

LEVEL 1

OVERVIEW:

Dungeon Level 1 begins it all.

This is where you choose the champions who will make up your party.

Don't be too hasty in your choices.

Once you have chosen your fourth champion, you will not be able to look at any of the other champions.

Level 1 has no monsters, contains plenty of food and the light source is constant.

Take a moment to practice a few spells (or even partial spells) before descending to Level 2.

Mana is recovered quickly at this point, so cast all the spells you can, then sleep to regain Mana.

FOOD / WATER:

You will find 6 food items on Level 1.

You shouldn't need any food here unless you spend too much time practicing.

There are no fountains here, but there is a waterskin with water.

TREASURE / FOOD

<i>1 Apple</i>	<i>6 Corn</i>
<i>2 Bread</i>	<i>7 Bread</i>
<i>3 Torch</i>	<i>8 Cheese</i>
<i>4 Waterskin containing water, Scroll #1</i>	<i>9 Apple</i>
<i>5 Scroll #2</i>	

PUZZLES / SOLUTIONS

<i>A Alex</i>	<i>N Leyla</i>
<i>B Azizi</i>	<i>O Linflas</i>
<i>C Boris</i>	<i>P Mophus</i>
<i>D Chani</i>	<i>Q Nabi</i>
<i>E Daroou</i>	<i>R Sonja</i>
<i>F Elija</i>	<i>S Stamm</i>
<i>G Gando</i>	<i>T Syra</i>
<i>H Gothmog</i>	<i>U Tiggy</i>
<i>I Halk</i>	<i>V Wu Tse</i>
<i>J Hawk</i>	<i>W Wuuf</i>
<i>K Hisssa</i>	<i>X Zed</i>
<i>L Iaido</i>	<i>Y Dungeon Entrance</i>
<i>M Lief</i>	<i>Z This pressure plate opens the door; after you have chosen four champions.</i>

LEVEL 2

OVERVIEW:

Dungeon Level 2 is a good level for gaining experience and getting a feel for the game. It is not too difficult, but with your party still very weak in all respects, you must exercise caution. When you encounter a monster, don't hesitate to save the game before entering combat. You'll have to use torches here, but be sure to practice the Magic Torch spell whenever possible. This means everyone, not just those with high Mana. As you find flasks, practice creating VI potions. Give all your party members a chance in combat, not just your strongest champions. Monsters might carry treasure, so don't avoid encounters on this level. You need to gain as much experience as possible.

FOOD / WATER:

You will find 13 food items on this level and should still have plenty left from Level 1. In addition, the Screamers are a food source. Do not let your champions eat until they approach or hit "yellow". Do not overfeed them. It's a waste of food and you will need it later. Water is plentiful. Keep your flasks filled, especially at the last fountain before entering Level 3.

MONSTERS:

You will meet Screamers and Mummies on Level 2. You can stand toe-to-toe with the Screamers, but the Mummies are a bit more difficult. Use distance weapons (knives, throwing stars, rocks, etc.) before closing with them. Don't hesitate to retreat, regain some health points and try again. It may be a good idea to remember where the last door you could close was, then conduct your fighting withdrawal towards it.

TREASURE / FOOD

1	Club	20	Rock
2	Dagger/Corn/Apple/Scroll#3	21	Drumstick/3 Flasks/Leather Pants/ Scroll #4/Scroll #5
3	Falchion	22	Torch/Apple/2 Cheese
4	Gold Key	23	Gold Key/Throwing Star
5	Torch/Emerald Key/Dagger/Arrow/ Elven Doublet	24	Copper Coin
6	Topaz Key	25	Torch
7	Gold Key/Leather Boots	26	CHEST: 2 YA Potions/Scroll #6
8	Rock	27	Falchion
9	Iron Key/Ghi Trousers	28	Apple
10	Falchion	29	Waterskin containing water
11	Leather Boots/Torch	30	Throwing Star
12	Solid Key	31	Blue Magic Box
13	Gold Key	32	Torch/Flask (Swallowed by a Screamer)
14	Gold Key	33	Throwing Star (Stuck in a Screamer)
15	Boulder	34	Buckler
16	Gold Key/Apple	35	CHEST: Drumstick/Corn/Cheese/2 Bread/ Blue Magic Box/Flask/Scroll #7
17	Apple		
18	Iron Key	36	Torch
19	Key of B		

LEVEL 2

PUZZLES / SOLUTIONS

- A This button opens the secret alcove.*
- B Use a Gold Key to open this door.*
- C Use a Topaz Key to open this door.*
- D Use a Gold Key to open this door.*
- E This lever opens and closes the door to the North.*
- F This lever opens and closes the pit.*
- G The first pressure plate opens the door and the second closes it.*
- H Use an Emerald Key to open this door.*
- I Use an Iron Key to open this door.*
- J Use a Solid Key to open this door.*
- K Use a Gold Key to open this door.*
- L These pressure plates open and close the first iron gate.*
- M These pressure plates open and close the second iron gate.*
- N Use a Gold Key to open this door.*
- O Place an object on the plate to hold the door open.*
- P This field teleports you to a small room. The field there returns you.*
- Q Use a Gold Key to open this door.*
- R Place an object on this plate to keep the pit closed.*
- S A bit of dungeon humor. Place an object on the plate to read the message.*
- T Use the Key of B to open this door.*
- U Use an Iron Key to open this door.*
- V The button opens the door, and the pressure plate closes it.*
- W You must pull the levers at both East and West ends of the hall to open this door.*
- X You need to drop an object into the field. It is then teleported to land on a pressure plate to the Northeast. This closes the pit and the object can later be retrieved.*
- Y Use a Gold Key to open this door.*
- Z This pressure plate closes the door to the East. You can swing, kick, bash, hack, or chop your way through this door to enter.*
- AA The field cannot be entered from this side.*
- BB Place a Copper Coin into the fountain.*
- CC This lever opens the door at (DD).*
- DD This switch reveals the secret wall at (CC).*

LEVEL 3

OVERVIEW: *Dungeon Level 3 has lots of puzzles and problems as well as many monsters to contend with. This level is divided into seven basic areas. As long as you keep all the central doors closed, you will only have to worry about the monsters roving through the area you are in. The six areas in the main cavern are all self-contained. (In other words, you will not need an item from one area to enter another.) The seventh area is the section which leads down to Level 4. To reach Level 4 you will need 4 of the 6 Gold Keys here.*

CHAMBERS OF THE GUARDIAN: *This is a relatively simple area once you contend with the Rockpile. Tough and ornery, your best bet is to lure it back to the entrance and let the door do the hard work.*

THE VAULT: *You'll encounter many types of monsters here, so be prepared.*

There are many treasures though, so it's worth your while.

THE MATRIX: *The simplest area. Walk along the outside wall to stay oriented.*

Relax, there are no monsters here to hassle you.

TIME IS OF THE ESSENCE: *A couple of puzzles here to test your dexterity.*

Don't be overloaded or injured, or you'll never make it.

ROOM OF THE GEM: *You need to go to the left before you can continue ahead.*

Many Trolins and Rockpiles, so stay healthy.

CREATURE CAVERN: *There isn't too much treasure here.*

However, it is a good place to practice combat before descending to Level 4.

FOOD / WATER: *You will find 26 food items on this level.*

You will need to feed your party several times since you'll spend a good deal of time here.

There is no water on this level, but the fountains on level 2 are a short walk away.

MONSTERS: *You'll encounter dozens of creatures here ready to end your quest in a grizzly fashion.*

You'll meet Rockpiles, Trolins, and Mummies on this level.

Take them all on, give everybody combat and spell practice, but do not hesitate to run.

TREASURE / FOOD

1	Berserker Helm/Suede Boots/ Leather Pants/Leather Jerkin	20	Gold Key/Fine Robe/Saber
2	Arrow/Waterskin/Cheese	21	Cheese/Wooden Shield
3	Compass	23	Elven Huke
4	CHEST: Apple/Cheese/2 Gold Coins/ Scroll #8/Scroll #9	24	Helmet
5	Drumstick	25	Gold Key
6	CHEST: Mirror of Dawn	26,29	Apple
7	Apple/Drumstick/Leather Jerkin/Gold Key	27	Sling
8,17	Bread	30	Rabbit's Foot
9	Silver Coin	31	Blue Gem/Drumstick
10,18,22	Arrow	32	Gold Key
11	Wand	33	Berserker Helm
12,37	Cheese (Carried by Trolin)	34	Bread
13	CHEST: 3 Copper Coins/Silver Coin/ Blue Magic Box	36	Arrow
14	Gold Key	38	Gold Key
15	Leather Pants	39	RA Key
16	Corn/Apple/2 Cheese	40	Flask/Scroll #10
19,28,35	Cheese	41,42	Torch
		43	Apple/Bread/Cheese/Drumstick
		44	Flask/Mail Aketon
		45	2 Drumsticks/Sword

LEVEL 3

PUZZLES / SOLUTIONS

- A** *This button reveals a secret passageway to the East.*
- B** *You must time it just right to get past this force field.*
- C** *Wherever the chest is located, press the button to the left of the door.
The chest will be teleported to another chamber.
Once the Chest has been in all of the chambers, it will finally appear at the far end of the hall.*
- D** *Hold the Mirror of Dawn from (6) up to the eye and press the mouse button.
The secret passage to the East will open.*
- E** *You need 2 Gold Coins to open this door.*
- F** *First use an open door spell. Then have one of your champions toss something through the door.
It will land on the pressure plate, closing the pit.*
- G** *Replace the Silver Coin in the alcove with any item to hold the door to the South open.*
- H** *Use a Silver Coin to open this door.*
- I** *Use a Copper Coin to reveal the secret chamber to the East.*
- J** *This button reveals the secret passage 2 spaces South and 1 space East.*
- K** *The arrows indicate spaces where you are turned ninety degrees.
You can avoid all these spaces.*
- L** *This button reveals the secret chamber at (M).*
- M** *Press the button at (L) to open this secret chamber.*
- N** *This button briefly reveals the secret passageway 4 spaces West and 1 space North.
The pressure plate 2 spaces West of (O) holds it open permanently.*
- O** *This button causes the force field to the North to momentarily appear.
Throw something into the force field. The object will land on the plate at (P), closing the pit.*
- P** *This pressure plate controls the pit.*
- Q** *Pressing this button causes the pit to the West to momentarily close.
Without turning around, quickly move across it before it opens.*
- R** *This button closes the pit West of (Q).*
- S** *You must place something on this pressure plate to keep the pit to the North closed.
There is also food at the bottom of this pit.*
- T** *This button opens the door, but also opens the pit again, teleporting the object which was on the plate back to this side. Just throw it back across to close the pit.*
- U** *This button reveals the secret chamber to the North.*
- V** *Insert the Blue Gem to open this door.*
- W** *You need a Gold Key to open this door.*
- X** *You need a Gold Key to open this door.*
- Y** *You need a Gold Key to open this door.*
- Z** *You need a Gold Key to open this door..*
- AA** *You need a Gold Key to open this door.*
- BB** *This button reveals the secret chamber to the East.*

LEVEL 4

OVERVIEW:

Dungeon Level 4 is a drop-off in many ways from Level 3.

There isn't a lot of treasure here, although a couple of items are useful.

Most of the puzzles and problems you encounter are pretty straightforward.

What this level is extremely good for is practicing both your fighting and magical abilities.

Overcoming the Magenta Worms will push your skills to new heights.

Use all your champions to cast magic torch spells and to create health and anti-poison potions.

You'll need plenty of both.

Don't run past the Worms. If you do, you'll regret it later, for they can follow your scent.

FOOD:

You will only find 4 food items here,

but the numerous Screamers and Magenta Worms will provide more than enough food.

While not as nutritious as normal food, it's still food.

The room at (L) can provide you with an almost endless supply of Screamer Slices

and they are fairly easy to dispatch, especially by using the "closing door" combat method.

WATER:

There are no fountains on this level. There is a waterskin as you first enter, good for only three gulps.

If you need to fill your flasks or waterskins, it's easy enough to journey back to the fountains on Level 2.

Even though it's a fairly straightforward level, you'll spend enough time here to need a few sips of water.

MONSTERS:

The Giant Wasp you'll encounter is easily dispatched with a Poison Cloud spell

and the Ghost with the Harm Non-Material Beings spell.

The Screamers are a piece of cake (or a slice of Screamer, if you prefer)

and you know what you're up against in the Rock Monsters by now.

(Leading them under a closing door is always your best bet,

and casting a Poison Cloud at them works well if you have the Mana.)

The Magenta Worms are a different story. You can't stand toe-to-toe with them and expect to last very long.

Once again, you need to lure them under a closing door while you engage in combat.

Do not retreat if you can, or you will face new monsters in the same area.

Don't forget to keep your Health Potions and Poison Antidotes handy.

TREASURE / FOOD

1	Gold Coin (Inside Rockpile)	12	Basinet
2	Gold Coin (Inside Screamer)	13	Leather Jerkin/Leather Pants
3	Cheese/Waterskin with water/Axe	14	Flask
4	Gold Key	15	Rapier
5	Gold Coin (Inside Magenta Worm)	16	Drumstick/NETA Potion
6	Gold Coin (Inside Magenta Worm)	17	Leg Mail
7	Drumstick/Blue Magic Box	18	Elven Boots
8	Scroll #11/Scroll #12	19	Flask
9	Drumstick	20	Hosen/Torch/Drumstick
10	Teowand	21	Bow
11	Small Shield	22	Gold Coin
		23	Flask/Horn of Fear

LEVEL 4

PUZZLES / SOLUTIONS

- A** *You need to chop this door open to continue.*
- B** *The plate on the floor opens the door to the West. The button teleports you 2 spaces West. When you step off the plate the door closes. You must press the button on the wall and quickly run sideways through the door before it closes.*
- C** *This lever controls the door.*
- D** *Reach into the drain to retrieve a Gold Key.*
- E** *This is a secret wall. You can just walk through.*
- F** *A Gold Coin inserted here will turn on the force field to the South. This field should prevent any monsters from following you.*
- G** *A Gold Key will activate this telepoter field. This field teleports you to the field at (I) and vice versa.*
- H** *You must physically bash through this door.*
- I** *This teleportation field will only be active if you activated it's counterpart at (G).*
- J** *Another secret wall.*
- K** *You can only reveal the secret passage to the West by coming up the stairs from Level 5 and pressing the button on the wall. It serves as a shortcut if you return to the area at (L) for a bite to eat.*
- L** *This room seems to have an almost endless supply of food as Screamers always appear here. You can stock up now or come back later.*
- M** *Another secret wall.*
- N** *You must do away with the Mummy. The secret wall just West of him will open. The gate barring the entry to Level 5 will also open so you can descend to the next level.*
- O** *Once again, bash the heck out of this door. Be careful though, you will be faced with several pairs of Magenta Worms.*
- P** *The plate in the floor closes the Screamer Room door at (L) after a delay.*

LEVEL 5

OVERVIEW: *Dungeon Level 5 is another level that is divided into sections.*

Once again, if you keep doors closed behind you, you will not release monsters which could later sneak up behind you, or even worse, approach from behind while you are already engaged in combat.

There are doors leading North, East, South and West. The door leading South is probably the easiest.

The only monster you'll encounter there is a Swamp Slime and there are several treasure items, including plenty of armor. The door to the West is the room filled with teleportation fields.

You'll meet a Swamp Slime and a Winged Snake (Coatl).

The door to the East holds the one item that will help you in your battles with the dreaded Winged Snakes.

The Staff of Claws will temporarily frighten them off, a definite life saver.

(You will still want to save your game regularly, especially in the room of pits.)

The Room of Pits lies thru the North door. Winged Snakes abound in this area, so proceed with care.

There are lots of potions in the area to the Northwest.

To proceed to Level 6, you'll want to use the stairs in the Southwest rather than the ones in this area.

FOOD: *Food gets a little scarce here, so hopefully you will have plenty on hand.*

If not, you can still sneak back up to the Screamer grocery store on Level 4 and do a little "shopping".

WATER: *There are fountains in all four areas as well as in the main hallway to the extreme West.*

MONSTERS: *Level 5 consists of regular Screamers which can be dispatched quite easily, some Swamp Slimes - not too difficult if you've brought your champions along properly - and finally, our friends the Winged Snakes.*

If you are careful and find places to rest, you can eventually do away with most of them.

(They must grow in some corner of the dungeon, however,

as there always seems to be "just one more" lurking around.)

The Staff of Claws will aid you greatly. But don't just frighten them away.

They quickly return after a minute or two.

Follow them, and bash them from behind as they run.

TREASURE / FOOD

1	Torch	14	Choker/Corn
2	Gold Coin	15	Illumulet
3	Ekhard Cross	16	Casque N' Coif
4	Blue Gem/Mace	17	Staff of Claws
5	Gem of Ages	18	Large Shield
6	Dagger	19	Drumstick/Torch
7	Hosen/Leg Mail/Mail Aketon/Helmet	20	2 VEN Potions
8	Mirror of Dawn	21	Ven Potion
9	Poison Dart	22	Drumstick
10	Rabbit's Foot/Gold Coin	23	CHEST: Blue Magic Box/BRO Potion/FUL Bomb
11	Blue Gem/Helmet	24	Blue Gem/DANE Potion
12	2 Poison Darts	25	KU Potion
13	VEN Potion		

LEVEL 5

PUZZLES / SOLUTIONS

- A** *This button opens the door to the right.*
- B** *This button reveals the hidden chamber 1 space East.
Press the button there, then press the button at (B) again.
This reveals another hidden chamber 3 spaces North and 1 space West.
The button here reveals another chamber one space South.
Press the button there, then the one a space North again.
This reveals yet another hidden chamber 1 space North and 4 spaces East.
This button will open the hidden chamber to the Southeast.*
- C** *Follow these directions to get through the teleportation room.
From the first space inside the room, go right (you'll find the mirror here),
back, forward, left, right and finally back.*
- D** *This lever controls the pit two spaces South.*
- E** *The pressure plate controls the pit 2 spaces North.*
- F** *You can chop your way through the door to the West.*
- G** *Chop this door also.*
- H** *Press this button, then travel around the room clockwise to the Southeast corner.*
- I** *This hidden chamber opens when you step on the hidden pressure plate at (J).*
- J** *This hidden plate opens the hidden chamber at (I).*
- K** *On first entry only, travel:
N, E, E, W, W, S, N, E, N, N, N, N, S, W, S, S, E, N, E, N, N, E to exit East.
Then travel:
W, W, W, E, S, W, S, S, W, W, N, S, N, N, N, W to exit West.*
- L,M** *These are secret walls.*
- N** *This space will turn you ninety degrees.*
- O** *This button reveals the hidden chamber at (P).*
- P** *This hidden chamber is revealed by pressing the button at (O).*
- Q** *First step North will teleport you to (C).*

LEVEL 6

OVERVIEW:

Dungeon Level 6 is a challenging level.

There are enough monsters to keep you on your toes and enough puzzles and other predicaments to keep you scratching your head and trying to figure out what to do next.

First of all, you should be at the stairway in the Southwest center of the dungeon as you enter this level.

If you're not, go back up to Level 5 and head South for the second set of stairs.

Your main purpose on Level 6 will be obtaining 5 Iron Keys.

You will only need 3 of these to continue downward,

but the extra 2 will get you 3 extra Magic Boxes which will come in handy on later levels.

All monsters on this level can be discouraged with aggressive combat. Treasure abounds on Level 6.

You'll find lots of armor and the Vorpal Blades you'll need against the non-material beings to come.

FOOD:

You'll find 8 food items on this level and will spend quite a bit of time here.

This means you'll probably have to dig into your reserves again. (You do have reserves, don't you?)

Also, none of the monsters here is a source of food, so don't depend on that.

WATER:

Once again, water is scarce.

You will find no fountains on Level 6 and only one flask of water, so make sure you have all your waterskins filled before descending.

MONSTERS:

You'll face tougher competition here, although all can be defeated with a little care, caution and planning. The monsters on Level 6 love to hide behind closed doors, so be prepared.

Of course, these closed doors also provide your champions with many chambers for resting and regaining lost Mana. You'll meet Giant Wasps, Wizard's Eyes and Skeletons here.

You will probably not be able to stand toe-to-toe with either the Wasps or the Wizard's Eyes without the use of some spells.

The Skeletons aren't too difficult, so don't waste magic on them unless you're in a bind.

TREASURE / FOOD

1,2	Iron Keys	16	Mithral Aketon/2 Slayers
3	Iron Key/Mail Aketon	17	VEN Potion
4	Iron Key	18	Torch
5	Iron Key/Torso Plate	19	Cheese/BRO Potion
6	ROS Potion/VI Potion/Torch/Drumstick	20	Drumstick
7	Blue Magic Box	21	2 Green Magic Boxes
8	Green Magic Box	22	Torch
9	2 Drumsticks	23	Blue Magic Box
10	Yew Staff	24	Vorpal Blade
11	Casque N' Coif	25	Crossbow
12	Vorpal Blade	26	CHEST: Drumstick/Slayer/Flask with water
13	Solid Key	27	Mithral Mail
14	Corn/2 Throwing Stars	28	Large Shield
15	Drumstick		

LEVEL 6

PUZZLES/SOLUTIONS

- A** Place the Mirror of Dawn in the alcove.
- B** Place a Gold Coin in the alcove.
- C** Place a Blue Gem in the alcove.
- D** Place the Bow in the alcove.
- E** The Door to the East opens when 3 of the above items are placed in the proper alcoves.
Placing the 4th item open this secret alcove.
- F** You can open this door by pressing the button to the West and then turning to the East.
You will see a field here. Take an item and place it inside the field.
The item will teleport to the pressure plate and the door will open.
You can retrieve the item by stepping into the field. Press the button to close the pit and exit.
- G** Pressing this button and the button on the North wall of the cubicle that has two buttons will reveal the hidden chamber to the Northeast.
- H** Insert a Gold Coin into the cleft in the South wall to reveal a chamber in the Northeast corner of the room.
- I** This button opens the secret passage to the South.
- J** You will need an Iron Key to open these doors.
- K** This button reveals the secret chamber at (L).
- L** This button reveals the secret chamber at (K).
- M** This secret chamber is controlled by the pressure plate three squares to the North and one square East. Items you carry are not heavy enough to activate the plate, so you must lure some skeletons onto the plate, then freeze them with a magic box.
Press the button inside the secret chamber to hold it open.
- N** Pull the ring to open the secret passage.
- O** This button reveals the hidden chamber to the North.
- P** This pressure plate closes the door to the East. You will need a Solid Key for the door to the West.
- Q** The only way to exit this area, after the doors close you in, is to travel through these teleporters.
You must time this just right. As the field shuts off, move forward and press the button to open the door. Then time the fields again to first move into the doorway and then into the room.
Make sure no champions are injured or overloaded or they will not be able to move fast enough.
- R** This pressure plate reopens the door East of (P) and turns off the teleporters at (Q).
- S** Standing at the end of this hall, you must have your strongest champion shoot an arrow so that it lands on the pressure plate 8 spaces to the West. This opens the door next to the pressure plate.
If you have no range weapons, you can throw an object. If even your strongest champion cannot accomplish this, have him drink a strength potion and try this again.
- T** This button reveals the secret chamber to the North.
- U** This button reveals the secret chamber to the East.
- V** This lever opens the door 4 spaces to the North.
- W** This button opens the door to this chamber. The pressure plates close it.
- X** These fields teleport you to each other's general location.
- Y** Stepping here opens the secret area 7 spaces South and one space East.
Pressing the button opens or closes the door to the East.
- Z** Stepping into this room opens the secret area 3 spaces South of the doorway.
Pressing the button opens or closes the door.
- AA** This field teleports you up to Level 5.

LEVEL 7

OVERVIEW:

Level 7 is an interesting level, and not too complex or dangerous if you proceed with care.

That's not to say you can't get your skull bashed in, but at least you have some control over the situation.

You cannot get past the first three doors on this level without proceeding through at least Level 12, where you find the last of the keys you need to enter Level 7.

You can travel most of the corridors and passageways without worrying about being attacked.

You will, however, need to make a decision about which door to open with the Turquoise Key found in the Northeast corner of this level. You can only open one of the doors, so choose wisely.

FOOD:

You'll find only 2 food items on this level.

If you just completed Level 12 (which is probably the case), you still should be okay.

Your other option is to attempt to slay the Red Dragon on Level 14.

Be careful not to complete the transformation of the Firestaff too soon, or you will not be able to enter Level 7 again or any other level above 13, as all stairways will be sealed.

WATER:

There are no fountains on Level 7, but you will find a flask filled with water during your explorations.

MONSTERS:

You'll meet 5 Stone Golems on Level 7.

They are some of the Dungeon's toughest monsters, but with caution and patience (lots of patience) you should be able to chop them down to size and defeat them.

You can use Magic Boxes and closing doors on the two Stone Golems in the passageway to the West of the Firestaff Chamber.

The two Stone Golems which guard the Firestaff are frozen in their respective positions until you remove the Firestaff.

You can use the hit-and-run technique here or avoid them altogether, for they are very slow.

If you avoid combat with them, just make sure you're ready to leave the level, so you don't get sandwiched between a couple of these bruisers later on.

In fact, you will encounter one last Stone Golem near the end of the level, though he can also be avoided.

TREASURE / FOOD

1	Scroll #13	12	Boulder
2	Scroll#14/Corn/Apple	13	Flask
3	Scroll #15	14	Flask with water
4	Scepter of Lyf/Illumulet/Gem of Ages	15	Scroll #19
5	Dragon Spit/Boots of Speed	16	Turquoise Key (Hidden under Ashes)
6	Crown of Nerra/Green Magic Box	17	Scroll #20-24/RA Key
7	Flamebain/Bolt Blade	18	Winged Key
8	3 Flasks	19	Green Magic Box
9	Scroll #16-18	20	VEN Potion/FUL Bomb
10	Magnifier/Corbamite	21	Sword: "Inquisitor"
11	Torch	22	Firestaff
		23	Green Magic Box

LEVEL 7

PUZZLES/SOLUTIONS

- A** *You need a RA Key to open this door.*
- B** *You need a RA Key to open this door.
Press the button to reveal the hidden alcove.*
- C** *You need a RA Key to open this door.*
- D** *You need a Turquoise Key to open this door.*
- E** *You need a Turquoise Key to open this door.*
- F** *You need a Turquoise Key to open this door.*
- G** *You need a Turquoise Key to open this door.
There is only one Turquoise Key, however,
so check the items available in the Treasure / Food section to decide which items suit your needs.*
- H** *This door can be opened with the Ruby Key found on Level 11.*
- I** *Pressing this button will reveal a hidden passage at (K).*
- J** *Pressing this button will reveal the hidden chamber to the South.*
- K** *This hidden passage is revealed by pressing the button at (I).*
- L** *This hidden chamber is revealed by pressing the button at (M).*
- M** *This button reveals the hidden chamber at (L).*
- N** *You need a RA Key to open this door.*
- O** *Use the Master Key from Level 12 on either of these doors to gain access to the Firestaff.
When the firestaff is picked-up, the door across from that which you chose opens,
the 2 nearby Stone Golems are freed, and the secret wall between them opens.
The door across from the Firestaff cannot be opened.*
- P** *This area can only be entered from the pits on Level 6.
The teleporter here teleports you near (F) on Level 6.*
- Q** *The top of the Secret Stairway to Level 14.*

LEVEL 8

OVERVIEW:

Dungeon Level 8 is not overly difficult, but you will have to contend with a new class of monster - Ghosts. They haunt a large open area that is as empty as a desert.

There is only one treasure in that void, but it is one that you will need later.

There are lots of spinners, pits and secret walls which make things confusing, not to mention some unexplained fireballs that appear out of nowhere to hit the party.

Food and water will be at a premium since there is none to be found on this level.

There's not a lot of treasure on Level 8, but what's here is worth finding as you'll find several FUL bombs and new weapons to improve your party's chances down the line.

FOOD:

You'll find only 3 food items here, so you'll be digging into your reserves again.

If you prepared properly from previous levels, you should still have enough.

WATER:

There's even less water on Level 8 than food (which means there isn't any),

but once again, you should be all right if you followed our previous advice and kept your waterskins filled.

MONSTERS:

You'll meet Mummies, Skeletons, Ghosts and a couple of ugly, irritating Giggles on Level 8.

None should cause you a lot of trouble if you move around and do your exploring in a minimum amount of time.

TREASURE / FOOD

1	Torch	10	Solid Key
2	Scroll #25	11	CHEST: Skeleton Key
3	Copper Coin	12	2 Apples
4	Jewel Symal	13	Cheese
5	Delta Sword	14	Rabbit's Foot/FUL Bomb
6	FUL Bomb/Green Magic Box	15	CHEST: Scroll #26/YA Potion
7	Mace of Order	16	Throwing Star (Carried by Giggler)
8	2 FUL Bombs	17	Green Magic Box (Carried by Skeletons)
9	Staff of Manar		

LEVEL 8

PUZZLES/SOLUTIONS

- A** *These pressure plates each control one of the nearby pits.*
- B** *This button reveals the hidden passage to the West.*
- C** *This button reveals the hidden passage to the East.*
- D** *This pressure plate closes the wall Northeast of (E).*
- E** *Walk from (D) to this hidden pressure plate and wait.
After a delay, the wall to the Northeast opens.
If you walk further West, you are teleported back to (D).
This pressure plate is 26 Steps West of where you turn the corner near (D).*
- F** *This generates another fireball from the cannon at (T).
Destroying the Mummies will remove the fireball danger to the champions.*
- G** *This button reveals the secret chamber to the North.*
- H** *This button reveals the secret chamber to the Southeast.*
- I** *This button reveals the secret chamber to the East.*
- J** *Caution: Standing here too long will get you fried by a fireball.
You can swing, kick, bash, hack, or chop your way through this door, but why bother?*
- K** *This button reveals the secret chamber to the North.
The button there turns off the spinner so the fireballs will hit the wall instead of traversing the room.*
- L** *This button reveals the secret chamber to the South.*
- M** *This secret chamber is revealed by pressing the button 4 spaces East.*
- N** *You need a Solid Key to open this door.*
- O** *The Skeleton Key opens up the secret passage by removing the walls at (P) and (Q),
which gives you access to the Central Stairway.*
- P** *This Secret passageway is revealed when a Skeleton Key is used at (O).*
- Q** *This Secret passageway is revealed when a Skeleton Key is used at (O).*
- R** *The green button opens the wall to the North.
This is the Secret Stairway which directly connects Level 7 with Level 13.*
- S** *Stairs to Level 9. This area can only be entered from there.*
- T** *The Fireball Cannon. It throws fireballs at a series of teleport fields.
Anything entering these fields is turned 90 degrees.
The fireballs thus passed through a series of 13 teleporters to explode when they hit the wall at (U).*

LEVEL 9

OVERVIEW:

Level 9 has several hidden chambers and secret walls to confuse you.

You will find a fireball corridor to warm you up and some menacing Pain Rats to nip at your heels.

Other than that, it's a pretty straightforward level without a lot of mind-boggling puzzles.

Do not ignore the Vexirk in the hidden chamber to the Northwest

as he carries one of the Skeleton Keys you'll need to open the entrance to the Central Stairway on this level.

FOOD:

You'll find 13 items of food on this level which include those you recover by dispatching some of the Vexirks.

There is also a bonus of drumsticks when you kill a Pain Rat.

(They leave one or two of these when they expire.)

However, Pain Rats are pretty ferocious, so you will definitely pay for your supper.

WATER:

There are two fountains on Level 9, one near the beginning of the level and one near the end.

The one near the end will be a convenient fountain to return to later in the game.

Remember it's relation to the Central Stairway near there.

Fill up all your waterskins and flasks now.

This is your last chance for water from here to Level 14 without returning.

MONSTERS:

You'll encounter Rusters, which you should be able to handle without too much difficulty, a few Vexirks who can take you down a notch or two with their magical abilities,

and more than enough Pain Rats, who are rather tough opponents.

Make sure you keep the door to the Pain Rat regenerating room closed in the Northeast corner.

TREASURE / FOOD

1	Scroll #27	9	Torch
2	Pendant Feral	10	Skeleton Key (Carried by Vexirk)
3	Blue Magic Box	11	Dragon Steak/Corn/Apple/Cheese
4	Apple/Torch	12	Flask/Scroll #29
5	Storm Ring/Torch/Drumstick	13	RA Key
6	CHEST: Green Gem/Scroll #28/VI Potion	14	2 VI Potions
7	Rope	15	Cheese/Corn (Carried by Vexirk)
8	Corbamite	16	Cheese/Corn/Bread/Screamer Slice (Carried by a pair of Vexirks)

LEVEL 9

PUZZLES/SOLUTIONS

- A** *This is a secret wall.*
- B** *This button reveals the secret chamber 2 spaces South and 5 spaces West.*
- C** *This space will spin you around 180 degrees.*
- D** *This button reveals the secret chamber to the North.*
- E** *Read both solutions before proceeding:
Pull the lever to drop the Chest into the pit. Pull the lever again to close the pit.
Go down the stairs at (F) and remove the Gem from the Chest.
Go up stairs (F) and (G). Drop the Gem through the pit at the end of the hall.
Return to (E) and the door will be open.
The button to the North will open and close this door.*
- or -*
- Leave the lever alone. Go up the stairs at (G).
Use the Rope (if you have it) to climb down to the chest behind the door.
The lever on this side of the door opens and closes it.*
- H** *These plates release fireballs from the East end of the corridor.
Have your Priest cast a Fire Shield spell on your party.
To avoid the fireballs, place an item on each plate, and quickly move out of the way.
When all six plates are covered, it is safe to walk in this room.*
- I** *This button reveals the secret chamber to the West.*
- J** *This is the Pain Rat generating room. This is a good food source if you need it.
Otherwise, keep this door closed.*
- K** *To open the door, place the Corbamite found at (8) in the alcove.*
- L** *Use the Skeleton Key to open this portion of the Central Stairway.*
- M** *This area can only be entered from the pits on Level 8.*
- N** *The Secret Stairway is not accessible from this level.*

LEVEL 10

OVERVIEW:

Dungeon Level 10 is an interesting level with many puzzles and plenty of decisions. Its also one of the tougher levels. Other than deciding whether to fight a Wizard's Eye or a Giant Scorpion when you choose to take either the left or right door near the beginning of the level, your path is pretty well set. If you choose the right door and the Wizard's Eye, you will find 2 food items. The left door and the Scorpion rewards you with 3 food items. You'll use a lot of Mana for combat on this level as Wizard's Eyes, Skeletons, Giggles and Giant Scorpions are constantly thwarting your progress, especially in the Southwest corner of the dungeon (unless you can resist pushing every button you find) and the extremely dangerous Scorpion generating area to the East. Also, the Skeleton Key for the Central Sairway is past the Scorpion infested regions of the level, so you'll have to backtrack to open the stairway. There's quite a bit of treasure available on Level 10 (most of it food and armor), but you'll definitely earn it.

FOOD:

If you've gotten low on food by now, this Level will allow you a sigh of relief. Depending on your route, you'll find either 8 or 9 food items.

WATER:

There are no fountains here. Hopefully you have filled up on Level 9. If not, you can use the Central Stairway (once you've found the Skeleton Key) and fill up there before proceeding.

MONSTERS:

If you make it through Level 10 with everyone in one piece (and without any restarting), you are either very, very lucky or very, very good.

The first third of this level isn't too bad, but Wizard's Eyes, Skeletons and Giggles seem to attack from all directions in the Southwest corner. And the worst is still to come.

The Scorpions in the area to the East will test your skills to the limit.

The best strategy is to learn how the four doors divide the area into three sections, and make sure the Scorpions are in the other two. If cornered, Poison Clouds can be real lifesavers. Save the Skeleton Key for Level 11.

The only real safe place to relax and catch your breath is to continue to Level 11, rest, and then return or use the teleportation field at (U).

TREASURE / FOOD

1	Key of B	13	Boots of Speed
2	Apple/Bread	14	Scroll #30
3	Cheese/Corn	15	Bread
4	Flask with Water/FUL Bomb/Cheese	16	Bread
5	Corn	17	Hardcleave
6	Torch	18	Scroll #31/Shield of Lyte
7	Speed Bow	19	Magnifier
8	Armet	20	Skeleton Key (Carried by a Wizard's Eye)
9	Moonstone/Drumstick	21	Key of B (Carried by a Wizard's Eye)
10	Foot Plate/Leg Plate	22	Key of B (Carried by a Skeleton)
11	Corn	23	Yew Staff
12	FUL Bomb/Torso Plate		

LEVEL 10

PUZZLES/SOLUTIONS

- A** All fields in the “The Deceiver, The Snake” area teleport you back to this square. The map for this level shows you the path through, a snake-like “S”.
- B** The key here opens either the door to the left or the right.
- C** The Wizard’s Eye will drop the Key of B when you defeat him.
- D** The pressure plate opens the door.
- E** The Skeletons in this area will drop the Key of B when defeated.
- F** The pressure plate opens the door.
- G** Use the Key of B to open this door.
- H** Take a ride here, get off where the treasure is located, and continue on your way. Watch out that you don’t step off into the field, as you will be teleported back to the beginning of the level. Turn right to face West, then step to the left onto the first plate. When you see the hallway at the South end of this area flash by, start pressing the forward key. You should step into the treasure. Grab it. Now step back without turning and start pressing the forward key just before you think you are at the South exit from the plates.
- I** This button releases the monsters around the corner into the room.
- J** This button reveals the secret chamber to the North.
- K** This chamber is a very good resting place. There are also a couple of Gigglers lurking around this area, so be a prepared.
- L** This button reveals the secret chamber to the South.
- M** When the button is pressed at (U), this teleporter will be on. This teleporter returns you to (U).
- N** This button reveals the secret chamber at (P).
- O** This is a secret wall.
- P** This button reveals the secret chamber at (N).
- Q** Use the Skeleton Key to open the entrance to the Central Stairway.
- R** This button reveals the secret chamber to the East.
- S** This button reveals the secret chamber at (T).
- T** This secret chamber is opened by the button at (S).
- U** This field (activated by the button on the wall) teleports you to (M).
- V** This is the chamber below the “Put the Gem back” puzzle.
- W** This area can only be entered from certain pits on Level 9.
- X** The Secret Stairway is not accessible from this level.

LEVEL 11

OVERVIEW:

Dungeon Level 11 presents you with some difficult puzzles as well as some difficult decisions. The four matching areas at the beginning of the level can really take some time without using this guide. The level is fairly monster-free except for the three corridors you have to decide among early in the level and a few irritating Giant Wasps near the beginning. You'll find some good armor and a couple great swords here in the Diamond Edge and Fury. Don't get too excited with these weapons that throw fireballs and use them all up. They have limited charges.

FOOD:

If you're running low on food, you won't find any relief here. If you've followed our hints and suggestions, you should still be fairly well stocked.

WATER: None.

MONSTERS:

The Giant Wasps you encounter here are irritating, but you should be able to handle them by now. The same goes for the Trolins. The Water Elementals are a different story; they're the most difficult opponent on this level. Remember they are spawned magically, and therefore are a "non-material" lifeform. Use extreme caution when fighting them and if possible, avoid them altogether. That won't be totally possible as they can ooze under doors you close to keep them away.

TREASURE / FOOD

1	Staff	18	Plate of Lyte/Greave of Lyte/Poleyn of Lyte
2	Iron Key	19	Clockwise,
3	Foot Plate		beginning with the alcove in the South Wall:
4	Morningstar		Alcove #1: VEN Potion
5	CHEST: Solid Key		Alcove #2: FUL Bomb
6	Diamond Edge		Alcove #3: FUL Bomb/Green Magic Box
7	Sword: "Fury"		Alcove #4: 2 Copper Coins
8	Skeleton Key		Alcove #5: Cross Key
9	Cross Key		Alcove #6: Chest with Food
10	Copper Coin		Alcove #7: Green Magic Box
11	Copper Coin	20	Ruby Key
12	Cheese	21	Scroll #31
13	Copper Coin	22	Boots of Speed
14	Copper Coin		
15	Copper Coin		
16	Drumstick		
17	Copper Coin		

LEVEL 11

PUZZLES/SOLUTIONS

A Starting Here:

Walk clockwise to the Teleporter. You will be teleported to the Iron Key at (2).

Walk counter-clockwise to get to (3), and then clockwise to the Teleporter.

Turn around and walk counter-clockwise to the Morningstar.

Turn around again and walk clockwise to the lock at (B).

B Use the Iron Key to open the door and get the chest (5).

Remove the Solid Key from the chest, then walk clockwise to the Teleporter.

Now walk counter-clockwise to retrieve the Sabre at (6) and arrive at the Gold lock at (C).

C Use the Solid Key found at (5).

Walk clockwise for 16 steps and turn around.

There should be a new exit behind where the Chest was.

D This secret passageway will open when you use the Solid Key at (C).

E Taking the Diamond Edge from the alcove will trigger poison gas cannons along this corridor.

Don't panic and run for it, because each step will launch more poison gas.

Be patient and accept your damage, and the gas will slowly dissipate.

Then throw the Diamond Edge down the hall.

From where you recover the sword, you can run the remaining distance in relative safety.

F Continue around the corner here, then turn and go back.

The secret chamber at (G) will open.

G Press the button here, and a secret chamber will open to the South.

H The Cross key you find here will open any of the 3 doors to the West. East or South.

Each corridor contains a different monster, but all will contain 2 copper coins.

Do not ignore these seemingly worthless coins.

Through the East door you will encounter Giant Wasps.

Through the West door you will encounter Trolins.

Although you can encounter Water Elementals in any of the passages, there are more through the South door.

The South door is the shortest path, but the Water Elementals are the toughest opponents.

Try to get around them without combat.

I-K These pressure plates are the only way to open the adjacent doors.

L The button here reveals the hidden chamber to the South.

M Hold the Magnifier up to the Eye and press the mouse button to open the secret wall behind you and 1 space South. Oddly enough, any object can be used.

N Use the Skeleton Key to open the entrance to the Central Stairway.

O Press this button to reveal the secret alcove.

P A greased slide to the alcove due North. When you pick up the Ruby Key, you are returned.

Q With the Gold Coins you picked up earlier, you will be able to open 2 of the alcoves here. (You did pick them up, didn't you?)

One of the alcoves also holds two more Copper Coins.

You may have one coin left over from earlier in the game.

You can also return to (H) and use the Cross Key from Alcove #5 in one of the Locks to get 2 more coins.

R The Secret Stairway is not accessible from this level.

LEVEL 12

OVERVIEW:

You and your trusty little group are getting close to victory, but don't start cheering quite yet. Dungeon Level 12 may be the toughest level of them all. There are plenty of dangerous monsters, traps and puzzles; and to make it worth all your trouble, some great treasure. It's hard to avoid the monsters on this level, so keep your strength and Mana as high as possible. Take the time to rest if needed. You need to be at your best. You'll have to do some backtracking here and there to complete the level, but once you're done, the final battle is close at hand.

FOOD:

If you're hungry by this time, then the dungeon restaurant is open for business. You'll find 12 food items here, enough to get all your champions back to full strength and ready to face evil lords and dragons!

WATER:

Sorry, must be a water shortage. Hope you're not thirsty after devouring all that food.

MONSTERS:

Be prepared to save your game often on Level 12. The Giant Spiders can be avoided for the most part, but the Materializers and Animated Armors can be the death of you. The tough thing about the Materializers is that they attack in groups. You should be able to handle one without too much trouble, but four will push you to the limit. Have your Vorpal Blades and healing potions handy. The Animated Armors are worse. There is no one inside the armor to damage, so fireballs and poison will be useless. Meanwhile, they will be swinging 2 large swords rapidly and effectively. You must be at your best. Try to get in areas where there is room to maneuver, use the boundaries mentioned in the hints, and make use of the tried and true "closing door" trick where possible.

TREASURE / FOOD

1	Bread/Corn	14	Emerald Key (Carried by Armor)
2	Drumstick	15	Snake Staff
3	Topaz Key	16	RA Key
4	Drumstick/Apple/Torch	17	Apple
5	Poleyn of Darc	18	Morningstar
6	Plate of Darc	19	2 Corn
7	Greave of Darc	20	Boots of Speed
8	Shield of Darc	21	FUL Bomb
9	YA Potion/Apple/Water/Scroll #32/VI Potion	22	Apple
10	FUL Bomb	23	Helm of Lyte
11	Helm of Darc	24	VEN Bomb
12	Skeleton Key	25	Master Key
13	Drumstick/Apple/Slayer Arrow		

LEVEL 12

PUZZLES/SOLUTIONS

- A** *This pressure plate opens the almost invisible row of pits which span this room.
Once you have stepped on the plate, step on it again to close the pits.
You can also lure the Armors from (C) and (H) into this area and open the pits as they step on them.
The fall will dispatch them very efficiently without engaging in combat.*
- B** *This button opens the door at (C).*
- C** *Open this door by pushing the button at (B).*
- D** *Remember this square.
It is an invisible boundary, which all monsters on this side of the dungeon will not cross.
Lure them to this position and combat will be much easier as you can step to the West after attacking
and they will not follow.*
- E** *This button reveals the secret chamber to the Southeast.*
- F** *When you reach this wall, just wait a moment and it will open.
Be prepared though, as there is an Animated Armor guarding the treasure within.
Either use Magic Boxes on him, or better yet, lure him back around to (D).*
- G** *The button that opens this door is across the dungeon at (K).*
- H** *Use the Topaz Key to open this door.
The Animated Armor here carries a key you will need later, so you cannot avoid him.
If you lure him to fall through the "invisible" pits, be sure to climb down after the key.
A force field in the level below will teleport you back to this level.*
- I** *This button reveals the secret chamber to the West.*
- J** *The Emerald Key you got from the Animated Armor at (H) is required to open this door.*
- K** *This button opens the door at (G).*
- L** *This is another monster boundary.
The monsters in this area will not advance past this point, so use it to your advantage.*
- M** *This button reveals a shortcut South in case you need to backtrack.*
- N** *This secret corridor and room is opened and closed by the button at (P).
Avoid this area unless you like to live dangerously.
Spiders are a formidable foe by themselves, but being surrounded by three or four or five is sheer suicide.
Remember that fear weapons work well against Giant Spiders.
Quick work using a Magic Box can give you access to the treasures here.*
- O** *This pressure plate opens the doors to the Spider Room and generates Giant Spiders,
when you step off.*
- P** *This button opens and closes the secret wall at (N).*
- Q** *This button controls both the doors to the West and to the South.*
- R** *If you time it right, you can get through these revolving pits without any problem.*
- S** *This hidden pressure plate opens the door 2 spaces East and 3 spaces North.*
- T** *Use a Skeleton Key to open the Central Stairway to this level.*
- U** *The Secret Stairway is not accessible from this level.*

LEVEL 13

OVERVIEW:

If you haven't completed Level 14, do so now.

You can't defeat Lord Chaos without obtaining the Power Gem from below.

Besides, there's a friendly little Dragon waiting for his lunch...

Once you have completed Level 14, you are ready for Lord Chaos.

There's no treasure to speak of and nothing else to entertain you.

Of course, Lord Chaos will be happy to do the entertaining.

The party is about to begin, and you are the special guest...

To defeat Lord Chaos, you must acquire the Power Gem on Level 14 and place it onto the Firestaff.

This will give the staff new powers: Invoke, Fluxcage and Fuse.

You either must surround him on all four sides with Fluxcages or on three sides if he is up against a wall.

Now step into the Fluxcage in front of him, and Fuse Lord Chaos. You win and the game ends.

If you return to the dungeon entrance holding the Firestaff (without the Power Gem), you meet Lord Librasulus and the game ends badly. Save your game prior to trying this!

FOOD:

Are you kidding?

WATER:

Get serious...

MONSTERS:

Other than a few Fire Elementals, Demons and Lord Chaos, no problem.

You don't really need to bother with the Fire Elementals or even the Demons, if you can avoid them.

Lord Chaos is another matter. After all, isn't this why you're here?

TREASURE / FOOD

1 Flamitt/Hellion

PUZZLES / SOLUTIONS

A Use the Skeleton Key to open the Central Stairway.

From here you can return up to Level 9 for water.

Once you have attached the Power Gem to the Firestaff, however, all stairways above Level 13 will be closed, so you must make use of these stairs now if you need to return to any levels above you.

A trick will be revealed in Level 14's solutions to keep these stairways open.

B This field teleports you to the room of revolving pits above.

C This is Lord Chaos' chamber. Welcome to the party...

D This teleporter returns you to the room of the hidden pits above.

E These walls close when you step on the pressure plate (H) on Level 14, while holding the completed Firestaff.

F This button opens the Secret Stairway into this level.

LEVEL 14

OVERVIEW: *Don't get excited.*

I know you're almost there, but first you have a little problem to overcome: the Red Dragon.

You don't really have to defeat him to finish this level,

but you can't go home without saying you have slain a dragon, can you?

If you are cautious, use the hit and run combat technique, and use a bunch of fireballs, you can have Dragon Steaks for dinner!

If you get fried, you can always use the Altar of VI in the Northern part of this level.

Only a couple of the treasures scattered across the floor are of any value,

but your real goal here is to transform the Firestaff into a form which will aid you in your upcoming battle with Lord Chaos.

Have fun...

FOOD: *Nice juicy Dragon Steaks.*

WATER: *Sorry, none here either.*

MONSTERS: *You only have to contend with the Red Dragon on Level 14. That isn't a problem is it?*

TREASURE / FOOD

1	Copper Coin	12	Ashes
2	Silver Coin	13	Boulder
3	Silver Coin	14	Ashes covering a Square Key
4	Copper Coin	15	Boulder
5	Boulder	16	Ashes
6	Copper Coin	17	Ashes
7	Boulder on a Silver Coin	18	Ashes
8	Ashes	19	3 Copper Coins/Calista/Gold Coin
9	Boulder	20	2 Green Gems/Blue Gem/Eye of Time
10	Copper Coin	21	Silver Coin
11	Ashes	22	Scroll #33

PUZZLES / SOLUTIONS

A *Use the Winged Key to open the Central Stairway.*

B *This lever reveals the way into the Red Dragon's Lair to the South.*

You can also enter the lair from the stairway to the West.

C *The Red Dragon's Lair. Enjoy your visit.*

D *You can open the door to the North with the Square Key found at (14).*

E *Use any Coin in the slot to open the door to the West.*

F *To get the Power Gem, use the ZO KATH RA spell.*

G *By attaching the Power Gem to the Firestaff, the Firestaff obtains new powers.*

These powers are needed to defeat Lord Chaos.

Turn around, throw the Firestaff past (H), then go pick it up.

H *This pressure plate closes the walls at (E) on Level 13*

if you step on it while holding the completed Firestaff.

It also closes the door at (E) on this level (with or without the completed Firestaff).