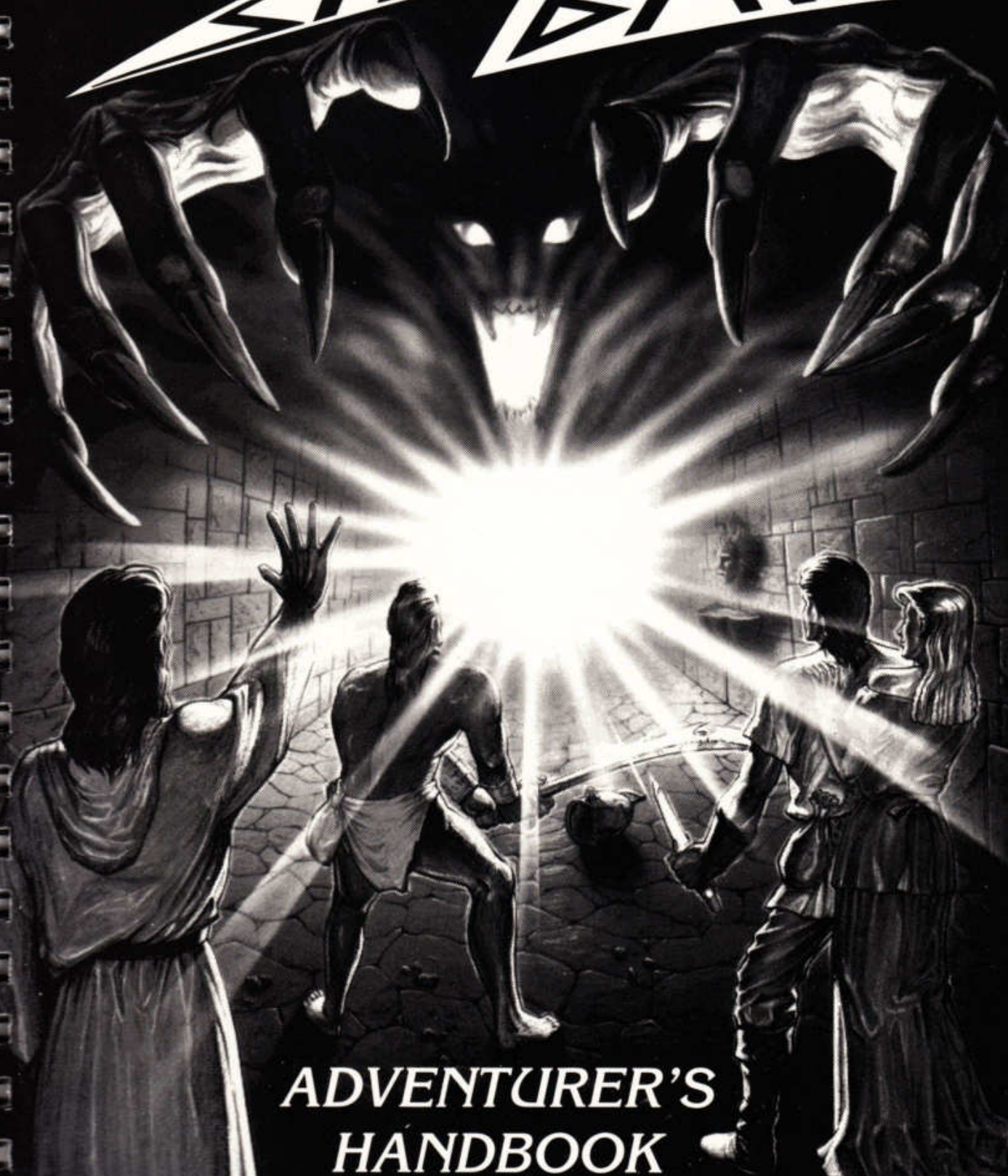


CHAOS

STRIKE BACK



ADVENTURER'S
HANDBOOK





*Adventurer's
Handbook*

by

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Striking Back at Chaos: The Essential Guide to Chaos Strikes Back

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My Champions!

Time is dear, for the peril grows without rest. You are our last hope, and our prayers go with you on this most dangerous of journeys. How I wish this corruption had not befallen me . . . that I could undo it all with a simple gesture. Alas, the only good to come from this unholy disunion is this book. Chaos has never considered that I exist, let alone that he is no more than an incomplete part of me. He did not plan for our shared mind. Yet, in these days past, in my unrest and in my nightmares, I have remembered much of the lair Chaos has crafted to protect his infernal, insane bomb. I have gathered all that I have seen within these pages. This knowledge is powerful, and I believe it will help you undo the great evil that the unchecked, base side of my being hath wrought. I have faith in your success. Good Luck and Godspeed!

The Grey Lord

Preface



The object of *Chaos Strikes Back* is quite simple, really. All you have to do is to locate the four Corbium ore deposits that Lord Chaos has hidden and destroy them by throwing them into the FULYA Pit. The Dungeon is divided into four "Ways," each one focusing on one of the skills of the Champions, and each having one of the Corbums. Of course, it's not QUITE that simple!

Unlike *Dungeon Master*, there is no easily definable progression through this Dungeon. You don't simply start at the stairs down from one level and proceed until you find the stairs down to the next level, and so on until you reach your eventual goal.

The Dungeon of Chaos' revenge is so complex and convoluted, and so cunningly trapped that it's difficult to be sure that you know exactly where you are at any given moment. Your own actions, and the devious malevolence of Lord Chaos may cause changes in your surroundings which may not be immediately obvious. A hallway you just travelled may lead to an entirely different area when you retrace your steps. A wall which stopped your progress on one visit may mysteriously vanish when you return.

Because of this, it becomes impossible to simply describe the "best" path through the Dungeon. Instead, what you see and experience as you advance along the corridors will guide you through this book. In the first part of this book, the rooms or puzzles you will encounter have been mapped and explained separately. Each area map has its exits labeled to guide you to the map and clue set that describes the new area entered. In this way you will be able to take any path through the dungeon and still have the help you need for the immediate situation. If you want to know the complete layout of a level, or need to have the exact solution to a puzzle explained, you can turn to the solution section in the back of the book. The different approaches of the first and last sections (hints versus answers) will insure that you can get as much or as little help as you need to defeat Chaos.

General Information



Many of the objects, weapons and treasures you will find along the way are placed in the Dungeon at random when you enter for the first time. Some of these are far more valuable than others, and it will be completely dependent on your luck (and the evil humor of Chaos) as to when and where you will find them. This book will guide you in your search, but it will be up to you to find the items you need for your quest.

The experience you gained in *Dungeon Master* will be your only weapon as you start, but it will serve you well. Almost everything that applied in *Dungeon Master* can be applied here with minor differences.

One thing you'll notice is that there isn't the same pressure to advance your Champions' skill levels. While they will still gain new levels and increase their statistics, advancement is no longer a matter of survival. This is fortunate, since you won't be able to spend a lot of time practicing magic spells because the amount of food available is extremely limited. Instead of developing more power, try thinking of new uses for spells.

Once again, there are many locked doors to be opened, and many keys to be found. Remember that there may be more than one way to open a locked door, and not all keys look like "keys." Other objects may open the way for you as well. If you're lucky enough to find a set of lockpicks, you may be able to pass through some doors more easily, but be aware that the use of such thieves' tools may involve pitfalls. You might want to "peek through the keyhole" with a magic spell first, to see what you're getting yourself into!

The items you find on the Altars of VI as you leave the Junction of the Ways can serve as "keys" too. If you change your mind about exploring a Way, replacing the appropriate item back into the altar it came from will reopen the Junction, allowing you to make another choice.

Be sure to examine everything you find very closely. Not all magical items have beneficial effects! If a champion seems to be cursed with a terrible combat ability, for example, there may be a hidden reason.

If anything can be stressed above all else, it's to be extremely observant as you travel through the Dungeon. "Small Details Yield Great Rewards" is as true here as in *Dungeon Master*. Many of the most devious traps and puzzles can be solved only by paying close attention to detail.

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The Four Ways



As you travel the four "Ways" of the Dungeon, remember that each favors one of the four skills of your Champions. KU features skills of the Fighter, ROS favors the Ninja, NETA is the Way of the Priest, and DAIN, the Wizard. While magic

will still work on the KU path, there may be times when only the strength of your weapons will see you through to safety. Likewise, not even the sharpest blade will help when only the protection of a spell will save you.

If you find yourself faced with a particularly difficult situation, try to imagine how the skill of that Way could be applied. Sometimes the quickness and accuracy of the Ninja will work where brute force and power of magic would fail.

The Ways of Chaos' hidden Dungeon are twisted and confusing. Take heart though, there is more than one path through the Dungeon, and to your eventual goal. If a path seems blocked, retreat to the Junction of the Ways, and try another. Sometimes an item found in one Way will aid you through another.

The Ways, though separate, join together at the beginning of the game, again at the middle and finally at the end. You must traverse the beginning half of a Way and find a special key before you can enter its second half and proceed to locate the Corbum.

The beginning of the game is the "staging area" where your Adventure begins, and includes a place where your Champions may obtain weapons, armor and supplies. They will also find the Junction of the Ways, where the Heroes must choose which of the four paths to follow. The four Ways rejoin and cross at the Diabolical Demon Director, and meet again on the level of the FÜLYA Pit where the goal of your quest lies.

There are many pits, passageways and teleporters which will return you to the Junction of the Ways. You can use this to your advantage by storing extra or unneeded supplies and weapons at this common point, with the assurance that you'll be able to easily find them when you do need them. The room which contains the transporter leading directly to the Junction of the Ways is also a readily accessible source of water, something which may become

General Information

critical more than once during the game.

A similar area exists at the Diabolical Demon Director, which is the second joining of the Ways. You can store food and supplies for use later, and there is another source of water there. Don't be afraid to turn back if your food and water is running low, and retreat to one of these central locations to resupply. The monsters aren't going anywhere, and your Champions will be in much better shape to fight when they aren't dying of hunger or thirst.

Remember that you can create Stamina potions to sustain your party while you search for food, but that will take precious mana away from your ability to fight.

If you've been mapping your progress through the Dungeon, you may be able to trace a shortcut back to your supplies by sliding down your rope through pits, and thus avoid a lot of backtracking.

Perilous Pits



The pits you'll encounter in the dungeon are one of the places where Chaos Strikes Back differs most from Dungeon Master. In Dungeon Master you were generally returned to the level and location where you

entered the pit (or very close to it). The pits in Chaos Strikes Back are another matter entirely. Falling in a pit will drop you one or more levels, usually with no easy way back to where you started. There are even places where falling through a pit will put you into another of the four Ways.

Be watchful for hidden pits, which are almost invisible. Falling into a pit can interrupt your game, and even if you can find your way back up to where you were when you fell, you'll waste valuable time and food. Also, you never know what might be lurking below. When you do discover a hidden pit, try to mark it with a spare object. If you don't have anything handy, remember that there's a magic spell which creates a brightly glowing object you can place on the edge of a pit to warn of the danger.

With just a few exceptions, it's usually best to avoid pits. Whenever there's an area where a fall into a pit is likely, or where climbing down into a pit on your rope is necessary to continue the game, we'll try to guide you, but unfortunately it's almost impos-

General Information

sible to cover all the situations resulting from a fall through a pit. If you do fall, try to orient yourself using the small map sections located next to most of the passages in this book, and make your way back to the area you were in when you fell.

After falling through a pit, be sure to check your Champions' health. It's possible for them to injure their legs or feet which will slow them down. This is especially important in areas where their quickness is being tested. Heal them before you make another attempt at crossing the pit.

Compass Pointers



An extremely valuable item to have is the compass. Many of the devious tricks of Lord Chaos can be revealed by watching a compass as you move through the Dungeon. Even using stairs can change the direction you are facing on the next level. In this book, most of the directions are given as compass headings, and to avoid confusion, all of the maps are oriented with

North at the top.

Remember that the compass operates like a TRUE magnetic compass. That is, the needle ALWAYS points to the North, not the direction you're facing. If the red part of the needle is pointing to the right, it means the party is facing West. If it points to the left then the party is facing East. Holding the compass up to a Champion's "eye" on their inventory screen will also display the party's current heading.































Last Word









Last, and perhaps most important of all, be sure to SAVE the game often. There are so many dangerous situations, and so many places where your progress may be interrupted by a pit or transporter, that it becomes more important than ever to save before going into something unfamiliar. If you become hopelessly lost, or if worse comes to worst and you lose some of your Champions with no Altar of VI nearby, you'll be able to restart the game from a known position.










































Magic Spells

Any spells you may have learned in *Dungeon Master* are cast exactly the same way in *Chaos Strikes Back*.

WIZARD SPELLS			
 YA	 BRO	 ROS	MAGIC FOOTPRINTS
 OH	 VEN		POISON CLOUD
 OH	 EW	 RA	THIEVES' EYE
 OH	 EW	 SAR	INVISIBILITY
 OH	 KATH	 RA	LIGHTING BOLT
 OH	 IR	 RA	LIGHT
 FUL			MAGIC TORCH
 FUL	 IR		FIREBALL
 DES	 VEN		POISON FOE
 DES	 EW		HARM NON-MATERIAL
 ZO			OPEN DOOR
 ZO	 VEN		POISON BOMB
 ZO	 KATH	 RA	ZOKATHRA

POWER SYMBOLS (increasing order)					
 LO	 UM	 ON	 EE	 PAL	 MON

* Magic Map spells












PRIEST SPELLS			
 YA			STAMINA POTION
 YA	 IR		SHIELD SPELL
 YA	 BRO		SHIELD POTION
 YA	 BRO	 DAIN	WISDOM POTION
 YA	 BRO	 NETA	VITALITY POTION
 VI			HEALTH POTION
 VI	 BRO		CURE POISON
 OH	 BRO	 ROS	DEXTERITY POTION
 OH	 GOR	 KU	SHOW CREATURE *
 OH	 GOR	 ROS	REVEAL HIDDEN *
 OH	 GOR	 DAIN	SHOW MAGIC *
 FUL	 BRO	 KU	STRENGTH POTION
 FUL	 BRO	 NETA	FIRESHIELD
 DES	 IR	 SAR	DARKNESS
 ZO	 BRO	 RA	MANA POTION
 ZO	 IR	 NETA	DIVINE WITNESS *

Monster Appearance Table

	10	9	8	7	6	5	4	3	2	1	POISON ?	GROUPS ?
ANT MEN				●								●
ARMOURED WORMS	●					●				●	●	●
BLACK FLAMES								●				
COUATLS					●						●	
DETH KNIGHTS		●	●					●				●
GAZERS						●						●
GIANT SCORPIONS						●					●	
GIGGLERS	●	●	●	●	●		●		●			
GREATER OITUS			●									
HELL HOUNDS									●			●
LORD CHAOS										●		
MON VEXIRKS		●										●
MUMMIES		●		●			●		●			●
MUNCHERS		●	●								●	●
RED DRAGONS	●						●					
RIVES				●	●							●
ROCK PILES			●					●			●	●
SCREAMERS			●									●
SKELETONS							●					●
SLIME DEVILS					●						●	●
STONE GOLEMS						●		●	●			
VIPER DEMONS								●		●		●
WATER ELEMENTALS				●								
ZYTAZES										●		●



AREA MAPS

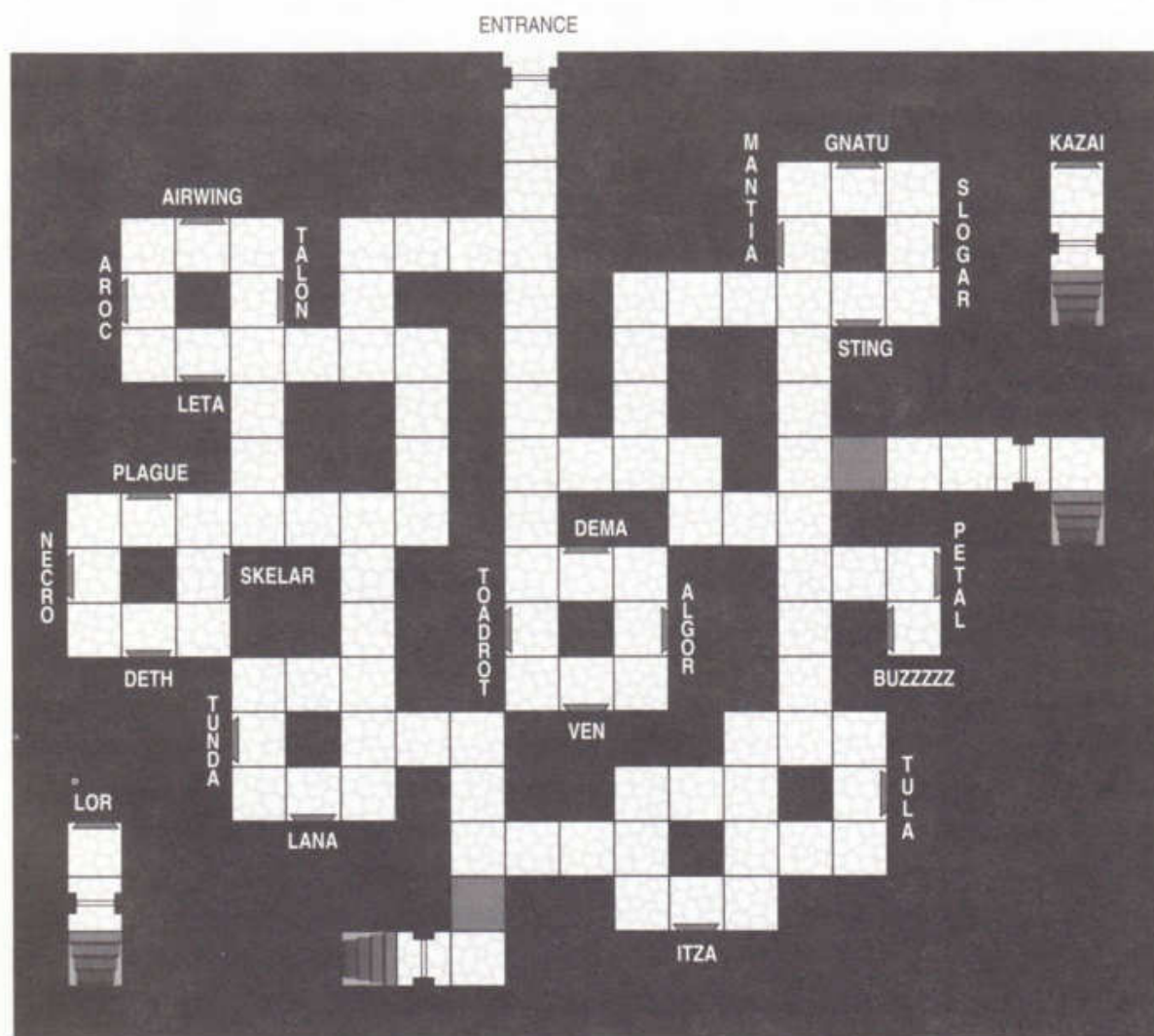
MAP SYMBOLS			
	DOOR		FOUNTAIN
	STAIRS DOWN		ALCOVE
	STAIRS UP		BLACK FLAME
	ALTAR OF VI		TWISTER
	PRESSURE PLATE		PIT
	TELEPORTER	Numbers refer to the treasures Letters refer to puzzle solutions	

The Prisoners

Choosing New Champions to Defeat Chaos

In *Chaos Strikes Back*, Lord Chaos has imprisoned 24 new Champions in a separate area of his new Dungeon. This allows you to choose between taking a party of old friends from *Dungeon Master* through the game, or selecting a completely new party of Champions. Unfortunately, you cannot mix a party of old *Dungeon Master* Champions and new *Chaos Strikes Back* Champions.

The Champions trapped in the mirrors of the Prison are fairly well advanced in their skills and abilities, although not as far as characters who have been all the way through *Dungeon Master* are likely to be. This adds a certain amount of challenge to using a party of the new Champions, in addition to getting to know their characteristics and strengths.



The Prisoners

	HEALTH	STAMINA	MANA	LOAD	FIGHTER	NINJA	PRIEST	WIZARD	STRENGTH	DEXTERITY	WISDOM	VITALITY	ANTI-MAGIC	ANTI-FIRE	RACE
AIRWING	300	189	70	62	7	7	6	7	64	54	40	49	30	30	Avians
AROC	270	200	150	54	7	7	7	8	54	39	44	34	44	35	
TALON	240	202	85	38	7	7	6	7	35	58	36	30	37	30	
LETA	230	230	140	36	6	7	8	7	32	30	76	54	30	30	
DEMA Champion of Iissh	320	275	65	65	7	7	7	7	68	34	30	56	38	64	Reptilians
ALGOR Marsh Hunter	300	250	80	62	8	8	6	6	64	41	34	46	52	58	
TOADROT Prince of Skulash	250	189	92	49	7	8	6	7	48	58	32	31	54	54	
VEN High Priest of Ssha	207	170	150	47	5	7	8	7	46	30	62	59	39	61	
MANTIA Spellweaver of Kelt	200	223	173	46	6	7	8	8	44	64	68	44	61	30	Insectoids
GNATU Spearwing of Leef	205	261	150	34	7	7	8	7	30	68	53	41	55	38	
SLOGAR Webber of Arachnia	250	265	70	68	8	8	7	6	72	64	37	36	53	31	
STING	300	270	68	66	7	7	7	6	69	62	34	48	64	31	
SKELAR The Slayer	430	270	48	65	8	8	6	7	68	60	38	30	61	59	Undead
DETH	385	245	77	55	8	8	5	6	56	65	33	31	58	56	
NECRO	376	165	128	41	6	7	6	8	38	52	62	32	64	60	
PLAGUE	410	150	160	36	8	6	8	6	32	33	66	34	64	64	
TUNDA The Surefooted	350	305	104	62	7	7	7	7	64	58	43	64	47	51	Centaur
LANA	320	245	121	56	7	7	7	7	57	63	47	64	44	48	
BUZZZZZ	280	163	180	35	4	5	8	8	31	69	60	62	65	38	Farie
PETAL	247	250	176	37	4	5	8	9	33	66	61	62	64	34	
ITZA Warlord of Uxmal	300	245	163	57	8	7	6	7	58	51	54	54	48	46	Human
TULA Princess of Uxmal	240	145	137	42	7	7	7	7	39	62	56	49	56	55	
KAZAI Shadow Warrior	350	285	121	54	7	9	6	6	54	71	64	51	54	49	
LOR Champion of Good	370	335	110	62	9	6	7	6	64	64	58	44	34	54	

Start

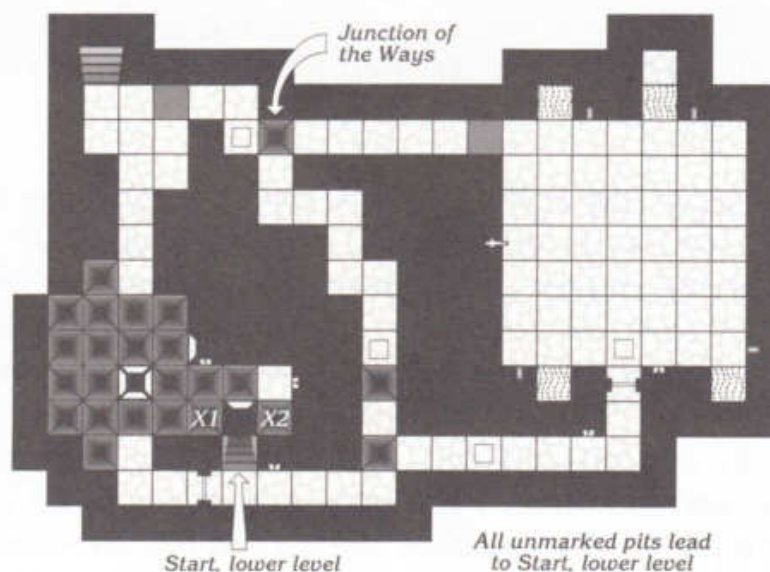
As your heroes are thrust into the depths of Chaos's dungeon they find themselves in total darkness, immediately assailed by Armored Worms. Your first steps should be to get some distance between you and the worms. Once out of danger, regain your composure and shed a little light on the situation. As you have no weapons yet, you will have to rely on your magick skills to eliminate these foul creatures.

Warning:

Try not to step back onto the area in front of the portcullis again, it conceals a floor switch that teleports two worms next to the party.

After disposing of the worms, give yourself some time to explore this level. You will uncover four GOR coins here but will need five to gain access to all four of the chambers with items. Choose wisely the items you feel will benefit the party and return later with a final coin to open the last chamber.

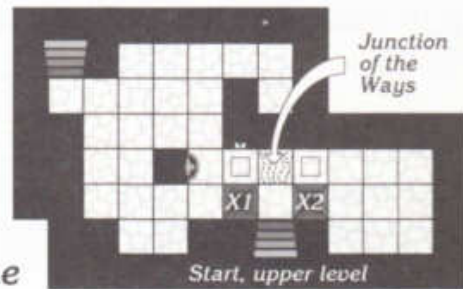
Exploring every possible inch of this level will give you an introduction of the many types of devious puzzles, traps, concealed items and passages that your party will encounter. Just like in *Dungeon Master*, some of the switches and buttons may open up passages and areas that cannot be seen from where they were triggered, possibly on another level. By mapping the party's progress and investigating corridors that have large 'unknown' areas around them you may uncover 'hidden' rooms that lie beyond.



Start / Junction of the Ways

The SUPPLIES FOR THE QUICK area holds many items that will equip the champions fairly well. Don't stand in one place for too long if you hear a 'click'. The floor tiles in this room are actually time-delayed pits which open an instant after they have been triggered, then shut again.

The first crossroad your party will encounter lies one level beneath the party. Descending to this room by stairway or pit, the champions will find themselves in an area with no apparent exits. Be sure to fill any flasks or waterskins that the party may have at the fountain here. Directly across from the



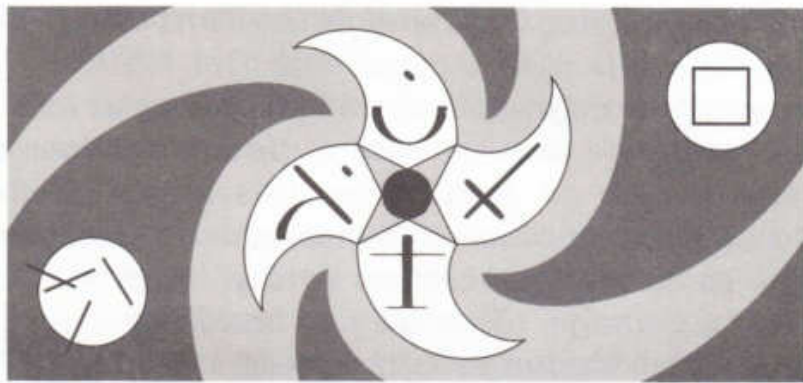
fountain a blue mist will appear the moment the party steps on either of the pressure plates. Stepping into this haze will teleport the party into an intersection of corridors, one for each of the 4 classes: Fighter, Ninja, Priest and Wizard. This is the Junction of the Ways.

THE JUNCTION OF THE WAYS

From this intersection, the party must decide which path they will travel. Each Way represents a journey which will draw upon the skills of the path chosen. Though there is no correct sequence in which to traverse the paths, some may find one path easier than another in the earlier levels. The NETA Way will test the mind with puzzles that will require thought, ROS with quickness and dexterity, DAIN will draw upon the heroes' magic skills to provide them safe passage and KU will force the fighters to defend the party against hordes of vile creatures.

After selecting a Way and starting to explore it, the party may find themselves in an area not of their choosing. Lord Chaos' macabre sense of humor can thrust the champions into corridors identical to the ones the party was just exploring without the heroes realizing. To help determine exactly where you are and guide you through the perils of Chaos' madness, refer to the descriptions associated with the appropriate Way and turn to the letter/number combination that corresponds to the area you seem to be in. Whenever you venture off of a small section map, read the letter/number given at that exit point and flip to the map and clues for that new area.

THE WAYS

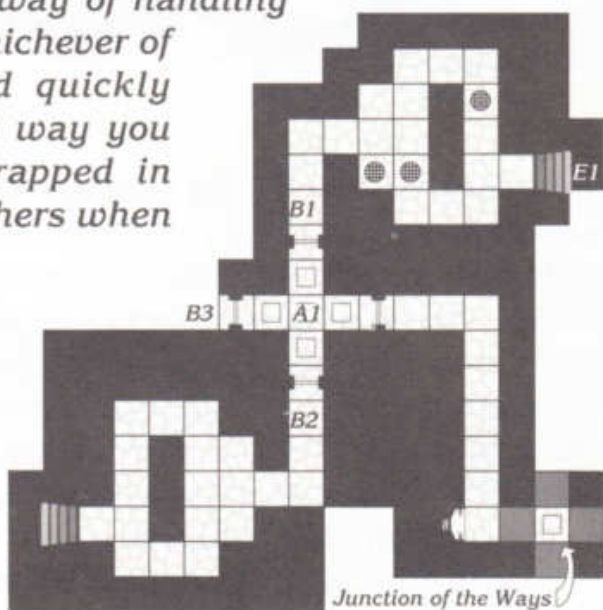




Leaving the Junction of the Ways, you find the symbol of DAIN, the Way of the Wizard, on the Altar of VI. Turning to walk on down the corridor, your party will encounter:

- a. A closed iron grate door. Turn to A1
- b. A deadend with a face of Chaos on the wall. Turn to A2.
- c. A reinforced, closed wooden door and an opening into a room with fireballs flying back and forth. Turn to A3.

A1 Opening the iron grate door and stepping out into the intersection will give you a choice of three directions to continue in. It will also trigger an attack from this area's inhabitants. Be careful not to let yourself become "sandwiched" between two attackers, as your weaker party members in the back will take a lot of damage. One way of handling the situation is to run through whichever of the four doors you choose and quickly close the door behind you. That way you can handle the one creature trapped in with you, and take care of any others when you're rested and healed (if necessary). Remember, too, that you can close doors magically with a ZO spell, then cast poison attacks through the grates, so you needn't take any unnecessary damage to your party.



A2 In this case, you seem to be trapped in a dead end, with no secret doors or illusionary walls to let you out. However, if you use magic footprints, leave objects on the floor, or even just keep an eye on your surroundings, you may note a strange transformation occurring. As you return back up the corridor to the Altar, watch carefully. When the Altar disappears, you'll be standing in a new corridor. If you are patient you may be able to stay there. If so, you should find yourself in a short corridor with a teleporter field shimmering at the end. This teleporter will take you out of the area.



If you have not been able to find this exit, another, more dangerous, exit is available. Having searched and clicked on everything else, perhaps you should try touching the face of Chaos itself?

As always, the appearance of the face of Chaos bodes ill for your party. If you've used a "Thieves' eye" spell, you'll be prepared for what will happen. If not, at least try not to let your party become surrounded. Retreat into the corridor with the Altar of VI and the Junction of the Ways if you can, so that you'll only have to face one group of monsters at a time.

Keep your fireballs limited to LO power levels so you don't waste mana. This attack really isn't as bad as it seems, if you can avoid being hit from more than one direction at a time. A full power Poison Cloud spell can kill several groups before it dissipates.

When you've cleared the room, healed and cured your party, you'll have a new way to get out of this area. If you have a rope, you can descend painlessly through the hidden pit in the room.

A3 At this point, you're actually well along the Way of DAIN. Luckily though, there is nothing very essential to your quest on the lower levels of this Way. You can try to work your way back down if you decide you want to explore, but it's not absolutely necessary.

As you face the reinforced wooden door, there is an opening into a large room to your right - the Gauntlet of Fire. An apt name, since the fireballs reflected back and forth between the blue mists criss-cross your path through the room. However, your most pressing problem will be the hordes of Rives that inhabit this room, and which will begin following and attacking you as soon as you enter. Fight them with magic and magical weapons, always being careful not to let yourself become surrounded. You can fight them in the entrance to the room, and retreat back down the hall to rest when necessary.



Inside the room, on the West wall, is a button which will call up Slime Devils. While these nasty little guys might at first seem to have no socially redeeming qualities, you'll find that it's better for them to run into the fireballs in this room than you.



Don't wait too long to venture into the room, as the Rives can keep coming far longer than your mana will last. By blowing the Horn of Fear, brandishing the Staff of Claws, or even calling out an unarmed Champion's War Cry, you can clear a path through the Rives to an alcove on the far wall.

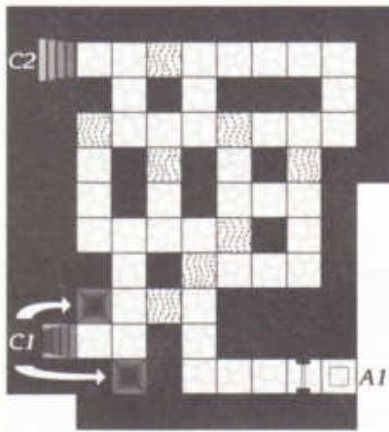
If the Slime Devils haven't completely cleared the room of fireballs, cast several high level Fire Shield spells and use your best timing to dodge any fireballs that are left. Pass through the firecourses at their ends. In the South alcove there is a key and a valuable magical weapon which will aid you in fighting the Rives. This is good, for they will soon be at your back.

Turning around, you'll see that not only are the fireballs back, but they are twice as big as before. This might be a good time to try putting something back in the alcove, then looking around to see if

anything happens. One step North and West, there is a second button on the wall that will call out more Slime Devils, hopefully right into the paths of the fireballs.

B1 There is only one exit from this room, up a stairway (see map A1). If you have not already come down the stairs from above, the top of the stairway will be blocked at this time.

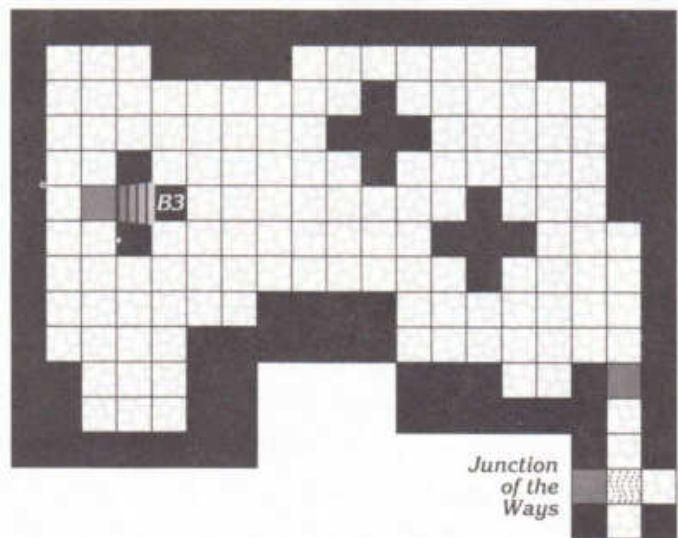
B2 There is only one exit from this room, up a stairway (see map A1). The room above is a dead end, so collect the waterskin and return to the intersection with the four grate doors.



B3 This room is a maze of teleporters.

Watch the items on the floor (whose only real value is as landmarks), and on the walls, to orient yourself. You'll find yourself returned to the beginning many times, but continue working your way through to the Northeast. Be careful in this area. Though there are no more monsters (once you've passed the one guarding the entrance to this room) be on your guard against thieves.

C1 If you are attempting to enter this area via the stairs, you will find your way blocked by a wall - unless you've already come up from below. The only entrance to this room is by falling through a pit, most likely the "Laughing Pit". Luckily, there is no danger here, only whatever damage your party took from falling. There are two exits. One involves an imaginary wall in the Southeast corner, the other is opened after pressing the small button next to the stairwell.



C2 Up the stairs, you'll come to the first area on the Way of DAIN where your Wizardly skills will be truly tested. Normal weapons will be useless here, as they pass right through the creatures you'll encounter. If you have a misshapen magical sword, breath a sigh of relief and ready it. In any case, be sure your party is well rested and full of mana. Ready your spells against Non-Material beings and press onward.

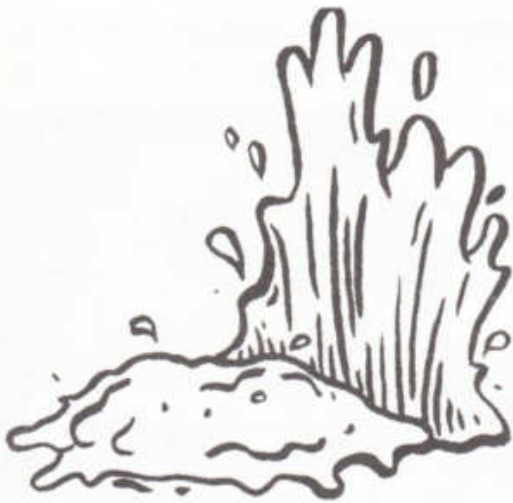


The room with the Laughing Pit may be full of monsters. After you've disrupted them all, explore and collect the items in the alcoves. These items will give you a clue as to how to cross the Laughing Pit. This would be a very good time to Save the game, because if you fall into the pit, you'll be given an express ride down to the Dungeon's basement.

Once across the Laughing Pit, pay close attention to details, as this area can become confusing. If you turn North at the invisible teleporter marked D2 on the map you will actually be in a different place and should turn to D2. If you continue South you will remain on this map and enter area D1. If you wish to return to the Laughing Pit, first pause on the square marked D1, then run North at least two steps.

D1 Here you will first pass through a series of wooden doors. If you come to a door for which you have no key, or a door with no keyhole at all, try unleashing the power of your Wizardly skills upon it. Just remember that there may be things on the other side which will tax your reserves

of mana. Actually, a closed door is no barrier to creatures which can simply pass through or ooze underneath. Eventually you will come to an open door with a floor plate just beyond. The face of Chaos on the wall should warn you of a possible trap. You might want to dispatch as many of the monsters coming down the corridor as possible, while you can still retreat easily. Don't waste Mana on



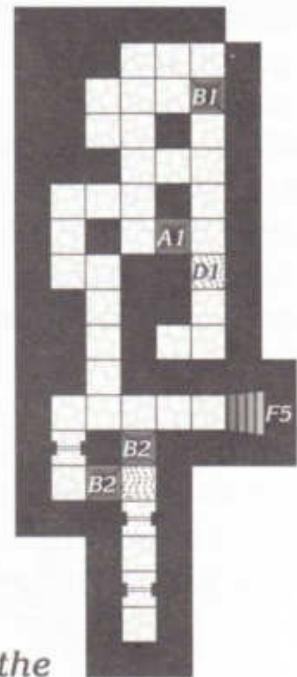
spells with too high a power level. Start out with a relatively low power spell, and increase the power until you kill the weaker creatures with one spell. If you're watchful, you can hit the monsters while they're still far down the hall. The more powerful monsters will take several highest power spells to kill, so reserve as much mana for them as you can. You can sleep here to recharge your mana, then proceed down the hall. The room beyond

will probably still contain much danger, so stay in the corridor to avoid being surrounded. If you're totally overwhelmed, make for the large blue button in the alcove across from the entrance to this room and teleport yourself to safety.

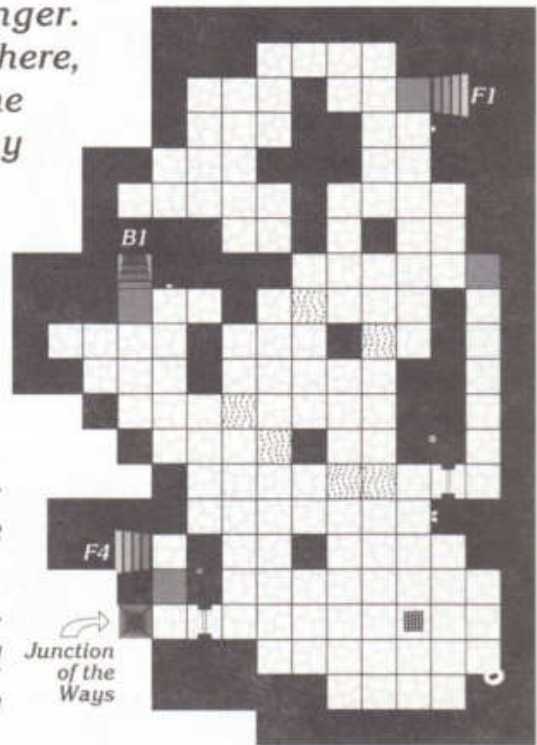
Once you've cleared this room, you'll find the exit blocked by an iron grate, but it's easily opened. Rest and recharge again, because heading up the stairs, you'll come to another difficult area.

D2 At the end of a corridor, there is a closed wooden door, a hidden pit, and a blue field beyond the pit. Through the window in the door, you can see several Antmen. Before you open the door, why not try throwing something into the blue field to see what it does?

Once you get into the area where the Antmen were, you'll find your progress blocked by a regular pit. There's a gate just beyond the blue mist, with more Antmen behind it. You can't get to the door, but you can open it with some "long distance" magic. You might also want to send a little nasty magic down the hallway and through the door first. When the door is finally opened, the hidden pit will disappear, letting you explore the area past the door. There is more here than meets the eye, but there is no other way out, so return to the corridor near the wooden door.



E1 This is the Cistern, an unused water storage area that has taken on a life of its own. There is little of value here, and much danger. Unless you used a stairway to get here, you will probably want to head for the Northeast corner. There, a stairway that will take you back up to the Couatl Level above is revealed by a button on the wall. If you have no Onyx key, or cannot get past the flickering teleporters, a stairway is revealed by a button in the Northwest area that leads downward. In an emergency, a pit behind a blastable door in the Southwest will take you back to the Junction of the Ways. There, too, an imaginary wall conceals a stairway up. These stairs will only be usable if they have already been entered from above.



While you're in the Cistern, take the time to lead one of the Water Elementals over to the floor drain and watch what happens when you stand with the drain between you and the creature.

F1 You're on an outside corridor around the Couatl room. If you haven't already gone through the Couatl room spiral and used the Winged Key, the corridor leading South from the stairs will be blocked. This is a safer place from which to view and map some of the Couatl room before you enter it. There is an opportunity to get some unanswered damage into the defenders by using the Thieves' Eye spell and a good map to plan a way to attack some caged monsters.



To the North and West from the stairs is a corridor leading back to the reinforced door near the entrance to the room with the fireballs and Rives. If you didn't use

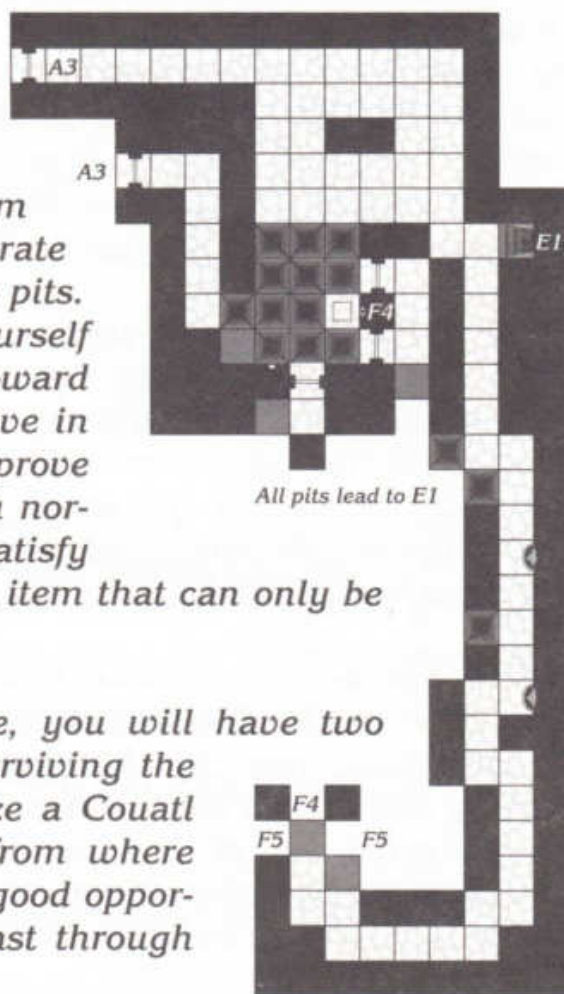
an Onyx key to open the door before, you'll find it susceptible to your most powerful magic.

F2 The corridor leads into a room with several closed iron grate doors, some floor plates and some pits. As soon as you enter, you'll find yourself being guided inexorably forward toward an eye on a pillar. When you arrive in front of the eye, you'll be told to prove that you're a Wizard. Nothing you normally have in your inventory will satisfy the eye, but remember there is one item that can only be created with a Wizard spell.

While you're approaching the eye, you will have two chances to improve the odds of surviving the next few seconds. You may notice a Couatl behind the door across the pits from where you're standing. This would be a good opportunity to weaken it with magic cast through the door, before it can get to you.

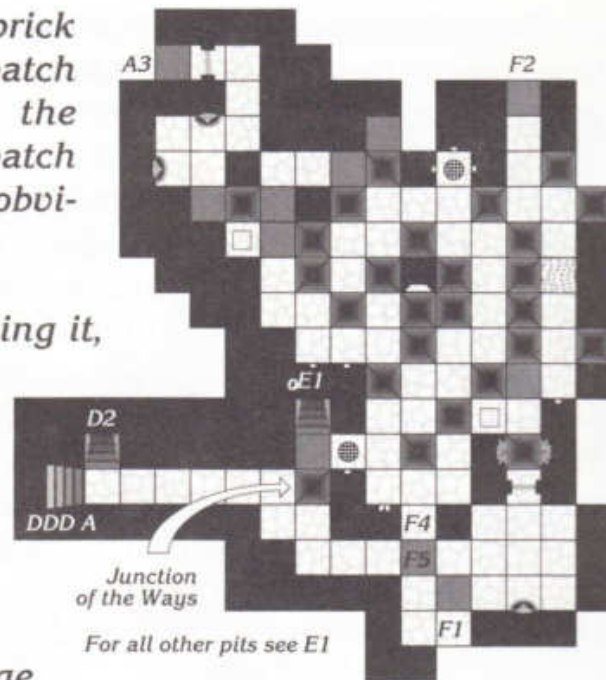
F3 Through the iron door, you'll come to a room with two water fountains, a few items on the floor, and no other obvious exits (see NW portion of map F4). If you find an imaginary wall section, you'll probably also find a violent fight on your hands, so be prepared. It's a good idea to retreat into the room with the water fountains, because the Couatl is carrying an item you'll need to close the pit he's guarding. If you kill him over the pit, you'll lose the item through the pit and have to return through the Gauntlet of Fire to travel a different path. Once past the first Couatl, you'll need to find some imaginary wall sections which will let you out into the larger room beyond. This would be a very good time to Save the game if you haven't done so recently. From here, you need to refer to the fourth paragraph of F4 (this was a shortcut).

F4 You'll find that you're restricted to a narrow pathway between many pits. As you move forward, a message will pop up telling you that you're on the "Bridge," then you'll come to a



dead end where there is a loose brick to push. Save the game, then watch what happens when you push the brick. The faces of Chaos that watch the pit should tell you that the obvious path is not going to work.

Back at the brick again, try pushing it, then turning around quickly. The teleporter you see on the Bridge flashes off too quickly for you to turn and run back, but suppose you backed up after pressing the brick?



When you've crossed the Bridge, you'll be at the South end of the Couatl room, near the Winged Key lock. A button in an alcove nearby will open a wall section, revealing a stairway down. This can save a great deal of time should the party fall through a pit. Move North to the opposite side of the room. As you travel, be extremely wary of the nearly invisible pits scattered along the way.

At the North end of the room, you'll find a scroll and three buttons. The clue on the scroll hints at the only button which will help the party. That button reveals a pressure plate. When an object is added to the pressure plate, a nearby pit that was blocking your progress will close. Enter the imaginary wall to the North, then around to the two green buttons on the wall. Pressing the wrong green button will open a blocking pit that forces the party to take the long way around to the Winged Key lock while the Couatls attack the key thieves. The correct button closes the pit in front of the pillar behind and to your left, thus allowing you to retrieve the key in the alcove. Heed the Inscription on the wall, it's Right. Eventually, you can make your way to the lock on the South wall that takes the Winged Key.

F5 Past the opening created by the Winged Key is a room containing a water fountain and a chest. The chest contains, among other items, a very important key. The closed iron grate door reveals a pit guarded by faces of Chaos which cannot be crossed. To the West you can find the stairs up to the DDD (see map F4).

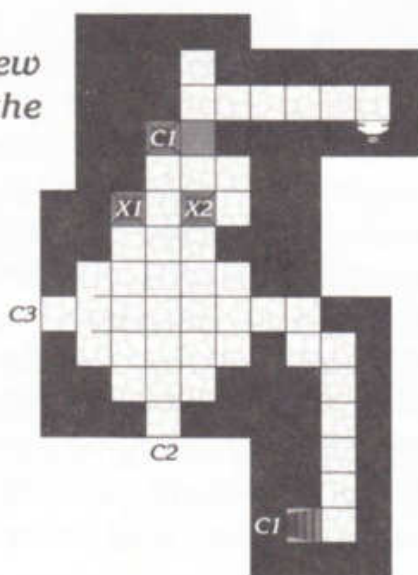


As your party leaves the Junction of the Ways, they'll find the symbol of the Way of KU and the key to reentering the Junction on the Altar of VI. As with all items in the Dungeon, examine it closely before deciding to use it. Proceeding down the hallway, you'll encounter:

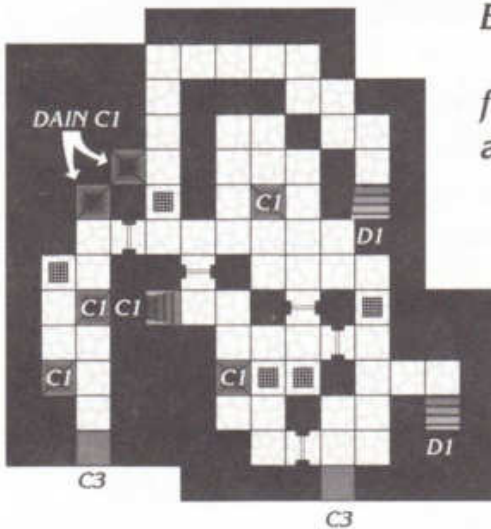
- a. A turn to the right, the left, and a stairway leading down. Turn to A1.
- b. A dead end with a small shield on the floor. Turn to A2.
- c. A turn to the right, and a stairway down. Turn to A3.

A1 This starting point is above many of the more interesting areas on the KU Way. You'll need to go down the stairs to join in the action. See map B1.

A2 This dead end is only illusionary. After checking the Altar of VI for new objects, find the imaginary wall and enter the large room behind. Resist the temptation to throw Fireballs anywhere in this room, or you may end up frying your own party. Be wary of Munchers, and have some low level Poison Clouds ready for them (a Poison Cloud is not as harmful to the party as a Fireball). If you have empty flasks available, some Cure Poison potions would be handy too. There are three exits from this room.



A3 If you're just starting out, you're more than halfway through the beginning of the KU way, and have missed much already. The weapons and items on the levels below are essential to your quest. You must go down and retrieve them, even though it will mean doing some backtracking later. Before leaving this area, you might want to go back and take another look at the Altar of VI.

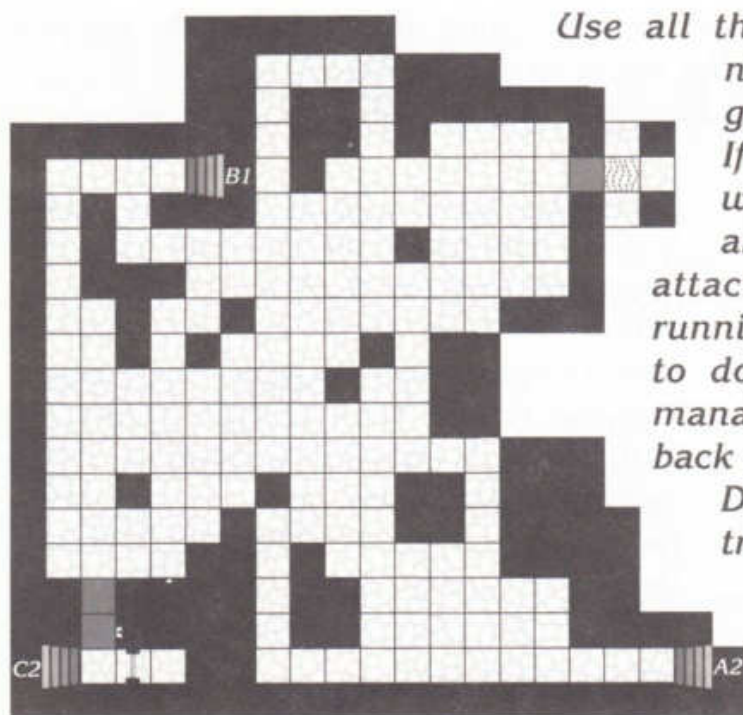


B1 When you reach a wooden door with no keyhole, be prepared for a fight. This area will be filled with an army of Mummies which keeps growing for some time, so stay watchful. There are many wooden doors you can chop open, and some will lead you closer to the source of the mummies, which you can then occupy to stem the tide. You might want to take this opportunity to Save the game again!

If you haven't already obtained an important key from the creature on the level below, you can use the stairs down. Be extremely observant to avoid the traps in these rooms. You can chop the doors open, but remember that they're between you and the hordes of Mummies behind them.

C1 Down the stairs, or through the pit, you'll enter a large, fairly open area. Several side passageways twist back to the main room, and some columns are scattered here and there. This room also contains several Armored Worms, which you should be able to handle easily. Unfortunately, they really serve to distract you from this room's other, and more deadly inhabitant.

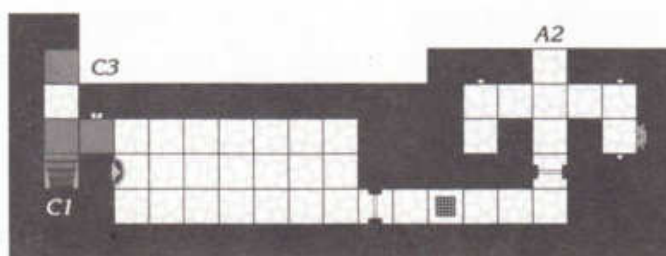




Use all the dragon fighting techniques you learned in *Dungeon Master* to defeat him. If you've cleared out the worms, you can dance him around one of the columns, attacking from behind, then running around the other way to do it again. When your mana runs out, you can retreat back up the stairs to rest. This Dragon has some good treasure for you, once you kill him. There is an imaginary wall in the Northeast part of this room that leads back to the Junction of the

Ways, and another stairway in the Northwest corner. In the Southwest, there is a button that will open a hidden door behind an imaginary wall nearby. Behind it is a keyhole for a treasure room, but if you don't have the key yet, it is worth returning upstairs to find it. Ask any Vexirks you meet if they have the key.

C2 There is a grate door to the South, behind which you can see a Deth Knight on patrol. To the East and West are L-shaped alcoves, each with a Vexirk guarding a button on the wall. The square in the middle will reflect magic, both yours and theirs. Use this to your advantage by stepping toward them to attack, then retreating before they can return fire. Be careful they don't disappear and rematerialize right behind you. As if that wasn't enough, both Giggles and Munchers may join in the fun while you're fighting the Vexirks! Once you've dispatched the little hooded magicians and recovered their treasure, you'll be faced with 3 red cross-shaped buttons. Two of them will open the door to the South. The third is near a face of Chaos, which should tell you a little about its effects.



The square in the middle will reflect magic, both yours and theirs. Use this to your advantage by stepping toward them to attack, then retreating before they can return fire. Be careful they don't disappear and rematerialize right behind you. As if that wasn't enough, both Giggles and Munchers may join in the fun while you're fighting the Vexirks! Once you've dispatched the little hooded magicians and recovered their treasure, you'll be faced with 3 red cross-shaped buttons. Two of them will open the door to the South. The third is near a face of Chaos, which should tell you a little about its effects.

Once the door is open, you'll have to fight the Deth Knight behind. If you need to retreat into the room to the North, remember that it's Muncher territory, and that Fireballs will be reflected in the room.



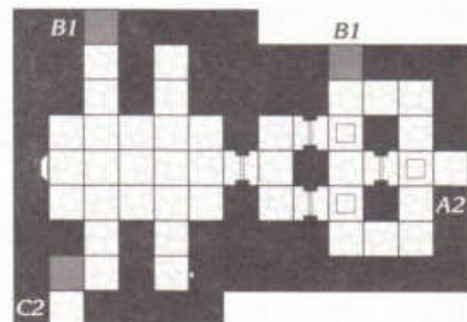
Past the Knight is a massive black metal door with no keyhole. It will however, yield to a powerful chop. Inside there is an entire coven of Vexirks who possess a great deal of treasure. You can retreat back down the hallway to avoid their magic, but don't let them surround you! One of the Vexirks will have the key to the treasure room below, and there is a water fountain here, so fill your waterskins while you have the chance.

At the far end of this room is a secret exit. Once you locate it and unlock the lock behind it, you'll be at the top of a stairway. At the foot of the stairs is a treasure room, but unless you've already been through C1, you won't be able to find the keyhole.

The secret passage is also a "backdoor" into the Deth Knights room. If you haven't already met the first Knight, you will very soon! You can retreat into the Vexirks room to dance around him if you like, then go back to finish off the rest. The chest in this area contains a scroll with a special spell to be used with the "Magic Map" (found with the rope and compass in the start room).

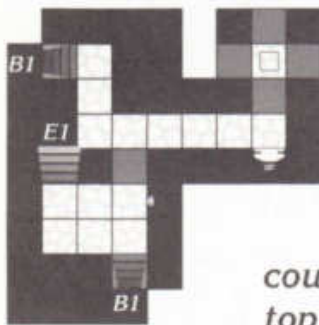
C3 Beware of Munchers hiding around corners. The floor plates will close the doors on your head if you're not quick, but will also attack any monsters you can lure under them..

This area is guarded by four of Lord Chaos' elite Deth Knights. Two cautions in this room: First, don't try to throw magic or objects into the alcoves, they will reflect back at your party. Second, all four Knights will be released if you pick up the Executioner axe from the alcove in the wall,



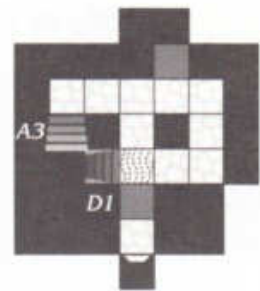
and the door will close, locking you in with them. Try to take the Knights on one at a time before you take the axe. Don't forget about the handy automatic doors just outside the room.

After you get the axe from the alcove, the back of the Northwest cul-de-sac will open, allowing you to leave this area. To reopen the main door to this room, search the walls carefully.



D1 From here, the KU way becomes easier to follow, although it's still dangerous. Be aware that while your magic still works, it's not entirely effective in several places. When you see that your Fireballs are not going where you expect them to go, there are a couple of things you can try. You can stand at the top of the stairs and attack with your blades, then retreat down the stairs to rest, or you can kill the first group of monsters at the top of the stairs and quickly move into the empty space before any other monsters can take their place. From that point, your magic will once again be effective, and you can use both your blades and magic to clear the room. If you have a Skeleton Key, you can use it to create a handy shortcut.

E1 Once again, your magic must be put aside in favor of the Fighters' weapons, at least until you can advance into the room. However, don't step into the room unless you are ready to finish what you've started. Be sure to explore this area carefully, as there is treasure (and danger) hidden away here.



F1 For the first time the battle is a one-on-one, - at least in the beginning. Also, you will be able to use magic from the start. Though it is possible to run through this room and completely avoid a battle, there are a couple of reasons to consider finishing the Scorpion off. Besides practice and possible treasures, this room is between the Altar of VI and the Diabolical Demon Director. A scorpion or two could be quite troublesome for a lone champion attempting to resurrect his or her three companions.

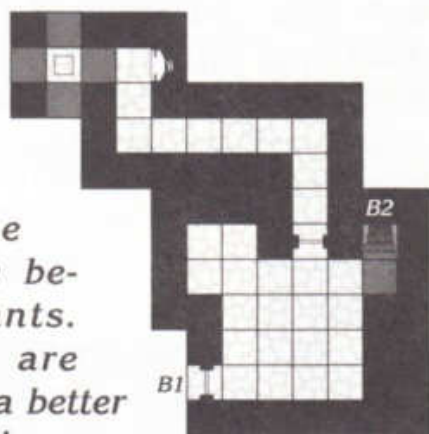


Entering this path from the Junction of the Ways, the party will find the Horn of Fear resting in the Altar of VI . Advancing down the corridor, the Heroes will encounter:

- a. Turning left, then right, the corridor continues for a short distance before ending at a wooden door that the party can open. Turn to A1.
- b. A maze of corridors and passages connected by wooden doors. Turn to A2.
- c. Around the corner, a Medusa fountain is set into the North side of the wall at the end of this corridor. Turn to A3.

A1 In this room, many groups of Screamers shriek at party for invading their territory. Destroying them will provide the Champions with a form of nutrition, but will

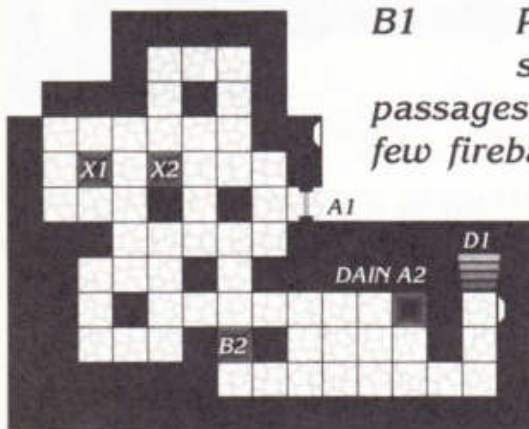
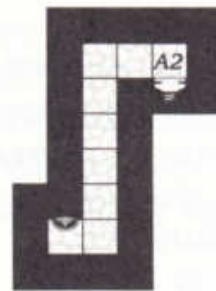
also summon the keepers of these benevolent plants. How hungry are you? Maybe it's a better time to be fasting on your pilgrimage? There is a doorway in the SW corner of the room, and an illusionary wall concealing a stairway in the Northeast.



A2 This network of twisting passages and doors seem to lead nowhere. All of the doors except the one on the far West wall connect to the other side of the various passages and the door, opposite a keyhole, covers a dead end. The Vexirk roaming these halls holds the key to escape. Rumor has it that he can be persuaded to give up some of his most valuable possessions if cornered. Those of the Priesthood favor this sort of action over any unnecessary slaying. Using the key opens up the deadend beyond the door allowing the party to gain access into the Vexirk's lair containing a fountain and a teleporter.

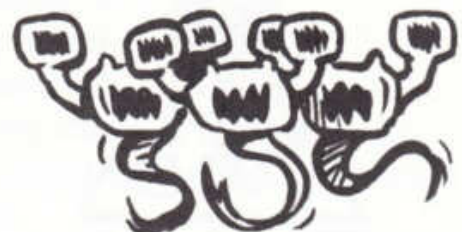


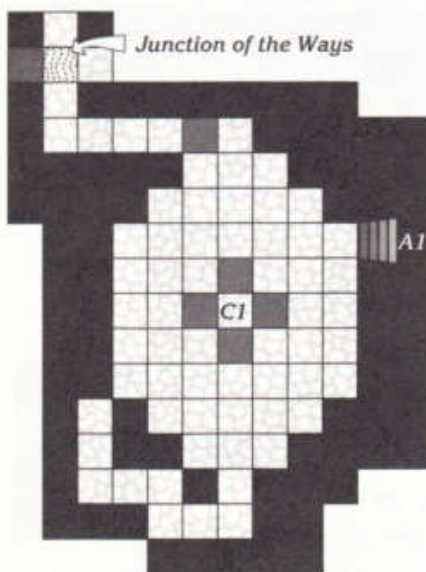
A3 After filling your waterskins, the only thing the party can do from this area is backtrack. At the Altar of VI you will find 2 items. Read the scroll and follow its advice. Think about where you should be praying.



B1 Past this door lies a large room scattered with columns and winding passages. The party may wish to prepare a few fireballs to take care of the Giggler roaming about here. At the SE end of this level lies an open area with a pit at the East end and a passage just South of it. This pit is a nesting area for a large brood of Munchers that will attack the party

as soon as they enter this area. Casting a large Poison Cloud over the pit should kill enough of them for the party to reach the passage on the other side and advance up the stairs around the corner.





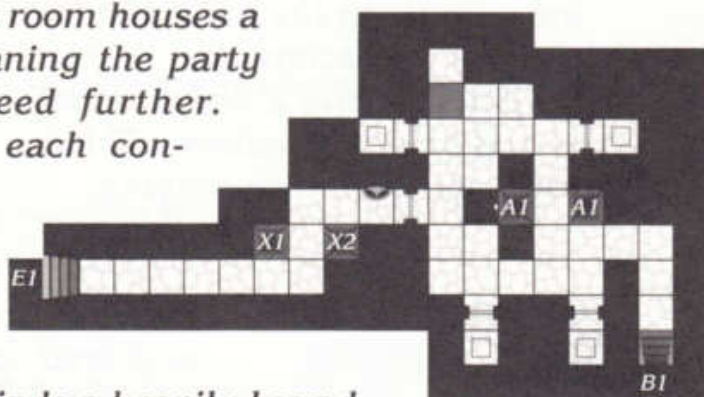
B2 This dark, open area is relatively featureless. A set of stairs, leading up, marks the Northern end of the East wall and a passage due South twists and turns before coming to a dead end. An illusionary wall on this level hides a corridor leading back to the Junction of the Ways. The only items of value here lie on the floor, directly in the middle of the room.

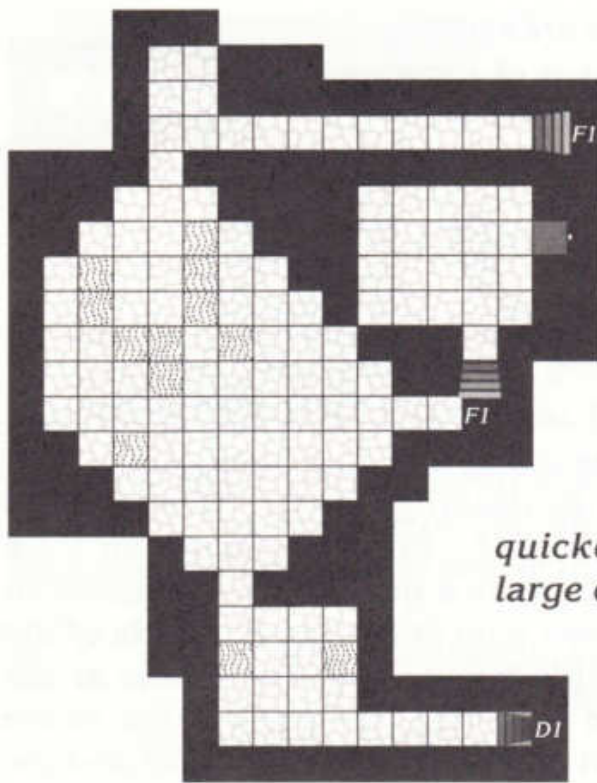
C1 Reaching this area, walls spring up and surround the party. The heroes should also beware

the Armored Worms which have been 'gated in' and are roaming the level. No matter which direction the party turns to face, walls in front and to the sides block their path. Finding an exit, turn to B2.

D1 This strange shaped room houses a purpose whose meaning the party must determine to proceed further.

Four separate chambers, each containing a pressure plate within and a door to seal it from the rest of the room, line the outer walls. Examining the rest of the room, the party finds a heavily bound door at the East end that seems to resist both might and magic and a cul-de-sac containing a pit with a button on the wall beyond it. As the party moves about, Mummies enter the room, one by one, appearing at the stairs the party entered from. The parchment map of the Ways suggests a use for this level's inhabitants. Remember that mummies can be turned (frightened) by a high level priest. With the unwitting cooperation of the mummies you should be able to open two new areas to explore.





E1 Traversing this corridor leads into a square room with a scroll and a key 'flying' back and forth across it. In the NW corner a passage leads North. Obstructing the 'flight' of the objects is the only way to claim them. The Turquoise key will allow the Champions into the second half of the NETA path. Heeding the advice of the scroll is the quickest and safest way through the large open area to the North.

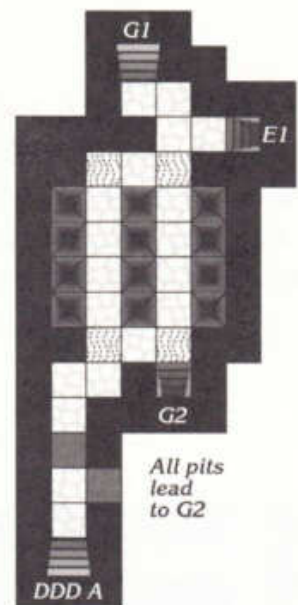
Warning:

There is no treasure in the big room, only danger. Straying from the STRAIGHT and narrow may cause the party to become quite disoriented and in ever greater danger from the Slime Devils roaming about. Remember that you can always return to the entrance and try again.

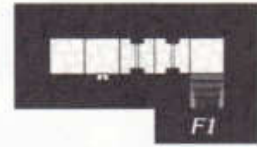
row may cause the party to become quite disoriented and in ever greater danger from the Slime Devils roaming about. Remember that you can always return to the entrance and try again.

F1 The passage to the North leads to stairs up, while the South opens into a room filled with pits and pressure plates lining the floor in a circular path. Stepping on any of these pressure plates triggers a launcher located on the East wall at the South end to fire a continuous stream of poison clouds. These clouds will follow the pressure plates in a 'Circle of Poison' as the corner tiles turn anything crossing them 90° to the right.

Moving in the same direction as the poison clouds is the best way to reduce the amount of damage, as well as the number of party members afflicted. Beware the rapidly decreasing health level of any party members struck by this poisonous wrath and quickly remedy the situation by stepping from the circle and quaffing Cure Poison potions.



G1 If the party has entered this area from below and the door at the top of the stairs is closed, turn back to F1. If dropped into this area, the party will find themselves cornered by a skeleton. This foe holds one of the keys to the doors blocking the exit, defeating it is the other.

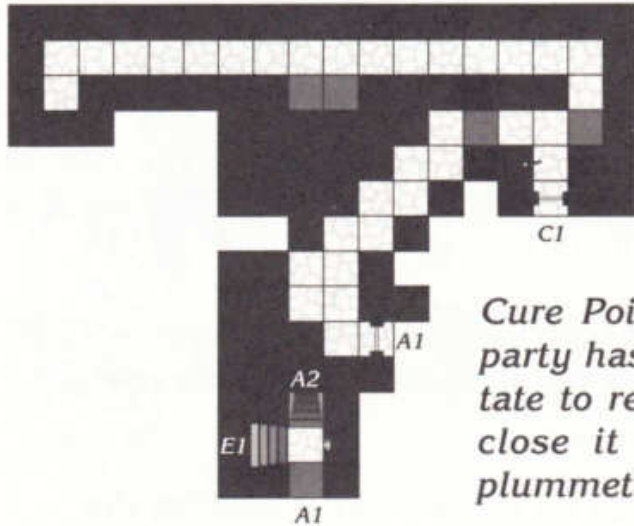


G2 If you have just descended the stairs and a portcullis blocks the way, return to F1 with a sigh of relief. If arriving by pit, the party will find themselves in a chamber containing many Slime Devils (see map at E1). Preparing multiple Cure Poison potions is a good defensive action to tend to those who fall to the ill effects of the Slime Devil's muck. If the portcullis at the South end is locked, the party must locate the hidden switch to open the gate and escape this dreadful chamber.



to say, will allow the heroes to put that mist to use and proceed onwards.

A3 The only option available to the party here is to descend the stairs in the NE corner of the room (Turn to map E1). Make sure to check at the Altar of VI before leaving.

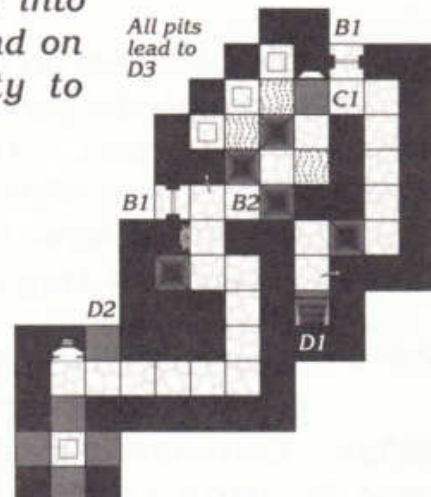


B1 Opening this door unleashes an army of Deth Knights and Rockpiles on the party. The way the passage twists and turns makes progress very difficult and slow. Preparing Cure Poison potions is a must (if your party has a flask or two), and don't hesitate to retreat back behind the door and close it if your party's health starts plummeting.

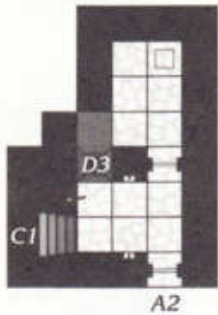
B2 This room, filled with pits and oscillating mists, possesses no direct path to the other side. The 3 pressure plates, located in key areas, close pits and turn off mists in the room when triggered. By throwing objects over the pits (timing the toss so that the objects do not come into contact with the mists) the objects will land on the pressure plates and allow the party to progress toward the far side of the room.

Warning:

Releasing an object at the wrong time will result in a blue mist surrounding the party, teleporting them back outside the room in front of the GOR face and trigger another volley of daggers at them. Pulling the lever will open the door leading into the other passage but will also reset all of the closed pits to open again. Triggering all 3 pressure plates opens a wall section in the NE corner. Removing the cloak from the alcove will open the adjacent door. Be aware that there is a better way to eliminate the enemies lurking behind it than the use of force.



C1 Just North of the stairs leading down a lever on the East wall operates a pit around the corner (see map B2). Planning ahead could make this an excellent place to set a trap for some otherwise tough adversaries.



D1 This room contains stairs up, a lever on the West wall and an ominous black door is set in the North wall. The lever opens and closes a pit located in the cul-de-sac just North of it. The pressure plate (which can be triggered by an object) at the back of the room behind the black door can make this pit into a useful weapon. It is also significant that this pit is directly under a pit found upstairs.

D2 This small landing connects the stairways. A Skeleton key used here will create a passage leading to the Altar of VI and the rest of the level (See map B1).

D3 This area may appear uninhabited at first. But it will only take a short time searching for an exit to alert plenty of Armoured Worms to the meal that your party represents. Because there are few places that are not narrow corridors, it is all too easy to become the filling in a "adventurer sandwich". Make each step count in your search. Remember, too, that you can keep a group of worms off your back for awhile with a high level OHVEN spell. This should give everyone time to concentrate on making any other attackers into worm rounds.



E1 This section, made up of straight passages connected by false wall sections, provides many hiding places for the Giggler residing here. Be careful when chasing it, because two of the floor tiles will spin the party 90°, most likely facing a pit.



The area to the South has a torch in a sconce on the West wall and a passage running to the North. At the South end of the long passage running North, a pressure plate is set in the floor of a cul-de-sac (which works to close a certain pit). The torch on the wall will help light the party's way if they are short on mana, as well as enlightening them to an alternate exit from the room. Replacing the torch in the sconce to shut the wall is a better choice than beating a quick retreat (straight down the newly opened pit). Though the horde of Mummies has no treasure per se, they do defend an important set of stairs leading up.



F1 Ascending the stairs brings the party to an intersection. The passage to the North is blocked by a rather solid door and the inscription "DEATH ROW". There is no access from this side, but you don't want to get in there anyway, because it would be a long time before your party emerged again. The other passage takes a few turns then continues East to another intersection. The North corridor is blocked again, this time by a portcullis with many scorpions pacing behind it. The keyhole next to the gate will most undoubtedly open it, unleashing these wicked creatures upon the heroes. West of the intersection lies a lever, which, when pulled, activates a blue mist in the intersection for an instant. A GOR face

inscribed in the wall and a pressure plate in the cul-de-sac to the South mark the rest of the area. Combining the effects of the pressure plate and the lever can provide the party with a powerful - but dangerous - weapon to use against the scorpions.



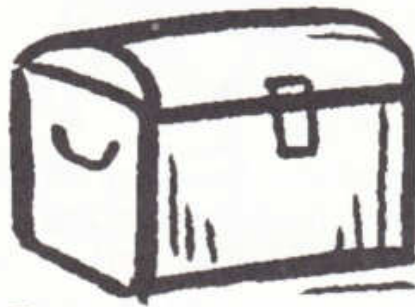
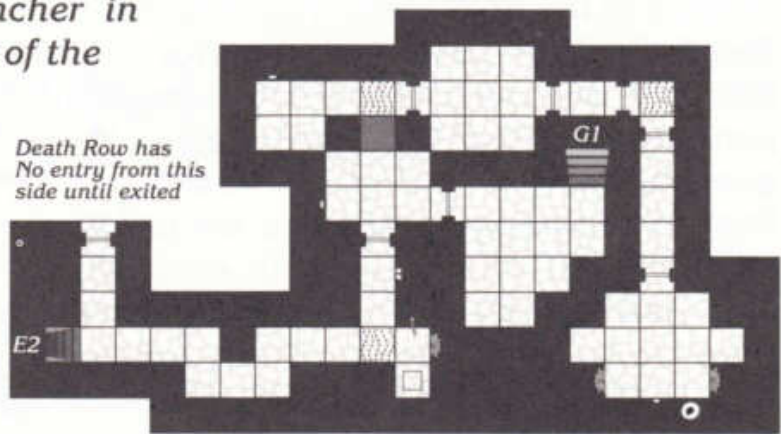
In the scorpion room, the door on the East wall will open only if the party possesses the Ninja Gem. The button on the West wall will

open an alternate exit to the North. Entering the newly revealed area, the room to the West contains a few items, as well as the 'key' to the East gate. Beware the Scorpions that seem to materialize out of nowhere, and make use of the doors by sealing ONE (save some for later) behind you so that they cannot follow the party down this short hallway .

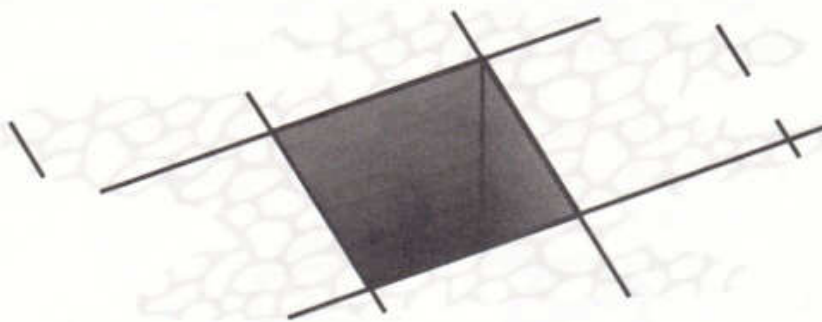
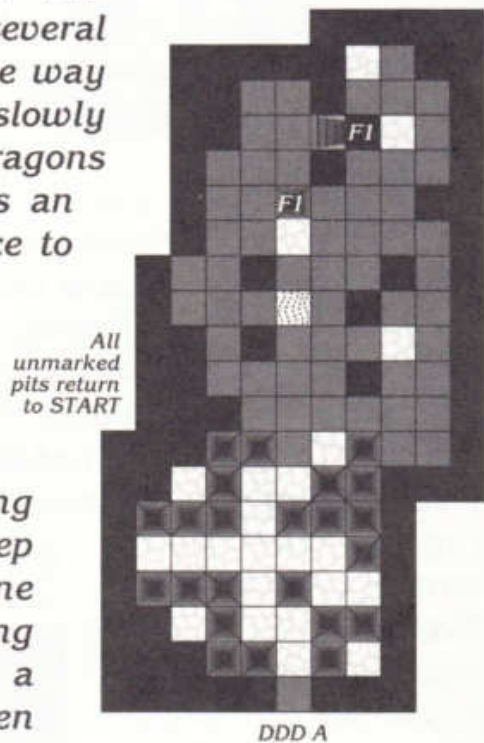
Passing through three more doors, the party finds themselves in a squarish room with two GOR faces facing one another. The danger they represent lies directly between them, but is also the key to the only exit. Taking this item will

cause the fireball launcher in the corridor at the start of the level to begin shooting a continuous stream of MON level fireballs down the winding path, directed by the mists. The only exit from the room is now being scoured regularly

by these fireballs. Though the fireballs are quite deadly, it is still possible to return against their flow by using creatures or objects to absorb the blasts. Once you have returned to the original scorpion room, the magical door on the East side will open to reveal a small room and a flight of stairs up.



G1 Most of this level is made up of illusionary walls, giving the party one reason to be cautious. Another is that this area also is the lair of several large fire-breathing lizards. An effective way of progressing through this level is to slowly explore every inch and defeat these dragons one by one. This will give the heroes an almost endless supply of food, a chance to rest and regain their strength and mana as well as uncover the key needed to progress into the upper reaches of the ROS path. Towards the South the level opens into a series of pits and Dragon platforms. Examining your surroundings is a good way to keep your party from being roasted by one Dragon behind you while you are fighting another. An illusionary wall conceals a long passage that continues South, then West for a great distance, finally taking a turn to the North. At the end of this corridor is the entrance to the Diabolical Demon Director.



X1 & X2 Both of these pits use the same blue mist to return the party to the Junction of the Ways. However X2 may require the party to give up most or all of their treasure before a wall opens up to release them. Possessions surrendered will be recoverable later. As a consolation, a valuable key is found after enough objects have been parted with.

THE DIABOLICAL DEMON DIRECTOR





The Diabolical Demon Director

The DDD actually consists of three levels, connected by stairs, that allow the party to proceed into certain areas of a level which are not directly accessible (due to barriers.) It is the second junction of the four Ways and will provide a good reference point to gain some bearings on just how Chaos' dungeon is laid out, since all of the four paths lead to it.

Beyond this area the four paths once more divide and demand the party to prove their proficiency in each of the four areas (fighter, Ninja, priest and wizard). Only with the proper key, obtained in that path somewhere in the levels below, will the party advance towards the goal of obtaining the Corbum ores. You may continue on a path different from the one you started on once you reach this area (e.g., Starting in KU, the party advances to the DDD, then enters the second half of DAIN) providing you have the key required by that path (with the exception of ROS as explained in S).

Standing in front of the inscription "Diabolical Demon Director", the stairs leading up will take the heroes into the heart of the DDD (See B). The door on the North wall around the column requires a key found on a giggler or within the DDD (if you open it, see A).

DDD Entrance

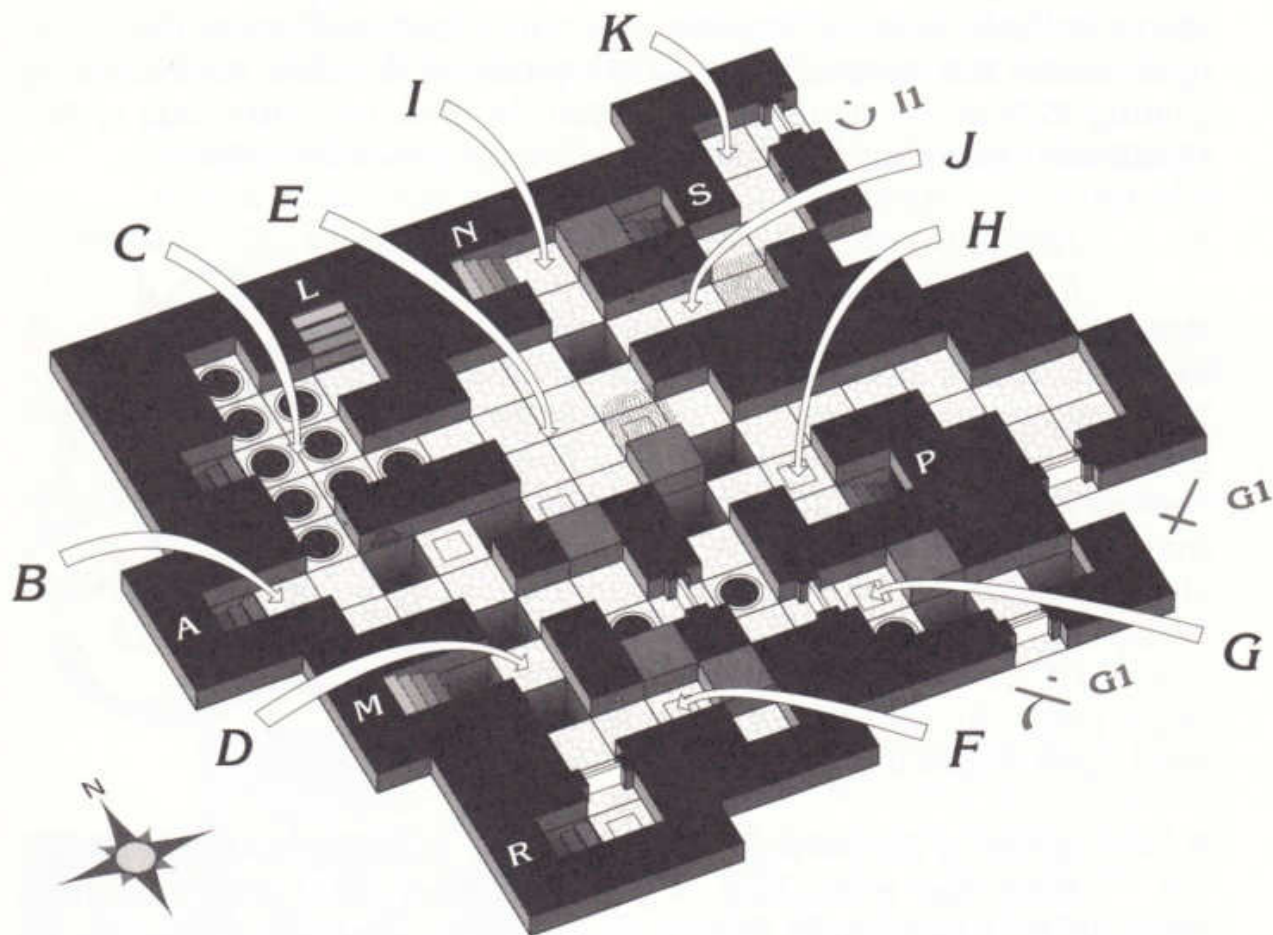


A North and West of the stairs up to the DDD, a solid iron door guards an important room. A Sapphire key opens this door. The room beyond contains an alcove and a coin slot on the East wall, while a fountain can be seen at the North end. Inserting coins into the slot will cause objects to appear in the alcove next to it. Entering an illusionary wall will allow the Champions to acquire objects that materialize in the South side of the alcove. There are a limited number of items available, so don't waste coins once it stops producing.





DDD Main Level



B Every time the heroes advance up these steps a new set of monsters are generated. To reach the second half of any of the paths the party must trigger certain switches to make those passages accessible to them. The water flask in the alcove triggers a time-delayed trap, so don't stand around after taking it. The only visible exit here is the room to the North which is filled with Black Flames, but the pit in the SE corner will close providing an alternate exit if the party can persuade any of the monsters to stand on the pressure plate in front of the inscription "FIGHTERS CHARGE".



C The Champions' presence seems to summon the Black Flames to life. Proceed only one space at a time and make sure all adjacent Black Flames have been snuffed. Defeating them allows the party to gain a Sapphire key which will open chamber A.



The Diabolical Demon Director

D South of the party lies a concealed pit with a portcullis just past it. The party is standing on a pressure plate that closes the pit just in front of the stairs to the West. Stepping towards the stairs without leaving anything on this plate will cause the pit to open under the heroes. The South passage is made accessible by casting VEN or ZO spells at the portcullis. This will eliminate or free the Demon standing behind the gate, closing the concealed pit.

E This is the "high ground" of the DDD. Demons are summoned here first, then they move to attack the party in any of the many corridors that open onto this room. The hidden door to the SW can only be opened from the South side. The nearby passage back to the entry area may be blocked by a pit the party can close by stepping on the adjacent pressure plate. The pit blocking exits to the N and NE can only be closed from the Ninja way. At another pit - maybe this once - you might want to trust Chaos.



F South of the portcullis is a stairway leading down. To the West lies a keyhole, a pressure plate, and the inscription "VALUE IN EXCHANGE FOR VALUABLES". Leaving valuables on the plate will cause them to disappear, one by one. Solving this puzzle will allow the heroes to proceed to the Ruby lock and the entrance to the second half of DAIN.

G Entering this room and pulling the lever on the South wall closes the pit to the West. If the party has the Ruby key they may continue the second half of the DAIN path. Turn to DAIN Corbum (pg. 47).



H The pressure plate in this area triggers a launcher on the West wall. Each time it is triggered, globs of poison hurl to strike anyone standing on the pressure plate. Setting an object on the plate will allow the heroes to cross back and forth without any harm. Around the corner, past the Stone Go-

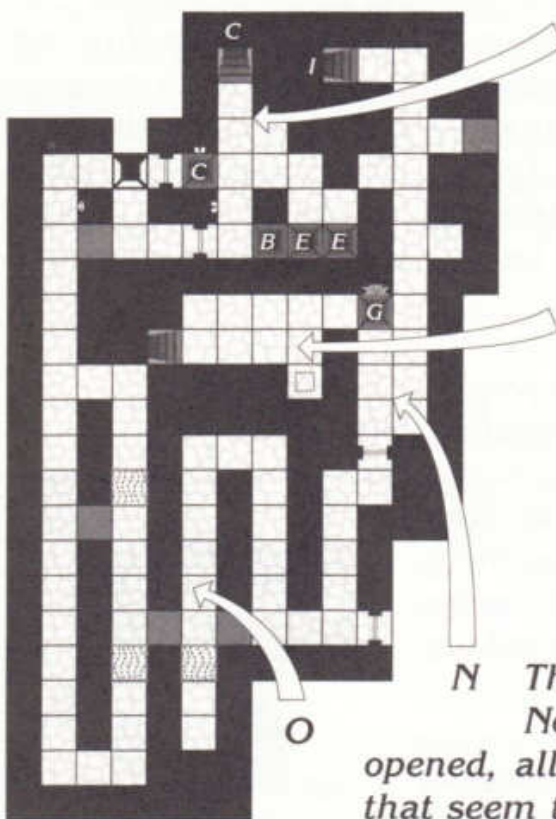
The Diabolical Demon Director



lem, a doorway leads to the second half of the KU path. This door can be opened with the Solid key. Turn to KU Corbum (pg. 49).

- I This landing marks the other side of the pit of the North end of the DDD. A Hidden switch can help open up a new exit.
- J This corridor is lined with block shaped buttons on the walls and a mist that blocks the party's passage. Solving this puzzle will shut off the mist and allow the party to continue.
- K Using the Emerald key in the lock at the end of this passage will open the door leading into the second half of the ROS path. Turn to ROS Corbum (pg. 55).

DDD Upper Level



L When moving around in this area, be wary of concealed pits. The two doors require keys to open, although it is safe to use lockpicks on one of them. Back down the stairs, turn to C.

M This room consists of a pressure plate in the South-east corner, a corridor with a GOR face ornament exiting East, and a set of stairs leading down. The pressure plate will activate a blue mist that teleports the party to N.

N This room has a passage running North. The door to the South can be opened, allowing access into a set of corridors that seem to go on forever. The passage to the West allows the party through once, as a pit in front of the GOR face opens once they pass that point. The passage



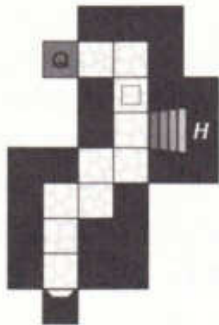
The Diabolical Demon Director

to the North is lined with cul-de-sacs with a set of stairs leading down at the North end. IF the party has pushed the small button on the South wall (and who can resist pushing a button on the wall?), move quickly and carefully down this corridor, using the cul-de-sacs as resting points,



O These corridors seem to lead on forever. Finding the false wall sections between them, will allow the heroes to eventually find the exit North and West of their location. Using a Skeleton key on the lock next to the alcove will open a passage connecting to the left chamber of L.

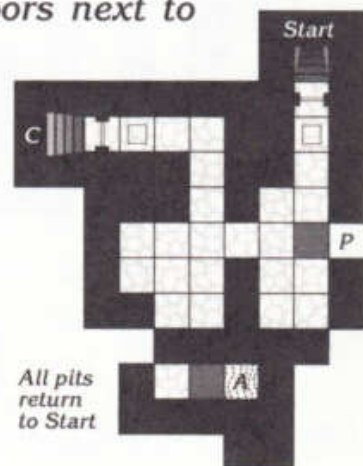
DDD Lower Level



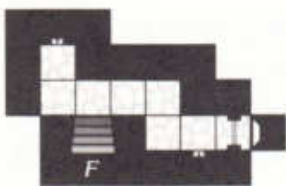
P This twisting corridor has an alcove at its South end and a set of stairs leading up. Standing on the pressure plate opens up a passage by the GOR face temporarily, but beware the very large Dragon living there! Think carefully before attempting this because the wall will close behind you and you will not be able to return here directly.

Q This Dragon's lair holds a few traps for the party to stumble on if they are not careful. The pressure plates at the end of the corridors open the doors next to them. However, the doors will not stay open and it is not possible to open them from the outside. Unless you want to enter a pit from the DDD again, take everything you need.

Descending the stairs North of the entrance to the lair, the party will find themselves back at the North end of the SUPPLIES FOR THE QUICK area. Turn to Start.



The Diabolical Demon Director



R This area contains a Cross keyhole, which will open up a shortcut on the level above without taking the key. At the other end of the short corridor, a gold lock controls the door next to it. A Thieves' Eye spell may help save a key.

S At the South end of this room there is a brick shaped button on the wall. Pressing this button produces a mist in front of the portcullis. Capturing a skeleton in the mist will teleport it to the other side of the gate. Defeating the skeleton there will cause the gate to open. The second half of the NETA path may be reached by inserting the Turquoise key into the lock (pg. 52). If the party has advanced to the DDD via the ROS path, touching an object to the eye will close the pit between the stairs on the landing one level above, allowing the party access into the passage East of the pit.

Note:

The ROS path requires your party to advance into the DDD and perform the action described above (see S) before the corridor leading to its second half becomes accessible. Performing this action after ascending any Way other than ROS will not close the pit.



Exploring past the ornate doors which mark the beginning of the final levels of each of the ways, the party now must take great care in advancing towards the Corbum stones, for the dangers that lie ahead are far greater than those of the levels below and some of the pits will cause the party to plummet down as many as 9 levels.

Take heed that entering some of the pits hereafter may deposit the heroes below the DDD. These locations can be found on the maps in the first section of this book with the appropriate solutions for the traps found within them.

THE CORBUMS

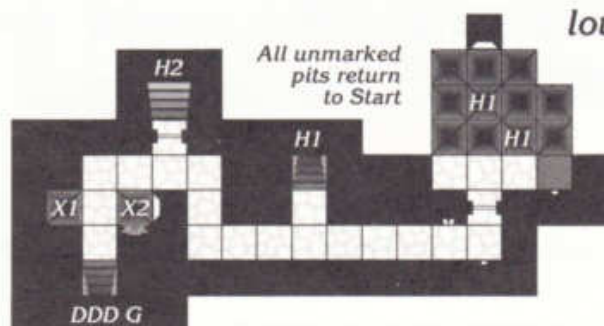


DAIN CORBUM



G1 Once you open the door with the Ruby key, you can proceed up the stairs. Near the top of the stairs, you'll find a niche with several items piled in it. The face of Chaos nearby should warn you against being too greedy. Most of the items aren't worth the risk to your party. Again, this might be a good time to Save the game.

Around the corner is a RA door which won't open for you until you have the Corbum in your possession. Further along the tunnel is a stairway down to an open area below the Corbum.

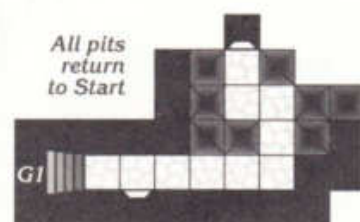


The corridor ends at the Corbum pillar, where the DAIN Corbum rests. An inscription on the wall suggests a clue to getting past the pits, and an imaginary wall section to the

right of the opening into the room conceals a wall button that will help as well.

If you're not sure if you can believe your eyes, try placing an object in front of you to see what happens. Remember that you can create a glowing object with a Wizard spell, if you don't have anything in your backpacks to spare.

H1 This corridor runs East then heads North into a dark, pit filled room. There's an item of food here at the end of the path, but no other way out (except the pits, which, in this dungeon, should only become an option when the party has no other).



H2 At the top of the stairs, to the left is a room with floor plates and surprises. Keep moving to the side, unless you want to find out what's in the middle of the floor (and below). There's a button to press and some coins to find.

Back outside, there are two force doors with RA key locks. Unfortunately, there is only one RA key, so you'll have to choose which door to open unless you can come up with an acceptable substitute



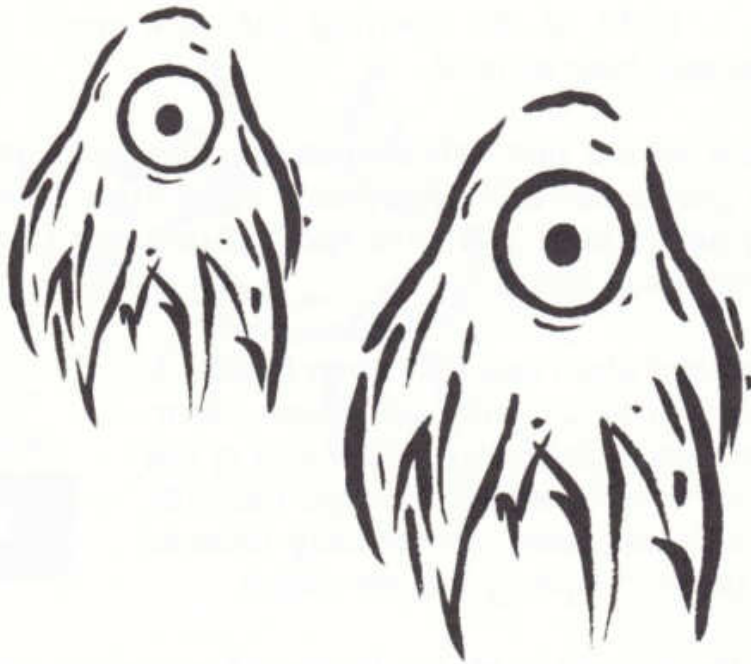
DAIN CORBUM



for a key. Again, remember that there's a bright, sun-like object that only Wizards can create.

If you enter the blue teleporter behind one of the force door, it will zap you quite a distance to the South into a large open area inhabited by the Zytaz. You will be randomly placed somewhere deep in the Maze, well on your way to finding the FÜLYA Pit, ready or not.

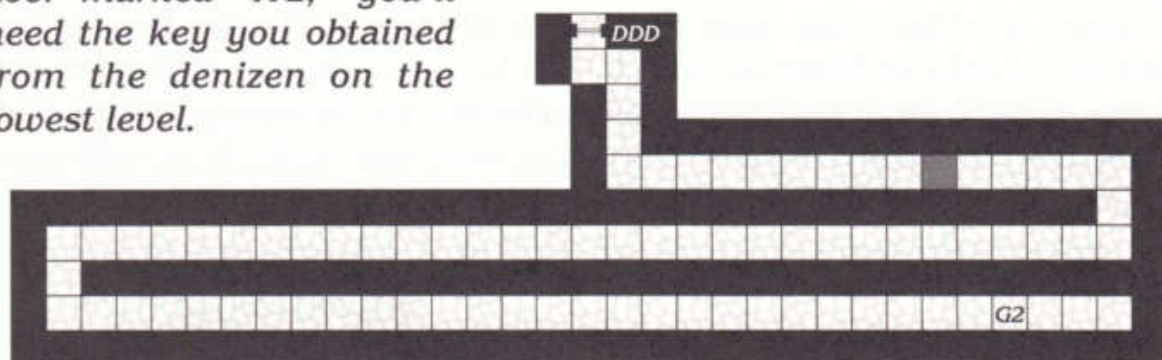
A more controlled way to enter the Maze is to travel South through the door.



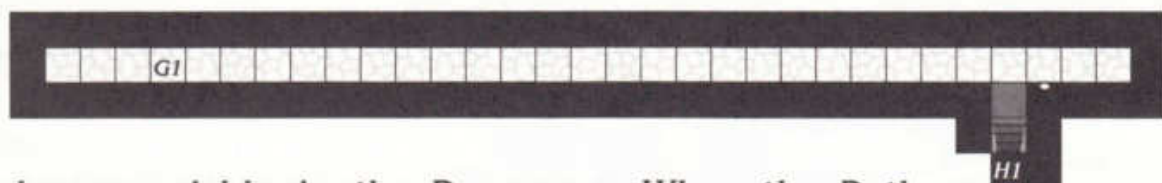
KU CORBUM



G1 & G2 Past the Diabolical Demon Director, you'll need to defeat the guardian at the gate to the second half of the KU Way. To open the door marked "KU," you'll need the key you obtained from the denizen on the lowest level.



Through the door, you'll come to a dead end. In fact, it can become a real DEAD end if you're not observant. Remember that things can



change quickly in the Dungeon. When the Deth Knights corner you, try looking around to see if the situation is really as hopeless as it looks. Unless you're extremely confident about your ability to take on 4 Deth Knights at once, the best advice is to "Run Away! Run Away!"



H1 Down the stairs, you'll come to the Dragon Den, one of the more interesting areas in the Dungeon.

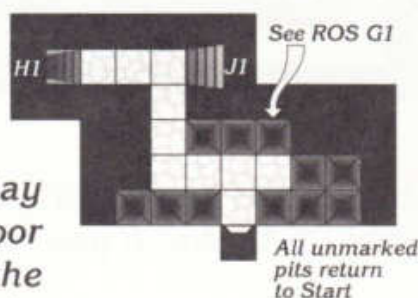
Don't let the closed doors give you a false sense of security. You'll find that you're not the only one who can blast doors open! Try not to stand directly in front of the doors for long, and remember that some kinds of magic can be thrown through grate doors at monsters behind them. You can cast magic, then



KU CORBUM

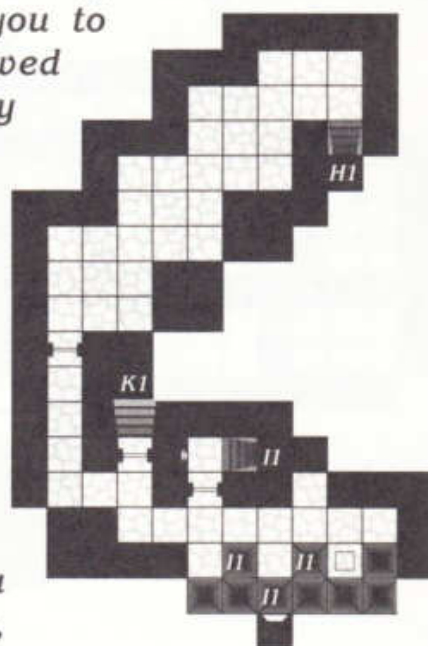
rest and repeat the process until the creatures are killed, although that can use up a lot of valuable food and water. Another good plan might be to weaken them with poison, then fireball a door and attack. Be careful though, because while you're dancing with one Dragon, another may blast through a door and join the fun. When you've killed the Dragons, you'll still find no way out of the Dragon Den. Check for imaginary wall sections, but be ready for another fight. There are some valuable items here, and one which will serve as your "key" out of this area.

I1 This room has many pits and an alcove with some useful items, but thankfully, no monsters. Chances are that you will be returning here unintentionally sometime soon. The stairway to the next level above is blocked by a door which will only open if you've found the Skeleton Key. If you don't have this key in your possession you'll have to go back down and find another way up to the next level.



J1 At the top of the stairs in the Northern part of this area is a Stone Golem, guarding the passage. He's not very fast, so you can avoid him, but be ready for his companions. There's a door you can close behind you to avoid being followed and prevent any nasty surprises later.

J2 In a niche on the column in the middle of this open room is the Corbum of the KU Way. The only thing preventing you from taking it is the open pit in the floor before it. Try standing on the floor plate to the left of the pit, and observe what happens. Make sure none of your Champions is overloaded before you try to reach for the Corbum. If necessary,



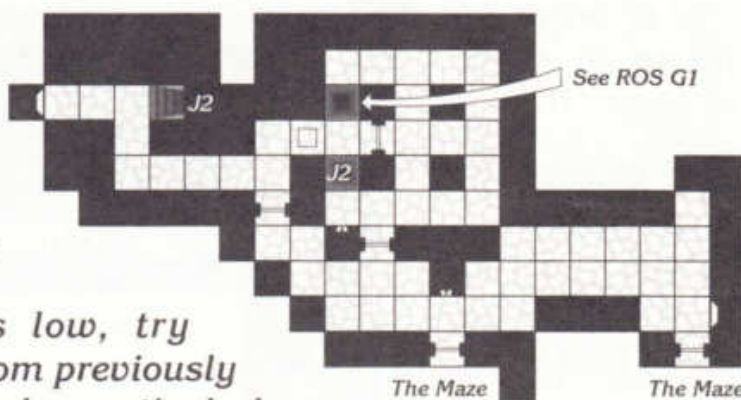


drop items until none of the party's Load indicator is red or yellow. Position your mouse pointer "hand" in the middle of the screen, and at about the height of the Corbum in the niche. Remember to use the keyboard cursor keys to move, as it's a LOT faster than clicking with the mouse.

A shimmering force door with no lock or button blocks your way up from this level. The door will only open for a party with a Corbum.

K1 If you did not bring the Fighter Gem with you, brace yourself for the coming battle. Behind a force door, a Viper Demon holds the key to your further progress. But defeating the Demons will seem a minor battle when compared to the room they guard.

The Armoured Worms which pour out of the room beyond seem endless, but they'll eventually stop coming. Try not to let yourself get surrounded, and don't be afraid to retreat if you need to rest your Champions. You can close the force door to rest, and safely throw magic at any worms which wander out onto the other side of the pit. It may take two or three attempts, resting in between, before you wipe out the entire horde.



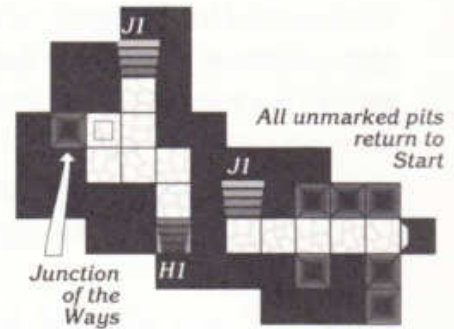
When your mana runs low, try throwing worm rounds from previously defeated worms. It can be particularly satisfying to kill a worm by throwing pieces of its former companions at it! If you're careful, you can make it through this room without being stung by the worms, but if you do get poisoned, take time to rest and cure your Champions.

If you feel particularly brave, you can fight your way to the halfway point in the worm room. This will cause the worms to stop multiplying, and you will have only stragglers to clear from the room.

Approaching the niche in the East wall will open the door into the FULYA Pit level (The Maze). Be cautious as you continue your quest to destroy the Corbum, because this is Lord Chaos' domain!

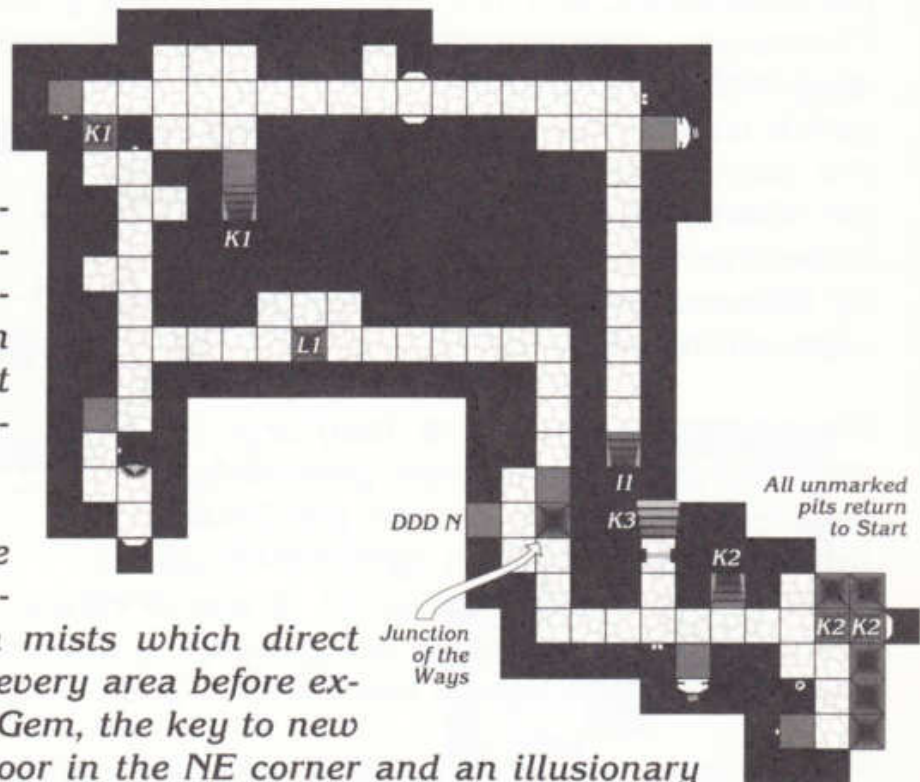
H1 See Diabolical Demon Director S

I1 Ascending the stairs to the left of the "NETA" inscription starts the second leg of the priest path. A jog to the left opens into a small area with a pressure plate and flight of stairs leading up. Leaving an object on the pressure plate will close the pit West of it, making a fall from any of the levels above much shorter.



J1 This long corridor runs North then turns to the left. At the turn an unusual gem-shaped hole marks a section in the East wall. The inscription on the SW wall of this area states its purpose boldly and is nothing to be easily ignored. The observant player will notice a small button located on the floor in front of the inscription.

Further down the corridor, a loaf of bread is found in each of the two alcoves. The cul-de-sac beyond provides ample room to dodge the next floor button triggered fireball.



The room at the end of the corridor is filled with mists which direct the fireballs into every area before exiting. The Priest Gem, the key to new life, lies on the floor in the NE corner and an illusionary wall opens to a hallway that will allow the party to wait without harm, as the fireball bounces through the room.

Beyond the mist room lies a corridor that twists and turns with mists strategically placed to direct the fireballs from their source down this pathway. A concealed pit lies under the mist around the

corner. Closing this obstacle is accomplished by waiting next to the pit then entering the newly formed cul-de-sac. The button in the cul-de-sac will only shut the pit for a brief instant, so make sure that none of the party members are injured or encumbered, then dart for the next hidey-hole to dodge the oncoming fireball. Once over the pit and around the corner, the fireball's source is almost in view. Close by, an illusionary wall hides a passage with a switch to shut the launcher off and an alcove containing some items of interest.

Taking the side passage in front of the fireball launcher may seem like a good way to dodge the fireballs quickly, but until you've shut off this weapon, sidestepping doesn't put you out of danger. At the end of this passage an illusionary dead end conceals the pathway into the area where Lord Chaos has hidden one of the Corbums.

Near the end of this corridor, a stairway leading up is blocked by a shimmering door which will only open if your party possesses a Corbum. Further down the passage lies a set of stairs down, a familiar gem shaped hole in the wall and a room to the East.



This room is the goal of the NETA path. In the alcove of the column in the center of this vast room lies the Corbum stone. The party must maneuver past the pits in front of it to capture it. A pressure plate is located at the North end of the path and behind an illusionary wall a button will start one of the pits oscillating. Proper timing will allow the party to seize the Corbum. Make sure again that no one is injured or too encumbered. If the fireball launcher is still active, cast FULBRONETA so the party can concentrate on the goal without worrying about getting hit. Success at last!!

K1 Entering this area via the stairs, a mist blocks any progress. A one way teleporter keeps the party on the East side, only able to return up the stairs. If arriving by way of the hidden pit on the Corridor of Fire, you will have (just had) a few seconds to clear out at least one giggler and step off the spot where a pit will very soon be opening up. Recover all your objects from the gigglers, and return to the Corridor of



Fire, being careful to remember exactly where the hidden pit was.

K2 These stairs deposit the Champions into a chamber very much like the one above it. Pits line the way making a path with one goal at its end. The column there holds an item or two of use. See map I1.

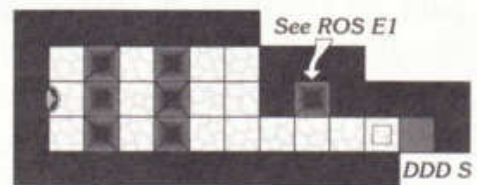
K3 Climbing this last flight of stairs brings the party to Lord Chaos' lair and the FULYA Pit, which the Corbum stones must be cast into to destroy them. The GOR face in the wall is a warning to the unprepared. If the party has arrived without a valuable piece of armour found on the Priest way, the "Wrath of God" will be turned on them. An altar holding a familiar key lies to the North. Traveling South down the winding passage, the party will reach an intersection. Using a familiar key here will open the door in the passage opposite it.



The Maze

The triangular shaped room holds another artifact of priestly nature in an alcove at its South end. Past the door to the South, turn to the FULYA Pit (The Maze).

L1 The only way to enter this area is by falling through a pit, probably the one on the Corridor of Fire. The situation is reminiscent of the phrase "caught between a rock and a hard place". Unless you're hungry or thirsty, you may want to take the "easy" way out through the pits. If you choose to stay and fight, two factors can be combined to improve your chances: first, realize (quickly) that it is possible to dodge the Dragon's fireballs, and, second, recall the effect fireballs have on Mummies. Combining these thoughts will allow you to save all of your energies for cooking Dragon steaks AFTER all the uninvited guests have been barbecued.



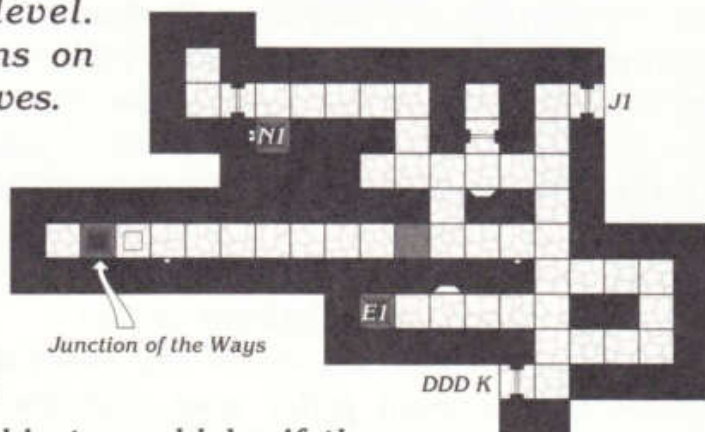
All unmarked pits lead to G2



H1 See Diabolical Demon Director S

I1 Stepping into the intersection past the ornate door, the party is thrust forward in a continuous loop rounding the area within. Beware the 2 groups of Demons casting fireballs that follow and strike the heroes as they are propelled through the level. Watch carefully for buttons on the wall and objects in alcoves.

It is possible to get treasure or operate buttons and doors while 'zooming' along by first aligning the 'hand' of the party's leader with the



place where a button or object would be if the party were standing in front of it. Then, as the

party zooms past, 'grasp' at the button or object the instant before it appears. The passages leading from this 'zooming' area can also be entered by taking the appropriate step one space before the passage is adjacent, thereby allowing the party to investigate them.

An easily entered corridor is blocked by a sturdy door secured with a golden lock. Be a cautious thief, or you might wind up serving time on "Death Row".

One passageway has some useful treasure in an alcove, but the passage acts like a greased slide into the pit at its end. Keep moving back as you grab the items, but not too far, or you'll end up back on the main zoom path.

Another opening appears after a small button is pressed. A weapon rests at the end of the corridor, but naturally it's not going to be easy to get. Use the two tools provided to give your leader a chance to snatch the prize before the pit opens to snatch the party. If you lose the weapon into the pit, try coming back to this corridor later.

A single Demon blocks the way leading to the final test of the Ninja before obtaining the Corbum.



ROS CORBUM

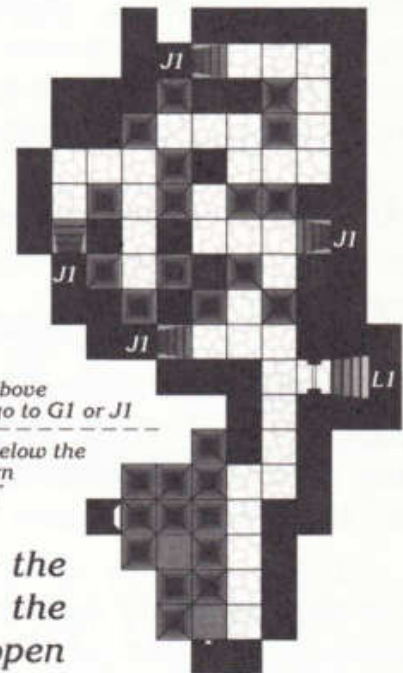
J1-K1 To proceed past this area the party must ascend the nearby stairs then descend through the proper pit to continue on a pathway otherwise unobtainable. By examining this room and how the pits in the ceiling are arranged, the party can determine which pits on the level above are safe to enter and which are not (the upper level of the pit maze is detailed in map K2). This technique must be repeated three times to reach the Corbum pillar. The party can also detour to the room directly under the Corbum pillar and visit its alcove containing some items of interest.



All unmarked pits above the line go to G1

All pits below the line return to START

K2 Successfully negotiating the pit maze brings the party to the room housing Corbum pillar. In the center of this vast chamber rises a column with the alcove holding the ROS Corbum stone. Behind a wall that really isn't lies a switch that will start 2 pits oscillating. The party may also wish to cast objects to see what is real and unreal in this Way of illusions. Reaching the second flashing pit will close the one directly in front of the column, allowing the party to reach the Corbum. Returning to the shimmering doorway near the room entrance with the Corbum in hand, the party will find that the passage will now open and permit them to ascend the stairs beyond.

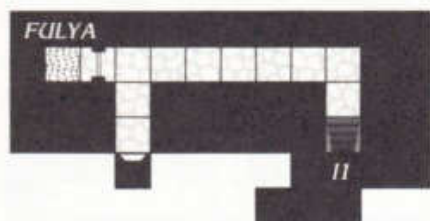


All pits above the line go to G1 or J1

All pits below the line return to START

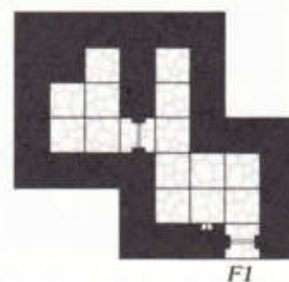


L1 This maze like area's only exit is an illusionary wall that leads into a chamber containing a small area in the NE corner that can be sealed off from the rest of the level and passages leading South. Small buttons located on the wall will open up areas allowing the party to enter the FÜLYA Pit area. Beware the impulse to use lockpicks where a key is needed. In the wrong lock, each use will only bring more and more horrors upon the party. Opening any of the solid iron doors to the South turn to the FÜLYA Pit (The Maze).



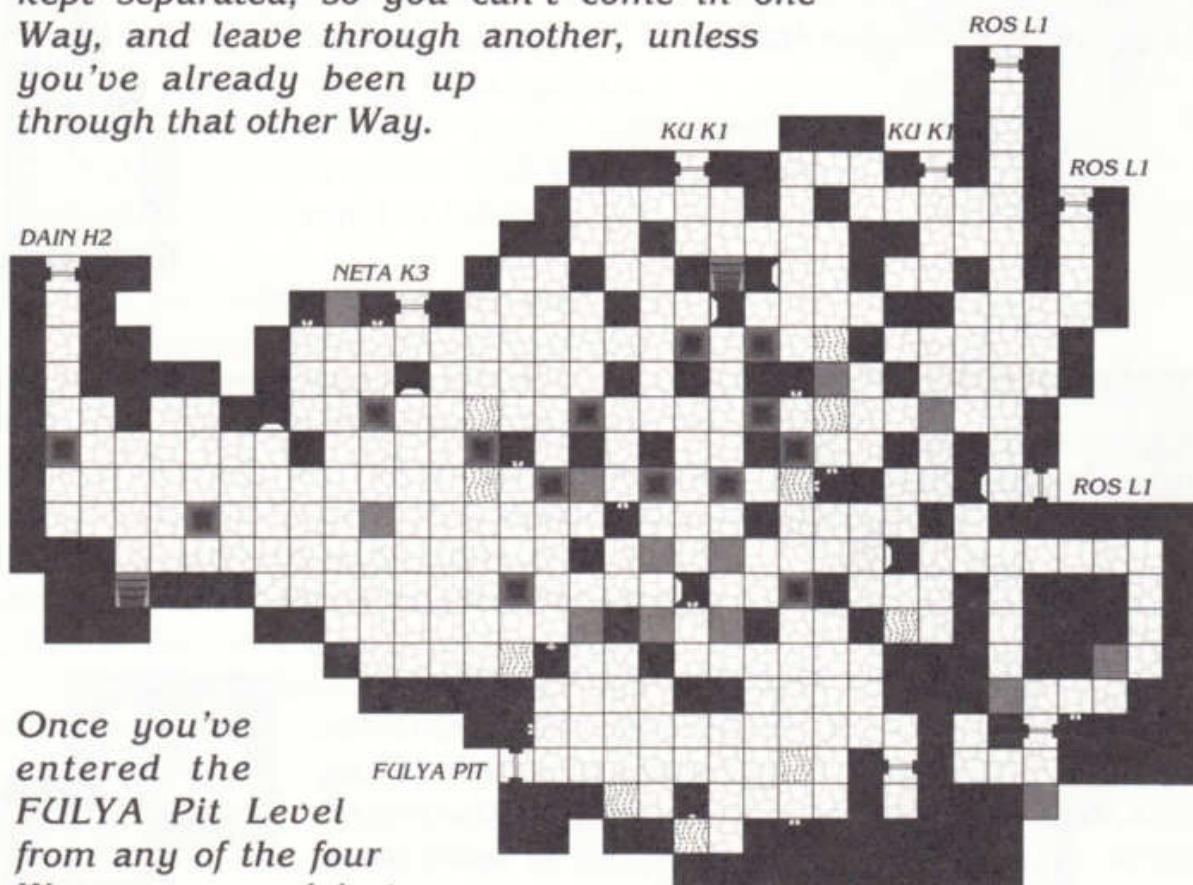
M1 This short corridor will allow the party to teleport into the southern part of the FÜLYA Pit area if they possess one of the Corbum stones. If not, they may only abscond with the object in the alcove to the South.

N1 This is Death Row. But don't panic, maybe they'll review your case. On second thought, panic. Maybe you can escape. Play sick, or, better yet, taunt the guard, and he might come in after you. If he does, try to overpower him and get the key he is holding.



The FÜLYA Pit Level is where it all comes together. All the fighting and puzzling and searching and dying, all culminate here on the FÜLYA Pit Level. This is where the FÜLYA Pit, the forge of creation, and the means of destruction of the Corbums is located. It's also the realm of Lord Chaos, who can sometimes be seen stalking the corridors of the FÜLYA Pit Level as he temporarily eludes the bonds holding him balanced with Lord Order.

Each of the four Ways has a small area belonging only to itself, but the majority of the FÜLYA Pit Level is an area common to all four. As with most of the Dungeon, the four Ways are kept separated, so you can't come in one Way, and leave through another, unless you've already been up through that other Way.



Once you've entered the FÜLYA Pit Level from any of the four Ways, your goal is to locate the FÜLYA Pit and destroy the Corbum you're carrying. You should be aware though, there are subtle changes to the level, depending on which Way you enter from. Thus, a map made on one visit to the FÜLYA Pit Level may not accurately reflect the situation when you next visit this level. The changes are not very radical though, and shouldn't present too much of a problem.

The Maze

FÜLYA Pit

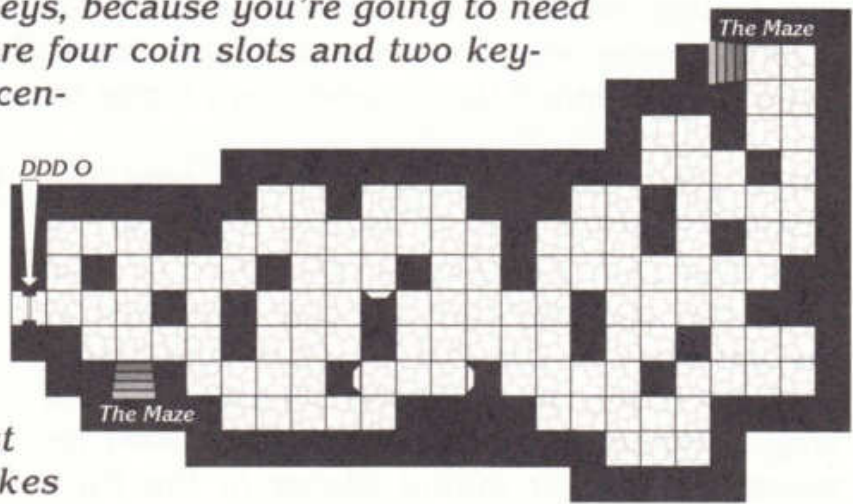


There are some hidden areas on the FÜLYA Pit Level, concealing some very desirable items, in the Southern areas of the Level. There is one lock that is quite special, as it's the only one in the Dungeon with 2 keyholes. It will unlock more than one passageway, if you have more keys. Watch for imaginary wall sections in this area too.

The creatures that inhabit the common area of the FÜLYA Pit Level are formidable opponents. The "non-material" Zytaz fade in and out of our physical plane as they attack with fire and poison, and Viper Demons abound, especially as you near the FÜLYA Pit. Lord Chaos himself cannot be destroyed, and this time you don't even have the Firestaff to confront him. You can however, cause him to retreat temporarily by brandishing a staff, or even using a Champion's War Cry.

There are a series of Blue Transporters which will help you bypass much of the area where the Zytaz rule, and there is a rather unique weapon system which you can "assemble" to help deal with the Demons.

Hopefully you've been saving your golden GOR coins and common iron keys, because you're going to need them now. There are four coin slots and two keyholes around the central area of the FÜLYA Pit Level which will activate a pattern of Blue Fields, one iron keyhole in the Demon Chamber, then one last



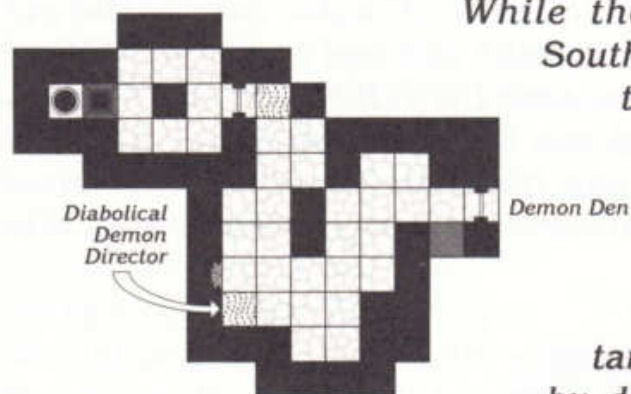
pit collection area

keyhole which takes two iron keys to start a Fireball cannon. The Blue fields will reflect the Fireballs around the Level, then finally direct them into the Demon Chamber, killing most of the Demons. Of course, you'll have to be careful where you walk once you've got this infernal machine operating. Whether you've got the Fireball machine running or not, several high-powered Fire Shield spells are almost a necessity on this level,

with all the fire magic being thrown at you.

Be wary of almost invisible pits in the floor, and watch out for the tiny floor switch that will teleport hordes of Zytazs in to attack you.

The FULYA Pit Level is a good place to Save your game often!



While the FULYA Pit lies toward the Southwest part of the level, access to that area is found only by traveling to the Southeast. This last part of the journey to the FULYA Pit is through the Demon Chamber, and requires that you obtain one last important key from one of the Demons by defeating him. There is a secret passageway that will bypass the Demons and the door requiring the Master

FULYA Pit

Key, but the shortcut itself requires special keys. If you've been carrying certain keys all throughout the Dungeon without ever finding a place to use them, this is the place. A lock which takes two identical keys may take more, if you have them. Hopefully you haven't abandoned them somewhere along the way.

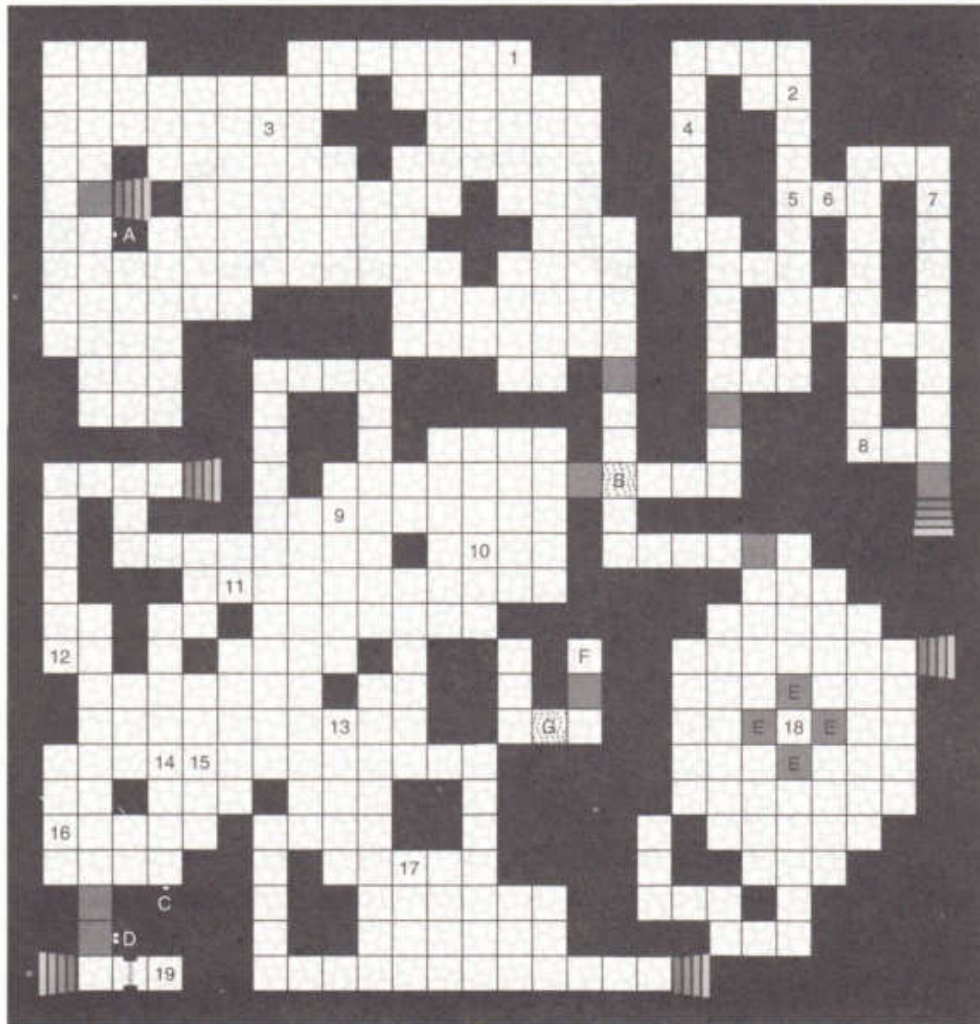
Once you reach the FULYA Pit, cast the Corbum into the fires to destroy it forever. If you haven't destroyed all four of the Corbums, stepping into the new blue mist at the entrance to the FULYA room will transport the party back to the Junction of the Ways. When all four Corbums have been removed from their hiding places in the Dungeon and destroyed in the FULYA Pit, the Grey Lord will appear and congratulate you for winning the game!



SOLUTIONS

Solutions

Level 10 (Ground Zero)



Treasures:

- | | | | |
|---|----------------|----|----------|
| 1 | iron key | 10 | bones |
| 2 | claw bow | 11 | rock |
| 3 | leather pants | 12 | rock |
| 4 | rock | 13 | boulder |
| 5 | rock | 14 | rapier |
| 6 | leather jerkin | 15 | boulder |
| 7 | boulder | 16 | iron key |
| 8 | sling | 17 | bones |
| 9 | rock | | |

Solutions

18 GOR coin, iron key, chest containing: vi potion, Calista, shank, Moonstone

19 4 VEN potions, 4 FUL bombs, random item, blue magick box, green magick box, 2 slayers

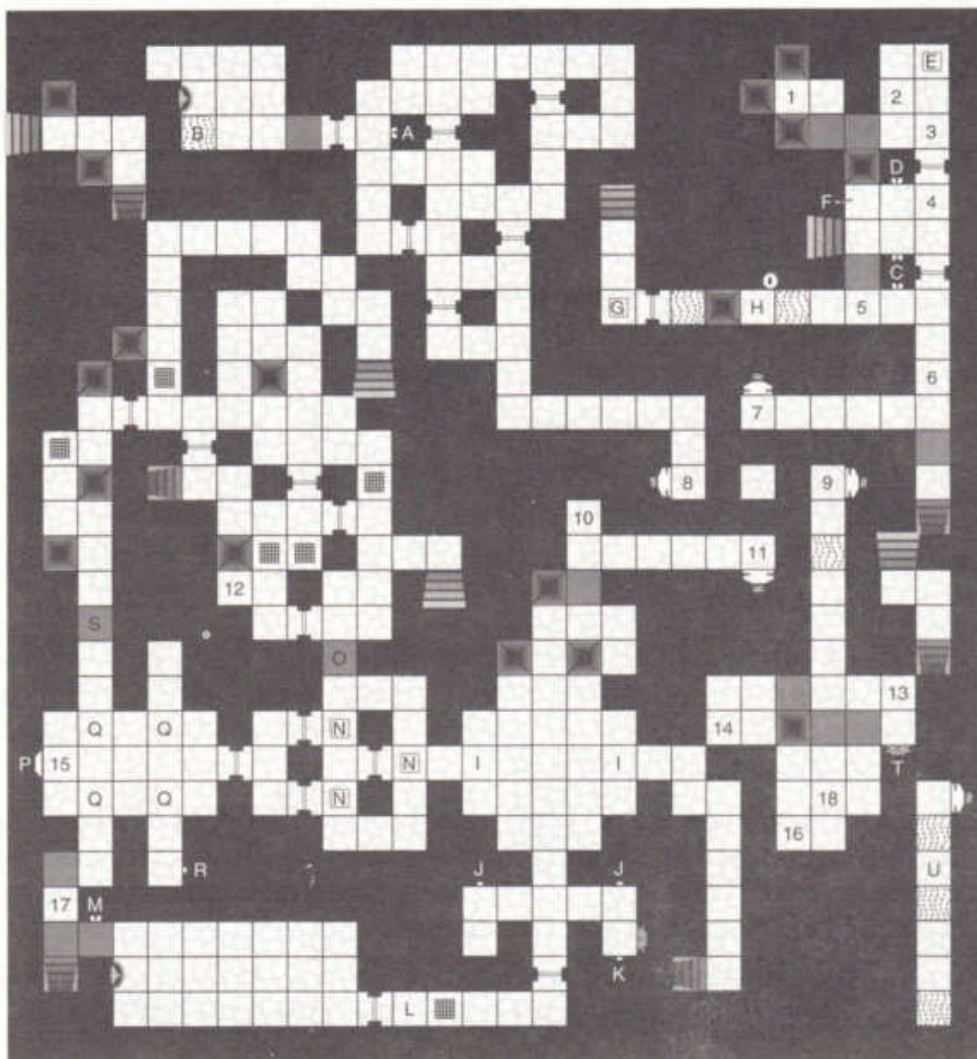
Ingested by the Dragon: Mithral aketon, axe, Mithral mail, basinet, hosen, Solid key

Carried by Giggler: random item

- A Depressing this small button opens up a passage to the party's left revealing stairs leading up.
- B Stepping into the blue mist teleports the party members back to the Junction of the Ways.
- C The button in the wall opens a hidden door behind an imaginary wall two steps to the West.
- D An Onyx key will open up the door to the South revealing many useful items.
- E Stepping on the small button on the floor here will cause walls to spring up on all sides of the party and Armoured Worms to be teleported in. The only way to escape these confines is to back up out of it.
- F One of Chaos' tricks. The party may have to leave ALL their belongings on the floor before the South wall will open and let them go free. All items are sent to the alcoves in the central pillar of the Supplies for the Quick room.
- G Stepping into this mist will teleport the champions back to the Junction of the Ways.

Solutions

Level 9



Treasures:

- | | | | |
|---|----------------------|----|-------------------------|
| 1 | <i>Dexhelm</i> | 9 | <i>iron key</i> |
| 2 | <i>random item</i> | 10 | <i>small shield</i> |
| 3 | <i>3 arrows</i> | 11 | <i>iron key</i> |
| 4 | <i>2 arrows</i> | 12 | <i>falchion, halter</i> |
| 5 | <i>throwing star</i> | 13 | <i>rock</i> |
| 6 | <i>throwing star</i> | 14 | <i>dragon steak</i> |
| 7 | <i>iron key</i> | 15 | <i>Executioner</i> |
| 8 | <i>iron key</i> | 16 | <i>dragon steak</i> |

Solutions

17 chest containing: magnifier, scroll (c), 3 GOR coins

18 Elven huke, Elven doublet

Carried by Vexirks: KU potion, green magick box, gold key, rabbit's foot, Jewel Symal, choker, bread, GOR coin, cheese, Onyx key, VEN potion, FUL bomb, apple, iron key

Carried by Vexirk: NETA potion, Square key, cape, waterskin (full)

Carried by Mummy: GOR coin

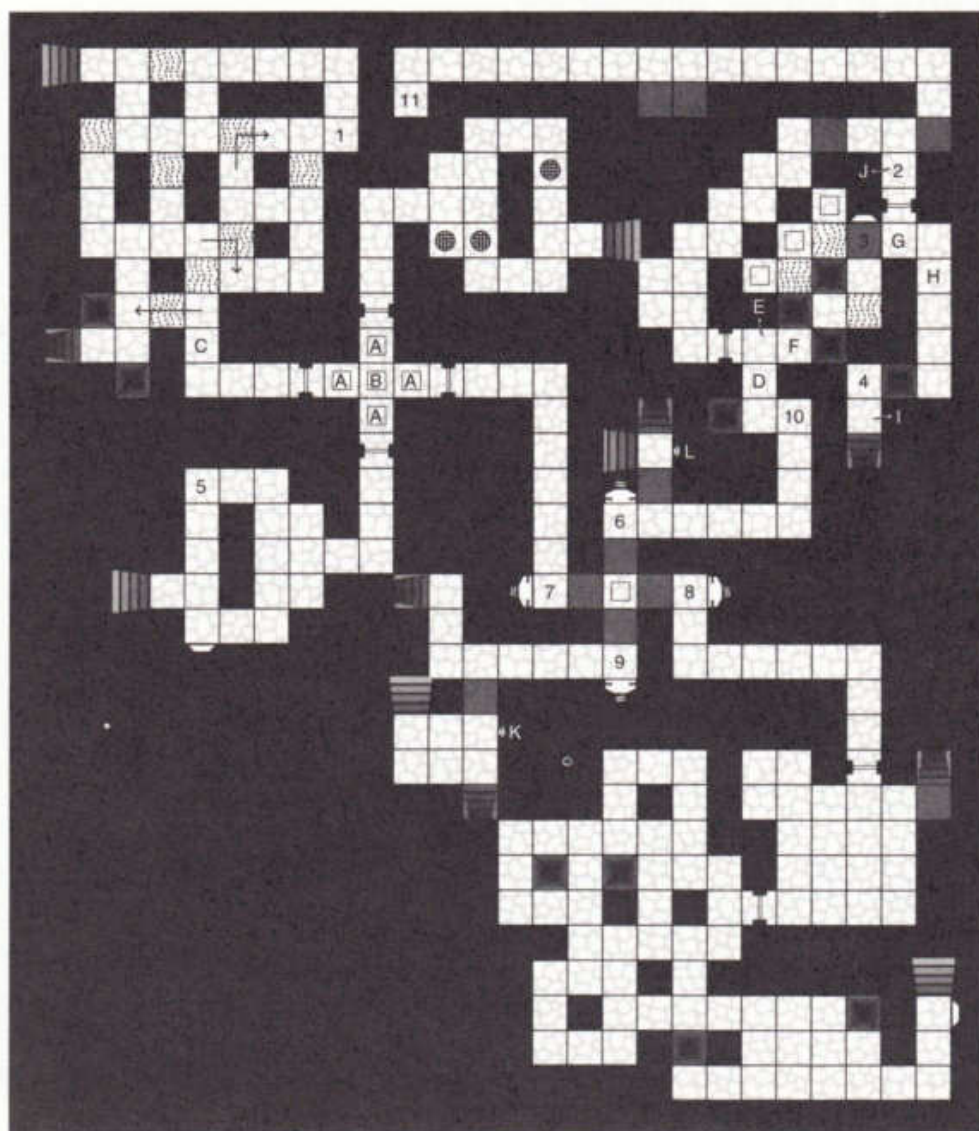
Carried by Giggler: random item

- A Inserting a square key into this keyhole will open a passage behind the door across from the lock.
- B Stepping into the blue mist teleports your party up one level in the NETA path to A1.
- C Using an iron key on either side will open this door.
- D An Onyx key is required to open this door. (one can be obtained from the Deth Knights on the level above)
- E When triggered, this pressure plate opens a passage in the SW corner of this room.
- F The lever on the wall operates the pit just North of it.
- G The pressure plate here opens the portcullis right next to it and closes the pit 2 more steps to the East.
- H To proceed past the pit, an item must be thrown over it and onto the pressure plate beyond the gate. This is accomplished by standing next to the pit, turning to face East and throwing a small object into the blue mist which appears. The object will be reflected back through the portcullis onto the pressure plate. It may take several tries to do this successfully.
- I Entering this room causes Munchers to appear and attack the party.
- J Activating both cross shaped buttons on the North walls will open the portcullis at the South end of the cross intersection.
- K Pressing this cross button will teleport in a Deth Knight behind the party, trapping them into a fight to the death.
- L A solidly placed "chop" will eliminate this door.
- M Inserting an iron key into this keyhole opens a passage leading into the back of one of the Deth Knight chambers

Solutions

- N* Triggering any of these pressure plates cause the portcullis directly next to it to lower and remain closed until the party moves off the plate.
- O* This wall section opens when the party ascends or descends the stairway at the North end of the level.
- P* Removing the Executioner animates all the Deth Knights, 'freeing' them from their chambers, while closing the portcullis at the East, thereby trapping the party.
- Q* Standing in front of any of the Deth Knight's chambers will release that knight. This method allows the party to take on the knights, one at a time. Don't throw spells at the Knights before they are released.
- R* The button at the back of this Deth Knight's chamber will open the portcullis back up if has been triggered shut.
- S* This passage behind the Deth Knight chamber is opened after the Executioner has been removed from the alcove.
- T* Touching the GOR face inscribed in the wall will open a large section of wall and release hordes of Munchers upon the party.
- U* The teleporter two steps South of 9 will teleport the party here. To exit through the teleporter at the South end of the corridor wait in this spot for a few seconds before proceeding South. The mist at the end of the short corridor teleports the party to B2 on the DAIN way.

Level 8



Treasures:

- | | | | |
|---|----------------------------|----|---------------------------------|
| 1 | <i>kirtle, gunna</i> | 6 | <i>3 poison darts</i> |
| 2 | <i>crossbow</i> | 7 | <i>yew staff</i> |
| 3 | <i>Cloak of Night</i> | 8 | <i>Horn of Fear</i> |
| 4 | <i>iron key (in crack)</i> | 9 | <i>Biter (cursed)</i> |
| 5 | <i>shank</i> | 10 | <i>rock, 2 rocks (in crack)</i> |

Carried by Knights: gold key, Onyx key

Carried by Giggles: random items

Solutions

Taking and replacing the object in the altar of rebirth will open back up the passageway into the Junction of the Ways allowing the party to choose another path.

Each path has 2 silent, invisible teleporters that oscillate on and off. The first will teleport the party down by 1 level the same number of steps away from its Altar of VI, while the second will teleport the party up 2 levels in the same manner.

A Stepping on any of these pressure plates generates Oitus in the nearby corridors.

B This pressure plate causes all 4 of the portcullises to open.

C This room has many blue mists that will send the party in a multitude of directions depending on the direction they are entered from. Entering the mists in the order shown by the arrows shown on the map will safely navigate the party through the room.

D Stepping here causes two daggers to be launched from the holes in the South wall. Use them to solve the nearby puzzle.

E The lever on the wall operates the door to the party's left, it also resets any of the pressure plate triggered pits in the East room back to the open position.

F The pressure plates in this room will close certain pits which will allow the party to proceed further. When the 3rd pressure plate has been triggered, a passage in the NE corner of the room will open up revealing an altar with a cloak in it and another passageway. To successfully hurl the objects onto the pressure plates, throw them *JUST* before the mist moves to block the projectile.

NOTE: If an object thrown is intercepted by one of the blue mists, a mist will envelop the party, teleporting them in front of the GOR face at the South end of the room.

G Removing the cloak from the altar will open this door. The only way to access the cloak is to complete the Ninja throwing test at (F).

H All objects captured by the mist or set down in front of the door to the North are teleported here.

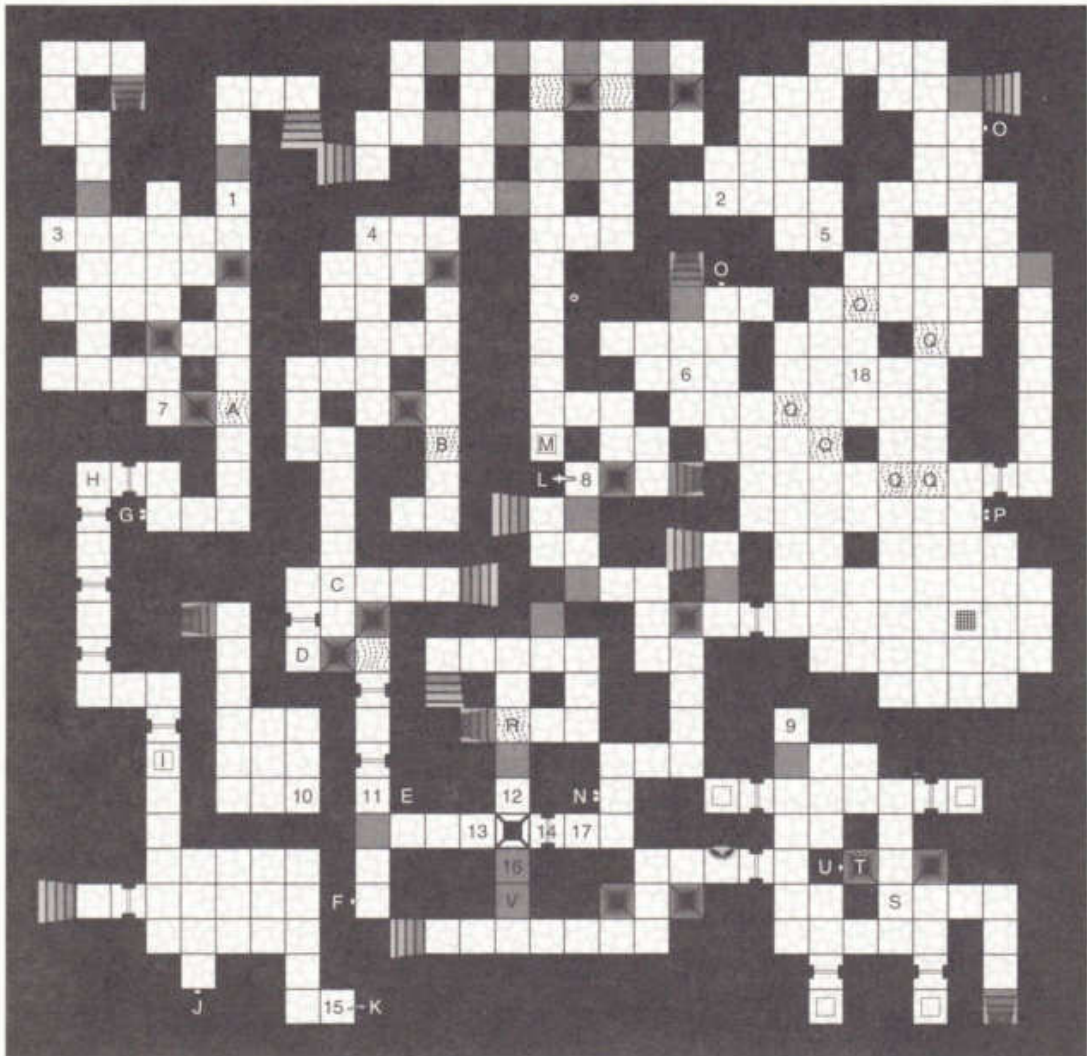
I The lever here operates a pit just around the corner to the North. Deth Knights will not die if only dropped one level.

J The lever on this wall operates the door to the party's left.

K Using the Skeleton key here opens a passage South leading back to the Altar of VI.

L A Skeleton key inserted into this lock will open a shortcut between the corridors.

Level 7



Treasures:

- | | | | |
|---|-----------------|----|---------------------------|
| 1 | blue magick box | 9 | Cross of NETA, scroll (f) |
| 2 | apple | 10 | waterskin (empty), food |
| 3 | blue magick box | 11 | orange gem |
| 4 | cheese | 12 | Illumulet, VEN potion |
| 5 | compass | 13 | VEN potion |
| 6 | iron key | 14 | FUL bomb, random item |
| 7 | blue magick box | 15 | Pendant Feral |
| 8 | torch | 16 | FUL bomb, flask |

Solutions

17 ghi trousers, ghi, samurai sword

18 bones, berserker helm, tattered pants, halter

Carried by Antmen: gold key

Carried by Giggler: random item

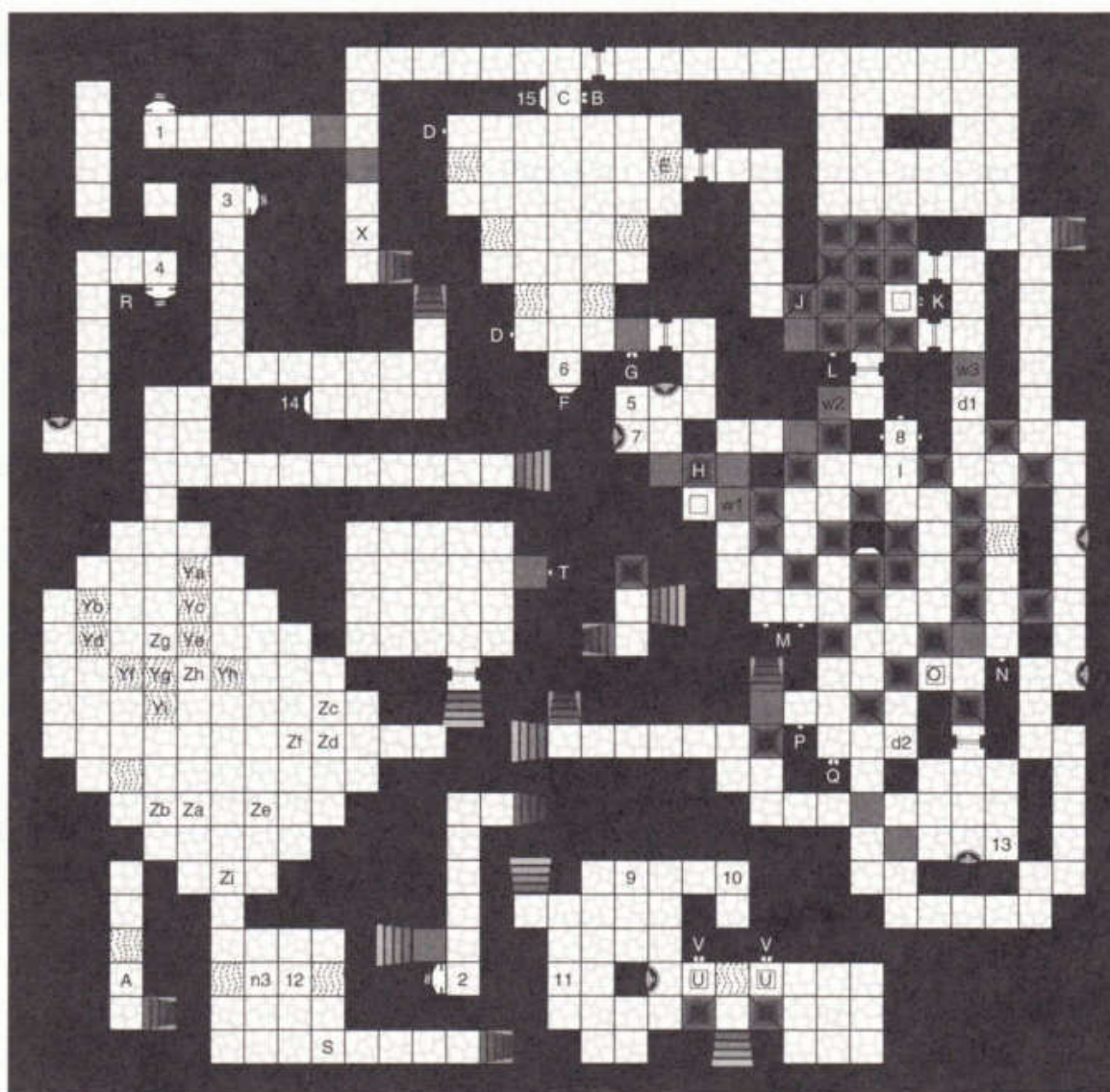
- A Moving into in this area silently teleports the party one space North of B. If the party moves quickly through this area from the South to the North, they can avoid being teleported.
- B Stepping here teleports the party back to the original corridor one space South of A.
- C The party must destroy the Antmen to open the door they are standing behind. Throwing objects or casting spells into the blue mist will cause their demise. The lack of their weight on the floor tile will cause the door to open.
- D Standing in the area that the Antmen previously occupied while casting DESVEN OHVEN or ZO spells into the mist will kill or release the Antmen behind the door around the corner. This will cause the concealed pit under the mist to close.
- E Picking up the orange gem will cause a passage to the South to open after a brief pause.
- F Pressing this button will shoot a pair of DES EW bolts into the room filled with Rives and Water Elementals on the other side of the wall. Using the 'Thieves Eye' spell will help the party to use the limited charges to best effect.
- G Inserting a gold key into this keyhole will open the door to the immediate right. Fireballs will work too.
- H Passage through these doors can only be obtained by an aggressive expenditure of mana in the form of fireballs.
- I Triggering this pressure plate shuts the door behind the party.
- J Depressing this button will teleport the party back near A.
- K Pulling the lever on this wall will open up the portcullis back in the large open area.
- L Removing the torch from the sconce opens a passage to the left and a pit behind the party. Replacing it has the opposite effect.
- M This pressure plate resets the pit by the sconce.
- N A gold key will open the door around the corner.
- O Pressing this button will open up a passage to the party's left leading to a stairway.

Solutions

- P* If the party still possesses an Onyx key, it can be used here to open the door.
- Q* Entering one of the mists will teleport the party somewhere on the level. Some of the mists will occasionally waver off then back on. Use this opening to sprint through the gap and gain access to the area at the North end to exit the cistern.
- R* Stepping onto this area teleports the party into the cul-de-sac at the North end of this room.
- S* In order to proceed past this room and advance to the next level, the party must make use of the level's inhabitants (the mummies) by scaring them into the small chambers, and closing the doors to trap them on the pressure plates. Only after the fourth mummy is in place will the wooden door at the West end of the room open. Standing on this section of the floor will generate a mummy in front of the stairs leading from the previous level.
- T* This pit will close after all 4 mummies have been contained within the chambers.
- U* Pressing the button will open up a small area in the NW section of this area revealing the Cross of NETA and a scroll with a spell that works on the Magic Map (the Magic Map can be obtained in the start room for a gold coin).
- V* Past the false wall lies another alcove, but the party may have to wait a moment for access, as the wall section concealing it flashes in and out of existence.

Solutions

Level 6



Treasures:

- | | | | |
|----|---|----|---------------------------|
| 1 | key of B | 7 | gold key |
| 2 | key of B | 8 | scroll (e) |
| 3 | key of B | 9 | iron key |
| 4 | key of B, scroll (a) | 10 | random item |
| 5 | random item | 11 | iron key |
| 6 | Onyx key, Vorpal blade | 12 | scroll (b), Turquoise key |
| 13 | chest containing: FUL bomb, Ruby key, green magick box, 2 GOR coins, VEN potion | | |
| 14 | scroll (g) | 15 | scroll (h) |

Solutions

Carried by Couatls: orange gem, rabbit's foot, RA key

Carried by Giggler: random item

- A Moving onto this area will silently teleport the party to X. There is no way to return to A from X.
- B An Onyx key will open this door. So will a very powerful fireball.
- C Every time the party crosses this threshold, a Rive is generated.
- D When this button is depressed a Slime Devil is generated in the center of this room.
- E A MON level fireball easily destroys this portcullis to allow the party to proceed forward.
- F Removing the Vorpil blade from this alcove teleports in Rives and also causes the fireballs flying between the mists in the room to become larger. Placing an object back on the altar will open up a passage in the SE corner of this room.
- G The Onyx key that was located on the altar fits in this keyhole and will open the portcullis.
- H Possession of an orange gem will close the pit obstructing the way. Defeating the Couatl here will yield an orange gem .
- I There are three buttons in the cul-de-sac to the North. The button in the West wall opens the hidden door at w1, exposing a pressure plate behind (an object thrown or placed on the pressure plate will close the pit 1 space North and 3 East). The Northern button opens w2. The button to the East opens the hidden door at w3. The scroll (e) refers to the only button that is really beneficial for the party.
- J The most effective way to pass through this room is to move first to the NW corner. Casting DESVEN or OHVEN spells will defeat the Couatls behind the portcullis on the East wall. Move to the center square just West of the pressure plate and defeat the Couatl in the South cage in the same manner.
- K The pressure plate at the Eastern end of the room opens all 3 portcullises. Casting a ZOKATHRA spell and showing it to the eye will prove you are a wizard and teleport the party to d1.
- L Pressing this button removes the wall section to the party's right, allowing them to exit the room.
- M Pressing the right button will close the pit on the South side of the column in the middle of this room allowing the party to obtain the Winged key. Do not press the left button because it

Solutions

will open another pit causing the party to make the long 'snaking' trip back around the column to reach the Winged key lock.

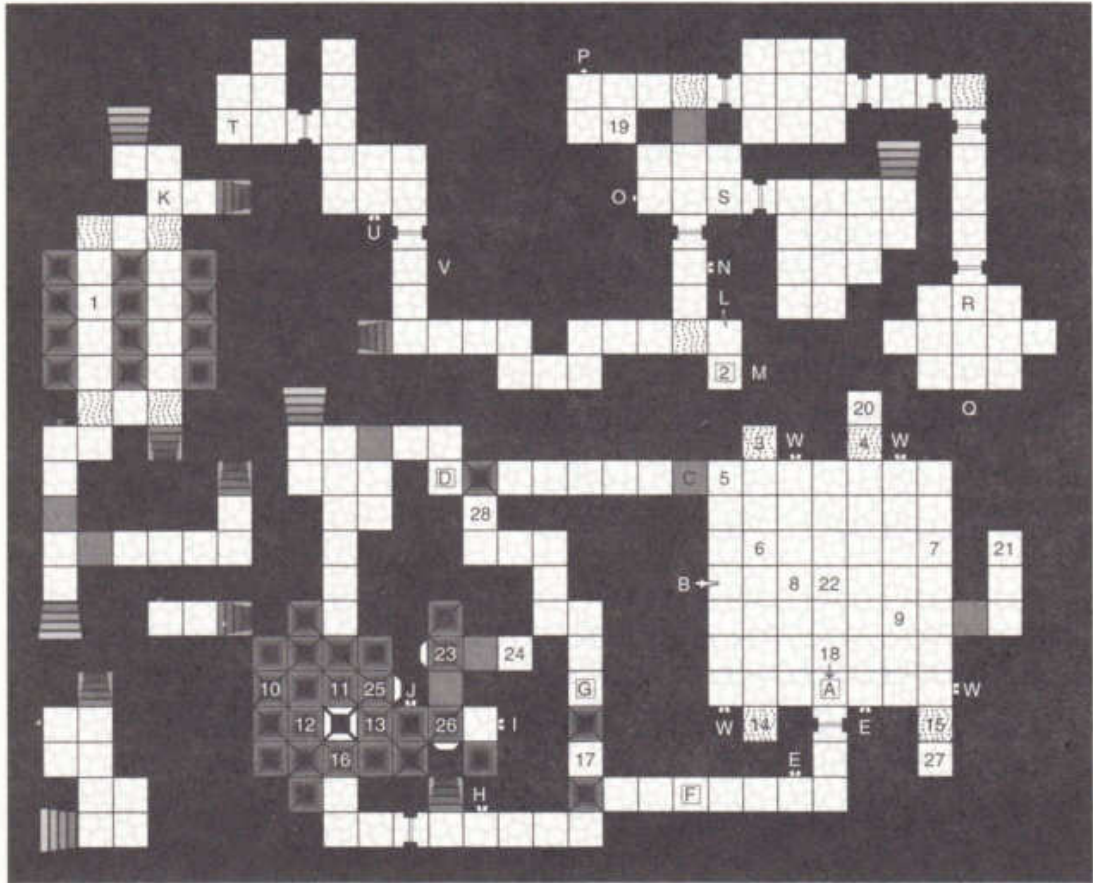
- N Pushing the brick shaped button opens the wall to the party's right. Backing up quickly 3 steps, after pushing the button, teleports the champions to d2.
- O Stepping on this pressure plate teleports the party in front of the button at N.
- P This button opens a passage to the party's right revealing a stairway leading down.
- Q Inserting the Winged key here opens a passage to the party's left, into the Couatl's lair.
- R Praying long enough at the Altar of VI, the party will find themselves teleported to NETA A2 on level 9.
- S Stepping in front of the path of the 'floating' key and scroll will cause them to strike the heroes and fall from their path. Travel "straight" (no turns) through the large room to the North for the easiest passage.

The following is a list of the teleporters and their effects:

- Ya Rotates party 180°, teleports to Za
- Yb Rotates party 90° left, teleports to Zb
- Yc Rotates party 90° right, teleports to Zc
- Yd Rotates party 180°, teleports to Zd
- Ye Teleports party to Ze
- Yf Rotates party 90° right, teleports to Zf
- Yg Rotates party 90° right, teleports to Zg
- Yh Rotates party 90° left, teleports to Zh
- Yi Rotates party 180°, teleports to Zi
- Yj Rotates party 180°, teleports to Zc

- T Behind this false wall lies a button which when pressed, opens the portcullis allowing the party to escape the Slime Devil pit.
- U Stepping on either of these pressure plates causes a blue mist to materialize between them. Stepping into this mist will teleport the party to the Junction of the Ways.
- V Placing an iron key into the keyhole will turn off the blue mist allowing the party access to the level above.

Level 5



Treasures:

- | | | | |
|----|---|----|-----------------------------|
| 1 | Flamebain | 10 | axe, mace |
| 2 | iron key | 11 | sword, random item |
| 3 | rope, compass, Magic Map | 12 | Staff of IRRA, random item |
| 4 | VEN potion | 13 | Staff of Claws, random item |
| 5 | leather boots | 14 | Storm |
| 6 | GOR coin | 15 | green magick box |
| 7 | torch | 16 | claw bow, random item |
| 8 | torch | 17 | flask |
| 9 | GOR coin | | |
| 18 | dagger, 2 torches, random item | | |
| 19 | chest containing: flask, green magick box, VEN potion, GOR coin | | |

Solutions

- 20 2 FUL bombs, VEN potion
- 21 casque 'n coif, mail aketon, leg mail, hosen
- 22 chest containing: tattered shirt, robe, sandals, blue pants, tunic, tattered pants, silk shirt, tabard
- 23 Vorpal blade, cheese, FUL bomb, VEN potion, Stormring
- 24 4 VEN potions, iron key, random item
- 25 apple, corn, bread, cheese, shank, dragon steak
- 26 FUL bomb, Teowand, cheese, waterskin
- 27 blue magick box, green magick box
- 28 Creature naming scroll

Carried by Stone Golem: square key, Moonstone

Ingested by Worm: 2 GOR coins, iron key

Stuck in Scorpion: morning star

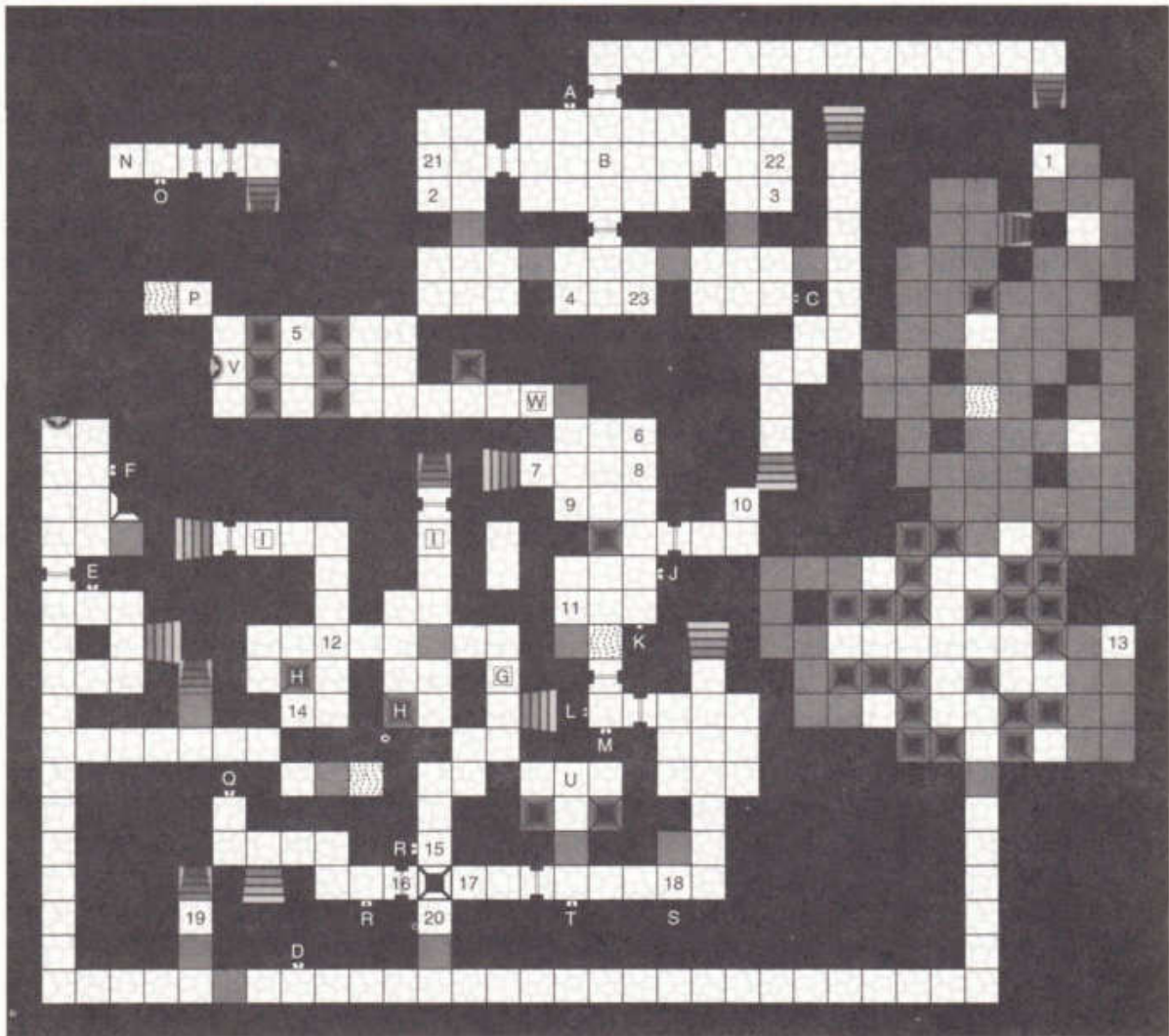
- A The floor contains a small button which when stepped upon, generates two worms.
- B Inserting a torch into this sconce opens up a passage at the NW corner of this room.
- C Running West seven steps from the inscription 'RUN AND JUMP' will close the pit at the end of the passage long enough for your party to cross over it if they are unencumbered.
- D Stepping on this pressure plate opens a passage around the corner. Standing on it long enough will close the pit allowing the party to move down the side corridor before it opens again.
- E Inserting an iron key into this lock will open the portcullis where the champions started the adventure.
- F Standing on this pressure plate for a few seconds will close the pit at the intersection at the West end of the corridor, this pit will remain closed temporarily after the party steps off the plate. If the pit is crossed when closed it cannot be closed from the other side. Attempting to recover the flask this way will eliminate your options. Obtain this flask via D and G.
- G This pressure plate will close both pits to the South if the party remains standing on it long enough. If you wish to obtain the flask, do so quickly and continue South, crossing the second pit before the party gets trapped between them.
- H Inserting an iron key will open the portcullis to the West.
- I Using an iron key here will close the pit to the South.

Solutions

- J An iron key will close the pit 2 steps South of the lock.*
- K Entering the area to the South causes poison clouds to be launched from the holes in the Eastern wall at the South end of this room. The four corners of this pathway are spinners that keep the poison clouds flying in a circular pattern.*
- L The lever on the wall activates a blue mist for an instant which will deflect whatever is cast into it 90° to the left.*
- M Stepping on this pressure plate will trigger the fireball launcher located at the West end of this corridor. Stepping up to the lever and pulling it after a half second delay, will divert the fireballs North, towards the scorpion room.*
- N An iron key will open the portcullis.*
- O Depressing the button on the wall will cause the middle section of the North wall to open up.*
- P This brick shaped button will open the portcullis located at the East end of the room.*
- Q Removing the green gem (the Ninja Gem) from the wall will start the fireball generator shooting a continuous stream of fireballs down the corridor, deflected by the blue mists, and finally into the wall where the green gem was.*
- R To return against the flow of fireballs (after the green gem has been removed) wait for one to pass, then run up to the corner and close the door to the West. When the next fireball arrives, it will destroy the door. The party can then run through the new opening, and into the room. This room, and the next two rooms, have plenty of places to dodge fireballs. Scorpions are a complication, but as long as they are between you and the fireballs, they will not be trouble for very long.*
- S If the party possesses the green gem, this door will open, revealing the exit from this level.*
- T Should the champions happen to fall into this area, the only thing they can do is wait out their sentence on DEATH ROW. At one point a last meal will appear for the party. The number of times the Golem passes the door determines the length of your stay. Make sure he is aware you are in the room so he will keep passing the door trying to get to you.*
- U The Stone Golem prison guard carries a square key which will open the door on the South wall.*
- V Death Row cannot be entered from this side.*
- W Placing the appropriate number of coins in these coin slots will turn off the adjacent blue mists, giving the party access to the treasures in the passages.*

Solutions

Level 4



Treasures:

- | | | | |
|----|---------------------|----|------------------------------|
| 1 | <i>Emerald key</i> | 11 | <i>rock</i> |
| 2 | <i>square key</i> | 12 | <i>bones</i> |
| 3 | <i>square key</i> | 13 | <i>gold key</i> |
| 4 | <i>square key</i> | 14 | <i>bones</i> |
| 5 | <i>dragon steak</i> | 15 | <i>GOR coin, random item</i> |
| 6 | <i>rock</i> | 16 | <i>GOR coin, random item</i> |
| 7 | <i>2 rocks</i> | 17 | <i>GOR coin, random item</i> |
| 8 | <i>rock</i> | 18 | <i>RA shield</i> |
| 9 | <i>rock</i> | 19 | <i>scroll (d)</i> |
| 10 | <i>random item</i> | 20 | <i>GOR coin, random item</i> |

Solutions

21 & 22 & 23 Near each location there should be a chest containing one of the following random items: power towers, eye of time, gold key

Ingested by Dragon: gold key

- A A square key will open the portcullis to the right of the lock should any loose dragons cause the door to close.
- B Casting a large fireball at, or teasing one of the caged Dragons into breathing fire at one of these 3 portcullises will melt a large hole in them allowing passage through.
- C Touching the Powertowers to the eye will open a passage next to it.
- D A gold key will open up a passage on the North wall 4 steps to the East.
- E The door to the left will open with a Sapphire key, one of which is on the floor at the back of black flame room upstairs.
- F Depositing GOR coins into this slot produces items in the alcove next to it.

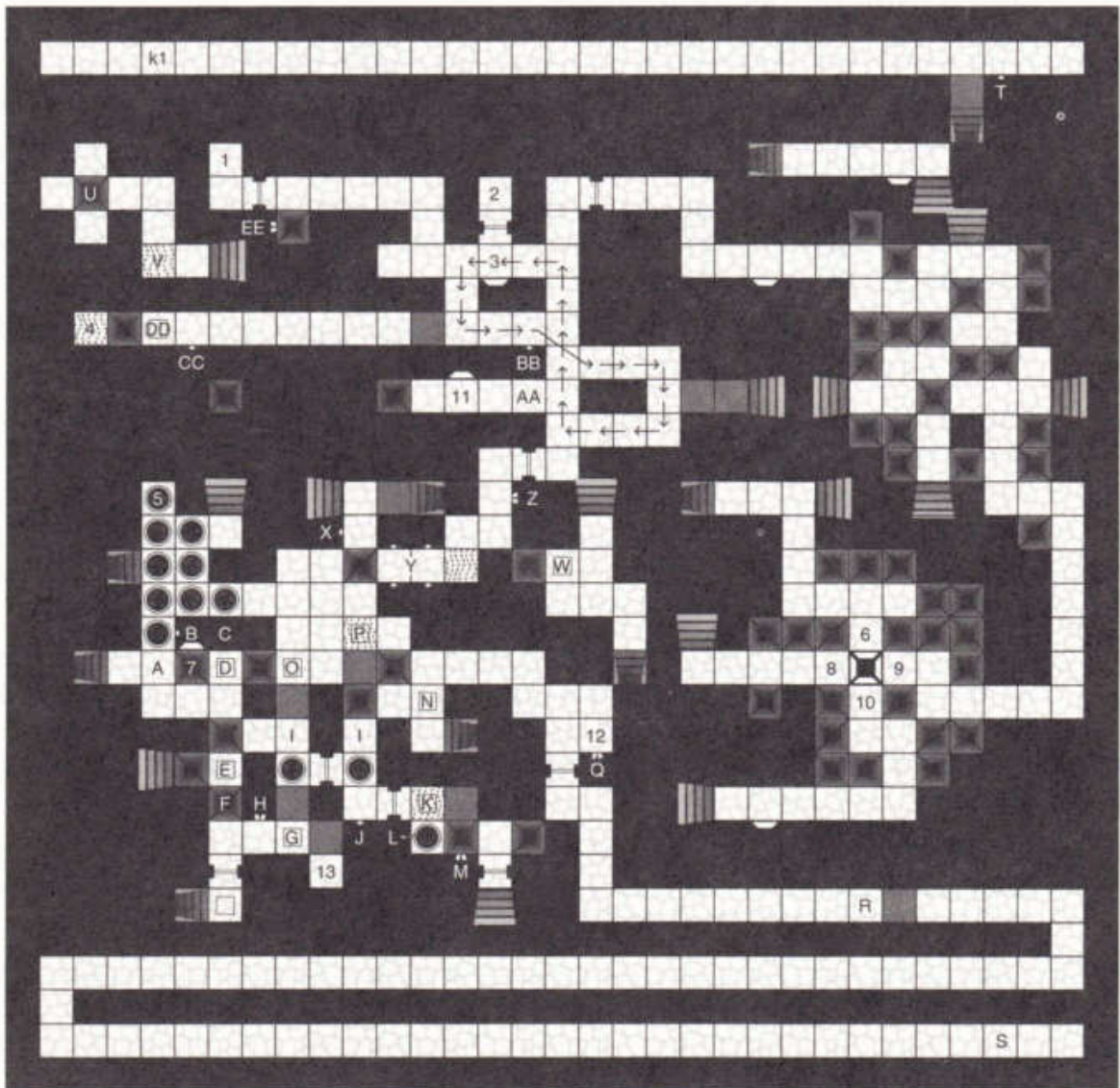
The items appear in this order: dragon steak, gold coin, blue magick box, green magick box, slayer arrow, SAR shield, armet, leg plate, mace of order, serpent staff, and finally boots of speed.
- G Standing on this pressure plate opens a passage around the corner, next to the GOR face. This passage will close again a few seconds after the party moves off the plate. If you enter the dragon's lair this way, there will be no easy way back to this side of the hidden door.
- H The pit to the West will open under the champions after the party has stepped onto it eight times (indicated by the click). The East pit opens after the party crosses over it six times.
- I Standing on the pressure plate will open the iron doors directly next to it. Move quickly to avoid getting crushed under the door after moving off the plate.
- J A gold key will open the door to the left of this keyhole.
- K The object here is to convince a skeleton to stand directly in front of the portcullis and then press this button. The skeleton will be teleported to the other side of the gate. From the ROS path your party must then kill the skeleton for the door to open. From the NETA path a set of lightning bolts will do the trick for you.

NOTE: If you traversed the NETA Way first, you may notice

Solutions

- that the skeleton will not necessarily hold still to be killed by the party, because the door past the portcullis is opened. You might want to use a magick box to pin the skeleton in place .
- L** If the party has advanced to the DDD via the ROS path, holding an object up to the eye will close the pit near the top of the stairs they descended to enter this area.
- M** A Turquoise key will open this ornate door allowing the party access into the remaining trials of the NETA path.
- N** The party must defeat the skeleton to escape this area. The death of the skeleton will open the iron door.
- O** The square key, appropriated from the skeleton, will open the portcullis.
- P** Stepping into this mist, the only way out of this area, will teleport the party back to the Junction of the Ways.
- Q** Using the Cross key will open a passage East of the Cross lock on the level above.
- R** A gold key will open the door at the end of this corridor.
- S** Removing the RA shield from the ground launches a large fireball from the holes in the wall on the East end of this corridor. Sidestep into the false wall North of the shield to avoid the blast.
- T** A gold key inserted here will open the door, using lock picks will have fiery results. The wall behind the party opens while they face the lock, allowing a giggler to steal something (like the nifty shield they just got down the corridor).
- U** If the party chases the giggler into this room they will find that the entrance behind them has closed. The only exits out are 2 pits and 2 teleporters. The pits both drop the party down to level 10. The one on the right might force the party to surrender all their possessions. The left teleporter transports the party back to level 9 at n1. The right one teleports the party 2 levels down at n3.
- V** The party can easily dodge the dragon's fireballs long enough to cook all of the mummies that are being generated to the East. Once it is one-on-one the party can deal with the dragon more safely. The area the dragon is standing on when it is slain determines which pit will close. The center section closes the pit between the party and the fountain where the great beast once stood, the other areas close the pit directly opposite them, between the party's pathway and the mummies. Move a dragon steak from the center to the edge space to exit the area.
- W** Stepping on this pressure plate opens a passage to the immediate East connecting into the rest of the level.

Level 3



Treasures:

- | | | | |
|---|------------------------|----|----------------------------------|
| 1 | random item | 8 | dragon steak, random item |
| 2 | rope | 9 | dragon steak, random item |
| 3 | 4 Slayers | 10 | dragon steak, random item |
| 4 | Speed bow | 11 | Elven boots, Stormring |
| 5 | Sapphire key | 12 | stone club, 2 rocks, 3 boulders |
| 6 | waterskin, random item | 13 | Cross key, five of party's items |
| 7 | flask (with water) | | |

Solutions

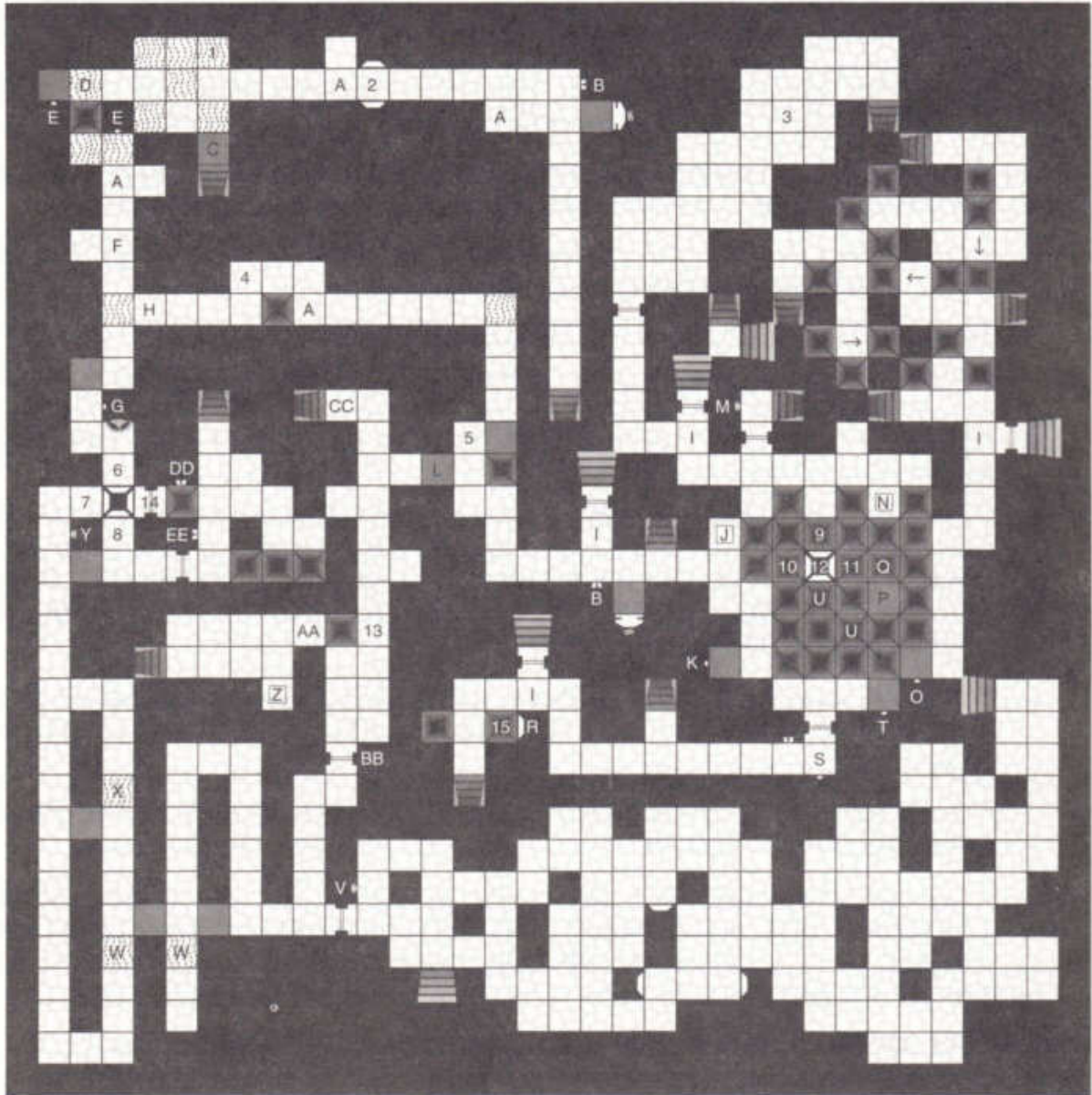
- A *Removing the flask from the alcove triggers a time delayed pit beneath the party. It is quite possible to take the flask and step off the pit before it opens.*
- B *This button will reset the pit in front of the alcove at (A).*
- C *If the party stands where the inscription 'FIGHTERS CHARGE' is inscribed on the wall they can advance to the remaining levels in KU a more direct way. By facing East and running unencumbered 9 steps, the party will pass 'through' the wall, 'over' the pit and past the guard to the gateway protecting the remainder of the KU path.*
- D *Having a monster stand on this pressure plate will close the pit 2 steps to the South as long as the creature remains there.*
- E *Placing an object on this pressure plate will close the pit to the West, allowing the champions access to the stairs up.*
- F *Closing this pit can be accomplished by casting DESVEN, OHVEN or ZO spells at the grate door beyond the pit. This will destroy or release the demon standing behind it, closing the pit by removing the weight on the pressure plate there.*
- G *The value in exchange for valuables is obtained by placing five of the party's items one-at-a-time on the pressure plate. After the fifth object is 'grabbed up' by the blue mist, the wall at the East end opens revealing a cul-de-sac to the South containing the party's objects and a Cross key.*
- H *The Cross key will open the portcullis located to the North and around the corner. If the Cross key is used downstairs FIRST a more direct route is opened.*
- I *Facing North on this area causes a Black Flame to materialize in the flame pit directly South of the party. Turning to face this foe will cause the hidden door behind the party to open allowing the Demons a clear shot at the heroes.*
- J *Depressing this small button will shoot forth a fireball from the launcher on the South wall, the other side of the portcullis. If a Black Flame has materialized, this fireball will 'feed' it, making it harder for the party to dispel.*
- K *Triggering this pressure plate causes the portcullis to close.*
- L *Pulling this lever will close the pit blocking the pathway.*
- M *Inserting the Ruby key, obtained from the Couatl's lair, will gain the party access into the remainder of DAIN.*
- N *Leaving an object on this pressure plate will stop the globs of poison from being shot at the party each time they step here.*
- O *This pressure plate operates the pit to the West (opening it if closed and vice versa).*

Solutions

- P Any weight on this pressure plate will open the wall section concealing the stairs down 4 paces North of the party.*
- Q Using a Solid key in this lock will allow the champions to venture further into the way of KU.*
- R Four seconds after the party becomes trapped between the wall and the knights a passageway behind the party opens up.*
- S As the party crosses this point they are silently teleported to a continuation of the hall at k1. The hall works in reverse too.*
- T Depressing the button in the wall will open up a passage to the right, revealing a stairway leading down.*
- U Standing here triggers a time-delayed pit.*
- V Entering this mist will teleport the party one space East.*
- W Placing an object on this pressure plate will make sure that the pit remains shut.*
- X Pressing the small button concealed in the crack in the wall will turn the blue mist to the South off and on. While it is off, creatures and objects can trigger the pressure plate at (P). This in turn will open the hidden door to the immediate NE allowing access to the stairs down.*
- Y After all four blocks have been pushed in, the blue mist at the East end of this corridor will disperse allowing the champions to proceed.*
- Z Inserting the Emerald key here opens the gateway to the final levels of the ROS path.*
- AA This corridor advances the party towards the pit at the West end much like a conveyor belt. If the party is overloaded or injured they will not be able to move back quickly enough to escape its grasp.*
- BB This button opens a passage three spaces to the West.*
- CC This button activates a time delayed blue mist at the end of the passage which teleports anything in it onto the pit.*
- DD This pressure plate closes the pit next to it, moving off the plate causes the pit to re-open a few seconds afterwards.*
- To successfully recover the Speed bow, the party must stand facing South at the button, press it, immediately move to the right onto the pressure plate (which will remain closed for a brief instant after the weight is removed from it). Face the Speed bow, position the leaders hand, then quickly step forward, recover the bow, and move back before the pit opens again.*
- EE A gold key will open the door to the right, lock picks lead the party straight down.*

Solutions

Level 2



Treasures:

- | | | | |
|---|--------------------|----|-----------------------------|
| 1 | blue gem | 8 | Mithral aketon, random item |
| 2 | 2 loaves of bread | 9 | Corbum |
| 3 | iron key | 10 | Corbum |
| 4 | green magick box | 11 | Corbum |
| 5 | blue gem | 12 | Corbum |
| 6 | flask, random item | 13 | ashes |
| 7 | dragon steak | 14 | green box, random item |

Solutions

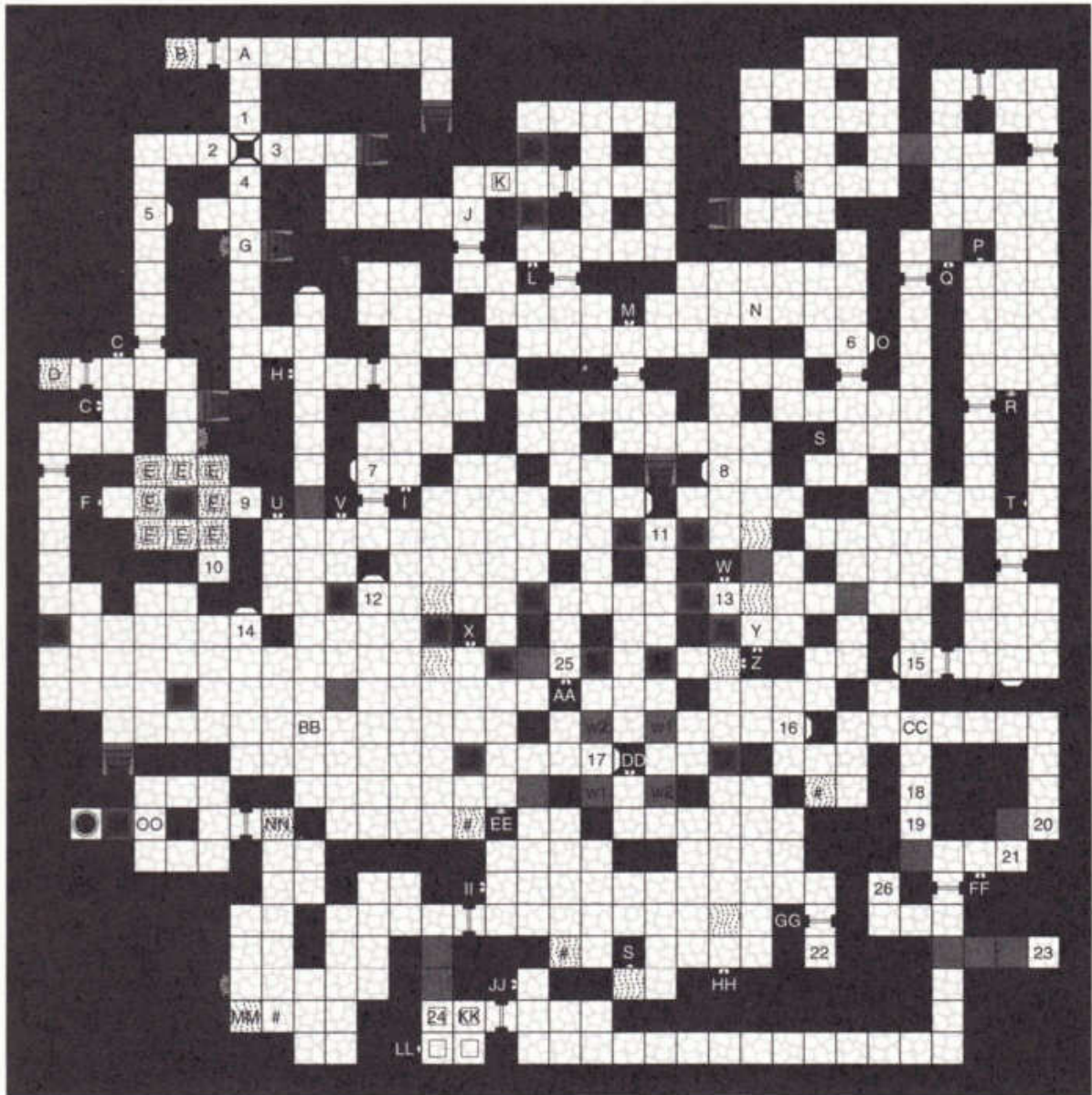
15 Crown of Nerra, fine robe (top), fine robe (bottom), sandals
Carried by Mummy: blue magick box

- A Stepping on any of the small floor switches throughout this pathway cause a massive fireball to be launched down the corridor towards the party.
- B Inserting a blue gem into the hole in the wall opens up a cul-de-sac next to the gem hole with a Temple of VI.
- C Stepping into this hidden path is a good place to wait out the fireball as it careens through the blue mists in this room.
- D Standing on this floor switch for a moment will open a cul-de-sac West of the party. Use this newly created space to sidestep the fireball.
- E Pressing this small button closes the concealed pit to the South, but only for an instant. Make sure that none of the party members are encumbered or injured and move quickly after pressing the button to cross the pit and avoid the oncoming fireball.
- F In addition to launching a fireball, this switch also shuts off the blue mist to the South if it is active allowing the fireball to be directed down the corridor in the party's direction.
- G This button shuts off the fireball generator.
- H This button launches a fireball and activates a blue mist in the intersection directly West of the party. This mist deflects the fireball into the corridor the party has just entered.
- I This door will open for the champions once they have obtained a Corbum and have it in their possession.
- J This pressure plate will keep the pit directly in front of the Corbum closed for a short time after the party steps off of it.
- K Pressing the button will cause the pit 2 steps in front of the column containing the Corbum to oscillate between open and closed.
- L This pathway becomes visible after the party obtains the Corbum.
- M Using the Skeleton key in this skull lock will open a passage offering the party a more direct route to the KU Corbum.
- N Standing on this pressure plate for a moment will close the pit directly in front of the column. Moving 1 step backward, 2 to the right and 2 forward quickly will allow the party to seize the

Solutions

- Corbum before the pit opens back up. Make sure that the party is not encumbered or injured before attempting this maneuver.*
- O This button, concealed by the false wall causes 2 of the pits to oscillate open and closed allowing the party to carefully navigate the path to the Corbum.*
 - P This column is actually an illusion and may be stepped into, bringing the party within 2 steps of the ROS Corbum.*
 - Q As soon as the party steps on the second oscillating pit, the pit directly in front of the Corbum will open or close (depending on what it started out as).*
 - R Removing the sandals from the altar opens a pit beneath the party's feet.*
 - S Entrance to this Corbum may be reached by using an iron key in the keyhole or pressing the button on the wall opposite the door.*
 - T The button behind the false wall section will close the concealed pit.*
 - U These 2 pits are actually illusions and can be crossed like normal floor tiles.*
 - V A Skeleton key will open this door.*
 - W These silent, invisible teleporters will 'shift' the party 2 steps to the North.*
 - X This teleporter will move the champions 2 steps to the South.*
 - Y Inserting a Skeleton key into the lock will open a passage to the right of it.*
 - Z Standing on this plate will teleport the party to the other side of the East wall.*
 - AA The small button on the floor triggers the pit in front of the GOR face to open.*
 - BB The button on the South wall will activate the lightning bolt launcher at the North end of this corridor. Use the cul-de-sacs to dodge the lightning and advance past its source.*
 - CC Stepping on this floor switch shuts off the lightning bolt launcher and closes the pit at (AA).*
 - DD A gold key will open this shimmering door, while lock picks lead straight down.*
 - EE Inserting a gold key into this lock will open the door next to it.*

Level 1



Treasures:

- | | | | |
|---|-------------|----|----------------|
| 1 | iron key | 7 | Scepter of Lyf |
| 2 | iron key | 8 | cheese |
| 3 | iron key | 9 | GOR coin |
| 4 | iron key | 10 | GOR coin |
| 5 | shank | 11 | GOR coin |
| 6 | Dragon Fang | 12 | bread |

Solutions

- | | | | |
|----|------------------------------|----|----------------|
| 13 | random item | 19 | bread, corn |
| 14 | shank | 20 | 2 rocks, stick |
| 15 | GOR coin | 21 | GOR coin |
| 16 | shank | 22 | boots of speed |
| 17 | GOR coin | 23 | boots of speed |
| 18 | GOR coin | 24 | 2 FUL bombs |
| 25 | blue magick box, random item | | |
| 26 | random item | | |

Carried by Demons: iron key, square key, Master key

- A This door will open for the party if they possess a Corbum.
- B Stepping into this mist will teleport the party to 1 of 4 areas (marked with a #) in the southern half of this level.
- C A RA key will open the door to the right of this lock. Actually, a ZOKATHRA spell placed on the lock will disintegrate it and also open the door. These are the only locks that take the RA key, so if you get through them both using ZOKATHRA, you can toss the key.
- D Entering this mist, the party will find themselves teleported to 1 of 4 areas (marked with a #) near the Demon Chamber.
- E All the pressure plates in this room teleport the heroes onto the time delayed pit in the center of the room.
- F Pressing this button opens the iron door at the other end of the corridor.
- G If the 'Wrath of God' machine has been turned on, the party may encounter 'slight' difficulties dealing with very large fireballs flying down the corridor in their direction. Prepare fireshields to travel this corridor. Arriving with the Flamebain will please God and he will not vent his wrath on the party.
- H An iron key will open the door directly opposite the lock.
- I Inserting an iron key in this lock will open the door to the right.
- J Carrying a boulder to this point from one of the earlier floors and charging to (N) allows the party to avoid fighting a horde of worms. This is the 'Fighters Gem' that will open the door.
- K Stepping on this pressure plate starts the worm horde multiplying in the room past the shimmering door around the corner to the South.

Solutions

- L The square key carried by the demon in this room will open this door.*
- M An Onyx key will open the metal door opposite this keyhole.*
- N The best way to survive this area is to be quick! Once the party has advanced at least half way through this room, the worms will cease to generate, though there may be a few that haven't "hatched" in the cul-de-sac where they appear.*
- O Standing in front of this alcove will open the door to the South.*
- P The small button in the wall opens a passage around the corner to the North, 2 steps South of the false wall section the party used to enter this area.*
- Q An Onyx key will open this door.*
- R Only the Skeleton key will open this door, trying to use lock picks here will only result in 'gating' in demons.*
- S These cul-de-sacs serve as a 2 way teleporter system for the party's use. By pressing the button on the wall, the heroes can step out at the Southern teleporter rather than being returned to the starting square.*
- T For the Ninja without keys this button opens a dangerous door to the South that will give the party access to the FÜLYA area.*
- U Inserting 2 iron keys into this lock will start up the 'Wrath of God' machine, a fireball launcher that when all the coins have been placed in their appropriate slots and keys in their locks, will send the fireballs flying through a twisting path ending in the Demon Chamber at the South end of this level.*
- V A GOR coin in this slot will turn off the blue mist diverting any fireballs into the wall (or NETA path if opened).*
- W Inserting a GOR coin here will open the wall section to the right of the slot.*
- X An iron key in this lock will cause a blue mist to appear to the party's left. This mist diverts anything cast into it 90° left.*
- Y This GOR coin slot turns on a mist directly behind the party which diverts objects 90° to the right.*
- Z As the party inserts a coin into the slot they are surrounded by a mist which will direct objects cast into it 90° to the right.*
- AA An iron key in this lock will open a hidden door to the West.*
- BB Stepping on this floor switch puts the party in plenty of trouble as they become surrounded by multiple groups of Zytazs (unless they have the Pendant Feral with them).*
- CC This floor switch toggles the opening of two passageways. If*

Solutions

the heroes venture down one way and come to a dead end, go back and step on the switch and retrace your steps.

- DD *Depressing this button causes the walls w1, to become passages and the passages w2, to become walls. Pressing the button again switches things back again.*
- EE *Using the Skeleton key here will open up a direct passage into the Demon Chamber. Do not open if you plan to use the "Wrath of God" because it will release the demons. The lock will also take the key away - a good reason to leave it closed.*
- FF *Inserting a pair of keys of B will open the door next to the lock revealing a chamber. A second set of keys will open a another corridor allowing the party to bypass the Demon Chamber.*
- GG *If the party already possesses one pair of boots of speed, this door will open allowing them to obtain another.*
- HH *Using an iron key here activates a blue mist directly behind the party which will divert anything cast into it 90° right.*
- II *Using the master key, obtained from one of the Demons, will open this door leading into the FÜLYA Pit area.*
- JJ *The Topaz key will open the door to the left. Lock picks will work here also, but they will spring a trap which is activated as soon as the party steps into the room.*
- KK *Stepping on the pressure plates that line the floor of this room will cause the shimmering door to shut, trapping the party. The launchers located at both ends of the room will shoot poison clouds for each step the party takes if the party did not use the Topaz key to get in here.*
- LL *Pressing this small button will open up a passageway on the North wall behind the false wall. This leads into the chamber behind the master key door.*
- MM *Stepping into this mist will teleport the party down three levels in front of the inscription 'Diabolical Demon Director'.*
- NN *Possessing any of the Corbums will cause this mist to disappear allowing the party to enter the FÜLYA Pit room, stepping into it teleports the party back to the Junction of the Ways.*
- OO *From here, the champions can dispose of the Corbums by casting them into the FÜLYA Pit located on the other side of the pit. Throwing anything other than the Corbums will result in a catastrophic explosion.*

SCROLLS:

- a) *Pray for a miracle*
- b) *Holy One Step forward
with purpose and trust that
I will guide you through
the purgatory that awaits.*
- c) *Map spell*

OH GOR KU
- d) *Fighters Charge*
- e) *Press Westward*
- f) *Map Spell*

ZO IR NETA
- g) *Map Spell*

OH GOR ROS
- h) *Map Spell*

OH GOR DAIN

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GREY

<i>Artisan</i>	<i>Fighter</i>
<i>Artisan</i>	<i>Ninja</i>
<i>Expert</i>	<i>Priest</i>
<i>Artisan</i>	<i>Wizard</i>

<i>Health</i>	<i>460</i>
<i>Stamina</i>	<i>320</i>
<i>Mana</i>	<i>163</i>

With patience, skill, and knowledge, the champion above slew monsters, solved puzzles, disarmed traps, and ultimately defeated Chaos in his own dungeon. He did this alone, without dying, in under six hours. He did it with the help of this book.

This book is the one key you need to unlock the mysteries of Chaos' dungeon. With the information and maps gathered here, you will be able to take Chaos Strikes Back to any level you like. This book will help you discover the many layers below the surface of Chaos' dungeon. Whether you are taking your first or your fifth trip into the dungeon, there is always something new to be discovered.

