

Castle III Episode 1 Walkthrough



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This guide is provided for users of Castle III.

It contains detailed walkthroughs, plus maps, of all 25 levels in Castle III.

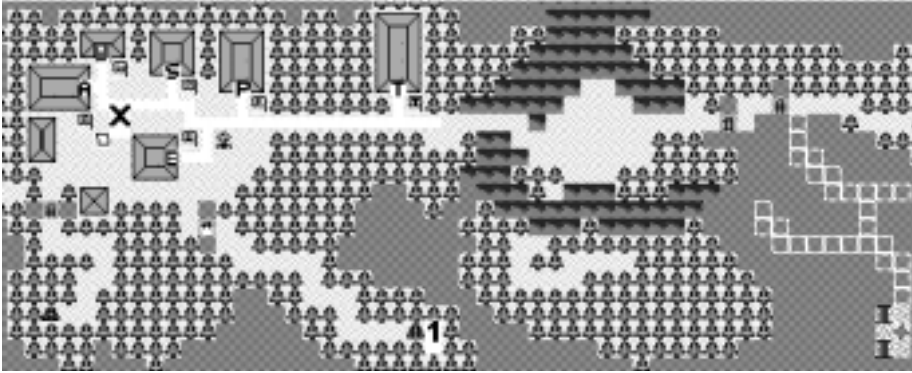
The advice contained within is applicable to the following versions of Castle III: EPOC, EPOC colour version, Crystal. It is not relevant to the SIBO version.

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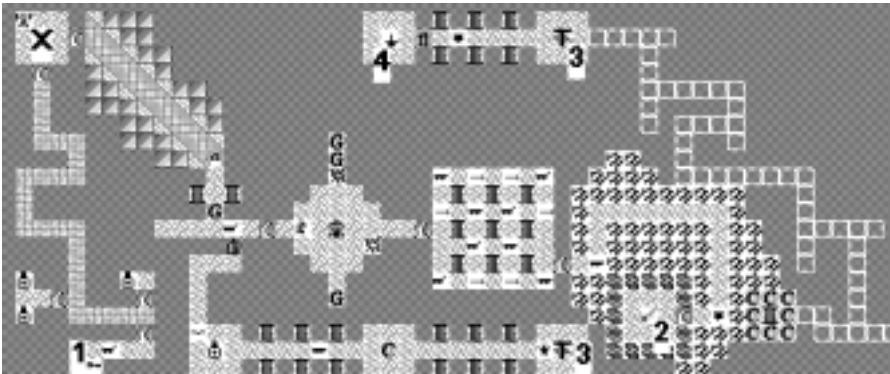
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1 - Welcome



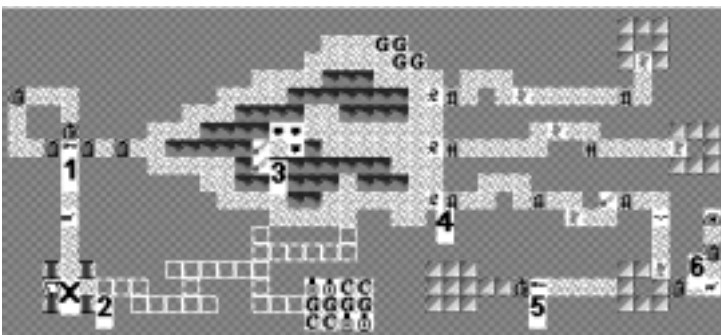
To begin the game, after starting at **X**, go down the ladder (1)

2 – The First Dungeon



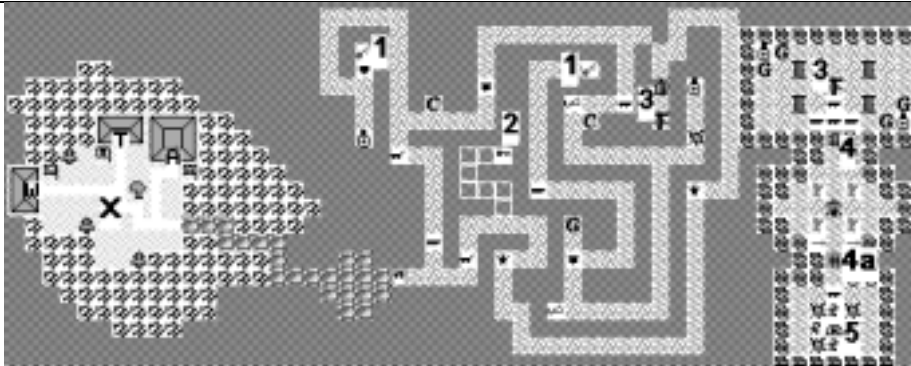
After starting at **X**, collect the keys 1 and 2. Use the keys to unlock the door to the teleporters (3), and the exit (4).

3 – The Key Dungeon



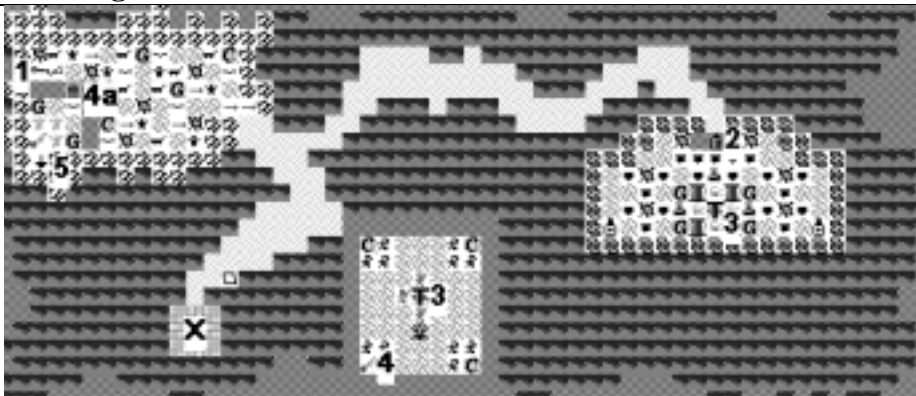
Carefully collect the first key (1), making sure you don't open any of the doors there. Then go back to the beginning and follow the secret passage (2) to an open area. Collect the keys (3) and go to the bottom gate (4). Then collect another key (5), again making sure you don't open the nearby door. Use the keys to open the two doors (6) and exit the level.

4 – Rocky Village



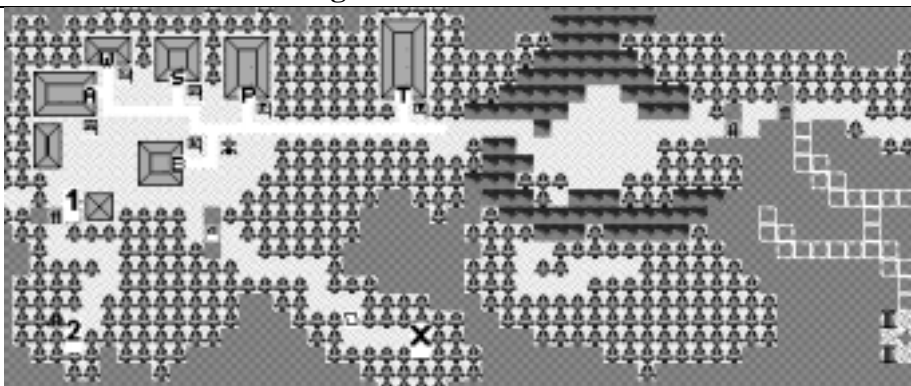
Use the shops in the village if you need to, then collect all the keys (1) in the maze, including the secret one (2). Take the teleporter (3) to get to the eastern part of the level. Use your remaining keys to open the gates (4 and 4a), before exiting (5).

5 – Dungeon Sea



From the start, go northwest to collect a key (1). Use the key to open the door to the east (2), and take the teleporter (3). Pick up the gate key (4), then backtrack to open the gate (4a). Collect a gate key and take the exit (5).

6 – To the Western Dungeon



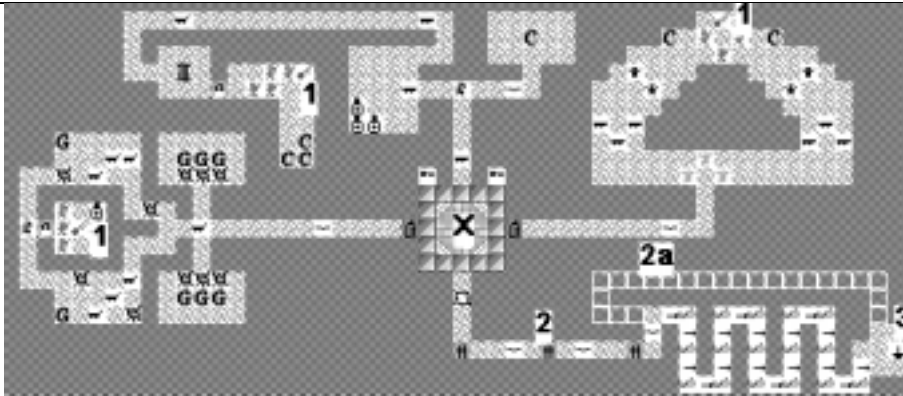
When you reappear on the opening level, use the gate key you picked up from level 5 to open the gate (1), and go to the next level (2).

7 – The Western Dungeon



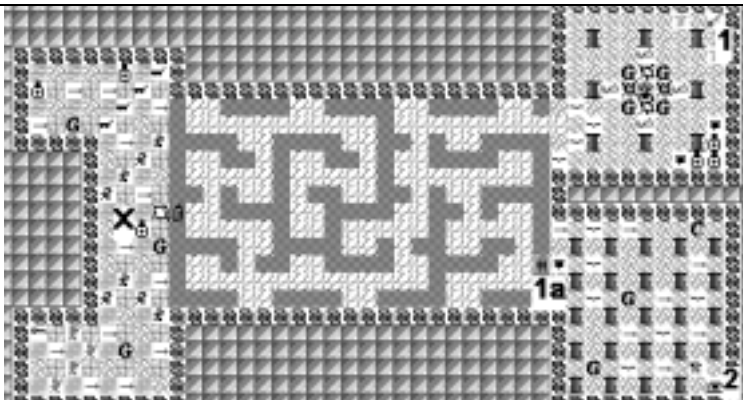
Collect the hidden key (1) to enter the northeast building (2). Collect another hidden key (2a), before using the teleporter (3). Open the gate (4) to exit (5).

8 – Trap Tunnels



Collect the three gate keys (1) to unlock the gates to the south (2). You can avoid a painful tunnel crawl to the exit (3) by taking a hidden passage (2a).

9 – The Western Castle



Work your way to the north east of the level to get a key (1) to unlock the gate (1a). Then work your way through the room to the exit (2).

10 – Three Rooms



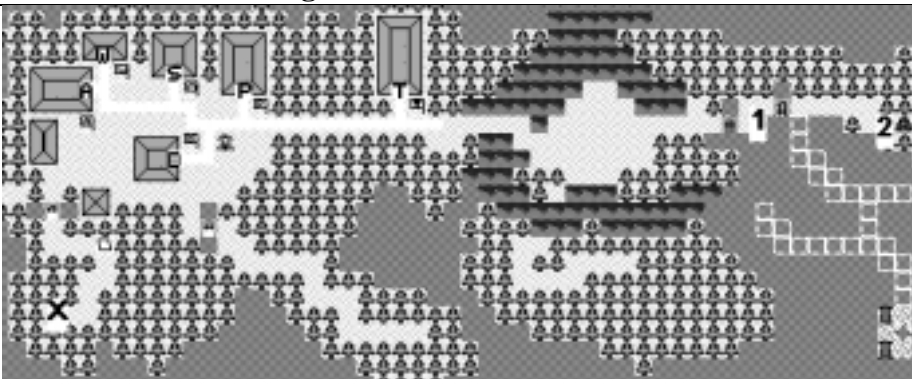
Collect the two keys (1) to enter the fortress (1a). Then collect two more keys (2) to open the way to the exit (2a) - then take the exit (3).

11 – Dusty Spiral



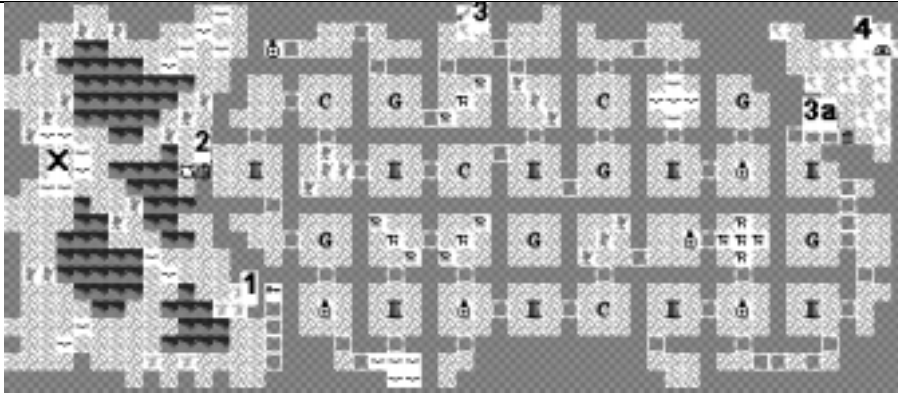
Starting at X, go round the spiral and through the teleporter (1). Collect the gate key (2) and open the gate (3). Then head up to the exit (4).

12 – The Eastern Dungeon



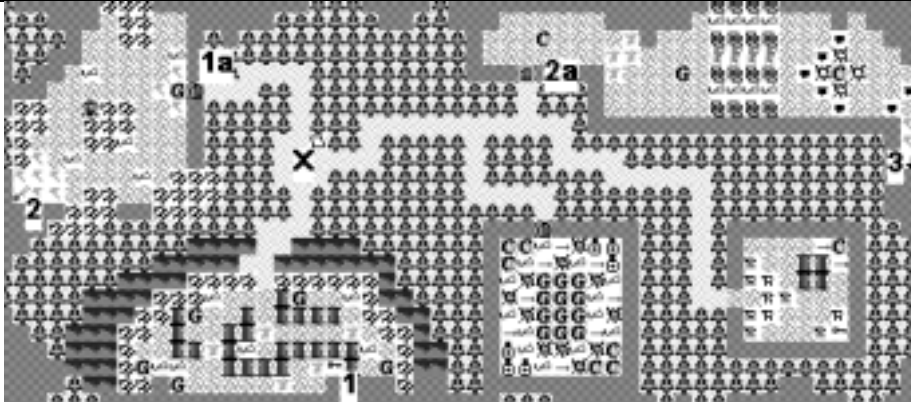
Using the keys you picked up en route to the exit of the last level, head as far east as you can to unlock the gates (1) and head on down to the next level (2).

13 – The Mystery Maze



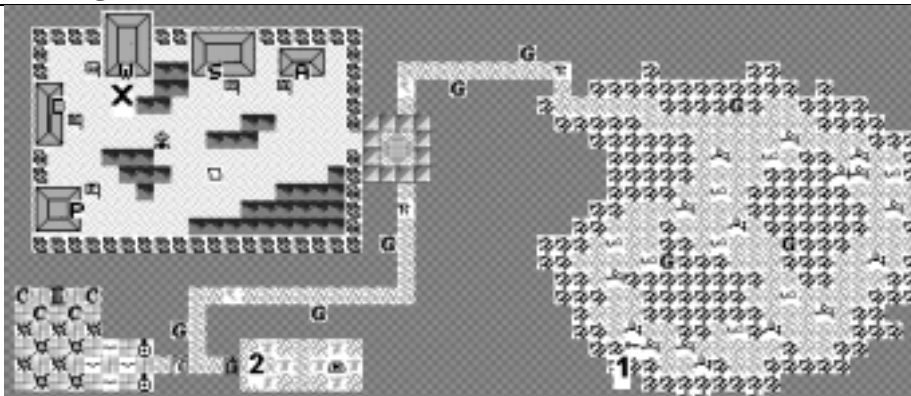
Firstly, collect the hidden key (1) to enter the maze itself (2). You need to work your way north to the key (3), then unlock the gate (3a). The exit is in the next room (4).

14 – The Underground Forest



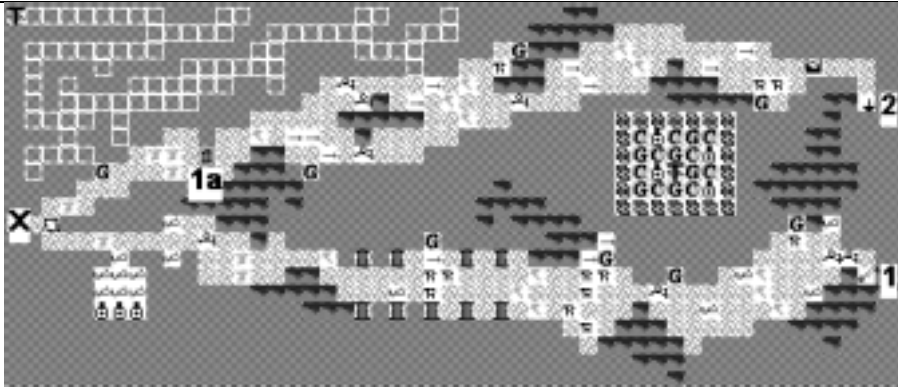
From the start, go south to collect a key (1), and unlock the door to the west (1a). This gives access to the key (2) to unlock the gate to the east (2a). The exit is past the dust elementals (3).

15 – Ogre Caves



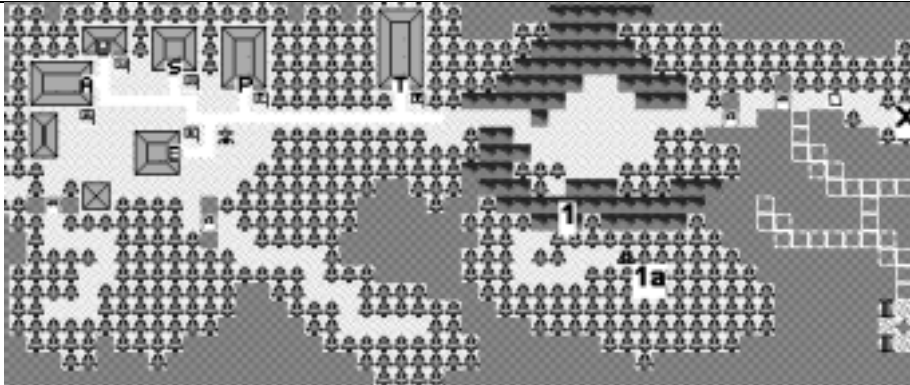
Head all the way east into the ogre caves from the start (X). The key (1) you need is to the southwest of the caves. Come back past the first room, and use the key to unlock the southern door (2), then exit.

16 – The Fiend Dungeon



From the start, take the bottom fork and work your way to the key (1). Come back to the start and take the other fork, opening the gate (1a) on your way. The exit is at the end of the top fork (2).

17 – The Deep Dungeon



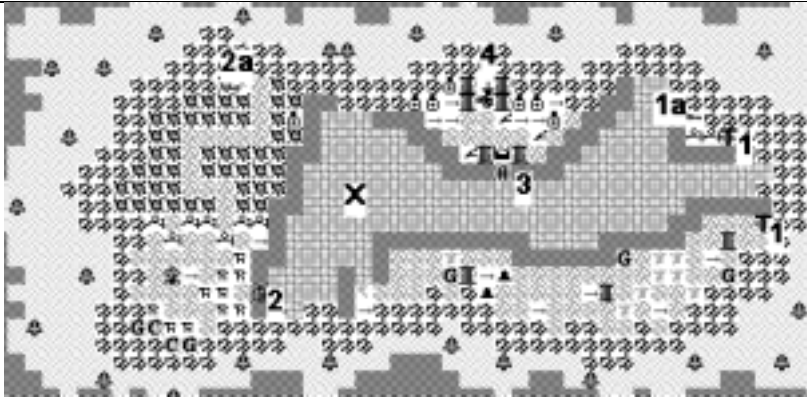
To get to the exit (1a), walk over the water (1).

18 – The Wizard's Demesnes



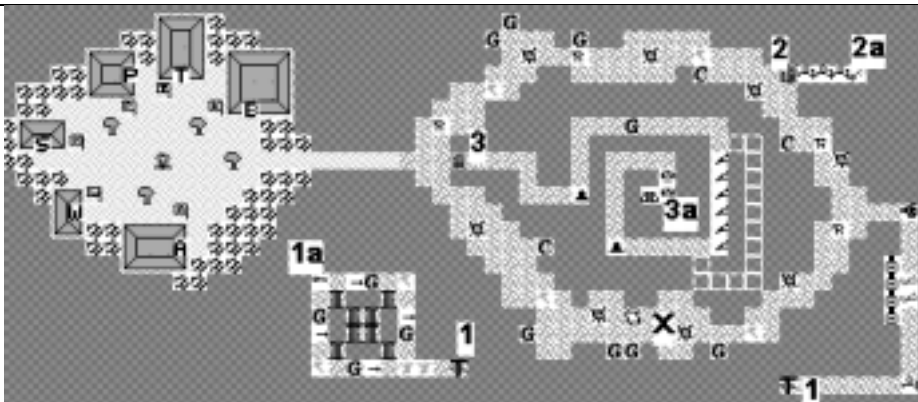
Go to the south east to start with, to pick up a key (1) to unlock a door that you've passed (1a). Make sure you collect both keys in the next room (2), then head east to collect a gate key (3a). Head through the gate (4), taking the secret passages (5 and 5a) to avoid injury. The exit awaits! (5b)

19 – Forsaken Outpost



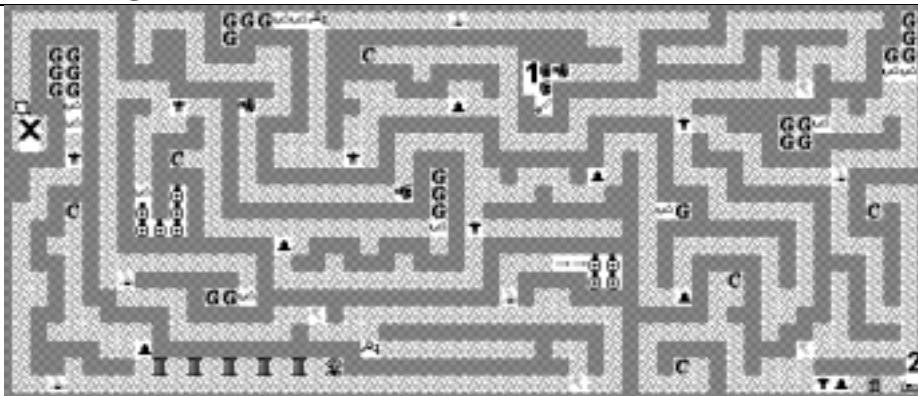
Head due south from the start, then work your way to the teleporter (1) to get a key (1a). Unlock the door (2) and grab the gate key (2a). The exit (4) is inside the room with the gate (3).

20 – Circle of Death



Start by heading to the southeast to find a teleporter (1). Collect the key (1a) and open the door (2) to the gate key (2a). Then enter the inner part of the circle (3) before using the exit (3a).

21 – Dungeon Maze



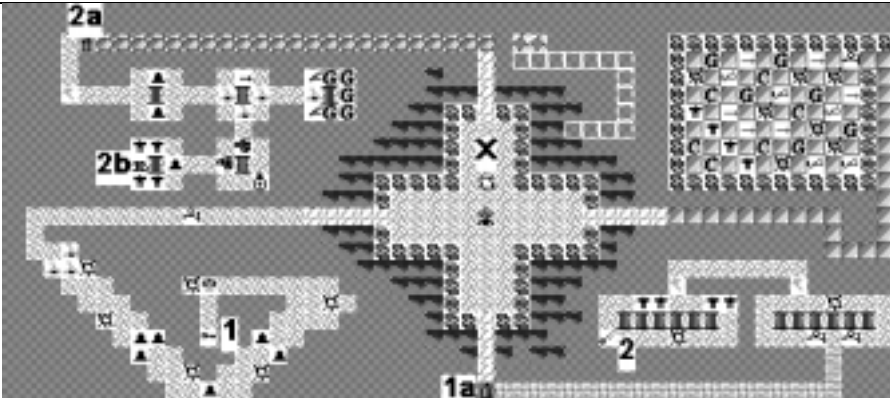
Collect the key (1) and use it to exit (2).

22 – Village



Collect the key (1), then head north to open the door (1a) and get another key (1b). Go through the village and unlock the gate (2), then collect the final key (2a) to unlock the door (2b) and exit (3).

23 – Four Ways



Head west to collect the key (1), then head south from the main room (1a). Collect the gate key (2), open the gate to the northwest (2a) and exit (2b).

24 – Approach to the Queen



Head west to the teleporter (1) and exit the level (2).

25 – Finale



The final level. Collect the two keys (1) and use them to open the doors leading to the Queen (2). Then kill the Queen to win! (2a).