

## Castle III Episode 2 Walkthrough



### Castle III Episode 2 Walkthrough

This guide is provided for users of Castle III.

It contains detailed walkthroughs, plus maps, of all 20 levels in the Castle III Mission Pack.

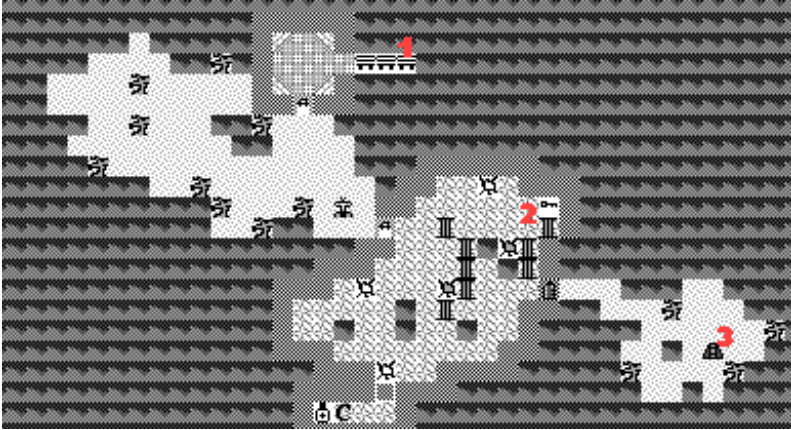
The advice contained within is applicable to the following versions of Castle III: EPOC, EPOC colour version. It is not relevant to the SIBO or Crystal version.

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## 1 – The Island Dungeon

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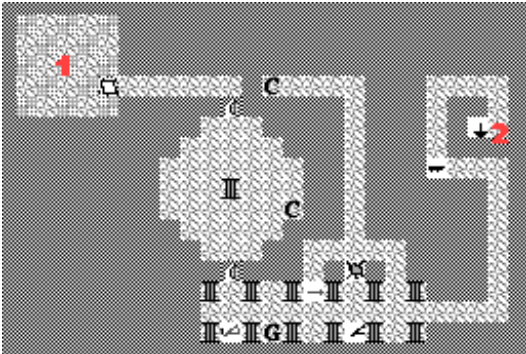


To begin the game, after starting at 1, collect the key (2). Go through the door to the exit (3).

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## 2 – Entryway

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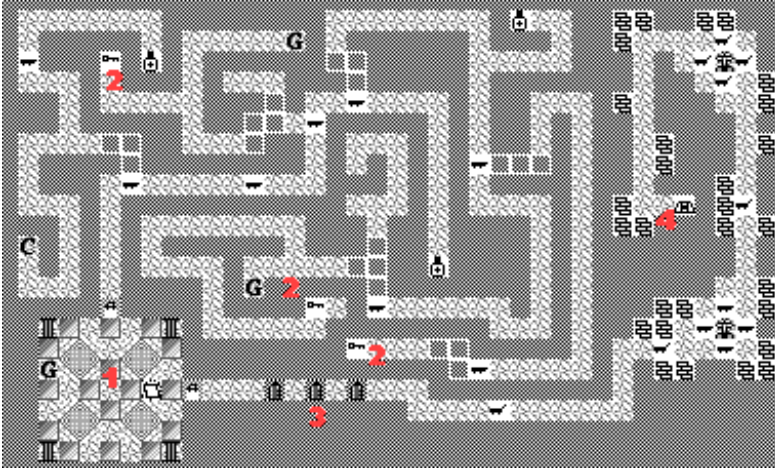


After starting at 1, head through the room with the pillar and along the hallway to the exit (2).

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### 3 – Rat Maze

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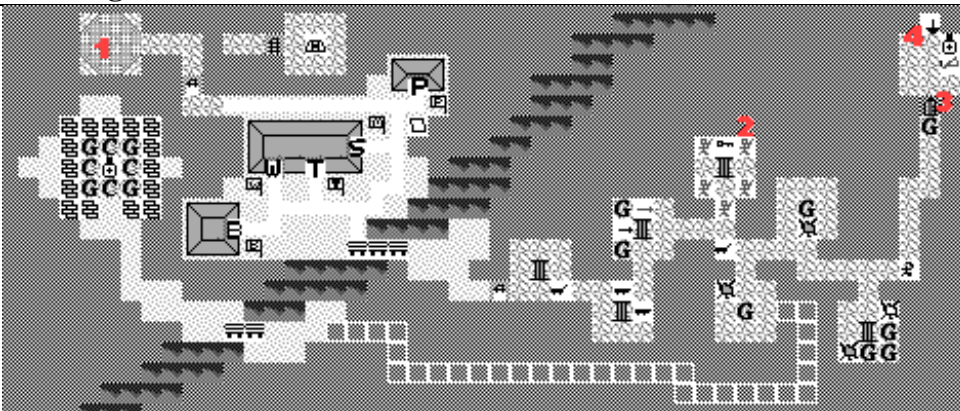


You'll start the level at 1. Head north into the maze and collect the three keys (2) hidden there. After opening three doors (3), the exit (4) lies to the north and east.

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### 4 – Village

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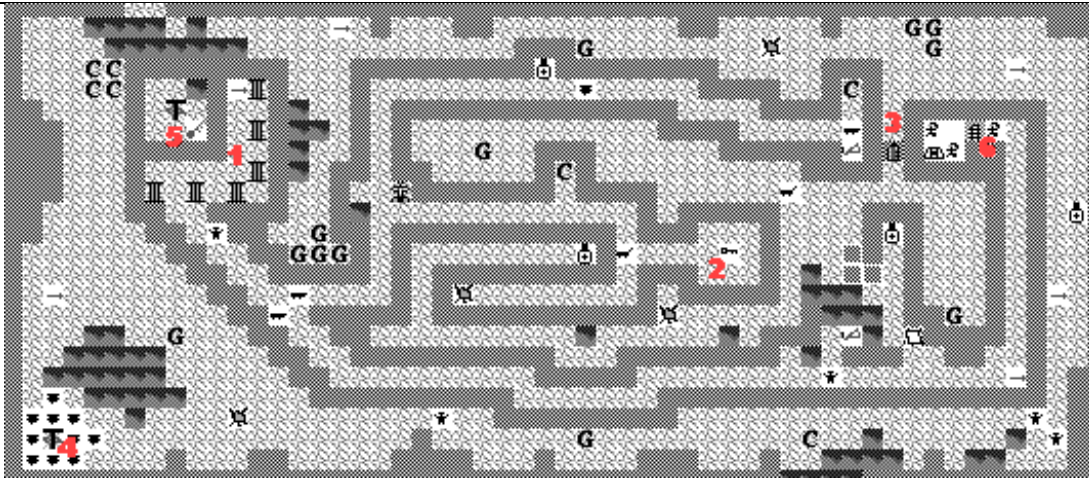


After starting at (1), work your way through the village to collect the key (2). The key opens a door (3) to the exit (4).

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## 5 – Tremors

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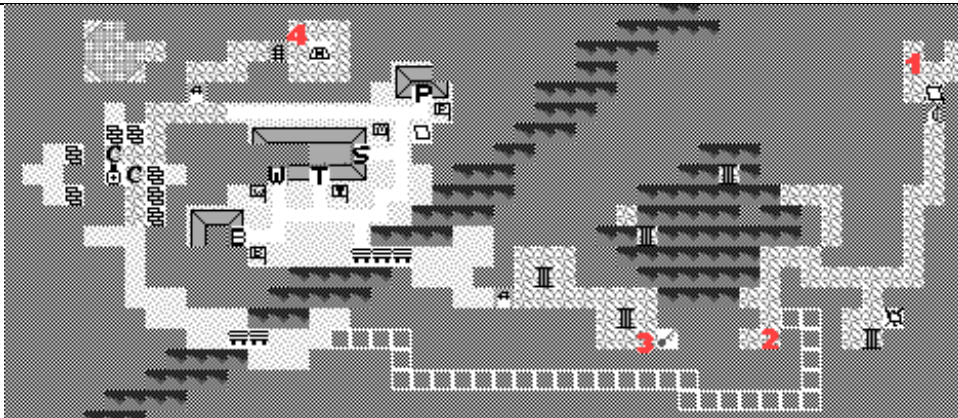


From the start (1), collect the key to the east (2). Open the door (3) and work your way around the outside of the dungeon to the teleporter at 4. Collect the key (5) and head back through the teleporter. Open the gate at (6) and head back to the start (1).

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## 6 – Ruins

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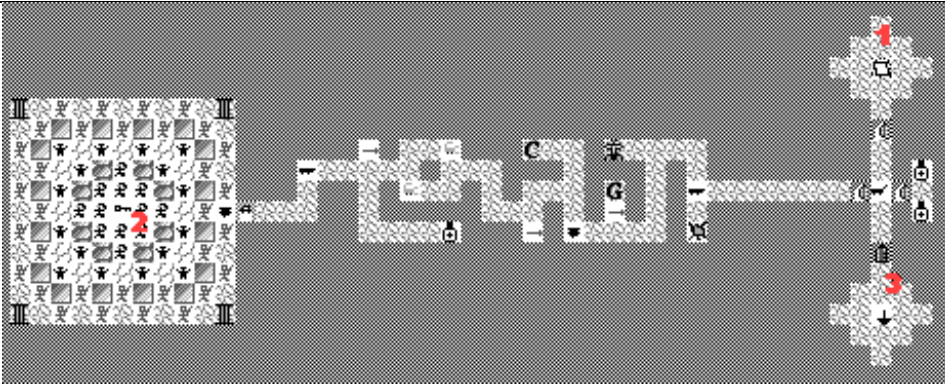
After entering (1) the level, go southwest to a hidden passage (2). Collect the key at (3) to open the gate (4).



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## 7 – Monster Lair

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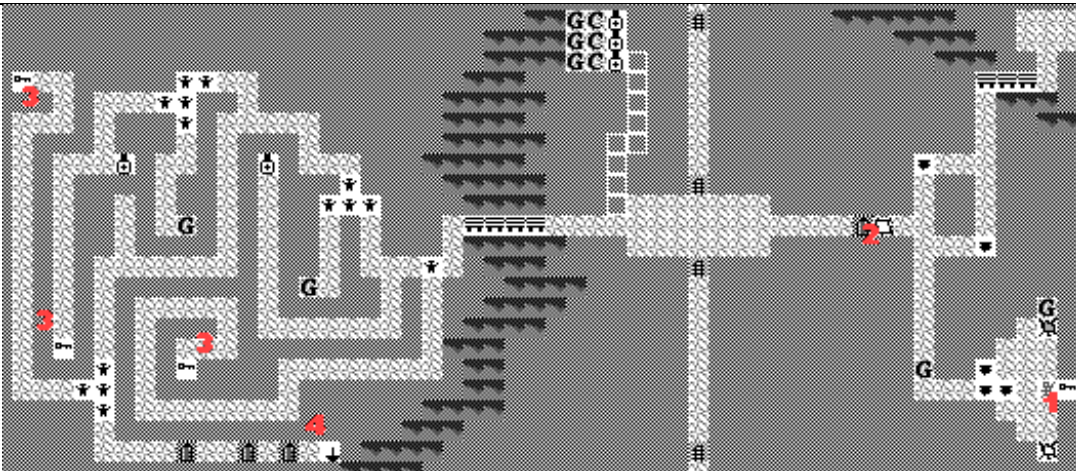


After starting the level at **1**, collect the key (**2**) and open the door (**3**) to the exit.

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## 8 – Surprise!

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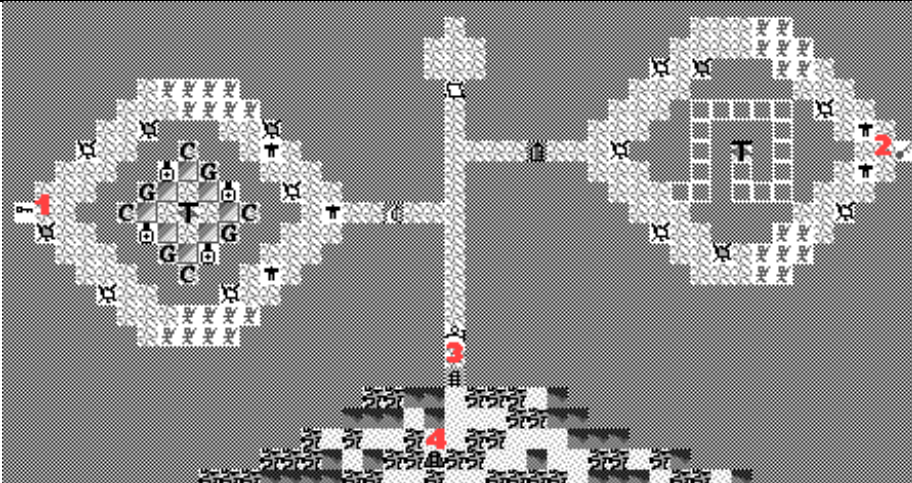


Collect the three keys (**1**) to unlock the door at **2**. Once you cross the bridge to the west, head west and search for the 3 keys in the maze (**3**). Open the three doors in the SW of the level to get to the exit (**4**).

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## 9 – Old Mines

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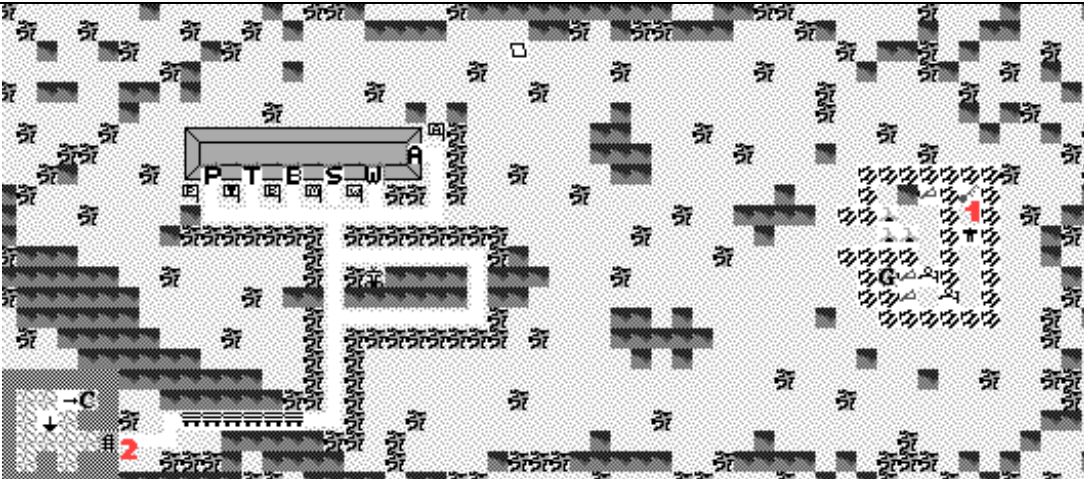


A straightforward level – collect the key (1) to open the door to the eastern mine, where another key is to be found (2). After defeating the ogre at 3, head south to the exit (4).

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## 10 – Second Village

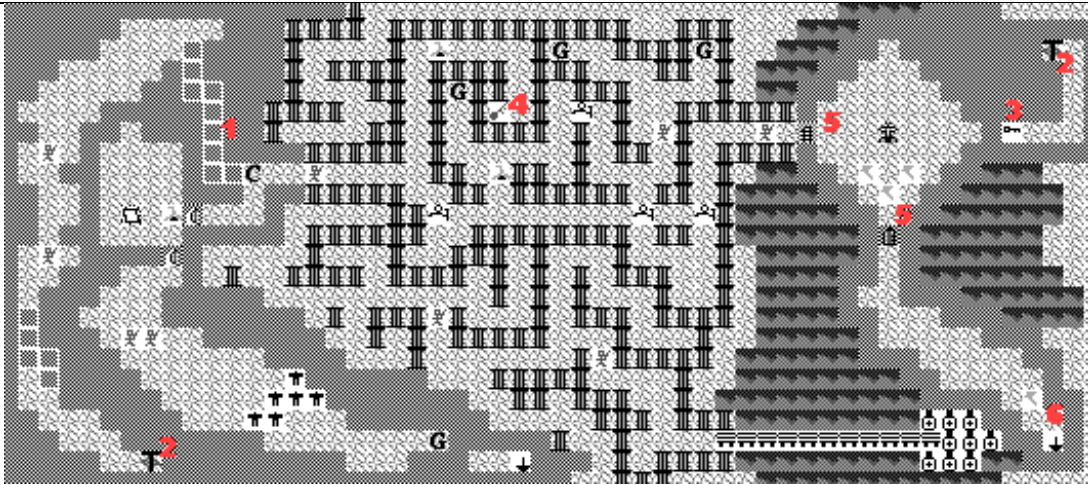
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A chance to restock in this village – collect the key (1) and open the gate (2) to leave this level.

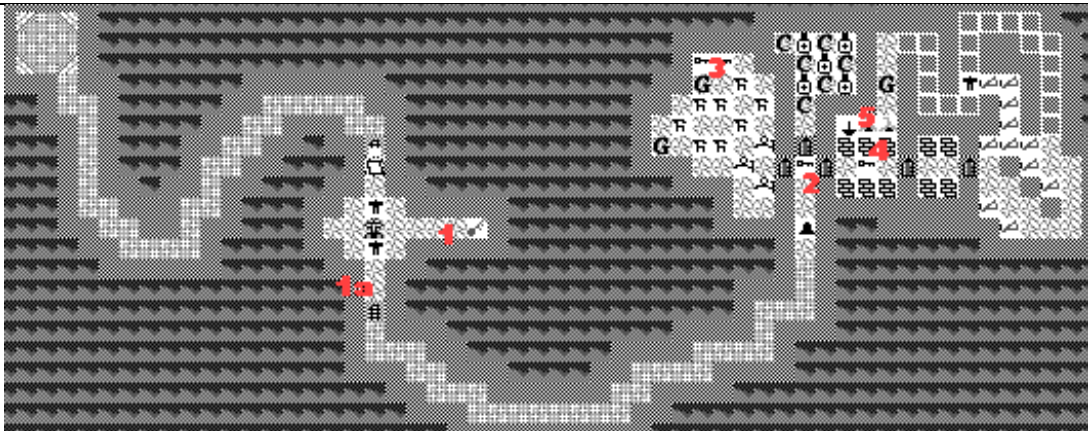


## 11 – The Pillar Maze



Head for the secret passage, 1, and go through the teleporter (2) to collect a key (3). Retrace your steps and enter the Pillar Maze. Collect the key, 4, before going eastwards and opening the two doors (5). The exit lies to the southeast (6).

## 12 – To the Volcano

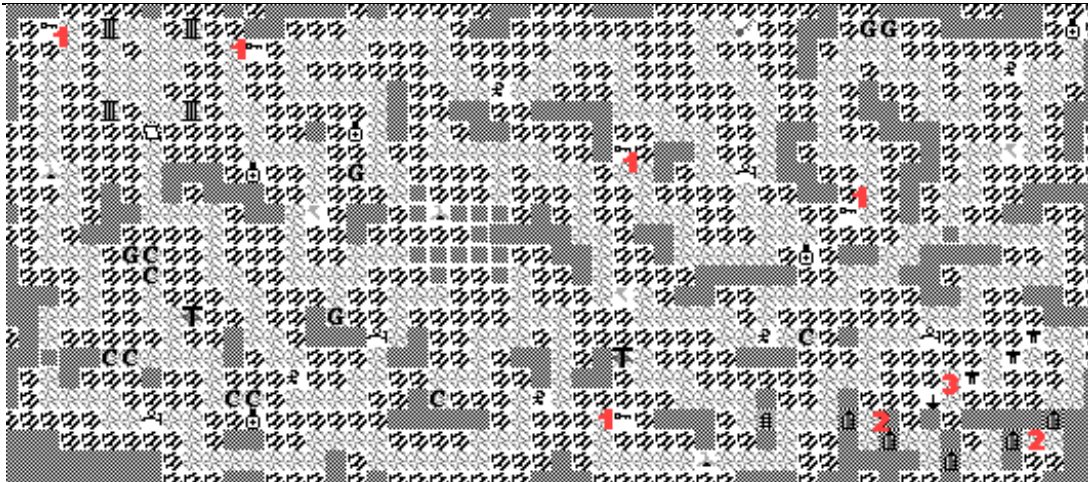


Collect the Gate key (1) to open the nearby gate (1b). Follow the passage and carefully pick up the key (2). Go through the door to the left and collect two more keys (3), before heading eastwards to pick up another key (4). The exit (5) lies beyond a golem.

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### 13 – Twisty Tunnels

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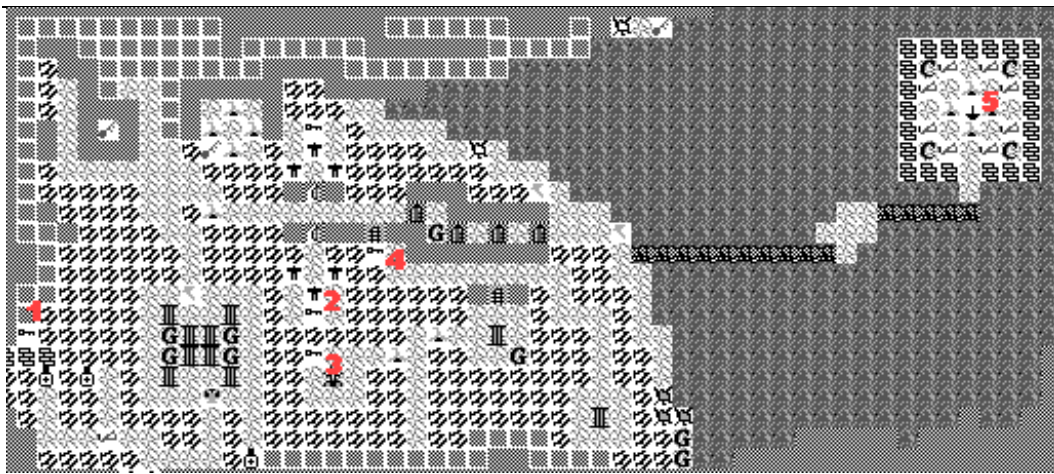


Collect the five keys (1) to open the five doors (2). The exit (3) is guarded by golems.

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### 14 – Lava Lake

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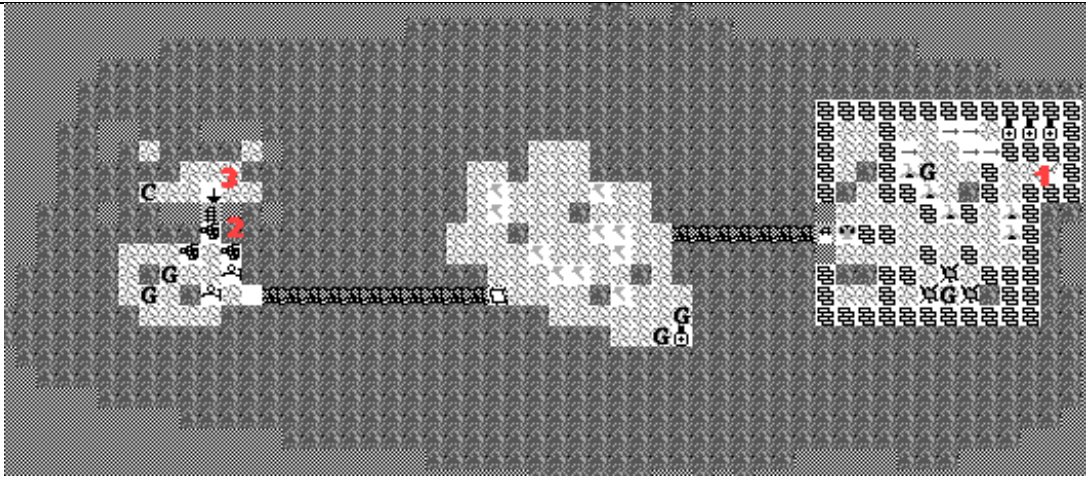
From the start, go northwards to a large secret tunnel. Follow the tunnel westwards and southwards to collect the first key (1). The second key (2) lies to the east of the starting point, while the third and fourth keys (3 and 4) are reached via a secret tunnel to the extreme south of the level. After opening the four doors in the center of the level, cross the bridges to the east and use the exit (5).



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## 15 – Volcano Core

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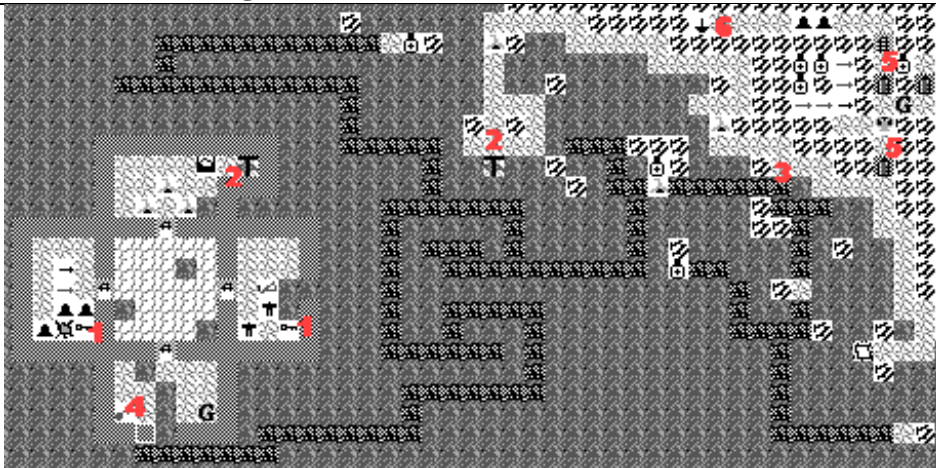


Collect the gate key from the eastern room (1) before heading over the bridges to the western area. Open the gate (2) and use the exit (3).

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## 16 – Hidden Bridges

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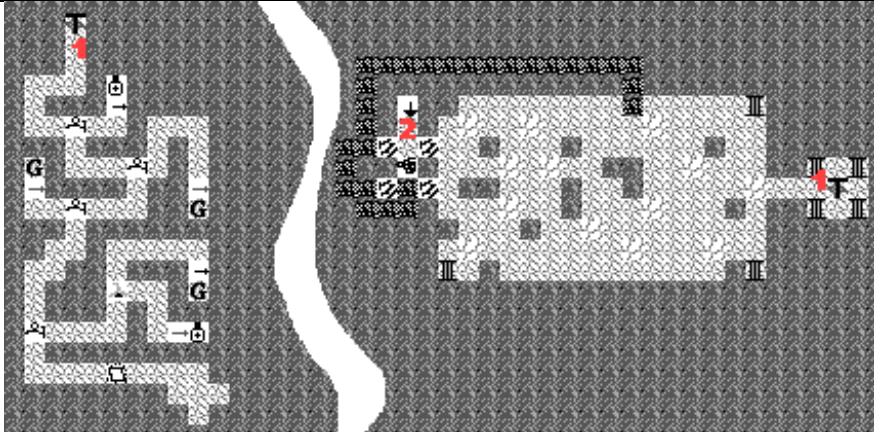


From the start, collect all both keys (1). Use the teleporter (2) then use the invisible bridge (3) to get the gate key (4). The keys open the doors (5) to the exit (6).

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### 17 – Hall of Mirages

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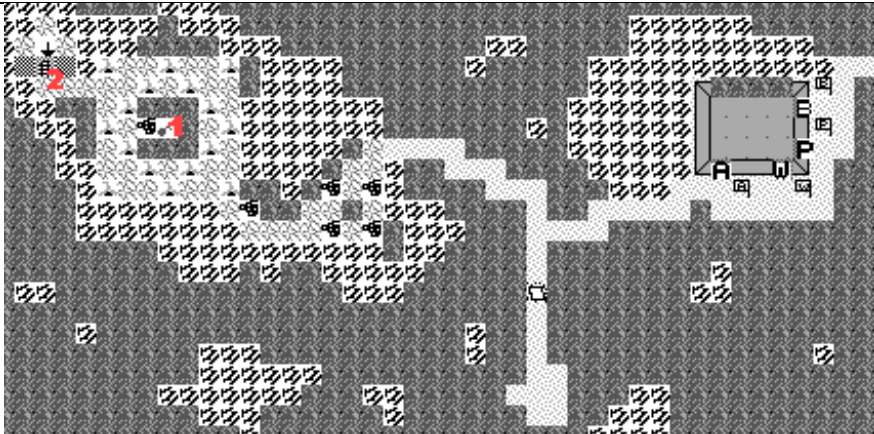


Use the teleporter (1) and follow the invisible bridge to get to the exit (2).

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### 18 – Dragon Core

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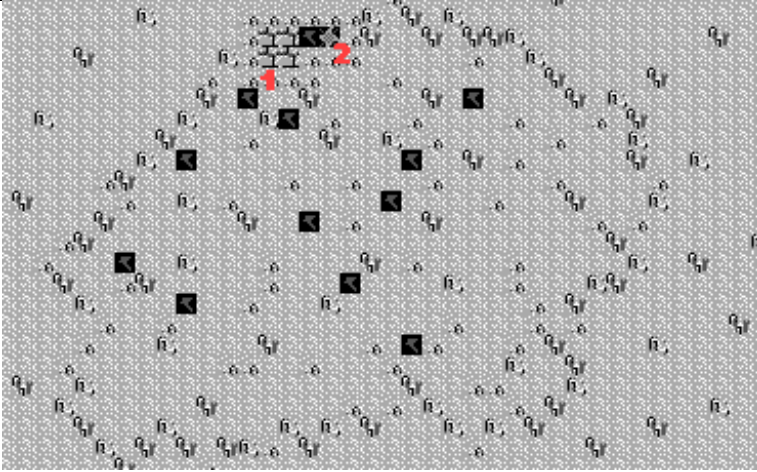


Use the key (1) to open the gate (2) to the exit.

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## 19 – Unknown

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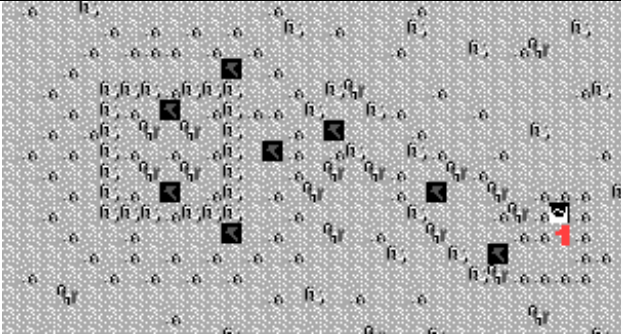


Work your way northwards (1) to get to the exit (2).

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## 20 – Unknown (part 2)

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Head eastwards towards a large, Fiend-like monster (1). The game ends once you kill it.