

strategy & Tactics: **Night Trap**

by Bill Jahnel

Note: This is a full walkthrough of the game NIGHT TRAP. Please do not read this document if you do not want the entire time sequence of captures and turning point events.

Night Trap runs on a System based on a time value and the room that something occurs within. The list below shows the time stamp of the event (which is usually an opportunity to capture an augur if not otherwise specified), the room the event is located within, and the third column has notes on special events. Note that a (2) in the third column means that you can capture 2 augurs at the same time at that time stamp.

TIME
ROOM
DETAIL

00:12

1

(2)

00:26

4

(2)

00:34

6

00:49

5

01:06

4

01:23

2

01:38

3

02:58

3

(2)

03:14

1

03:25

6

03:32

4

03:41

1

03:47

8

04:11

7

04:22

5

04:38

6

04:55

4

05:06

4

05:32

6

05:36

8

05:38

3****

CODE CHANGE ANNOUNCED

05:53

4 Special

Trap this augur using the old code; the boys have not gotten to the basement yet. Change code immediately after trapping this augur.

05:54

MAKE SURE CODE IS CHANGED

06:10

1

06:19

7

(2)

06:41

7

(2)

07:04

2

07:26

6

(2)

07:41

8

07:50

1

(2)

08:02

6

08:13

7

(2)

08:27

1

08:40

6

(2)

08:47

SPECIAL

By now you must have trapped 10 augurs to continue in the game. If not, the jerkoff SCAT Team commander will pull your plug.

08:58

4****

CODE CHANGE ANNOUNCED: Change to new code immediately.

10:47

7

10:54

8

10:59

8

One right after the other.

11:31

1

12:03

4

12:37

5**Special

Failure to make this capture ends the game.

13:15

1

13:26

SPECIAL

CHANGE TO DISK TWO

13:40

3****

CODE CHANGE ANNOUNCED

13:42

SPECIAL

By now you must have trapped 26 augurs to continue in the game. Note that in order to continue the game, this means you really had to have captured 19 augurs or more by 8:47, since only 6 augurs can be captured between 8:47 and 13:42.

13:58

4

(2)

15:04

3

(2)

15:33

2

16:00

1

16:28

8

16:37

7

(2)

16:45

4

17:00

1

17:03

6**Special

Failure to make this capture ends the game.

17:26

4

17:38

7

17:48

4

17:56

5

17:58

7

(2)

18:13

8

18:16

8

One right after the other again.

18:28

3

(2)

18:34

4

19:06

WARNING

DO NOT TRY AND TRIP THE TRAP AT 19:06. DOING SO CAPTURES ONE OF THE GIRLS AND ENDS THE GAME.

19:08

1**Special

Failure to make this capture ends the game.

19:20

4

(2)

20:00

3*****

Capture of TONY. Failing to do so ends game. Does not add to your trap capture count.

20:08

SPECIAL

By now you must have trapped 58 augurs to continue in the game.

20:12

4

20:16

6

(2)

21:31

8

21:45

2

21:53

7

(2)

22:11

6

(2)

22:24

1

(2)

23:06

7

23:18

1

23:33

4 Special

Chance to trap BROTHER but also traps female SCAT team agent. Does not affect game if you capture SCAT agent.

23:36

4 Special

Best chance to trap BROTHER, saves female SCAT team agent. Does not affect game if you miss this capture.

23:39

4 Special

If BROTHER is not captured in earlier tries, his attempt to cut off Kelly by going through the secret passage accidentally triggers the trap. Freebie.

23:53

8

24:04

4

24:18

4

24:28

1 Special

If you capture this augur you must see him go down part of the chute to get credit but must immediately thereafter switch to room 6 to capture the MOTHER. This is the last possible augur capture and is only important if you want the perfect 95 out of 95 possible captures.

24:30

6*****

CAPTURE OF MOTHER and best humour line of the game. Failure to capture mother seems inconsequential but she will capture Kelly at very tail end of game if you fail to get her now.

24:57

5*****

CAPTURE OF FATHER. Failure to nab Dad ends the game.

25:15

7*****

CAPTURE OF SISTER. Last vampire left, you then get Kelly's gratitude and end credits roll. Notably, as Kelly walks down the hall she looks down at the floor (at the trap), looks at you, and says, "No, you wouldn't," and smiles. Sadly, we are not given the opportunity to give in to temptation and trap her as well as an alternate ending.