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DEATHTRAP

Dungeon

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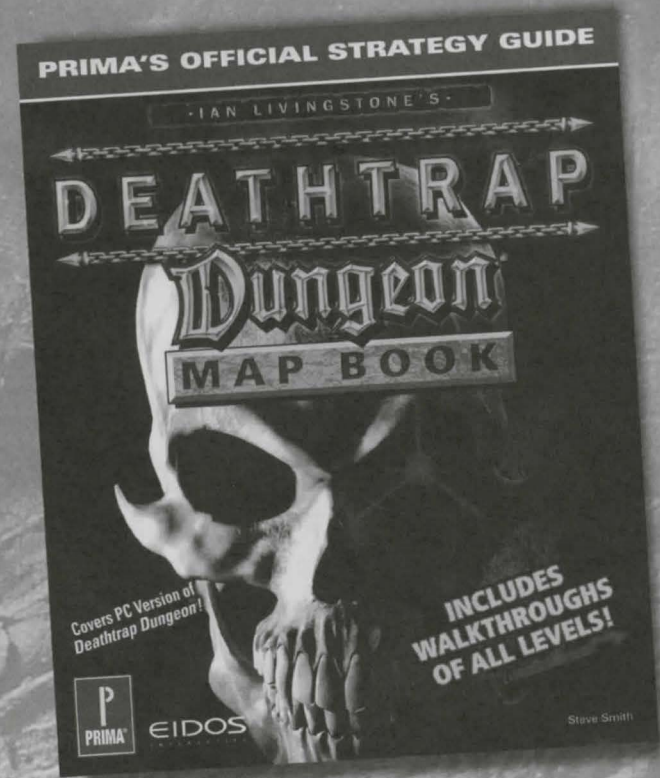
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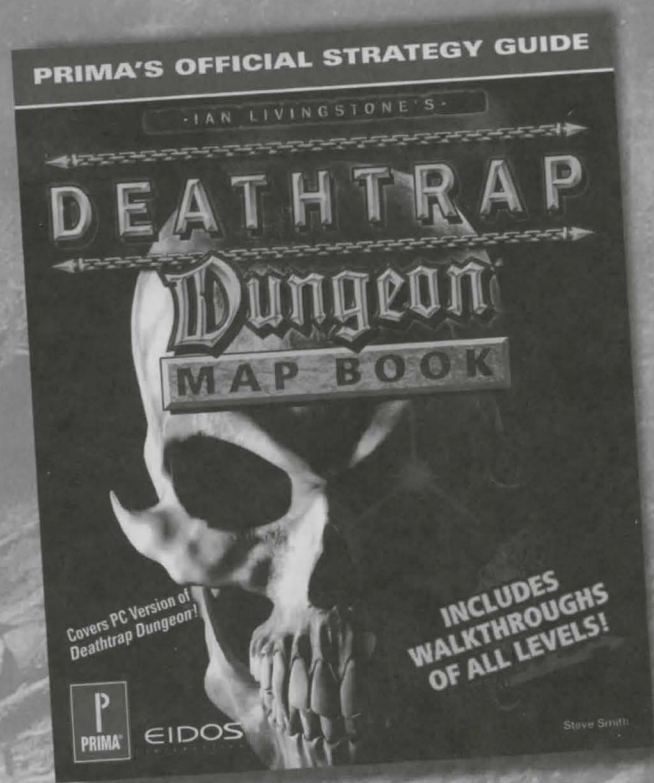
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DEATHTRAP

Dungeon™



Arsenal

Don't be surprised by a **Razor Spell** that kills you before it smites yonder foe. And don't get frustrated by a **Snake Girl** who won't seem to die when you use a standard **Sword**. Not everything in your sizable arsenal is your best friend in all circumstances. Study some of the hints and warnings attached to each of the items that you may pick up along the way. Learn them. Live them. Or die without them.

Hand weapons

Consult the general combat hints later on for tips on swordplay. All magic-enhanced swords last for about 15 strikes. Don't be fooled by their order below, which follows that in the game inventory. The most powerful weapon is the **Black Spirit Sword**, followed by **Magic Warhammer**, then **Venom**, **Spirit**, **Red Swords** (same strengths but varying attributes), **Warhammer**, **Sword**, and **Unarmed**.

SWORD: Might as well give this one a name, since it will be like an ever-ready sidekick throughout your journey. As an edged weapon, it can be especially effective with a slicing movement, which can behead even tough hombres with a single whack. It is virtually useless, however, against upper-level and specially empowered beasties like **Ghosts** and **Snake Girls**.

WARHAMMER SWORD: Its status as a blunt weapon makes it effective for overhead swings, but less so for slices and stabs. The **Warhammer** is a bit more powerful than the standard **Sword** but requires more recovery time before striking again. It is a wonderful way to flatten irritating **Imps**. However, we generally find the basic **Sword** a better all-around weapon.



RED SWORD: This becomes precious in the final level, so don't waste it early on if you happen to come across one. Use it against the deadliest dragons. Its powers are temporary, so use the **Red Sword** wisely.

BLACK SPIRIT SWORD: Very effective against most enemies, but it has quite a kick.

It reduces your own hit points with every swing. Save the **Black Spirit Sword** for tight spots when you have a lot of **Health Potion** or an

Ankh of Vitality to keep your strength up. Like the **Red Sword**, its powers are temporary.

SILVER (SPIRIT) SWORD: Found often in the early dungeon levels, this has all of the positive attributes of the standard **Sword**, but it is very strong against **Snake Girls** and the **Undead** (**Ghosts**, **Zombies**, and **Skeletons**). Keep in mind, its powers are temporary, also.



VENOM SWORD: Meet poison with poison. Generally more effective than a standard **Sword**, it is best reserved for poisonous foes like **Snake Girls**, **Spiders**, **Warrior Priestesses**, and the **Medusae**.

MAGIC WARHAMMER SWORD: An excellent all-around blunt weapon that can make a dent in just about anything. It is the only thing that can touch the **Rock Monsters** in the **Inversion** level.

Hand-to-Hand Sword: Just for laughs, give an **Orc** a head-butt.

Ranged weapons

Like spells, all ranged fire can be aimed through the first-person view. When choosing among your arsenal, keep in mind the differences in accuracy and coverage for each weapon. A **Blunderbuss** scatters its shot widely, so it requires less precise aim and can harm more than one foe. The **Firelance**, on the other hand, is strong but requires pinpoint accuracy. Each weapon comes with some ammunition.

BLUNDERBUSS: The nails and shrapnel from this most primitive gun have various results. Mechanical foes like **Automatons** seem to be especially resistant, but fleshy beings like **Jesters** and even **Alchemists** will feel its sting. Its scattershot effect is good against oncoming crowds.



BOMBS: Unpredictable but effective and plentiful. **Bombs** are tossed and have a fuse for delayed power. Pressing and releasing the attack button determines the range of your toss. Look for opportunities to bank shots off corners and walls. Be careful to stand clear, as their blast area is wide, and don't try to throw one if your back is to a wall, as it will detonate in mid-swing.

GRENAD LAUNCHER: Essentially a Bomb-tosser but with greater velocity and range. The missiles will bounce, but they explode on contact with a foe. Never use these in close quarters. More so than Bombshots, Grenades can be ricocheted off walls and around corners for softening a waiting crowd of creatures. Keep in mind that the Launcher lobbs artillery, so aim above the target for greater loft or when shooting to an upper tier.



INFERNAL DEVICE: A rocket launcher with tremendous killing power and range. The ammo is scarce, so reserve it for special occasions, like eliminating a distant gang. It takes some time to fire, and has a wide blast area, so use it only when you have distance and time between you and the enemy.

FLAMETHROWER: Ammo for this excellent standby is rare, and it runs out quickly. Use short bursts on enemies to gauge their effects before wasting too much.

FLAMELANCE: Essentially a premodern AK-47. This little number does require careful aim, but it performs rapid-fire if you keep the attack button depressed. If positioned correctly, it will ricochet shots off walls for shooting around corners.

spells

Like ranged weapons, spells have different effects on different enemies (and you), and are best aimed in the first-person view. Many spells have explosive effects that will catch you in their wake if the hero is too close. Jet and Razor Spells are disastrous to you if used in close quarters with an enemy, while Star Spells and Fireballs require only a small buffer between you and the killing zone.

STAR SPELL: Very good against Zombies and Ghosts.

FIREBALL: Excellent against Automaton and lower-level foes. They are plentiful but need good aim. Use the first-person view.

RAZOR SPELL: Effective against even mid-level enemies, but be very careful about getting caught in its hail of blades. Use it at medium to long ranges.

GREATER RAZOR SPELL: The most remarkable of spells, this produces a circle of destructive energy that hangs in an area for a good while. Use it as a trap for incoming gangs. Cast it into a hallway or in an area that keeps spewing out foes, and lure the enemy to their doom.



JET SPELL: Very deadly, both to you and almost any foe. Use only at safe distances.

WAR PIGS: Not very common and wholly unpredictable, because the pigs can easily wander back and nuke you. They are best used from a ledge above and tossed as far from you as possible.

ARC OF POWER: A rare but very effective gem of a spell. It issues lightning bolts that can consume up to three creatures. Save these for special occasions.

charms

It is easy to forget about these invaluable trinkets, but they often make the difference between life and death.

HEALTH POTION: Manna, grub, sustenance, staff of life—you get the picture. Ration yourself, but also make sure that you have explored a level thoroughly before exiting, because the purple potion that refreshes is often hidden off the beaten trail. Avoid topping off a tank that is already above 85, as 100 is your maximum (without an Ankh of Vitality).

ANTIDOTE: The presence of Antidote in an area is a sure sign that something poisonous is around. Usually, the game gives you fewer Antidote bottles than there are opportunities to get poisoned.



STRENGTH: This gives a hero in a crowd or with an underpowered Sword a fighting chance. It can help you make quicker work of a gang fight by making each Sword hit do more damage against bigger foes. It wears off soon, however, so drink it just before you need it.

SPEED: Quickens your pace. Use this for outrunning swift enemies, like the Pit Fiend or Rock Monsters. It also helps you get through the timed-switch and door obstacles.

ICY COOL: Protects the hero against fire. These are quite rare, and you can be sure that there is a good reason for your finding them in an area.



WARDING: Reduces the damage taken from enemy hits. This protective shield is very effective for surviving group attacks. Arm it before entering a gang of creatures.

ANTI-MAGIC: Much like Warding, except that it resists magic spells. It will counteract the nastiest Medusa's stone-stare spell and

help you in encounters with a High Priestess.

INVISIBILITY: Very rare, but it makes you temporarily invisible to foes. It is best saved for those special times when you are thoroughly outnumbered.

Dungeon Denizens

Most of the creature races that you encounter will come in two varieties, one that uses close combat and another that employs ranged weapons. The latter flavor of monster is always more dangerous and should be eliminated first in any underground rumble. Each creature type has unique behaviors as well, so look for patterns in how they attack, rest, and turn so you can exploit their weaknesses. Look to the walkthrough for detailed strategies on defeating the Bosses and endgame Dragons.

ORCS: Three generations of these green grunts will harass you throughout the journey. The basic Warrior carries a Scimitar and not much brain. One good slice should do it. Crossbowmen are much deadlier, and require evasive movement to get in close for the kill. Try a circling maneuver and come in from behind. The Sergeants are armored and overgrown brothers of Warriors, and much better trained. They turn and strike faster, so come in close or just take them out with a spell from afar.

IMPS: These irritating dwarves can do more damage than it seems at first. The fork-bearing variety will bounce back, even several times

after getting floored, while the knife-tossers can grind you to a pulp before you even reach them. Beheading is the best offense, so use side-slice maneuvers. Imps tend to flock together and can maneuver around you quickly, so avoid being surrounded. Be ready to use the backward slice in that event.



SNAKE GIRLS: Boo, hissss! Lovely mermaids these ladies are not! Between their lunges and swinging morning stars, they have a longer range than you do, so avoid face-to-face contests. The standard Sword is little match against their tough scales. A Venom Sword is your best offense, but a Silver Sword will do in a pinch. Two well-aimed Fireballs are enough to down one also. Avoid at all costs getting sandwiched between a set of these twin sisters. You can outrun them, so maneuver yourself and take on one at a time, preferably from behind. Don't forget, they are venomous.

AUTOMATONS: Medieval concoctions of steel and wood, these fire-breathing, gut-squashing adversaries act as fearsome guardians that take more wit than strength to overcome. Minor Automatons are best handled from afar, with a dead-on Fireball or a well-aimed Bomb. Always look for a vantage point above or outside their range. It takes a second for them to stop, set, and flame you, so watch for their movement patterns. They turn on a dime, however, and resist a standard Sword, so avoid hand-to-firejet combat. Knackerers are indestructible. You will need to outrun or trap the ones that you encounter. There are only a few Greater Automatons, mainly in the late Inversion sections. They are best handled from above and with a shower of Grenades or Bombs. If you are unlucky enough to be on the same ground level with them, get behind one, let off a volley of explosive magic or artillery while it turns around, and then get out of there. Repeat until well-basted.

WARRIOR PRIESTESSES: Both the standard, bikini-clad and the punkier, funkier knife-tossing flavors are pushovers if you get them from the right direction. Come in from the side or try to get the first slice in when they somersault toward you. A single Fireball often is enough to bring one down, but a crowd can be beheaded with side and back slices. They also are easily distracted from battle, so watch for occasions when they just stand there.



HIGH PRIESTESSES AND DEMONWITCHES: Green and decidedly uglier than their younger underlings, these two are deadly. The High Priestesses are easier to kill than to approach because of their magic-spitting Devil Sticks. Come in from the side and use a Venom or Silver Sword to get them quickly. They sting with poison. The Demonwitches may be handled best with magic from afar, as they can rip you in all manner of ways up close.



JUGGLERS AND JESTERS: Technically, there are Death-Jugglers, Hell-Clowns, and Hell-King Jesters, almost all of whom you will meet in the Circus level. They are swift and like getting in the first hit. But much like Priestesses, these jokers can be oblivious to anyone outside of their line of sight. Sneak

attacks are preferred, but the Blunderbuss does a good long-range job on them.

DRAGON KNIGHTS: Multicolored metallic mayhem. None of these Knights is especially difficult to slay, if you get in close. Light and dark versions will fall quickly to a Silver Sword or Magic Warhammer, but even the basic Sword will do. Knights do not turn very quickly, so do an end run to smite one from behind. Since you meet them often on bridges and other treacherous walkways, your best bet is to battle them indoors or to make them fall off into an abyss. The Dragonsbreath (checkered) Knights are most deadly, because of a rapid-fire crossbow that often is shot from the opposite end of a dangerous path. If zigging and zagging don't work, try somersaulting into better killing range.

MINOTAURS: These tall ax-wielders are most dangerous at medium distances, where they can reach you before you get a first swing. Watch for them especially behind steel doors (in Vertigo), where they will take a chunk out of your hero's hide as the door rises. It is better to stand back from the door and make a run to the side or behind the beast. The Minotaur begins to crumble at the first hit, so start with a quick stabbing move and then polish him off with slices or overhead slams.

RATMEN: The garden-variety Ratman Swordsman is pretty quick but a pushover from behind. The Musketeers are the real problem, as they will riddle you with grapeshot in the close quarters of the trenches. Use projectiles or bombs if you can to get them from afar.

RATMAN GRENADIERS AND THE RAT-OGRE: The Grenadiers' Grenade Launchers will fry your armor and leather with just a few direct hits. Use intervening terrain and quick dashes to get in close where they can't use their Grenades. Luckily, many Grenadiers cough up Launchers upon defeat, which lets you take out the next ones from afar. The Rat-Ogre is really a mightier Minotaur in a hairier suit. Use similar tactics: avoid the medium range; get behind or in close; whack at him feverishly.

THE UNDEAD: Ghosts, Zombies, and Skeletons are all wandering spirits who just do not want to die, so the warrior must choose his or her weapon with care. The Silver Sword is the best all-around Undead killer in your arsenal. A single swipe against a Ghost often is enough, though the others require more diligence. Non-magical weapons are useless against Ghosts, as are most explosives, so stick with a charmed blade, Silver or Venom. Otherwise, just run. Zombies will die by conventional Sword, but it takes some heavy carving to get them to do so. Silver Swords, again, work best. Skeletons are nasty, and they like to rumble in large gangs. Run away from clusters and take them on one at a time with the Silver Sword. Red Spirit Swords are not helpful, and a standard Sword will take some time. Also, don't waste time overkilling Skeletons, as they enjoy long death scenes. Once they clutch their skulls, it's over, so move on to the next.



ROCK MONSTERS: You'll have only two options when facing Rock Monsters. Use a Magic Warhammer or run. Luckily, you'll encounter these granite-faced beauties only once, in a later area of Inversion. If you happen to have a charged-up Magic Warhammer, slam them on their heads with one swing, sending them back to the quarry that they came from. Otherwise, figure out how to elude them by hugging a wall or somersaulting past them. They turn slowly and take their time preparing to run again, so use the pauses wisely. Use that Speed Potion that you may have forgotten about to help.

PIT FIEND: It is up to you to bring this dino down. Fire is its worst enemy, but it may be hard to rustle up enough ammo. Look for ways of trapping the lizard, often in a tight squeeze or a handy fire trap nearby that



seems custom-made for Fiend snaring. Use Speed Potion to outrun them, find a safe haven, and let go with every Fireball, Grenade, and Flamelance that you have. Rapid, relentless firing will keep them at bay until the missiles do their job.



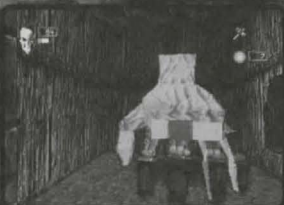
MEDUSAE: These may resemble Snake Girls on a really bad hair day, but don't be fooled by their size. The standard-issue Medusae will shoot bolts from afar and poison you in the clinch. They turn and fire very quickly, but it is possible to sneak up from behind when they aren't aware of you yet. A basic Sword does too little damage and takes too long

against such combined arms, so go for a beheading (slicing maneuver) with a magic weapon like the Venom Sword. One Medusa has the famed looks that could kill. One gaze from her will stop you stone cold and for good. An Anti-Magic Charm wards off this little trick. Look in the appropriate Sewer section of the walkthrough for a detailed strategy to defeat her.

INSECT WARRIORS: These come in crawling and flying varieties. The crawlers are most dangerous in hordes, but any one of them can be taken out with a simple Sword. The Flying Insect Warriors are much nastier venom-slingers. The Flamethrower is your best chance of nailing these pests before they pump you up with poison. Avoid getting surrounded at all costs.

GIANT SPIDERS: They spit venomous bullets at a rapid rate. Make sure that you have antidote available when dealing with these lovelies. Your best defense is to outmaneuver them by circling inwards rather than charging, which would be sure to get you poisoned. Get around to a side or back and hack away, especially with a Silver or Venom Sword. A couple of Firelance or Fireball shots work well, too.

GIANT SHOES: You will meet these devils in the Circus, but don't even bother going toe-to-toe with their triple-wide insoles. Just run away and listen to them stamp their feet in the distance.



GIANT HAND: You may just see one of these mutant appendages, and you will want to hop into his palm in a hurry, too. A good firm handshake with a Magic Warhammer will do him in.

General Play Hints

Movement

GET THE RIGHT COMBO. Experiment with the three controller options to find the most comfortable combinations. Run and jump keys should be adjacent, since these will need to be worked in unison most often.

MOVEMENT IS COMBAT. Don't forget movement skills in the heat of swordplay. The sideways leap can get you out of harm's way quickly, so practice until it becomes a part of your standard repertoire.

RUN CIRCLES AROUND THE ENEMY. It is much better to run around and behind oncoming enemies than to turn in place and face them. Turning leaves you defenseless. The most effective way of maneuvering in combat is to use the Run button to keep the hero moving forward and to use the directional pad to steer.



ENOUGH ALREADY! If you find that your hero seems to keep slashing for too long after killing a creature, and especially if another one is carving at your back, use the Run key to end your swings earlier and get out of there.

LOOK BEFORE YOU LEAP. Use first-person views before taking a leap to another platform. This is the only way to know for sure which direction the hero is facing.

PERFECT LANDINGS. A running leap usually causes the hero to land with a couple of extra steps. This can be enough to send him off the other end of a platform. Try keeping the "down arrow" depressed as you land to stop on a dime.

LEARN THE BOB AND WEAVE. Never run straight into an enemy, and especially one that is already shooting at you. Zig and zag to avoid incoming missiles and try to end up on the creature's side or rear for a flanking attack.

TRY PEEKING. The first-person view also gives you a different angle on things, so use it before going around blind corners. You often will see the telltale arm or the protruding blade of a waiting foe. This view is also better for detecting firejet traps around chests and hallways.

USE A TEN-FOOT POLE. You do not need to be up against or even facing doors, switches, and levers to activate them. Beasts and traps that lurk behind steel doors will get in the first punch before you have time to see what is coming, so stand back or to the side when opening. Switches that activate timed doors are best used with your back to them, which puts you in the best position to start your sprint.

combat

FIGHT YOUR BATTLE, NOT THEIRS. You do not have to take on an enemy where you find him or her. Positioning is as important as good shooting and slicing talents. Lure the creature to a spot that provides you with the advantage. Avoid swordplay on narrow, overhead walkways, as you are likely to be pushed off and into oblivion, or send yourself falling with overenthusiastic forward lunges. Pull your enemy back and battle him or her from a doorway or safer landing. If you are fighting from a ledge, get your back to the wall so that the creature goes off the edge.

MANIPULATE THE MASSES. Mobs are the deadliest foes, so learn to work the crowd of enemies. Rather than letting them swarm about you in the middle of an open space, pull back through a doorway and force them to funnel through. Always run from the center of a crowd; then swing around and assault from the outside and behind a single foe.



PARRY AND THRUST. The Parry command is a very effective defense against a swinging enemy, but it also can make an opening for your own thrusts. Against enemies like Minotaurs, who deflect your swordplay especially well, pull into the defensive parry position, let the enemy strike, and when you

hear the clank against your own sword, perform a quick stab attack while the foe recovers.

MIX UP YOUR SWORDPLAY. Some enemies defend very well against an overhead slice and catch on quickly to your preferred attacks. Lateral slices are especially good when you are surrounded or facing multiple enemies, because they can inflict a wider path of pain. Thrusts are effective against wily beats who defend against the overhead slash. The backward slice (Attack button + left + right arrow) is superb when you are caught in a crowd and need to slice someone behind you.

THE FIRST CUT IS THE DEEPEST. Getting in the first blow is critical to winning a fight. You or the enemy will be paralyzed momentarily by a successful blow. The stabbing maneuver is not as damaging to most creatures as an overhead slice, but it is quicker and stuns beasts enough to leave them open to a flurry of greater swings. Try using it as your first hit, with an immediate changeover to the more formidable swings.

SLICE THROUGH THE CROWDS. Even lower-level demons can spell your doom if more than one gangs up on you. Try to take on one at a time, but if surrounded, use slicing attacks rather than overhead or stabbing swings. Slices give you the best chance of beheading a creature, damaging multiple enemies, and even getting the foe behind you. Use Strength potion to make faster work of each.

DON'T TURN AROUND. To reiterate a movement hint, avoid turning in place to face an adjacent or rushing enemy. This just puts you in face-to-face battle or exposes you to surrounding foes, the least advantageous positions. Get in the habit of running into a new position rather than merely turning. If you are surrounded by a crowd, run out of it and then come back at different angles to attack singular members. This forces the creatures to turn and get ready again before striking.

AIM!: As with leaping, use the first-person view when shooting ranged weapons and spells, if it is practical. Blunderbusses and Flamethrowers don't usually require pinpoint accuracy, but Flamelances and Grenades do.



SOME BATTLES ARE PUZZLES. Several areas begin with the hero facing apparently impossible odds, often against an unbeatable foe. Look for the solution, the secret weapon (i.e., the Venom Sword, Flamethrower, Bomb, etc.) that is actually the missing piece to the puzzle. Sometimes this requires vaulting or running past the initial enemy, finding and equipping the right tool, and then returning to vanquish the vermin.

EXPLOIT THE CROSSFIRE. Enemies with ranged weapons will damage one another if you can get your foes caught in their own crossfire. If an ax-wielding Orc or knife-tossing Priestess is taking potshots in the distance while their hand-to-hand counterparts are closing in on you, try to put the nearby foes in the line of fire. This will shield you and take care of the dirty work as well. The same is true of the death traps, which can be used to dispose of your enemies, instead of you.

puzzles, treasures, and traps

BE ALL EARS. Frequently, a lever that you discover in one spot operates a door or device in a distant area of the dungeon, so heed the sound cues to figure out what change you just made. Learn the difference between the sounds of steel gates lifting, wooden doors opening, and platforms lowering.



CHECK THE WALLS. Use your first-person view in new hallways and around any kind of treasures. Arrow and fire traps are everywhere.

THE GAME IS CALLED DEATHTRAP DUNGEON FOR A REASON. Beware of dead ends—and we mean dead ends. You never know which platform will collapse when and onto what in this game. Any surprise descent can just as easily lead to new treasure as it can to killer spikes or bone-crunching falls. Either sprint across suspicious-looking floor tiles or hop on and off quickly to see what happens.

NOT SO FAST. Don't be so quick to finish a level. Consult the later chapters of this book to see exactly where and how an area ends, because there is no going back once you advance to another part of a level. Once you have cleared an area of creatures, be sure to scavenge thoroughly. Hoarding everything is a key strategy in this game.

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HINT BOOK

Overview of all weapons in the game

Tactics for spell-based battle

Statistics for all enemies

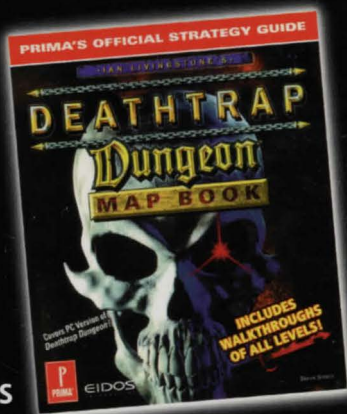
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Detailed maps of crucial areas

Locations of all keys, weapons,
treasure, and demonic deathtraps

Tactics for battling all evil enemies

Weapon strategies



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ISBN 0-7615-0957-7



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Platform: PC