

TRAITORS GATE WALKTHROUGH & SOLUTION

By [Mike Jones](#)

Traitors Gate is an excellent graphical adventure game produced by Daydream software, their supporting website for the game can be found at <http://www.traitorsgate.com/>. The game is set within the Tower of London and will keep you engrossed for hours at a time. A lot of time is needed to find your way around and to decipher the clues scattered around. The answers to the clues can be found if you are prepared to put your mind to work.

White Tower

This is where you start the game. You have been hiding in a storeroom until the day's visitors have left and all is quiet.

Turn around and you will see a cupboard. One of the shelves holds a cardboard box. Open the box and remove the **YELLOW TORCH** and **CAN OF WD40**. You do not need the other item unless you want to investigate the upper floors of the White Tower (well worth it to see the amount of detail the programmers have put into the game, and to find the secret passage).



Exit the storeroom and head right. Go around the notice board detailing renovation work. You will see a wheelbarrow towards the back of the room. In the wheelbarrow is a workman's box. Open the box to find a bolt-cutter and hammer. Remove the **BOLT-CUTTER**.

Turn around and head back to the storeroom. On your right as you approach the storeroom is a door, go through the door into the next room. Turn left and down the room you will see an area with an iron fence surrounding it (the well).



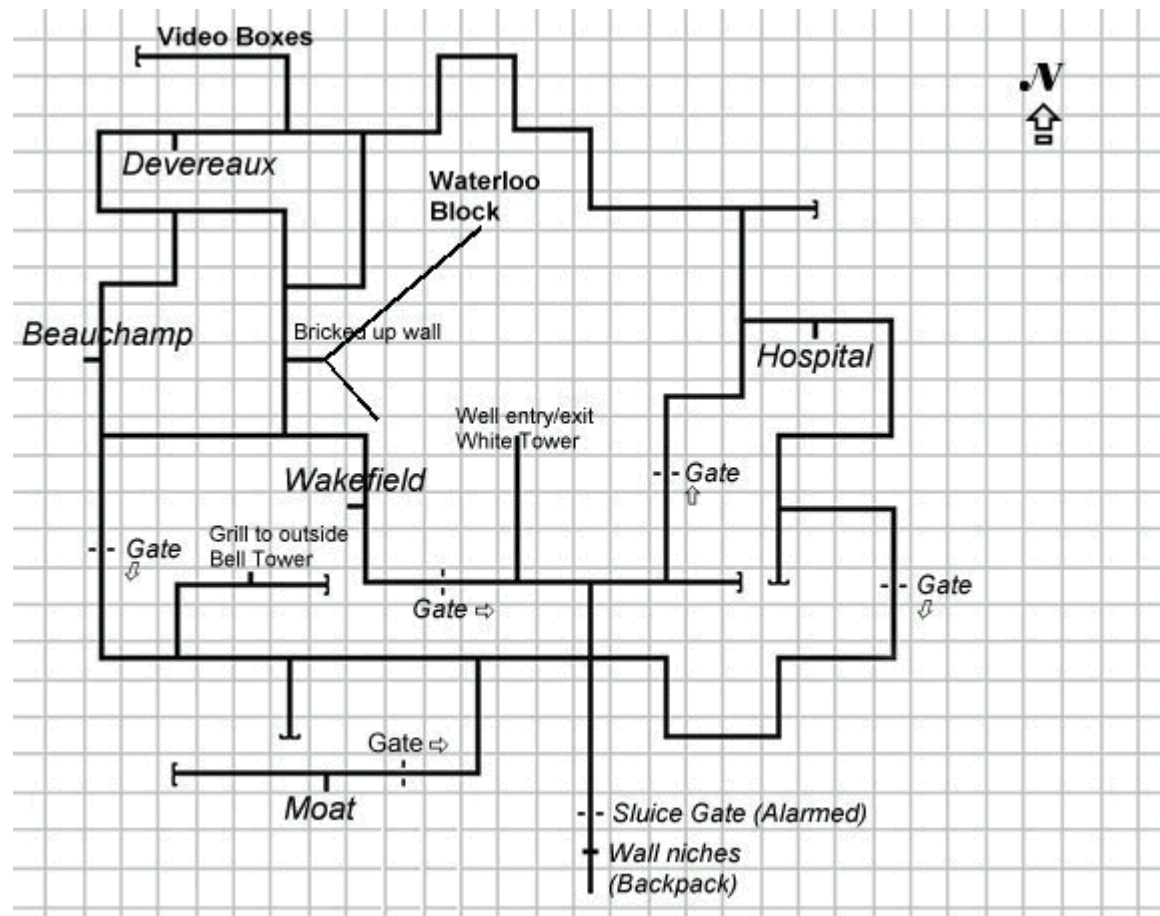
Open the gate to the well and you will see a padlocked access gate. Use your bolt-cutters to cut through the padlock.

Open the gate into the well and climb down. At the bottom it will be dark, use your yellow torch to light the way. You will need to swim down and through a tunnel to come out in a sewer pump room. You are now in the sewers under the tower.



To avoid getting lost it is best to start mapping your movements.

If you use a piece of paper with a grid marked out each move forward can be marked as one grid on the map, if you wish there is a map for you here.



Security Gate - Sewers

Using your map or the one provided navigate your way to the security gate (marked on map as Sluice Gate, sorry!). You will need to open the green box on the gate using your multi-tool (your PDA will tell you how to manipulate the various parts of this tool) to unscrew the cover.





When the cover is open you need to prevent the contacts setting of the alarm when you try to open the gate. To achieve this use a piece of chewing gum to wedge the contacts apart.

Open the gate by pressing the green button on the box on the wall. The fuse box will open but you don't need to do anything with it.

Once the gate is open go through and you will find some niches in the wall a little further along. In the right-hand niche you will find your back-pack. Pick the back-pack up and turn around (only death is further along this tunnel!) and go back through the gate.



Navigate through the sewers to the exit to Beauchamp Tower.

Beauchamp Tower



Upon exiting the sewer you will see Beauchamp Tower on your right. On your left is a stairway, at the top of which is a guard and a warden, only capture that way! Go through the door on your right.

Once inside turn to your left and you will see some early graffiti, take a photograph of this (you will need the information later on).

You can investigate the tower more if you like but you don't really need to at this stage, you will return later on.



For now exit the way you came in and go back down into the sewer (you'll be needing a bath when you get home, that's for sure!).

Once back in the sewer navigate your way to the Wakefield Tower exit.

Wakefield Tower



Once inside Wakefield Tower head upstairs to a room with a roaring log fire. Head across the room towards the fire, there's a large wooden chest in an alcove just past the fire.

Once at the chest, use your lock-pick (insert the lock-pick and then use your mouse to move the pick to manipulate it in the lock) to unlock the chest.



Once the chest is open you will see a picture screwed to the lid. Click on one of the screws and it will release the picture to reveal a piece of paper, pick up the paper. Once you have closed the picture you will see an iron ring in the bottom of the box, pick it up, it will give you access to another secret passage that I will leave to you to find (hint: go to a room that looks like it may have been used for prisoners).

Leave the room by the same door you entered, and head up the stairs.

At the top of the stairs exit through the door and go along the battlements.

Wakefield Tower to Lanthorn Tower and Salt Tower

Exiting Wakefield Tower you will move along the battlements to enter Lanthorn Tower.



Once inside Lanthorn Tower look around at the exhibits. On one wall is a information plaque with the title of Recreation. Take a photograph of this plaque, it contains the answer to a clue later on.

Move on through the tower to another exit, this will lead you out onto another set of battlements.

Go along the battlements and enter the next tower, Salt Tower



Salt Tower to Hospital Block



Once in Salt Tower turn left and go up the stairs. Exit along another set of battlements to another tower and enter.

Move along the corridor a short way and there will be a door on your left, go through (the door will close behind you and cannot be opened from this side, don't worry you don't need to go this way again) and down the stairs.

The stairs will lead down to a storeroom, exit through the door on the right and turn left down a corridor.

At the end of this corridor is a sleeping man. Pick up the keys from his lap (don't move again until his snoring has stopped!). Turn right and continue down the corridor to a door facing you at the end.

Open this door with the keys you have just acquired and go through.



Hospital Block



Go through the door on your right, and walk through the room to the next door on the right.

Use the card and code analyser in your pack to get the code and unlock the door ().

Once inside the room go to the desk and look at the picture.

Click on the picture to reveal the pincode.



On the desk is a palmtop computer, click on it and switch it on. Enter the pincode just discovered, click on the memo button to reveal some more pincodes. Make a note of these in your PDA.

Leave the desk and go across the room to a bookcase.

Move your pointer over the bookcase until it reveals a secret compartment. Click on this to open up some false books to reveal a hidden handle. Use the handle to open the bookcase.



Behind the bookcase is a small room containing a safe. Use your audio sensor to listen to the lock mechanism. You should be able to work out the combination (). Click the handle to reset the mechanism if you make a mistake and start again.

Once inside the safe take everything except the teddy-bear (you can't take him anyway, sorry!).

Read the instruction sheet on how to use the code calculator.

Leave the safe room, leave the room with the desk. Near where you originally entered this room there is another door with a card-reader. Go to that door and use your code analyser to crack the code (). The code was on the palmtop computer in the office with the desk.

Once inside you will see two boxes on the wall to your right. These have the video feeds from the security cameras.



Open the boxes and use your scart lead and PDA to determine which box has the feed from outside the Tower.

Put the DLU onto the connection in the box showing the external views. Remember to switch it on!



Close the box and turn left to where you will see a revolving door. Enter the door and press the switch on the back of the door, it will revolve and reveal a room containing a computer.



Go to the desk on which the computer is sitting. Pick up the blue floppy disk. Switch on the computer, on the screen will be two codes. Use your code calculator to find the key. (Using the calculator keys, put your pincode in first and click on the enter key, then enter the code from the computer screen and press enter, this will give you the key to enter on the computer screen).

Use the keyboard (yours) to enter the key and press the return key (do not use your numeric keypad).

You will need to enter a password. A clue to this was in the safe, a piece of paper with a picture. Earlier you took a photograph of some graffiti, the password is the word blacked out on the piece of paper (). Enter this and press return. For now all you need are the door codes, make a note of them in your PDA.



Leave the computer and make your way back to the sleeping man, on the way you will pass some filing cabinets in the corridor, if you are observant you will see that the programmers have made a joke here and one of the labels on the filing cabinets reads: PLAIN SHIT

Go left past the sleeping man to the door on your right, enter and go down into the sewers. Once in the sewers navigate to the moat area.

Moat



Once out of the sewers and in the moat area walk as far as you can. You will go through several areas with water, past Traitors gate, onto grass and through an arch.

Turn right and head up some steps to a door, go through the door into a storeroom. You are in Byward Tower. Turn left and up the stairs. At the top of the stairs turn right and head along the corridor until you are adjacent to some windows open the left-hand window.



SAVE THE GAME.

Attach your grappling hook to your crossbow and aim the hook over the top of the tower you can see through the window. If it doesn't catch straight away you will get caught so keep trying, eventually it will catch on top of the next tower.

Byward Tower to Queens House



Once you have successfully aimed, you will see your hook attach itself to the top of the tower.

Attach your rope-lift to the rope and sail across to the Queens House.



You will enter the tower by a small window. Leave the room by the door and go down the stairs. At the bottom turn left and open a door at the end.

You are now in Queen's House.

Queen's House

You have entered through a hidden door into the Queen's House (another way to get to this room is via the grill in the sewer, using your crossbow and grappling hook). In front of you is a table with a book showing coats of arms. You can't take the book, but you can turn the pages to reveal a strange bookmark, take this.

Go across the room to a door with a bureau next to it and go through.



Turn right and head up the stairs (going down you will trip a light beam and get caught).

At the top of the stairs go through the door on your left. Straight in front of you on the far side of the room is a table with a lamp on it. Open the right-hand drawer and take the sheet of paper with Chinese numbers on it.

Leave the room and turn left to a set of double doors with a keypad beside them. Use your card reader to get the code () and enter the room.

Turn left and head to a small table in the far right corner. Open the table lid and take the key and round brass object only.





To the right of the table is a genealogy chart on the wall, below which is a coat of arms. Press the three roses in the following order, left, right and bottom. You will hear a 'clunk' to your right.

A secret catch has been released on the portrait to your right. Go to the portrait and click on the catch that should be sticking out of the side.

The portrait will swing back to reveal a safe. Turn the knobs to match the coats of arms of the Regents shown against it (you may have to go back to the book on the table ()).

Insert the brass coloured key and open the safe, take all the keys in the safe, including the red coloured one and the piece of paper.

Leave the safe and go through the door opposite the one you entered by.



To your left is a portrait of Anne Boleyn. Take a photograph of it.

Turn right to the chest on the floor. Use one of your keys to open it (a dull grey coloured key). Inside is a Chinese box, lift it out.



Use the 'bookmark' from the coat of arms book to unlock the Chinese box. You will need to enter a combination into the wheels on top, the combination is the date Anne Boleyn died, you should have received an answer from the photograph of Anne Boleyn you sent off (see your email ()). You will need to translate the numbers into Chinese characters.

Take everything inside the box.

Head back downstairs to the first room you came into. Go out through the door on your left.

Queen's House to Raleigh's Walk

Head down the corridor to the window at the end.

Go through the window, and open the gate and go through.



Raleigh's Walk



Turn around and close the gate.

Take a photograph of the sign on the gate.

Turn right and you will see a guard in the courtyard below.

SAVE THE GAME.

Load your crossbow with an ice-dart and shoot the guard.

Once the guard is unconscious carry on toward the end of Raleigh's Walk.



At the end of Raleigh's Walk load your crossbow with your grappling hook.

Turn right look over the battlements, you should see an open windows in the building across from you.

Aim and fire your grappling hook towards the window.

This will enable you to slide across under the 'nose' of the guard.



Once across and in through the window, you are now in St Thomas's Tower, turn left and head towards the end of the building.

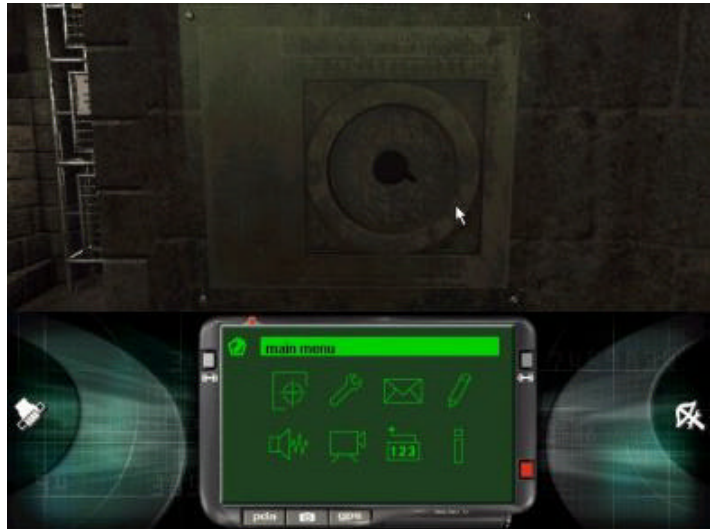
Head up the stairs and through two doors, this brings you to the room with the fire that you were in earlier. Exit through the other door and up, along the battlements to the next tower.

You've been here before, so just go through the tower and along the next battlements, into Salt Tower.

Head down and you will be in a round room with display cases.

Salt Tower

On your left as you reach the foot of the stairs is a hole in the wall covered by plastic.



Use your multi-tool to undo the screws and remove the plastic cover.

Use the brass key to reveal a hidden recess. Inside is a piece of paper, take a photograph of it.

Go up the stairs on your left, along the wall, through the door, first door on your left takes you back to the hospital block.

Make your way to the computer room and retrieve your DLU from the video box.

Head back to the sewers by going to the sleeping man, down the left-hand corridor and through the door on your right, in the floor is the sewer cover.

Navigate to the area in the sewers marked on the map 'video boxes'. These are similar to those in the Hospital Block. Check the boxes with your scart lead, place your DLU on the box that shows internal views (not the vault views), turn it on. Navigate to the sewer exit to Devereaux Tower.

Devereaux Tower

From the sewer exit and go up the stairs on your left and enter the tower. You will see a spiral stair-case on your left. Go to the base of the stairs. **SAVE THE GAME.** Put your gas mask on and head up the stairs. Do not dawdle, your DLU is on a timer, keep moving. At the top of the stairs head towards a door, turn left and go as far into the room as possible, there is a door on your right marked with a warning sign.

Go in and you will see some cylinders on your right and a control panel further in.

Head to the control panel. Switch the left-most control to manual and turn the brass wheel to reduce the pressure to zero.



Move to the cylinders on your right. Use your gas cylinder and attach it to the left-most oxygen cylinder. Turn the red knob until the pressure drops down.

Move back to the control panel. Select manual on the four controls to the right and turn them off. Select manual on the left-most control and turn the pressure up. This should pump gas into the security room next door.

Leave the room and turn left. Immediately on your left is a set of double doors, look through the window, if there is a man on the telephone the gas hasn't been released properly so try again. If you can't see anyone you're safe. You got the code earlier from the Hospital computer (), enter it into the keypad and enter the room.



Once in the security room head towards the main desk. On the desk is a green folder, open the folder and flick through the pages, at the back of the folder is another code calculator (you've seen these before), pick it up.

Turn to the man lying on the floor and if you look close enough you will see a loop attached to his belt with a chain that disappears into his pocket. Pull the chain and you will retrieve a key.



Walk around the back of the desk to a filing cabinet.



Unlock the filing cabinet with the key you have just obtained. Inside is a box with a three digit combination lock. The code for this was revealed on the computer screen in the hospital as a door code (523), enter the code and open the box to reveal a blue key. Take the key.

Turn right and move across to the kitchen area.

In the kitchen area open the cupboard and pull out the coffee tin. Open the lid of the tin and you will see a piece of paper stuck inside, open the paper flap to reveal a pin code.

Move back to the desk and sit at the computer. Use the blue code calculator you picked up from the desk, not the hospital one, and use the pin code you have just obtained to calculate the access code.



The user name you need this time is on a clue from the safe in the hospital (Sir Walter's birth and death), you took a photograph of the plaque on Raleigh's Walk which will give you the details (Sir Walter).

Once into the computer you will be able to deactivate the alarm systems. On system 1 turn off everything. On systems 2 and 3 turn off everything **except** the video cameras, if you turn them off you will get caught. Leave the room using the key code from the hospital safe (523) and head downstairs. You should take off your gasmask now.



Go outside Devereaux Tower and down the sewer cover. Once inside the sewer head back to the area marked on the map as video boxes. Move your DLU to the other box (switch it on).

Then head to the area in the sewers marked 'Bricked up wall'.

Place your Limpet Mine on the bricked-up doorway.

Move back down the sewer a few turns, otherwise you get killed in the blast. Go through the hole you have made and turn left to the end of a long tunnel.



At the end of the tunnel head up some stairs to a door secured with a bolt. Use your can of WD40 to loosen the rusty bolt and open the bolt.

At this stage you could go through and get to into Waterloo Block and the jewels, but the programmers have gone to great effort for this game and there is a more picturesque route.

Once the door is open go back to the sewers and exit via the Devereaux Tower exit.

Waterloo Block

Once out of the sewer beside Devereaux Tower head across the courtyard through an arch to a door. Go in and you will find yourself in the Gift Shop of Waterloo Block.



Turn left towards some large vault doors. You have already picked up a piece of paper with the combination to these doors (724) use that to open the doors.

Keep heading through the viewing rooms until you reach another set of vault doors. The combination of these doors is the same as the ones you've just come through.





Keep going through a room with roped off walkways and through another door into a long corridor.

On your left is a lift, call the lift and enter. You have a key that fits the keyhole on the lift controls. Use your key to reveal a button marked 'LV'. Press the button and the lift will descend.



Once the lift has stopped exit and turn right, on your right is a toilet door. Go inside the toilet and turn left towards a concertina door. Open the concertina door to reveal a storeroom. Climb onto the shelves.

Move a box on the shelf to expose a grill, open the grill. Through the grill you will see a man reading a newspaper.

Load your crossbow with an ice-dart and shoot the man.

Cover your tracks by closing the grill and putting the box back into its place.



Leave the storeroom and toilet and turn left to a door just past the lift. Enter the workroom and go to the workbench with case on it.

Open the case and then open a small compartment inside. There are two pieces of paper take the first one only. This gives you a clue to how to open the vaults later on (read it carefully, include the printed wording as well as the hand-written).



Exit the workroom and head down the corridor towards the security room.



Open the security room door by pressing the green button on the left of the door. Go to the large desk on your left.

On the desk are three buttons. The left-most yellow button opens a compartment containing a yellow key. Pick up the key. Now click the red button and then the yellow button marked 'door'.



Leave the security room and turn right towards a large vault door.



To the left of the vault door is a card slot. Use the card you collected earlier (it has a shield symbol on it) to open a compartment door.

You should now see the keyholes that will open the vault door and give you access to the Vault.

Vault

Ignore the key within the compartment. Insert your red key into the red keyhole, insert the blue key into the blue key hole (are you getting the idea?), and insert the yellow key into the yellow keyhole. Put your Key-Turn Device over the yellow key, turn it on (by clicking on it), you will hear a fast clicking noise when the key turns, quickly click on the red and blue keys. The red and blue key surrounds should light up and the vault door will open.



Enter the vault and press the switch on the wall to your right. This will open the gates in front of you and close the door behind you. Go along into the vault, on the wall is a silvery-white lid open this to reveal a computer screen. Insert the floppy disc you picked up at the hospital. You will be asked for a password. You have a clue to this that you picked up earlier (the answer will be in your e-mail somewhere, a reply from one of

the first photographs you took), Eleanor's brother, enter the password ().

Once into the system click on the control to open the doors. Leave the computer and head into the vault area.





Move to the panel on the left, this details what each vault contains. Make a note of which vault contains the Sovereign's Sceptre, Orb and Imperial State Crown (the details are also in your PDA). Move to vault 2 and enter the code you have worked out (), this will open the door to reveal the Sovereign's Sceptre and Orb

Take the Sceptre and Orb and put the replicas in their place.

Repeat the procedure with the vault containing the Imperial State Crown ().

To leave the vault (the doors closed behind you) use the palm print reader at the centre of the doors.

Go back to the computer on the wall and login, go to the Log Section and DELETE the entry for your hand to remove any evidence of you being there.



Retrace your steps to the lift and go up one floor (i.e. press 1 on the lift control). Turn left and walk to the end of the corridor. Go through the door and turn right, through the door at the foot of the stairs. Turn left and walk to the end, face right and click on a single book lying on it's side. A secret door will open (the one with the rusty bolt)

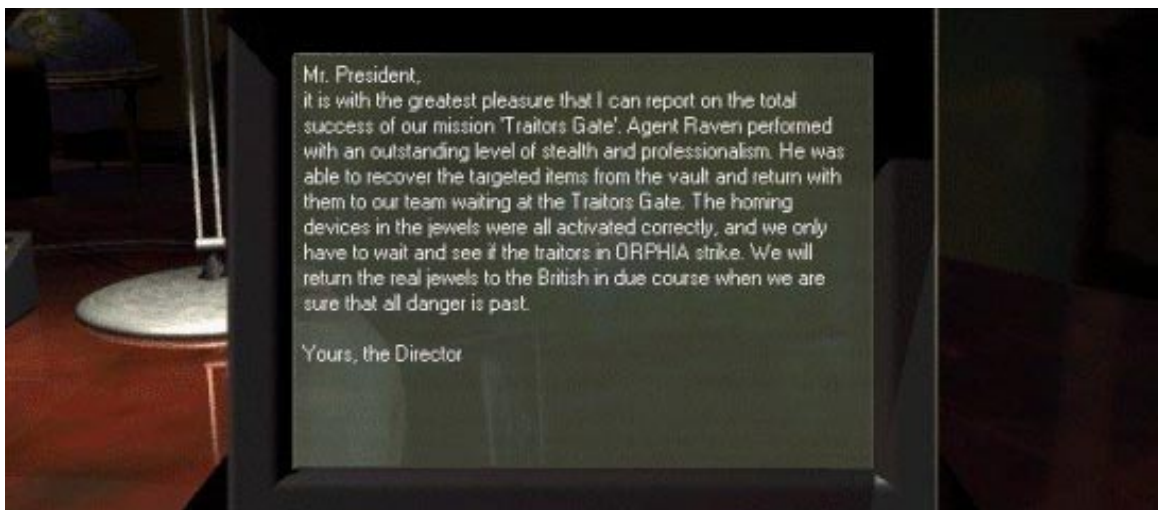
Use your torch and go down the steps into the sewer.

Finishing

Head back to the sewer area marked Video Boxes on the map. Remove your DLU. Head to the Moat exit and walk to the Traitor's Gate. You will be met by members of the Navy SEALs and escorted away by inflatable boat, under Tower Bridge and fade into darkness....



The director of ORPHIA will send the following message to the President about your mission.



CONGRATULATIONS and I am sure you will join me in thanking the Daydream Team for developing such an interesting and enjoyable game.

Codes & Passwords Used in Game:

Hospital Block

Code = 2341

[Click mouse to return](#)

Hospital Block Bookcase Safe

Code = **314** Left to 3, Right to 1 and Left to 4

[Click mouse to return](#)

Hospital Block DLU Room

Code = 8733

[Click mouse to return](#)

Hospital Block DLU Room Computer

Password = **EXTREMA**

[Click mouse to return](#)

Queens House

Code = 1418

[Click mouse to return](#)

Queens House Safe

Code = **Point all three knobs at the coat of arms to the upper right of each knob.**

[Click mouse to return](#)

Queens House Chinese Puzzle Box

Code = 4/5/1536

[Click mouse to return](#)

Devereaux Block Security Room

Code = 0042

[Click mouse to return](#)

Devereaux Block Security Room Key Box

Code = 936

[Click mouse to return](#)

Devereaux Block Security Room Computer (Raleigh's Birthday)

Password = 15521618

[Click mouse to return](#)

Devereaux Block Exit

Code = 2400

[Click mouse to return](#)

Gift Shop Security Doors

Code = 7241

[Click mouse to return](#)

Eleanor's Brothers' Birthday

Password = **ALPHONSO X** The space between alphonso and the x is important.

[Click mouse to return](#)

Vault 2

Code = 00795

This is the total number of precious stones contained in the vault, i.e., For the Sovereign's Sceptre $333+31+15+7+6+1=393$, for the Sovereign's Orb $365+9+9+18+1=402$, therefore in vault 2 there are 795 precious stones (pearls are NOT precious stones)

[Click mouse to return](#)

Imperial Crown Vault

Code = 02901

This is the total number of precious stones contained in the vault, i.e., For the Imperial State Crown $2868+17+11+5=2901$, therefore in vault 5 there are 2901 precious stones (pearls are NOT precious stones)

[Click mouse to return](#)