

# CHAOS

## STRIKE BACK

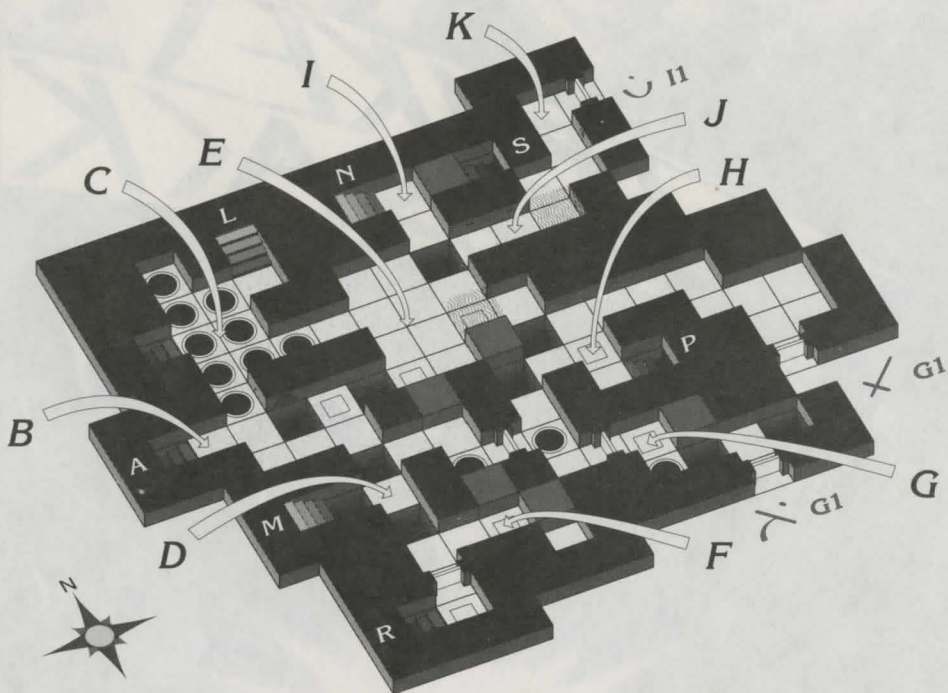


ADVENTURER'S  
HANDBOOK

# The Diabolical Demon Director



## 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".

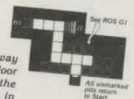


**C** The Champions' presence seems to summon the Black Flames to life. Proceed only one space at a time and make sure all adjacent Black Flames have been snuffed. Defeating them allows the party to gain a Sapphire key which will open chamber A.

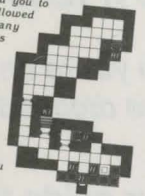
## KU CORBUM

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 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 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 to the next level.

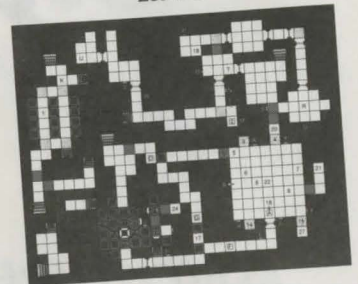


**J1** At the top of the stairs in the Northern part of this area is a Stone Golem, guarding the passage. He's not very fast, so panions. There's a door you avoid being followed and prevent any nasty surprises later.



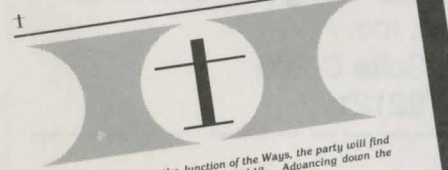
**J2** In a niche in the column in the middle of this open room is the preventing you from talking it is the pit in the floor before it. Try standing on the floor plate to the left of the pit, and observe what happens. Make sure none of your Champions is overloaded before you try to reach for the Corbum.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

## Solutions Level 6



- Treasures:
- 1 Flamebain
  - 2 Iron key
  - 3 rope, compass
  - 4 VEN potion
  - 5 leather boots
  - 6 GOR coin
  - 7 torch
  - 8 torch
  - 9 GOR coin
  - 10 axe, mace
  - 11 sword, random item
  - 12 Staff of IRRA, random item
  - 13 Staff of Claus, random item
  - 14 Storm
  - 15 green magick box
  - 16 clau bow, random item
  - 17 flask
  - 18 dagger, 2 torches, random item
  - 19 Chest containing: flask, green magick box, VEN potion, GOR coin
  - 20 2 FUL bombs, VEN potion

## NETA



Entering this path from the Junction of the Ways, the party will find the Horn of Fear resting in the Altar of V1. 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 In-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 illusory wall concealing a stairway in the Northeast.



## The Prisoners

	3000	2500	2000	1500	1000	500	0	500	1000	1500	2000	2500	3000	FACE
AIRWING	3000	180	70	62	7	7	6	7	64	54	40	49	30	30
AROC	270	200	150	54	7	7	7	8	54	59	64	34	44	25
TALON	240	202	85	38	7	7	6	7	30	36	36	30	37	30
LETA	230	230	140	36	6	7	8	7	32	30	76	54	30	30
DEMA	200	275	65	85	7	7	7	7	68	34	30	56	38	64
ALGOR	300	250	80	62	9	8	8	8	64	41	34	46	52	58
TOADROT	250	189	90	49	7	8	6	7	48	68	32	31	54	54
VEN	207	170	150	42	5	7	8	7	46	30	62	69	39	61
MANTA	250	223	173	46	8	7	8	8	44	54	68	54	61	30
GHATU	205	261	150	34	7	7	8	7	64	37	36	53	41	55
SLOGAR	250	265	70	68	8	8	7	8	72	64	37	36	53	31
STING	300	270	68	66	7	7	7	7	6	59	62	34	46	44
SKELAR	430	270	48	65	8	8	8	8	7	68	60	38	30	61
DETH	360	245	77	55	9	8	5	8	56	56	39	31	58	58
NEGRO	376	165	128	41	6	7	6	8	38	52	62	32	64	60
PLAQUE	410	150	160	38	8	8	8	8	50	33	86	34	64	64
TUNDA	350	308	104	62	7	7	7	7	64	59	43	64	47	51
LANA	320	249	121	56	7	7	7	7	57	89	47	64	44	48
BUZZZZZ	280	183	180	35	4	5	6	8	31	68	62	64	44	48
PETAL	247	250	176	37	7	7	7	7	64	59	62	65	38	38
TIZA	350	245	163	57	8	7	6	7	58	61	62	64	34	34
TULA	240	146	137	42	7	7	7	7	38	62	56	49	56	55
KAZAI	350	285	121	54	7	7	7	7	6	54	71	64	51	45
LOR	370	328	110	60	9	8	7	8	54	64	56	34	34	34



## ADVENTURER'S HANDBOOK

*Do you know which path you're on?  
Can you tell what level you've dropped into?*

Let our Handbook be your guide to the  
"Junction of the Ways" and beyond.  
Maps, puzzle solutions, magic spells,  
a monster table and more are included.

To Order: Complete this form and mail along with \$15.00 to:  
Software Heaven, Inc.  
6160 Lusk Blvd. Suite C-206  
San Diego, CA 92121

-----  
Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Card #: \_\_\_\_\_ Exp: \_\_\_\_\_

Check, Money Order, MC or Visa. Canadian residents use Money Orders in U.S. funds only

Signature: \_\_\_\_\_

Telephone: \_\_\_\_\_