

THE IMMORTAL GS by Will Harvey |

Step-by-Step Solve |

Use only if you are totally stuck! The game is more fun when you solve it | yourself. There are also level codes at the end of the solve for those who | are totally stuck at a level. |

- Notes about directions -

The view of the game is psuedo-3d, its difficult to give exact directions. Basically its like this:

/ up /
//
/ left right /
//
/ _____ down _____ /

Level 1
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Well, this IS in the documentation! :)

- a) Kill the goblin who's around the dead guy. Search the dead guy, grab what he has.
- b) Press BUTTON 2 and select FIREBALL. Hug the bottom wall and fireball the guy beating up on the "piratish" person. Go to the pirate-man (known as Ulindor from here on) and get the key from him. Open the chest, grab whats in it.
- c) Go to the door at the far TOP-RIGHT of the room and enter it.
- d) A goblin is guarding a pile of gold at the top of the room. Fireball him. Muhahaha! Search the guy and grab the stuff he holds. Also get the gold near him.
- e) Enter the door that is opposite the door you came thru. Its the booby-trap room with the flying spears.
- f) Walk this way:

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/ _____ > _____ > _____ //
/ _____ | _____ /

so you hug the bottom wall, and then hug the right wall. Finally hug the top wall, and you'll spring a trap at the very left-edge of the top wall.

Now run like hell towards the door around the corner, and get your butt inside!

g) Go left and then down, ie - stick around the LEFT hemisphere of the room with the patch of dirt. The right side has a trap door.

h) Now you're in a dark room with 1 fireball to spare. Hug the top wall until you can see a unlit torch and you're aligned with it. Now FIRE, and the fireball will touch the unlit torch and light up the room! You will see the shadows of the shades. Avoid them, they're tuff. Hug the top wall, then the left, and get the stuff thats in the corner. Now work your way to the door, BE CAREFUL!!! There are traps in the room. You should sorta wind around the middle of the room until you're in the same vertical tile as the door and then head down. You can see where the traps are by pressing button 2 and looking at the map (red dots = traps).

i) Take a nap, then go by the ray of light. Stand in front of it and press button 2. Select the AMULET, hold it up, but DO NOT READ THE RUNES!

j) Boogey down the trapdoor...write down the level code!

Level 2
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a) Avoid the slime! Grab the gem, then get the sword from the pile of of bones. Don't search further when you see the green stuff, it's just another slime. Exit through the top door.

b) Talk to the potion-dealer. You don't have enough money to buy oil! Eek. Talk to him one more time. He'll reduce the price. Buy the oil, but don't use it yet.

c) Keep walking up in this room. Some green-wisps will appear. Press button 2 and select CHARM. Now the wisps are your friends!

d) Get the stone, and go to the door at the RIGHT (not top). Enter it, but don't press forward too much. Some of the wisps should follow you in. If not, go back thru the door, let the wisps gather around you, and then walk back thru the door.

e) There are 2 goblins guarding the door. With a couple of wisps still around you, press button 2 and select CHARM one more time. Now the wisps go on the offensive and beat up the 2 goblins. let them do your work!

f) Search the dead goblins, get the dust.

g) Enter the door. BE VERY VERY CAREFUL! This is the first tricky part of the game. You need to slowly walk towards the dirt (hug the bottom wall), plant the spores, and RUN LIKE HELL TOWARDS THE DOOR! You must not fight the goblins, you will die if you do. You need to plant the spores, and get out. It takes a bit of practice, but its not impossible.

h) Wait a few seconds outside the door, and then enter back in. The goblins will be dead/dying. Go towards the king, and talk to him. Give him the water you are carrying (answer YES). He will tell you the order of the gems.

i) Go all the way back to the room where the 2 slime-thingies are running around. Now go towards the bones but enter the door by it. As an alternate route, you can exit the room with the merchant through the door

on the left. You'll avoid the slimes, but you have to fight a troll. Once you get to the hallway with the straw and the dwarf in the corner, take a nap.

j) Go to the dwarf and use the dust. Get the gem from him.

k) Go to the door at the bottom by the straw, and walk in. More slime! Immediately apply the oil you bought to your boots. Go towards the door, but before walking thru it drop your stone into a slime thingie. The slime will turn the stone into a gem! Get the gem and walk thru the door.

l) You are faced with three pentagrams. You need to place the 3 gems you have in a special order. In the FIRST pentagram (first=leftmost), place a gem in the RIGHT hole. In the 2nd pentagram place a gem in the LEFT hole. In the 3d pentagram place a gem in the center hole. A trapdoor will open, haul your weary bones down it.

Level 3
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Ohh, big hole! The entrance to the next level is at the other side of the hole. Hmmm...

a) Walk down the 2nd (bottom/right) chute. You will see a goblin and troll fighting and a treasure chest. Walk to the chest (avoid the fireholes) and get the stuff inside. press button 2 and select fireball.

b) walk behind the TROLL (brown guy, not green) and fireball him. EWW! Pretty dirty trick, shooting a troll in the back. Oh well. Search him and get his knife.

c) Walk back up the stairs and enter the other set of stairs. You will see 2 goblins fighting. HUH?!? I thought they were practicing at first, until I saw blood. Fireball the one at the top. He will turn into a troll and die! Wow. Search him, and grab his protean ring. Don't bother getting the slime-bottle.

d) Walk down the set of stairs and put on the protean ring. Go towards the goblin guarding the chest. DO NOT COME TOO CLOSE TO HIM! He can tell you're a faker if you come too close to him. Open the chest, get the stuff inside, and skidaddle up the stairs (you'll have to take the ring off before you can go back up). Go up the second set of stairs, and then back down the other set (so you're in the room with the opened chest and dead-troll-from-who-you-took-knife). Enter the door.

e) Wow! The Goblin King! Heeee's aliiiiive... let him ramble on, and go thru the door. Wow! A room of upcoming spikes. There is a pattern to the spikes, watch the spikes rise up and down and you will learn the zen of the room. You need to get the gem also! Basically the pattern is:

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/ % = ! /
/ = /
/ = /
/ _____o _____ /
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You start out at "!", walk up so there is one tile between you and the

stairway. Walk straight left. Now centering yourself on the line between tiles on which the gem sits, walk straight down (straight meaning a line along the tiles, not literally straight on the screen. Remember we're dealing with a diagonal view here). Get the gem, walk back up, then left again along your original left/right path, then down two tiles to the ladder, and you're out.

This is much easier than the convoluted paths that some others have shown.

f) You'll see a troll guarding a door. Throw the knife, and the trolls will fight each other. Wow! Walk thru the 1st door, and you'll see two hefty trolls. Wait until they come close and drop a troll bomb. Sometimes you can get both with one bomb. You'll probably need to use two, and if you actually use up all three here it's okay. Run fast once you've bombed the trolls! They won't stay paralyzed long. Grab the potion, and run for the far left door.

g) Quaff the potion, and beat up the troll in here. Take a nap.

h) Circle around the eternal flame, and come close to it from the TOP. Ie:



You need to be standing right next to the flame and inside the circle. Its a bit difficult, precision is a must!

i) Now wait until the flame is purple, and click button 2. Click on the GEM. You should disappear... and reappear soon. If you can't get close enough, you can actually step into the flame when it's purple, but you'd better select the gem FAST because the flame won't be purple for long!

j) Walk down the stairs, write down the code.

Level 4
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a) Duck the troll's hits. Let Ulindor kill him with a knife.

b) Go to Ulindor, get the carpet, and walk through the door...

c) Congrats! You're in one of the hardest areas of the game. You need to navigate on the carpet, avoid the firepits (if you hover over one you are TOAST!) and avoid the machine-gun fireballs. You also need to get a scrap of garment with a ring in it; it's at the far left of the first room (ie, don't go through the door right away!). After you get the cloth, go through the top door.

d) YEAH! Yet another room of firepits! Just navigate slightly upwards and down between the last and 2nd-to-last firepits. Head towards the door (be careful of hugging the bottom wall, there are firepits there!).

e) Walk thru the door, get some shut-eye.

f) Walk down. Run towards the stairs! You will probably be attacked by at least 1 troll. Try to survive...it's hard. The cheat helps.

h) Go towards the girl. Give her her ring (answer YES). This is the ring you found in the first firepit room, not Dunric's ring from the first level.

i) Walk down the stairs. Place the ring Ana gave you in the center hole, and

walk around the entire pentacle THREE times. A ladder will appear, climb down. That's it!

Level 5

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- a) Get the egg, follow the goblin, talk to the chief, go through the bottom door, buy the potion, walk towards the crack-in-the-wall in the room with the map/goblins, and quaff the potion.
- b) There are 2 ways to do this; you can stay in the 1st room and wait 15 seconds and run into the top room and head towards the chest. Or you can enter the room right away and try to avoid being stepped on for 15 seconds. I've found the potion lasts exactly 17 seconds...
- c) Open the chest, grab everything. Write down the directions the worm sensor gives. Drink the water-potion (This heals the poison that the shrinking potion caused). Use the fireball-spellbook. Try to fireball the trolls while heading towards the top door, you may have to fight one.
- d) Fireball the two lizards in the room, search one and grab the key.
- e) Enter the room with the stairs down. Turn on the worm sensor. Follow the directions you wrote down (LDRDLDRURD). Listen to the worm sensor. THIS IS VERY DIFFICULT, the only way to complete it is to practice. The directions work as follows: first move left until you hear the sensor start to beep at a higher pitch. Move right a tad until the beeps are normal again. Now move down until you hear a higher pitch (or run into a wall), then move back until the pitch is normal, then...you get the idea. Just keep moving in the indicated direction until you either hit a wall or the sensor beeps change. And if the sensor beeps change, move back a bit 'till they're normal before continuing.
- f) Train the egg by placing worm-bait down in the pentacle. The stairs will open up. That's it!

Level 6

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- a) You can go through either hole here, just be sure you see the spider legs in the opposite hole before you enter your hole. If you don't see the legs in the other hole right as you go in to yours, you'll get munched!
- b) "Fake" the giant spider out, go pseudo-close to her but run back when she raises herself to web. As soon as she finishes her webbing, run towards her and attack! Beat her up, shouldn't be a problem. Avoid touching the egg sacs.
- c) Walk down the stairs, get the alcohol, go to the chest (don't open it yet!). Select the alcohol: don't drink it, but do pour it on the chest. Now open the chest and grab the levitate spell. Avoid the eggs, climb down the ladder.
- d) A semi-difficult area. As soon as you're off the ladder, cast the levitate spell. Fly down the hall, carefully avoiding the egg sacs. I think the placement is random. There will be egg sacs against the bottom/left wall that you can't see except for a bit of extra white stuff (since they're under the wall there). Be sure to avoid those as well. The flying does take some practice. When you get to the end of the hall, turn off the levitate spell and climb up the ladder in a hurry. Take a nap on the

straw, then boogey on down the other ladder and you're done with six!

Level 7

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Almost there!

a) Run towards the man being tortured (eeww) and talk to him. Give Dunric his ring, get the spells. You can avoid fighting the troll if you wish, he carries nothing (run towards the ladder).

b) Fight Ulindor. Kill him. Sleep. Climb down the ladder.

c) You must practice barrel-riding now. You must become proficient at it so you can ride from the norlac to the whirlpool in the least amount of time. Its possible, just difficult. Practice, practice! You need a good headstart on the norlac, this can be achieved by floating backwards (slowly) near the norlac, when he starts chasing you you don't have to turn around and have a large advantage. Don't loose the advantage! Also, if you move into the norlac area to the far left, you'll get him to chase you, and that way you don't have to get as close to him to begin with. If you do it right, you'll have a larger advantage than floating backwards towards him will give you.

d) Head towards the whirlpool with the norlac following you. Just run into the whirlpool, don't worry about where the norlac is. (For fun, try climbing the ladder when the norlac is chasing you. The death sequence is really neat, and not very obvious).

That's it for level 7.

End Game

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a) Open the chest, get the stuff, walk down the stairs.

b) Walk towards the center of the room. Oh no! A pit!

c) Fall down the pit. Get ready for the battle of your life...

- FIGHTING THE DRAGON -

There is a specific pattern to the end-sequence. You must activate the blink spell, and then use it _6_ times. Each blink must be timed EXACTLY, as soon as the dragon breathes, blink. Press the button right after he's moved his head all the way back.

Six blinks later, the dragon will pause for a second now, it will appear to do a fake breath. Don't be faked out! Now he'll pull back to breathe again. The moment before he exhales, click on button 2 and select FIRE PROTECTION.

The dragon now begins to wheeze. Click button 2 and select the amulet. Hold it up to the light but don't read it.

Wait a few seconds, SUPRISE! It's Mordamir. Get ready for an even more intense battle. As soon as he finishes talking mean to you, click on button

two and ready BODY STATUE. He will have a blue-lightning effect come out of his hand and go upwards off the screen. The second the entire lightning bolt is off the screen, wait a fraction of a second and click the button (to activate body statue).

This needs to be timed exactly, like the blink. He will attack you with this blue-lightning 3 times, time them carefully.

After you body-statue the 3d lightning-bolt, IMMEDIATELY after you see Mordamir crouch (readying his new spell) click on button two and select SONIC. Mordamir will issue a sonic-boom, the sonic spell will protect you. If you're not protected, the death is quite spectacular. Mordamir will also issue another blue-lightning (twice) while the sonic boom is going on, be prepared to press fire to activate the body-statue (you don't have to select body-statue again, it will still work).

Finally, he will call upon a grim-reaper to attack you. Body statue before the wraith attacks.

Mordamir goes back to talking, get your hand ready on button number 2. As soon as you're back to the graphics screen, press button 2 and activate magnetic hands.

Thats it! Ya tricked the old geezer. Congratulations, you have solved THE IMMORTAL by Will Harvey.

Immortal Codes

--2--> CDDFF10006F70
--3--> CC5EE21000E10
--4--> B5FFF31001EB0
--5--> D630F43000EB0
--6--> 1BBEB53010A41
--7--> C250F63010AC1
--8--> E011F730178C1

These are "top notch" codes, except for level 6 I believe, which has a bit less than maximum energy.

There is also a cheat which I wrote on America Online to help ya out if you're stuck. It gives you unlimited energy (doesn't help with traps however).

Solve by Parik Rao (AFA Parik) thanks to: DangardAce
Modified by Jake Hoelter (Shoggoth) Grn Barron
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