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 \* Map of the Maze \*  
 \* "All Alike" \*  
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	1	2	3	4	5	6	OP	7	8	9	10	11	12	13	14
N	1	.	DE	.	6	6	9	OP	2	.	.	5	1	.	.
S	8	3	4	5	5	.	DE	.	DE	OP	11	DE	12	.	.
E	2	8	2	3	10	OP	7	.	DE	7	5	.	DE	.	4
W	12	1	.	14	4	5	6	9	1	DE	14	10	12	.	10
U	O	.	.	.	11	.	.	.	13	.	4	.	.	8	.
D	.	.	DE	10	DE	DE	O	.	13	.	.	.	.	8	.
Nw	.	.	.	.	.	.	.	PC	.	.	.	.	.	.	.

- DE Dead End
- O Out of the maze
- OP Orange Pit Room
- PC Pirate's Treasure Chest
- .
- No passage in this direction

Arbitrary room numbers appear across the top of the map grid (room number 1 is the entrance to the maze). Directions of travel appear down the left side of the grid. To use the grid, find your room number at the top, then read across to your room number's column from the direction of travel. This will give you your destination. For example, if you are in room 9 and travel S, you will end up at the Orange Pit (OP). Note that the directions Ne, Se, and Sw do not appear in the map. This is because there are no passages within this maze that lead in those directions.

The maze "All Alike" is deservedly dreaded because all its rooms look alike: "YOU ARE IN A MAZE OF TWISTY PASSAGES, ALL ALIKE". We have arbitrarily numbered the rooms in the table above, but to know which room you are in you must know which room you came from and the direction you moved. Thus, when you deliberately enter this maze, be very careful in your movements and follow this map closely. If you lose track of where you are, you can move around and perhaps determine your location from the pattern of Dead Ends and "no passage" messages. You might try dropping objects so that the rooms can be identified by the objects they contain. Or you might turn off your lamp and move around until you fall into a pit and get killed. When you are reincarnated, everything you were carrying except for the lamp will be left in the maze. You will be inside, and the lamp will be outside, the well-house. If necessary, you can return to the maze for the things you left behind (after all, you can't take it with you!)

This is the maze where the Pirate hides his treasure chest, but you can't find the chest until after the Pirate has stolen a treasure from you and placed it with his own riches. Since the chest is a treasure, you will want to go after it for the points and to recover your stolen wealth. If you're impatient to grab the chest, get a treasure and cruise this maze, as the Pirate hangs around it a lot and you're likely to meet him. After he strikes and steals your bait, you can clean him out. Note that the Orange Pit is located to divert you from finding the chest; ignore it until you have the chest. Then climb down into the Pit for a pleasant surprise.

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*   Map of the Maze                   *
* "ALL DIFFERENT"                     *
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* FROM *	N	S	E	W	Ne	Nw	Se	Sw	U	D
1. Maze of Twisty Little Passages	2	4	11	5	10	7	3	9	6	0
2. Maze of Little Twisty Passages	3	5	9	10	8	4	7	1	11	6
3. Twisting Little Maze of Passages	4	11	6	2	1	9	10	8	5	7
4. Maze of Twisting Little Passages	5	2	8	1	6	10	9	3	7	11
5. Maze of Little Twisting Passages	6	7	4	3	9	8	11	2	10	1
6. Twisty Little Maze of Passages	1	10	3	7	5	2	4	11	8	9
7. Twisty Maze of Little Passages	8	6	1	4	2	11	5	10	9	3
8. Little Maze of Twisting Passages	9	V	10	11	7	3	6	4	2	5
9. Little Maze of Twisty Passages	10	3	5	6	11	1	8	7	4	2
10. Twisting Maze of Little Passages	11	8	7	9	3	5	2	6	1	4
11. Little Twisty Maze of Passages	7	9	2	8	4	6	1	5	3	10

O - Out to "West End of Long Featureless Hall"

V - Vending Machine Dead End

Note that the description of each room in this maze is subtly different. For example, the room described: "YOU ARE IN A TWISTY LITTLE MAZE OF PASSAGES, ALL DIFFERENT" is found in the above list as "Twisty Little Maze of Passages", #6. To use this map, find the line with your current room's description. Select the number of your destination to the right. Reading up that column will give you the required direction of motion. You can travel from any room to any other room in one move, except between rooms #1 (the entrance) and #8 (the vending anteroom), which require two moves.