

THE GREAT MAZE

THE EMPEROR'S HEART



TOMB EDITOR

DAWOS

INTERACTIVE

THE GREAT MAZE



THE EMPEROR'S HEART

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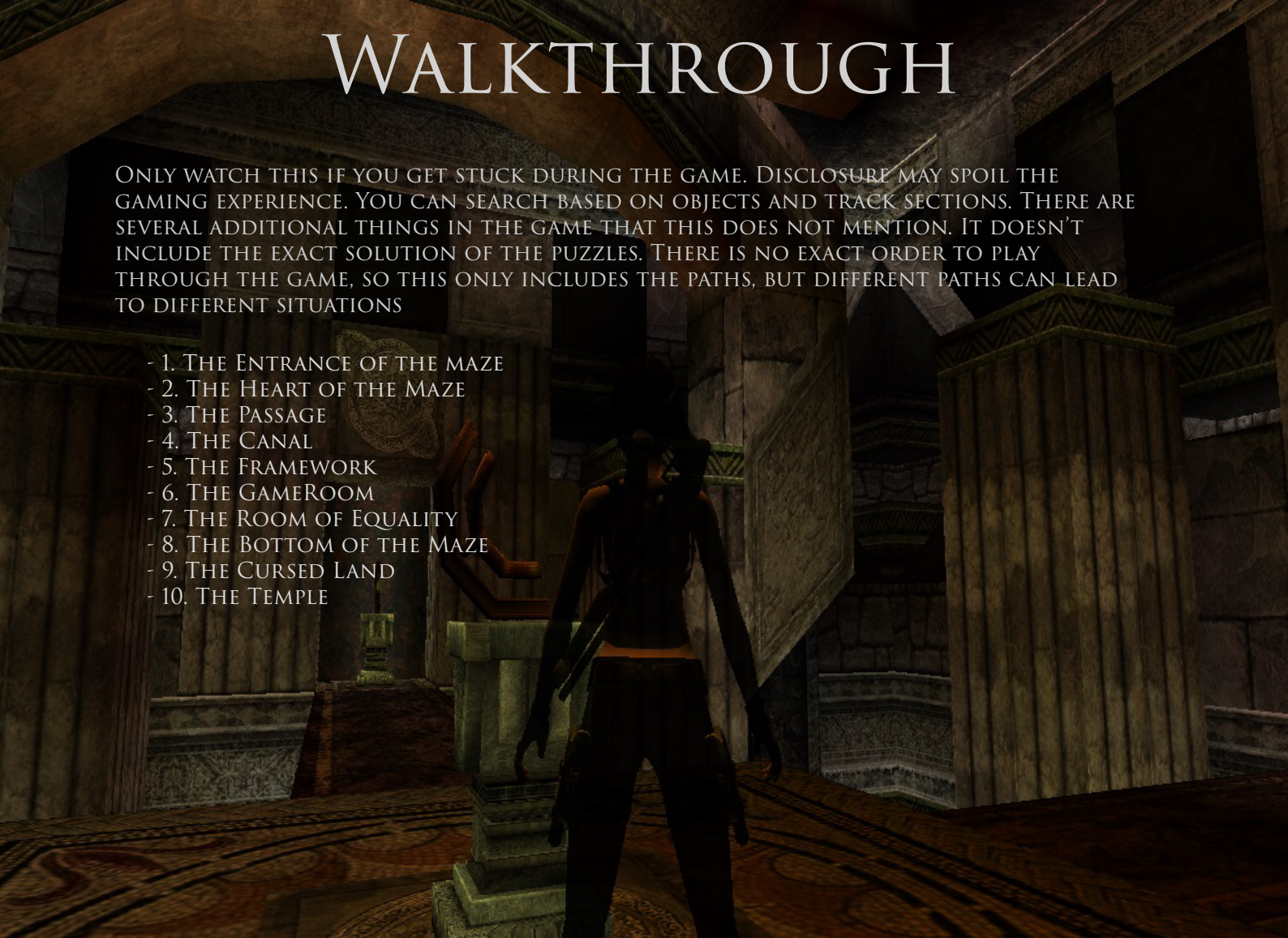
- CORE DESIGN



WALKTHROUGH

ONLY WATCH THIS IF YOU GET STUCK DURING THE GAME. DISCLOSURE MAY SPOIL THE GAMING EXPERIENCE. YOU CAN SEARCH BASED ON OBJECTS AND TRACK SECTIONS. THERE ARE SEVERAL ADDITIONAL THINGS IN THE GAME THAT THIS DOES NOT MENTION. IT DOESN'T INCLUDE THE EXACT SOLUTION OF THE PUZZLES. THERE IS NO EXACT ORDER TO PLAY THROUGH THE GAME, SO THIS ONLY INCLUDES THE PATHS, BUT DIFFERENT PATHS CAN LEAD TO DIFFERENT SITUATIONS

- 1. THE ENTRANCE OF THE MAZE
- 2. THE HEART OF THE MAZE
- 3. THE PASSAGE
- 4. THE CANAL
- 5. THE FRAMEWORK
- 6. THE GAMEROOM
- 7. THE ROOM OF EQUALITY
- 8. THE BOTTOM OF THE MAZE
- 9. THE CURSED LAND
- 10. THE TEMPLE



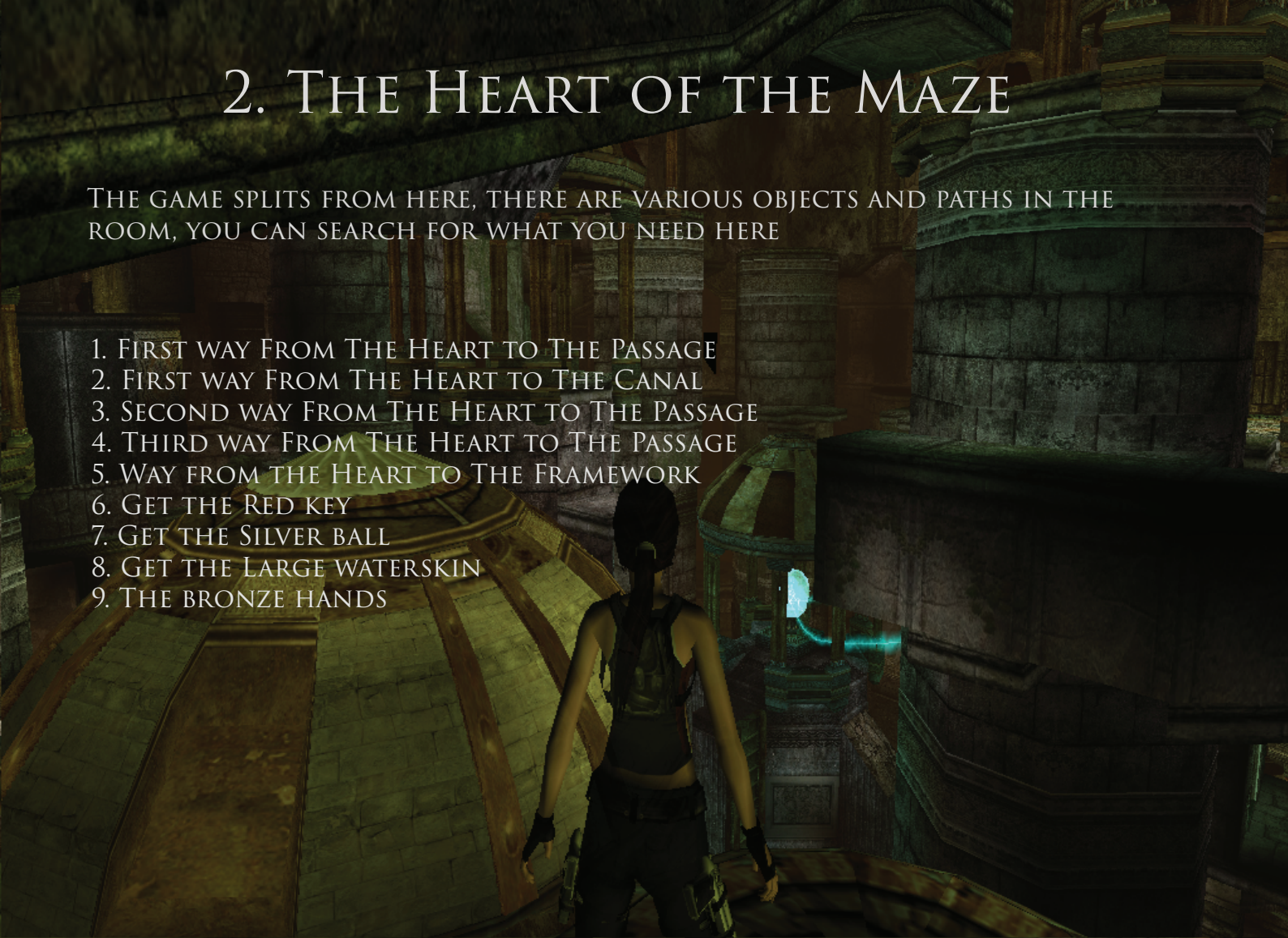
1. THE ENTRANCE OF THE MAZE

THIS IS THE WARM-UP PART OF THE GAME. AS YOU TURN LEFT, THE CAMERA WILL LOOK AROUND THE PLACE. YOU CAN CLIMB THE WALL ON THE LEFT, AND IF YOU GO ALONG IT, YOU CAN JUMP TO THE TOP OF THE OTHER WALL AND THEN STRAIGHT ON TO THE THIRD. FROM THERE, YOU HAVE TO GO UP TO THE TOP OF THE HIGH WALL ON THE LEFT, WHERE YOU CAN JUMP FROM THE SLIDE ON THE RIGHT. IF YOU ARE UP, YOU CAN JUMP TO THE PROTRUDING PLATFORM WITH A BIGGER JUMP, AND FROM THERE YOU CAN CLIMB TO THE ENTRANCE BY HOLDING ON TO THE GAP. INSIDE, IF YOU GO DOWN THE STAIRS, YOU CAN SHOOT A COUPLE OF VASES IN WHICH YOU CAN FIND ITEMS. MOVING ON IS A NEWER ROOM AND A CAMERA SCENE. IN THIS ROOM, YOU HAVE TO PULL THE LEVERS ON BOTH SIDES, WHICH CAN BE ACCESSED BY CLIMBING THE BROKEN PILLARS TO THE HIGH PLATFORM ON THE RIGHT. FOR ONE, YOU HAVE TO JUMP ON TOP OF THE DOME AND THEN JUMP STRAIGHT TO THE PLATFORM IN FRONT OF YOU. YOU HAVE TO GRAB THE POLE TO THE LEFT AND THEN JUMP OVER IT TO THE NEXT POLE, FROM WHERE YOU CAN GO TO THE ENTRANCE OF ONE OF THE LEVER. CROUCH DOWN, GO INSIDE, PULL THE LEVER BELOW AND YOU CAN CLIMB THE LADDER. TO REACH THE OTHER LEVER, YOU NEED TO GO TO THE HIGH PLATFORM ON THE OTHER SIDE OF THE DOME, AND FROM THERE JUMP ALONG THE SLIDES TO REACH THE OTHER LEVER AS SOON AS YOU PULL IT, THE DOOR OPENS AND THE ADVENTURE CAN BEGIN

2. THE HEART OF THE MAZE

THE GAME SPLITS FROM HERE, THERE ARE VARIOUS OBJECTS AND PATHS IN THE ROOM, YOU CAN SEARCH FOR WHAT YOU NEED HERE

1. FIRST WAY FROM THE HEART TO THE PASSAGE
2. FIRST WAY FROM THE HEART TO THE CANAL
3. SECOND WAY FROM THE HEART TO THE PASSAGE
4. THIRD WAY FROM THE HEART TO THE PASSAGE
5. WAY FROM THE HEART TO THE FRAMEWORK
6. GET THE RED KEY
7. GET THE SILVER BALL
8. GET THE LARGE WATERSKIN
9. THE BRONZE HANDS



As soon as you enter the great hall, you can go around the stairs by turning right. The first stop is a large dome where a monster is waiting. There is a door here that is locked. This will be the second entrance to the passage.

This will be opened by the lever under the platform, which can be accessed in several ways

As you continue through a small building, the stairs break a bit, but this obstacle can be easily jumped over. On the left side under the tower you will find a **golden hand**. Down under the building you came from you will find a **bronze hand** where two monsters will attack you. If you continue in the direction of the two small domes above, you will also find a **bronze hand** and a shot gun.

You will reach a flat part as you continue. Here you will find an unlocked door to the right. This will be the first entrance to the channel. If you safely climb down 2 levels into the building, you will find a **golden hand** here as well

2.3. SECOND WAY FROM THE HEART TO THE PASSAGE

2.9. THE BRONZE HANDS

2.2. FIRST WAY FROM THE HEART TO THE CANAL

If you go further down the stairs you will find another large dome and here you will find the **first entrance to the passage** to the right.

A little to the left of it you will find a small hole that you can jump through. Here you will find a lever that opens a small cut. On the other hand, if you jump all the way between the columns, you will reach a platform where you will also find a lever. This lever will open the **second entrance to the passage**

If you go down one level and land safely, you will find another small cut that leads to the Passage and a **golden hand** in the other direction

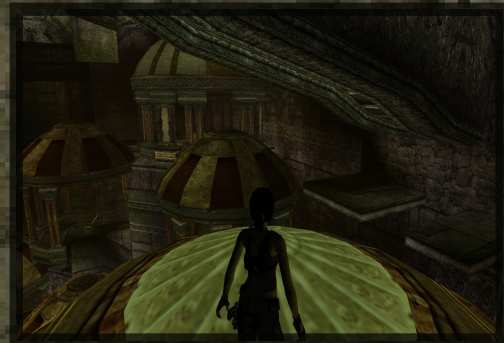
2.1. FIRST WAY FROM THE HEART TO THE PASSAGE



2.3. SECOND WAY FROM THE HEART TO THE PASSAGE

If you go in the **Second way back to the heart** in the passage then you have access to the level above, so if you jump to the top of the dome and turn left, you can jump along the platforms next to the towers. The first stop will thus be the **first entrance to the Framework**, which you can open with a cog switch. But if you don't go in here, but turn right and go further, then after the tower you can jump to the top of the big dome, from where you can jump to the flat platform

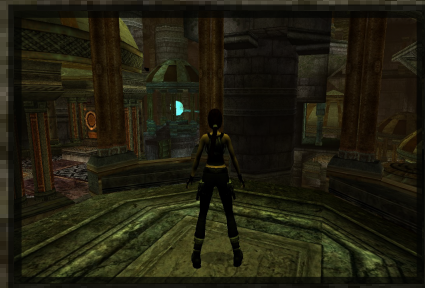
2.5. WAY FROM THE HEART TO THE FRAMEWORK



From here you can continue in two directions.

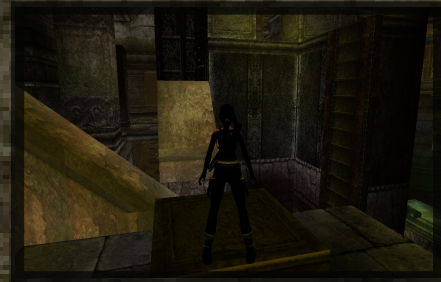
1.-Jumping on the top of the dome to the left, you will come to a rotating switch that will rotate the wall below. You will also find a lever that will pull up a risin block that you can use to climb back from the level below. The solution to the puzzle is to rotate the wall to approach the trap door from the lower level, open it, then rotate the wall back so that you can approach the entrance to the key by climbing the ladder from the lower level. The key door is opened by the lever under the dome

2.6. GET THE RED KEY

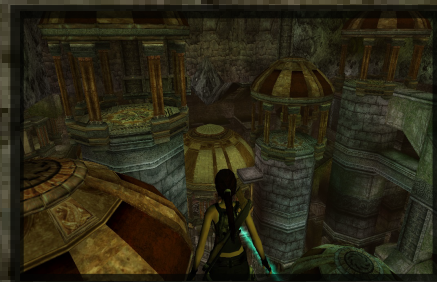


If you turn right under the dome and go through, you will find the **third entrance to the Passage**, which is opened by a switch opposite it. To reach this switch, jump on the slide and grab the ladder. Climb up, turn left, through the hole you can jump to the top of a pillar. From here, you can jump up to the tower to the right, where you can find the **waterskin** by jumping along the top of the other towers. If you go left at the top of the pillars, you can climb up to the switch by holding on to the small gap. After pulling it, be sure to jump off the slide, otherwise you will fall

2.4. THIRD WAY FROM THE HEART TO THE PASSAGE

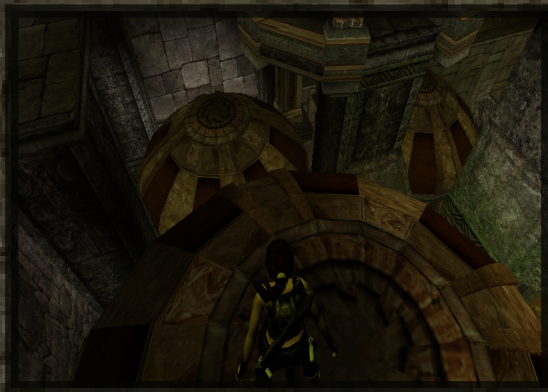


2.8. GET THE LARGE WATERSKIN



If you go in the **upper way back to the Heart** in the Canal then, turning left, you can jump through the platform through the small hole to the top of a dome. From here, you can slide down the dome with a cunning move, fall onto the other and jump from there to cling to the tower. In this tower you will find the **silver ball**

2.7. GET THE SILVER BALL



3. THE PASSAGE

1. THE PASSAGE TO THE FIRST FLOOR
2. THE PASSAGE TO THE SECOND FLOOR
3. THE FIRST PASSAGE TO THE CANAL
4. THE SECOND PASSAGE TO THE CANAL
5. THE THIRD PASSAGE TO THE CANAL
6. GET THE WATERSKIN
7. GET THE SILVERBALL
8. PUSH DOWN THE BALLS
9. PASSAGE TO THE GAME ROOM
10. THE SECOND ENTRANCE OF THE FRAMEWORK
11. THE BRONZE HANDS



So if you enter the Passage from the heart, you will immediately find a **bronze hand** to the right. To the left, you will find a smaller labyrinth that takes you to different places. If you go in at the first entrance and keep to the left, you will find a staircase that takes you up. Here, by jumping along the top of the columns, you can go in two directions at the end. The one on the right is the **first way back to the heart**, it takes you to a lower level. The one on the left is the **second path back to the heart**, which takes you to the higher level. If you go right, then straight and left, you will find a metal part that will lead to the **second entrance to the Framework**. Here, if you go up the stairs, you will find a cunning little structure around which a slicing machine goes around and inside the walls move left and right. Here, turning right inside the structure and avoiding the flatteners, you can reach a ladder that leads down. If you avoid the slicer and jump across the platform below, you will find an altar with a **silver ball**. Behind it is a lever that opens the door that leads back to the heart

3.11.THE BRONZE HANDS

3.1. THE PASSAGE TO THE FIRST FLOOR

3.2. THE PASSAGE TO THE SECOND FLOOR

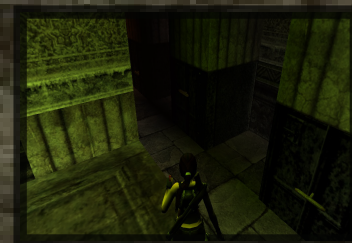
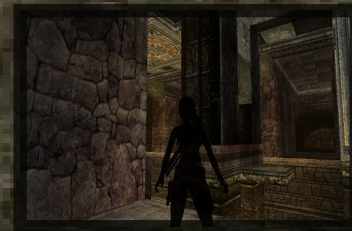
3.10.THE SECOND ENTRANCE OF THE FRAMEWORK

3.7. GET THE SILVER-BALL

If you turn back into the labyrinth and head to the right, you will first come to a room with a locked door. A monster is attacking you here. From where the monster came out, you will find a passage where you can jump over the protruding platforms to reach the **first passage into the Canal.**

If you continue from the room, you can find a new room where you can use a combination switch to open the door above you. The combination is pulling down the two side switches. Next to the skeleton you will find a dark corridor where you can go up to the door. Here you can reach the switch next to the door by jumping onto a platform. If you go through the door, you will find a **golden ball** and a switch that will open the door to the previous locked room. If you go back there, you will find a switch that opens the other door of this room. If you continue here, you can find a **bronze hand.**

3.3. THE FIRST PASSAGE TO THE CANAL



3.11. THE BRONZE HANDS

If you head straight into this labyrinth, you can find a door that leads to the Game Room, but this door will be closed. Opposite this you will find a small staircase, which if you go up and turn left you will find a **Waterskin**. But even before that, to the right of the stairs, you will find a longer set of stairs that will take you up and two monsters will attack you, and if you go up, jump over the protruding platform, you will find a new **passage to the Canal**. If you go up the small stairs but do not go up to the Waterskin, but continue down the stairs and turn left, you will come to a more spacious area where if you go down the stairs you can **enter the Game Room**. However, up here you will find another path next to the corridor you came from, which will take you up again and by jumping over the platforms you will find a new **passage into the Canal**

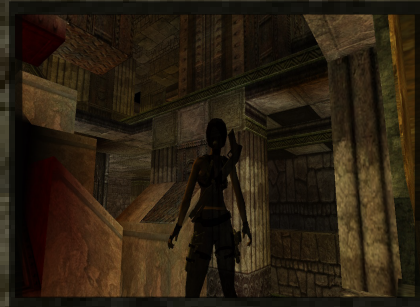
3.6. GET THE WATERSKIN

3.5. THE THIRD PASSAGE TO THE CANAL

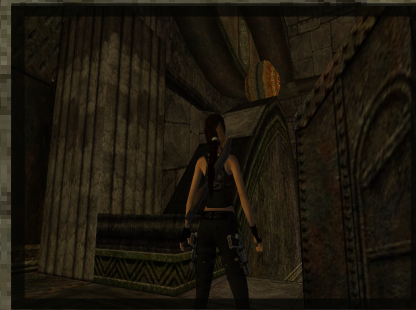
3.9. PASSAGE TO THE GAME ROOM

3.4. THE SECOND PASSAGE TO THE CANAL

If you go into the **second entrance of the Passage**, you will find a pushable block on the left. Push this out to the edge, then climb to the top and jump onto the platform. From here you can jump to a slippery side of the structure to the right. Jump back and forth until you reach the solid platform. Avoid the slicer here and keep going in the opposite direction to the door. Here you have to jump between the two moving walls, then, moving further, jump up to the left side of the **ball and push it down**



3.8. PUSH DOWN THE BALLS



If you enter the **Passage at the third entrance**, you will find a small obstacle course. Here you have to jump onto the slide in front of you, then hold on to the one in front of it, climb up the slide from here and turn around in the air and jump over to the stable platform in front of it. By tricking the moving wall, you have to catch the gap, then jump off it with the right timing at the slide and catch the gap in front of you. Climbing along this, you will reach the ball, where you can climb by jumping backwards onto the ball slide and turning right in the air and jumping onto the straight part next to it. **Push the ball down**. If both balls are knocked down, the door in the middle will open. Here, if you enter to the left, you will find a cogswitch. Spin it a few times and run to the door at the bottom of the slope to get through it. This is the **second entrance of the Framework**

3.8. PUSH DOWN THE BALLS

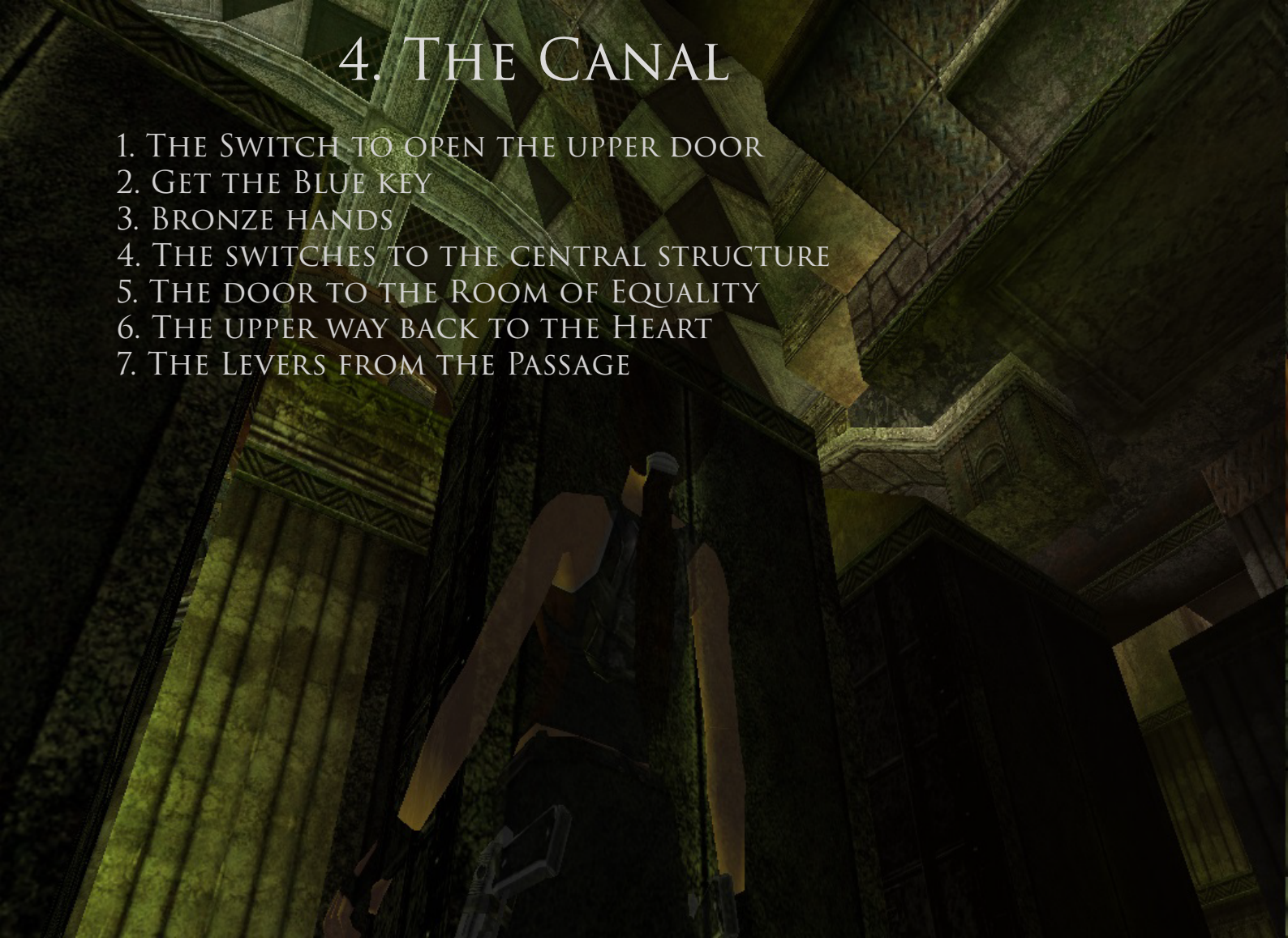


3.10. THE SECOND ENTRANCE OF THE FRAMEWORK



4. THE CANAL

1. THE SWITCH TO OPEN THE UPPER DOOR
2. GET THE BLUE KEY
3. BRONZE HANDS
4. THE SWITCHES TO THE CENTRAL STRUCTURE
5. THE DOOR TO THE ROOM OF EQUALITY
6. THE UPPER WAY BACK TO THE HEART
7. THE LEVERS FROM THE PASSAGE



If you enter the Canal from the heart, you will find yourself in a large room with large labyrinth-like walls. In the middle, there is a square mini-maze, on the left side there is a door up high, and on the right side there are two passages. Of these, go to the one on the left, look for the **switch at the end, which will open the door above** on the other side.

If you **enter the Canal from the Framework**, you will be in the upper part of this room, you will immediately find a cogswitch that raises the door at the end of the road, and there you will find the **blue key** on an altar. Furthermore, at the top of the walls on both sides, you will find a **switch** that frees up the way **to the bronze hands** on both sides. By jumping along the walls on the right you can reach the central dome, where by climbing along the edge of the slippery walls you can reach one of the **switch** that operate the central structure

4.1. THE SWITCH TO OPEN THE UPPER DOOR



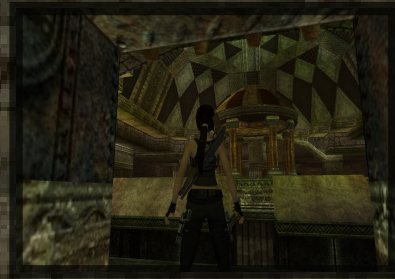
4.2. GET THE BLUE KEY

4.3. BRONZE HANDS

4.4. THE SWITCHES TO THE CENTRAL STRUCTURE

There are three ways to get to the **Canal from the Passage**. Two of these will only lead to a **lever** that opens a door on the other side. The **third entrance**, on the other hand, leads to a fork where you can go up or down a ladder. Upstairs you will find the great hall where you can go out if you have opened the door above. Here you can climb along the edge of the slippery wall to reach the **switch** that activates the central structure.

Down the ladder you reach the lower level of the Canal. There are two rooms straight ahead near the fire, the doors of which are opened by two levers accessible from the Passage. In these rooms, there is a newer lever that opens the door opposite them. In one of them you will find an altar where you can get a torch that you can light at the big fire. In the other you will find a more decorative torch on the wall, you have to light it. You have to light a total of 4 of these torches here on the lower level and then the **door to the Room of Equality** will open.



4.4. THE SWITCHES TO THE CENTRAL STRUCTURE

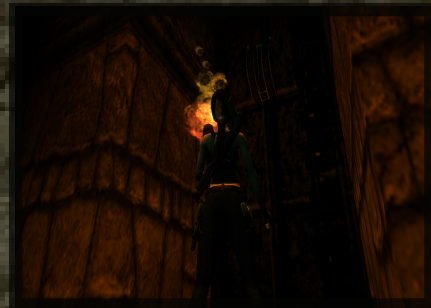
4.7. THE LEVERS FROM THE PASSAGE

4.5. THE DOOR TO THE ROOM OF EQUALITY

You'll find 3 more rooms here, 2 of them will be **opened by the silver balls**, and one will be opened by a **switch** on the wall near the large solid door.(one is in the Passage, one is in the Heart and two are in the Bottom of the maze)

In one of the rooms, you will also find a **switch** that turns on the fire-breathing dragon statue in front of the ladder. But then what would you associate it with?

If you climb the central structure, you will find the **upper way back to the Heart** above, just before it there will be a tricky jump to reach the platform

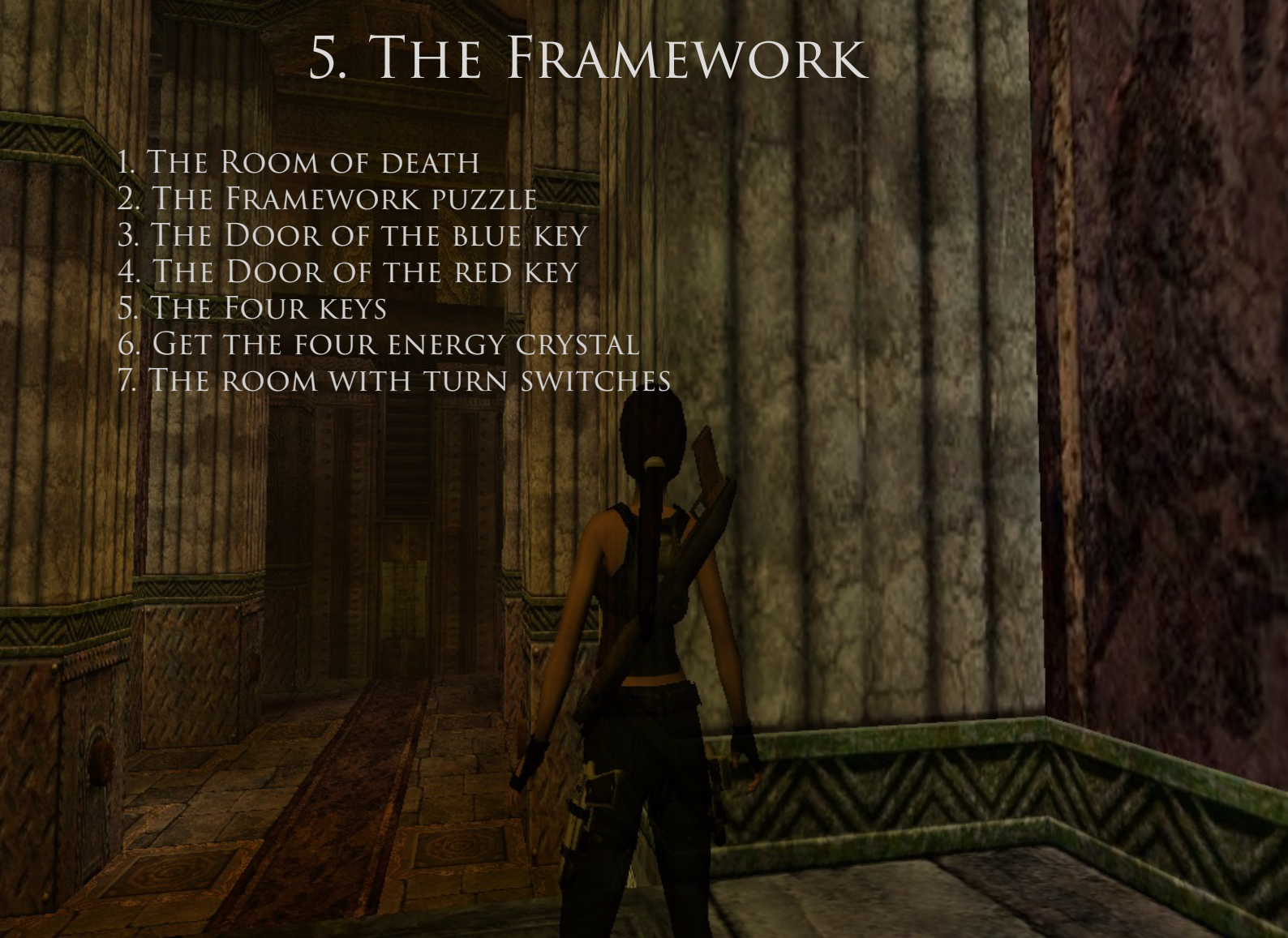


4.6. THE UPPER WAY BACK TO THE HEART



5. THE FRAMEWORK

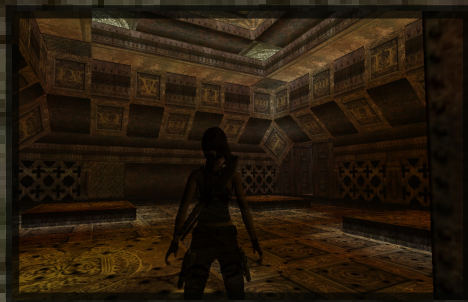
1. THE ROOM OF DEATH
2. THE FRAMEWORK PUZZLE
3. THE DOOR OF THE BLUE KEY
4. THE DOOR OF THE RED KEY
5. THE FOUR KEYS
6. GET THE FOUR ENERGY CRYSTAL
7. THE ROOM WITH TURN SWITCHES



If you enter the **first entrance of Framework** from the heart, you will immediately encounter **the Room of death**. The rules of the room are simple, but still difficult to navigate. All you have to do is jump to the fields whose sum or difference matches the number at the top of the room (this number may change). If you go to the left exit of this room, you can get **to the Canal**. And the exit on the right leads to the **Framework puzzle**



5.1. THE ROOM OF DEATH



5.2. THE FRAMEWORK PUZZLE



The **Framework puzzle** consists of the cogswitch room network above and the large room below. In this room, the task is to pull the 4 levers above in the right combination so that the doors open to the switches, and for this you have to get to the right places in the "labyrinth" above. You can only open one door at a time and then you have to go down to the switch. Then you have to go through the **death room** again to get to the area above. The third door is opened by a **switch** in the room of the **door that can be opened with the blue key**, which you can reach by going forward, left, left and right. If you have activated all three switches, the large door will open and you will have to fight a metal warrior inside. This will give you an **energy crystal**. Further into the **Framework puzzle** go forward, right, forward, right, forward, forward and you will reach a new large room. First you will come across the **door that can be opened with the red key** and then you will see the room from the upper floor.

5.2. THE FRAMEWORK PUZZLE

See Game Room for combination diagrams

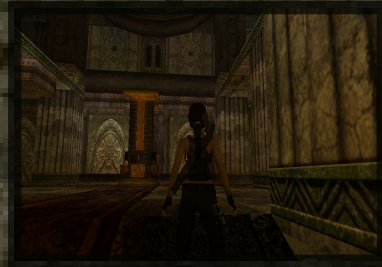
5.3. THE DOOR OF THE BLUE KEY



5.6. GET THE FOUR ENERGY CRYSTAL

5.4. THE DOOR OF THE RED KEY

Climb down safely, then pull out the **large pushable column** in the middle so that you can approach it from above and jump to the other side. There is a large door in the middle of this room, in front of which you can place **4 energy crystals** on the pillars to open the door. On the left side of the door you will find a switch that will open the door above it, and on the right side you can go back to the Framework puzzle. In the room opened above, you will find two **rotary switches** and turn the closer one. Thanks to this, you will be able to approach the trapdoor that opens from below from the second entrance of the Framework. After that, you can easily **get the two keys** by turning the walls and using the switches. After that, if you have all four keys (one in the heart, one in the Canal and two in the Framework) then you have nothing else to do but **fight the metal warriors**



5.7. THE ROOM WITH
TURN SWITCHES



5.6. GET THE FOUR
ENERGY CRYSTAL

6. THE GAME ROOM

1. THE CHESS ROOM
2. THE ROOM WITH TURN SWITCHES
3. THE UPPER FLOOR
4. THE CENTRAL ROOM

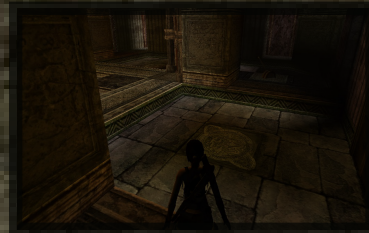


After entering **the GameRoom**, there will be a large staircase and a corridor to the right. Above to the right is a newer room where a large floating skull shoots laser beams from its eyes. There are three closed doors in the room that can be opened with the right combination

In the door on the left is a room with chess pieces. The task is simple: the moveable piece must be moved to a position to checkmate the black king. This way, the door at the back opens and the Game Token can be obtained

In the door on the right is a room full of rotary switches. After you have killed the opponents here, in the corridor system at the bottom, you have to rotate the walls in such a way that you can reach the switches placed in the corners in the correct order. Once this is done, the Game Token can be obtained

6.4. THE CENTRAL ROOM



The parts protruding from the circle indicate that the switches must face outwards in the circle of levers

6.1. THE CHESS ROOM

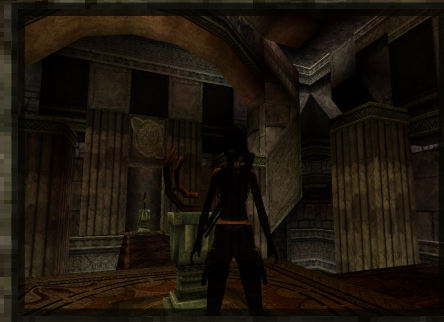
6.2. THE ROOM WITH TURN SWITCHES



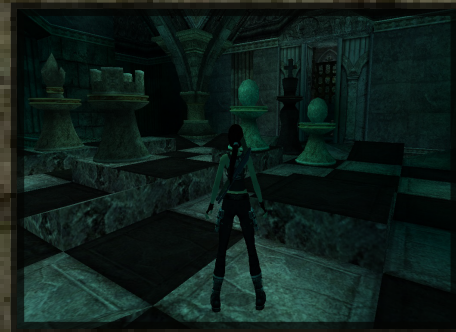
Once you have both GameTokens, go into the opposite room and insert the **Game Tokens**. Thanks to this, you can go up to the upper level, where you have to open the trapdoor on the opposite left side in order to go upstairs again. Flip all the switches below, this will unlock the door above and you can climb the ladder again to enter.

In the room above you will find **a broken frame** piece and three gems. If you try to take any of the three, you will die, instead, move the pushable block below behind the pillar in front so that you can climb up by clinging to the break in the pillar. Above, by jumping along the pillars and climbing into the narrow hole at the end, you will reach the top of the skull room. Here, avoiding the laser beams, you can get the **emerald stone with a broken frame**, which if you put it together with the broken piece, you will get a full-value stone

6.3. THE UPPER FLOOR

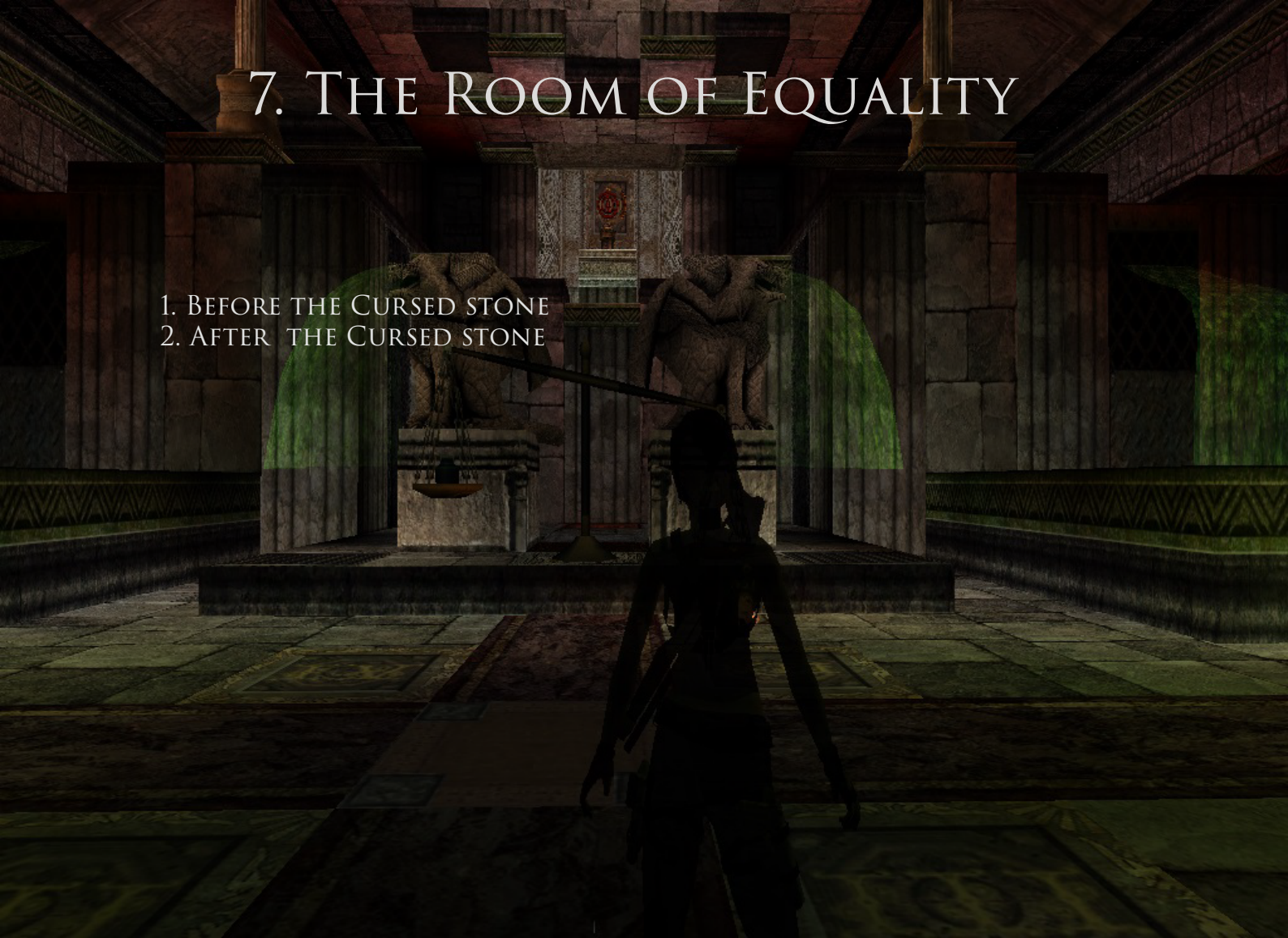


„But no one ever could hit the right half“



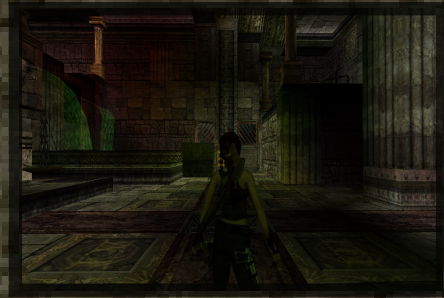
7. THE ROOM OF EQUALITY

1. BEFORE THE CURSED STONE
2. AFTER THE CURSED STONE



This room has a very simple task, just fill each scale with the right amount of water, but for this you need to get the two water skins (one is in the Heart, the other is in the Passage). The numbers on the ground help you figure out the quantities (the difference shows how much is needed for which side). If you mess up, you have to kill the freed monster to try again. The central scale first raises two blocks on the two edges so that the outer scales can also be reached. Then the two extreme scales will raise two blocks in the middle. After you take the Ruby stone, it takes your weapons from you in the name of equality. Weapons can be re-granted from wishing altars (which appear to be empty) if needed

7.1. BEFORE THE CURSED STONE



ALTERNATIVE WAY

If you come in here after getting the cursed stone you will meet two mazed-guardians and after you get the ruby stone in the left chamber with the door that doesn't work you will find a pistol on the wish altar

7.2. AFTER THE CURSED STONE



8. THE BOTTOM OF THE MAZE

1. GET THE YELLOW STONE
2. GET THE SILVER BALLS
3. THE MECHA BULL
4. THE WAY



After successfully completing the Framework, you will find yourself in a room with four switches and a yellow stone on a platform. If you set the combination on the wall, two mazeguardians will attack you, and if you kill them, they will give you **two silver balls**. But no matter how you set the switches, there is no way you can **get the yellow stone**, because it will kill you anyway

In this room you will find two trapdoors that you can open and a ladder leads down in both of them, it doesn't matter which one you choose



See Game Room for combination diagrams

8.2. GET THE SILVER BALLS

8.1. GET THE YELLOW STONE

8.4. THE WAY

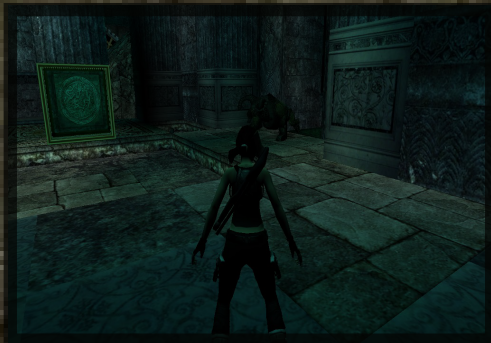


It takes quite a long time to kill them with a pistol, but with a Shotgun even one shot can be fatal for them

Down below you'll meet a mechanical bull that you have to somehow force to press the button on the pillar to open the door

From here you can enter the Cursed land in several directions. At the top of the building, there is a passage to the right from which you can jump to the top of the pillars

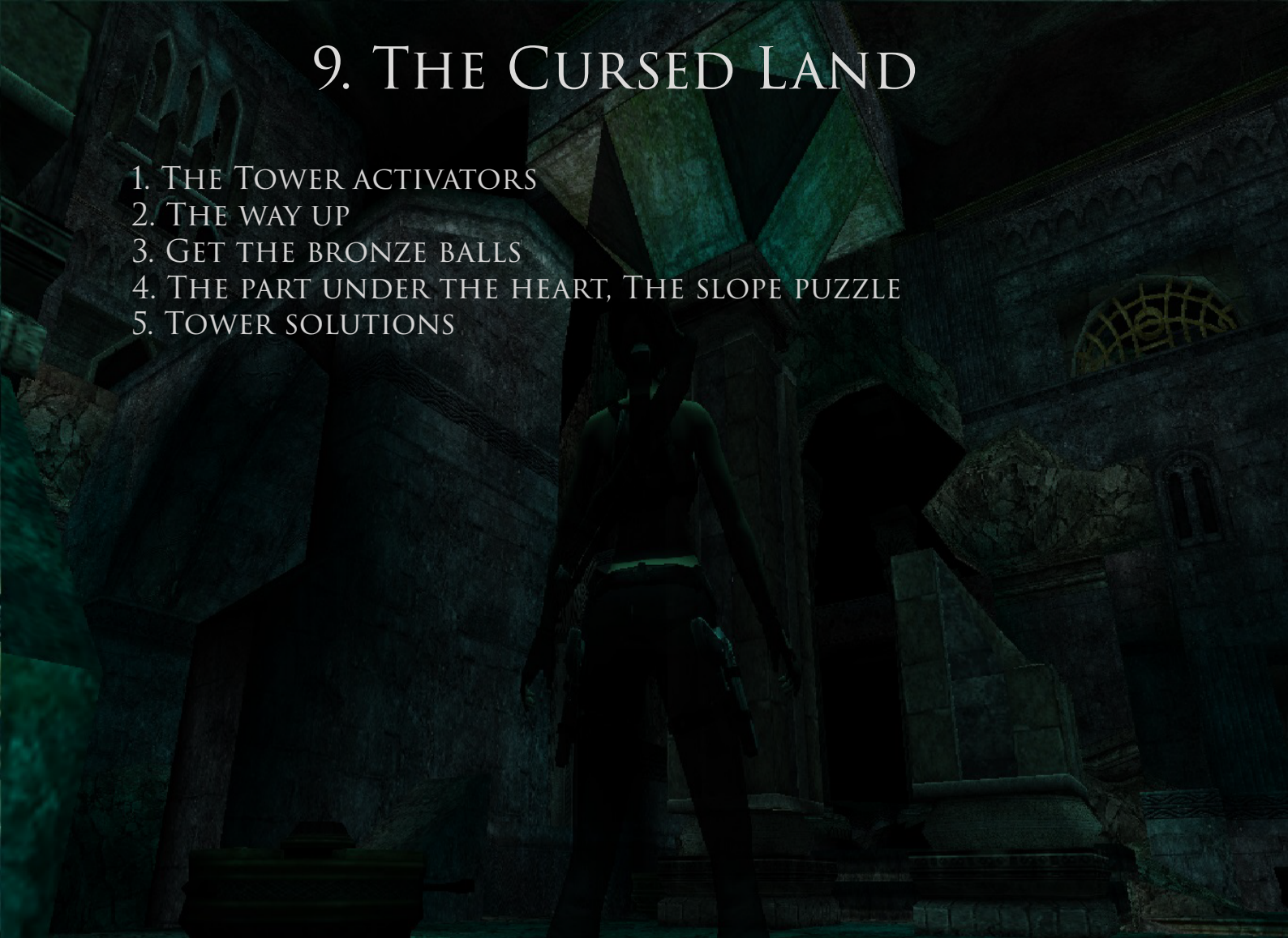
3. THE MECHA BULL



„But he didn't want envious and greedy people to get his power, that's why they say you can only get one of the stones if you give up greed”

9. THE CURSED LAND

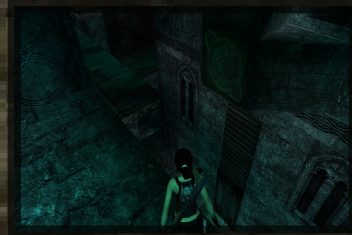
1. THE TOWER ACTIVATORS
2. THE WAY UP
3. GET THE BRONZE BALLS
4. THE PART UNDER THE HEART, THE SLOPE PUZZLE
5. TOWER SOLUTIONS



This is a pretty free part. First you need to get all six bronze balls here, then go back up with them and use the **bronze hands** to open the doors to **the tower activators located in the Heart, Passage and Canal**. Then go to the top of the three towers and insert the activators there. Once all three towers are activated, the door to **the Temple** will open.

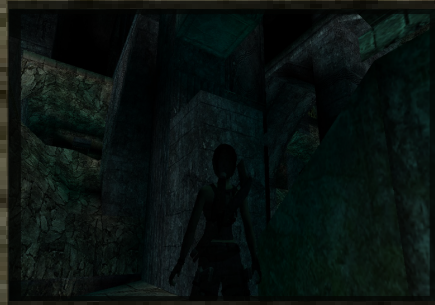
It is important that there is only one way to get up between the part below and the part above. To get up, you need to find this column and jump onto the slippery part to catch the higher platform. From here you can continue to the broken column and then up on top of the columns. Then you have to jump down onto the small balcony-like thing next to the Temple, then onto the pole, and from there, turn around in the air and jump onto the metal ledge from the slide

9.1. THE TOWER ACTIVATORS



See Game Room for combination diagrams

9.2. THE WAY UP



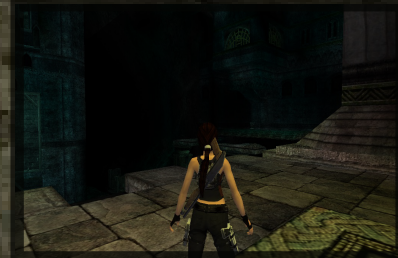
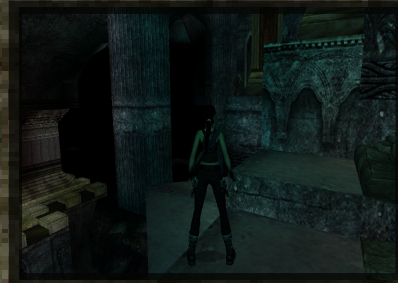
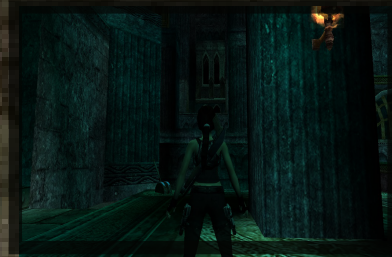
9.3. GET THE BRONZE BALLS

The bronze ball locations:

One is located on the right side of the Temple. You can get to the other one by the columns on the left side of the Temple, so you descend at the second one and jump off the slide and then descend again. You will lose quite a lot of life, but you will also find two medi packs here.

The third bullet will also be on the left side of the Temple, but you can approach it from the corner of the central part by the broken support elements

And three are located below in the three small buildings blocked off by rotary switches that you can see through bars. To get them, you have to arrange the underwater walls in such a way that you can get to these buildings (there are several solutions for this). For one, you have to open the door of the building that is connected to the combination switches in front of the Temple. The combination can be seen at the top of the building



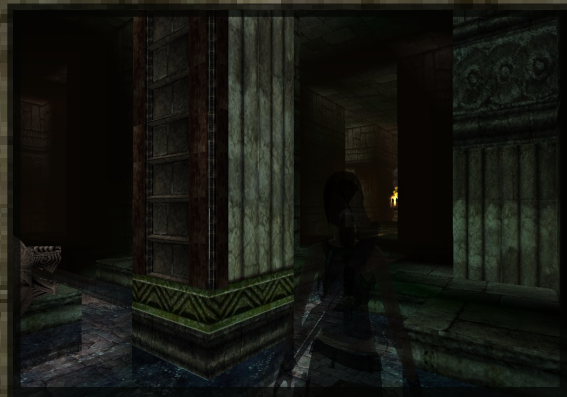
9.4 THE PART UNDER THE HEART

Through the Bottom of the maze section, you can reach the supporting element of the structure, which takes you to the central platform. This section is directly below the heart and contains a slide puzzle. To get to the middle of it, you have to get in somewhere, then when you get to the part where you can choose which direction to go, climb over to the slide on the left, then turn right at the second one and jump to reach the further slide that faces inward. You will find the empty frame inside. If you combine this with the smooth stone that you can find scattered in the Cursed land, you will get the Gem in the stone, which is a substitute for the Yellow stone. In order to get out of here, you will have to go straight at the last fork, where the slides meet side by side again, then cross over to the other one, after which there is a straight section, but at the end there is a fork where you have to jump to the right. After that, if you reach the straight platform, you will already find the way out

„If one day you will be able to see the gem in this stone, then you will be worthy of your empire“



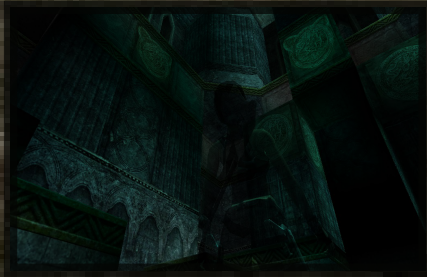
From here you can climb up along the draining fountain, so you can find yourself in the Canal again and go back to the parts above



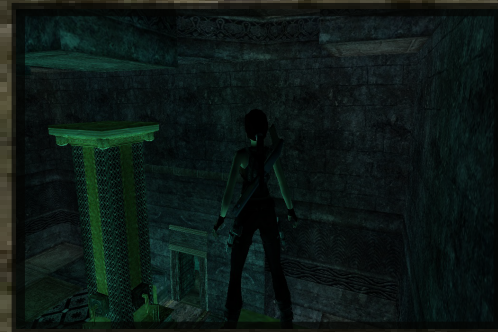
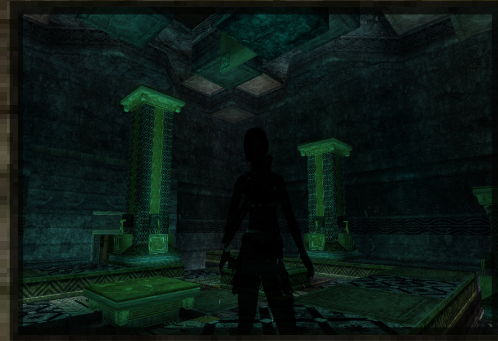
9.5 TOWER SOLUTIONS

The first Tower on the left side of the Temple with the pushable blocks

You have to arrange the pushable blocks like this, but first you have to use the smallest block to help the big pillar out of the corner, then push it to the marked square to open the trap door. On the upper level, Rising blocks will rise on the side where the switches in front of the Temple are turned. You can switch on two sides next to each other at the same time or all 4 at the same time



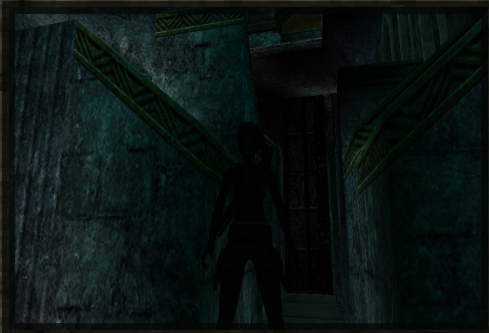
See Game Room for combination diagrams



The only part that seems impossible is this jump, but this jump is part of the puzzle

The second Tower in the front of the Temple:

First you have to get down to the Tower, where you can get from the Bottom of the maze section, from the top of the building to the top of the columns. From there, you can sneak onto the ledge with a sneaky jump. You will find a trap door here that you can open from below. The essence of the puzzle is to use the rotary switch to use the switches in such a way that all four dragons light up and then all four doors on the upper level open. Above, the only task is to jump along the slides on two sides and reach the switches to open the trapdoor



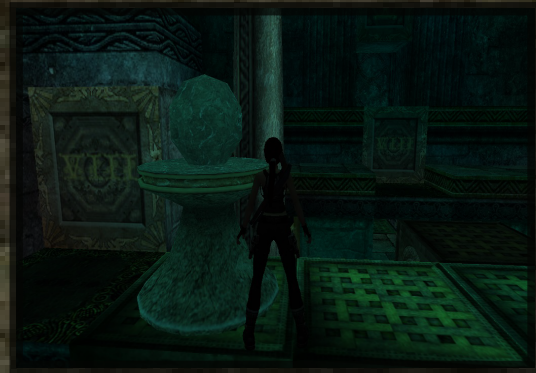
The third Tower backwards:

You can get to this Tower by jumping from the supporting element of the structure into the water next to the Tower.

On the lower level, you will encounter a complicated puzzle, the essence of which is to move the pushable block below to the place marked with an X and the door above will open. For this, however, you have to vary with the other elements of the structure. The numbers chaotically indicate what is connected to what. To solve this, you must first switch between the rising blocks with the switch above the door. Thanks to this, you can push the pushable block in the middle, so you can push the two outer blocks out from the two sides, and then pull them out of the way from the outside, but by pulling them, you activate newer rising blocks above. From this position, push the middle block to one of the corners, which will activate a rising block from which you can jump up to the upper switches.



Now with these, the switch below and the pushable blocks, manipulate the rising blocks by pushing the puppet above to the left square as seen from the entrance, where it will activate a small rising block in the middle (it will stay that way). Then push it to the other side while pushing the lower block back into the middle so that when you push the puppet over, the rising block will lift it. After that, if you managed to move the block up, just pull it out



You can walk around on the level above if you don't turn back at the right time.

At the top of the tower you will find a chessboard and a switch that opens the passage to the room with the chessboard. Here, the task will be to go back to this room and arrange the pieces as shown on the chessboard at the top of the tower. This will open the door to the switch above which will release the activation station

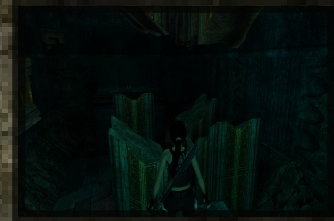
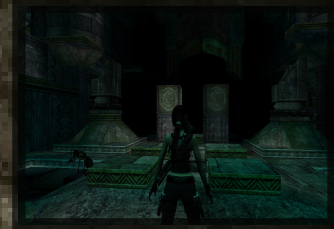
10. THE TEMPLE

1. THE TEMPLE
2. THE FINAL BATTLE
3. THE ENDING

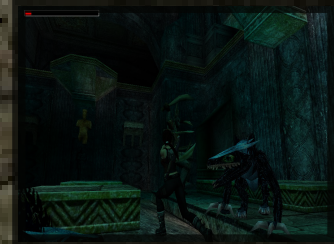


10.1. THE TEMPLE

Here things are pretty straightforward at first. Go forward on top of the pillars and get the Cursed Stone. As soon as you get it, the curse is activated and a wave of events starts. As you jump back on the pillars, avoiding the skeletons, you can see two new pillars rise, leading to two sides. These two paths lead to a switch through platformer parts that will open the trapdoor. One of them will lead you back to the dome where you won't be able to do anything, you have to jump down. You can leave the Temple through the opened trap door. Here you can find a Golden ball, then swim underwater behind one of the towers



You can't kill the Templars



You can kill the living statue

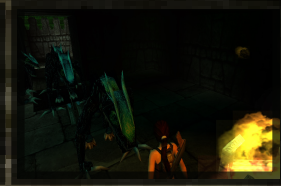
THE FINAL BATTLE

So you left the Temple, but the bad luck continues. You notice that you left your weapon somewhere in the Temple during the earthquake or fall. Meanwhile, the Templars appear as a harbinger that something bad is coming. You try to climb up to leave this place behind, but as you enter the Bottom of the maze, you realize that you can't get out, because a mazeguardian is in your way and won't let you go until you kill him. So you have to get a weapon from somewhere. You remember the legend told by the dead warriors about the wishing altars and it's as if something is being recalled. In the building that you could open with the combination switch, it was as if there was an empty altar. What if the legend is true and they really help you when needed. So you go back to this building and miraculously you find a shot gun. But by the time you pick it up, the others will arrive and block your way. In order to go up, you have to hunt down all the mazeguardians (if you run out of ammo, you have to search your surroundings, you will always find them). If you have reached the top, you have to kill them in the same way, and if you approach the doors, they will let you through. This was the first act of the final battle



As you go up to the Canal, you will be immediately greeted by a Templar, and then you see that you cannot climb the ladder because the dragon is blowing fire on it. Then you remember that there was a switch that didn't make any sense, but then according to them, it did. But you realize that the room where the switch is is locked. Here you also have to kill all the mazeguardians to get into the room and block the fire.

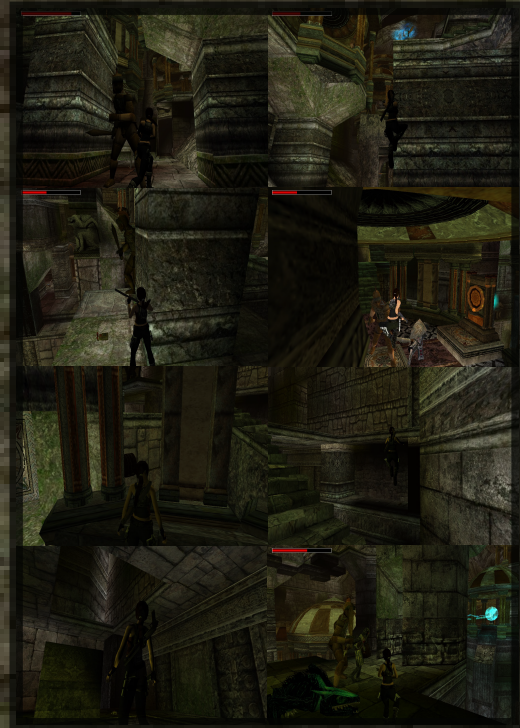
As you climb the ladder, you see that you cannot go towards the Passage, so you climb towards the great hall and then climb down. Here you will be greeted by a newer Mazeguardian with an army of monsters that you must kill to get out. But there is also a wish altar in this room, which decides you need pistols from now on. This was the second act



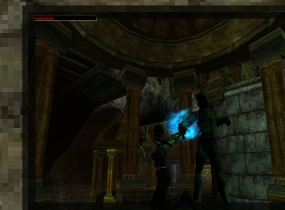
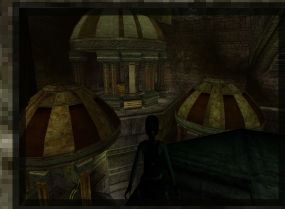
As you enter the heart, a newer Templar greets you. All other roads are closed, you can go to the Passage alone, where four Mazeguardians are waiting for you and they block all other roads. If you kill them, the blockades are still up, so you can't do anything but look back at the heart. You go out and are immediately greeted by a guardian. As you move further to the left, you recall what the dead face said and you don't try to run up the stairs to kill the mazeguardian above, because it can be dangerous on the stairs if he notices. Therefore, when he is not paying attention, you only go up the stairs so that you can jump to the platform below, and then you climb down to a safe place and go under the building. The door can be opened with the handle, through which a new staircase awaits, although it has higher steps. You turn on the assassin mode, sneak up against the wall and watch from there to see if they don't notice. When the guardian isn't paying attention, you'll catch him and attack him, quickly crossing the stairs.



But with this, you got involved in a huge battle and now you have to fight it all. If you manage to survive this battle, you can approach the guardian in front of the Canal from the other side. But there are stairs here too, so be careful. You notice a switch that you haven't seen before, you jump over there and pull it, tricking the guardian. You will go back and trick the guardian and try to jump to the opposite platform, from where you will get under the guardian. If you pulled the switch, you will find a block here through which you can climb up to him, if not, you will try to kill him by jumping from a hole. If you manage to kill him, the roads in the Passage will become passable again and you can go upstairs to finish off the rest

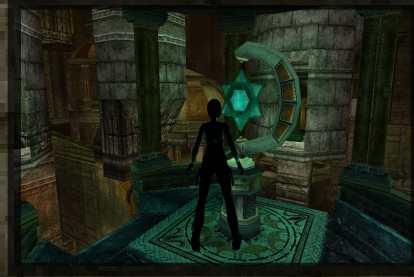
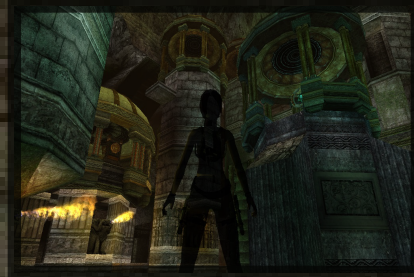


Above, you will be met by three monsters that you can kill and move on. Then two mazeguardians are waiting in front of the entrance of the Framework. (later you can jump on the dome and get to it to insert the cursed stone) If you kill them, then, moving further after the tower, another guardian is waiting for you in his own little tower. There is a narrow path leading to him that you don't trust, so you wait by the wall until he pays attention, then jump to him and fight him in the tower. What was left out of the list is that there is also a guardian at the second entrance to the Passage who you have to kill and if you kill them all, the way to the holder of the cursed stone will be freed and the curse will end, or not?

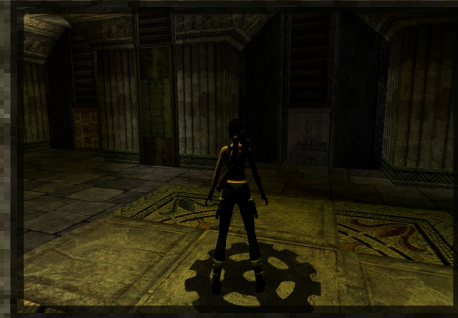


ENDING

After you put all the stones in place, you have to somehow get to the Emperor's heart. When you start placing the golden balls in the golden hands, the dragon statues will start to breathe fire. This will illuminate the invisible platforms that you can jump on. The only problem is that no matter how hard you try, you will only find 3 gold balls, but there are 4 hands, so in some parts you either guess the platforms or....you take out the flare and light the way for yourself and the gold balls are not even needed. Once you get the Emperor's Heart, the game ends



PSSST.... THERE IS A SECRET



- Try :
- to kill the statue
 - to kill the king
 - to not kill the monster in the cage
 - other combinations