolley and use the *Oil* on it
- Find your way to another exit and use the *Dynamite* to open the bricked wall.

You now enter Hollywood South (HWS)

- Find an *Old map* in a Appartment Complex.
- There is a door to 'Lake Paho' (the pool) but you can't enter yet.
- When you exit HWS again, one notices that there is also no Reaperbahn in this area, so it has to be in HWN.

- Go back to HWN to were all the streetnames are (through the 'Filips Factory').
- Read all the name tags and found out that there is no Reaperbahn (have the map as object?)
- Go back to HQ.
- With help of the *Old map* you'll find out that Reaperbahn is an old street name and the street is now called Edisonstreet.
- Go back to HWN and find Edisonstreet, enter the last door at number 6.

Be at least at level 17 and have *Short swords* and *Iron Vests* as weapons and defense. And make sure Bishop has the 'Dispel B' spell (\$5000)

- You'll now be confronted with a 800 points strong dragon! He uses B spells!
- After defeating the dragon you meet Sean Osbourne. He will join the gang!

3. Trapped in the Tower of Eternal Roam.

- Back in HQ Sean meets with Caldron and wants to go investigate something in HWS.
- Go to HWS (HWN, Underground, go right and follow the track to the traincart, etc.).
- Find a door (go down) with 'keep out' next to it written on the wall.
- You enter a 'Real Estate' where Sean wants to check something out.
- First go right, there is a box with a *Force Field X21*, but it's useless if you already have an *Iron Vest*.

- You will also find a small fence in the wall. Break it with your *Crowbar* and enter the Air vent tunnels. You'll find a switch for the elevators.
- Also find some boxes with *Heal* and *Aura Drug* and an *Aids Virus*.
- Then go back to the beginning and go left to the elevator.
- When you go left from the entrance, to the most left room there is a hidden room with the word 'DIO', you have to walk through a wall at the bottom, SEE SCREENSHOT).

1st floor:

- Find some boxes with a *Kalashnikov* (give it to Bishop or Jeff), *Paint Bomb*, *Ultra Bomb*.
- There are two boxes guarded by 2 Purple Dragons (1000 HP)! The left one contains a *Dive Suit* and the right a *Devine Gem* which looks kind of familiar to Sean...
- (Beware that the dragons are pretty strong and use 'B-spells' and 'Magic blocks')

2nd Floor:

- You only find another elevator here, that's out of order.
- Go back to Sodom HQ.
- Caldron is worried about Melissa Diamond, another hunter. She is missing and her trace leads to Griffith Park. You receive an *ID-card* to pass the guard.
- You give the *Devine Gem* to Caldron for research. It also looks familiar to him.
- You can now enter Griffith Park with the *ID-card*. When you enter you'll be advised to order a map at Umax because it's a very big and difficult area.
- (it might be wise to have about level 20 here and enough money to buy 1 or 2 *Hand Axes*)

Griffith Park (GP) (map):

- You can go left or right, in the first the right side gives some nice items, but on the top left you'll find a *Dinghy* and you need that on the top right of the park.
- In the park you can find a box close buy with a *Flintlock*. Give this to Damian.
- There is also a box with a *Hand axe*.
- On the down right side is an hidden entrance (go through the woods underneath to U-shape building) to a 'Sewer Pipe', nothing can be done there now.
- In the middle, at the top you can find a *Lumberjack*. He will heal you for free!
- A bit down-right from him you find some water. You need a *Dinghy* to enter (find it in a box on the top left (go left from the entrance of the park)).
- On the left of him you will find some sort of building with a blue gate (can't open it).
- On the bottom left you find another blue door, but can't enter.
- In that area you can also find a box with a *Brass Ring*, it's a good defense!
- When you have the *Dinghy* go to the water on the right top of the park. Find a box with an *Iron Vest* and enter the 'Tower of Eternal Roam'.
- Here it suddenly seems a very modern en heavily secured tower. There is a fingerprint identifier, but it won't let you in.

- Go back to Downtown (you might want to use the Sodom Watch) and visit Ray. He gives some information about the tower and Sean thinks that Melissa has been locked up there. If you can buy a 'Dispel H' spell!
- Now visit Prof. Steinein in Wilmington South. He needs an item from a person who has access to the tower, you'll have to find something in GP.
- Go back to GP and go to the most top left corner (see map GP A13). There you will see something shiny and you'll find a *Necklace*.

- Go back to Steinein again, he finds out that the fingerprint of Mr. Hans Meiser is on it. The strange thing is that his initials don't match the ones on the necklace and that his info file is not accessible for Prof. Steinein. Steinein puts the print on a *Glove*.

- Go to the tower in GP again and use the *Glove* to enter.

- You will now have to fight 3 very powerful enemies. And worst of all: They disappear (use paintbombs) and resurrect! Use this strategy: Attack each one of them until they all have about 50 HP left. Save the paintbombs as much as possible (just wait if they disappear). Keep yourself alive by using magic. When they are almost dead, try to have them all visible and make sure you can start attacking them with your strongest player first! If you can kill them all 3 in a row then they can't resurrect. Good luck!

(Not too hard with about level 22, the best available weapons and defense and at least some 'Restore 2' spells)

- After defeating the enemies you can proceed in the Darktower.

- Directly to the right you find a box with a *Heal drug 2000*, further on a *Aura drug 500*, *Sting gun* (after a lot of stairs, give it to Sean or Jeff), *Zaghnal* (weapon), *Aura drug 2000*, *Iron Shield*.

- In the Darktower cellar you find a locked door (from the outside).

- There is also another door that's locked...You need a *Tower-Key*.

- Keep on searching and find another door, you will be surprised that you can walk in without any trouble. But then there's a 2000 HP Flamehorse! He blocks your healing and keeps healing himself! (about level 27 will do it).

- After defeating this one you'll find a box with a *Tower Key*.

- Find the other locked door again....and find two Flamehorses!!! (take some extra *Reanimation Kits* with you!!!)

- When you have defeated those two bastards you finally find Mellissa! She is badly injured and you take her back to HQ. There she explains what happened to her. She followed Manuel (from Fawltly Towers) into a cave in Griffith Park and got caught there. Before Mellissa can finish her story she falls back into a coma...The guys come with the plan to eardrop on Manuel to find out what he's up to.

4. The Katana Labyrinth

- Go to Caldron and you get a *Detectophone* from him.

- Go to Fawltly Towers and place it in Manuel's room (3rd floor, most left) somewhere between some plants.

- Go back to HQ, to the conference room (where the two ladies are behind a desk).

- You hear a conversation between Manuel and some guy. Manuel gives some packages to the man but when he finds out that Manuel peeked in the packages he shoots him!

- You quickly go to Fawltly Towers and find Manuel bleeding on the floor.

- Manuel tells his story about trading heroin for packages with *Green Chrystals*. He tells how to enter the cave....and then dies.

- If you 'talk' to Manuel again one of the group suggests to take his wallet...but Steve says they already did that in PA2! :-)

- Go back into Griffith Park and find the entrance to the hidden cave in the left side of the park (A3 on the map).

CAVERN (map)

- In the first part of the Cavern you can find some boxes (see map) with *Heal drug 2000* and a *Lightning Suit* (Bishop).

- You will face two Cave Guardians which use a lot of Poison. Make sure Bishop can do the 'Dispell P' spell and be sure to heal the one that's been poisoned first as soon as you can (put 'fast fight' off to monitor easily who's been poisoned).
- Right after those guardians you will find a box on the left with a very powerfull *Long Sword*.
- You can find another box with an *Ultra Bomb* and after beating some other 'Cave Guardians' (much easier with the *Long sword*) you also find a box with a *Mirror* (4 screens right from the mirror there is an hidden path through the water that leads to 'THERAPY? ') and a blue door.
- Behind the door you find a cave with some people working. You meet 'Joseph Ferrana' who doesn't want to talk much because he's afraid of the 'thing' that is guarding him and the others. But Damien persits and Joseph tells they are making Toxinegas. He doesn't know why and for whom they are making it. Joseph opens a door to enter the cellars where the 'beast' is supposed to be.
- Talk to Joseph again before entering, he'll heal you!

TEMPLE

- When you go left right away there is a door that will close as soon as you walk over a line (we'll come to this later on).
- So go right. Youll pass a closed door with a cross shaped hole in it.
- In the Temple first find some boxes with powerfull weapons and defense (*Adze, Steel Vest* and a *Force Field X90* and a *Reanimation Kit*) and the left side.
- If you go right to find a stair that leads to the Temple Cellars. Not really difficult here. Walk around and check out the big faces on the wall. There is one (in a dead-end corridor) you can walk through! There is a strange room with some numbers and pictures on the walls (they are a hint to the secret password, you will need to find all hidden rooms in the game to discover it)
- Further on you find a room where are two men fighting. One is Barry, Josephs missing friend. The unknown man runs away and Barry tell's where he thinks the creature is. There must be a door with a strange hole in it. You need a *Keystone* to open it and Barry thinks the man that just ran of has it. When you go and seek him you find a *Matchbox* on the floor. The 'Porky' logo is on it.
- If you go back to Joseph he can sell some powerfull weapons!
- From there it's nice to go back a bit and go to the right. You'll end up in the Towers Cellar (it's nice killing here with your new weapons).

DOWNTOWN

- Go back to Downtown (*Sodom Watch*), to Porky. You follow the man from the temple through the backdoor.
- In the appartment complex you hear the voices of three men. One is Zagon Steele. They talk about how irritating the Sodom Hunters are, and the two unknown men say that they'll get rid of them, without telling 'Him'.
- After they left you enter a room and will find the *Keystone* in the closet on the left.
- If you visit Ray in The Gallery he will tell you something more about the Katana Labyrinth.

TEMPLE

- Go all the way back to the Temple and use the *Keystone* to enter the door.
- You enter a small cavern again. Not very hard, if it looks there is only a dead end find the passage below the small water.
- You can find an *Enemy stop* and an *Area Scanner*.

- In the end you'll end up in Santa Monica Downtown (SMDT). Here one notices that the beast is not to be found here...so the only option is that strange door that closes when you come nearby (Temple).

SANTA MONICA DOWNTOWN

- Visit SMDT and talk to all the people for some info. Don't forget Mark ("*if there is only one travel south, when there are more just figure it out*") and later on he says "*Think clockwise*") and the strange man (a house between some markets) that says you have to listen to Mark and come back later.
- Visit the Itemshop to buy at least one *Teleporter* and maybe you can buy some new weapons in the Weaponshop and new spells in the Magicshop.
- The best weapons here all require level 36 or up, so go kill some more enemies if you are only about level 30 or so (as I am).
- There is also a new ARCO transporter here so you can easily go back to other places.
- Go back to the door in the temple and cross the line so the door closes. Then use the *Teleporter* to go back to SMDT and go back to the door again. Now the door will open when you cross the line so now you can enter the 'Katana Labyrinth'.

KATANA LABYRINTH

- This is one hell of a labyrinth...if you don't use the hint Mark gave you! Go south one there is only on blue vase, and if there are more go any other way, but do that clockwise. Like this you should be able to find a way.

You already got the hint:

1 vase = south

2 vases = west

3 vases = north

4 vases = east

- You can find one box, with a *Steel shield* (best for Bishop)
- You'll find an entrance in a wall and behind that there is a big enemy, guarding a box, it's Hexademon (2500HP). He uses 'Death spells' (so bring some *Reanimation Kits*) and is very strong. Make sure you have enough defense and about level 35. Once you have found him you can't go back into the Labyrinth (only with teleporters or Sodom Watch).
- After defeating this guy you'll find a *Pool key* (and the guys wonder why this demon had this) and notice that your Sodom Watch is broken!
- Don't forget to check out the box! There is another *Devine Gem* and *Teleporter* in it.

5. Deadly Omen - The secret of the Devine Gems

- Use the just found *Teleporter* to leave the Labyrinth.
- When you visit Caldron he's not yet finished his research about the Gems so you have to come back later.
- Of course you should go to Hollywood South (HWN, Underground, go right and follow the track to the traincart, etc.) to visit Lake Paho. Select the *Pool key* to enter.
- When you've found the big pool put on your *Diving suit* and enter the water.
- Push the button on the left side next to the door. The water will be flushed away and you get sucked into the channels.
- Find some boxes: *Enemy stop*, *Area Scanner*, *Teleporter*, *Energy Shield XQ*
- You also end up in a pipe that's closed with a door.

- Find the exit that leads into a real estate (boxes: *Area scanner, Steel Sword*). You can exit again through some big doors, you end up on the 2nd floor (you were here earlier, than this elevator was out of order).
- Go to the basement to find your way out again. Go back to Lake Paho and enter the door in the pool.
- There is a 'Kraak' guarding a box. Not too hard to kill and you'll find the third *Devine Gem*

- Go back to HQ (walk or teleport), and notice that the grating in the left bottom corner of the room with the secret button has been forced open.
- Enter the Sodom Basement to find out what's going on.
- You can find a pipe that leads to the 'closed' door in the channels.
- But more important: You end up in a room where you see Zagon Steele again, talking to another man who's name turns out to be Cain. They were looking for HQ but couldn't find it. They argue a bit and say that 'HE' won't like this...Cain runs out when Zagon is going to set a bomb! You go and capture Zagon!
- When you want to go back to HQ, you find the exit is closed by Cain!
- So go through the Channels....but you'll find out that Cain left a nice surprise for you at the entrance to the real estate: 3 big enemies! But not too many trouble here (you can use the Curare spell on the Mugs and maybe some *Paint Bombs* on the Orion demon.
- Find your way to the elevators again, and leave the real estate in the basement.....or just use a teleporter to go back to HQ!

- At HQ Zagon is locked up in a room but won't tell you anything.
- Caldorn comes and brings you to his office to meet Glenn Allecca, leader of the Arkan's Guardians. He tells that that the *Devines Gems* you found were stolen and caused a true Armageddon! But you still need to find a 4th gem!
- Go question Zagon and he tells you that the last Gem is hidden in a fortress on Esirnis Island. But before leaving you first need to take a nap!
- The next morning you go to the bathroom and when you come back Damien hears some sort of noise.....

6. The 5 Shrines of Esirnis (map)

A pretty big chapter coming up....

- Talk to Caldron, he gives you some more info about the Island. He tells about the Octopus transportation system which through the creatures also went to Esirnis. He wants you to meet William in the L.A. Harbour to take the ship to Esirnis. Damien is acting a bit strange....
- Go to the ARCA transporter and go to San Pedro Harbour (NB: When you are on Esirnis you can't come back easily. There is a new weaponshop but the new weapons require about level 45 to use. So you might want to buy some weapons in SMDT before you leave. Also smart to get up to level 45 by killing creatures in The Temple)
- Find William, he'll bring you to Port Silverton on Esirnis.

SILVERTON

- Talk to all the people in Port Silverton and visit the shops.
- One tells that the fortress is reachable through the rocks in the NW and the Goraya Fortress lies in the North, the village La Roque in the west.
- Another says that you could use some illumination when you are going to cross the Amun Trail. There is also a house with an old woman where you can rest to heal.

- Go south when you leave town and find your way to the village in the West.
- There are no boxes to find here, but you will find 1 or 2 shrines (but can't enter yet).

LA ROQUE

- Here you can find all shops again.
- There is an Inn: First talk to the bartender. He advises you to talk to the wizards on the 2nd floor for info how to get in the Fortress.
- Go to the wizards and talk to them (NOTE: Stand in between the 2 wizards to talk to them at the same time!!!!). Go back to the bartender, check the wizards again and go back to the bartender. Because the wizards are so drunk they can't help you. The bartender advises to find their grand daughter Mary in Port Silverton to get them to reason.
- Go back to Port Silverton and find Mary (a house on the right). You'll take her back to the Inn and talk to the Wizards again. After a speech from Mary you'll get a good night sleep and talk to the Wizards the next morning when they are sober.
- They tell you that the Goraya Fortress can't be entered because of a magic barrier that blocks teleportation. The only way is to enter the 5 shrines of Isirnus and release the energy from there. You'll get a *Shrine Key* to enter the shrines.
- The Wizard Therion can teach you some magic at some time (after visiting all shrines? Level 53?). The Teleport is very handy (Hint: Want some fast healing? Teleport to Griffith Park, you end up at the Lumberjack!).
- Given hint: Agni is the Indian god of fire.
- Nearby La Roque is an entrance to the Octopus Gallery. You can go all the way back to San Pedro Harbour. Also notice that you can go around the entrance to find some boxes in the mountains and the entrance to another beach where the 'Heaven shrine' is.

THE SHRINES

In all shrines useful items and weapons can be found. The most efficient way to visit them is in this order: Fire, Wind, Heaven, Wind, Earth, Fire, Water, Heaven

FIRE SHRINE

(To be found in the mountains west from La Roque)

(the 4-arms are good to boost Exp.)

- On the left you find a *Crystal Key*, a *Wind Crossier* and an *Area scanner*
- You find a magma lake you want to cross, because there's a door at the other side. Bishop wishes you still had a bucket...
- You need the *Agni Statue* to cross the lake (Earth Shrine)
- (Note the warning's from the smoking deadheads on the left from the magma lake).
- Use the *Agni Statue* (Earth Shrine) to cross the lake. You find 2 boxes on the left and right of the door. One has an *Aglibol Image* and the other a *Water Sceptre*.
- Behind the door is a creature guarding a box with the *Fire Element*.

WIND SHRINE

(To be found nearby Port Silverton. Go north from the bridge in the west)

- Use the *Mirror* you've found in the Caverns of Griffith Park to teleport through the mirrors.
- Use the *Wind Crossier* (find it in the Fire Shrine) to open the door 'that needs a key'.
- Find boxes with: *Enemy stop*, *Amun's Torch* (use it for the Amun Trail in the Heaven's shrine), *Ice shield*, *Chamelot suit*, *Teleporter*, *Aids Virus*.
- Come back here after you've been in the Heaven's Shrine and placed the *Wind Crossier* in the hands of the Wind God.

- When you come back when the mirrors are swapped you find a creature defending a box (not that hard when you are about level 50 with the best weapons from La Roque). You find an *Earth Key* and a *Wind Element*. The first of the 5 elements needed.
- Go to the 'Earth Shrine' where you can proceed with the *Earth key*.

HEAVEN SHRINE

(To be found behind the entrance to the Octopus Gallery (mountains, cavern, beach))

- Notice that sometimes you can't see the path where you can walk so it looks like there is no path at all.
 - Find a box with a *Partizane* (weapon best for Jeff), *Reanimation kit*, *Aura Drug 2000*, *Linguist Ring* (defense, don't ever throw away!), *Heal Drug 2000* and a *Paint bomb*.
 - You will find some sort of altar (go right in the beginning) with a text on it: 'only the power of the 4 primary elements in the correct order can open the path to heaven. Break the seal with the power of Satan'.
- Come back here after you have the 4 elements.
- There is also a small stairs to the Amun Trail (go left from the beginning). It's totally dark here!
- Use *Amuns Torch* (from the Wind Shrine) to get some light. You might want to use a *Area Scanner* to see how to go.
- Eventually you end up in the Wind Shrine. Here's a statue of Amun, the Wind god. Place the *Wind Crossier* in his hands and all doors and mirrors are swapped.
 - Go all the way back and go to the Wind Shrine again.

EARTH SHRINE

(A bit hard to find, go south when you cross the bridge in the West of the Island)

- You need the *Earth key* (get it from the Wind Shrine) to proceed in this shrine.
- There is not much to find, except 3 big creatures guarding a box with the *Earth Element* and *Agni statue*.
- There is also an hidden room with: HELLOWEEN (see map).

WATER SHRINE

(To be found on the part of the Island with the long bridge in the south)

- It can't be opened with the *Shrine Key*. You need the *Earth Key* to enter (to be found in the Wind Shrine)
- There are Red Lobsters all over the place, you can't escape from them.
- Find boxes with: *Enemys stop*, *Mirror shield*, *Bagh Nakh*, *Ultra Bomb*, *Ice armour* (not better than *Mythrill Vest*), *Bad cologne*
- You find a room with a skull-like gate. When you pass through you are back in the same room again. You need the *Water Sceptre* (Fire Shrine) to pass through.
- When you've used the *Water Sceptre*, there are 2 powerful creatures (try Mindpox spell) guarding a box with the *Water Element* and a *Yarhibol Image*.

- If you have four elements and two dolls, go back to the Wizards in La Roque. They tell you that the dolls represent two Gods. There is a pact with a 3rd God 'Bel'. You can release him by placing the dolls on the altar in the Heaven Shrine and the elements in the right order in the corners: Fire: NW, Water: SE, Earth: SW, Wind, NE.
- Nepenthe also notices the *Wind Mirror* you're carrying. He says you can travel with it in the Wind Shrine...but of course you already know. He is looking for another mirror...he will let you know when he has it.

- Go to the altar in the Heaven Shrine and place the 2 dolls. 4 pillars rise from the floor in the corners.
- Place the elements in the right order in the pillars: Fire: NW, Water: SE, Earth: SW, Wind, NE.
- When done, push the button on the altar and a door appears.
- A creature (use Heal block) guards a box with the *Heaven element*
- You now have all 5 elements. Go back to the altar and push the button again, take away the elements from the pillars and take back the dolls.
- Go back to the Wizards. They will meet you at the Fortress.
- Go to the Fortress and the Wizards will break the spell. They tell you that the item you're looking for is at the top...and not hard to find when you use your eyes and brains.
- Teleport (magic/item) to teleport into the Fortress.

GORAYA FORTRESS

- Notice the image at the wall. Follow the order in which they are in the image. Take the door on the: R, R, L, R, L, L, R.
- If you do everything right you find a door in the middle to a room with a box with the last *Devine Gem* in it!
- As soon as you have it you hear something. A man enters the room and is angry about you breaking the spell. Sean and the man recognise each other.
- Sean says he wants to tell more about himself...at HQ.
- Teleport to HQ.
- At HQ, Glenn (the man of the guild) is waiting for you. You return all Gems to him, he says thanks and leaves.
- Then Sean starts his story: 5 years ago he joined a gang called the 'Black Hammerheads'. The leader was Tom Skandenberg and had great magical powers. When Sean wanted to leave the B.H. his wife, son and twin brother were killed by B.H. From then he started to sabotage B.H. activities. But when all B.H. activities stopped the creatures appeared and SODOM was founded. It turns out that the man from the Fortress was Tom Skandenberg. It looks like H.B. is controlling the creatures and tried to use the Gems to manipulate the guild members. The masterplan of H.B. is about controlling even stranger creatures.
- At the end Sean brings up Harry....but he wants to continue the next morning.
- Disarm Sean before you go to sleep...(!!!!)
- The next morning Sean turns out to be murdered! But Melissa has recovered and joins the team. She knew Sean for a while and knows that Harry was the leader of an alliance against B.H. Their headquarters turns out to be in the shop in Wilmington South! Damien is still not feeling very well...

7. The eye of the Dragon

- Give Melissa some weapons and defense!
- Go to the shop in WS. After talking to the shopkeeper you can proceed to the back of the shop.
- You meet Harry and he tells more about the H.B. You tell him about the cave in GP and he will send 2 men to check it out.
- Harry wants you to go after Sean's murderer and sends you to Mansion of the Dragon to find the *Eye of the Dragon* that will help a lot.
- Go to the right and you'll enter Beverly Hills (BH)

BEVERLY HILLS

- First talk to all people in BH. And check the shops.
- Remember the hint about the Atlanta Room and a Flame Sword...
- Find the Mansion on the left (from the entrance).

DRAGON MANSION

- Go right and in the first room there is a statue on the left. Notice that one of his *Red rubies* eyes is missing...just like W.R.(?). Search the bookcase in the room and find the missing *rubie*. After placing it back in the statue a hidden passage appears.

- In the boxes you find: *Aura Drug 2000*, *Heal drug 2000*, *Area scanner*, *Bad Cologne*, *Enemy stop*, *Ultra Bomb*, *Reanimation Kit*, *a Silver Sword* and *Silver Shield* and a *Golden Cross*.

- In the next room there is a hidden door between the plants. Behind it is a room with a table with text: 'In order to awake the oracle you have to sacrifice both silver and golden crosses'.

- Sacrifice the *Golden Cross* and a new text appears: Consult the Old Testament to find the *Silver cross*.

- Go to the next room where the library is. Find the OT in the E-section. Another hidden passage appears and you enter the Mansions Cellar.

- Here you can find the Mansion Garden. Watch out: The strong creatures will get Melissa down right away. You can first kill some other creatures somewhere else to give here some level.

- Find the Well and put on your *Diving Suit*.

- After some swimming you end up in another part of the cellar. Nothing to find here...only some strange signs on a wall.

But check out one of the first small windows you saw when you entered this part of the cellar...the *Silver Cross* is hidden inside.

- Leave the cellar through another exit (end up in the Mansion again) because the exit closed.

- Go to the room with the oracle again en sacrifice the *Silver Cross*.

- The oracle says the *Eye of the Dragon* is at the attic and the Postoral will make the exit appear. Melissa knows that the Postoral is Beethovens 6th symphony.

- Go to the library and find a *Book* in the music section.

- Take the *Book* to the room (at the first floor) with the piano in it.

- After playing an exit appears and you find a box with the *Eye of the Dragon*.

- Disarm Damien!

- Go back to Harry, he will take you to Sean's room and use the *Eye of the Dragon* to see what happened.

- It turns out Damien was the killer! He runs away and shouts 'Ramirez'!

- No one knows something about Ramirez and you go looking for Damien.

- Go visit Steinein! You tell him the story so far and he has a clue about what happened. He will take you to the Filips Research building in SMDT.

- Search the place and find a room where Damien is being held by Ramirez. He turns out to be the same guy as seen before in the Temple. After you asked him friendly to release Damien, he does so and Damien attacks you!

- After defeating Damien, Steinein is back in the room and it turns out that this Damien was a robot! The real Damien is kept somewhere and this is a copy of him! Steinein explains about the development of robot soldiers together with Ramirez. He has joined B.H. and is using the soldiers.

- Suddenly Bishop realises that Harry and the guys are in great danger!

8. Conspiracy Denudation

- Teleport to WS and enter the Itemshop. You are too late...Aron turns out to be dead and everyone else is gone...
- Go back to the Mansion and luckily everyone escaped in time.
- Harry wants you to go find the people he send to investigate the cave in GP.
- There is a guy that teaches nice magic!
- Go back to the cave in GP (Teleport to the Temple, go down in to the caverns).
- Back in the Caverns there is a new exit. You find a big door that leads to 'Base'. You see how Ramirez gets some orders and goes to Erischa...he has to kill her as well...but luckily you arrive in time and fight with Ramirez.
- Erischa tells about what they found in the Base. They saw a shuttle, running on Toxinegas, that could fly really fast. All this seems to be a US Government secret project...but then they are also in the conspiracy.
- Erischa and Keith found a green crystal in the shuttle, you take it back to Harry. He doesn't know what it is but goes to Steinein to look at it together. In the meanwhile you go check out a conference room for B.H. in Downtown.
- Go to DT and to Porgy's. There's no one so you can enter the door.
- You find a Z.A.K. agenda on the desk. There is something about a meeting for all B.H. members...but where?
- Check the agenda again...there is more! The meeting hall is in HWS (in the Real Estate that Sean wanted to check out earlier), in Basement 3, activate the elevator by pressing 1,9,5, than 3.
- Go to HWS, go down to the Real Estate. Go left to the elevator and go to floor 2. In the other elevator you press the code and you can go the Basement 3. You enter a Dark Cave.

DARK CAVE (map)

- Find boxes with: *Heat resistant Jacket* (follow left from the start), *Teleporter*, *Paint Bomb*, *Powder Horn* (weapon for Steve), *Aids Virus*, *Magic Drainer*, *V-9990* (defense, but no better than *Mithril vest*), *Ultra Bomb*, *Kris* (weapon), *Enemy Stop*.
- After a while you will find a stairs to a Magma Area. It's very hot here so you can't proceed without some protection. Put on your *Heat Resistant Jacket*!
- In this part go up and you will find another big creature.
- After killing it you find the meeting hall. There is a door that's closed, but if you walk you get in the hall. If you stand on the most far left part you hear voices.
- A voice tells that the Damien-SOD killed Sean but he's afraid Sean might have told something. Damien is locked up in the Albatros prison in Santa Monica Industrial area, they want to starve him to death. The dark voice thinks SODOM will soon give up because they lost their strongest warrior, and that his work here is soon done here and the final phase will soon begin.
- After the meeting you almost get caught but Bishop teleports you away just in time. Back at HQ the question is: How to get in the Industrial area?
- Of course good old Ray (DT) has the answer. From the cellar in Dark Tower is a way into a building in the industrial area. Just blast a way through the wall!
- Teleport to the Temple, go down to enter the cavern. Go a bit back and follow the path to the right to end up in the Dark Tower Cellar.
- The wall right across the entrance is the one to use your *dynamite* on.

INDUSTRIAL AREA

- In the Research laboratory you can find two boxes: *Magic drainer, bad cologne*.
- STOP! Throw away as much weapons and items you can (of course only the one you don't use or can't use somewhere).
- When you go up right you will be stopped by a voice. It turns out that Ray is a traitor! He locks you up in prison!
- Wait a couple of seconds and then check out the middle of the cell. By breaking up the floor you enter the sewer. Try to find your way to the industrial area.

SEWER (Map)

Problem is that you lost all your items and weapons! Use your magic to survive.

- You better find the exit as soon as possible and check out the sewers later. Go right from the start to find the exit that leads to Griffith Park.
- Go back to the Research lab again (where you got caught). Find some more boxes (*Ultra bomb, Area Scanner, Aids Virus*) and an exit to Santa Monica WS.
- There in the Sheriff's building you find all your stuff back and a *Snake Flute*.
- Give everyone their weapons back (if you didn't throw enough away earlier you won't have all your weapons back) and go to the most right cell, open the gate by pushing the button and get back into the sewer.
- Find boxes: *Enemy stop, Teleporter, Kris, Silver Shield, Heal drug 2000, Aura Drug 2000, Area Scanner, Reanimation Kit, Paint bomb, Mithril Vest*.
- You find some creatures guarding stairs...but you can't fight them, you need something to protect yourself from its deadly bite...Use the *Snake Flute*!
- You can find an exit that leads to the Industrial Area (J21 on map). It seems there is nothing to find but look good and find the entrance to the Albatros Prison!
- First find your way to some big doors. After this find a box with a *Kris* and *Aids Virus* in it and then you find Damien! You tell him the entire story and want to get him out. That's pretty hard because of the good security. Accidentally Bishop puts the magic mirror between the beams and they reflect. Melissa comes with the plan to find the second magic mirror (what the Wizards spoke about) to get Damien out.
- Check out the secret room with MOTLEY CRUE!
- Teleport to La Roque and get the second mirror from the Wizard at the inn.
- Teleport back to the Industrial Area, go to the Prison and free Damien!
- Damien is very tired so you go to HQ right away. Damien forget something he found in his prison.

9. Army of Destruction

- Give Damien some weapons!
- Go back to his cell and find a *wallet* that belongs to a cop named Scott Jackson.
- Go see Caldron. He tells that Scott was investigating the March Disappearings and was missing a year ago. You get the idea to check the one at ARCA's to get more info about Scott.
- Go to the ARCA office. Anita's puts a secret file on your card about B.H.
- Go to an ARCA machine to read the Optinal file. It turns out that Scott figured out that Tom Skandenberg is not the big boss of B.H.!
- When you talk to Caldron again he says that you should check out Porky's again!
- Go to Porky's in DT. Check out the VIP-room in the back again. Nothing to find, but if you want to leave again you have to hide quickly because someone is coming.
- Tom and Ray come in and talk. Tom is very angry at Ray because of the escape and rescue of Damien. He also says that it's a big risk that you would find out about the drain.

- Then another guy, Cain comes in. He stays in the room and Tom and Ray go block the drain. You attack Cain, and after killing him you check out his paperwork.
- It's the entire masterplan of B.H. about taking over LA! It reveals that the Filips director Hammer was also part of the conspiracy. And a list with members reveals that Hans Meiser is also involved. He was the guy from the fingerprint on the necklace. But Hans Meiser is Tom Skandenberg!
- Go back to Caldron to ask him about Hans Meiser. You'll be send to ARCA again for more info. Anita puts another file on your card. The nearest ARCA machine is in WMS. It gives more information about the Bermuda Mystery were Hans Meiser dissappeared. A mysterious object was also found...
- Go back to the Industrial Area to enter the sewer again. When you walk back you see that the door that was first closed is now open. It leads to a bricked wall. Use the *crowbar* to get through and enter an Ancient Drain.

ANCIENT DRAIN

- Use the *Dinghy* again to get in the water.
 - Find the secret room, left from lock 5 (KING DIAMOND)
 - Boxes: *Mithril Sword, Paint Bomb, Bad Colgone, Enemy Stop, Magic drainer, Heal Drug 3500, Amon's Shield.*
 - First find the big door with the 2 upside down pentagrams. It's right above the entrance. You want to tell Caldron right away about this discovery. Teleport to HQ.
 - Caldron sends an investigation team to check it out. The next morning he tells you that the door has 5 locks. It only opens when the odd locks (1,3,5) are unlocked while the even locks (2,4) remain locked.
 - Teleport back to the Drain and find all locks (see map for the numbers or: upperleft is 1, than clockwise to 5) and put them in the right position.
(hint from the oracle in de Mansion?)
 - When you've done that the big door is open! It leads to the Moisty Gallery. It's a big stairs that goes underneath the ocean. Follow the stairs down!
 - Find a box with a *Thor Armour*. SAVE YOUR GAME!
 - In the end there is another door. You try to open it with some dynamite, but just before that the door is smashed open by a big creature: A very stronge Manticore...you can't hurt it...you die!
 - So what then? Well....
-
- Have you ever checked that poster on the house (were the girl is that talks about the mirror in Griffith Park) in Wilmington North? You could not read it...but you can if you set the person that has the *Linguist Ring*!
 - The poster gives another hint about the location of the Atlanta Room: The entrance is hidden in a pillar where magma and lava flows. But you can only see it with hawk eyes.
 - Go back to the Dragon Mansion and set Damien. Talk to Erischa and you get a *Visionring* of her (defense).
 - Now go to the only place where magma and lava flows...the Magma Area ofcourse.
 - Go to where the B.H. had their meeting and check out one of the right pillars (must have Damien using the Visionring set). Damiens sees the entrance!
 - Find the boxes: *Demon shield, Black Shadow, Demon's Whip, Flame Suit and the Fire/Flame Sword!*
 - Give Damian the *Flame Sword* and make sure he also knows the Valporblade spell (get it from the man in the Dragon Mansion).

- Now go back to the Moisty Gallery and fight the Manticore! Still pretty hard, but keep everyone alive and Damien will slowly kill it!
- After defeating the Manticore you find out that the entrance were the creatures came from is now blocked. So L.A. is safe! But what was behind the door?
- On the floor you find an *Arca Card*, take it to Caldron to check out from who it is!

10. Revelation

- Caldron gives a nice summary of all the events and checks the Arca Card, it's from Nikki la Fey. He was admitted to the hospital a couple of months ago.
 - Get some sleep and go the Downtown the next morning.
 - Ask the nurse behind the desk for info and meet Caldron in Nikki's room.
 - He's very weak and can't tell much...he only mentions something about Biomedics...
 - Ofcourse you go check out the Biomedics office. You have a short chat with Mr. Yakamoto but he claims to know nothing....
 - Go back to Caldrons office, and the go see Ryan at Steineins residence.
 - Ryan turns out to be gone! Check out the door...you hear voices...and suddenly a creature comes out! You want to attack it but then Ryan, Steinein and Harry also appear.
 - Harry and Steinein did some research on the green crystals and they turn out to be crystalized DNA. The created a creature called 'Rocky'. But when examining some dead creatures they also found a microchip in his brains!
- Because of Biomedics also did research on the creatures it's very strange that they didn't find the chip. Damiens plan is to send Ryan to Mr. Yakamoto, maybe she can get more info from him. But then Steinein get's a phone call: Nikki has recovered.
- Go back to the hospital and talk to Nikki again. He explains a lot about his expedition to the Lunar Maze. But just before he tell's about what was happening down there he get's shot!
 - Visit Biomedics again! The receptionist is gone! When you want to enter Yakamoto's office you hear the voice of Ray! He's very angry of Yakamoto and kills him!
 - That's it! You enter the room, curse Ray, fight him and kill him!
 - There is nothing you can do for Yakamoto, take his Arca card.
 - Go to the Arca office and get another file on your card.
 - Go to an Arca machine and checkout the file: It turns out that the DNA is alien!

- STOP: Make sure you have about level 65 (Damien, Steve, Bishop) some money (250.000 or so) and all the magic and items you think you will need for some heavy fights. Ready? Then proceed!

- Go back to Steineins place to meet with Ryan to hear what she discovered.
- Ryan starts telling about the Lunar Maze, but then Skandenberg kills her!
- After the funeral and lot's of talking Caldron sends Bishop, Damien and Steve to the Lunar Maze to investigate. Jeff and Melissa stay to kill all creatures that are still around.

11. Hunt for the unknown-revelation Part 2

- Nice music here! :-)
- First go right and down find the box with the *Area Radar* (same as area scanner but you can use it more than once).
- Then go find the Research Labratory (from the start go the first hole up, then follow to the right and you are supposed to find it).

On the right is a robot with free spells on it! Give everyone as much as possible. Next to it is a computer where you get a lot of info about all that happened in Lunar Maze. Check it out again after reading the file and now it's an online shop! Buy a lot of *Reanimation Kits* and *Heal/Aura Drugs*!

- Use the radar to find your way and to find all the other boxes (or only the important ones, marked with !!: *Cake Fork, Area Scanner, Thor Armour, Heal Drug Full (2x), Aids Virus, Magic Drainer, Ultra Bomb, Reanimation Kit (4x), Face Mask (2x,!!), Black Shadow (!!), Hologram, Ice Sword, Demon Armour, Paintbrush (!!), Mithrill Sword, Astaroth Ring (!!), Powder Horn, Hologram, Vision Ring.*

- You finally end up at a steal door. It looks like you have to find a way to open it...but try again and you can pass. Save your game!!

- You are attacked by the artificial Uterus!

- After defeating it you hear that a self destruct mechanism has been activated. But a dark voice calls you and you'll meet Gammadion.

- He explains a lot about his masterplan and finally sends a Demon God to kill you (use Demon weapons??).

- But of course you kill it! It's not that hard.

Gammadion is very surprised you have the Flame Sword! And Satan turns out to be his ancestor.

- He attacks you in his true form!

- Killing him is very hard! Just focus on Gammadion and forget his Servants. Try to keep everyone alive as much as possible and keep Gammadion under Heal-Block! When you have some patience you will kill him!

- When you finally got him he flees!

(Save your game!)

- You follow him but he escapes in a submarine.

- Now you have to hurry to make it to your own submarine before everything explodes

- Find the exit in time and enjoy the fireworks!

- Here the story ends...and with a happy end because it turns out that the Ryan that was shot was a SOD! It was all part of Steineins plan to trick B.H. Damien and Ryan get married and live happy together.

- Ending credits

After the ending credits there's voice who says that they located Gammadion...he's on planet earth!

To be continued...

TRIVIA

Notice that the secret rooms have the names of some legendary heavy metal bands like DIO, HELLOWEEN, KING DIAMOND, MOTLEY CRUE, ANTRAX. Also some characters have band related names like Vovin, Lepatha Kliffoth, Therion (Wizards on Esirnes) from the band Therion. I think Peter Meulendijks likes them! Me too by the way!