

## MONTEZUMA'S REVENGE

### LEVEL 1

Go one screen right and one down. Get the red and white key. Then go back to where you began and go one screen left and go one screen down (you should be in a room with disappearing platforms to your left). Go one screen left and one down (you'll be in a room with one skull, a sword and one forcefield). Proceed two screens right and get the two blue keys. Go one up, on left and climb down the rope and get a blue and red key. Then go to the left side of the room towards the disappearing platforms. Jump up the first 2 platforms then stop and wait for the platforms to reappear then jump to the top till you get to the top. Go one screen left and go one screen down. Go left and use all your keys to open all the doors (2 red & 2 white doors). Go one screen down (grey room with 2 diamonds). Continue one screen left (grey room with 3 skulls and 2 diamonds). Jump over the first skull and go to the first ladder to get the diamond but watch out for the second skull or ignore the diamond and jump to the left to get to the second ladder, go down one screen ( a violet room with bouncing skulls). Proceed down one screen (you should now be in a gold room with 2 ropes on the left). Go one screen left and grab the white key then go right one screen. You should be back in the gold room with 2 ropes. Climb almost to the bottom of the right rope, jump to the right and go one screen down. From this room go 3 screens right and you'll be in a room with one spider and one white key. Get the key then go one screen right (with 2 bouncing skulls, one skull is faster than the other so watch out) and one screen down. Now you should be in a screen that dark except for the fire and a long disappearing platform. Go 3 screens right (you should be in a room with eleven diamonds in the center). Jump towards the diamonds trying to get as many as you can (don't worry, you can't get all the diamonds).

LEVEL 2 - BONUS STAGE - HINT: You have plenty of time to get all the treasure so take it slow!

Get the white key and go one screen right. Continue one screen down, get the two white, go one screen down, get the two diamonds, go one screen down and get the red and blue key. Go one screen right, jump to the two ropes, get the sword and jump left to the platform with the spider between a red and blue door. Open the blue door, kill the spider, open the red door, and go one screen down. You'll now be in a room with 10 or ore platforms on the right side are two swords. Get the two swords and go one screen down and one screen right, kill the two skulls, go up one screen and get the torch. Then go back down one screen, one right and 2 up. Then go one screen right and two screens down. You'll be in a room with two ropes on the left. Jump left and grab onto the rope. Go almost all the bottom of the rope and jump to the right towards the platform with a skull on it. Go one screen down and take the two blue keys. Open a blue door and go one screen down (in a room with only two snakes) then go two screens to the right. Get the red key and open the red door and go down one screen (in a room with only two white doors). Go screen left.

LEVEL 3 - BONUS STAGE - same as first

To get the torch use the same pattern as level 1. Once you find the torch go down one screen right one screen up one screen and right one screen (you should be in a room with one rope and a

spider). Go 2 screens down and you should be in a room with 2 ropes on the left side, one spider and a skull. Jump to the left onto the rope, then climb down almost to the bottom (be careful, all ropes have fire at their tips and the longer you stay on it the shorter it becomes) and jump to the platform with one skull. Continue one screen down to a room with 2 blue doors and keys. Get a blue key and open one door and go one screen down to a room with 2 snakes. From here proceed right one screen. Open one blue door and go one screen up to a room full of red keys. Take a red key and go one screen back down. Now grab one blue key and go one screen right. Open one red door, take another red key and go one screen down and four screens right to the end of level 3.

LEVEL 4 - BONUS STAGE - Take what you can but get out fast.

Get white key and go one screen right. Continue one screen down get two white keys, go one screen left and one screen down; get blue key. After you get the blue key proceed one screen up and one left. Open the blue door and get a sword and a blue and red key. Go 2 screens right and 2 screens down. Continue one screen right where there is a spider trap between a red and blue door. Get the sword between the ropes and jump left to the platform, open the doors, kill the spider with sword, and go down one screen. You'll be in a room with many little platforms. Get both swords then go one screen down kill the skull, jump over snake, and go one screen right. In this room kill the skull that bounces and jump over the second one. Go one screen up and you'll find the torch. Follow the same pattern for the 3rd level except that you must get here with a red key because there aren't any to be found.

LEVEL 5 - BONUS STAGE - Don't get any treasure; run like hell.

To get the torch follow the same path as level 3. The exit is the same as level 3 except when you find the room with 2 ropes on the left go down 2 screens and 2 screens to the right. Open the red door before you go one screen down make sure you have at least 2 white keys and one red and blue key. After you go down one screen go 4 screens right to the exit.

LEVEL 6

Use the same pattern from level 5 to find the torch. From the torch go one screen down, one screen left, then one screen down. Continue one screen left (look out because there are 2 skulls that are side by side so if you run and jump you should be able to leap over them with no problem). Continue one screen down. You'll now be in a screen with a right or left exit and 2 spiders. Proceed 4 screens right and grab a blue key. Go one screen right, get red key, and continue left. Go 2 screens right. Proceed one screen down and one right to the exit.

LEVEL 7 - BONUS STAGE - Pay no heed to greed; just exit.

WARNING: Monsters don't leave after you hit them.

Get the white key, go one screen right, and one screen down. Get the 2 white keys and continue 2 screens down. Get one red and one blue key. Go one screen right and jump towards the rope on the right side of the screen. Once on the rope move down and jump towards the spider trapped between 2 doors (blue & red). Open the doors and kill the spider and go one screen down. You'll be in a room that's dark and you can only see a pole to the left, 2 disappearing platforms, lots of treasure. From here go one screen down, one right, and one screen up for the torch.

>From this screen go one down, and one right (you should be in a room with one 2 spiders and one skull) and continue one screen down and one right. Jump over the 2 skulls and go down one screen. Go 2 screens right, one screen up and one screen right. You'll now be in a room that has a giant gap in the middle with no possible way to go right. What you do is run and jump to the right. You'll fall diagonally down and to the right. You'll fall one screen down to a platform on the right then go one screen right to the exit.

#### LEVEL 8

To get the torch follow the same pattern as that of Level 7, but be careful because there are more dark areas. The exit is the same as level 7.

#### LEVEL 9

Same as Level 8 but with more dark areas.

#### LEVEL 10

The torch is found in the same way you locate it in level 9. When you get to the area with 2 spiders on the left & right side, go left and continue to find a blue and red key, plus 2 white keys (which you should have gotten in the beginning). Once you find one blue and red key the proceed back to the area with the 2 spiders. From that screen advance 2 screens right, go up one screen and 2 screens right. You should now be in a screen that has a giant gap. Run and jump from the middle of the floor (not from the edge) and you'll land one screen down on the right side of the screen.

#### LEVEL 11

This level is just like the last only it's entire level is dark.

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