

GREAT PYRAMID

PYRAMID LEVELS

(All levels)

X: Sphinx

#: Starting point on that level (up from previous sphinx)

0: Shafts (go shaft to go back down to Scorched caverns)

All equipment and items dropped or left on floors 2-5 will be teleported

to the scorched caverns below the pyramid if somebody is in the room or passes thru.

Level 1 (Time level)	Level 2 (Dark Level)	Level 3 (Door Level)	Level 4 (Hopscotch by letter)	Level 5	LVL : 6 :
<pre> P-P-* P-P-P-P-P-P P-P P 0-P-P * P-P-P P-0 P @ P-P P-P P-P P-P-P-P-P P P-P P P P-P-P-* P P P-P P-P P-P P-P-P P-P P P@P P * X P-P P P P P-* P P-P P-P P P@P P P-P P-P P-P-P P P-P P P P-* P P-P * *-P P P P D-P P-P P-P-P P-0 P P-P P-P-P-P P-P P-P-P </pre>	<pre> #: Start B-B-B-B B-B-B-B-B B 0-B B-B B-B 0-B B B-B-B B B B-B B B-B-B B B-B B B-B B X B B # B B B-B B B-B B B-B B-B B B-B B B-B B-B-B B B 0-B B-B-B B-0-B B-B-B-B-B B-B-B-B </pre>	<pre> ?:Not bash-able opens/closes on it's own G-G-G-G?G-G-G ? ? G?0-G-G G?0-G G-G-G-G G G-G ? ? #-G-G F-G-G G G-G G-G\$G G G G 0 G-X G 0?G ? G-G-G-G?G-G-G </pre>	<pre> *: Start (Sphinx U: Up #-#-#-#-# s f t #t0o#i0e# u a n #o#f#rUs# r i e #e0t#l0t# s e n #-#<*>#-# <-start </pre>	<pre> 0-G-0 G-X D 0-G-0 </pre>	<pre> go :portal :to Dao :Lord </pre>
<p>*: Push block opens @</p> <p>D: to Scorched Caverns</p> <p>Answer to riddle: Fire</p>	<p>Don't stand around forget about resting or sneaking</p> <p>Riddle: Sun</p>	<p>#: Start</p> <p>F: Floating key</p> <p>\$: Lion key door</p> <p>Riddle: Stars</p>	<p>Riddle: Spell Fourteen by Walking thru Lettered doors</p>		

Key to Pyramid

- 1: Only have about 2 minutes to be on this level before dropping to scorched caverns so you better be moving like your butt's on fire. Go to the * and push block to open the secret passages. Certain * opens the next passage while others open the previous.
- 2: This one is pure hell. I suggest run right thru it without wasting any time. Can't rest, sneak, nor hide and its so pitch black you'd think the sun no longer exists. Poisonous traps also come at you from everywhere.
- 3: This is just a headache. Nonstop doors opening and locking. Some doors will never open while others do. Certain doors can't be opened but will open on their own. Act quickly, they don't stay open long. Find the Floating key and kill it. Pick up the lion key (very quickly) before it poofs. Use it on the correct door to get to the sphinx.
- 4: Must be level 30 or higher to go past the 3rd level. Solve the riddle then make moves to spell out the answer. To spell out the answer simply look at the plaques to determine the letters for the exits. The perimeter-room letters are for the exit towards the inside. The inner rooms hold 4 letters - each correspond to the exit in that direction of which it appears. You also don't have to necessarily hit all the letters with each move. It only counts when you pass thru an exit with a letter - outside rooms don't count.
- 5: Not much of a trick here. Just plain E-Z.
- 6: You made it to the Pharaoh! Hope you brought your red-iron weapons. :) If you log off you'll end up back on level 5. Good luck!
- 7: Once Pharaoh is dead the dying Pharaoh drops a portal that only stays open about 2 minutes, go portal to get to Dao Lord. Dao Lord can also only be hit with red iron weapons.