

Pat Mullens'

Maps, Lists,
and
Answers
for

Chaos Strikes Back

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Maps and Lists

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Introduction to Maps and Lists

Order of Maps

Since Chaos Strikes Back begins on the sixth level out of ten, and since the game does not follow a set progression from level to level, I have arranged the maps in descending order from the top of the dungeon down.

The Coordinate System

The coordinate system found on each map is universal throughout all the maps, that is, coordinate V21 on Level 3 lies directly below V21 on Level 4, which in turn lies directly below V21 on Level 5, etc. I used a coordinate system because this game uses vertical travel extensively, so tracing a path through the dungeon can be very confusing without a common reference.

The Magic List

There are seven columns on the right of the Magic List. The first of these indicates the discipline, priest or wizard, needed to cast the spell. The second through seventh represent the amount of mana used when casting each power level of the given spell. For example, the lowest level (LO) Magic Torch costs 6 mana points, yet the highest level (MON) Magic Torch costs 23 mana points.

Plasma and UnVEN

The Plasma and UnVEN spells have their lowest power levels in boldface because only the lowest level of each is necessary to accomplish its respective task.

The Prison List

After stating the name and title, the prison list provides statistics for each character on Health, Stamina, Mana, Strength, Dexterity, Wisdom, Vitality, Anti-Magic, Anti-Fire, and load capacity (in kilograms), followed by the character's degree of advancement in each discipline (Fighter, Ninja, Priest, and Wizard).

The Items Lists

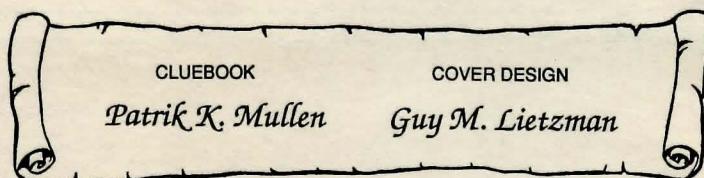
Each map has a numbered list below it which corresponds to the numbers found on the map.

Other Lists

The Door, Keyhole, Switch, and Transporter lists are included with the level-specific information in the Answers section. This is due to their tendency to give things away, and I know that many people don't want to know any more than necessary.

The Door Lists

This is the only list that doesn't have a complete listing of every door on a given level. This is because, in reality, opening most of the doors is pretty self explanatory. I have listed only those doors which pose a mystery as to their operation.



Magic List

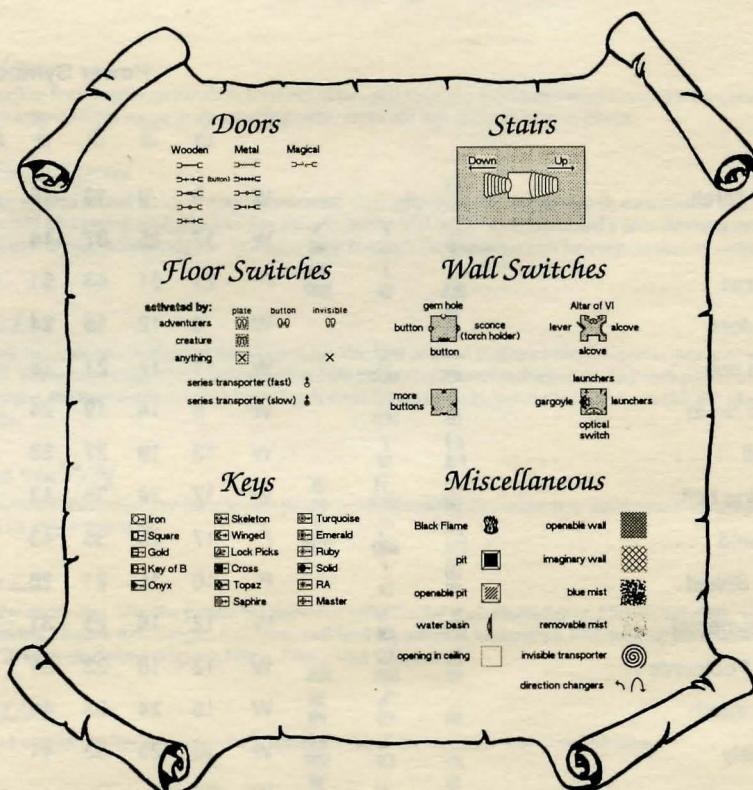
Spells

				L <small>o</small>	□ U <small>m</small>	☰ O <small>n</small>	◊ E <small>e</small>	▷ P <small>al</small>	△ M <small>on</small>	
Magic Torch	FUL			W	6	9	13	16	20	23
Light	OH	E IR	＊ RA	W	17	25	37	44	58	65
Darkness	DES	E IR	☽ SAR	P	21	31	43	51	65	75
Open door	ZD			W	8	12	15	21	26	30
Poison bolt	DES	○ VEN	X	W	11	17	21	28	35	41
Poison cloud	OH	○ VEN	X	W	9	14	19	24	29	34
Fireball	FUL	○ IR	ξ	W	13	19	27	33	41	47
Lightning bolt	OH	○ KATH	＊ RA	W	17	24	35	42	53	60
Fireshield	FUL	○ BRO	+	P	17	25	35	43	53	59
Magic Shield	VA	○ IR	META	P	10	15	21	26	32	37
Anti-elemental	DES	○ EW	β	W	12	18	25	31	38	44
Magic Footprints	VA	○ BRO	ROS	W	12	18	23	31	38	44
Magic Vision	OH	○ EW	＊ RA	W	15	24	33	41	50	58
Invisibility	OH	○ EW	☽ SAR	W	16	25	33	41	53	61
Plasma	ZD	○ KATH	＊ RA	W	20	—	—	—	—	—

Potions

UnVEN (poison antidote)	VI	○ BRO	S	P	11	16	23	28	35	40	
Health	VI			P	4	6	9	11	14	16	
Stamina	VA			P	3	5	7	9	11	13	
Mana	ZD	○ BRO	S	＊ RA	P	21	31	43	53	65	75
Magic Shield	VA	○ BRO	S	P	10	15	21	26	32	37	
Ven bomb	ZD	○ VEN	X	W	12	18	25	31	36	38	
Strength	FUL	○ BRO	S	X KU	P	17	22	31	37	45	54
Dexterity	OH	○ BRO	S	ROS	P	14	21	29	34	44	51
Wisdom	VA	○ BRO	S	DRIN	P	13	19	27	33	41	47
Vitality	VA	○ BRO	S	META	P	14	21	27	36	44	51

Legend

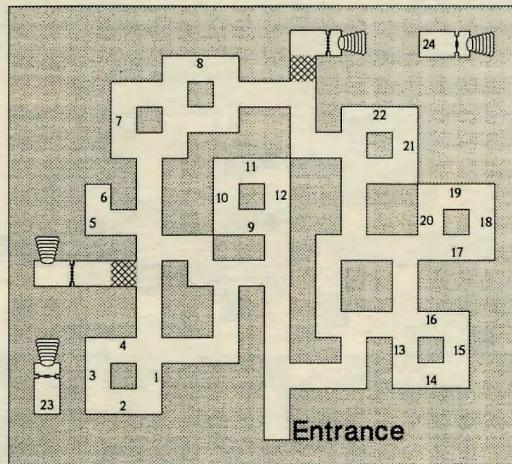


Notes

- Launchers can be used to launch anything from fireballs to knives.
- I put alcoves, launchers, and the Altar of VI under Wall Switches because it was convenient. Actually, all but the launchers are used as switches at various points in the dungeon.
- Floor switches may be activated by the party, creatures, or both, or any object placed on them. Floor switches are not necessarily visible, but all (I think) are marked on the map.
- Series transporters appear only on Level 8. It is possible to step back fast enough to negate the slow ones, but not the fast ones (For those of you who played the original Dungeon Master, these operate exactly like the ones in "Zoom" on Level 10 of that game).
- The doors shown with buttons were done so for illustration purposes. Doors may come with or without buttons.
- The Black Flame pictured under Miscellaneous represents the only creature designated on the maps. This is because Black Flames are stationary.
- Openable pits and removable mists may be in either state when the party first comes across them. See the Answers for more details, if you want to know.
- Not all invisible transporters are designated on the maps. This is because some do not always function, or do so differently at different times. This is especially true of those just outside the Junction of the Ways (coordinates V21 on Level 3).
- Coordinates for the maps are based on a "universal" system which establishes consistent vertical placement. For example, coordinate V21 lines up vertically on all the maps.
- Some blue mists serve as direction changers but are not marked as such. This is because these mists are placed in hallways where their function is evident.

Prison

3

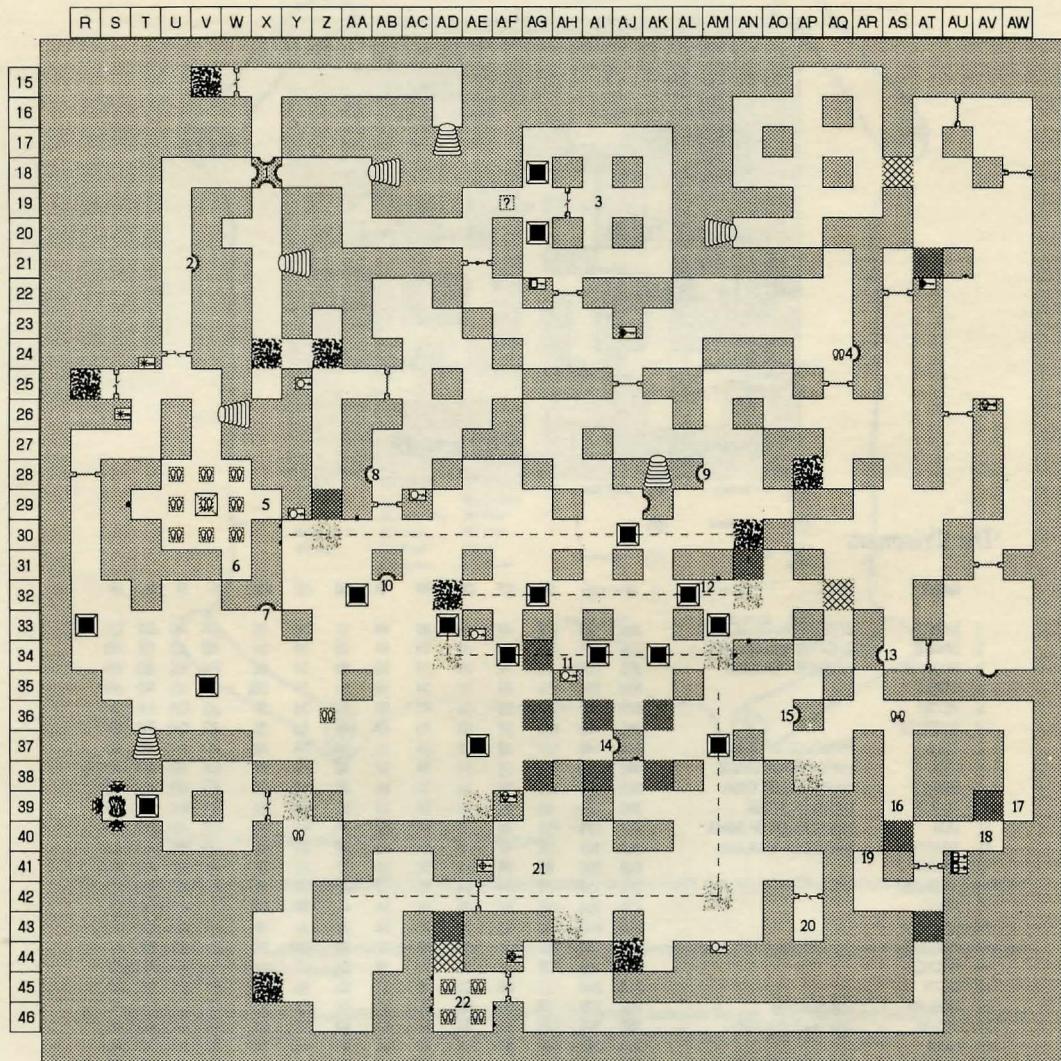


The Prisoners

NAME	TITLE	H	S	M	ST	DE	WI	VI	AM	AF	KG	F	N	P	W
1. MANTIA	SPELLWEAVER OF KELT	200	223	173	44	64	68	44	61	30	46	AR	AD	EX	EX
2. GNATU	SPEARWING OF LEEF	205	261	150	30	68	53	41	55	38	34	AD	AD	EX	AD
3. SLOGAR	WEBBER ARACHNIA	250	265	70	72	64	37	36	53	31	68	EX	EX	AD	AR
4. STING		300	270	68	69	62	34	48	64	31	66	AD	AD	AD	AR
5. PETAL		247	250	176	33	66	61	62	64	34	37	JO	CR	EX	1M
6. BUZZZZZ		280	163	180	31	69	60	62	65	38	35	JO	CR	EX	EX
7. TULA	PRINCESS OF UXMAL	240	145	137	39	62	56	49	56	55	42	AD	AD	AD	AD
8. ITZA	WARLORD OF UXMAL	300	245	163	58	51	54	54	48	46	57	EX	AD	AR	AD
9. DEMA	CHAMPION OF ISSH	320	275	65	68	34	30	56	38	64	65	AD	AD	AD	AD
10. ALGOR	MARSH HUNTER	300	250	80	64	41	34	46	52	58	62	EX	EX	AR	AR
11. VEN	HIGH PRIEST OF SSHA	207	170	150	46	50	62	59	39	61	47	CR	AD	EX	AD
12. TOADROT	PRINCE OF SKULASH	250	189	92	48	58	32	31	54	54	49	AD	EX	AR	AD
13. TALON		240	202	85	35	58	36	30	37	30	38	AD	AD	AR	AD
14. AIRWING		300	189	70	64	54	40	49	30	30	62	AD	AD	AR	AD
15. AROC		270	200	150	54	39	44	34	44	35	54	AD	AD	AD	EX
16. LETA		230	230	140	32	30	76	54	30	30	36	AR	AD	EX	AD
17. PLAGUE		410	150	160	32	33	66	34	64	64	36	EX	AR	EX	AR
18. NECRO		376	165	128	38	52	62	32	64	60	41	AR	AD	AR	EX
19. DETH		385	245	77	56	65	33	31	58	56	55	EX	EX	CR	AR
20. SKELAR	THE SLAYER	430	270	48	68	60	38	30	61	59	65	EX	EX	AR	AD
21. TUNDA	THE SUREFOOTED	350	305	104	64	58	43	64	47	51	62	AD	AD	AD	AD
22. LANA		320	245	121	57	63	47	64	44	48	56	AD	AD	AD	AD
23. KOZAI	SHADOW WARRIOR	350	285	121	54	71	64	51	54	49	54	AD	1M	AR	AR
24. LOR	CHAMPION OF GOOD	370	335	110	64	64	58	44	34	54	62	1M	AR	AD	AR

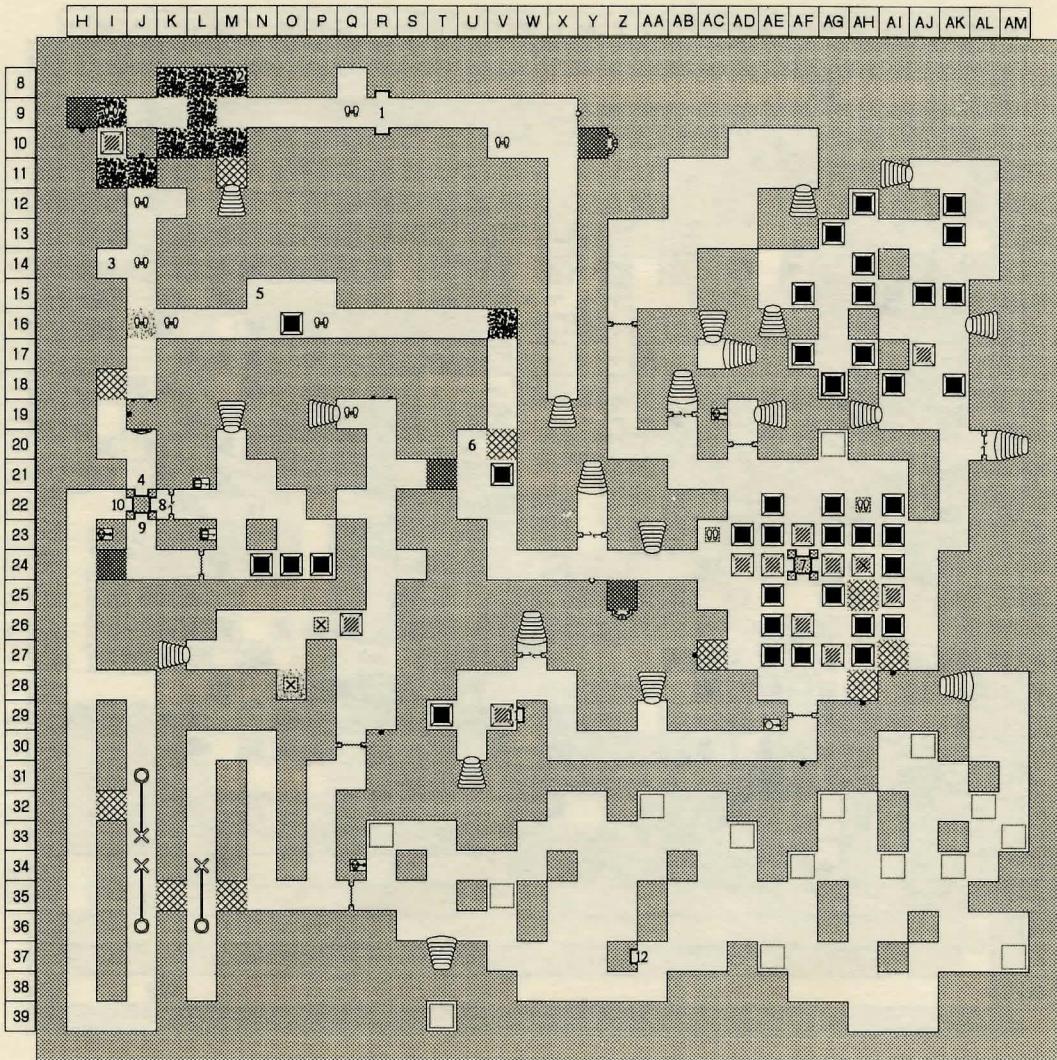
NOTE

I have not included a map for the sub-PRISON level because there are only two rooms, neither of which have puzzles to solve. The room leading to LOR has several groups of Mummys in it, while the room leading to KOZAI has several Rock Piles in it. As far as I can determine, access is only given to one of the two, LOR or KOZAI, based on which adventurer(s) you select to go get them.

Level 10*Level 10 Items*

- | | | |
|-----------------------|-------------------|--------------------------------|
| 1. *, iron keys | 8. Sceptre of Lyf | 15. shank |
| 2. shank | 9. cheese | 16. corn, bread, coin |
| 3. demon (square key) | 10. bread | 17. stick, two rocks |
| 4. Dragon Fang | 11. * | 18. coin |
| 5. coin | 12. * | 19. * |
| 6. coin | 13. coin | 20. boots of speed |
| 7. shank | 14. coin | 21. worm or demon (Master key) |
| | | 22. *, 2 FUL bombs |

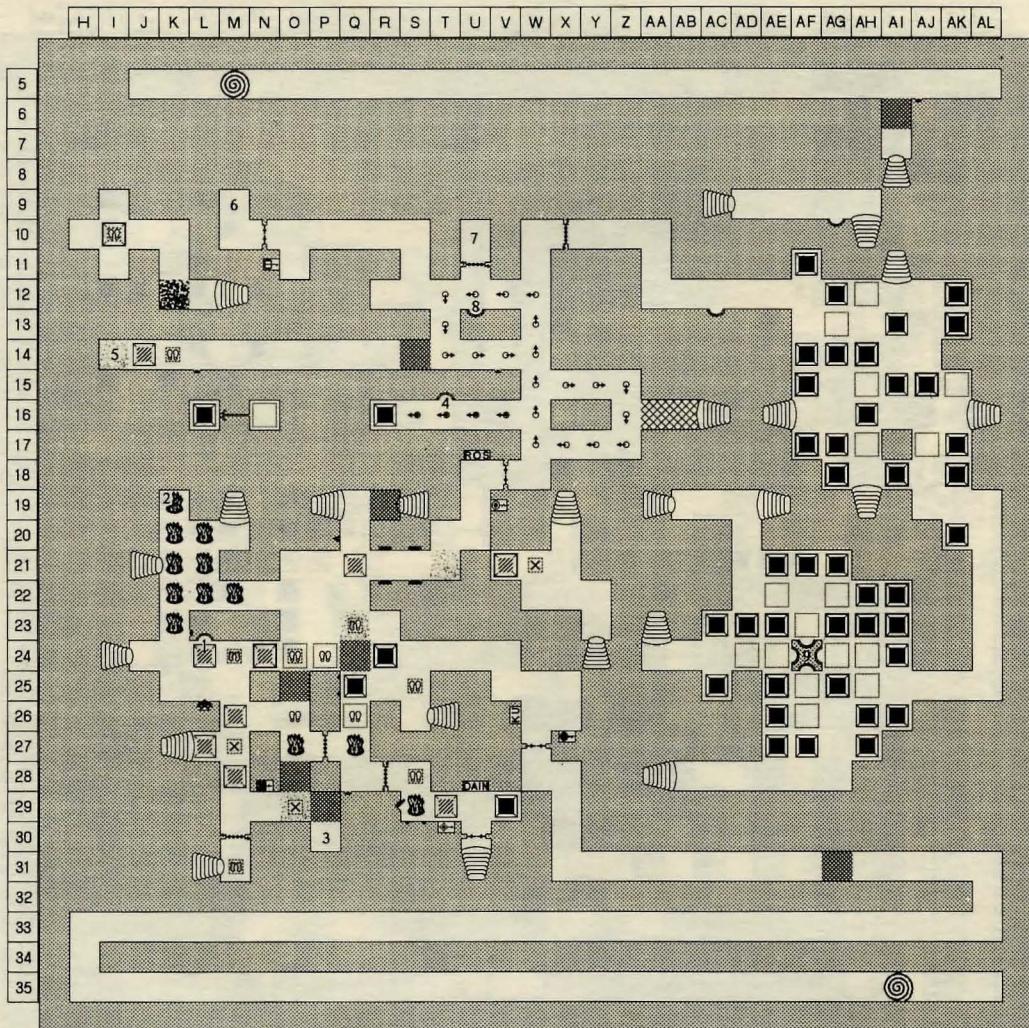
Level 9



Level 9 Items

1. 2 bread
2. blue gem
3. blue magical box
4. *
5. *
6. blue gem
7. Corbum Pillar
8. *
9. mithril aketon, mithril mail
10. dragon steak
11. Crown of Nerra, fine robe, sandals
12. cheese

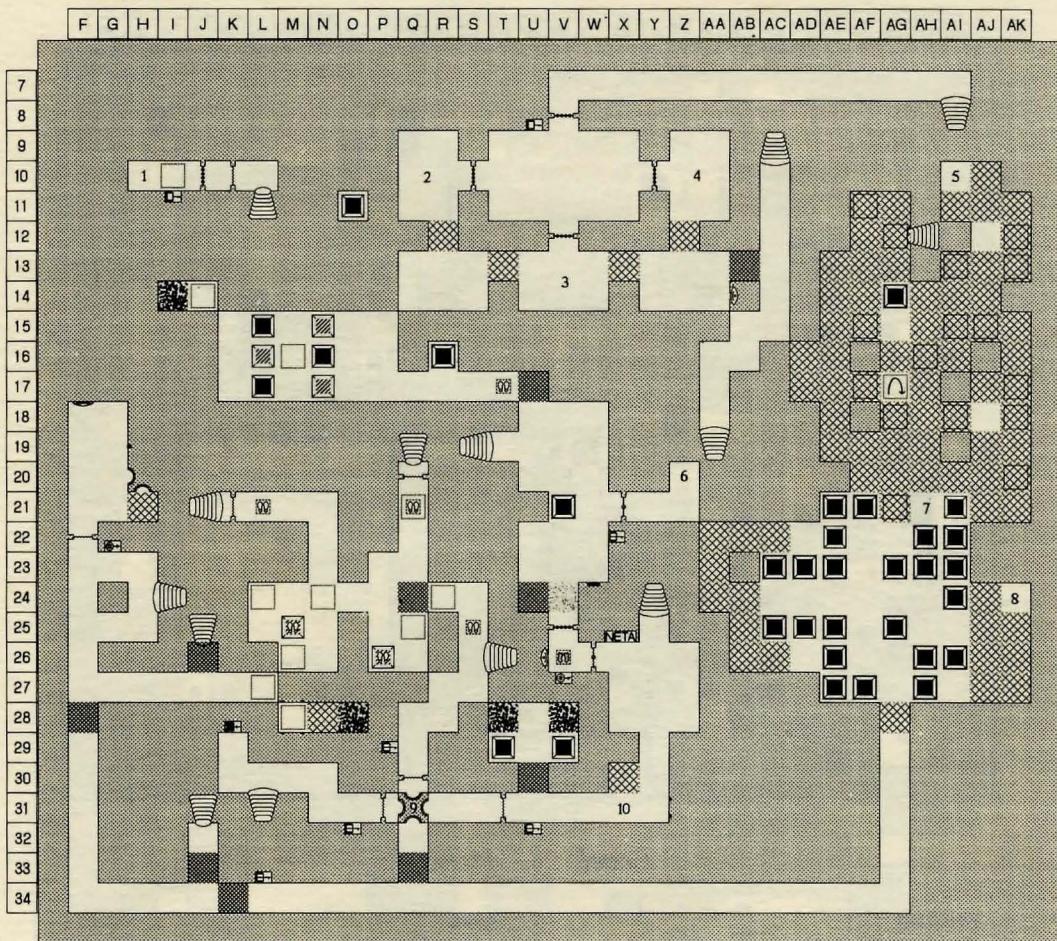
Note: The symbols at J31-36 and L34-36 designate local transporters and are not on the Legend. For each pair, the "O" is the origination point, and the "X" is the destination point. When your party steps on an "X", it is instantly transported to the corresponding "O."

Level 8*Level 8 Items*

1. flask (water)
2. Saphire key
3. Cross key
4. elven boots, Stormring
5. Speedbow
6. *
7. rope
8. 4 slayers
9. *

Level 7

7



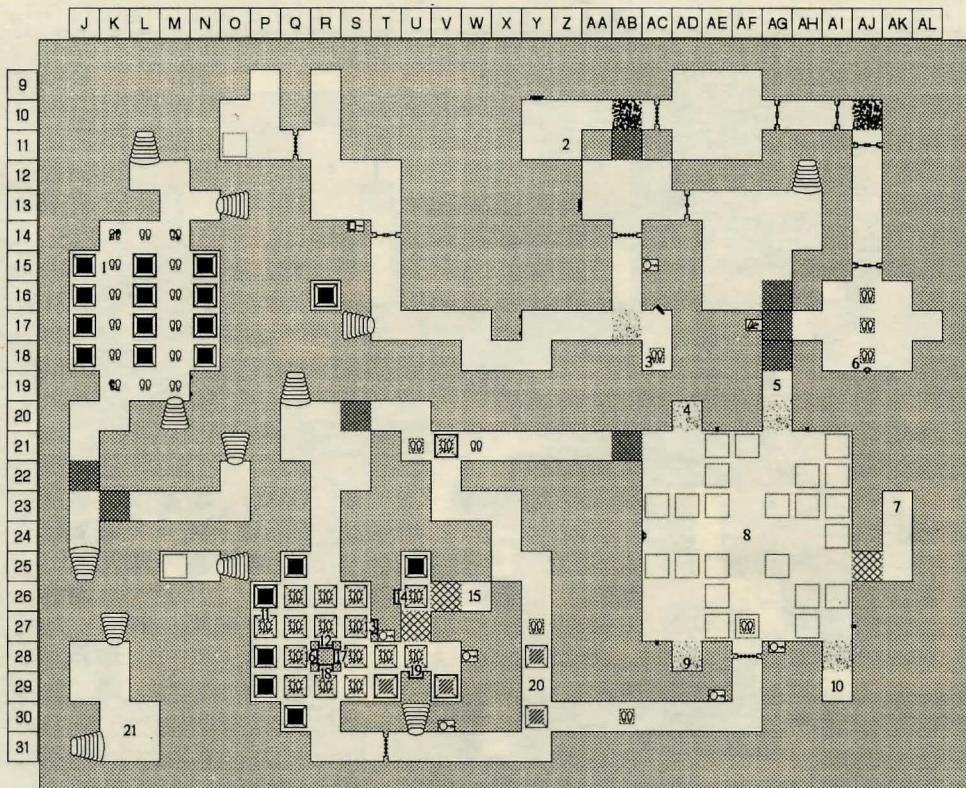
Level 7 Items

1. skeleton (square key)
2. square key, chest (eye of Time)
3. square key, chest (2 FUL bombs, gold key)
4. square key, chest (Power Towers)
5. Emerald key
6. *
7. dragon (gold key)
8. gold key
9. *, coins

Note: The Vending Machine is at G19. It contains a steak, a gold key, a blue magical box, a green magical box, a slayer, the SAR shield, an armet, leg plate, the Mace of Order, the Serpent Staff, and boots of speed, not necessarily in that order.

Note: In the Imaginary Wall maze (in the east) there are dragons at AJ12, AG15, AJ18, AH21, AC22, AD26, and AI27

Level 6

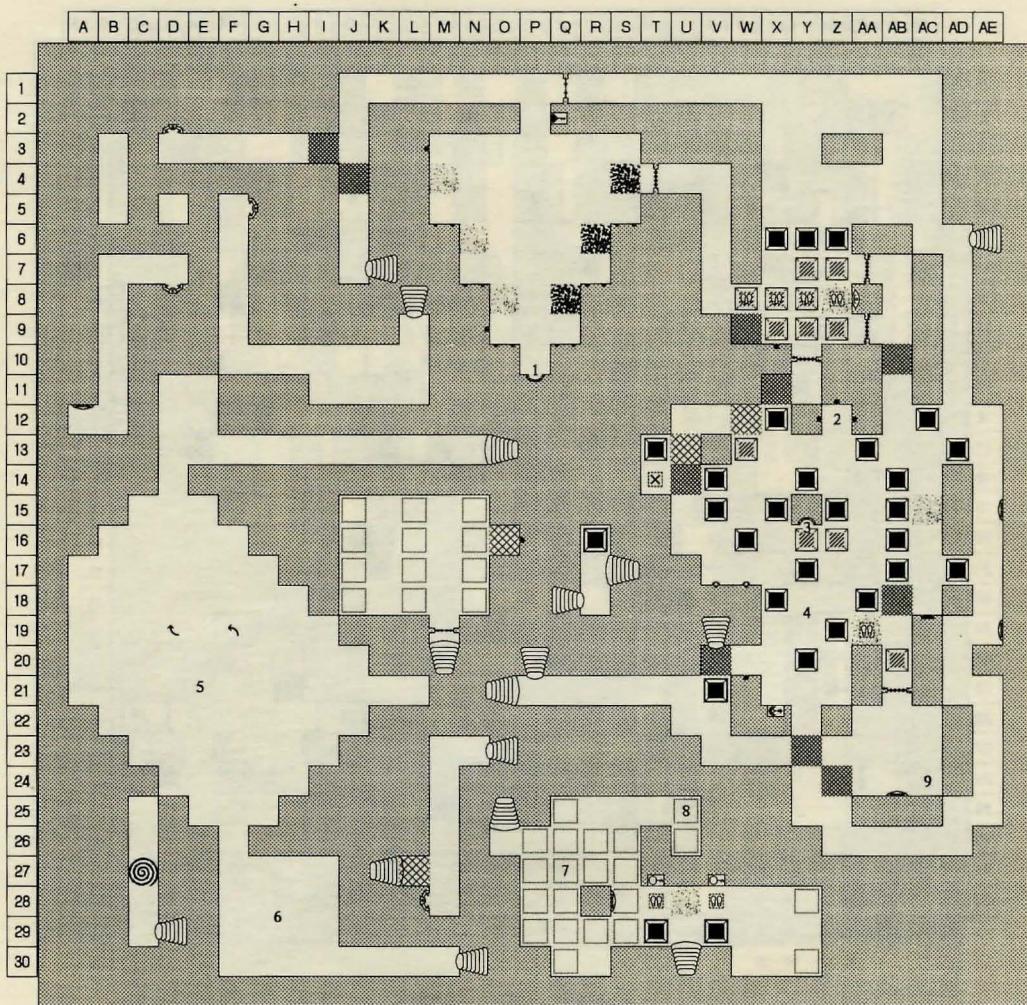


Level 6 Items

1. Flamebain
2. chest (green magical box, blue magical box, flask, coin)
3. iron key
4. rope, compass
5. 3 VEN bombs, 2 FUL bombs
6. Ghoul Gem
7. casque & coif, mail aketon, leg mail, hosen
8. 2 coins, 4 torches, chest (old clothes), worm (2 coins, iron key)
9. Storm
10. 2 green magical boxes, blue magical box
11. axe, mace
12. sword
13. apple, corn, bread, cheese, shank, steak
14. vorpal blade, cheese, FUL bomb, Stormring, VEN bomb
15. iron key, 4 VEN bombs, *
16. Staff of Irra, *
17. Staff of Claws
18. claw bow, *
19. FUL bomb, Teoward, cheese, waterskin
20. flask
21. scorpion (Morningstar)

Note: Shuffled objects may appear where items 15, 16, and 18 are after your party has been through one of the Ways (see Shuffled Objects list).

Level 5

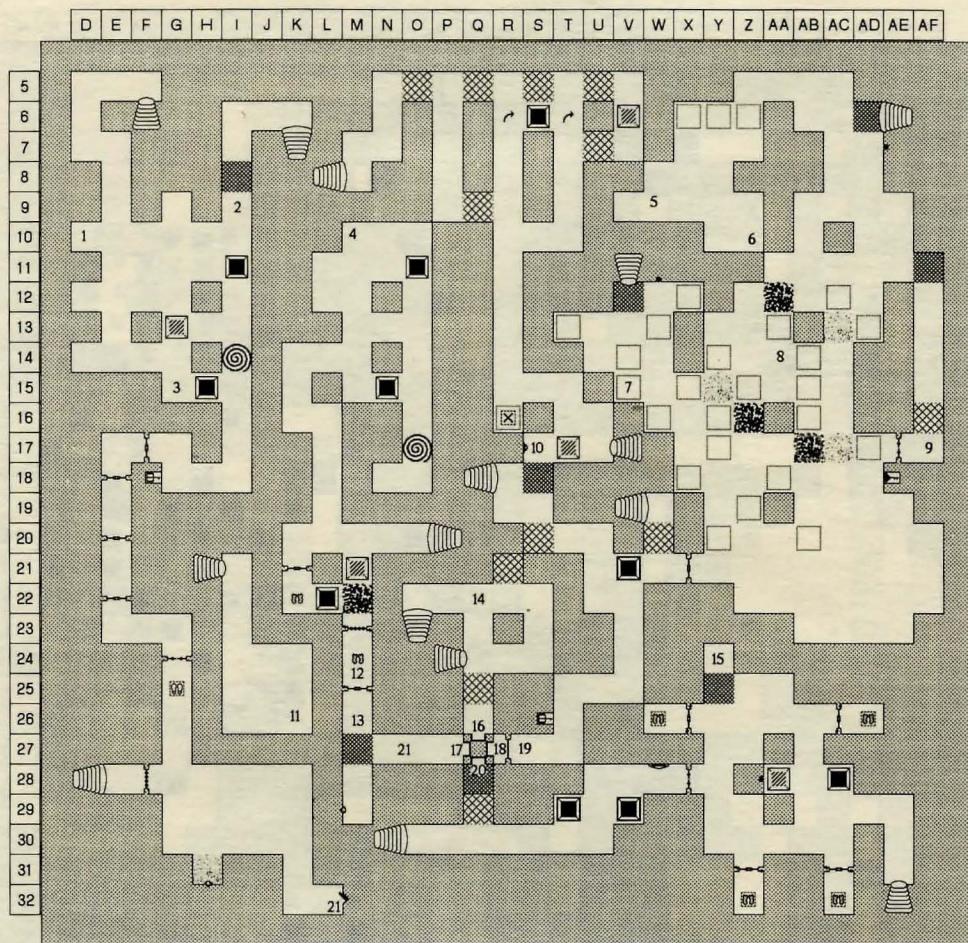


Level 5 Items

- 1. onyx key, vorpal blade
- 2. scroll
- 3. Winged key
- 4. *in this area:* Couatl (RA key), Couatl (orange gem, rabbit's foot)
- 5. giggler (*)
- 6. Turquoise key, scroll
- 7. 2 iron keys
- 8. chest (5 food)
- 9. chest (Ruby key, 2 coins, VEN bomb, FUL bomb, green magical box)

Note: Each Altar of VI on this level contains a key of B

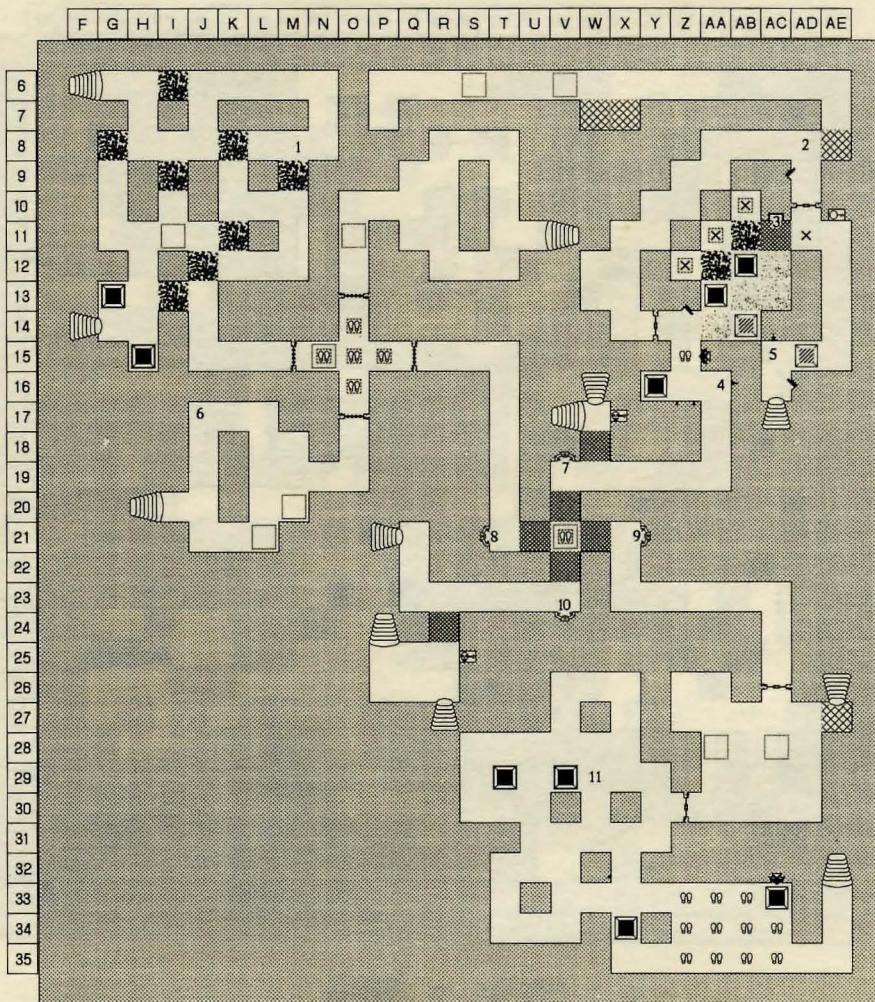
Level 4



Level 4 Items

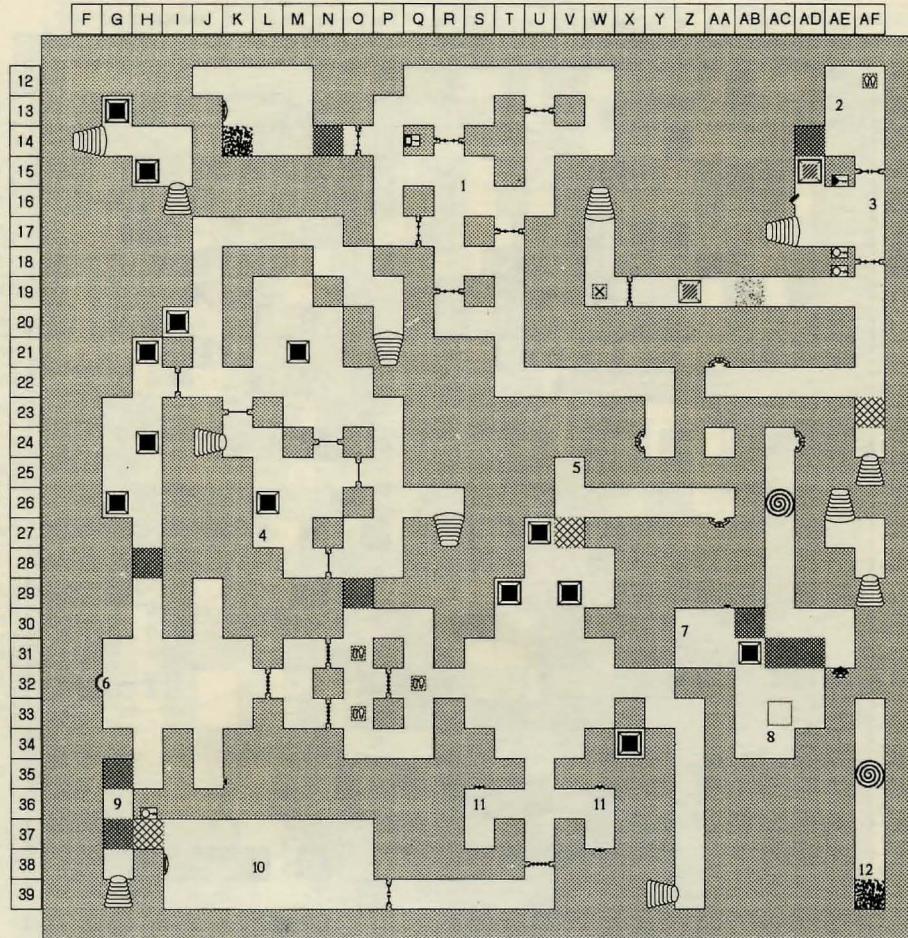
1. blue magical box
2. blue magical box
3. blue magical box
4. cheese
5. apple
6. compass
7. iron key
8. [with bones] halter, bezerker helm, tattered pants
9. FUL bomb
10. torch, giggler (*)
11. waterskin
12. antman (gold key)
13. orange gem
14. *in this area:* antman (waterskin), antman (gold key)
15. Cross of Neta
16. *, Illumnette, VEN bomb
17. *, VEN potion
18. *, FUL bomb
19. ghi, ghi trousers, samurai sword
20. *, FUL bomb, flask
21. Pendant Ferral

Level 3



Level 3 Items

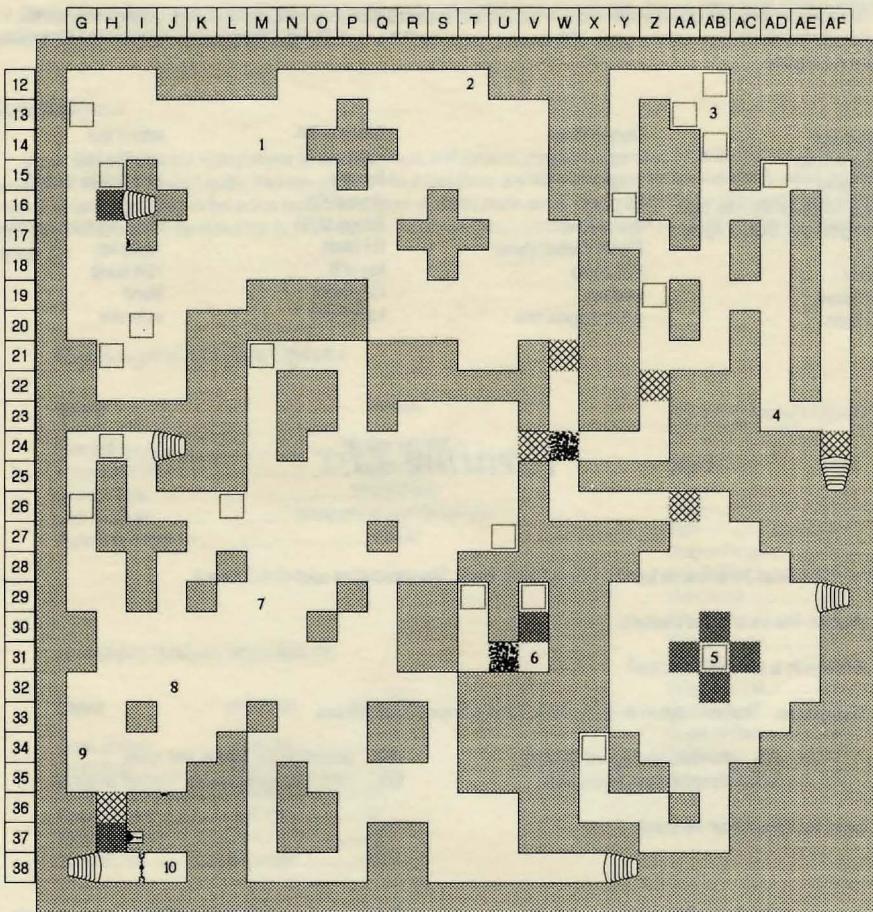
- | | |
|---|-------------------|
| 1. gunna, kirtle | 6. shank |
| 2. crossbow, deth knights(onyx key),
deth knights (gold key) | 7. 3 poison darts |
| 3. Cloak of Night | 8. Yew staff |
| 4. hole in wall (2 rocks) | 9. Horn of Fear |
| 5. hole in wall (iron key) | 10. Biter |
| | 11. giggler (*) |

Level 2*Level 2 Items*

- | | |
|---|---|
| 1. vexirk with square key, cape | 8. elven huke, elven doublet, steak |
| 2. 3 arrows, * | 9. chest (3 coins, magnifier, scroll) |
| 3. 2 throwing stars [out in hall], 2 arrows | 10. many vexirks (onyx key, iron key, gold key, Jewel Symal, Choker, coin, FUL bomb, VEN bomb, blue magical box, rabbit's foot, apple, bread, cheese) |
| 4. falchion, halter | 11. giggler (*) [could be in either place] |
| 5. small shield | 12. Staff |
| 6. Executioner | |
| 7. steak | |

Note: Each Altar of VI contains an iron key

Level 1



Level 1 Items

1. leather pants
2. iron key
3. claw bow
4. sling
5. iron key, coin, chest (Moonstone, VI potion, shank, calista)
6. iron key
7. Mongor [the dragon] (Solid key, axe, leg mail, hosen)
8. rapier
9. iron key
10. *, 2 slayers, green magical box, blue magical box,
4 FUL bombs, 4 VEN bombs

Shuffled Objects List

This is a list of those objects which are randomly shuffled and scattered throughout the game whenever a new game is started. You will not necessarily find all of these in any one game. With the exception of the FUL and VEN bombs, the capitalized entries in the list below appear only once in the game.

boots of speed	Dragon Plate	Grieve of RA	rabbits foot
chest (full of food)	Dragon Poleyn	Helm of RA	sapphire key
chest (5 coins)	Dragon Shield	iron key	Side Splitter (sword)
chest (3 green magical boxes, blue magical box, Gem of Ages)	EE potion	Plate of RA	Skeleton key
claw bow	eye of Time	Poleyn of RA	storm (lightning bolt blade)
DEXHELM	Flamitt (fireball glove)	RA blade	Topaz key
Dragon Grieve	FUL bomb	key of B	VEN bomb
Dragon Helm	gold key	KU potion	Wand
	green magical box	Lock Picks	waterskin

Creature List

The following is a list of the creatures found in Chaos Strikes Back. The conventions used on this list are:

Name: The name of the creature.

Edible?: Is the creature edible?

Weapons: The best ways to do away with it, listed in order of effectiveness.

FUL fireballs, bombs, and lightning
KU frontal assault, Ninja attack

VEN poison clouds, bombs, and spells
EW DES EW, Vorpal blades, "Dispell" on staves

Levels: Where it can be found.

Name	Edible?	Weapons	Levels	Name	Edible?	Weapons	Levels
Dragon	Yes	VEN	1, 7	Rive	No	EW	4, 5
Giggler	No	FUL, KU	1, 2, 3, 4, 5, 7, 8, 9	Slime Devil	No	FUL, VEN, KU ... 5	
Worm	Yes	VEN, FUL, KU ... 1, 6, 10		Flying Eye	No	FUL, VEN	6
Deth Knight	No	VEN, KU, FUL ... 2, 3, 8		Scorpion	No	VEN	6
Mummy	No	FUL, KU 2, 4, 7, 9		Stone Golem	No	KU	6, 8, 9
Muncher	No	FUL	2, 3	Skeleton	No	VEN, FUL, KU ... 7	
Vexirk	No	VEN, KU, FUL ... 2		Black Flame	No	EW	8, 10
Oitu	No	VEN	3	Demon	No	FUL, VEN	8, 10
Rock Pile	No	VEN	3, 8	HellHound	Yes	VEN, KU, FUL ... 9	
Screamer	Yes	VEN, KU, FUL ... 3		Grey Lord	No	none	10
Ant Man	No	VEN	4	Lord Chaos	No	none	10
Water Elemental	No	EW	4	Zytaz	No	EW	10
Couatl	No	VEN	5				

On Weapons and Tactics



Most of the objects found in the dungeon are easily mastered and obvious in their use, though some have hidden powers or are geared toward a particular type of adversary and user.

Magical Objects

Vorpal Blades are useful against Water Elementals, Rives, and Zylazes, as are the Yew staves and Staff of Irra. Though the staves may run out of DES EW (dispell) spells, they can still be useful in that these and all other magical staves and wands impart added mana to the bearer while they are held in the action hand. The amount of added mana varies from one item to the next, and exists even after the supply of spells contained in the object has been exhausted. In addition, these objects increase the rate at which mana is reabsorbed by the party member.

Psychological Warfare Objects:

Object	Action
Horn of Fear	"BLOW HORN"
Empty action hand	"WAR CRY"
Cross of Neta	"BRANDISH"
Staff of Claws	"BRANDISH" and "CONFUSE"
Wand and Teowand	"CALM"

Mana-Giving Objects:

Object	Mana
Wand	1
Staff	2
Dragon Fang	2
Side Splitter	2
Moonstone	3
Yew Staff	4
Staff of Claws	4
Vorpal Blade	4
Sceptre of Lyf	5
Teowand	6
Cross of Neta	8
Staff of Irra	10
Serpent Staff	16

Attribute-Enhancing Objects:

Object	enhances	amount
Cloak of Night	dexterity	8
DEXHELM	dexterity	10
Crown of Nerra	wisdom	10
PowerTowers	strength	10
Flamebain	anti-fire	12
Jewel Symal	anti-magic	15

The special weapons, RA Blade and Flamitt for fireballs, Storm, Serpent Staff, and stormrings (I've found as many as three of these) for lightning, Yew Staff (I sometimes find two of these) and Staff of Irra for Anti-elementals, all have a limited supply of firepower, but I still haven't really needed them: The wizards seem to hold up quite well on their own for the most part.

The last thing I'll discuss here is Magical Boxes and eye of Time rings. These objects should be used judiciously, saving them for only the greatest need. If you're careful, you'll find your party carrying around several Magical Boxes and two Eyes of Time. Specific instances of advantage are when you're up against overwhelming numbers with no where to escape and rest (as in Level 2, coordinate K38), or when you're facing a formidable opponent (such as Mongor the dragon, on Level 1), or when you need to freeze life to get past a tight spot that has an endless supply of creatures (like Level 4, H29).

Introduction to Answers

The Ways

There are many wall segments which open and close, depending on the route you have taken through the dungeon. These are designed to limit your progress to only the path, or "Way" you have chosen. All four Ways, NETA (the Way of the Priest), DAIN (the Way of the Wizard), ROS (the Way of the Ninja, or Thief), and KU (the Way of the Fighter) must be traversed and completed in order to find the keys to the completion of the Ways.

The Junction of the Ways

The Junction of the Ways can be very confusing, as, upon entering a Way and starting down a corridor, you can find yourself in a completely different place from where you started. One consistency in all this is that you will always be transported to another corridor that has an Altar of VI at the end, and appears to be (if you use Magic Vision) at the Junction of the Ways, but is not. There are two fake Junctions: One centering on D5, Level 5, and the other centering on AA24, Level 2.

The Diabolical Demon Director

The Ways all lead to the Diabolical Demon Director, a section of Level 8, where one must have the appropriate key to enter the final leg of each Way. The keys to each are the Solid key (KU), the Emerald key (ROS), the Ruby key (DAIN), and the Turquoise key (NETA).

Opportunities for Advancement

The degrees of advancement range from Neophyte to ArchMaster. For the purposes of this game, however, Journeyman is the lowest degree of advancement, followed by Craftsman, Artisan, Adept, Expert, 1st- through 6th-level Master, and ArchMaster. There may also be 1st- through 6th-level ArchMaster, but I don't know of any who have advanced their characters to ArchMaster to find out.

Conventions of the Lists

Doors

- Location** map coordinates of the door
How to open the method for opening the door

Since the method of opening most of the doors is self explanatory, only the doors which may pose a mystery are shown in the door lists.

Keyholes

- Location** map coordinates of the keyhole
Type the key that fits
Function the action performed by inserting the right key
Remarks suggestions, if any

Switches

- Location** map coordinates of the switch
Function the action performed by throwing switch

Transporters

- Origin** map coordinates of the transporter
Level destination level
Coordinates coordinates on the destination level

Level 10

Transporters:

Origin	Level	Coordinates
V15	10	AQ38
R25	10	AD39
AP28	10	AJ44
AP38	10	AH43
Y39	6	V21
AE39	10	AP38
AH43	10	AA43
AJ44	10	AP28
X45	7	H25

Doors

Location How to open

- W15 I'm not sure about this one. Almost every time I've played the game it's been open when I got there.
 AE21 I've never been able to open this one
 AV31 Just walking down this corridor from the north opens this one.
 AP42 Stepping in front of this one with the Master key seems to do the trick

Switches:

Location	Function
AF19	unknown.
AU22	opens AT21
AO24	opens AQ25.
U28	short delay. transports party onto V29
V28	short delay. transports party onto V29
W28	short delay. transports party onto V29
U29	short delay. transports party onto V29
V29	no delay. opens pit
W29	short delay. transports party onto V29
T29	opens R28
U30	short delay. transports party onto V29
V30	short delay. transports party onto V29
W30	short delay. transports party onto V29
AP28	activates transporter to AJ44
AA30	toggles mist at Z30 on or off.
AM32	turns on mist at AN32
AN33	opens AN31
AM34	turns on mist at AM34
Z36	instantly surrounds party with Zytlazes
AD46 (wall)	opens AD43
AD45	generates demons in area of AI41 (can also trigger launchers)
AD46	generates demons in area of AI41 (can also trigger launchers)
AE45	generates demons in area of AI41 (can also trigger launchers)
AE46	generates demons in area of AI41 (can also trigger launchers)
AJ38	toggles AI38, AK36 and AI36, AK38 on or off. The two wall segments that are on are always arranged diagonally in relation to AJ37.
AS36	toggles between opening/closing AS40 and AV39.
AJ44	activates transporter to AP28

Keyholes

Location	Type	Function	Remarks
AG21	square	opens AH22	
AJ24	onyx	opens AJ25	
AT21	onyx	opens AS22	delayed
Z25	iron	opens AB25	doesn't take your key
AV25	Skeleton	opens AU26	doesn't take your key
T25	RA	opens U24	there is only one RA key
T26	RA	opens S25	there is only one RA key
AC28	iron	opens AB29	
Y30	iron	toggles launcher on/off	may take two keys
AE34	iron	activates mist at AD34	
AH34	iron	opens AG34, closes AG36	
AF38	Skeleton	opens AG38	This one takes your key! There is only one Skeleton key.
AF41	Master key	opens AE42	
AG44	Topaz	opens AF45	
AU40	keys of B	opens AT41	uses two keys
AU40	keys of B	opens AT43	uses two more keys
AM43	iron	activates AM42	

(continued)

*Level 10
(continued)**Comments*

- The general strategy I use for this level is to come here as early as possible to set up The Weapon (see below) and to look for any important shuffled objects (such as the Lock Picks and/or Skeleton key. These are very useful, even necessary) I might find here. The idea in coming early on is that the creatures haven't had a chance to multiply and pose less of a hindrance, and that setting up The Weapon early minimizes the reproductive tendencies of the demons and worms.
- Regarding the floor switch at AF19: I think it might be used to open AE21, but nothing seems to trigger it
- I haven't figured out yet what the floor switch AF19 does. If you happen on the answer, drop me a card.
- There are many, many worms in the area around AH24. They are generally worth going after, though, because Dragon Fang (item 4) is a great weapon.
- There are several demons in the area around AV19-25, and in the room around AV33.

The Weapon

- The dashed line starting at Y30 represents the weapon mentioned in the Hint Oracle to be used against the demons (and worms). Depending on your actions earlier and where you come from, the launchers (fireballs) may have been activated by the time you get there. If so, the mist at Z30 will probably also be active, thereby directing the fireballs north along the Z corridor, through the mists at Z24 and X24, and on up the X corridor. To turn off the mist at Z30, a coin must be deposited in the slot next to it. I suggest leaving the launcher on, because you'll have to turn it on again later anyway.
- To activate the launchers at Y30, one or two iron keys need to be used in that keyhole. Don't forget to step back immediately after inserting each key to avoid the fireballs from the launchers.
- The Weapon is functional as soon as you turn it on, but not fully effective until you have removed the wall segments at AN31 and AG34, toggled the wall segments on at AI38 and AK36 (to funnel the demons through AM36), and activated the mists at AN32, AD34, AM34, and AM42. You should be able to use the Weapon to your advantage in battle as long as you don't get confused or forget to stay out of its way.
- This level can be very confusing because the AI36, AK36, AI38, and AK38 are in varying states at different times when you enter this level. The key to avoid confusion and/or entrapment is to remember that there is a pattern here: The walls are always on in a diagonal orientation to AJ37. That is, if AI36 is closed, then so will be AK38, while AI38 and AK36 will be open. If you want to switch the orientation yourself, you can use the button on the south face of AJ37. This can be an excellent strategy when you make your first foray into this level because you can use this button to effectively funnel the demons and worms from the south through AM35 and AM36. Escape is through AJ44.
- There are many demons and worms in the room around AH41.
- The Skeleton keyhole at AF39 is the only one in the game that will take the Skeleton key from you.
- Four keys are required to fully use the keyhole at AU40. Two are required to open AT41, and two more are required to open AT43.
- Lord Chaos tends to hang out in the room around Z44. He is actually fairly easy to deal with: just brandish the Cross of Neta or some other priestly object at him and he'll leave you alone.
- In order to destroy the Corbum ore, you must throw it toward S39.
- Don't try throwing anything but Corbum ore into the FUL YA pit!! Doing so unleashes upon you giant fireballs, resulting in quick death.

Level 9

Transporter

Origin	Level	Coordinates
O28	9	Q28

Keyholes

Location	Type	Function
L22	gold	opens K22
H23	Skeleton	opens I24
M23	gold	opens L24
AD19	Skeleton	opens AD20
AE30	iron	opens AF29
R34	Skeleton	opens Q35

Doors

Location	How to open
AB19	Step in front of it carrying Corbum ore.
AL20	Step in front of it carrying Corbum ore.
Y23	Step in front of it carrying Corbum ore.
W27	Step in front of it carrying Corbum ore.
AD20	Use Skeleton key or get Corbum ore.

Switches

Location	Function
H9	momentarily closes pit at I10. Hurry!
I9	triggers a fireball from J19
Q9	triggers a fireball from J19
X9	a blue gem in the hole opens Y10
V10	triggers a fireball from J19
J11	momentarily closes pit at I10. Hurry!
J12	triggers a fireball from J19
J14	triggers a fireball from J19
J16	triggers a fireball from J19
K16	turns on mist at J16
P16	triggers a fireball from J19
I19	deactivates launchers at J19
Q19	deactivates launchers at R18
Q26	opens pit at R26
O28	activates transporter
R29	activates launchers at R18. These will stay on until Q19 is triggered.
V29	removal of sandals opens pit
Y24	a blue gem in the hole opens Z25
AC23	closes pit at AE24, but only for a few seconds after you step off this plate
AC27	causes pit at AD24 to open and close rhythmically
AH22	causes pit at AF23 to open and close rhythmically
AH24	toggles pit at AG24 on or off
AI27	unknown
AH28	closes pit at AG27
AF30	toggles AF29 open or closed

Comments

- The first time you enter from X19, stepping on a floor button causes a fireball from the launchers at J19 to be sent your way, guided toward you by the mists in the corridors. You can easily avoid the first floor button (V10), but will have to duck in and out of the corridor thereafter to get to the shut-off button at I19.
- It is possible to continue eastward from J16 without turning off the launchers, but they will be redirected to follow you down that corridor (K16 sees to that), so your best bet is to turn off the launchers first. Another incentive for turning off the launchers is the possibility of something good at item 4.
- Getting to the Corbum ore is pretty straight forward. It's just a matter of speed and timing.
- The iron key is not needed to open AF29. Just press the button across the hall.
- Access to the Corbum ore pillar from the east is gained by climbing down the pit at AK15, coming back up the stairs (AL16), climbing down AH15, coming back up the stairs (AE16), climbing down AH17, and coming up the stairs (AH19) to your goal. The pit in AJ17 is closed by retrieving the Corbum ore at AG24.
- The X and O symbols running north/south in the southwest corridors indicate transporters. The O is the origin and the X is the destination. These make nifty weapons to kill the stone golems in the area. Just lure one in and beam on top of him!
- Picking up the Corbum ore at AF23 will open AD20.

Level 8

Transporters

Origin	Level	Coordinates
K12	8	L12
I14	8	J14
T21	8	S21
M5	8	AH35
AI35	8	N5

Keyholes

Location	Type	Function
O11	gold	opens N10
U19	Emerald	opens V18
X26	Solid	opens W27
N29	Cross	opens Q28
T29	Ruby	opens U30

Door

Location	How to open
P27	the Cross key must be used at K29 on Level 7

Switches

Location	Function
AJ5	opens AI6
I10	opens pit after short delay
K14	closes pit at J14
L14	activates transporter at I14
V14	opens S14
Q20	toggles mist at Q23 on or off
K23	if you can get to it, closes the pit at L24
L24	picking up item 1 causes a delayed opening of the pit
M24	creature activated only, closes pit at M26 as long as creature remains on plate
O24	toggles pit at N24 open or closed
O26	opens O25 and brings the black flame at O27 to life
Q26	brings the black flame at Q27 to life
P24	opens Q24 as long as you're on it
Q23	opens R19
R21, S21	all four buttons must be pressed to deactivate transporter at T21
W21	closes pit at V21 as long as something is on it
S25	launches poison slime from P25
M27	closes pit at L27 as long as something is on it
M31	creature activated only, holds pit at M28 open
O29	activates mist which transport objects to P30, opens P29
Q28	launches lightning bolts from S30
S28	closes R28
S29	closes pit at T29

Comments

- The Cross key is used in two places. Once on Level 7, and the second time here, at N29, which will take the key. So make sure you unlock the other one first.
- The pit at I10 will open if you stay on it.
- The demons are immune to the series transporters, but your fireballs, etc. aren't. For example, casting a fireball from W11 at a demon in W12 will miss the demon, since it (the fireball) will be transported to V12 before it detonates. Use caution in this area. It is quite possible to cast a fireball and end up hitting your own party with it while you're on the transporters.
- In order to "snatch" item 5, you must press the button at L14, quickly side-step to K14, turn right, step onto J14, and snatch the Speedbow and step back before the pit opens again.
- N16 contains a transporter which deposits you in L16, only to fall another level down.
- The black flames around K21 come back to life the first time you step on K20, and every time you step on L21. The one at K23 repeatedly comes back to life as soon as you kill it, making access to the button there very difficult. It doesn't really matter, though, because having the pit at L24 open generally works to your advantage.
- You must place several objects on the plate at O29 to open P29. Don't worry, you'll get them back.
- The stone golem around X26 can't come any further than T24, so if you need a rest and healing time, just back off to S26.
- Once you get to AF31, the "Dead End," four deth knights will appear in back of you. AG31 will open several seconds after you have been pinned at AF31, but you must be facing the deth knights for it to work.
- If the pit at Q21 isn't closed when you get to it (to go to the last leg of the Way of ROS), and you have already gone through the Way of NETA, you can close it by going down the stairs at S19 to Level 7, going over to V24 to conjure a skeleton, using the Horn of Fear and/or other psychological weapons to get him onto V24, then press the button at W23 to transport him to V26. Then, assuming he stays around (You will probably have already gone through this area. See Level 7) trying to get to you, you can throw things at him until he dies. Once he dies, V25 will open and you can go to V26 and use the Magnifier on the optical switch there. This will close the pit at Q21 on Level 8, allowing you access to ROS. Watch your back while trying for that skeleton. More will probably be conjured while you wait. If you haven't been through NETA yet, then this should be opened already.
- There are demons at W10 and R12 who can't move, but they will cast fireballs at you. Again, don't try to cast fireballs at them while you're on the series transporters.
- When you go after item 4, make sure you step back toward V16 often enough to avoid being thrown into the pit at R16. It's a four-level fall. Ouch!

Level 7

Keyholes

Location	Type	Function
I10	square	opens K10
U9	square	opens V8
W22	gold	opens X21
G23	sapphire	opens F22
V26	Turquoise	opens W26
K29	Cross	opens Level 8, P27
Q29	gold	opens Q30
O31	gold	opens P31
L34	gold	opens Q33
U31	gold	opens T31

Doors

Location	How to open
J10	opens when the skeleton at H10 is killed
K10	opened with square key
V8	can be opened with a fireball
S10	can be opened with a fireball or square key (U9)
Y10	can be opened with a fireball or square key (U9)
V12	can be opened with a fireball or square key (U9)
V25	can be opened in the following way: Lure a skeleton (these are conjured after you step on U23, V23, or V24) over to V23, use a psychological weapon (Horn of Fear, Cross of Neta, War Cry) to get him onto V24, press the button at W23, and he will be transported over to V26, where he will be zapped by lightning, which will open the gate for you.

Transporters

Origin	Level	Coordinates
I14	6	V21
T28	2	S15
V28	5	G28
O28	7	L27

Switches

Location	Function
AA14	holding the Power Towers up to the optical switch opens AB13
T17	opens U17
G19	The Vending Machine. See Maps, Level 7.
L21	opens K21 as long as you're on it
Q21	opens Q20 as long as you're on it
W23	activates transporter at V24 to transport skeleton to V26
M25	after you have stepped on this five or six times, the pit opens
P26	after you have stepped on this five or six times, the pit opens
S25	opens Q24 as long as you're on it, and for a few seconds afterward
V26	Floor switch: the first time a skeleton is transported onto this one, he gets blasted by lightning, thus opening V25
V26	Optical switch: this is only used if you need to open the pit at Q21, on Level 8
X31	Beware picking up the Shield of RAI! Each time you do so triggers fireballs (both barrels) from Z31
U31	if you face south for a moment, then turn to face north, U30 will open for a moment. Make sure you don't have anything important in your non-action hands. There might be a giggler inside that room.

Comments

- There are small dragons at or about K16, Q10, R14, V14, Z14, and AA10, in addition to those mentioned on the map as residing in the Imaginary Wall maze. The second largest dragon in the dungeon is right under the Diabolical Demon Director (O24 or thereabouts).
- The gate at V8 closes whenever a dragon steps on T10, V11, or X10. This is why there are several square keys in the vicinity.
- Dragons are most susceptible to fumigation (poison clouds), but must be frozen to keep them still long enough for the clouds to kill them. If you kill enough of them you'll have a virtually inexhaustible supply of nutritious dragon steaks.
- The Imaginary Wall maze is the top of the lower area of the Way of ROS. To resume ROS, you will have to go through the Diabolical Demon Director first, but only after you have collected the Emerald key from here (item 5).
- The arrow symbol at AG15 is a direction reverser. Check it out with a compass in your hand...
- The walls at J26, F28, J33, and K34 are opened or closed depending on the route you took up to this level. For example, if you came by way of J31, K34 and J26 would be closed.
- The pit at L16 will close if you kill the dragon on K16. If he is instead killed on K15 or K17, N15 or N17 will open. Placing steaks on K15, K16, or K17 will also open N15, L16, or N17 respectively. This area is not at all necessary to enter. It can only be entered by falling through O16 on Level 8.
- Death Row was mapped with the help of a special editor, and I still don't know how to get back there legally. The door is opened from the inside and there is a hole in the ceiling at O11, with a corresponding pit on the level above, but I haven't been able to gain access to it.
- Items 2, 3, and 4 are shuffled amongst themselves, so they may appear at any of these three locations.

Level 6

Transporter

Origin	Level	Coordinates
AG20	6	AG21

Keyholes

Location	Type	Function
AB15	iron	opens AB14
AG17	Lock Picks	opens AG16, and, after a short delay, AG18
AG27	iron	toggles AF28 open or closed
AE30	iron	toggles AF28 open or closed
S13	square	opens T14
V31	iron	opens T31
V28	iron	closes pit at V29
T28	iron	closes pit at T29

Doors

Location	How to open
T14	S13 (if you can get there!)
AD13	taking the Ghoul Gem to AC13 will open this one
AC10	opened by button at Y10
Q11	unknown

Comments

- My advice on starting the game is this:
 1. Kill the worms;
 2. Collect the stuff in the room, including item 7;
 3. Pay for and collect items 4 and 10. Item 9 is optional. I don't usually bother with it, as it has limited effect on most creatures;
 4. Open AB21;
 5. Save your game;
 6. Run west and then south along the corridor. This may take a few tries. You'll probably fall down the pit to the Junction of the Ways a few times before you get the hang of it. (You don't want to go straight across to U21 because that will open S20, allowing flying eyes into the beginning room. They can be a real pain later);
 7. Save the game when you've made it to V22;
 8. Go south from V22 and collect item 20;
 9. Use your iron key (from one of the worms) to open the gate at T31;
 10. Raid the area for weapons and food. There are more weapons here than you can use, so just pick some you like;
 11. Go down to Level 5 by either using the rope or the stairs at U30;
 12. Raid that room, then use the transporter to go to the Junction of the Ways and begin the game in earnest.
- When you are deciding which Way to go, try not to chose ROS until you have found the Lock Picks, because it is difficult getting back up the corridors with fireballs coming at you (once the fireballs are triggered from X17, they follow the corridor to the Ghoul Gem, and don't stop until you leave the level).
- BUT, if you can't find the Lock Picks, or just want a little excitement, here's how to get back up the corridor in the face of those fireballs:
 1. Lure the scorpion in the room around AE10 into the corridor and trap him at AH10 by closing a door on him, then giving ground so he follows you in, then closing the next door on him, thus springing the trap;
 2. Once the Ghoul Gem is taken from the wall, go back up the corridor and wait, looking through the door at AI10, until he is hit by a fireball;
 3. Open AI10, step forward, and throw a medium-strength poison cloud so he'll stay away from you.
 4. Keeping him at bay with clouds, wait until a fireball kills him, and run out into the room, quickly sidestepping to avoid the next fireball.
 5. After that, it should be a simple matter to dodge fireballs until you get to AC13 (with the Ghoul Gem, I hope), at which time AD13 will open, and you'll be free to go to the next level.

(continued)

Switches

Location	Function
Y10	opens AC10
AA13	opens AB11
AC17	deactivates or momentarily activates mist at AB17
AC18	each step on this one triggers a single fireball from X17
S27	all the switches here activate the pit under them after a second's delay
L14	all the switches here activate the poison bolt launchers (both barrels) each time they are stepped on.
U21	opens S20
V21	opens pit
W21	momentarily closes pit at V21
AC24	putting a torch in the torch holder opens AB21
AE21	a coin deactivates mist at AD20
AJ21	deactivates mist at H20
AJ16	activates mist at AB17
AJ17	after both AJ18 switches are triggered, this one opens AG16 following a short delay.
AJ18	floor switch: sets the firing rate for launcher at X17. If you step on this a number of times, the firing rate will be high. Not recommended. See below.
AJ18	Ghoul Gem: triggers launcher at X17.
AJ27	deactivates mist at AJ28
AF27	surrounds party with worms (this is where the game begins)
AC27	deactivates mist at AD28
Y27	momentarily closes Y28, then, a second later, Y30
AB30	momentarily closes pit at Y30

Level 6

(continued)

- The reason I like gettin the Lock Picks is that they are the only thing that will open AG16 and AG18, which allows easy access to item 5, as well as opening up the dungeon's pathways a little more to each other. You see, if you open this and open all the walls and doors the skeleton key will open, you can take all kinds of shortcuts later on.
- Another thing about the Lock Picks preference: If you have them, don't forget to close at least one door along the corridor before you get the Ghoul Gem. This is because opening up AG16 and AG18 to you also opens it up to the scorpions, which could lead to unpleasant surprises later on.
- A fun thing to do when you have the Lock Picks: Once you have opened AG16, go up the stairs (AH12) and immediately come back down. You have now deactivated the fireballs, and can go back around, having to deal only with the scorpion you left at AE10, close AB11, and open AD13 (with the presence of the Ghoul Gem). Now you have a nice shortcut for later.
- J14, J19, and M14 have direction changers. You will want Flamebane (item 1, at K15), but otherwise, try to get through here quickly. Don't stop at K20! For some reason, the poison bolts can get you there too.
- Don't worry about J22. If you come from the north, it will be open. J22 and K23 are two more wall segments which change status according to the route you have taken through the dungeon.

Level 5

Transporters

Origin	Level	Coordinates
Z8	5	AB11
AC15	5	AA15
AA19	5	AC18
C27	5	J6
U28	6	V21

Keyholes

Location	Type	Function	Remarks
Q2	onyx	opens Q1	use a fireball instead
X21	Winged	opens Y23, Z24	
T28	iron	deactivates mist at U28	
V28	iron	deactivates mist at U28	

Doors

Location	How to open
Q1	can be opened with onyx key, but also can be opened with a fireball
T4	opened with a fairly large fireball

Switches

Location	Function
M3	conjures slime devil at about P5
O9	conjures slime devil at about P7
P10	conjures several rives when onyx key is removed, conjures giant fireballs from launchers when vorpal blade is removed
O16	opens M19
W8	closes W9
X8	opens pits at W8 and X9, as long as you're on it
Y8	opens pits at X8, Y7, and Y9, as long as you're on it
Z8	floor switch: opens pits at Y8, Z9, and Z9, and opens AA7, AA9, and Y10, as long as you're on it
Z8	optical switch: use ZO KATH RA spell, place plasma on optical switch, transports you to AB11
X9	opens W9 and deactivates mists at M4, N6, and O8
Z12	west button: opens U14
Z12	north button: opens X11
Z12	east button: opens AB10
T14	closes pit at Y13
V17	closes pits at Y16 and Z16
W17	permanently opens pit at Z16
AC18	opens AB18, activates momentary mist at AC15
AA19	activates mist
W20	toggles V20 open or closed
T28	activates mist at U28
V28	activates mist at U28

Comments

- D7 is where you are if you ever find yourself at an Altar of VI that has a scroll that says "Pray for a miracle." The thing to do is turn around several times at D7 and see if you've been transported away.
- It is usually not necessary to open the door at Q1.
- I don't recommend going after item 1. You'll only stir up more rives anyway, and you don't really need either the vorpal blade or the onyx key.
- Furthermore, the buttons at M3 and O9 don't seem to do anything but conjure slime devils.

(continued)

Level 5

(continued)

- When you first enter this room (from K7), there will be fireballs bouncing back and forth between the east-west oriented mists. The first thing you'll want to do is cast a large fireball onto T4 to open it, taking care to avoid the bouncing fireballs. Then go to V8 and have one of your party cast a ZO KATH RA spell, then, keeping it in hand, set up VEN bolts, as powerful as you can make them, for all but one of your magic users. The one will make a VEN cloud, as powerful as possible, then sleep, if the rives let you, to build up your mana. You'll need it. After you're rested, step over to X7, cast three or four VEN clouds into AB7, then move to Y8 and cast two or three VEN clouds into Y11, and wait 30 seconds. This should do away with a couple of the couatls. Finally, move to Z8 and use the ZO KATH RA on the optical switch, which will put you at AB11, facing north. Quickly move to AC18, press the button there, and back up three steps. You should be transported to Z21. If not, then you weren't fast enough in stepping back. (The opening of AB18 is a decoy, in case you wondered.) Now open V20, and go up to Z12. Don't press the north or east buttons!! These allow the couatls from the north easier access to you in the south. Press the west button, grab the scroll and go throw it from V14 to T14. This will close the pit at W13 and allow access to V17, your next destination. About now you should start seeing the southern couatls. I usually retreat to Z12 and start casting VEN bolts and clouds. The clouds are best for keeping them at a distance, while most couatls can be killed with a couple of whiffs of cloud and two bolts. The ones carrying the orange gem (use unknown) and the RA key may take three bolts to kill. If you get into trouble, either use a green magical box to buy time for escape, or try climbing down one of the pits to the Cistern (this is when opening V20 will come in handy, you'll be able to come up the stairs at V19 instead of going around the long way). Once there is a lull in the battle, go to V17 and press only that button. Now you should be able to get item 3, cross Z16, and go down the stairs at V19 to rest up. All this will probably be peppered with skirmishes with couatls. After resting up, you can come back up at V19 and open Y23 with the Winged key. Here you will have to fight two or three more couatls before getting your prize: item 9!
- The area around item 5 has many invisible transporters and direction changers in it. I only mapped two because these should be all you need. When going through the NETA Way, you will come in from the south (N30), get item 6, the Turquoise key, and just move due north, never varying your path. The room will do it for you. That's what the scroll means when it says "...Let me guide thee through the purgatory that awaits." See? Lord Chaos isn't such a bad sort after all! If you find the giggler in there, just go out the north exit and wait for him there. He'll come. If he's a little slow, try going to sleep. But don't forget to empty your party members' left hands!

Level 4

Transporters

Origin	Level	Coordinates
I14	4	O14
O17	4	I17
H31	4	I16
AA12	4	AC15
AC13	4	Z14
Y15	4	AA20
Z16	4	AC21
AB17	4	Y21
AC17	4	AB22

Doors

Location How to open

E18	fireball
E20	fireball
E22	fireball
G24	already open when you get there
K21	kill the antmen at K22
X21	chop it
X28	trap mummies on W26, AD26, Z32, and AC32

Switches

Location	Function
AD7	opens AD6
W12	opens V12
R16	closes pit at T17
S17	removing the torch opens S18 and the pit at T17, replacing the torch reverses the above
K22	when the antmen on this are killed, K21 opens
M24	when the antmen on this are killed, the pit at M21 closes
G25	closes G24 behind you
H31	activates transporter (to I16)
L32	opens F28
M29	each press casts DES EW spells from tiny launchers on the west face of this wall, at L29, up to a limit of 25 shots
W26	see AC32
AD26	see AC32
Z32	see AC32
AC32	when all four of these have mummies on them, X28 opens and the pit at AA28 closes
AA28	opens Y25

Keyholes

Location Type Function Remarks

G18	gold	opens F17 you can use a fireball on this one, but you may need the mana for other things
T26	gold	opens R27 fireball or chop on this one
AD18	onyx	opens AE17 use the Lock Picks here

Level 4

(continued)



Comments

- I8 opens only when you come down the stairs at K7.
- You will probably, but not necessarily, have to traverse the western portion of this level in order to get to the northeastern portion of Level 5, and thereby the Ruby key. It is filled with rives and, in the room around I29, several water elementals, which are a lot harder to kill. The transporters at I14 and O17 seem to be there so you can use the button at M29 to weed out some of the rives and water elementals that are in the room around I29. This is how you use the transporters:
 1. I14 only works when you are travelling north, and then only sometimes.
 2. O17 only works when you are travelling south, and it always works.
- Save your game before you enter this area, because it might take a few tries to get past the Laughing Pit (G13).
- Killing the antmen is easy. Just cast a VEN cloud into M22, which is a direction changer, from M20. After K21 has opened, cast another couple of VEN clouds from K22 to M22. Then go around to M20 and wait for the (camouflaged) pit to close. You can now go south along this corridor.
- M27 opens after you have picked up the orange gem, after a short delay.
- The way to ensure maximum effectiveness of the button at M29 is to cast a magic vision spell (OH EW RA) and press the button (even though you can't see it when the magic vision is in effect, you can still press it) only when there are rives or water elementals in the line of fire. If a water elemental is there, press the button three or four times in quick succession, since they will tend to move out of the way after they're hit once, which isn't enough.
- Freeze life is a good way to take advantage of temporary openings in the room around I29, when going after the switch at L32.
- Use the Horn of Fear, and other psychological weapons to get the mummies into the little rooms in the southeast.
- The mummies originate from AE30 or 31.
- AF11 opens when you travel north along the AF corridor.
- Q28 opens after you get to Q29, but closes again and refuses to reopen until you leave the area, so you must move quickly.
- R6 and T6 are direction changers.
- The area around R23 is packed with antmen. When entering from P24, your VEN bolts and clouds are transported to R21, and so are not very effective. The way around this is to repeatedly use psychological weapons to try to enter Q24, which will transport you to R21 (this transporter is not marked on the map because it only works once). From there you should be able to use VEN clouds to hold them off while using VEN bolts to kill them from a distance. They die easily from fumigation.

Level 3

Switches

Location	Function	Location	Function
O14	conjures an oitu at O10	Y21	placing the Horn of Fear in Altar of VI opens W21
N15	conjures an oitu at J14	V23	placing Biter in Altar of VI opens V22
O15	opens O13, M15, Q15, and O17	V21	The Junction of the Ways. Which ever direction you face will open. When you step off, it will close behind you.
P15	conjures an oitu at T15	Z33	conjures muncher(s) at AD32
O16	conjures an oitu at O19	Z34	conjures muncher(s) at AD32
AD9	toggles AD10 open or closed	Z35	conjures muncher(s) at AD32
AB10	deactivates mist at AC13	AA33	conjures muncher(s) at AD32
AA11	closes pit at AB14	AA34	conjures muncher(s) at AD32
AD11	when an object ends up here, the mists at AA14, AB13, AC13, and AC12 are momentarily activated	AA35	conjures muncher(s) at AD32
Z12	opens AC11, AD10	AB33	conjures muncher(s) at AD32
Z14	opens Y14 (not recommended)	AB34	conjures muncher(s) at AD32
Z15	launches daggers from Z17	AB35	conjures muncher(s) at AD32
AC16	opens pit at AD15	AC34	conjures muncher(s) at AD32
V19	placing a poison dart in Altar of VI opens V20	AC35	conjures muncher(s) at AD32
T21	placing the Yew staff in Altar of VI opens U21		

(continued)

*Level 3**(continued)**Transporters*

Origin	Level	Coordinates
I6	3	J6
G8	3	G9
K8	3	L8
I9	3	I10
M9	3	M10
K11	3	K12
J12	3	J13
I13	3	H13
AB11	3	Z15
AA12	3	Z15
AC13	3	Z15

Keyholes

Location	Type	Function	Remarks
AE11	iron	opens AD10	not necessary, can be opened with fireball or by opening AC11
W17	Skeleton	opens W18	
R25	Skeleton	opens R24	

Comments

- The Ways, from the Junction of the Ways, are as follows: West is DAIN; North is ROS; East is NETA; and South is KU. Keep in mind that you very well may not find yourself on this level after you have started on your chosen Way. If you are transported, it will usually occur as follows:
 - ROS** If you went north, you will probably end up at AA- to AF22 on Level 2, but may instead find yourself at F5-10 on Level 5, or even B7-12 on Level 5.
 - NETA** If you went east, you will probably end up at AC24-29 on Level 2.
 - KU** If you went south, you could end up at V- to AA26 on Level 2, or instead at M23-28 on Level 5.
 - DAIN** If you went west, you might find yourself at D- to I3 on Level 5.
- Notice, after you have enter a Way, the wall to the Junction closes behind you. The wall can be reopened by placing the item from that Altar or VI back in the Altar that it came from. (See the Switch list for this level.)
- If you want to get by O15 with out dealing with more than one oitu, go straight to O15, do an about-face, and cast ZO spells on every door, starting with the one you entered through. This will close the doors so that not only can you take on one direction at a time (westward is the only one of worth, though there is a shank in th south, and a waterskin in the north, up the stairs at V11), but the oitu you conjured by getting to O15 will be trapped where you came in from. I don't usually worry about this, as oitus are pretty easy to kill.
- In order to trigger the floor switches at Z12, AA11, and AB10, you must throw objects onto them. The trick is getting the objects past the mists alternating between AB11 and AA12. You see, if your thrown object (a rock or dagger works well, and there are lots of them about) gets caught in the mists, it is transported to AD11, where it triggers that switch, which in turn momentarily activates the mists at AA14, AB13, AC13, and AC12. If you are standing at any of these places, you are transported to Z15, which triggers a volley of daggers from Z17! A nifty little trap Chaos has devised. So your timing has to be perfect to get through here.
- If you end up at AA16 your first time into ROS, you will want to be aware that the first set of deth knights is right behind the door at AD10, and that, once you have opened AC11, you will want to hurry down the stairs at AC17 to throw the switch at AD16 on Level 2. This is because deth knights are very hard to kill with out help, which you do have here: Once you have thrown said switch, come back up the stairs and lure the knights out until they are on AD15, at which time you throw the switch that opens that pit and they fall two levels to their "deths!" (yecch! Why do I DO that?) Now close the pit and go use VEN clouds on the rock piles until you free the other set of deth knights, whom you do the same thing to. This time go down the stairs, drop down the pit on Level 2, and retrieve the onyx and gold keys. You don't want to go down to this area of Level 1 too often because you will stir up things and cause the worms there to reproduce in large numbers.)
- How to deal with the munchers in the southeast: Take one step at a time with a low power fireball at the ready. Wait until the muncher you conjured comes to you and is dead before you take the next step. The reason for this is that if you come come through this area again without having kept it clean, you could have some nasty reminders waiting.
- The Skeleton key can be very useful for making shortcuts on this level. Lots of fun if you're into exploring long after you have beaten the game for the first time!
- The room around Q25 is packed with oitus. If you approach them from Level 2, VEN bolts and clouds that you cast from R27 are transported to P26. Since the oitus tend to gravitate toward you, this means they may or may not be getting hit by your VEN spells. For this reason it takes a long time, several naps, and lots of food and healing to penetrate this room. Once you are able, you should enter the room and take the beating from the oitus while you quickly dispatch them with VEN bolts. The Hint Oracle says that lost items show up in this room. I haven't checked it out.

Level 2

Switches

Location	Function
AF12	opens AD14
AD16	opens pit at AD15
W19	opens X19
AA30	unknown (Hypothesis: may open O29?)
AE31	(gargoyle) opens AB30, AC31, AD31
G32	(alcove) when Executioner is removed for the first time, opens H28 and closes L32. Thereafter objects placed or removed toggle L32 open or closed
J35	unknown
O31	closes N31 while someone is on it
O33	closes N33 while someone is on it
Q32	closes P32 while someone is on it
S36	used in conjunction with W36 and W37 to open U38
W36	see S36
W37	see S36

Keyholes

Location	Type	Function
P14	square	opens N14
AE16	onyx	opens AF15
AE17	iron	toggles AF18 open or closed
AE19	iron	toggles AF18 open or closed
H37	iron	opens G35 and G37

Comments

- The reason you shouldn't destroy the doors at I22, K23, N24, O25 or N28 is that you may need them to contain creatures. For example, if you chop I22 in your attempts to run away from the deth knights south of there, it will let the deth knights in to the area of the mummies (N22), and greatly complicate the conquest of that area. But if you had left I22 intact and escaped down H21, H24, or G26, (which is what I recommend if you want to get Executioner) the deth knights would have been contained by the closing of the door at L32 when you picked up Executioner! Another argument in favor of leaving those doors intact is that, when you're trying to kill Mongor the dragon (on Level 1), you may need a place to go to rejuvenate your party. The stairway at J24 is the only place to get any peace, provided you haven't opened one of those doors. Enough said.
- Don't use fireballs in the room around I32 or the room around U32 unless your opponent is directly in front of you! This is because the fireball will come right back in your face. There are a few munchers in this area, and the best way to deal with them is with low power fireballs, but wait until they're right next to you before you cast the fireballs.
- When triggering the buttons that open U38, freeze life and make sure the button at W37 is NOT the last button you press! If it is, you'll find yourself trapped:
- There are two vexirks, a giggler, and a deth knight that transport between an S36, W36, and an unknown location, so you will need to be careful with this point in the game. Save before trying!
- There may be a deth knight at R39 after you have opened U38. If there is, you should be able to lure him out into the main room, which should give you time to do your business with the vexirks in L38. Don't worry too much about the deth knight. He might find you, but deth knights have a short awareness span. Out of sight, out of mind.
- Before tackling the vexirks in L38, it is a good idea to try to rest up at Q39 and ready some VEN cloud spells. You might be wakened by a muncher attack, but munchers are easy to kill. Hopefully, the deth knight won't find you. Save your game!
- The best way I have found to deal with the vexirks in L38 is to chop the door at P39, step into the room, freeze life and run around fumigating the frozen vexirks with VEN clouds. You may need two or three freezes to get them all if some are in your way at the entrance.
- When standing on AC26, you can spin around twice counter-clockwise and you will have been transported to AF35. k.
- There are munchers on every square of the room around AB32. Have everyone in your party ready a low power fireball, press the button (gargoyle), quickly step back and two steps to the side, then back into the corridor. Now you can easily kill all the munchers by throwing fireballs as fast as you can make them.

Doors

Location	How to open
X19	stand at AA19, facing east. When the mist activates, throw a small item into it and listen for the gate to open. If you don't hear it open, try again until you succeed.
I22	chop or fireball (not recommended)
K23	chop or fireball (not recommended)
N24	chop or fireball (not recommended)
O25	chop or fireball (not recommended)
N28	chop or fireball (not recommended)
L32	will be open when you enter the first time
U38	press buttons at S36, W36, and W37
P39	chop

Transporters

Origin	Level	Coordinates
K14	3	AA27
AC26	2	..AF35
AF35	2	..AC26
AF39	3	J19

Level 1



Transporters

Origin	Level	Coordinates
W24	6	V21
U31	5	S28

Switches

Location	Function
H17	opens H16
J35	opens H37
V29	"Surrender your possessions": when done, opens V30 (see below)

Keyhole

Location	Type	Function
H37	... onyx or Lock Picks opens I38

Comments

- Mongor the dragon is here. The biggest, fiercest, and hardest-to-kill dragon. But you must kill him for the Solid key, ticket to the end of KU on Level 8. You will need to freeze life at least twice, and constantly cast powerful VEN clouds to kill him. This is why it's a good idea to save him for last, or at least until you've killed most of the dragons on Level 7. If you can kill the big one under the Diabolical Demon Director, you can probably handle Mongor.
- Bad rhyme for the day:
Each time you come to Mongor's lair,
sev'ral worms are conjured there.
- Try not to step on AB31. Doing so will conjure a few worms as well as closing the walls around you, though you can back out. Item 5 can be easily procured from Level 3, stairway AE26.
- Try to keep traffic in the northeast to a minimum: You'll stir up overwhelming numbers of worms otherwise.
- "Surrender your possessions" (V29) is not fun, especially if you have a lot of stuff. Sometimes it will let you go cheap, but you usually have to give up everything. According to the Hint Oracle, lost possessions reappear at or around P26, Level 3. I have never investigated this.

Errata

Below is a collection of my speculations and a few interesting tidbits which were discovered too late to be included in the main body of this booklet.

Function Unknown

Anomalies that I have discovered include switches that seem to do nothing, at least not in the immediate vicinity. The locations of these switches are: **Level 10**, AF19; **Level 9**, AI27, and **Level 2**, J35 and AA30.

In addition, there are two doors which defy attempts to open them: **Level 10**, AE21, and **Level 6**, T14. The one on Level 10 works out to be irrelevant since access to the room behind it can be gained elsewhere. The one on Level 6 has a few rooms behind it (I discovered this using Edward Penman's Chaos Editor), but no objects. It can be opened from the inside with a square key, but I have been unable to gain access to that keyhole from within the game. There is also a stone golem at Q9, which explains why the Hint Oracle always lists them among the creatures to be found on Level 6, even though you don't normally see any.

The Mace of Order

It seems that if you put the Mace of Order in your action hand, preferably that of your party leader, you can walk a bit faster. I tried this and found my party sped up some, but only in areas where there are plenty of creatures (These are places where the computer slows down a bit anyway, due to the large number of creatures it has to keep track of). I haven't really seen spectacular speed increases though.

There's a Drain in the Cistern!

Here's a nifty little tidbit: When in the Cistern (Level 4, vicinity of AC20) you will notice a grate in the floor (I think it's at AC21). If you find yourself being chased around by a water elemental, just maneuver it onto the grate and it will go down the drain!

Missing Openable Wall

On Level 4, at coordinate E8, there is an openable wall that didn't make it onto the map. You will find this one closed if you enter the area from K7.

Author's Note

So, here I am, giving away the game again. Weeeell, not exactly. You see, this booklet is the result of ten intensive weeks of work, including the time it took me to solve the game, the design time (each map is a 300dpi bit image), and further research to verify some things and answer my questions on others....and there is still much I'm not sure about or don't know (I guess the only people who know *everything* about Chaos Strikes Back are the folks at FTL). In any case, I could edit and add things for the rest of the year, but the material herein is of sufficient accuracy to be of interest, and will certainly be quite useful to those of you who don't have time or patience to do this kind of thing.

I invite you to drop me a card or letter to make comments, corrections, or to answer any questions I have left unanswered. With all this in mind, I wish you happy casting and blasting...

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A table of contents and numbered pages for quick reference! Maps and magic are toward the front, while tactical information and solutions are toward the back.

"If we helped you any more, we'd be playing the whole game for you!"



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