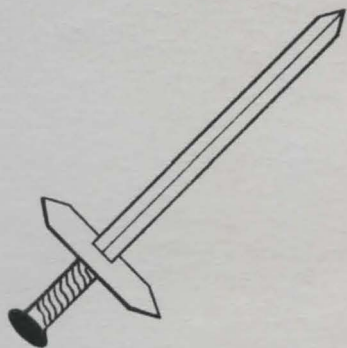
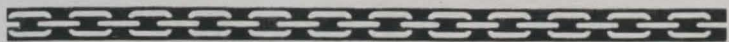


# DM GUIDE



Computer  
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## INTRODUCTION

Guido looked at the door once more. It seemed to be a simple door, and looked just like one of the many doors they had already gone through to get here. But this one just would not open!

Chamle the Silent spoke, his deep hissing voice sounding like he'd eaten gravel for breakfast. "Maybe you could try the open door spell again, Guerve. Maybe it'll open this time."

"Maybe you should try to smash it open with your ugly lizard head!" Snarled back Guerve. She had cast the spell at least twenty times now, and she was sure that if it wasn't open now, that one more spell wouldn't do it.

"Look," yelled Ralf. "This fighting gets us nowhere. What about the mysterious being who brought us all back to life? He's helped us out so far."

Guido responded. "Might as well try it."

Ralf turned to the empty room, his small dog-like body dwarfed by the size of the room, and called out. "Oh mysterious one, how can we get through this door?"

The Voice boomed down, echoing throughout the large room and long chambers. Dust fell from the roof, shaken loose by the tremendous sound. "I have no idea."

Does this scene seem familiar to you? Throughout your wanderings in the Dungeon, you sometimes just cannot figure out how to solve the puzzle. Eventually the puzzle gets more frustrating than fun, and that's where the DM GUIDE enters.

It's not just meant for you to read every clue and just follow along. That wouldn't be any fun. It's mainly to help you with those parts of the Dungeon that you just cannot figure out, and also to help you find those secret rooms that contain many useful items. Almost all of the secret rooms in the dungeon are marked on the maps, and there are always clues on how to get to them if you cannot figure out how for yourself. Good luck!

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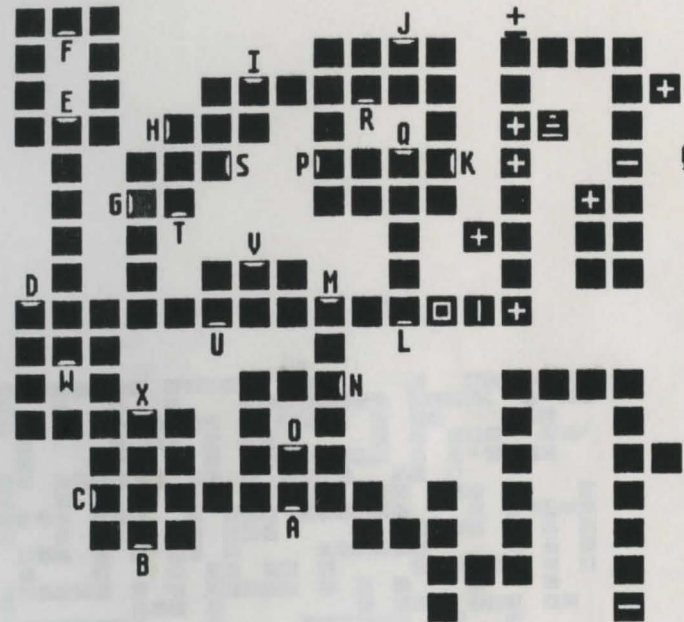
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RESEARCHED AND WRITTEN BY KENDALL GELNER  
COVER ART AND DESIGN BY CRAIG BANISTER  
PRODUCED BY RON CARTER

DEDICATED TO MARYA.

2nd Edition

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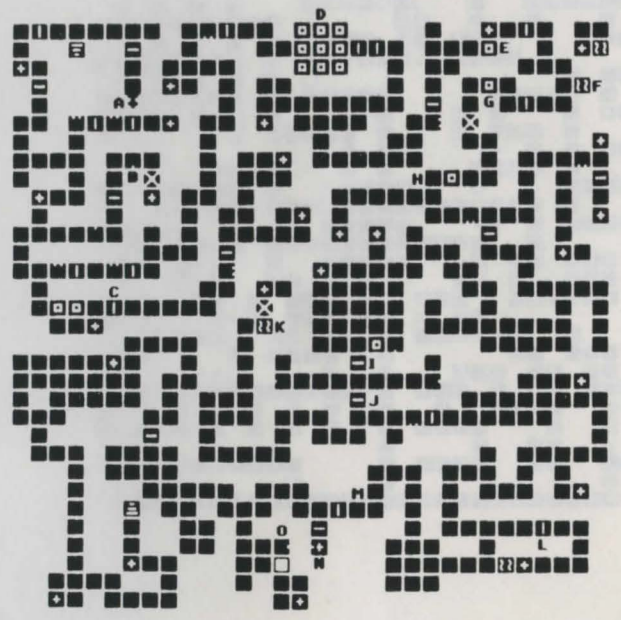


**Character Levels**

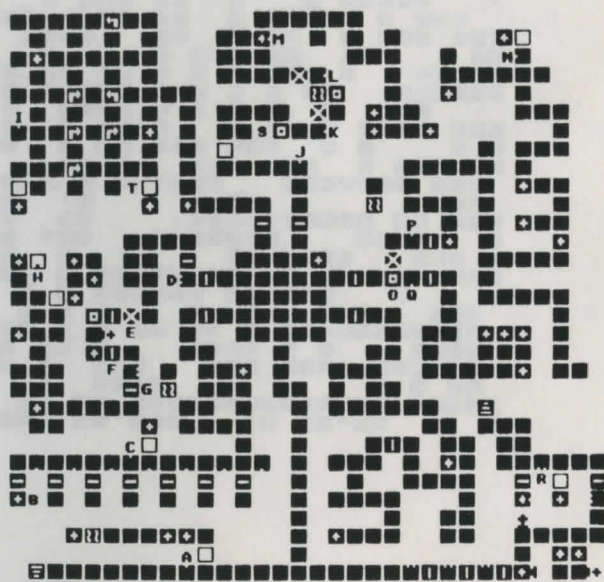
- Neophyte (Ne)
- Novice (N)
- Apprentice (A)
- Journeyman (J)
- Craftsman
- Artisan
- Adept
- Expert
- LO Master
- UM Master
- OM Master
- EE Master
- PAL Master
- MON Master
- Arch Master

POSITION	NAME	HEALTH	STAMINA	MANA	LOAD	FIGHTER	MINIJA	PRIEST	WIZARD	STRENGTH	DEXTERITY	WISDOM	AGILITY	AMT MAGIC	AMT FIRE	*SPECIAL
A)	Jaido	48	65	11	43	A	N	N	A	43	55	48	35	43	58	Samurai Sword
B)	Chani	47	67	17	46	A	N	N	A	37	47	57	37	47	37	Moonstone
C)	Hawk	78	85	18	43	A	N	N	A	45	35	38	33	33	35	2 Arrows
D)	Nabi	55	65	13	37	A	N	N	A	41	36	45	49	53	53	Staff
E)	Hissssa	80	61	3	57	A	N	N	A	58	38	35	33	43	35	Is a lizard
F)	Gothnog	60	55	18	42	A	N	N	J	48	43	48	34	58	39	Cloak of Night
G)	Sonja	65	78	2	54	A	J	N	J	54	45	39	49	48	48	Sword
H)	Mophus	35	55	19	44	A	N	N	J	42	33	48	48	48	45	3 pieces of Food
I)	Stann	75	88	8	52	A	N	N	J	52	43	35	58	35	55	Axe
J)	Azizi	61	77	7	48	A	N	N	J	47	48	42	43	38	35	2 Daggers
K)	Darou	188	65	7	58	A	N	N	Ne	58	38	39	45	38	45	Is a swamp being
L)	Halk	98	75	8	54	A	N	N	J	55	43	38	46	38	48	Club, Berserker Helm
M)	Syra	53	72	15	41	A	N	N	A	38	35	43	45	42	48	Apple
N)	Elija	68	58	22	44	A	N	N	A	42	48	42	36	53	48	Blue Magical Box
P)	Zed	68	68	18	42	A	N	N	A	48	48	48	58	48	48	Hail Aketon, Torch
Q)	Tiggw	23	45	36	41	A	N	N	A	38	45	58	35	59	48	Teowand
R)	Mu Ise	45	47	28	41	A	N	N	A	38	35	39	45	47	48	3 Throwing Stars
S)	Leir	48	58	30	37	A	N	N	A	48	48	45	48	33	48	Leather Armor
T)	Muuf	48	58	30	37	A	N	N	A	33	33	45	48	33	48	Empty Flask
U)	Leyla	48	68	3	42	A	N	N	J	48	53	33	47	45	35	Rope
V)	Linflas	65	58	12	49	A	N	N	A	45	45	47	35	58	35	Elven Armor, Bow
W)	Gando	39	63	26	42	A	N	N	A	39	43	47	33	48	33	2 Poison Darts
X)	Alex	58	57	13	46	A	N	N	A	44	53	45	48	35	48	Leather Armor, Sling
Y)	Beris	35	65	28	38	A	N	N	A	35	45	55	48	43	48	Rabbits Foot

\* Most of the characters have some clothing, and some have other small items not listed.

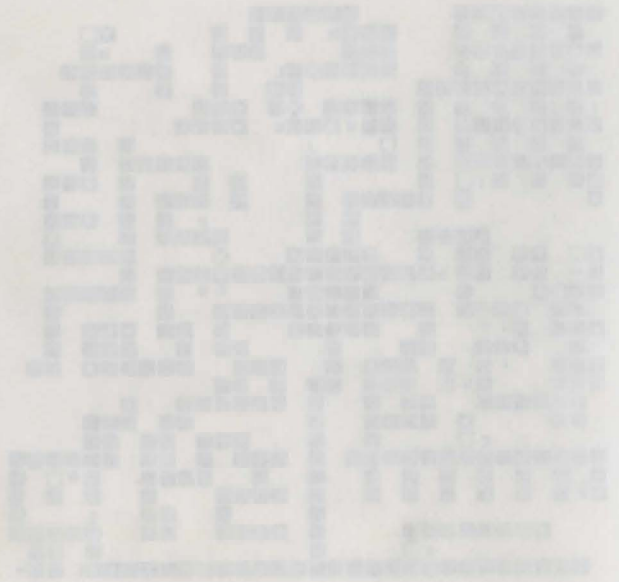


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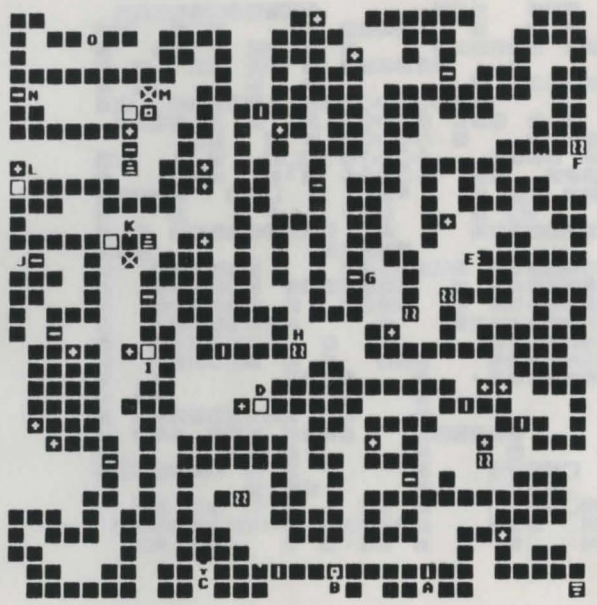


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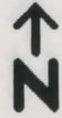
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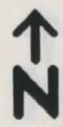
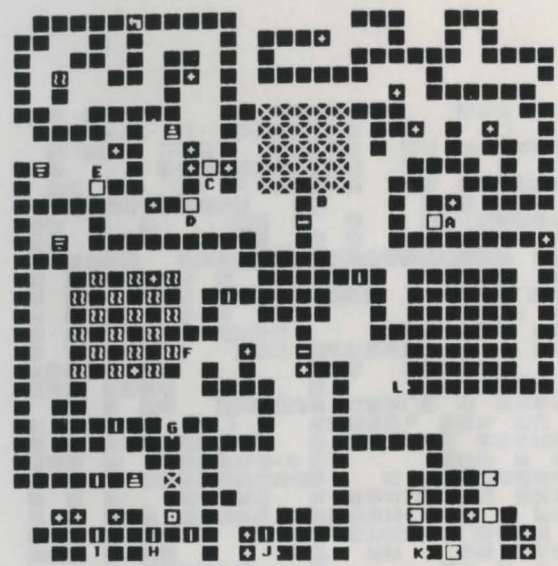


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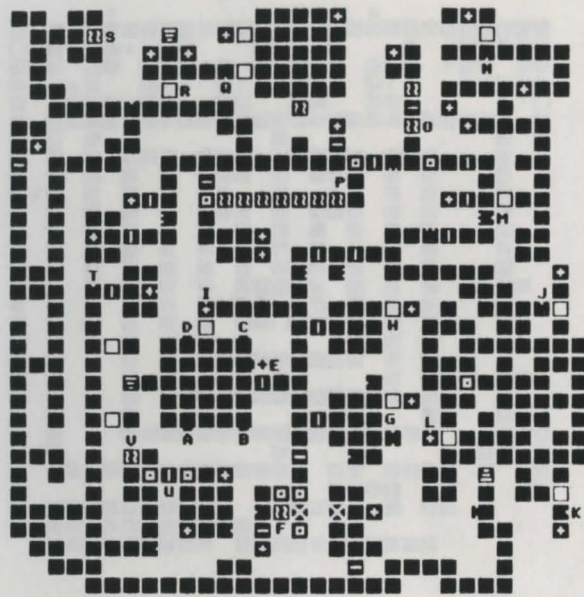
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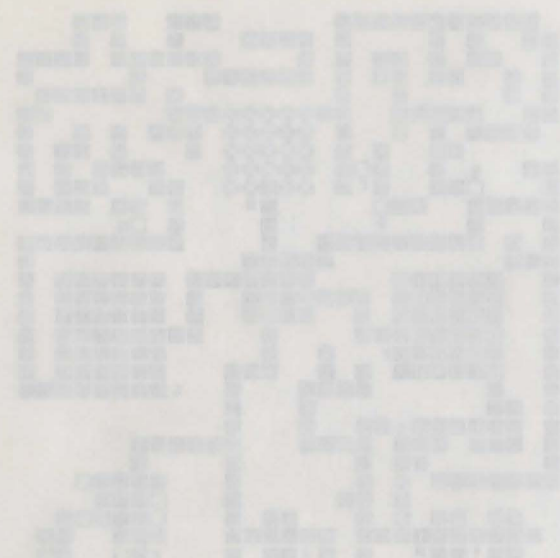
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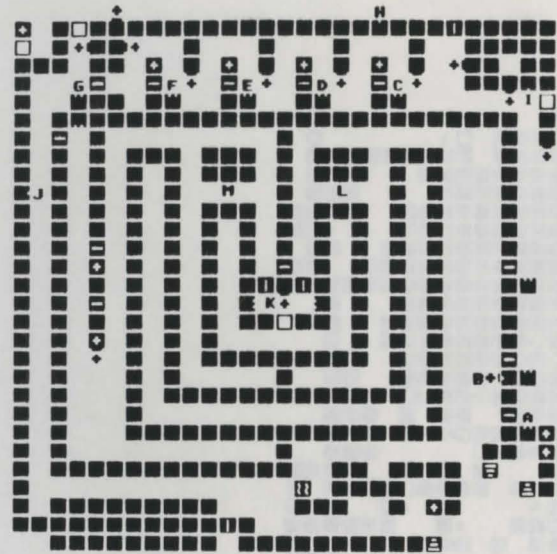


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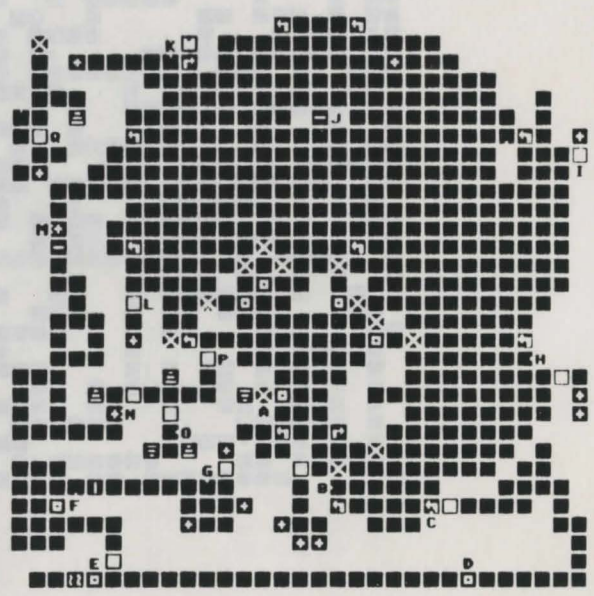




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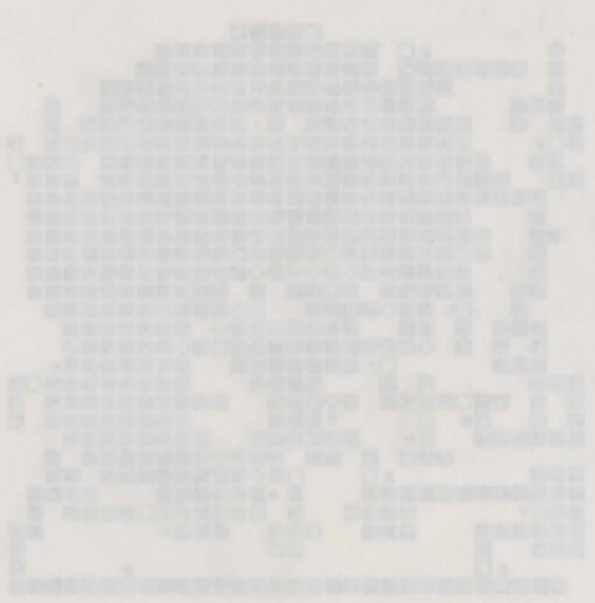
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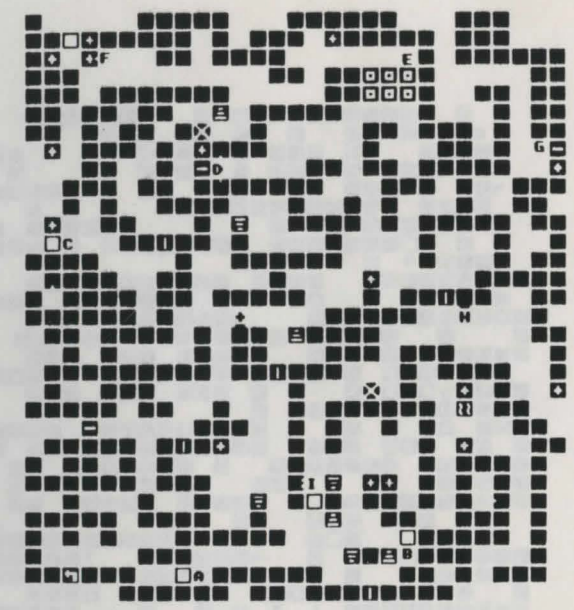
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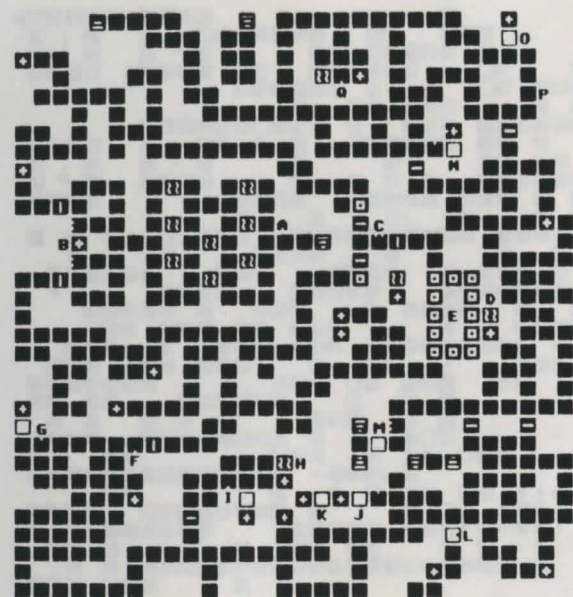
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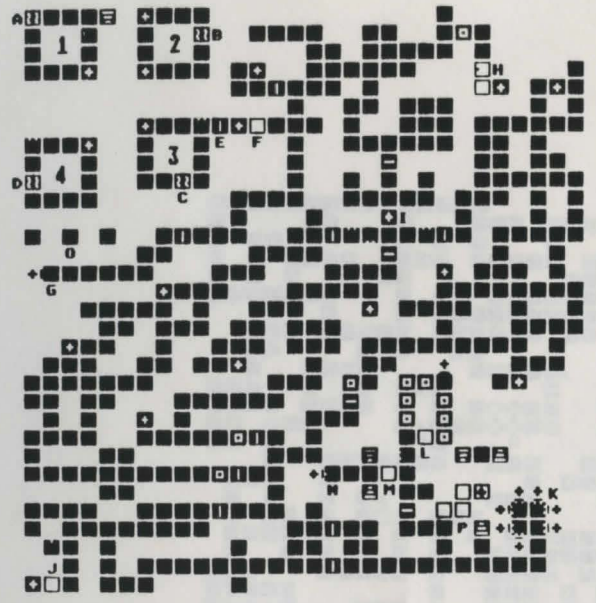
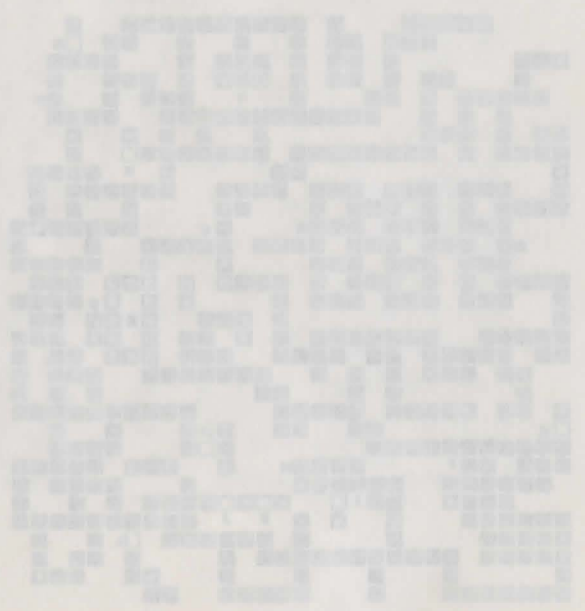


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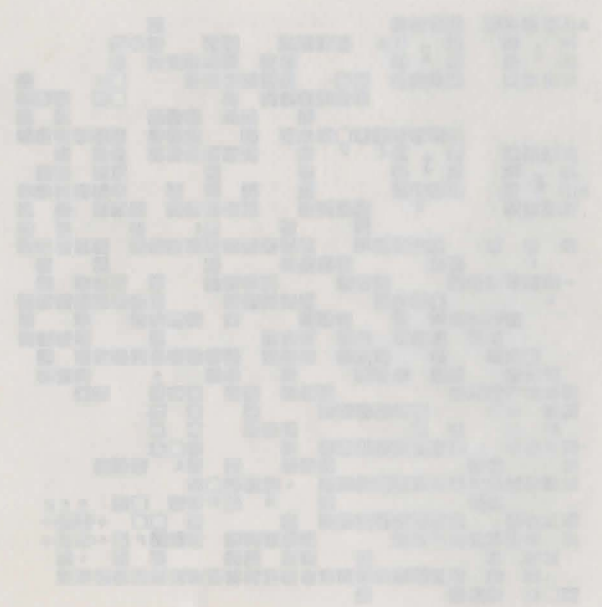


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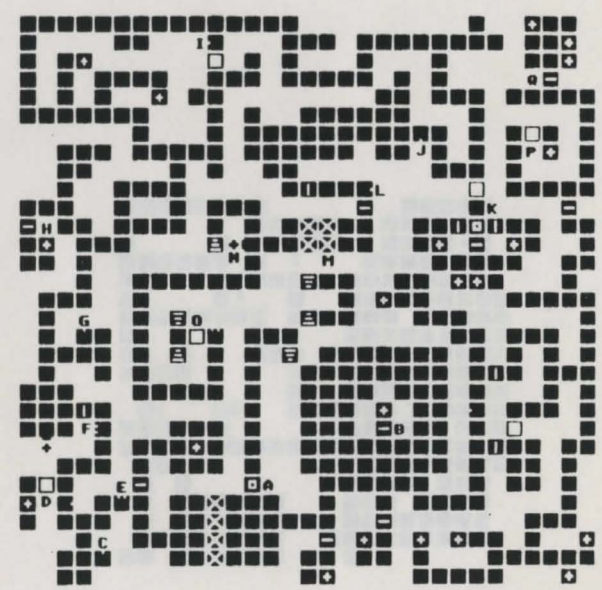
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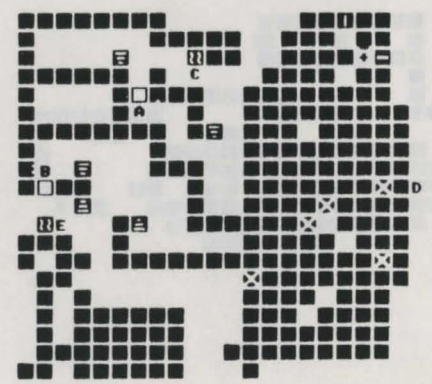


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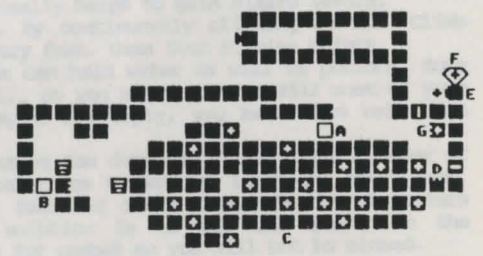
LEVEL 13





LEVEL 13

# LEVEL 14



...the level is a maze of black and white squares, with the black squares forming walls and the white squares forming paths. The level is a 20x20 grid. The walls are represented by black squares, and the paths are represented by white squares. The level is a maze, and the goal is to find a path from the starting point to the goal. The starting point is marked with a letter 'A' in a white square. The goal is marked with a letter 'F' in a white square. The level is a maze, and the goal is to find a path from the starting point to the goal. The starting point is marked with a letter 'A' in a white square. The goal is marked with a letter 'F' in a white square.

## LEVEL 14

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## STARTING OUT

- \* PICKING A CHARACTER - Out of all the 24 choices you have, which are the best characters to pick? That is up to you, of course, but here are a few suggestions, and the reasons why you might want to take them:
- \* WUUF THE BIKI - You may want to take him not just because he has a fairly high number of Mana points, but also because he is the only character to start with a Flask. This means that you can start practicing Priest spells right away, and make healing potions when you need them.
- \* TIGGY TAMAL - She has the largest number of Mana points from all of the characters. She also carries a Teowand, which will eventually be useful to her. If you do take her, keep her mostly in the back for safety, and if you fall in any pits make sure she has all of her health points or she is likely to die.
- \* LEYLA SHADOWSEEK - While lacking in Mana and average in Health points, she carries the Rope, one of the most useful Items. There are Items in some pits, and there is even one point where you must go down a pit to continue.
- \* FRESH OR USED? - While Reincarnating may have given Theron qualms in the story, it should not bother you! The reasons you have for Reincarnation are many: Not only do you get to rename the character to suit your own taste, you also get the chance to get a lot more Mana and Health points. When you Reincarnate a character, you only get your attributes raised by a small amount, but when you start gaining levels, you get more health for every level you gain. Starting from no levels at all gives you many more Health and Mana points later in the game than you would get if you just took the characters at their current level.
- \* PRACTICE - If you have a lot of food, and a fountain is nearby, you might want to stop and practice spells. This is a good way to gain Wizard and Priest levels, and you can also throw things to slowly gain Ninja levels. As soon as you use up all of your Mana, you can sleep to regain Mana points quickly. Just make sure you save some provisions, as some levels have very little food.

## GENERAL HINTS

- \* BURNT OUT ON TORCHES - Torches are nice, but it is much better to use the Magic Torch spell. You might want to take along one or two torches just in case you want to conserve your Mana for other spells, but you will find that using Magic Torch spells for the most part really helps to gain Wizard levels.
- \* ROPE - Use this to climb down pits. By continuously clicking on the "Climb Down" option, you gain NINJA levels very fast. Uses four Stamina points.
- \* FLASKS, NOT JUST FOR POTIONS - Flasks can hold water as well as potions. Some of the levels have no fountains at all, so you might want to fill most of your flasks with water when you can. Keep a few empty, you never can tell when you'll need a potion.
- \* CHESTS, HEAVY YET ROOMY - While exploring the dungeon, you'll find a number of chests. It's a good idea for your characters to have at least one chest each, as they will be able to carry more food and other Items. If the characters start to get overloaded, a good solution is to put the chests in the character's ready hand, and drop them for combat so you will not be slowed.
- \* MONSTERS HOLDING ITEMS - On some of the levels, monsters will be holding important Items such as keys. How do you tell if the monster you killed was holding something? When you kill the monster and it vanishes in a cloud of smoke, if the monster was carrying anything you will hear the 'Thud' of whatever it was carrying falling to the ground. If you killed the monster by throwing something at it, you will hear two thuds.
- \* THAT'S GRATE! - If a door has a metal grate that you can see through, you can also throw some weapons and spells through it. Only small weapons will go through the grate, and it may take a few throws to get through. The only spell that will go through the grate is the Poison Dart spell.
- \* LEAVE NO STONE UNTURNED - Whenever you see any Item on the ground or in an alcove, at least pick it up as there could be something useful underneath.
- \* LIFE AFTER DEATH - If one of your party members dies, and it doesn't look good for the rest of you, try throwing everything the former character carried at the attacker. Anything you throw does some damage, and often the monster will retreat for the same reason they get out from under closing doors: they don't like the constant damage.

## FIGHTING HINTS

- \* **RUN AND CLICK** - I have found that the fastest way to use the controls is to move with the keyboard, and to use the mouse for everything else. It's up to you, as it's easy to play with just the mouse, but if you use the keyboard as well you can run away while you're attacking and cast spells "on the run".
- \* **A FIGHTERS BEST FRIEND** - If you are having trouble killing any monsters, an easy way to do lots of damage is to have the monsters follow you into a closing door. Push the button to close the door, and the door will attempt to close, bashing the monster until it retreats or is destroyed. If the monster retreats, just open the door again and let the monster come back. You have to stand in front of the door the whole time so the monster doesn't come through.
- \* **DANCE ATTACK** - Another good way to kill monsters is to hit them, then step back before the monsters hit you. If you are in an open room, you can even circle behind the monsters and hit them before they turn back. This will not work against monsters that move twice as fast as you, or monsters that don't really face any direction.
- \* **SHOUT THEM OUT** - If you are low on health points, and the monster in front of you refuses to die, some monsters can be temporarily scared away by having an empty action hand and selecting 'war cry' from the attack menu. It may not work right away, but it will eventually. Sometimes adds to Priest experience.
- \* **A SAFE PLACE TO REST** - If you need to rest, a good place is in the bottom of a pit. Almost all pits have a Teleportation Field to get you back up, and if the monster you were fighting is around where you teleport back up, you can throw spells and weapons into the field to wipe out your attacker. This works well on level 4, when you release twelve Purple Worms.
- \* **DOUBLE ATTACK** - You can get two attacks at once by using the weapon in the characters hand right before you cast a spell. If you cast the spell first, you will not be able to use a weapon until recovered from casting the spell.
- \* **QUICK SWITCH** - For an item that has a long recovery time after use (like many of the more powerful weapons), just switch it rapidly from character to character (in their action hands) and you can use it again instantly while the others are recovering.

## MAGIC HINTS

- \* **STAMINA POTION** - Raises your Stamina beyond its normal level for a while. The more power you put in the spell, the more points you get.
- \* **SHIELD VS. SPELLS** - Protects you ( somewhat ) from magical spells. The more power you put in the spell, the longer the shield lasts. A dotted light blue line surrounds each of your character's boxes when this shield is on.
- \* **SHIELD VS. WEAPON** - Protects you from physical attacks. The more power you put in the spell, the longer the shield lasts. A dotted blue line surrounds your character's boxes when the shield is on.
- \* **MAGIC FOOTPRINTS** - Leaves a trail of blue footprints on the ground where you walk. The footprints stay until you walk back over them.
- \* **WISDOM POTION** - Raises your Wisdom beyond normal level for a while. The more power you put in the spell, the more points you get.
- \* **SEE THROUGH WALL** - Lets you see through walls, doors, anything!
- \* **VITALITY POTION** - Raises your Vitality beyond its normal level for a while. The more power you put in the spell, the more points you get.
- \* **HEALTH POTION** - Gives you back lost health points, and also heals injured body parts. The more power you use, the more points you get.
- \* **CURE POISON POTION** - If a character is poisoned, this potion will cure him. The 10 level potion will cure any poison.
- \* **POISON CLOUD** - This throws a bolt that, upon hitting a wall or a monster, explodes into a poison cloud. Unless the monsters are trapped, they will usually step out of the cloud as soon as they can. The damage the cloud does and how long the cloud stays depend on the power you put into the spell.
- \* **INVISIBILITY** - Lets you become invisible for a very short time. The monsters will just wander around until you become visible again. The more power you use, the longer the spell lasts.

- \* LIGHTNING BOLT - Throws a bolt of lightning that explodes when it hits a monster or a wall. If there is more than one monster in a space when it hits, all of the monsters will be damaged, but the monster that was hit will have twice the damage done to him as the other monsters. The more power you use, the more damage the bolts will do.
- \* LIGHT - a more powerful version of the Magic Torch.
- \* DEXTERITY POTION - Raises your dexterity points for a while. The more power you use, the more points you get.
- \* MAGIC TORCH - Raises the light level, how much light you get and how long it lasts depend on how much power you use. This spell is additive; you can cast several at once to maintain high illumination. You don't have to wait for the light to dim before casting this spell.
- \* FIREBALL - Throws a ball of fire that explodes when it hits a wall or monster. If there is more than one monster in the space where the Fireball explodes, all of the monsters will be damaged.
- \* STRENGTH POTION - Raises your Strength points for a while. The more power you use, the more points you get.
- \* SHIELD VS. FIRE - Raises a shield that protects you from fire (e.g. Fireballs) The more power you use, the longer the shield lasts. An active Fire Shield is indicated by a green dotted line around your character's boxes.
- \* POISON DART - Throws a bolt of poison that poisons a monster when it hits.
- \* HARM NON-MATERIAL BEINGS - Throws a bolt that damages only non-material beings. The more power you use, the more damage this bolt does.
- \* DARKNESS - Lowers the light level the same way the Light spell increases it.
- \* OPEN DOOR - throws a bolt that will only open button doors. The 10 powered spell always opens any door that the spell can open. This spell can also be used to close doors.
- \* VEN POTION - Uses a flask to create a VEN potion. This destroys the flask.
- \* ZOKATHRA - Creates a weightless substance called ZOKATHRA.
- \* MANA POTION - Creates a potion to regain lost Mana points. The more power you use, the more points you get back. Even the most powerful Mana potion does not give you very many points back.
- \* SHIELDS - Fireshields and other shields are additive if more than one are cast at once. When the first one wears off, the next one starts.
- \* JUST HOW POWERFUL IS THAT - You can find how powerful any potion is by picking up the potion, and having a character with either a priest or wizard level look at it ( hold the Item on the eye and click ). You will see how much the Item weighs, and right next to the picture of the Item you see the power symbol that shows how powerful that potion is.
- \* MANA, MANA, EVERYWHERE - If a character has too few Mana points to cast a spell, you can have him cast the first few symbols, then sleep to get all of his Mana back to complete the spell. Sometimes you may want to write out the syllables for a spell to prepare to use it. This lets you sleep or wait to regain all of your Mana points and you will have a spell ready besides. This can get in your way if you suddenly have to cast another spell: You may want to just cast a power symbol that will work well for most spells you can use. This won't save as much Mana, but it is a lot more flexible.
- \* WHICH ONE? - Although the Lightning Bolt spell costs more Mana to cast, the Fireball spell actually does a lot more damage. You do get a lot more Wizard experience for casting Lightning Bolts.
- \* WALL OF DOOM - Any wall can be a wall of doom if you are standing next to it and cast either a Fireball or Lightning Bolt spell into it. The spell will explode against the wall, injuring all of your characters! If you were casting the spell with a high level of power, this is a good way to kill all of your characters at once and RESTART the game where you last saved it.

#### ITEM LIST

- \* EKKHARD CROSS - Protection from water elementals.
- \* THE HELLION - Transfers +10 Anti-Fire points.
- \* MOONSTONE - +3 Mana points.
- \* GEM OF AGES - Use up food and water twice the normal rate.
- \* ILLUMULET - +1 Light Level.
- \* JEWEL SYMAL - +15 Anti-Magic.

- \* PENDANT FERAL - Raises the character's Wizard level by one.
- \* CALISTA - Transfers +10 Wisdom points.
- \* CROWN OF NERRA - Transfers +10 Wisdom points.
- \* YEW STAFF - Wizard staff. Light, Dispel ( Harm Non-Material Beings ). +4 Mana. This staff has limited use.
- \* STAFF OF MANAR - Wizard staff. Fireshield ( Shield Vs. Fire Spell ) Dispel ( Harm Non-Material Beings spell ). +10 Mana. This staff has limited use.
- \* FIRESTAFF - Priest staff. Brandish ( Scare ), Fireshield ( Shield Vs. Fire ).
- \* FIRESTAFF (with Powergem) - Invoke ( Random spell ), Fuse ( Harm non-material beings ), Flucceage ( Puts a Flucceage wall in front of you ).
- \* SCEPTRE OF LYF - Priest sceptre. Heal ( Uses Mana ), Light. +5 Mana.
- \* STAFF - +2 Mana
- \* STAFF OF CLAIMS - Priest staff. Brandish ( scares some monsters (see monster list) )
- \* SNAKE STAFF - Priest staff. Heal ( Uses Mana ), Brandish ( Scares Spiders ), +8 Mana.
- \* FLAMEBAIN - +12 Anti-Fire
- \* BOOTS OF SPEED - These allow you to be overloaded without slowing down.

#### MAGICAL WEAPONS

- \* MAGICAL BOX - Freezes monsters. Green boxes last twice as long as Blue.
- \* TROWAND - Wizard. Calm ( Stop attack ), Spellshield ( Shield Vs. Spells ), and Fireshield ( Shield Vs. Fire ), +6 Mana.
- \* VORPAL BLADE - Wizard. Disrupts ( Harm Non-Material Beings ). When Disrupt is used, the character gains Wizard experience. +4 Mana.
- \* FLAMITT - Fireball. Limited use.
- \* EYE OF TIME - Works like the Green Box. Limited Use.
- \* FURY - Wizard. Fireball (throws powerful Fireball). Limited use.
- \* BOLT BLADE - Wizard. Throws Lightning Bolts. Limited use.
- \* STORMRING - Wizard. Throws Lightning Bolts. Limited use, glows when ring is still active.
- \* WAND - Priest. Calm, Spellshield ( Shield Vs. Spells ), Heal ( Uses Mana ). +1 Mana.
- \* DRAGON SPIT - +7 Mana.
- \* THE INQUISITOR - The most powerful sword. 'Berzerk' option appears after use. This takes a while to recover from, but it can do a lot of damage. +2 Mana.
- \* HARCLEAVE - A very powerful weapon. Berzerk option appears after use. This takes a while to recover from, but it can do a lot of damage.
- \* MACE OF ORDER - +5 strength.
- \* SLAYER - Does more damage than a normal arrow.
- \* DELTA - +1 Mana.
- \* HORN OF FEAR - Scares Monsters.

#### \* NORMAL WEAPONS

Poison Dart	Bow	Speedbow	Falchion	Throwing Star
Crossbow	Morningstar	Club	Sabre	Rapier
Sword	Mace	Axe	Arrow	Sling
Dagger	Rock	Diamond Edge	Stone Club	

#### \* ARMOR

Leather Jerkin	Leather Pants	Leather Boots	Mithral Mail	Mithral Aketon
Mail Aketon	Leg Mail	Hosen	Elven Doublet	Elven Huke
Elven	Boots	Armet	Helmet	Casque 'n Coif
Wooden Shield	Large Shield	Small Shield	Torso Plate	Foot Plate
Leg Plate	Sandals	Fine Robe	Buckler	
Greave of Darc	Poleyn of Darc	Plate of Darc	Helm of Darc	Shield of Darc
	Heavier than normal.			
Greave of Lyte	Poleyn of Lyte	Plate of Lyte	Helm of Lyte	Shield of Lyte
	Lighter than normal.			

#### \* FOOD

Drumstick	Corn	Bread	Dragon Steak	Cheese	Apple
Worm Round	Screamer Slice				

\* MISCELLANEOUS

Empty Flask	Waterskin	Compass	Rabbit's Foot	Torch	Scrolls
Chest	Magnifier	Boulder	Ashes	Keys	Coins
Blue Gem	Orange Gem	Green Gem	Corbomite	Choker	Keys
Mirror of Dawn					

\* POTIONS

EE Mana	KU Strength	NETA Vitality	VI Health	VEN Poison Gas
DAIN Wisdom	FUL Fireball	UNVEN Unpoison	MON Stamina	YA Shield Vs. Weapons

MONSTERS

- \* MUMMY - These can come in groups from one to four, but usually there are four. Mummies are pretty tough, and will usually give you a good fight. Occasionally the Mummies will run away after you have killed one or more.
- \* SCREAMER - A good food source, these monsters aren't too bad. On the lower levels they have a lot of Health points, but they don't do much damage per hit. Screamers can come in groups of one, two, or four.
- \* ROCK MEDUSA - Really tough! They actually don't have many Health points, but they are armored so well that they are very hard to hit. They sometimes poison you when they hit, but their poison is weak and will wear off. The best time to hit them is when they are attacking, and the best way to kill them is to get them under a door and then close it on them. You can also get rid of them by having an empty action hand and selecting 'war cry' from the attack menu. It may take a couple of tries, but eventually the Rock Medusa will be scared off. This will not last for long, so do what you need to before they come back! They are also very slow, having one attack for every two of yours. They also come in groups of one, two, or four.
- \* BLUE MEANIES - These come in groups of one to four. They always carry clubs that stay behind when they die. They do a lot of damage per hit with those clubs, and sometimes a part of your body can be damaged by their hits. On all levels, one IO power poison bolt will kill them!
- \* GIANT WASP - These don't have many hit points, but they are very hard to hit. Like real wasps, these are very fast and get two attacks ( or two moves ) for every one of yours. They almost always poison you when they hit, and the poison will kill you before it wears off. The fastest way to kill them is to use a Fireball spell, and an ON power Fireball will kill Giant Wasps on any level.
- \* PURPLE WORM - These provide food when you kill them, but not very good food. They will poison you when they hit, and the poison takes a long time to wear off. They always come in pairs, and sometimes one will run away when you kill the other. The best way to kill these is to hit them, step to the side, and circle them until you can hit again.
- \* GHOST - These are non-material beings. They come in groups of one or two, and if you kill one the other will sometimes run away.
- \* TENTACLED SCREAMER - These are the big brothers of the screamers, and a lot nastier. They do not give you food when you kill them, and they attack with poison bolts (which they throw). Fortunately, they do not have many Health points and can be dispatched without too much trouble. Be careful, though, the poison bolts can poison you. They can come in any number up to four.
- \* FLYING SNAKE - These move fast, and do a lot of damage per hit as well as poisoning you when they hit. You can destroy these with four UM powered poison bolts, and can also kill them pretty easily with a couple of Fireballs. They are always alone.
- \* SKELETON - These carry both Wooden Shields and Falchions. They are not too tough at first, but on the lower levels they get a lot tougher. The Wooden Shields are not very useful (look at what good they were for the Skeletons!) and as weapons go, Falchions are one of the worst swords you can have.
- \* FLOATING EYE - Not too tough, but they can throw any spell! They usually throw Fireballs or Lightning Bolts at the low power levels, but if you trap them behind a door they will cast an open door spell to open the door again. The easiest way to kill them is to stand about two spaces back, wait for them to throw a spell, then dodge the spell and run up to attack. They come in groups of one to four.

- \* **STONE GOLEM** - Very tough! They can do close to 300 Health points damage every hit, and can also injure body parts as well. They carry Stone Clubs that are left behind when they die, but the extreme weight of the Stone Clubs makes them hard to carry as a weapon. There are two ( sort-of ) easy ways to kill them: one is to lure them under a door, use a magic box on them, and then close the door and hack away. This is useful for the Stone Golems guarding the Item in the alcove behind the two doors. The other way is for the Stone Golems guarding the Firestaff. They are trapped in the space where they are until you get the Firestaff. You can get in front of them, hit them, and run back before they hit you. It may take a while, but eventually they will be destroyed. You always meet just one at a time ( that's all they need! ).
- \* **WHINING THIEF** - These do not damage you at all. They will come up to you, and you will hear a high-pitched babbling sound. If anything was in the left hand of the character the Whining Thief was going after, that Item will be taken. You may get the Item back by killing the Thief, or sometimes they will drop the Item they stole someplace in the room or in another part of the hallway. They do not have many Health points, but are hard to catch once they run away. There is always one at a time.
- \* **GENERIC MONSTER** - Just as the name says. Average armor levels, and it does only about 30 hit points damage per hit. Only comes one at a time.
- \* **MIDGET MONK** - Can cast spells like Floating Eyes, but in about the middle of the power level. Not too many Health points, they always leave food when you kill them. Come in pairs or alone.
- \* **GIANT RAT** - These give you one or two Drumsticks when you kill them, making them an excellent food source. They have a lot of Health points, but are not too hard to hit. They do a lot of damage per hit, and can move fast. There is no easy way to kill them.
- \* **GIANT SCORPION** - They have a lot of Health points, they are hard to hit, they do a lot of damage per hit, and they poison you when they hit. They move twice as fast as you ( when they want to ). There is no easy way to kill them, in fact they are also highly resistant to all spells, with the exception of the poison dart spell, which works better than any other spell. I suggest you run around them and leave them alone. Sometimes they will ignore you for a little while. There can be only one per space, but they won't always be alone.
- \* **WATER ELEMENTALS** - These are non-material beings. They have a lot of Health points, and can do a lot of damage, but they are very slow. When they attack, they can hit any character, not just the ones in the front.
- \* **SPELL VINE** - These are non-material beings. They look like a bunch of vines hanging down from a glass globe. They also can throw any spell, near the top of the power level. Just before a Spell Vine casts a spell, it will turn completely solid and this is the best time to hit it. If a Spell Vine feels that it is in danger, it will disappear and move, but it will still be nearby somewhere.
- \* **ANTIKNIGHT** - These are completely unaffected by spells. They move at the normal speed, but they get two attacks for every one of yours due to their having a Sword in each hand. When they die, they leave behind a complete suit of plate mail and their two swords. The best way to kill them is to run around them and hit them in the back, or smash them with a door while you're fighting them.
- \* **GIANT SPIDERS** - These have a lot of Health points, but they are not too hard to kill. If you want to scare them off for a little while, you can 'Brandish' either the Firestaff, Staff of Claws, or the Snake Staff.
- \* **FIRE ELEMENTAL** - Like the Water Elementals, but they stay in one place. You really don't need to kill them unless they are blocking your path. After you kill one, another will appear after a while.
- \* **FIRE DEMON** - These have a lot of Health points, and like to throw high power level Fireballs. They always come in pairs or alone. The best way to kill them is to use a magic box to freeze them, then kill them before they wake up.
- \* **RED DRAGON** - Can throw any level Fireball, but they are usually high power ones. When it bites, he injures a body part, and causes lots of damage. The Red Dragon has over 1,000 Health points so the best way to kill it is to Freeze it with a Magical Box, and then throw VEN potions and poison cloud spells at it while you attack with your weapons. When the Red Dragon is killed, it collapses into a pile of Dragon Steaks, the best food there is. Only one Red Dragon.

\* **LORD CHAOS** - The dark half of the Grey Lord. He can throw any spell at you, and usually at the MCN power level. If Lord Chaos feels in danger, he will simply teleport. If a monster is between you and Lord Chaos, he can also teleport the monster away. Fortunately, Lord Chaos has a weakness. He is easily frightened away by use of the "War Cry" attack option. To learn how to easily defeat him, see 'Ending the Game' section.

\* **A NOTE ON NON-MATERIAL BEINGS:** Whenever the monster is non-material, this means that you can't hit it with normal non-magical weapons. You must either use the Harm Non-Material Beings spell, or use certain weapons. It is best to use the weapons, as on the lower levels you will use up most of your Mana before the monsters die. The ghost on level 4 will be destroyed by one IO powered Harm Non-Material Beings spell. Non-material beings are also able to go right through closed doors, closing a door on them will not harm them.

#### MAPS AND LEVEL HINTS

\* **NOTE ON THE MAPS** - All of the Maps are aligned. This means that if you fall down a pit, or go down a flight of stairs, you can tell where you are by just looking at the same spot on the next map. This way you can easily check if anything interesting is in the bottom of a pit. All of the Items ( including Keys ) that you can find are marked with a '+'. At any '+' marking, there may be just one Item, or there may be many. Note that a very few of these '+' symbols indicate important treasures carried by monsters, and the monsters may not be in that spot when you get there. Such treasures are always placed so that you will find them eventually, just keep your eyes open. You never have to get to a secret room to finish the game, although the Items you find in these rooms will usually make it easier. If there seems to be no way to get to a room, check above to see if it is the bottom of a pit. N, S, E, W, in the clues indicate directions.

\* LEVEL 1 - The Hall of Mirrors. All you need is on the map.

\* LEVEL 2 - 12 Mummies, 10 Screemers.

Look carefully. Some keys are hard to spot on the floor.

- A) Press the button to reveal the secret alcove.
- B) This lever opens the pit around the corner.
- C) One pressure plate opens the door, one plate closes it. Step on the opening plate, then go around the other one.
- D) Each of these plates opens and closes either the back or forward gate. The fastest way through is to step on the first plate, step back, and then just go straight forward through the gates.
- E) The pressure plate needs to have some weight on it to hold the door open. The best choice is that boulder to the N, but you can use any Item you want.
- F) This field teleports you to the '+' two spaces N. The field E of the '+' teleports you back.
- G) Put an Item on this pressure plate to hold the pit shut.
- H) To read the message, just put an Item on the pressure plate to the E.
- I) The button opens the door, the pressure plate closes it.
- J) To open this door, flip the lever four spaces E and four spaces W.
- K) To cross the pit, stand in the field and drop any Item. The pit will close, and you get what you dropped back at the Item mark.
- L) To get the chest, bash the door with a weapon ( the club is best ).
- M) To open the door, put a copper coin in the fountain.
- N) This lever opens the secret wall one space S, two spaces W.
- O) This lever opens the door one space N, two spaces E.

\* LEVEL 3 - 9 Rock Medusas, 20 Blue Meanies, 12 Mummies.

You don't HAVE to, but with ALL the gold keys, you can get some useful Items.

- A) Use the button to open the secret wall. To get past the field wait until it blinks off and then run past it.
- B) To get the chest, you need to push the button on the wall to the E of the room that holds the chest. The chest will then be teleported to one of the other rooms. Press the button of the room where the chest goes to until its been in each room once. The last room will teleport it into the hallway you're in.
- C) To open this secret wall, use the Mirror of Dawn to cover the eye on the wall.
- D) To open this door, insert two gold coins in the slot.
- E) Use your magic - the open door spell - to open the door. Then have your strongest character throw an Item through the door. The Item will land on the pressure plate, closing the pit.
- F) Any Item in the alcove keeps the door open, but you need the coin.
- G) Put the coin from (F) in the slot to open this door.
- H) A copper coin opens the secret wall to the E. Push the button revealed to open the second secret wall.
- I) This button opens the secret wall three spaces S.
- J) This button opens the secret door four spaces to the W long enough for your characters to step five times. Hit the button, and use the keyboard to go left four times, then forward.
- K) This button will turn on the field two spaces N for four seconds. Throw an Item into the field, and it will land on the pressure plate, closing the pit.
- L) This button will close the pit to the W long enough to step 3 times. Hit the button and run backwards twice.
- M) This button disables the pit at (L).
- N) This button opens the secret wall to the N.
- O) This pressure plate closes the pit to the N only while it has weight on it. Put an Item on top of it before crossing the pit.
- P) This button opens the door to the E and teleports whatever was on the pressure plate at (O) to the N side of the pit, opening the pit. To get back across, throw an Item over the pit onto the pressure plate.
- Q) Insert the Blue Gem here to open the door to the E.
- R) To open the door, you need a Gold Key. The button inside the room opens the secret wall two spaces E.
- S) Stepping on this pressure plate permanently opens the secret wall that (J) opened temporarily.
- T) An illusionary wall. Just step through.



\* LEVEL 4 - 1 Giant Wasp, 1 Ghost, 6 Rock Medusas, 16 Screemers, 22 Purple Worms.

There are Generators for Purple Worms and Rock Medusas.

- A) Use a weapon to bash the door open.
- B) To get through the gate to the W, press the button and run right four times. The lever will open the gate again.
- C) To get the Item, put the hand over the slime drain and click. You will now have a gold key.
- D) An illusionary wall. Just step through.
- E) Inserting a coin will turn on the field two spaces SW. This field will not let monsters pass.
- F) A gold key in the lock turns on this field. The field teleports you to (H).
- G) Bash this door to open.
- H) If you used the gold key near (F), this field will teleport you back to (F). It will also teleport monsters!
- I) An illusionary wall. Just step through.
- J) A Screamer generating room. A very good food source!
- K) This button opens the secret wall to the W.
- L) An illusionary wall. Just step through.
- M) Sorry, you have to free him. Throw anything at him and a couple of things will happen. A secret wall W of him will open, the door blocking the stairs will open, and 12 Purple Worms will now be lurking behind the door at (N).
- N) Bash this door to open. If you "freed the prisoner" there are bunches of purple worms behind this door.
- O) It is currently unknown how to get to these rooms.

\* LEVEL 5 - 2 Screemers, 6 Tentacled Screemers, 6 Flying Snakes.

There are Generators for both the Flying Snakes and the Tentacled Screemers. Watch out for Flying Snakes in the Room of the Pits!

- A) This secret wall will open ( releasing a Flying Snake ) when you pick up the Staff of Claws ( 10 spaces N, 6 spaces W ).
- B) To get through the pit room safely: Starting from the first space inside the room, go E, E, W, E, N, W, N, E, W, E, N, N, E. Now you are inside a small room. Get the Items here. From the space before entering the pit room, go W, W, W, S, S, S, W, W, N, S, N, N, N, W. Now you are back inside the hallway. The best way back is not through these pits, but through the secret wall at (E).
- C) An illusionary wall. Just step through.
- D) An illusionary wall. Just step through.
- E) To open this secret wall use the button four spaces N, three spaces W.
- F) To get through this room follow these directions: From the first space inside the room facing W, go right ( pick up the mirror ), back, forward, left, right, back. Now you are in the hallway. The first field you see in the field room will take you back to the beginning.
- G) This lever closes the pit two spaces S. The pressure plate beyond the pit opens and closes the pit as well.
- H) Bash the door to open.
- I) Bash the door to open.
- J) This button opens the door next to it.
- K) To get to the hidden room five spaces E, push the button next to (K). Turn around, press the button one space E. Go back to the first button, press it. Go three spaces N, one space W, and press that button. Go one space S, press that button, go one space N, press that button again. Go one space N, four spaces E and press that button. Now the secret wall two spaces S will be open.
- L) This button opens a passway along the north side of the room to get you through the illusionary wall.

\* LEVEL 6 - 5 Giant Wasps, 10 Floating Eyes, 20 Skeletons.

You only need three of the five Iron Keys to get to the next level, but you can get three Green Magical Boxes if you have the rest.

- A) Put a Blue Gem in the alcove.
- B) Put the Bow in the alcove.
- C) Put a gold coin in the alcove.
- D) Put the Mirror of Dawn in the alcove.

- E) To open this hidden alcove, you must place the correct Item in all four of the alcoves. The door will open with three Items. ( A Bow, the Mirror, a Gold Coin, and a Blue Gem )
  - F) Here's how to open the door: Stand right in front of the door, then push the lever to the W. Now turn to the E, and you will see a field. Take any Item and set it down inside the field. The Item will disappear, and the door will open. To get the Item back, just step into the field, get the Item, then push the button to close the pit and get out.
  - G) To open the secret wall, push the two closest buttons to the secret wall.
  - H) Insert a gold piece into the hole in the wall to open this secret wall.
  - I) This button opens the secret wall to the S.
  - J) This button opens the secret wall at (K).
  - K) This button opens the secret wall at (J).
  - L) To get to this room, you must have skeletons chasing you. Lure the skeletons onto the pressure plate three steps N, two steps E. When the skeletons are standing on the plate, use a Magical Box to make them stand still. Now the secret wall should be gone, and you may go into the room. If the skeletons leave the plate before you have left the room, you may open the wall again by pressing the button to the N, but it will close after you leave.
  - M) When you look where the button is marked, you will not see a button but an iron ring attached to a plate. See the red scratch in the upper right hand corner? That's the button. It opens the secret wall next to it.
  - N) This button opens the secret wall to the N.
  - O) To get past this door, watch how the fields blink on and off. Both fields transport you to the space in front of the first field. The moment before the field disappears, step forward with your hand in the spot to open the door. Before the field gets you, press the button. While the door is opening you will be teleported back again. To get to the door space, no one can be overloaded! Just time yourself and run past each field. You don't need to worry about the fields on your way back.
  - P) Have your strongest character throw something light down the long corridor. If you look around the space you are on, and if the object did not come back, then you may use the main hallway to go down to the gate which will be open. If none of your characters can throw that far, you can also open the gate by having a character stand right in front of the gate and throw something small ( like a dagger ) through the gate, and then stepping aside. If the character can throw the Item exactly seven spaces, the Item will be transported back to the spot you threw from, go through the door again, and land on the pressure plate on the other side of the gate, at which point the door will open.
  - Q) This secret wall is opened with the button to the W.
  - R) This secret wall is opened with the button two spaces W.
  - S) This field teleports you over to the field at (V).
  - T) When you press this button, not only do you open the door to the E, but you also release two quartets of skeletons from behind the two secret walls to the S. You must quickly run inside, kill the skeletons there, and if you want a rest, use the button to the E to close the door.
  - U) To open this door, use the button four spaces S. Each of the marked pressure plates closes the door, so you need to run through before the door bashes you on the head.
  - V) This field teleports you to the field at (S).
- \* LEVEL 7 - 5 Stone Golems.**  
You only get one Turquoise Key, so choose carefully.
- A) You need a RA Key to open this door, and the other two in this hall as well.
  - B) The button opens the alcove. When the scroll says deep, it means level 12!
  - C) Uses Turquoise Key. Contains the Scepter of Lyf, an Illumulet, and a Gem of Ages.
  - D) Uses Turquoise Key. Contains Dragon Spit, Boots of Speed.
  - E) Uses Turquoise Key. Contains Crown of Nerra, and a Green Magical Box.
  - F) Uses Turquoise Key. Contains Flamebain, and the Bolt Blade.
  - G) You need the Ruby Key from level 11. If you're afraid of a sign that says there might be danger, how'd you get here?
  - H) This button opens the secret wall 16 spaces W.
  - I) Button opens the secret wall to the S. Look under the ash pile to the W!

- J) This button opens the secret wall eight spaces to the N.
- K) To get the Firestaff, use the Master Key from level 12 in either of the two locks. When you get the Firestaff, you release the two Stone Golems!
- L) It is currently unknown how to get to this room.
- M) It is currently unknown how to get to this room.

\* LEVEL 8 - 17 Mummies, 8 Skeletons, 8 Ghosts, 2 Whining Thieves.

There are Generators for all of the monsters. The Fireball Generator throws a Fireball that travels through every Turning Field.

- A) The pressure plate opens and closes the pit to the W.
- B) Opens the secret wall two spaces W, one space N.
- C) Opens the secret wall to the E.
- D) It is unknown what this plate does ( it could be a fake ).
- E) Step on this plate, turn and wait. The secret wall should quickly open.
- F) Another unknown plate. This also may be a fake plate.
- G) The button opens the secret wall to the E.
- H) The button opens the secret wall two spaces E, one space S.
- I) This secret wall is opened by the button four spaces W, one space N.
- J) A sucker door, stand in front of the door too long, and Wham! You'll get hit by a Fireball. Bash the door to open it.
- K) The button to the S opens the secret wall. The button to the E removes the turning field that lets the one Fireball generator ( by the '+' to the W ) throw fireballs everywhere.
- L) Use button four spaces to the E to open this secret wall.
- M) The key to open this door is the only Item in the main room.
- N) Use a Skeleton Key to open this secret wall.
- O) This button opens the secret wall to the N.
- P) This secret wall is opened when the skeleton key is used (N).
- Q) This secret wall is opened with the button to the NW.

\* LEVEL 9 - 2 Generic Monsters, 10 Giant Rats, 4 Midget Monks.

There are Generators for the Giant rats.

- A) An illusionary wall, just step through.
- B) To open this secret wall, use the button five steps E, two steps N.
- C) Use the button two steps S to open this secret wall.
- D) See that lever to the S of (D)? DON'T TOUCH IT! But don't worry, if you did all you have to do is go down those stairs two spaces N to get your stuff back. If you did flip the lever, make sure you put it back so that there is no pit right in front of the door on the other side. Now go up the stairs three spaces S, one space E. You will see a pit up there, you must fall through it to continue! Then set the gem from inside the chest down in front of the door, and the door will open. The button to the N will now open and close the door.
- E) Each one of these pressure plates activates a Fireball thrower from the opposite wall of the room. To get by, you have to put any Item on each pressure plate, then move aside quickly as the Fireball shoots past. Once an Item is placed on a plate, that plate is then safe to step on. Continue placing Items on the plates until you can cross the room safely.
- F) This button opens to door to the NW. Make sure you pick up the Cobramite!
- G) This door will be open when you find it. Close it right away, as this is a Giant Rat generating room. Useful food supply.
- H) To open the door, place Cobramite or ZOKATHRA in the alcove.
- I) Use the Skeleton Key to open the secret wall.

\* LEVEL 10 - 20 Floating Eyes, 10 Skeletons, 4 Whining Thieves, 4 Giant Scorpions.

There are Generators for all the monsters. All the doors in the Giant Scorpion halls start open.

- A) All of the fields marked here on the map transport you to "The Snake, The deceiver" message. Just go where there are no fields marked on the map.
- B) It's best to use the key to go through the door to the N. In each of the ways a monster holds a key you need and you must kill the monster to get the key. To the N you must fight a pair of Floating Eyes, and to the S a Giant Scorpion. Hey, it's your choice.
- C) Use the key you got from killing the monster earlier ( You did see the key, right? ) to open this door.

- D) This field teleports you all the way back to the beginning of the level.
- E) These pressure plates teleport you to the next pressure plate, in a circle. You are turned at each of the corners, so if you step on facing forward you will get a breathtaking view of the walls rushing past you. The best way to go is to first start facing W, then step sideways to the S without turning. You now can see all of the points that you can step off of the plates. Go around a few times to get the feel of it, and then step forward one space before the actual space you wish to step from.
- F) This button seems to release a bunch of monsters to the S, but it may do more.
- G) This button opens the secret wall to the NW.
- H) The field isn't there now, but it will be after you go to (Q).
- I) This button opens the secret wall to the E.
- J) The button at (L) opens this secret wall.
- K) An illusionary wall. Just step through.
- L) This secret wall is opened with the button E of (J). The button opens the secret wall at (J).
- M) Use a Skeleton Key to open this secret wall.
- N) Use the button to the W to open the secret wall.
- O) This secret wall is opened with the button N of (N).
- P) Scorpion room - be careful in here, there are Giant Scorpion Generators.
- Q) The button turns on the field. The field teleports you to (H), (H) teleports you back. Get the Magnifying Glass!

\* LEVEL 11 - 4 Water Elementals, 12 Blue Meanies, 21 Giant Wasps, 2 Whining Thieves.

There are Generators for all the monsters. Get all the Copper Coins!

- A) This space teleports you to the corresponding space in room 2.
- B) This space will teleport you to the corresponding space in room 3 only if you entered the space from the N while facing S.
- C) This space will teleport you to the corresponding space in room 4 only if you enter the space from the E while facing W.
- D) This space will teleport you to the corresponding space in room 1.
- E) This door is opened by inserting the key from room 2 in the lock to the W and waiting for a while.
- F) Open the secret wall by using a solid key in the lock in room 4.
- G) When you get the sword, all of the holes in the wall will release a cloud of poison gas in order, starting with the holes nearest you. If you go for the door, you may make it, but stay where you are and the gas will disappear.
- H) To open the secret wall, you need to go back over the pressure plate two spaces N, one space W. The button opens the second secret wall.
- I) You may eventually get one more cross key, but for now you only get one. There are different groups of monsters behind each door. Note that each of these monster passages also generates its particular monster. The door to the W holds Blue Meanies, the S contains Water Elementals, and the E contains a LOT of Giant Wasps. Each passage has two copper pieces inside.
- J) This button opens up the secret wall two spaces S.
- K) Use a Copper Coin in all the slots. Starting from the SE wall going counterclockwise, the alcoves contain: Green Magical Box, Chest with food, Cross Key, two Copper Coins, Green Magical Box and a FUL bomb, FUL bomb, VEN potion.
- L) To open the secret wall, hold a Magnifying Glass (like the one from level 10) over the eye.
- M) To open this secret wall, use a Skeleton Key.
- N) To reveal the alcove, press the button.
- O) We have no idea how to get to these three rooms.
- P) A series of illusionary walls, just step through.

\* LEVEL 12 - 6 Giant Spiders, 8 Antiknights, 15 Spell Vines.  
Remember, monsters can carry items.

- A) This switch opens and closes semi-invisible pits in the large room to the S.
- B) To open this door, hit the button at (C).
- C) Opens the door at (B)
- D) To open the secret door, push the button on the wall to the E.
- E) The key for this door lies in the small room behind the door at (B).
- F) The key for this door is held by the Antiknight behind the door at (E).

- G) This is the button that starts the pit circulating at (M), and opens the door at (Q).
- H) A Spider generating room. Keep the door shut!
- I) The button opens a secret wall to the S.
- J) This button will open and close the secret wall to the spider room N of (K). It is open at first.
- K) Once you step on the pressure plate, beware! The moment you step off all three doors will open, releasing all of the Spiders! A Spider generating room.
- L) This button opens the door to the S, while closing the one to the W.
- M) To get past the rotating pit, just go next to the edge, wait until its cycle takes it just past you, then run for it!
- N) Here's the key you need to get the Firestaff!
- O) Use the Skeleton Key to open the secret wall.
- P) Stand and wait by this secret wall and it will open.
- Q) The button at (G) opens this door.

\* LEVEL 13 - 11 Fire Elementals, 5 Fire Demons, Lord Chaos.  
There are Generators for the Fire Demons and Fire Elementals.

- A) Push the button to open the secret wall.
- B) Use a Skeleton Key to gain entrance.
- C) Teleports you directly up to the room of the revolving pit.
- D) Congratulations! You are now on the level of Lord Chaos. Some general hints: Never stay in one place too long. Always move around, but not in a straight line. And try not to back into Fire Elementals. You don't need to get the Item in the small room, but you might find it helpful.
- E) This field teleports you back to level 12 in the room at (A).

\* LEVEL 14 - The Red Dragon

- Once you get the Power Gem, all the exits beyond level 13 will be sealed.
- A) Pull the lever to the N to open the secret door.
  - B) Use the winged key from level 7.
  - C) Most of those Items marked are ashes and some are coins. Do not worry about either until you have destroyed the Red Dragon.
  - D) The key for this lock is under a pile of ashes. To find the key, go one space N, and five spaces W.
  - E) To free the Power Gem, use the ZO-KATH-RA spell.
  - F) To keep the Power Gem, merely put the firestaff in the hand on the screen, then while holding the Firestaff, click on the Power Gem. The Gem will disappear, and the Firestaff will change. As soon as the Firestaff holds the Power Gem all stairways past level 13 will be closed.
  - G) Use any coin to open the door. The door will shut again as soon as you go back through the other open door.

\* ENDING THE GAME - There are three known ways to end the game. The first and most familiar way is to die. This is very easy and you will be helped by any monster you meet. The second, more difficult way is to get the Firestaff, and then bring it back up to the first level doors that you started the game from. Lord Librasulus will welcome you back, then take the Firestaff for himself and kill all of you. While it is one of the more spectacular ways to get killed, it is not the correct way to end the game.

\* WARNING! If you read any further you will be told how to defeat Lord Chaos. If you wish to figure this out for yourself, do not read any further. The third, correct, way to end the game is to defeat Lord Chaos. You must first of all have the Power Gem from level 14 in the Firestaff. You will notice that when you get the Power Gem that there are now new options for the Firestaff: Invoke, Fluxcage, and Fuse. To defeat Lord Chaos, you must first of all find him and put Fluxcages in every space around him. You may find this much easier to do if you use the "War Cry" attack to herd him into an outside corner of the room. As he is running away from you, he can't use spells on you. Keep an eye out for the Fire Demons though! After Lord Chaos is surrounded by Fluxcages, step in front of him, and while facing him use the Fuse option. I won't spoil your fun in telling you what happens, you'll have to find that out for yourself.

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