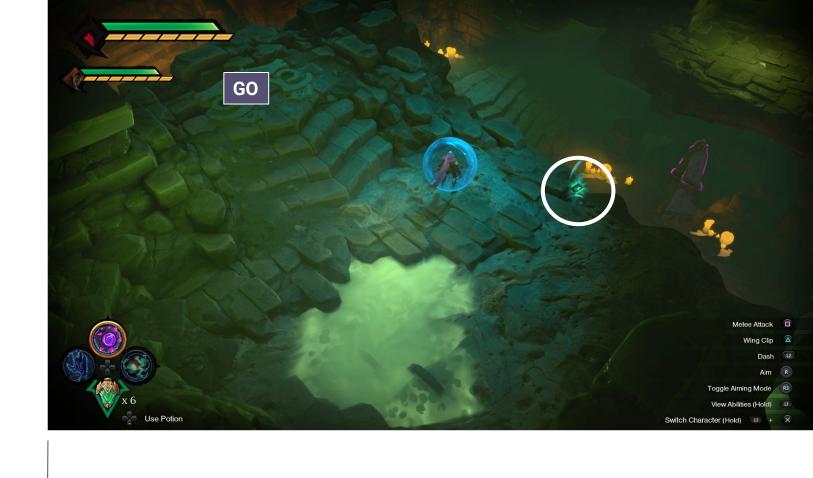


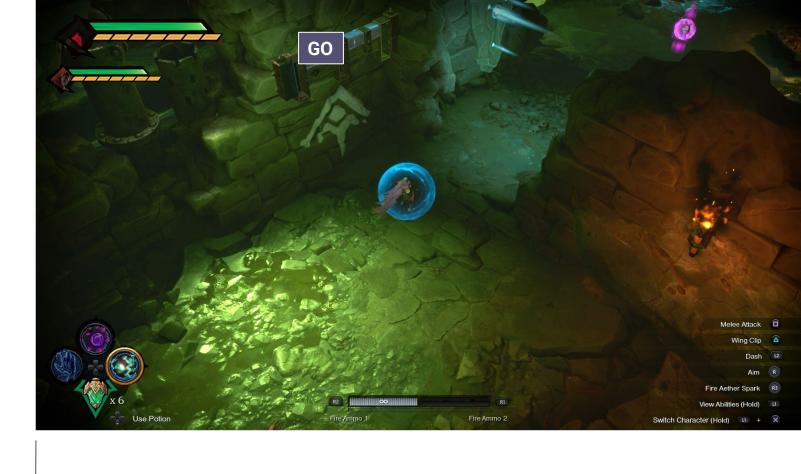


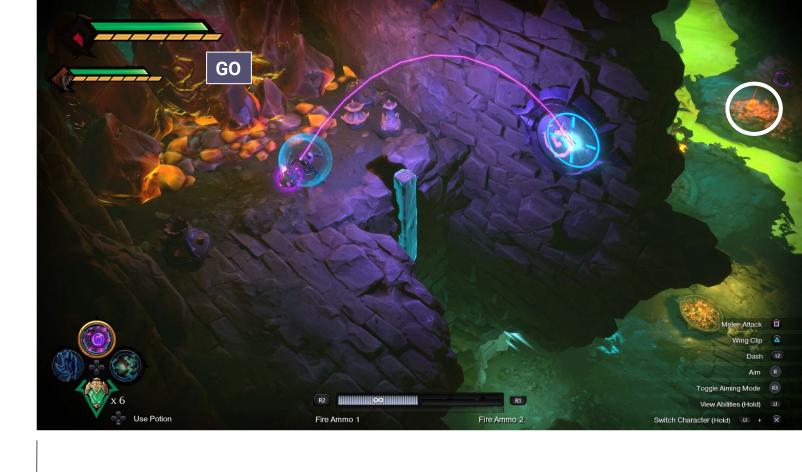


B * Boatman's Coin

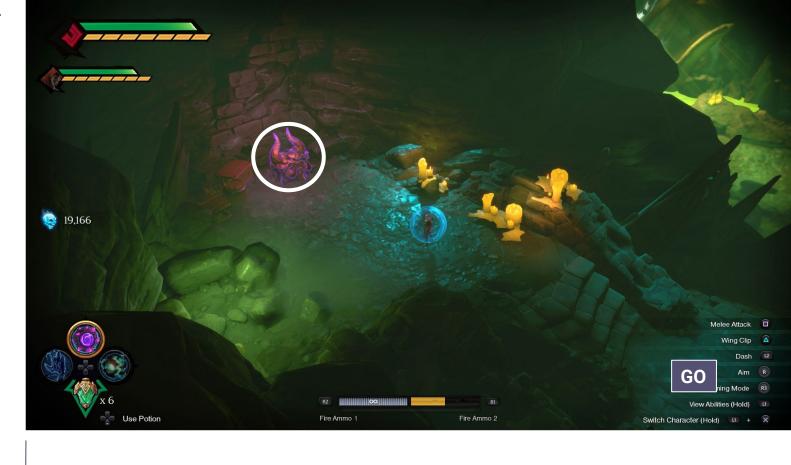




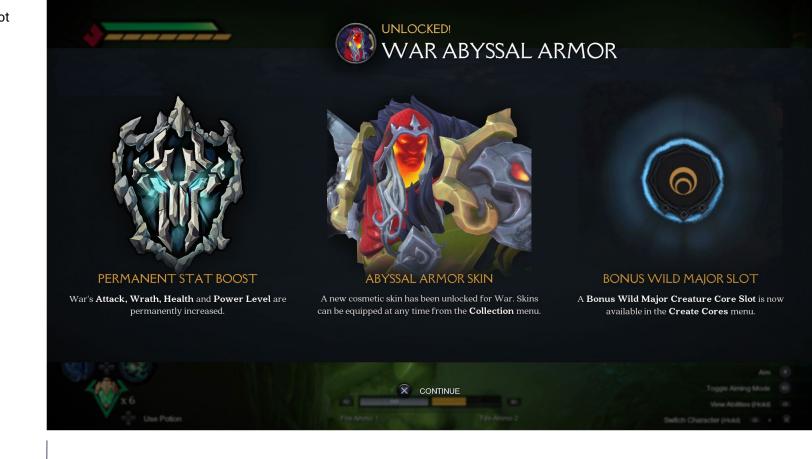




Conqueror's Abyssal Armor Piece



Bonus Creature Core Slot



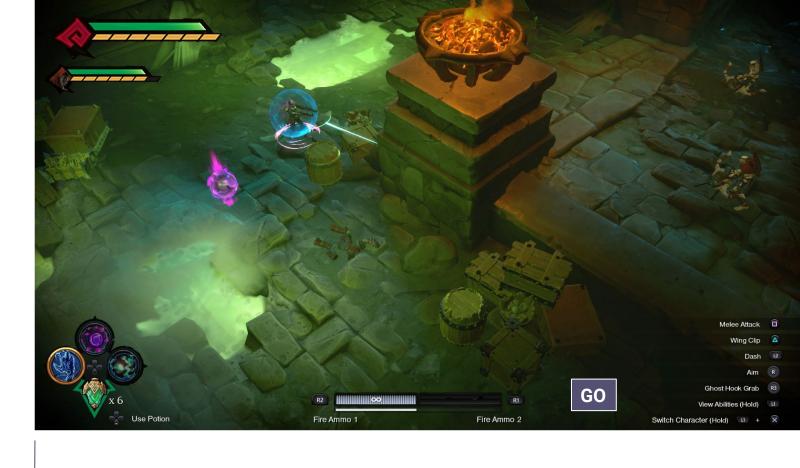


Valve (03/05) B * Boatman's Coin x5

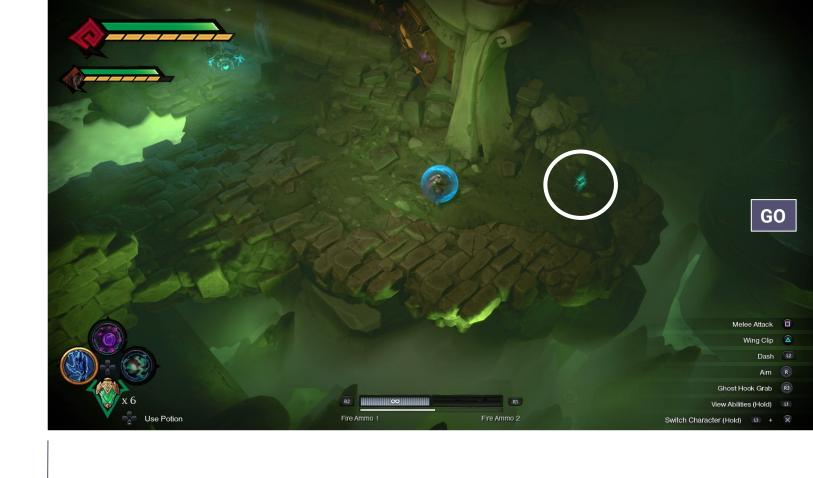




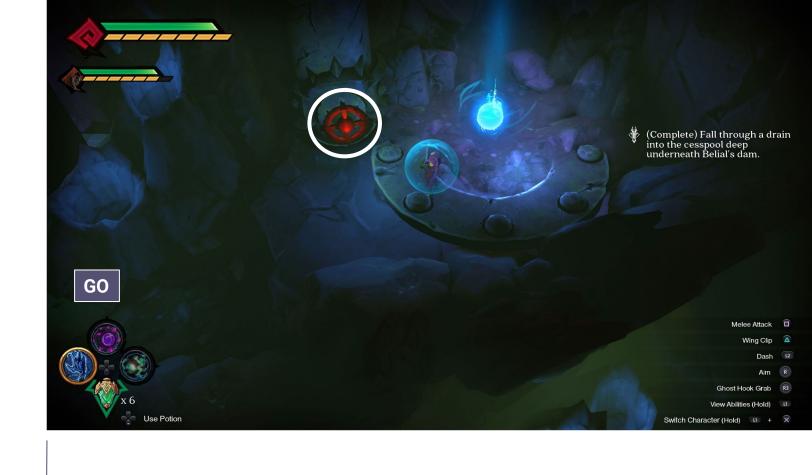




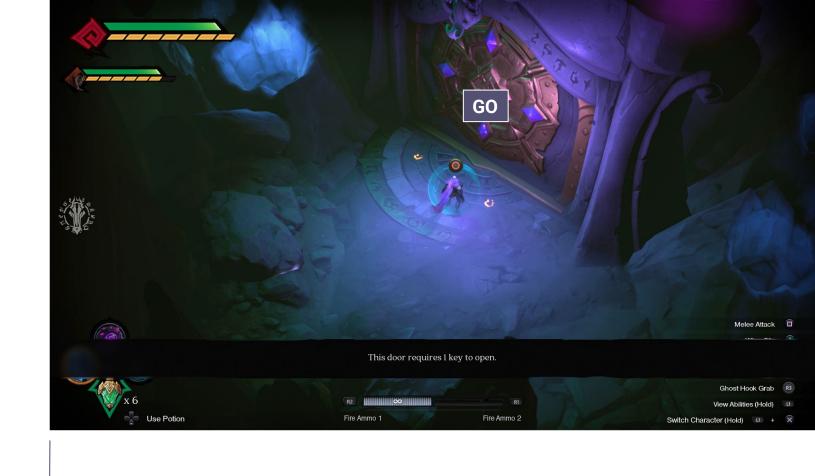
B * Boatman's Coin



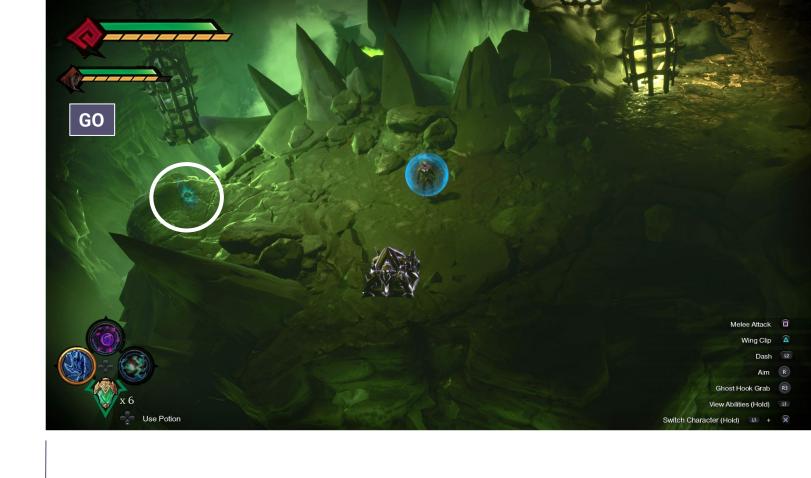
Valve (04/05)



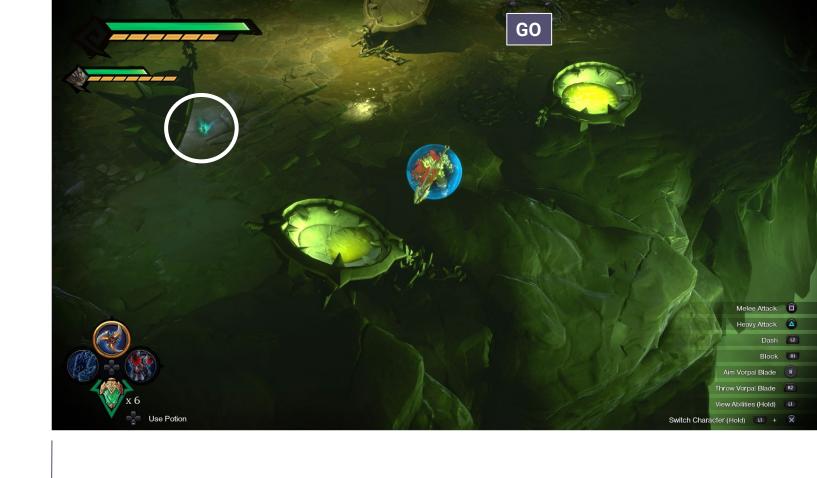
D * Trickster Doors



B * Boatman's Coin



B * Boatman's Coin

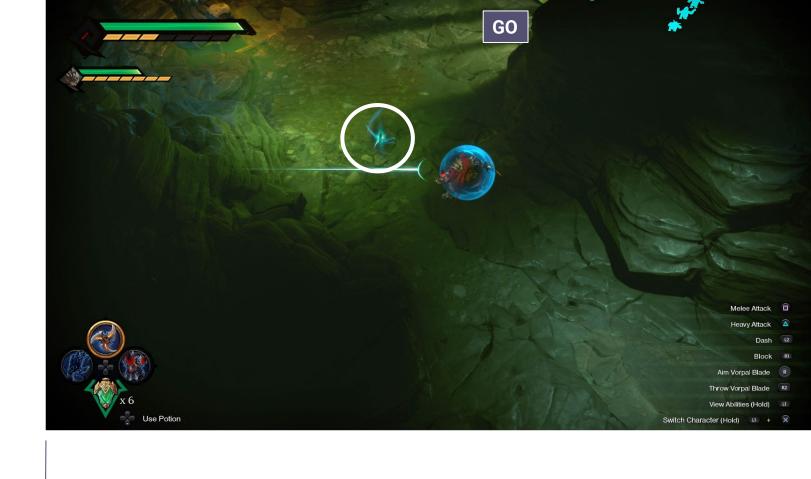


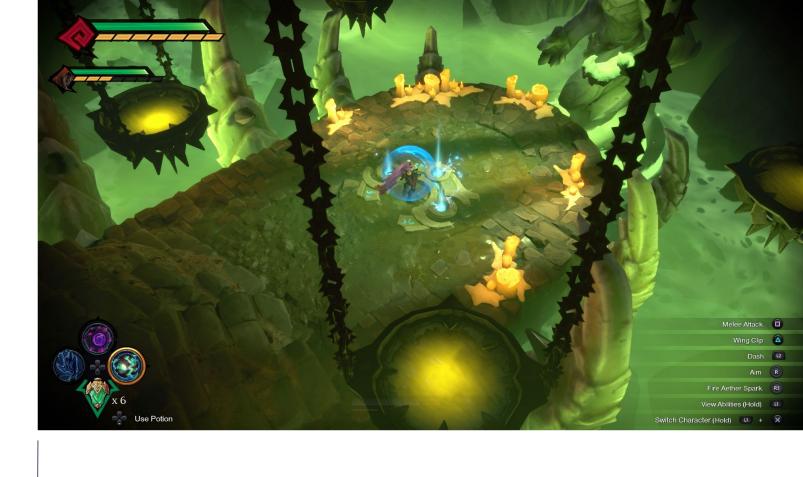
B * Boatman's Coin x3





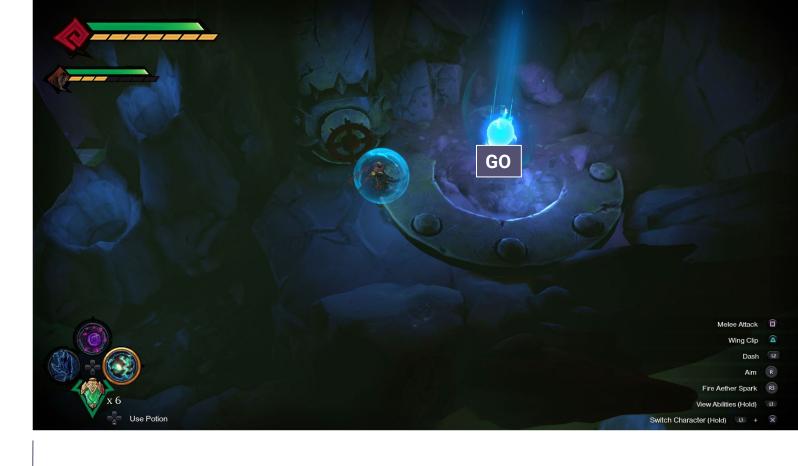
B * Boatman's Coin



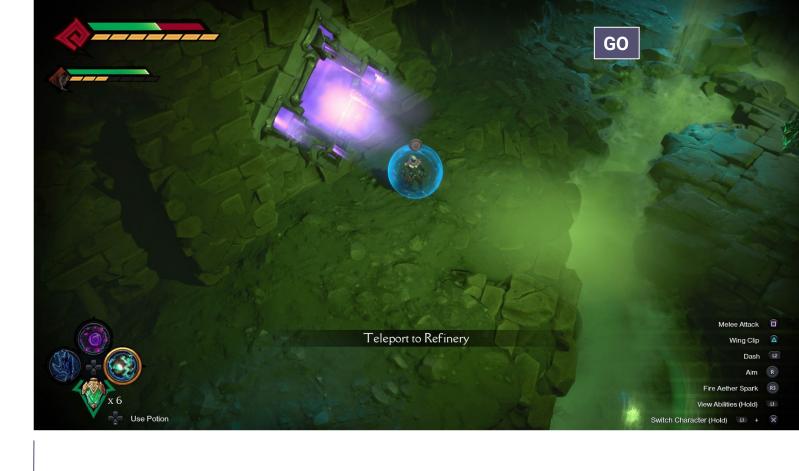


Conqueror's Full Healthstone





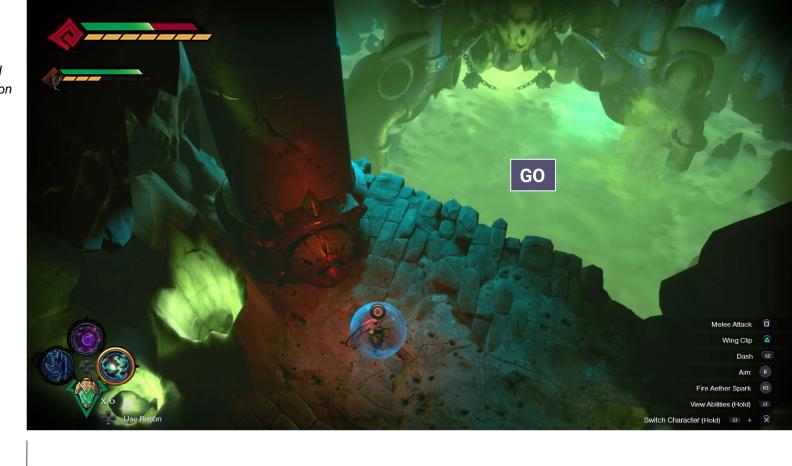


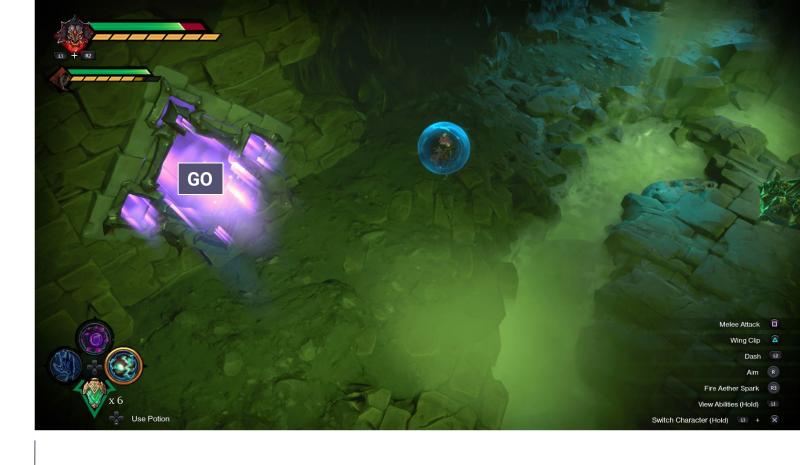


Valve (05/05)

Note

Jump to lower platform and die on purpose to respawn on the upper platform. Kill the enemies by shooting them from above



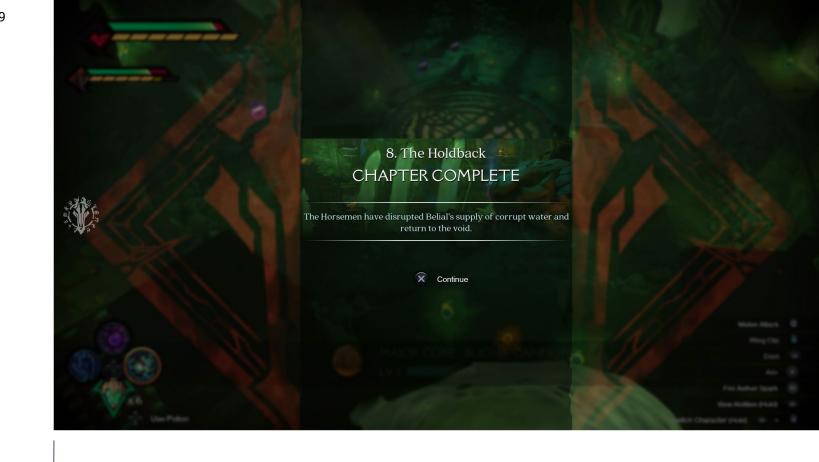


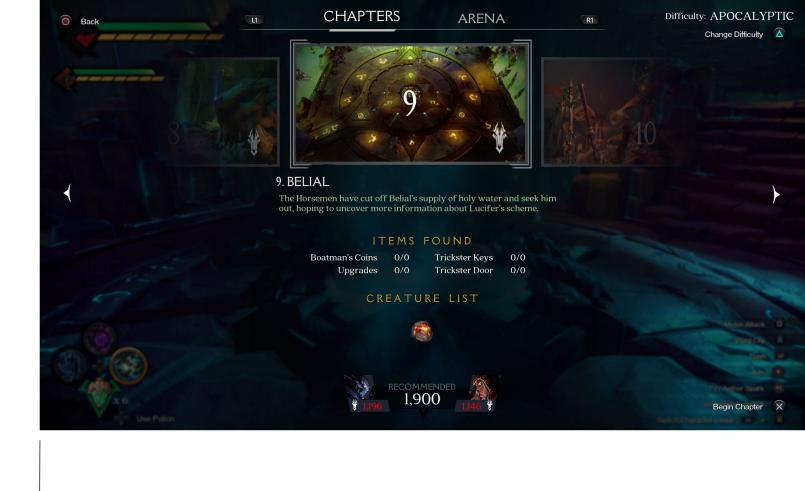






Boatman's Coins 18/19 Upgrades 06/06 Trickster Keys 02/02 Trickster Doors 01/01



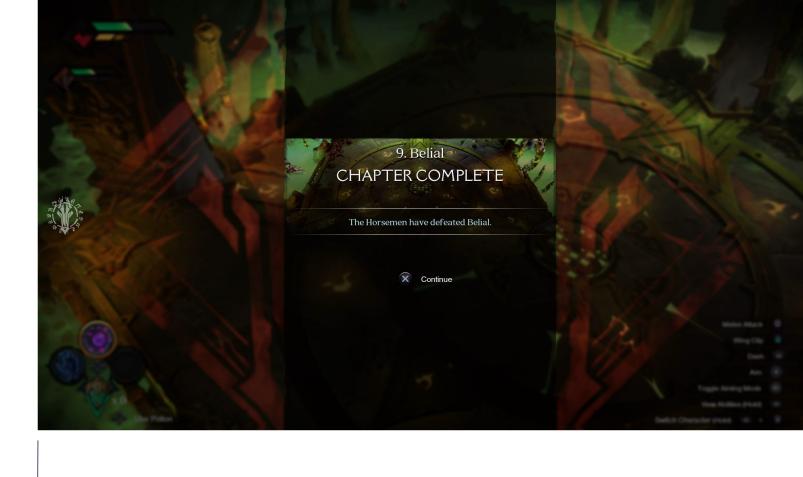


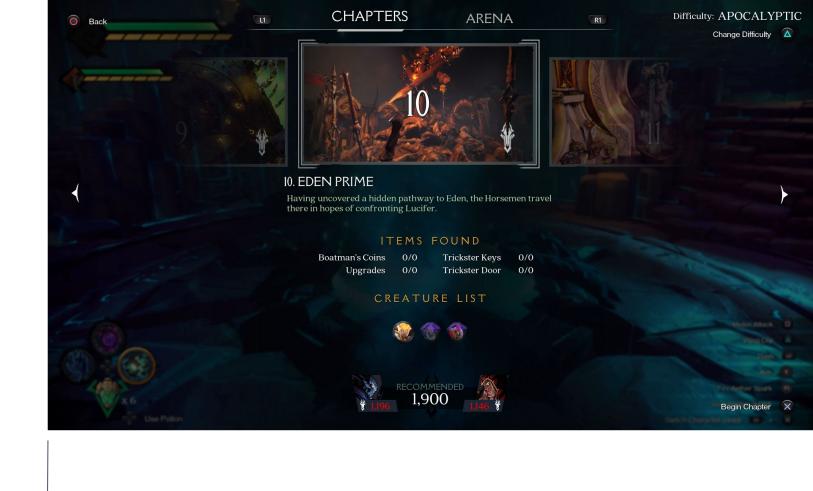
HORIZONTAL ROW 1 The Houndmaster Legion Siegemaster	HORIZONTAL ROW 2 Nephilim Vindicator Fallen Husk Grub Angel Champion Phantom Guard Trauma Molten Hound Scarab Hulk Fallen One Corrupted Angel Stinger Duskwing Feral Tidehunter Demonic Geomancer Tormented Gate

HORIZONTAL ROW 3 Acid Flea Legion Shieldbearer Scarab Queen Demonic Magus Flame Legion Legion Flea Hulk Ashworm Fallen Hound

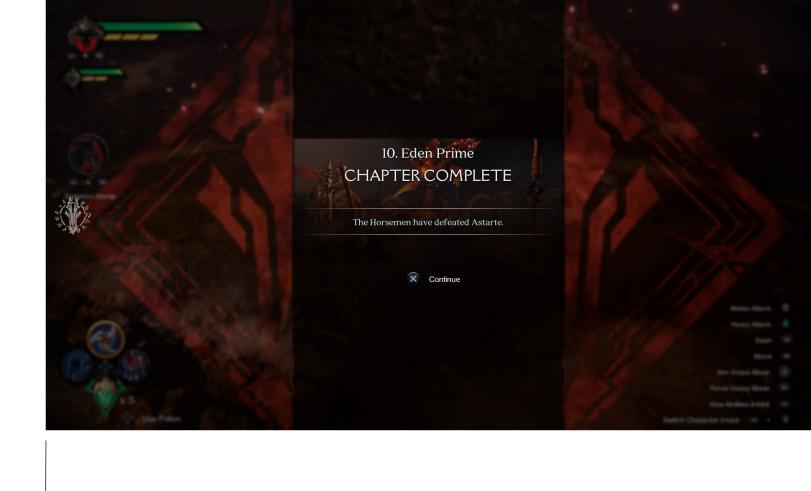
HORIZONTAL ROW 4 Nephilim Brute Moloch Toxic Scarab Legion Bomber Hellhound Tidehunter Gholen Stormcaller Broodling Armored Flea Jailer







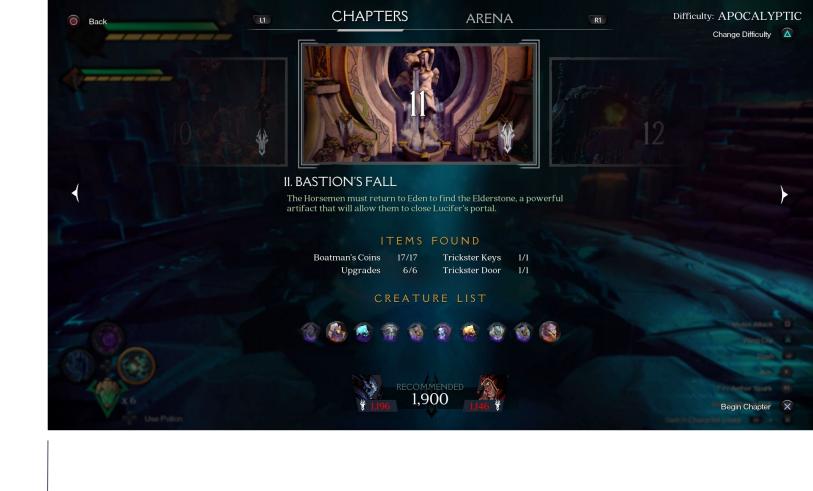


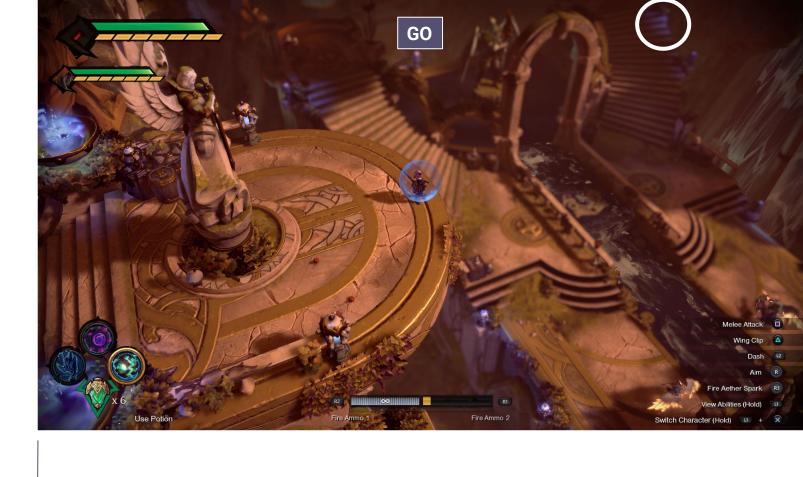


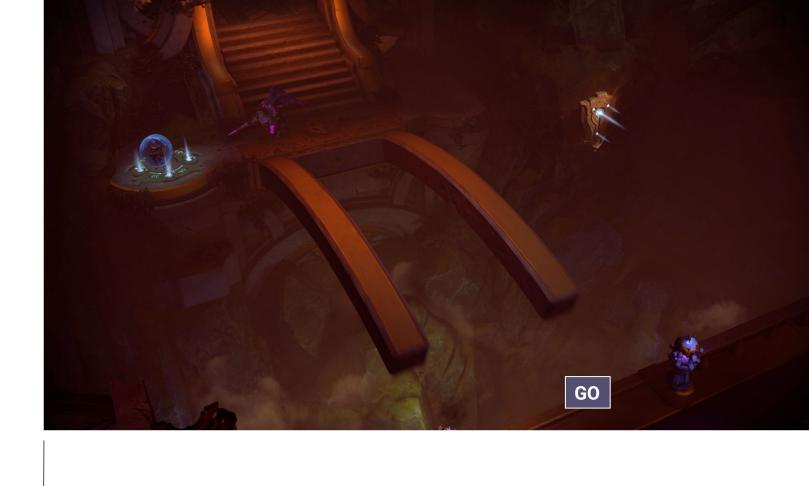


ROAD TO COMPLETION DARKSIDERS GENESIS







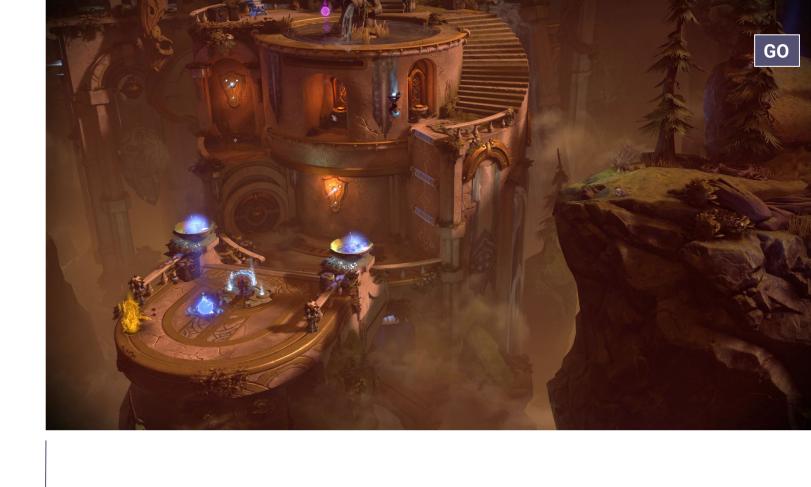










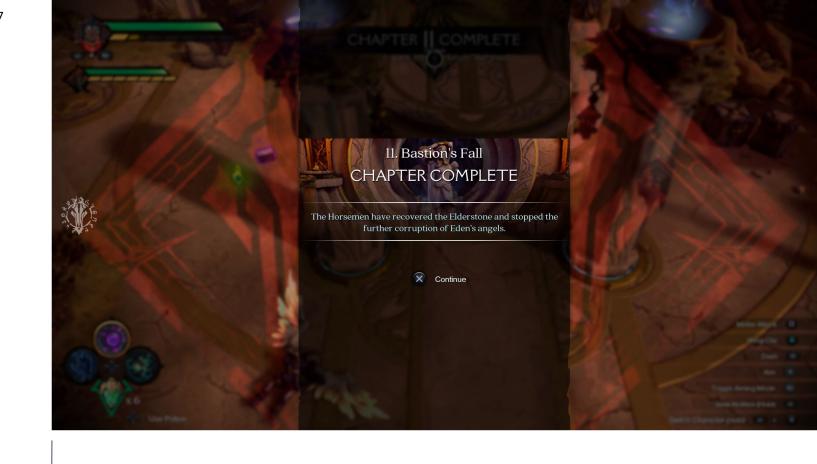


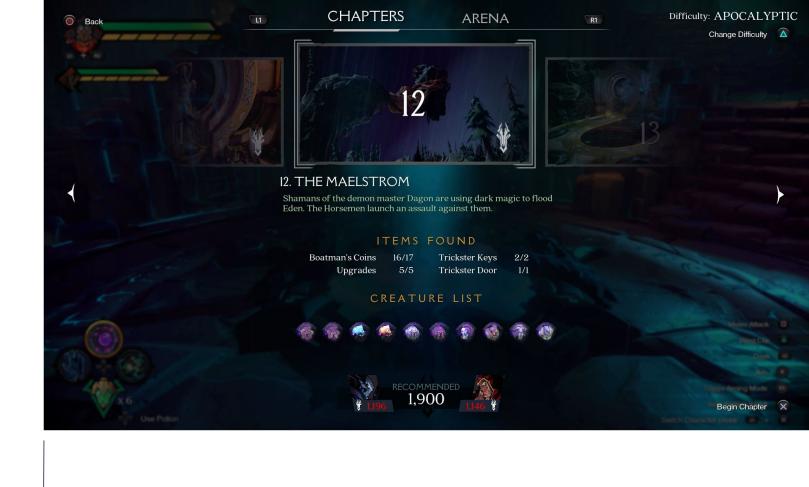






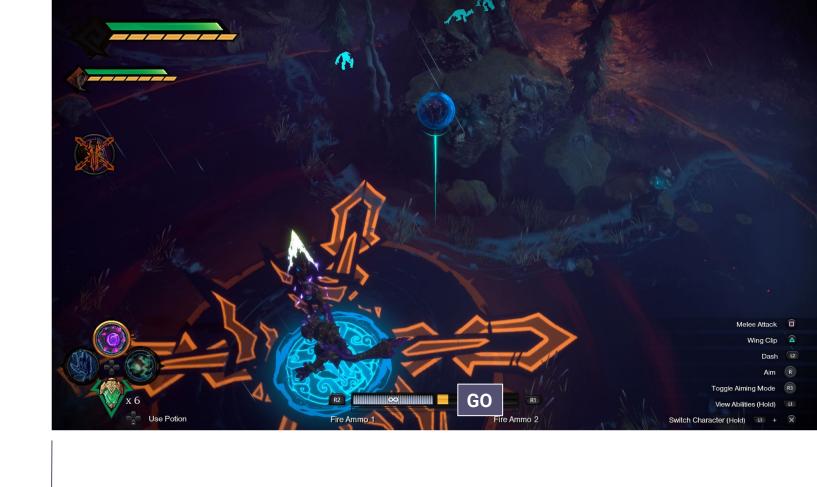
Boatman's Coins 17/17 Upgrades 06/06 Trickster Keys 01/01 Trickster Doors 01/01







Shaman (01/03)



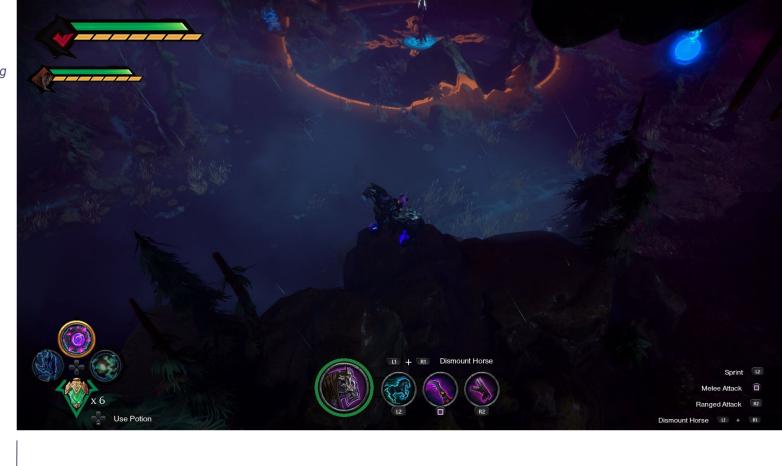
Shaman (02/03)



Shaman (03/03)

Note

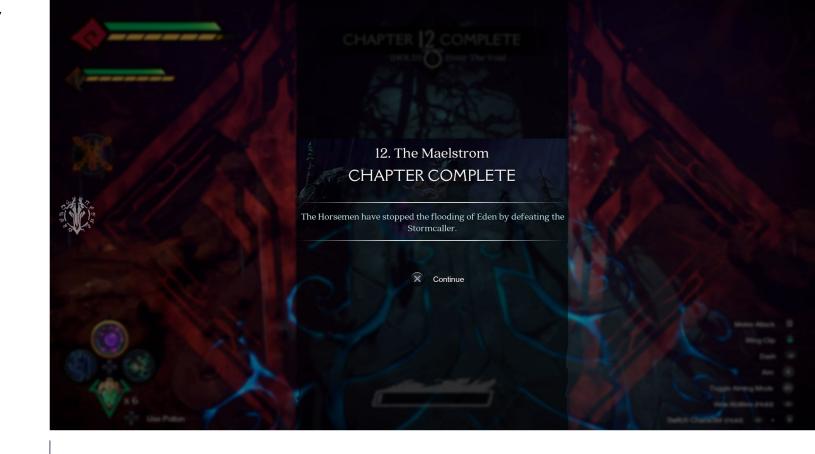
Backtrack to door by following the river

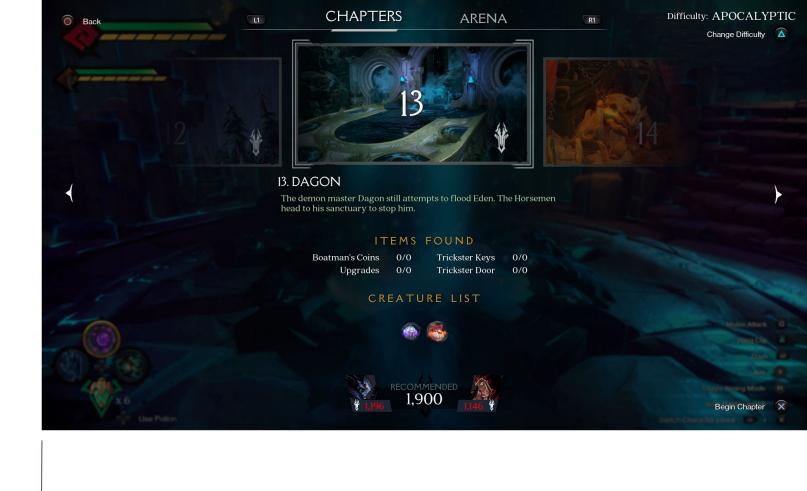


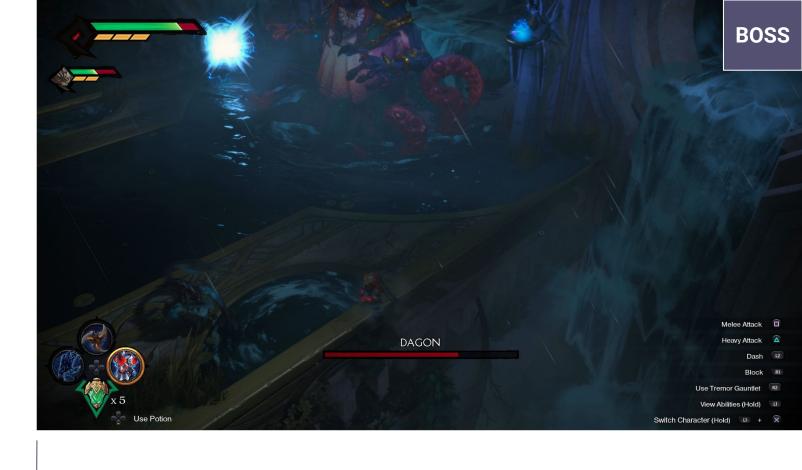


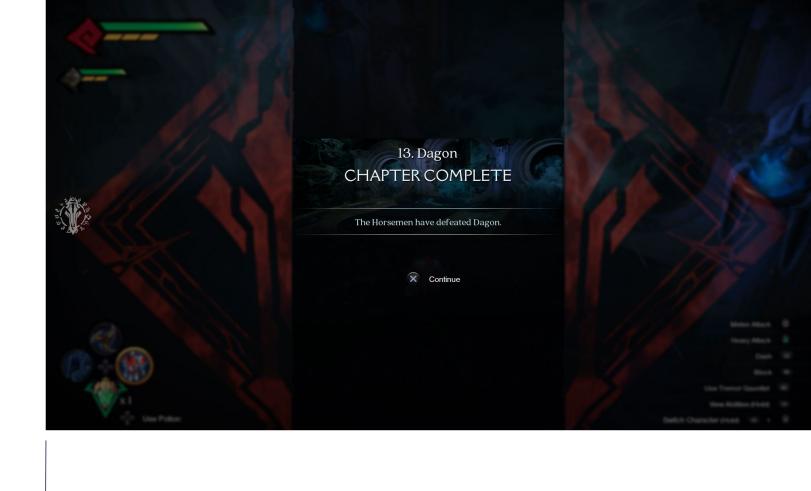


Boatman's Coins 16/17 Upgrades 05/05 Trickster Keys 02/02 Trickster Doors 01/01





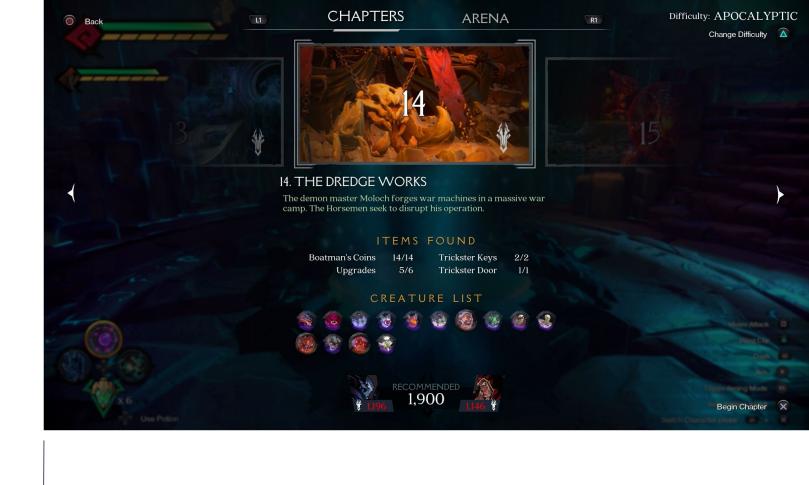






ROAD TO COMPLETION DARKSIDERS GENESIS



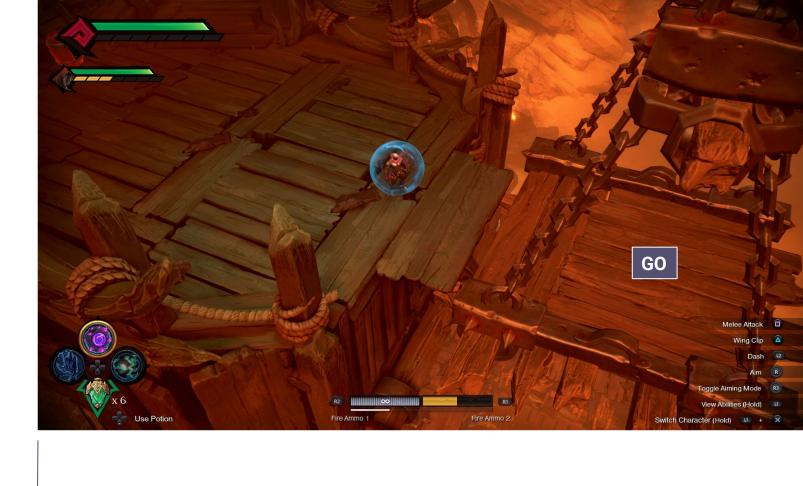


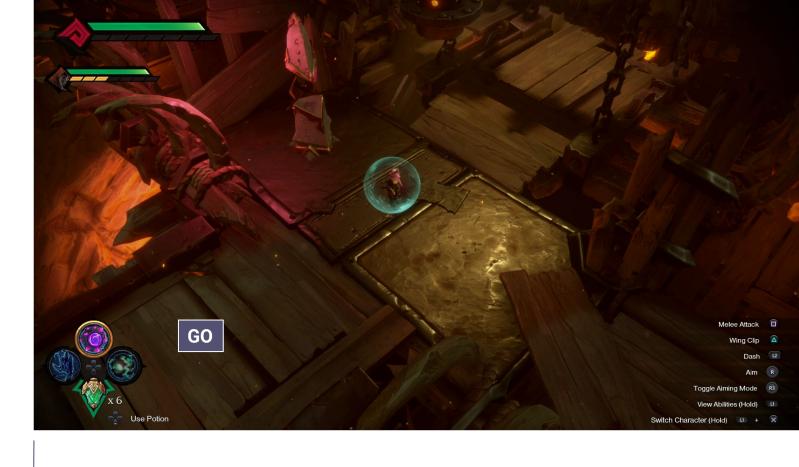




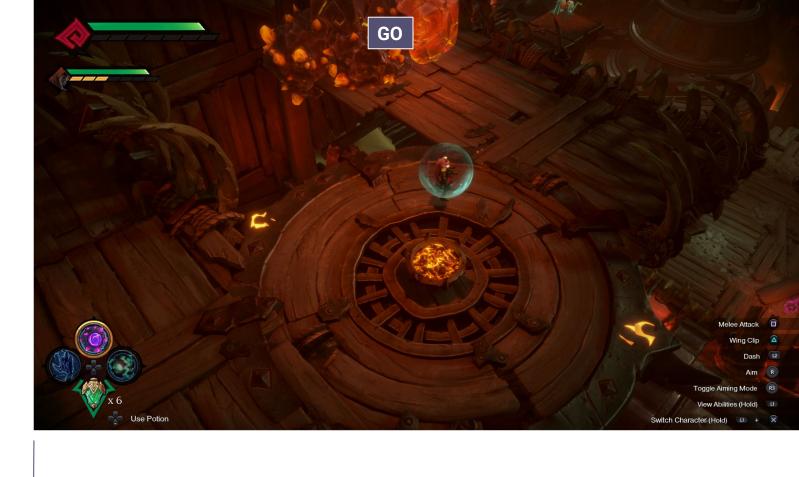




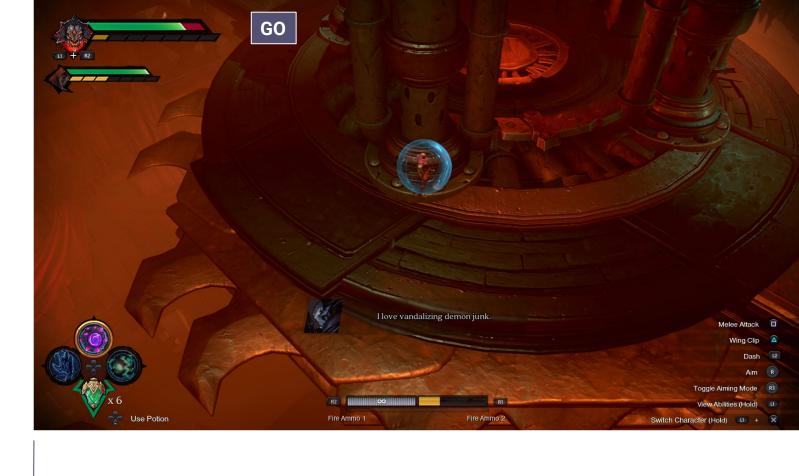






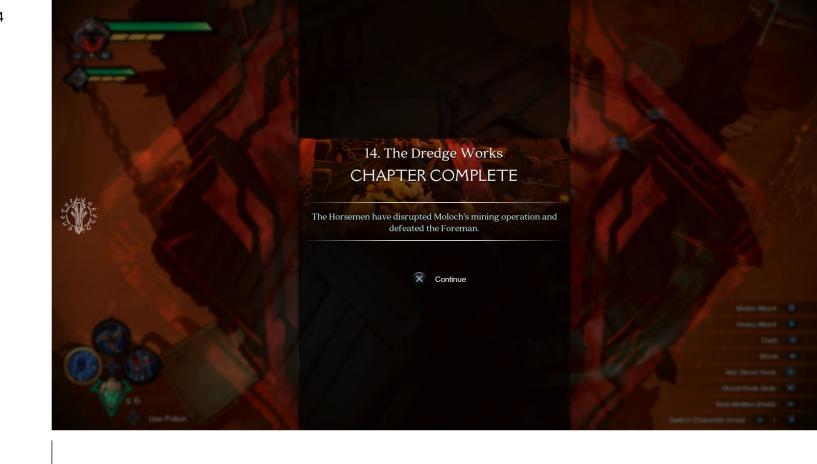


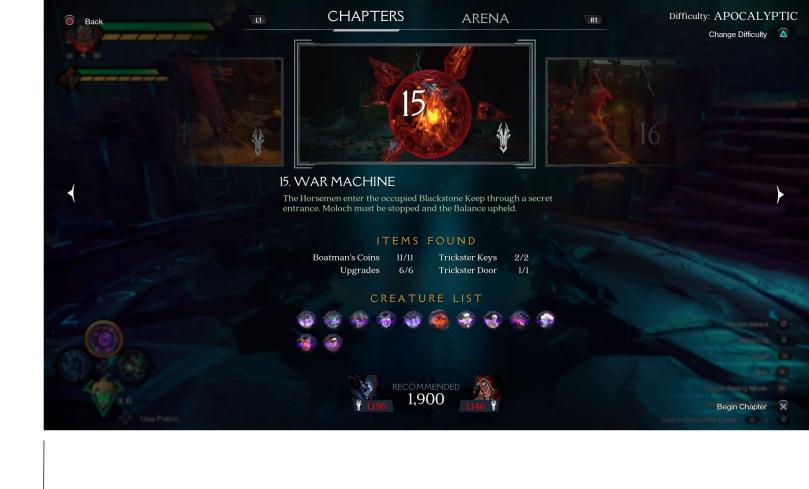




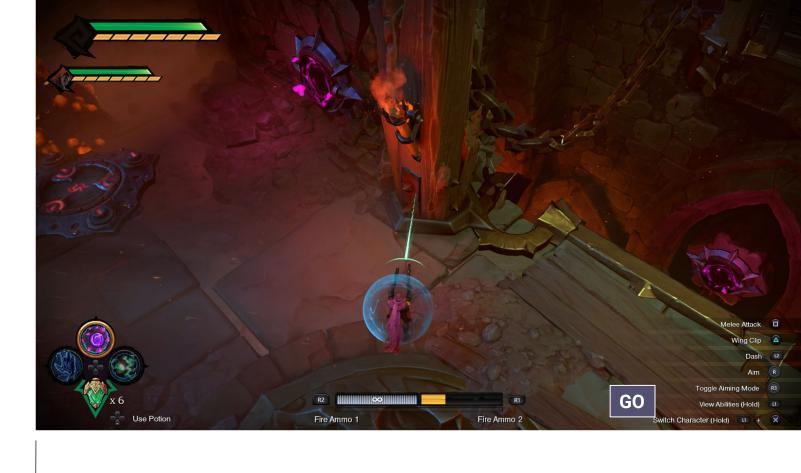


Boatman's Coins 14/14 Upgrades 05/06 Trickster Keys 02/02 Trickster Doors 01/01







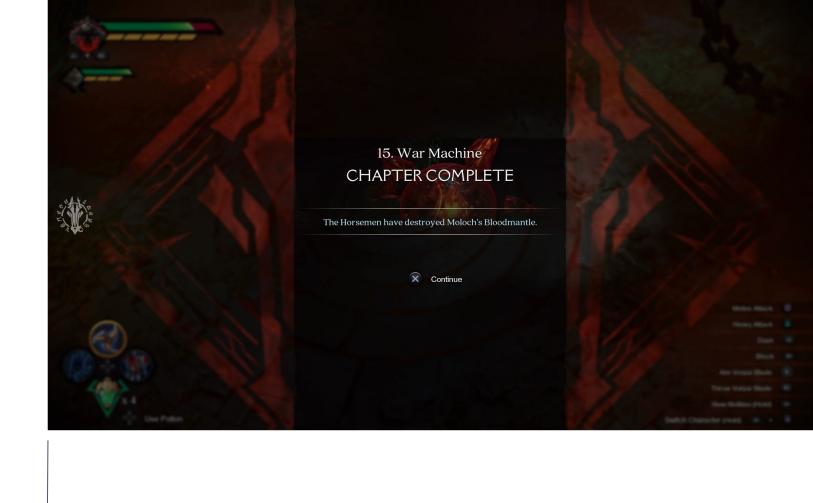




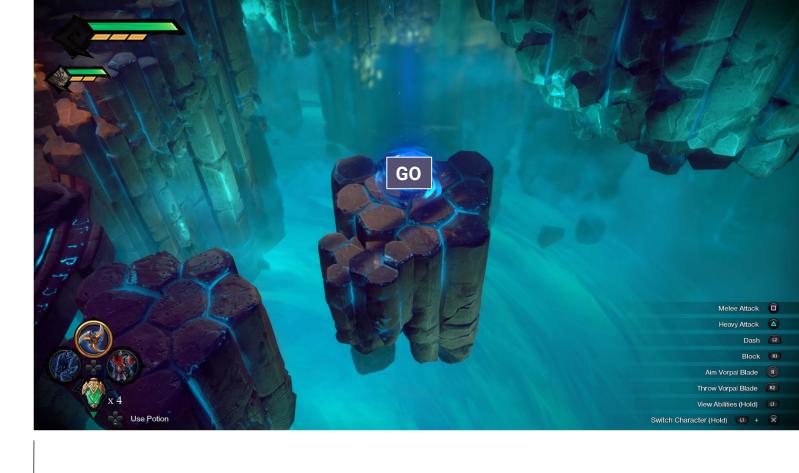




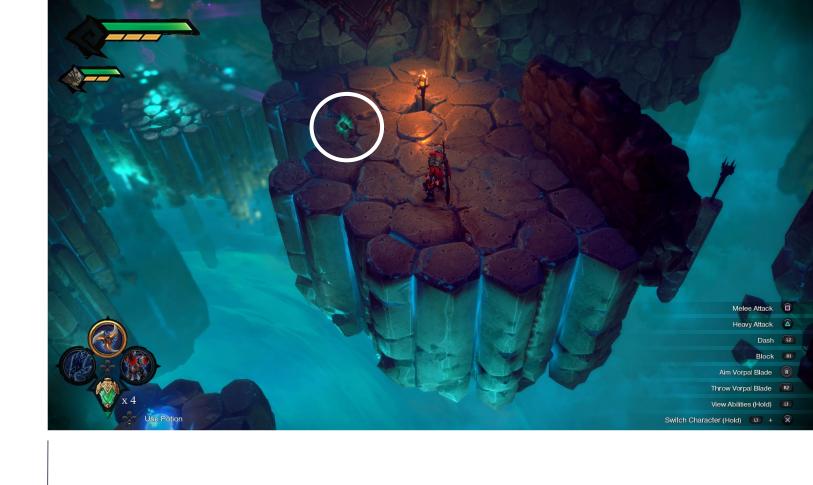








B * Boatman's Coin

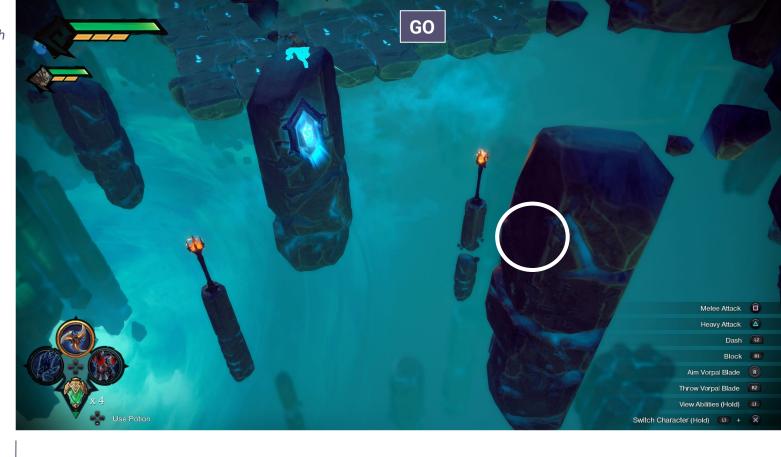


Note Use Vorpal Blade



Note

Use Vorpal Blade to light torch then bounce Vorpal Blade off stone to hit crystal



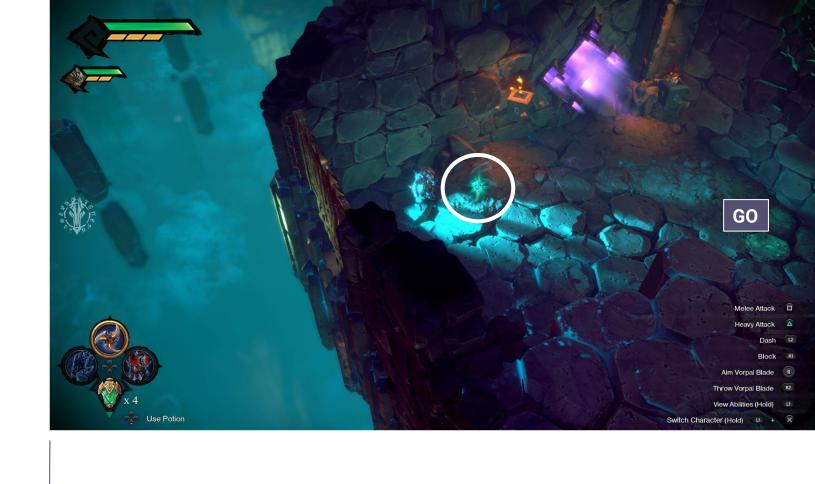


Note

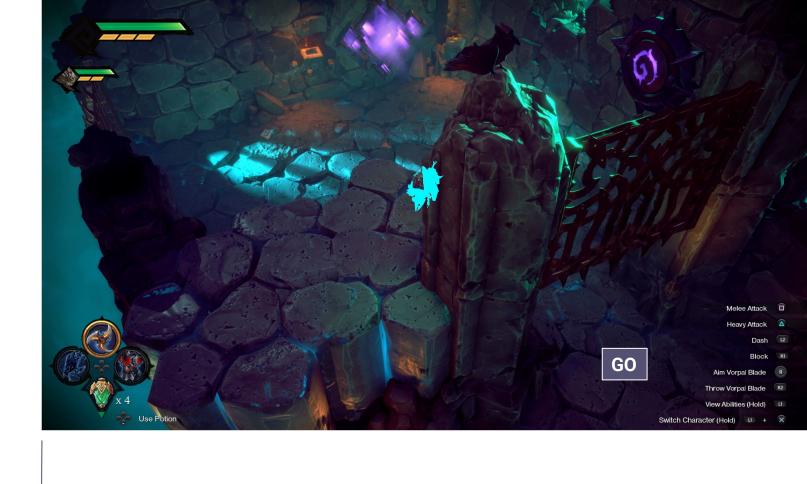
Use Vorpal Blade to hit all 3 Crystals and then move quickly to the right to make it through the gate



B * Boatman's Coin x5

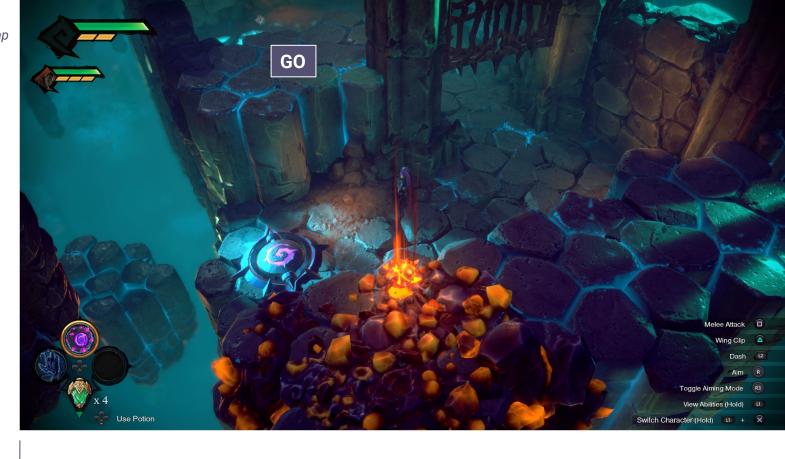


Note Use Void Bomb



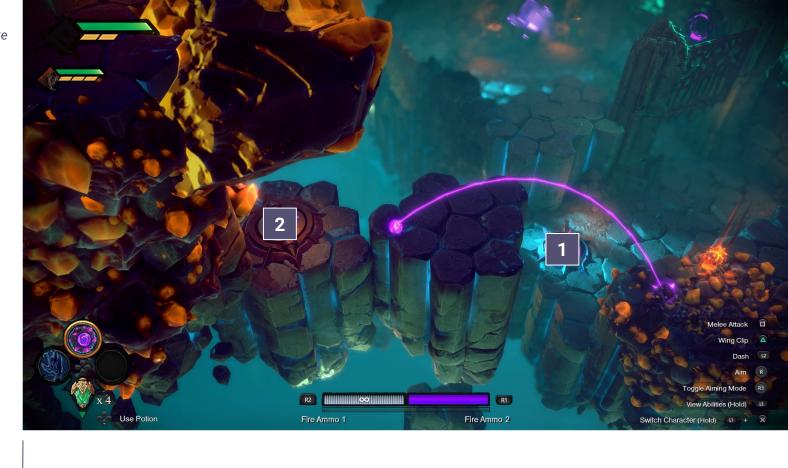
Note

Use Void Bomb and then jump through portal to land on platform labeled "GO."



Note

Use Void Bomb and then take Bomb through portal



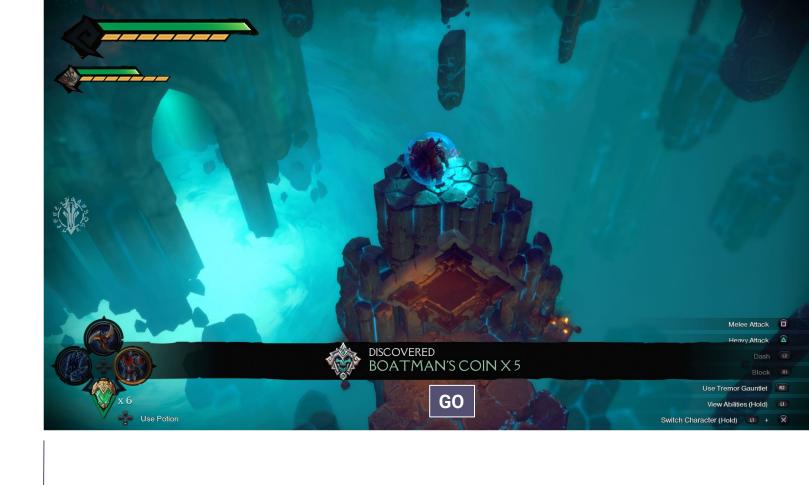
B * Boatman's Coin







B * Boatman's Coin x5

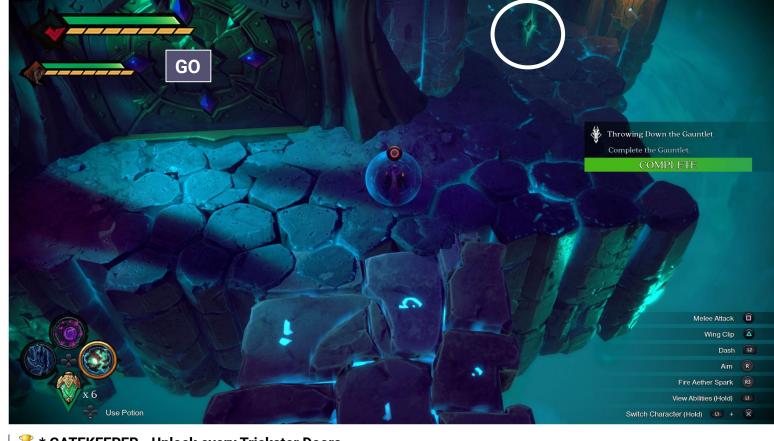






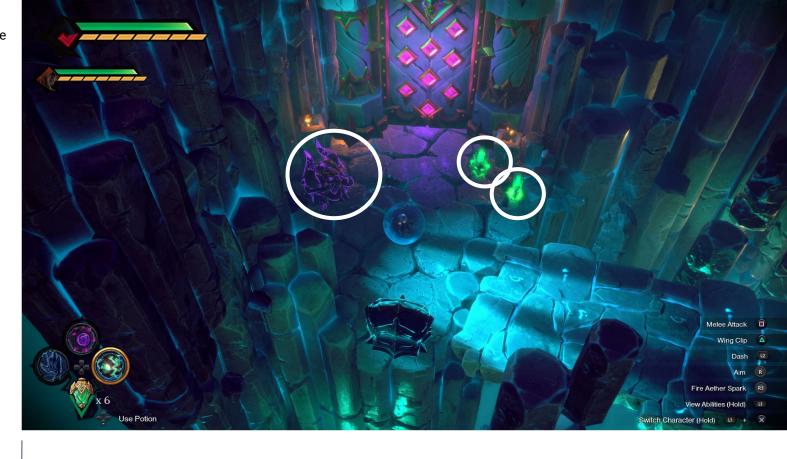


B * Boatman's Coin x5 D * Trickster Doors

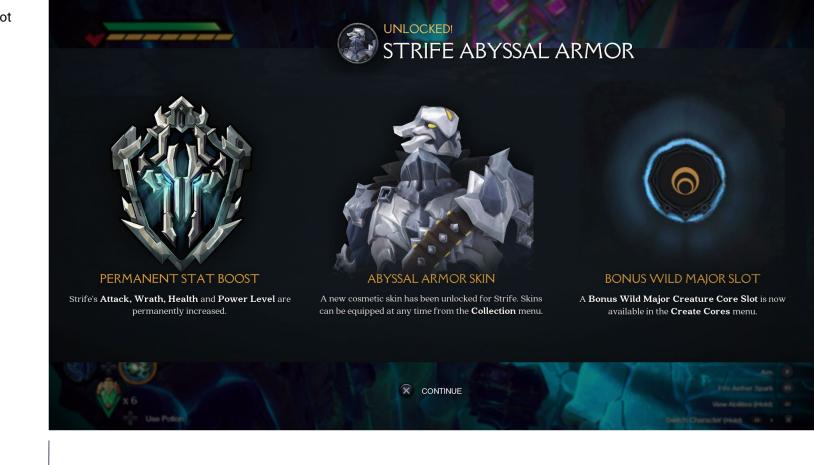


* GATEKEEPER - Unlock every Trickster Doors

Outlaw's Full Healthstone Conqueror's Full Healthstone Outlaw's Abyssal Armor Shard



Bonus Creature Core Slot



HORIZONTAL ROW 1 HORIZONTAL ROW 2 The Houndmaster Hollow Fiend Legion Siegemaster Fallen Husk Grub Angel Champion Phantom Guard Trauma Molten Hound Scarab Hulk Fallen One Corrupted Angel Stinger Duskwing Feral Tidehunter **Demonic Geomancer Tormented Gate ADDITIONAL SLOTS Nephilim Vindicator** Legion Boltsplitter

Acid Flea Legion Shieldbearer Scarab Queen Demonic Magus Flame Legion Legion Flea Hulk Ashworm Fallen Hound

Nephilim Brute Toxic Scarab Legion Bomber

HORIZONTAL ROW 4

HORIZONTAL ROW 5 Moloch Spectral Angel Hellhound Tidehunter Gholen Stormcaller Broodling Armored Flea **Jailer**



OUESTS / REWARDS

Respect for Animals / Creature Cores Bulk Up II / Creature Cores Staunch the Flow / Creature Cores Money Can't Buy You Aim / Creature Cores

Throwing Down the Gauntlet / Creature Cores Gatekeeper / 2,000 Souls Journey to the Center of Corruption / 1,200 Souls

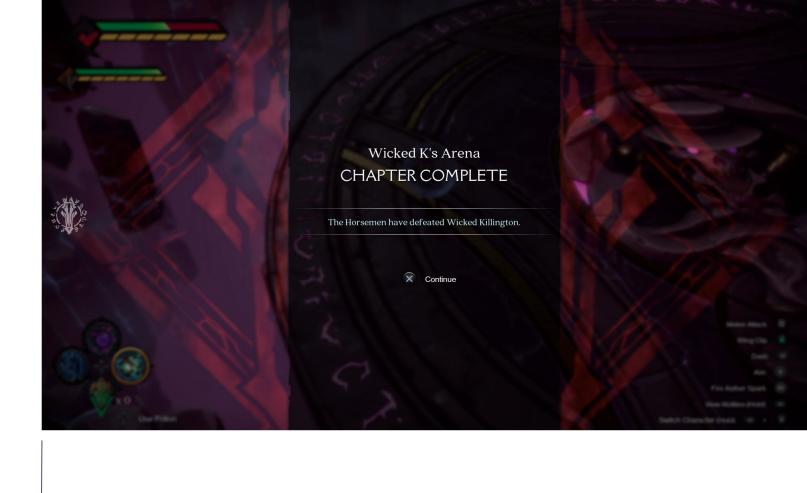


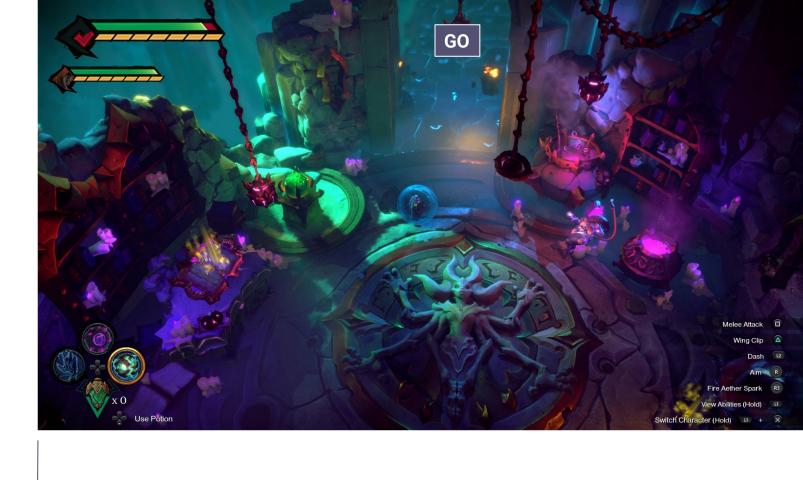


* WICKED KILLINGTON - Face the Trickster himself, Wicked Killington



* COLLECTOR - Collect every type of creature core





B * Boatman's Coin













B * Boatman's Coin x3









B * Boatman's Coin x3







B * Boatman's Coin x3











NoteDestroy all bugs using Tremor
Gauntlet



B * Boatman's Coin x3



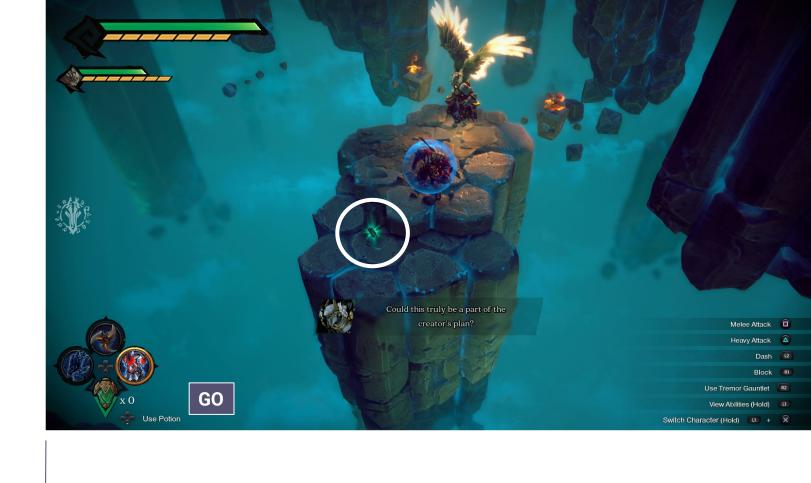








B * Boatman's Coin x3







B * Boatman's Coin x3









B * Boatman's Coin x3

Note

Stand on top of barrel and use Tremor Gauntlet





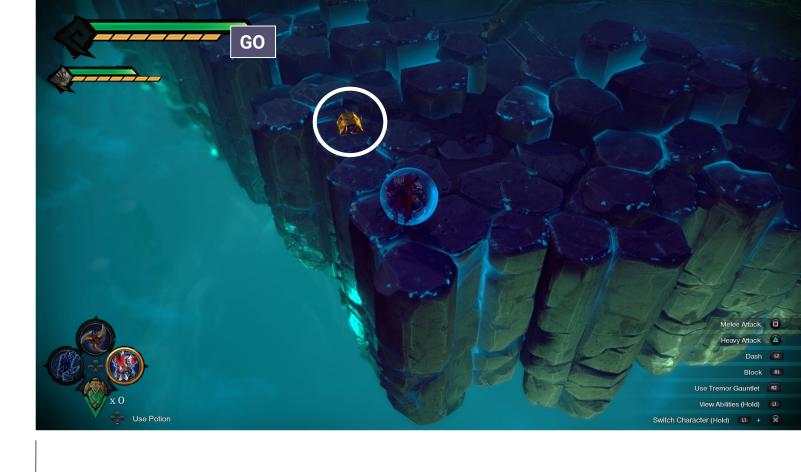


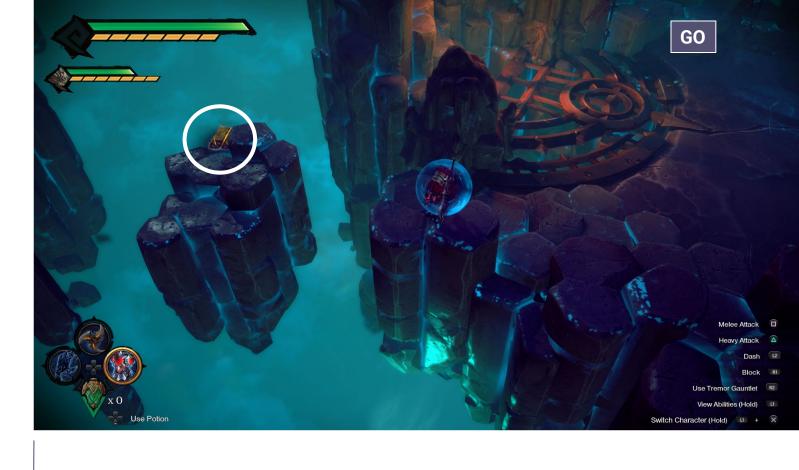


B * Boatman's Coin x3

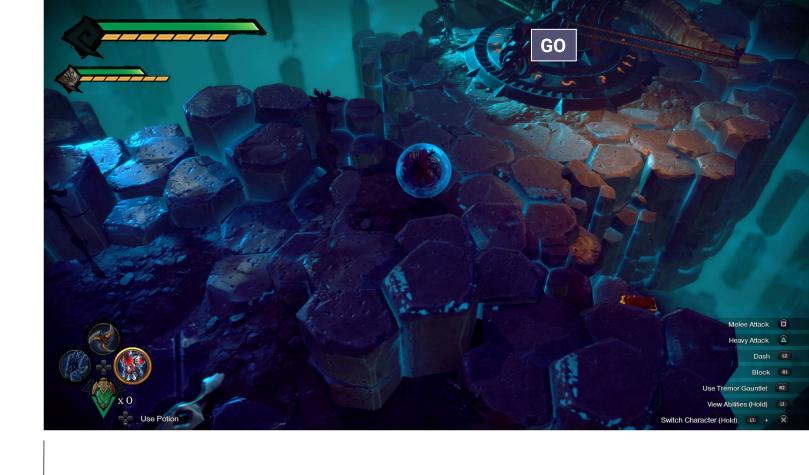




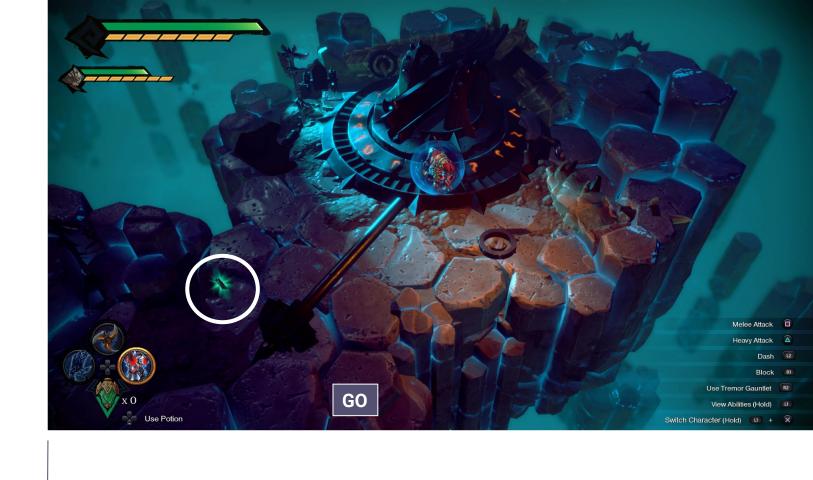


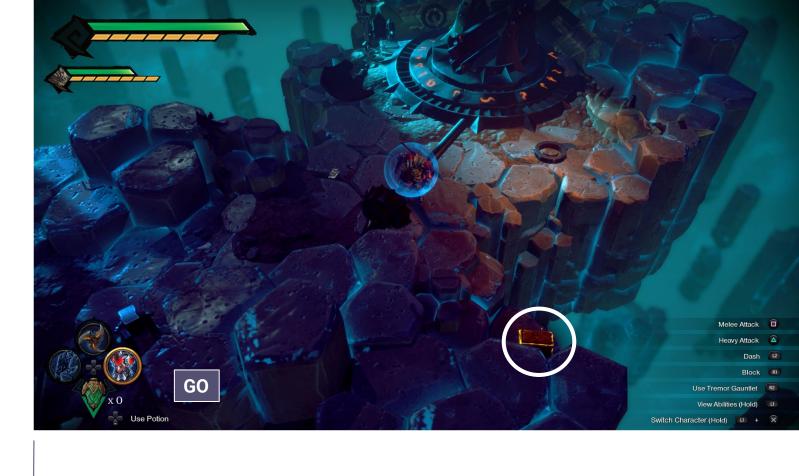






B * Boatman's Coin x3

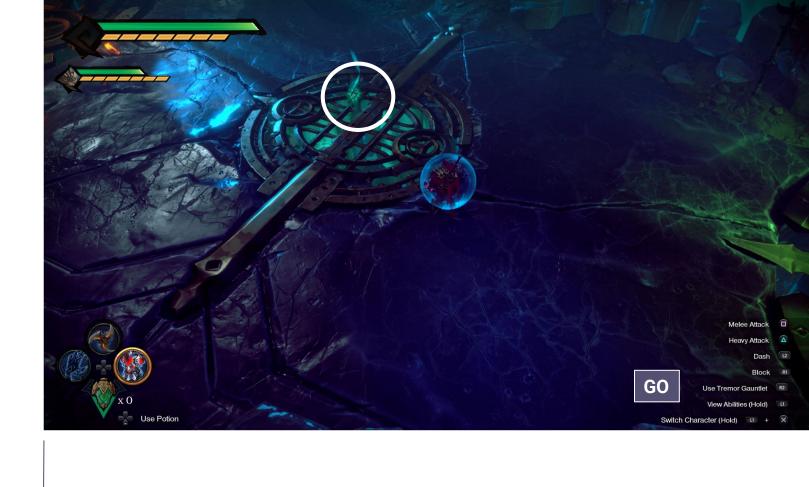


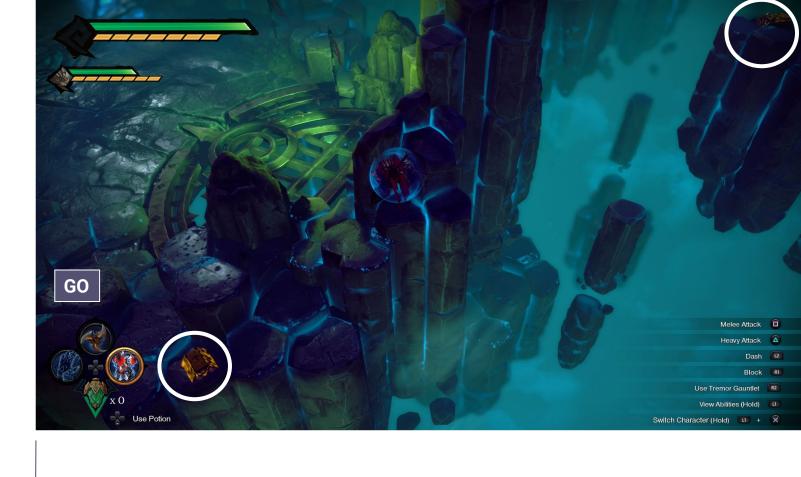


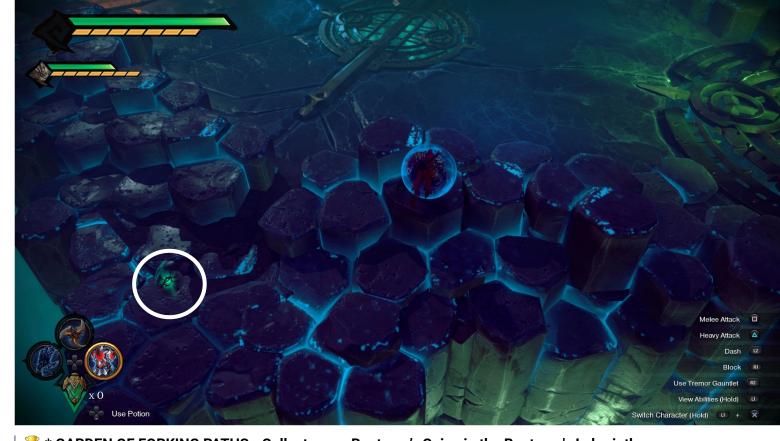
NoteMatch enemy balloons with colored goal



B * Boatman's Coin x3



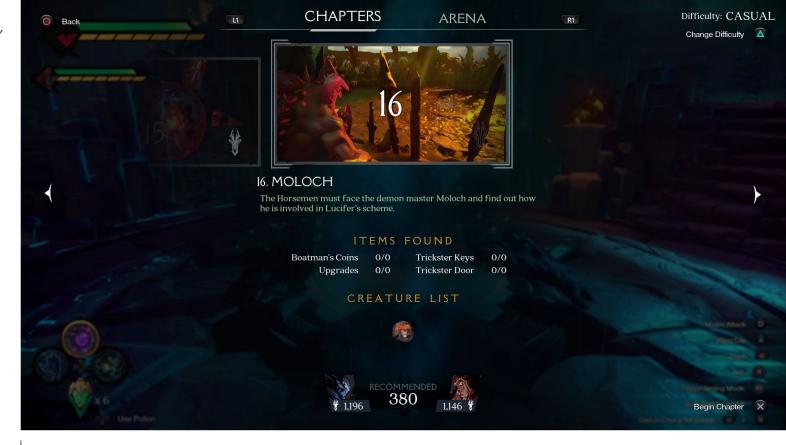




* GARDEN OF FORKING PATHS - Collect every Boatman's Coins in the Boatman's Labyrinth



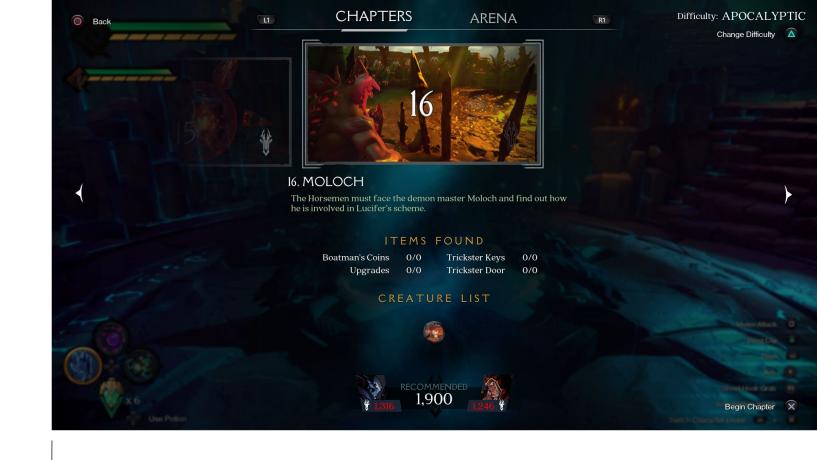
Note Choose CASUAL DIFFICULTY



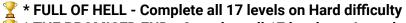


* BLADEMASTER - Defeat Moloch, without taking any damage

Note Choose APOCALYPTIC DIFFICULTY







* THE PROMISED END - Complete all 17 levels on Apocalyptic difficulty
* NOT ALONE - Earn all trophies