



Dungeon Master

Adventurer's Handbook

S. A. SWANSON

HINTS, TIPS & SECRETS
Maps For All Dungeon Levels



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WELCOME...

Welcome to the universe of Dungeon Master, undoubtedly one of the finest adventure games ever produced. Whether you've just purchased Dungeon Master, or have played without finishing, or even if you've finished (but wondered what you might have missed along the way), the Dungeon Master Adventurer's Handbook will make a fine companion as you travel those musty dungeon corridors.

The Dungeon Master Adventurer's Handbook will save you time (great for those who love adventure games, but have trouble completing them in their "spare" time) and frustration (great for those who destroy keyboards and other peripherals). It will allow you to enjoy Dungeon Master without charging into every wall in the dungeon (searching for those hard to find imaginary walls) or spending hours solving "simple" puzzles, or dying countless times battling giant scorpions and flying snakes!

The Dungeon Master Adventurer's Handbook can tell you as little or as much as you want to know. It can be used in many ways. If you are playing Dungeon Master and find yourself stuck at a particular position or encountering problems, it can be used as a handy reference guide. You can follow the maps without looking at any of the accompanying hints. Or you can just read the dungeon level overviews, referring to maps and hints only as needed. Even the sections on magic and monsters are excellent stand-alone aids. One of our "play-testers" used the maps extensively and read every hint and still reported enjoying the game immensely. There's a challenge to the game regardless of the amount of help you receive.

The Dungeon Master Adventurer's Handbook has been in the works for months now and as far as we can determine, is very accurate. If you find any discrepancies, please let us know so we can update future editions.

We think you'll find the Dungeon Master Adventurer's Handbook invaluable in your explorations and are proud to have brought it to you. Enjoy your journey.

Stan Swanson, President
Computer Publications, Unltd.

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GENERAL INFORMATION

MOVEMENT

The best method for movement through Dungeon Master is by using the arrow keys. I've found this much easier than using the mouse alone and it also allows you to have the mouse ready for combat or spell casting. You will also be able to retreat during combat, casting spells or throwing weapons at the same time.

THE MAPS

It is almost a necessity to map Dungeon Master in order to successfully complete the game. You'll find the maps we've included accurate and extremely helpful. Once again, you can use them to whatever extent you wish. If you're absolutely stuck at a door in dungeon level 2 for example, take a quick look at the corresponding map and hints page and then proceed. Enjoy the game instead of becoming frustrated with it.

There are many secret rooms and chambers within the dungeon depths that many explorers would never find without spending countless hours at their computers. You do not need to find or visit all of these to actually complete the game, but it doesn't hurt to find extra treasure, food items and weapons either. Our maps make this a much easier process without distracting from your enjoyment of the game.

You will also notice that all locations of interest are marked with numbers and letters which correspond to the hints page of the same level. All letters refer to puzzles or predicaments which need to be solved (from which key unlocks which door to getting past force fields and pits) and all numbers refer to treasure items and food. These letters and numbers will not only point you in the correct direction of travel (although many levels can be negotiated in different fashions), but will also assist you in making other decisions. If you're desperately in need of food or water, you'll immediately know the nearest location of that item.

TORCHES

Once a couple of your characters gain some proficiency at spell casting, you will have little need of torches. But you should still keep a couple for the times your characters are low in mana or for other emergencies. Can you picture this...? The light in the dungeon is fading... Your mana is almost non-existent... Something approaches down the corridor... (And these monsters seem to see a lot better in the dark than you do.)

PRACTICE

When throwing items (whether it's a weapon or any other item), it is always the leader of the party that gains in ninja abilities. Other party members will gain ninja abilities only when throwing weapons from the combat menu. You may, of course, elect to change your leader from time to time by simply clicking on his name at the top of the screen.

CHESTS

You'll come across many chests in your journey through the dungeons. The treasure within are nice, but chests have more value than simply what's in them. You'll find you can carry more items if you fill empty chests and carry them along with you. They are especially nice for storing food items which you'll need later on. Just don't get carried away and overload yourselves. It's easy to do and could be deadly if you're not careful. Keep an eye on the bars which indicate your load. If any of them drop into the red zone, stop and trade items between your characters or drop any non-essential items you've been carrying.

SEARCHING

Always search beneath things which may seem trivial or unimportant. You never know what you'll find beneath a seemingly innocent stone, rock or piles of ashes. A couple of items are hidden in this manner that you will need later on.

FINAL NOTES...

I cannot express enough the importance of game saves. It might seem a nuisance at the time, but find yourself repeating a dungeon level once or twice and you'll learn the hard way.

I've played Dungeon Master from start to finish several times now, searching nooks and crannies, looking for hidden rooms and illusionary walls, fighting monsters with might and with magick. It's one of the greatest all-around adventure game ever designed. The graphics are superb and game control is excellent. If this is any indication of the future of computer games, tomorrow looks grand!

So... Are you ready? The depths of Dungeon Master await you. Turn down the lights and prepare for some good, old-fashion entertainment!



MAGICK

You will live and die at the hands of your priests and wizards. It's that simple. Without them, you are lost. Cast spells often, but not foolishly. Try everything out and find your rate of success as you reach new levels. Practice when you get a chance, but only when you have the time and opportunity (not to mention food and water). Don't use all your mana points and then go marching merrily off down the dungeon corridor...

You can also prepare a spell (or partial spell) and then sleep to regain mana points. You will still have that spell or partial spell ready when you awaken. Don't ignore this feature of the game. You need every advantage you can get against the monsters that inhabit Dungeon Master.

Remember not to cast aggressive spells (such as fireballs, lightning bolts and poison clouds) into walls directly facing your party. While this isn't something you would normally do, it's easier to do than you think, especially when you're maneuvering around in the heat of battle...

FLASKS & POTIONS

You can find out how powerful a potion is by having a wizard or priest look at it. At higher levels a LO level healing potion will not greatly increase your health points. By the same token, don't drink a HIGH level healing potion when one of a lower power strength will bring you close to your maximum health level.

Keep most of your flasks filled with potions whenever possible. Most of them should contain healing potions and poison antidotes. Other potions can be prepared as you need them. You can also fill some of your flasks with water. You can always drink the water if you need the use of the flask. Just remember - there are some levels which have no water or fountains at all...

SCROLLS

LEVEL 1

- Scroll #1: "Invoke FUL For A Magic Torch"
- Scroll #2: "New Lives For Old Bones"

LEVEL 2

- Scroll #3: "Small Details Can Hide Great Rewards"
- Scroll #4: "Casting VI BRO Into A Flask Creates A Serum For Curing Poison"
"Casting VI Into A Flask Creates A Serum That Heals Wounds"
- Scroll #5: "Drink These To Gain Magical Defense"
- Scroll #6: "DES VEN Will Conjur A Poison Spell"

LEVEL 3

- Scroll #7: "YA Will Create A Stamina Potion"
- Scroll #8: "Some Doors Can Be Opened With A ZO Spell"
- Scroll #9: "The Spell DES EW Weakens Non-Material Beings"

LEVEL 4

- Scroll #10: "The Spell OH VEN Casts A Cloud Of Poison"
- Scroll #11: "YA BRO Creates A Magical Shield Potion"

LEVEL 7

- Scroll #12: "Fireball FUL IR"
"Fireshield FUL BRO NETA"
- Scroll #13: "Light OH IR RA"
"Darkness DES IR SAR"
- Scroll #14: "The Keys To Passage Lie Hidden Deep"
- Scroll #15: "The Power Gem Is Sealed In The Mountain By A Strange Magical Force"
- Scroll #16: "The Firestaff Can Restore Balance Or Destroy It"
- Scroll #17: "Neither Chaos Nor Order Is Truly Balanced"
- Scroll #18: "Balance Is The Ultimate Good"
- Scroll #19: "Once Fluxcaged A Being Can Be Transmuted By The Power Of The Staff Which Should Always Be Used For Balance"

- Scroll #20: "The Firestaff Can Contain A Being Of Pure Alignment With It's Fluxcage"

- Scroll #21: "I Have Given The Firestaff Much Power. Power To Do And Undo. Power To Break And Mend"

- Scroll #22: "I Fear For The People Of The World Should The Power Gem And Firestaff Get In The Wrong Hands"

- Scroll #23: "Zokathra Might Create A Plasma That Could Burn Through The Amalgam Encasing The Gem"

LEVEL 8

- Scroll #24: "Four Potions For Boosting Skills
FUL BRO KU YA BRO DAIN
OH BRO ROS YA BRO NETA"

- Scroll #25: "The Scroll YA BRO ROS Leaves A Trail Of Magic Footprints"

LEVEL 9

- Scroll #26: "Lightning Bolt OH KATH RA"
- Scroll #27: "Put The Gem Back..."
- Scroll #28: "The Spell OH EW RA Bestows Magic Vision"

LEVEL 10

- Scroll #29: "Shield Potion YA BRO"

- Scroll #30: "ZO BRO RA Creates A Pure Mana Potion"

LEVEL 11

- Scroll #31: "The Only Way In Is Another Way Out"

LEVEL 12

- Scroll #32: "Invisibility OH EW SAR"

LEVEL 14

- Scroll #33: "Only The Touch Of The Proper Spell Will Free The Gem And Only The Firestaff Can Possess It"

SPELL DESCRIPTIONS

PRIEST SPELLS

STAMINA POTION

This potion increases your stamina points. The number of points is determined by the strength of the potion.

SHIELD VS. WEAPON POTION

This potion creates a shield which is effective against normal weapons. It will not provide total protection, but will lessen the amount of damage received. Duration of the spell is determined by the strength of the potion. When this spell is in effect, a dashed blue line will surround your characters' boxes at the top of the screen.

WISDOM POTION

This potion increases your wisdom points. The number of points is determined by the strength of the potion.

VITALITY POTION

This potion increases your wisdom points. The number of points is determined by the strength of the potion.

HEALTH POTION

This potion increases your health points. You can never rise above the maximum amount allowed your character, so use a potion which will come close without being wasteful. The amount of points returned to your character will depend on the potion's strength. Drinking a health potion is also the only way to heal injured body parts.

POISON

This spell creates poison in an empty flask. A flask filled with poison is an effective weapon for throwing at opponents. Once you have used a flask to create poison, you will lose the use of that flask. It can be a very effective weapon and its advantage lies in the fact that it can be prepared ahead of time.

POISON ANTIDOTE

This spell creates a serum that counteracts the effects of a poisonous bite from monsters such as shriekers or scorpions and spells thrown by creatures with spellcasting abilities. The weakest poison antidote works against any type of poison.

POISON CLOUD

This spell throws a bolt that explodes into a poison cloud upon impact. The amount of damage depends on the strength of the spell and the amount of time an opponent spends within the cloud. Monsters, unless trapped, will eventually move out of the cloud to escape its effects. They only receive damage while in the cloud.

DEXTERITY POTION

This potion increases your dexterity points. The number of points is determined by the strength of the potion.

STRENGTH

This potion increases your strength points. The number of points is determined by the strength of the potion.

SHIELD VS. FIRE POTION

This potion creates a shield which is effective against fire. It will not provide total protection, but will lessen the amount of damage received. Duration of the spell is determined by the strength of the potion. When this spell is in effect, a dashed green line will surround your characters' boxes at the top of the screen.

DARKNESS

This spell decreases the level of light in the dungeon. The amount of the decrease depends on the spell's strength. It is the opposite of the light spell.

MANA POTION

This potion raises the number of your mana points. The amount of points is determined by the strength of the potion.

WIZARD SPELLS

SHIELD VS. SPELLS

This potion creates a shield which is effective against spells. How effective this magic shield is depends on the spell's strength when cast and the strength of the spell cast against you. It will not totally protect you, but it will lessen the effects of the spell. How long the spell lasts is determined by the strength of the potion. When this spell is in effect, a dashed blue line will surround your characters' boxes at the top of the screen.

MAGIC FOOTPRINTS

This spell causes your party to leave glowing footprints behind as they travel. This is an excellent aid for backtracking or for determining certain magical "turn-around" points you will encounter now and then in the dungeon. How long the footprints last depends on the strength of the spell.

SEE THROUGH WALL

This spell allows party members to gaze through dungeon walls or doors to determine what, if anything, lies on the other side. The spell's duration depends on the strength of the spell. If you don't use the Handbook to discover hidden chambers and rooms, this spell is invaluable and your patience will be rewarded, although it is a very arduous task to search all walls for secret passages.

INVISIBILITY

When this spell is cast, party members turn invisible for a certain period of time. The length of time depends on the strength of the spell. While your characters are invisible, monsters will be unable to locate or strike you, but will generally linger in the vicinity.

LIGHTNING BOLT

This spell casts a bolt of lightning which will strike the first object or group of monsters it hits. If there is more than one monster in the group, all will be affected although the monster initially hit will receive more damage than others in the group. The amount of damage is determined by the strength of the spell when it is cast.

LIGHT

This spell increases the amount of light in your area of the dungeon. It is a more powerful version of the magic torch spell. The duration of the spell is determined by its strength when cast.

MAGIC TORCH

This spell raises the light level in your area of the dungeon. The amount of light and the time it lasts depends on the strength of the spell.

FIREBALL

This is one of your more potent offensive weapons. This spell casts a ball of fire in the direction cast. If there is more than one creature in the party, all will receive damage although the creature initially struck will receive the greater amount of damage. Damage is determined by the spell's strength when it is cast.

POISON MISSILE

This spell casts a magic bolt that will poison any creature it strikes. The amount of damage is determined by the strength of the potion.

HARM NON-MATERIAL BEING

This spell causes damage to any non-material being. The amount of damage inflicted is determined by the spell's strength when it is cast.

OPEN DOOR
































This spell will open any dungeon door that is capable of being opened manually with buttons or levers. The least powerful Open Door spell (LO) will open any door which can be effected by this spell.

ZOKATHRA





























This spell creates a weightless substance which is required in one or two spots in the dungeon, especially towards the end of the game.

MAGICK SPELLS

PRIEST SPELLS

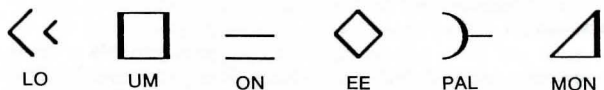
 YA			STAMINA
 YA	 BRO		SHIELD VS. WEAPON POTION
 YA	 BRO	 DAIN	WISDOM POTION
 YA	 BRO	 NETA	VITALITY POTION
 VI			HEALTH POTION
 VI	 BRO		POISON SERUM
 OH	 VEN		POISON CLOUD
 OH	 BRO	 ROS	DEXTERITY POTION
 FUL	 IR	 KU	STRENGTH POTION
 FUL	 BRO	 NETA	SHIELD VS. FIRE POTION
 DES	 IR	 SAR	DARKNESS
 ZO	 VEN		POISON POTION
 ZO	 BRO	 KATH	MANA POTION

WIZARD SPELLS

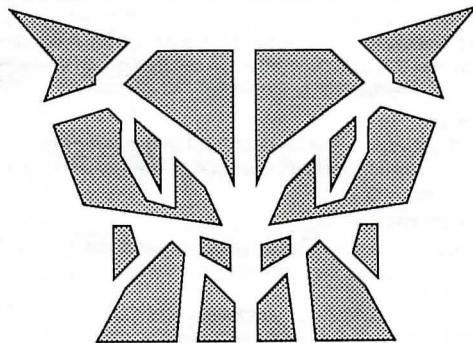
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 YA	 BRO	 ROS	MAGIC FOOTPRINTS
 OH	 EW	 RA	SEE THROUGH WALL
 OH	 EW	 SAR	INVISIBILITY
 OH	 KATH	 RA	LIGHTNING BOLT
 OH	 IR	 RA	LIGHT
 FUL			MAGIC TORCH
 FUL	 IR		FIREBALL
 DES	 VEN		POISON BOLT
 DES	 EW		HARM MATERIAL BEING
 ZO			OPEN DOOR
 ZO	 KATH	 RA	ZOKATHRA

POWER SYMBOLS

LISTED FROM LOW TO HIGH



Remember to have your wizards and priests practice spellcasting to increase their levels. Even casting a power symbol or a meaningless spell will still help their mana. ALL POTION SPELLS AND THE POISON ANTIDOTE SPELL require the spellcaster to have an empty flask in hand.



MONSTER MATRIX

LEVEL	2	3	4	5	6	7	8	9	10	11	12	13	14	POISON?	GROUPS?
BEHOLDERS					●				●						●
BLACK KNIGHTS											●				
BLUE TROLLS		●								●					●
FIRE DEMONS												●			●
FIRE ELEMENTALS												●			
FLYING SHRIEKERS				●										●	
FLYING SNAKES				●										●	
GENERIC MONSTERS								●							
GHOSTS			●				●								
GIANT RATS								●							
GIANT SCORPIONS									●					●	
GIANT SPIDERS											●			●	●
GIANT WASPS			●		●					●				●	●
LORD CHAOS												●			
MUMMIES	●	●					●								●
PURPLE WORMS			●											●	●
RED DRAGON													●		
ROCK MONSTERS		●	●											●	●
SHRIEKERS	●		●	●										●	●
SKELETONS					●		●		●						●
SORCERORS								●							
SPELL VINES											●				●
STONE GIANTS						●									
THIEVES							●		●						
WATER ELEMENTALS										●					

MAP SYMBOLS



STAIRWAY UP



STAIRWAY DOWN



DUNGEON DOOR



PRESSURE PLATE



PIT



ILLUSIONARY WALL



TELEPORTATION FIELD



MAGIC SPINNER



FOUNTAIN

NUMBERS REFER TO TREASURE/FOOD ITEMS
LETTERS REFER TO PUZZLES/PROBLEMS

GAME'S END

WARNING!

Do not read this section unless you are ready to defeat Lord Chaos and complete Dungeon Master...

The first thing you need to defeat the Dark Lord and accomplish your quest, is have the Fire Staff in your possession. You must then acquire the Power Gem from Level 14 and place it on the Fire Staff. This will give the staff new powers, namely: Invoke, Forceage and Fuse. You will then be able (once again with a little patience) to place Forcecages around Lord Chaos, step into the Forcecage in front of him and then Fuse the cage walls together. (Another method is to place Forcecages around yourself and step back, as Lord Chaos always steps forward toward your party. Once he is within the perimeter of the forcecage, fuse the walls. (If you have the time and inclination, you might return to the dungeon and doors at Level 1 where Lord Librasulus will greet you. Make sure you have completed or saved the game before attempting this as you will find the results most interesting... not to mention fatal...)

MONSTER DESCRIPTIONS

BEHOLDERS

Floating Eyes combat with magic. They generally throw Fireballs or Lightning Bolts, both of which can be dodged if you're a pace or two back and have room to maneuver. They can also cast Open Door spells, so don't feel too safe just because they're on the other side of a closed door. Your best offense is also magic and a couple of fireball spells generally doing the trick. (Also known as Floating Eyes or Floating Eyeballs.)

BLACK KNIGHTS

Be prepared, because these fellows are extremely tough to deal with. They are completely unaffected by spells and also receive two melee rounds for every one of yours. They also do a heck of a lot of damage per hit. You can, of course, use a magic box or two if needed, but you can generally avoid this if you follow the hints provided in the Dungeon Level sections. It seems that these Knights have certain territories to protect and will only venture a certain distance from "home base." You can find this "limit", strike, then back off and repeat this maneuver until you've conquered them. They leave a suit of plate armor and two swords behind when defeated, but by this time your characters generally have equal or better equipment, or are not strong enough to use them anyway. (Also known as Dark Knights or Anti-Knights.)

BLUE TROLLS

Blue Trolls are the toughest opponent you'll face early in your campaign. The biggest problem with fighting them is that they can cause large amounts of damage with a single blow. That one blow could be all it takes for a character with low health points. Try to use long range weapons and spells unless your front line characters are in pretty good shape and can do some decent damage in return. Poison bolts and fireballs are effective spells to use against them. (Also known as Ogres or Blue Meanies.)

FIRE DEMONS

Fire Demons wouldn't generally be too tough to contend with except for a couple of factors. First of all, if you meet one you will generally meet many. Add to that the fact that you will generally be concerned with the Dark Lord at this stage, and these pesky little devils can drive you crazy. Their favorite offense is casting Fire Ball spells. Avoid these guys when possible.

FIRE ELEMENTALS

Fire Elementals are very similar in nature to Water Elementals. The biggest difference is that they remain in one place. By this time you should have defenses especially suited for fire such as the Staff of Manar and the Firestaff which can give you some additional protection. Since they are unable to move, you generally will not have to deal with them unless they are in your path and unavoidable. Once you have defeated a Fire Elemental, another will eventually rise in its place.

FLYING SHRIEKERS

These creatures are a more dangerous species than their cousins. They attack by casting poison bolt spells which can only be cured with a poison antidote. Because they are flying creatures they are also a little tougher to hit, but do not have an abundance of health points. Unlike your basic shrieker, these creatures are not a source of food. Fireballs are good spells to use against them. (Also known as Tentacled Shriekers or Tentacled Screamers.)

FLYING SNAKES

Flying snakes are one of the dungeon's most dangerous creatures. They are elusive and powerful in their offensive strength. Not only can they cause a lot of damage when they strike, but they can poison as well. You will need to use poison antidotes to overcome the effects of this deadly poison. Flying snakes can be destroyed with two or three poison bolts or

fireball spells. Their only positive feature (as far as you're concerned) is that they always appear alone. If you've found the Staff of Claws by the time you encounter them, brandishing it will cause them to retreat, although they will soon return to irritate you a little more. Their retreat, however, will give you a chance to get organized or retreat as needed.

GENERIC MONSTER

These strange creatures are average in strength and generally not too difficult to overcome. They almost always appear by themselves and can generally be defeated in melee without using any mana points. (Also known as Mutant Armadillos.)

GHOSTS

Ghosts are non-material beings and can only be harmed by non-material weapons (vorpall swords) or Harm Non-Material Beings spells. Your biggest problem stems from the fact that you generally do not have the spell prepared and you are probably not using vorpal blades as your primary weapons. Keep them handy on the levels where ghosts prevail (primarily Level 8). Have your rear rank carry your vorpal blades and you can make the switch quickly.

GIANT RATS

Giant Rats can be ferocious little creatures. With a little care you should be able to stand toe-to-toe with them. You'll have some trouble using spells on them (because of their height) and their dexterity is fairly high as well. They leave behind one or two nourishing drumsticks when killed, making them excellent food sources.

GIANT SCORPIONS

Giant Scorpions are one of the tougher monsters you face in your journey. They have a ton of health points, are protected by their scaly armor and do major damage when they strike. You'll need to put a lot of mana into any offensive spell you use. (High level fireballs seem to work the best.) These creatures also poison when they strike compounding your troubles. All in all, this is one of the few monsters to avoid if you can.

GIANT SPIDERS

Giant Spiders are another creature which can give you a headache or two. It's not that they are overly tough to deal with, but it seems that you seldom meet up with just one. Where you encounter one spider, you'll generally find more, especially in the Spider Room on Level 12. They are also poisonous, so be prepared with some poison antidote flasks. Brandishing either the Staff of Claws or the Firestaff will generally scare them off for awhile, a valuable defense when collecting the treasures which are located in the Spider Room.

GIANT WASPS

Giant Wasps are not too tough although they are high in dexterity and very elusive. You may strike or cast a spell only to find they aren't where they were a minute earlier. Your saving grace is the fact that they are low in health points and if you strike, it generally only takes one blow. They will, however, poison when they hit and the poison will not wear off, so you will definitely need a poison antidote in this case. Your best offense against Giant Wasps are low level fireball spells.

GIANT WORMS

Giant Worms generally appear in pairs and many times the death of one will result in the temporary retreat of the other. You can tell when they are ready to strike as they raise their forward body off the ground. If you're alert and quick you can avoid the strike. Their bite will poison and although the poison will eventually wear off, it will take considerable time and cost you many health points before it does. Since they are for the most part close to the ground, fireballs and poison bolts will not strike them. (This is also true for other creatures

MONSTER DESCRIPTIONS

which are low in stature, such as rock monsters.) Giant Worms will provide you with food once you've killed them, although it's not as nutritious or as filling as other food sources. Still, it's better than nothing.

LORD CHAOS

The defeat of Lord Chaos is your ultimate goal. He can (and will) throw any spell he desires (generally at the top of the power range) and if he feels threatened by your humble little party, will simply teleport out of range. He will always be in the area though, but now you must contend with a Fire Demon or two as you search for him again. He will generally reappear when you least expect it. There is really only one way to defeat Lord Chaos and complete your quest. You can find the solution to Dungeon Master at the end of the General text section.

MUMMIES

Mummies are fairly tough opponents at any level, although most can be defeated without too much problem if you are careful. If you like to use distance weapons (poison darts, throwing stars, arrows, etc.) these are excellent monsters to use them against. Fireball spells are also very effective against mummies.

RED DRAGON

Ahhhh... The Red Dragon! A most worthy opponent. With over a thousand health points, he is a creature that will take careful consideration and patience to overcome. Like most dragons, he loves to toss around Fireball spells, but has a nasty little bite as well. That bite not only causes great amounts of damage, but generally injures a body part as well. This, of course, creates problems with your characters' dexterity and/or fighting abilities. Your best offense is to strike with a blow or two from your best fighters, then maneuver around to the rear or side and strike again. If you're nimble and patient, you should eventually be able to wear him down and defeat him. Of course, you'd better keep those healing potions at hand. A magic box or two will also greatly aid your cause. Sooner or later (generally later), you will be rewarded with a stack of fresh dragon steaks, the best food in the dungeon. You may be nearly finished with the game, but you'll need all the energy you can get for Level 11 and finishing off Lord Chaos.

ROCK MONSTERS

These little devils are tough to do away with, but if you're patient you'll defeat them eventually. Your biggest advantage in fighting these creatures is their dexterity (or lack of it), as they are very slow in their movements. You can generally bash them a time or two and retreat before they can strike. You can also tell by their actions when they are going to strike and move out of their range. Rock monsters can also poison when they hit, so have a poison antidote handy when you encounter them. The best way to defend against Rock Monsters is by use of the closing dungeon doors trick described in the combat section. (Also known as Rock Medusas.)

SHRIEKERS

Shriekers are one of the dungeon's easier opponents to dispatch. However, you should still approach them with caution and give thought to your strategies. A few well placed blows should do the trick and you shouldn't have to waste any mana points for spells. They can, however, poison your characters, but the poison is weak and under most circumstances is not life threatening. They are also excellent sources for food as they will leave shrieker slices when they are killed. (Also known as Screamers.)

SKELETONS

Skeletons are generally not too tough, but once again, this is no reason to get careless. You can generally stand toe-to-toe with them and save your mana points although fireballs will

generally dispatch them swiftly. They do become a bit tougher as you descend through the dungeon levels, but are still not overly dangerous if combat is approached with care. They carry falchions and wooden shields, but these are pretty useless to your party unless you have neither shields or weapons at that point. They will generally appear in parties of two or four.

SPELL VINES

Spell Vines are aptly named as they looked like vines surrounding transparent globes and, yes, you guessed it, cast spells. They can cast just about any spell at any spell level. Spell strength is usually mid-range to high, so take care. As Spell Vines prepare to cast spells, the globe portion of the creature will turn solid. This gives you time to take defensive moves if you're prepared and in a position to do so. Fireballs and Lightning Bolts are your best weapons.

SORCERORS

These characters use magic as their only offense. (And it's all they really need...) They will cast a variety of spells (lots of fireballs, poison bolts and such), generally in the middle of the power range. They do not have many health points, so you can usually defeat them without too much effort. They will sometimes leave behind items when killed and at one point, one carries a key you will need to continue. (Also known as Dwarven Mages or Midget Monks.)

STONE GIANTS

Stone Giants are very tough customers indeed! Luckily you will only encounter them on level 7 and even then you don't need to worry about them until you take certain actions. They can do vast amounts of damage with a single blow, so save your game before entering into battle. Your best offense against these deadly creatures is to trap them with a magic box and use all four characters, your front line meleeing with their best weapons and your rear line using powerful fireball or lightning spells. For the Stone Giants guarding the Firestaff, you can usually strike and move away before they retaliate as they are trapped within their respective spaces until the Firestaff is removed. It takes a lot of patience to claim victory over these guys... (Also known as Stone Golems.)

THIEVES

These pesky little critters will not physical harm you, but will drive you crazy as they manage to steal anything held in your character's left hands. This can be very irritating, especially when they go running off down the dungeon corridor with things you've worked hard for. You can try to follow them (although they're pretty quick) or just continue on. You'll eventually run into them again. In the meantime, of course, you'll go without a shield or two. You also have the option to reboot from your last save, but you'll meet them again anyway, so it's best to deal with them the first time around if possible. Of course, maybe the next time you'll get in the first blow as they don't have too many health points and are easily dispatched if struck. They will always leave whatever they have stolen when they are killed. Even if they haven't stolen from you they will generally leave something behind, many times a food item. (Also known as Laughing or Whining Thieves.)

WATER ELEMENTALS

Water Elementals are not too plentiful, but that doesn't mean you don't have to worry about them. They will do quite a bit of damage if and when they strike. You should also be aware that they can strike any member in your party. If you desire, you can avoid them fairly easily as they are much slower than your characters. Water Elementals are non-material beings, so be prepared with the proper spell and have your vorpal blades at hand.

COMBAT

Combat is unavoidable in Dungeon Master. In fact, to try and avoid combat is to ensure failure later in the game. Your characters must be able to hold their own against higher level opponents. But the good news is, the more you fight, the better you'll begin to understand the art of dungeon combat, not to mention raising your party's combat skills. Of course, you'll probably die a few times before you get the hang of this (and probably a few times after as well), so here's a few suggestions.

First of all, one of your best weapons in combat is one which can't be picked up and taken with you. These mighty weapons are dungeon doors. Simply lure your foe into a doorway and close it. The door will continuously try to close, bashing your opponent in the process. The trick is to stand in the monster's way so it can't continue forward through the doorway. You'll take a few hits yourself, but in this trade-off, they're getting the worst of it by far. Sooner or later they'll probably retreat (some sooner than others), but just reopen the door and you'll find them ready to try again. These monsters are not high school grads by any means. If you need to heal yourself or prepare a magic spell or two, just do it before you re-open the door. You'll find the monsters in the same state of health as you left them...

Don't be afraid to retreat! There's no one around to question your bravery. (You chicken-livered, yellow belly... oh, sorry...) Smack your opponents a time or two and back up. You'll soon feel their rhythm of combat and speed. Many of them give themselves away before they strike, giving you a chance to back pedal if you're quick enough. Keep your retreat orderly and take a glance behind you now and then. It's not too healthy to back into giant scorpions and spiders by accident. If you have enough room, you can circle around your opponents and hit them from the side or behind before they can react in many cases. Just don't get yourself backed into any dead-end corridors.

Shouting can also be effective now and then and it helps your priest levels as well, but it's not a real recommended mode of battle. Just empty your action hand and use "war cry" from the combat menu. You can sometimes scare a monster in this manner and he will retreat (at least temporarily), giving you a chance to regroup before he returns.

Keep in mind also that characters positioned on the left and right flanks of your group are affected by their position when casting spells or throwing objects. For example, if there's a monster a couple of paces away on the right side of the dungeon corridor, and your wizard is positioned on the left, his fireball spell will be wasted as it will miss its mark. Remember to check your opponents' position to avoid wasting spells or throwing distance weapons that have no chance to strike.

I still have some doubts about characters with ninja attributes, especially if it is their only or major character class. Luckily, most characters can build up other skills as well. One problem with throwing weapons during battle (one of a ninja's greatest skills), is getting them back. If you like to use throwing stars, darts and knives from your rear ranks, you must make sure you defeat your opponent in order to retrieve your weapons. Otherwise, you'll have nothing left to throw and your charac-

ters with ninja attributes are suddenly not as useful as they once were. Of course, don't forget that your ninja levels also directly affect your dexterity - something not to be overlooked either.

As you journey downward you'll find that every once in awhile you'll need a place to rest without interruption to regain health and mana points. Find a room with only one entrance and a door which can be controlled by lever or button and use it to your advantage. Another good hiding place is at the bottom of a pit. Almost all pits have teleportation fields which will transport you back up once you've rested and healed. This field will also teleport weapons and spells, allowing you to battle monsters which lurk above before leaving your safe surroundings.

Also keep in mind that monsters do not recuperate nearly as fast as your characters, especially with healing spells and potions at your disposal. Give your opponents a few good jabs and thrusts, retreat and return when you've regained health points or have spells ready to cast. Don't take too many chances during combat. It takes much too long to reboot or find that out-of-the-way Altar of Rebirth. And if you've neglected to save your game recently, you'll regret it even more.

Which brings us to game saves. Do it often! It might seem inconvenient and a lot of trouble at the time, but you'll be glad you did. It is especially important to save the game if you're attempting something which you're unsure of. Another good spot to save games is right before entering combat. If you suddenly encounter a flying snake, use the save game feature immediately. By doing this you can re-boot and retreat or change tactics with your second chance.

If one or two of your characters have been killed and you want to reboot, simply let all of your characters die. The restart prompt at game's end will get you going again much faster than re-booting. A nice, painless way to do this is by simply facing a wall and casting a fireball spell. I know this sounds a little sadistic, but it's very effective and you'll be back in business in no time at all, hopefully a little wiser as well.

Another point to remember is that different creatures are more vulnerable to some types of attacks than others. Bashing may actually cause more damage to a particular monster than stabbing or thrusting. Of course, this also depends a great deal on your character's strength and skills as well. Also, some weapons are handled much better by one character than another. Test your weapons and magic items with all your characters and notice the differences. Also, remember that quick jabs take much less time than thrusting or melee combat, especially when alternating between your front two characters. If both are jabbing, you can alternate smoothly between them without much loss of time. If both are thrusting, you might find yourself waiting for them to recover before you are able to strike another blow. Monsters are very discourteous and will continue their mayhem regardless of your inaction. Of course, if your rear two characters are casting spells or using long range weapons, this won't be a consideration. But you'll find yourself using your first two characters in combat a lot of the time. Jabs will also hit with more accuracy than will thrusts or melee but at the same time, melee and thrusts will do a lot more damage the times they do hit their mark.

CHARACTERS

There are 24 characters to choose from in Dungeon Master. You can succeed with any of them. Of course, if you take 4 fighters with little spell casting ability, your chances are slim to none unless you're a very experienced player looking to try something new. The same goes for choosing 4 wizards or priests. Fighters are better characters early in the game while spellcasters are worth their weight in gold later on.

The secret to success without encountering a lot of frustration is taking the correct combination of all four character classes. Many characters are experienced in more than one character class which is a great aid in party selection. Zed, Duke of Banville, for example, is a novice in all four character classes, while Stamm Bladecaster is a journeyman fighter and nothing else. Of course, under the correct circumstances and with enough practice, even lowly fighters can cast spells with accuracy and spellcasters can handle a sword without chopping off various appendages.

Develop all 4 of your party members in all four attributes! A fighter might be great early in the game, but magic becomes more and more important as you progress. Have your characters practice spells here and there to develop and increase their wizard and priest skills. Have them throw objects to develop ninja abilities. If you have a battle with a shrieker or two under control, let your wizard or cleric get in a few blows here and there as well.

EXPERIENCE LEVELS:

1. Neophyte
2. Novice
3. Apprentice
4. Journeyman
5. Craftsman
6. Artisan
7. Adept
8. Expert
9. LO Master
10. UM Master
11. ON Master
12. EE Master
13. PAL Master
14. MON Master
15. Arch Master

Keep an eye on these levels. If you find yourself on dungeon level 6 and your priests are still only apprentice level priests, then you'd better slow down and let them gain a little experience. You should find your characters reaching the adept and expert levels in their main classes as you approach the lower levels of the dungeon to successfully complete the game.

RECOMMENDATIONS:

FIGHTER CLASS: As far as fighters go, Halk is one of the best. He is one of the strongest, but has absolutely no mana to begin with. Sonja is nearly as strong, but begins with a sword and a couple of mana points. Hissssa is the strongest of all, has some mana points and is high in dexterity as well. He's also a novice ninja. Daroou is also up there in strength, begins with the highest health level of any character and is a neophyte wizard.

NINJA CLASS: Leyla has a couple of things going for her in this category. She begins as a journeyman ninja (no one else does) and also carries a rope which comes in handy. Her attributes, however, are only average in most categories. Gando has fairly high mana points to begin with, carries 2 poison darts and is a novice wizard as well.

PRIEST CLASS: Hawk is high in health and stamina, is a novice fighter and carries a couple of arrows. Elija's also a novice fighter, begins with a fair amount of mana, and carries a handy little magic box.

WIZARD CLASS: Gothmog is above average in mana, has the highest anti-fire of any character (not a lone factor to choose from by any means), and his cloak of night is a nice little treasure to begin with. Tiggy begins with the highest mana of any character, but she's also the lowest in health points, so protect her by all means. She's a novice ninja as well and begins with a helpful little wand. She's one of my favorites. Wu Tse begins with throwing stars (she's also a novice ninja) and has above average mana.

OTHER: Zed begins as a novice in all four character classes. This is nice, especially early on, but if developed properly, your other characters can develop in all classes as well.

Here are a couple of well balanced parties if you're still undecided on choosing your characters.

WU TSE/LEIF/HAWK/NABI
ELIJA/TIGGY/SYRA/HISSSSA
AZIZI/GOTHMUG/MOPHUS/WUUF

REINCARNATION OR RESURRECTION?

REINCARNATION: Characters lose memory and skills, but these skills are converted to greater physical attributes.

RESURRECTION: Characters return to life exactly as they were. They will remember all of their previous skills and abilities.

Reincarnation gives you a couple of advantages. First of all, you can rename your characters. You will also find that you will gain more health and mana at higher levels. If you don't feel creative, just reincarnate and rename them with their original names...

CHARACTERS

		HEALTH	STAMINA	MANA	LOAD	FIGHTER	NINJA	PRIEST	WIZARD	STRENGTH	DEXTERITY	WISDOM	VITALITY	ANTIMAGIC	ANTIFIRE	POSSESSIONS
A	ALEX Ander	50	57	13	46	-	3	-	1	44	55	55	40	35	40	Sling/Leather Jerkin Leather Pants/Boots
B	AZIZI Johari	61	77	7	48	1	3	-	-	47	48	42	45	30	35	2 Daggers/Hide Shield Halter/Barbarian Hide
C	BORIS Wizard of Baldor	35	65	28	38	-	1	-	3	35	45	55	40	45	40	Rabbit's Foot/Tunic Leather Pants and Boots
D	CHANI	47	67	17	40	1	-	-	3	37	47	57	37	47	37	Moonstone/Silk Shirt Gunna/Sandals
E	DAROOU	100	65	6	50	3	-	-	2	50	30	35	45	30	45	none
F	ELIJA Lion of Yaitopya	60	58	22	44	1	-	3	-	42	48	42	36	53	40	Magic Box Robe/Sandals
G	GANDO Thurfoot	39	63	26	42	-	3	-	1	39	45	45	33	48	33	2 Poison Darts/Blue Pants Leather Jerkin and Boots
H	GOTHMOG	60	55	18	42	-	-	-	4	40	43	48	34	50	59	Cloak of Night
I	HALK The Barbarian	90	75	0	54	4	-	-	-	55	43	30	46	38	48	Club/Berserker Helm Barbarian Hide/Sandals
J	HAWK The Fearless	70	85	10	46	1	-	3	-	45	35	38	55	35	35	2 Arrows/Suede Boots Leather Jerkin and Pants
K	HISSSSA Lizar of Makan	80	61	5	57	3	1	-	-	58	48	35	35	43	55	none
L	IAIDO Ruyito Chiburi	48	65	11	45	3	-	1	-	43	55	48	35	45	50	Samurai Sword Ghi/Ghi Trousers
M	LEIF The Valiant	75	70	7	47	3	-	1	-	46	40	39	50	45	45	Leather Jerkin Leather Pants and Boots
N	LEYLA Shadowseek	48	60	3	42	-	4	-	-	40	53	35	47	45	35	Rope/Silk Shirt Leather Pants and Boots
O	LINFLAS	65	50	12	49	3	-	-	1	45	45	47	35	50	35	Bow/Elven Doublet Elven Huke/Elven Boots
P	MOPHUS The Healer	55	55	19	44	-	-	4	-	42	35	40	48	40	45	Bread/Cheese/Apple Robe/Sandal
Q	NABI The Prophet	55	65	13	43	-	-	3	1	41	36	45	45	55	55	Staff/Tunic Blue Pants/Sandals
R	SONJA She Devil	65	70	2	54	4	-	-	-	54	45	39	49	40	40	Sword/Choker Halter/Gunna/Sandals
S	STAMM Bladecaster	75	80	0	52	4	-	-	-	52	43	35	50	35	55	Axe/Leather Pants Tunic/Suede Boots
T	SYRA Child of Nature	53	72	15	41	-	-	1	3	38	35	43	45	42	40	Apple Elven Doublet/Tabard
U	TIGGY Tamal	25	45	35	35	-	1	-	3	30	45	50	35	59	40	Wand Kirtle/Gunna/Sandals
V	WU TSE Son of Heaven	45	47	20	41	-	1	-	3	38	35	53	45	47	40	3 Throwing Stars/Tabard Silk Shirt/Sandals
W	WUUF The Bika	40	50	30	37	3	-	1	-	33	57	45	40	35	40	Flask Leather Jerkin
X	ZED Duke of Banville	60	60	10	42	1	1	1	1	40	40	40	50	40	40	Torch/Mail Aketon Blue Pants/Hosen

DUNGEON LEVEL 1

OVERVIEW: Dungeon Level 1 begins it all. This is where you choose the four characters which will make up your party of 4. Don't be too hasty in your choices. Once you have chosen your final character, you will not be able to look at any of the other characters. Level 1 has no monsters, contains plenty of food and the light source here is constant. Take a moment to practice a few spells (or even partial spells) before descending to Level 2. Mana is recovered quickly at this point, so cast all the spells you can and then sleep to regain mana. Repeat this several times.

FOOD: You will find 6 food items on Level 1. Don't get greedy and eat just to see how things work. You shouldn't need any food here unless you spend too much time practicing.

WATER: There are no fountains on Level 1, but you will find a flask with water (good for three gulps). There are plenty of fountains on Level 2.

MONSTERS: None.

DIFFICULTY: Very easy.

PUZZLES/PROBLEMS:

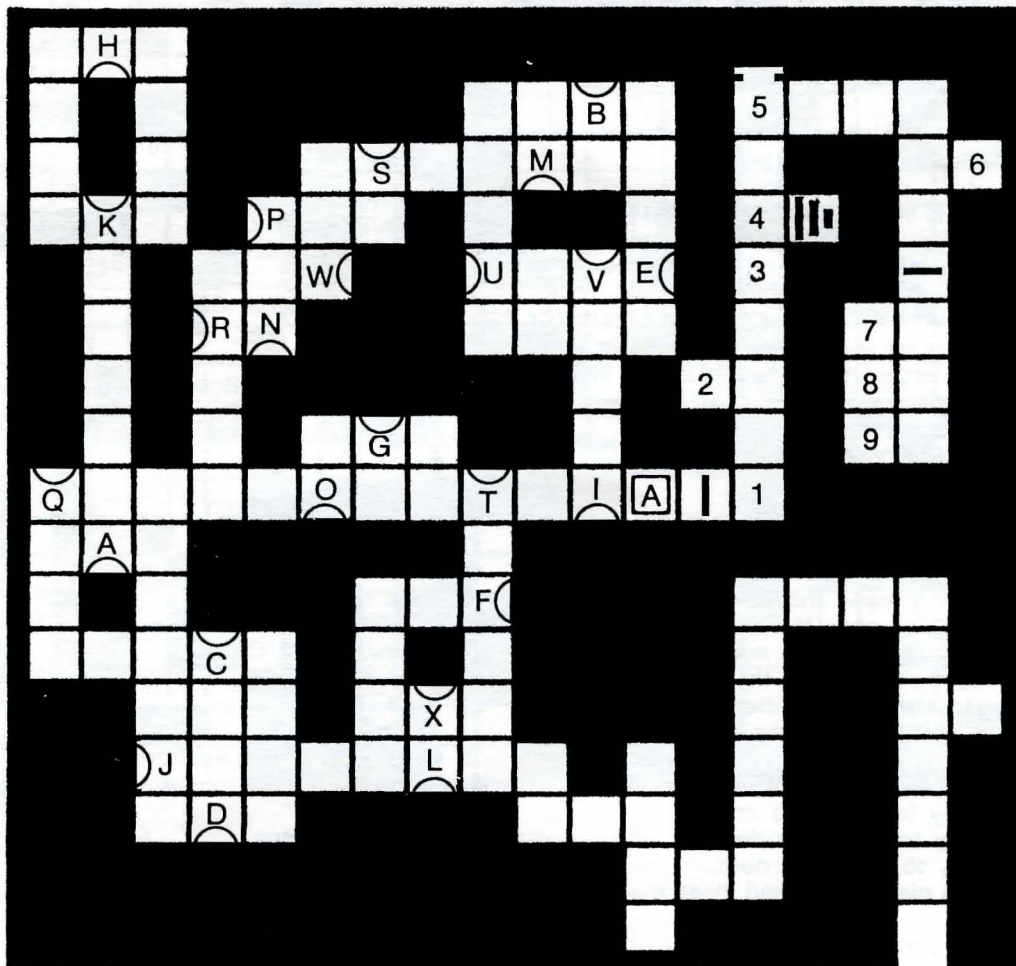
A This pressure plate opens the door.

TREASURE/FOOD:

- 1 Apple
- 2 Bread
- 3 Torch
- 4 Flask with water/Scroll #1
- 5 Scroll #2
- 6 Corn
- 7 Bread
- 8 Cheese
- 9 Apple

LEVEL 1 MAP

△
ALIGNMENT MARK
LEVEL 2



DUNGEON LEVEL 2

OVERVIEW: Dungeon Level 2 is a good level for gaining experience and getting the feel of the game overall. You will encounter your first monsters here, get a chance to practice your spell casting and face your first puzzles. It is not overly difficult, but with your party still very weak in all aspects, you must exercise caution. When you encounter a monster, don't hesitate to save the game before entering combat. You'll have to use a torch or two here, but use them as little as possible. Practice your Magic Torch Spell instead. This means all party members, not just your wizards or members with high mana. As you find your flasks, practice creating health potions. You will not only find them useful later, but you'll help your characters' mana as well. Remember to give all your party members a chance in combat as well, not just your strongest characters. Don't forget that monsters can also carry treasure, so don't avoid encounters on this level. They don't carry a lot here, and none of it is vital to your success, but you need as much combat experience as possible. All monsters here can be defeated with a little care and caution. Also, some of the keys are a little difficult to see at first as they tend to blend in with the dungeon floors. You need all of them to finish this level.

FOOD: You will find 13 food items on this level and should still have plenty left from Level 1. Do not let your characters eat until they approach or hit "yellow". Do not overfeed them. It's a waste of food and you'll need it later.

WATER: Very plentiful. Keep your flasks filled, especially at the last fountain before entering level 3.

MONSTERS: You will meet both Shriekers and Mummies on Level 2. You can pretty well stand toe-to-toe with the Shriekers, but the Mummies are a bit more difficult. Use some distance weapons (knives, throwing stars, rocks, etc.) before closing with them or maybe even a fireball or two if your characters are able to cast one this early. Don't hesitate to retreat, regain some health points and try again.

DIFFICULTY: Easy to moderate.

PUZZLES/PROBLEMS:

- A The button opens the secret alcove.
- B Use a gold key to open this door.
- C Use a topaz key to open this door.
- D Use a gold key to open this door.
- E The lever opens the door to the north.
- F The lever opens and closes the pit.
- G The first pressure plate opens the door and the second closes it.
- H Use a gold key an emerald key to open this door.
- I Use an iron key to open this door.
- J Use a solid key to open this door.
- K Use a gold key to open this door.
- L These pressure plates open and close the first iron gates.
- M These pressure plates open and close the second iron gates.

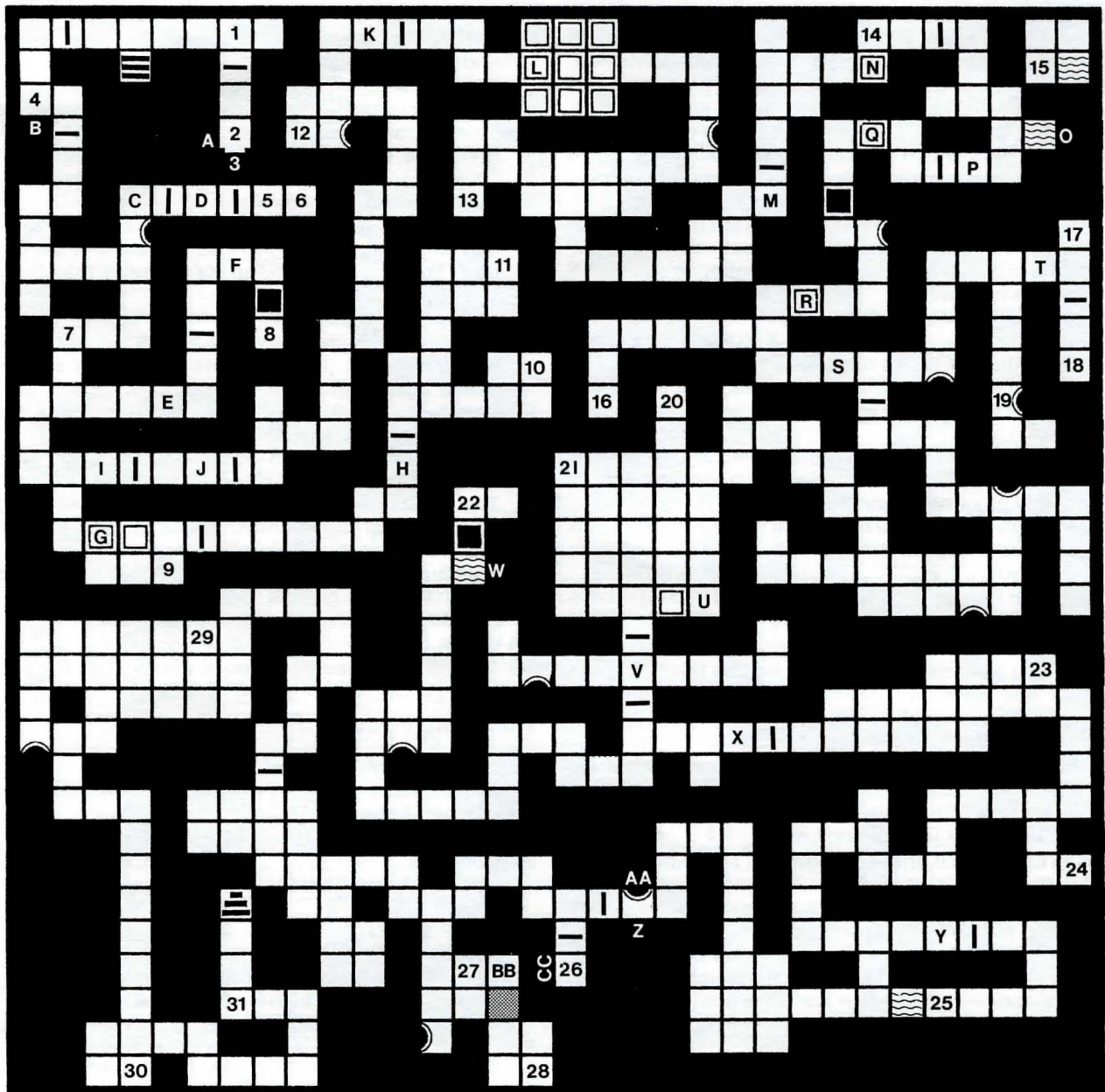
- N Use a gold key to open this door.
- O Place an object on the plate to hold door open. (The boulder to the north works well.)
- P This field teleports you 3 spaces north. The field there will teleport you back.
- Q Use a gold key to open this door.
- R Place an object on this plate to keep pit closed. (The rock from (9) will work nicely if you picked it up.)
- S A bit of dungeon humor. Place an object on the plate to read the message.
- T Use the Key of B to open this door.
- U Use an iron key to open this door.
- V The button opens the door and the pressure plate closes it.
- W You must pull the levers at both the east and west ends of the hall to open the door.
- X You need to throw an object into the field to deactivate it. The object can be retrieved on the other side.
- Y Use a gold key to open this door.
- Z You must physically bash this door to enter. (Have your strongest character use a club.)
- AA Place a gold coin into the fountain.
- BB This lever opens the door at (CC).
- CC This switch reveals the secret wall at (BB).

TREASURE/FOOD:

- 1 Club
- 2 Dagger/Corn/Apple/Scroll #3
- 3 Falchion
- 4 Gold Key
- 5 Torch/Emerald Key
- 6 Dagger/Arrow/Elven Doublet
- 7 Topaz Key
- 8 Gold Key/Leather Boots
- 9 Rock
- 10 Iron Key/Ghi Trousers
- 11 Falchion/Leather Boots/Torch/Solid Key
- 12 Gold Key
- 13 Gold Key
- 14 Boulder
- 15 Gold Key
- 16 Apple
- 17 Iron Key
- 18 Key of B
- 19 Rock
- 20 Drumstick/3 Flasks/Leather Pants/Scroll #4
- 21 Torch/Apple/2 Cheese
- 22 Gold Key
- 23 Gold Coin
- 24 Torch
- 25 CHEST: 2 Vi Potions/Scroll #5
- 26 Falchion
- 27 Apple
- 28 Blue Magic Box
- 29 Small Shield
- 30 CHEST: Drumstick/Corn/Cheese/2 Bread
Blue Magic Box/Flask/Scroll #6
- 31 Torch

△
ALIGNMENT
MARK
LEVEL 1

LEVEL 2 MAP



DUNGEON LEVEL 3

OVERVIEW: Dungeon Level 3 represents what you'll be in store for as you journey into the depths of the dungeon. There are lots of puzzles and problems here as well as many monsters to contend with. Still, if you exercise care and caution (and save the game now and then) you should get through Level 3. This level is divided into seven basic areas. As long as you keep all the main doors closed you will only have to contend with whatever monsters are roving through the area you are in. The six areas in the main cavern are all marked with inscriptions on the wall beside their main entrances. They are all self-contained. (In other words you will not need an item from one area to enter another). The seventh area is the section which leads down to Level 4. To reach Level 4 you will need 4 of the 6 gold keys which are on this level. A fifth key will reward you with some extra treasure and is worth obtaining.

CHAMBERS OF THE GUARDIAN: This is a relatively simple area once you contend with the rock monster. Your best bet is to lure him back to the main entrance and let the door do the hard work.

THE VAULT: You'll encounter Rock Monsters, Blue Trolls and Mummies here so be prepared. You'll find many treasure items though, so it's worth your while.

THE MATRIX: The simplest of the areas. Just follow the directions. There are no monsters to slow up your progress here.

TIME IS OF THE ESSENCE: A couple of little puzzles here to slow you up. Don't be overloaded or you'll never make it. A moderate amount of monsters here.

ROOM OF THE GEM: You need to go to the left before you can continue ahead. Many Blue Trolls and Rock Monsters here so stay healthy.

CREATURE CAVERN: Just what the name implies. There isn't much treasure here. You don't even need to bother if you have the other 5 gold keys.

FOOD: You will find 20 food items on this level. You will need to feed your party several times as you'll spend a good portion of time here. Some of the monsters are also carrying food items.

WATER: There are no fountains on this level. Hopefully you filled your waterskins before coming down. It also wouldn't hurt to fill the waterskin you'll find at (2) by going back up to the last fountain on Level 2.

MONSTERS: You'll encounter dozens of creatures here ready to end your journey in grizzly fashion. Practice your fireball spells as much as possible as they will come in very handy in a pinch. But you still need to fight as much as possible making sure to use all members of your party. You will encounter Rock Monsters, Blue Trolls and Mummies. Remember to test your weapons and other equipment with various party members as some classes make better use of certain items than others.

DIFFICULTY: Moderate.

PUZZLES/PROBLEMS:

- A** The button reveals secret passageway to the east.
- B** You must time it just right to get past this force field.
- C** Wherever the chest is located, press the button to the left of the door. The chest will be teleported to another chamber. Once the chest has been in all of the chambers, it will finally appear at the far end of the hall.
- D** Hold the Mirror of Dawn from (6) up to the eye. The secret passage to the east will open.

- E** You need 2 gold coins to open this door.
- F** First use an open door spell. Then have one of your characters toss something through the door. It will land on the pressure plate, closing the pit.
- G** Replace the silver coin in the alcove with any item to hold the door to the south open.
- H** Use a silver coin to open this door.
- I** Use a gold coin to reveal the secret chamber to the east.
- J** This button reveals the secret passage 2 spaces south and 1 space east.
- K** The arrows indicate spaces where you turn in one direction of another. You can avoid all these spaces.
- L** This button reveals the secret chamber at (M).
- M** Press the button at (L) to open this secret wall.
- N** This button reveals the secret passageway 4 spaces to the west and 1 space north.
- O** This button causes the force field to the north to momentarily appear. Throw something into the force field. The object will land on the plate at (P) closing the pit.
- P** This pressure plate controls the pit.
- Q** Pressing this button causes the pit to the west to momentarily close. Quickly move backwards before it opens again.
- R** This button controls all doors and pits in this area.
- S** You must place something on this pressure plate to keep the pit to the north closed. There is also treasure at the bottom of this pit.
- T** This button opens the door but also opens the pit again, teleporting the object which was on it back to this side. Just throw it back across to reopen the pit.
- U** This button reveals the secret chamber to the north.
- V** Insert the blue gem to open this door.
- W-Z** Use a gold key to open these door.
- AA** Use a gold key to open this door.
- BB** This button reveals the secret chamber to the east.

TREASURE/FOOD:

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

ALIGNMENT
MARK
LEVEL 4

△
ALIGNMENT MARK
LEVEL 2

DUNGEON LEVEL 4

OVERVIEW: Dungeon Level 4 is a drop off in many ways from Level 3. The isn't a lot of treasure here although a couple of items are nice including the Teowand, the Elven Boots and a couple of pieces of armor which always come in handy. Most of the puzzles and problems you encounter are pretty straight forward. What this level is extremely good for is practicing both your fighting and magical abilities. Use all your characters to cast magic torch spells and to create health potions and poison antidotes. You'll need a lot of both. You can greatly increase your character's fighting powers on Level 4. Let your two best fighters tackle the Purple Worms and Rock Monsters while your two lesser fighters take on the Shriekers. All characters should gain levels in almost every class on Level 4 and possibly more. Once again, do not continuously avoid combat. If you do, you'll regret it later. Activating the teleportation field at (G) is handy but remember that if it can teleport you, it can teleport monsters as well.

FOOD: You will only find 4 food items here, but the amount of Shriekers and Purple Worms will provide more than enough food. While not as nutritious, it's still food. The room at (L) can provide you with an almost endless supply of Shrieker slicers and they are fairly easy to dispatch, especially by using the "closing door" combat method.

WATER: There are no fountains on this level. There is a water flask as you first enter good for three gulps and, of course, you have four members in your party. If you need to fill your flasks, it's easy enough to journey back to the fountains on Level 2. Even though it's a fairly straight forward level, you'll spend enough time here to need a few sips of water.

MONSTERS: The Giant Wasp you'll encounter is easily dispatched with a Fireball spell and the Ghost with the Harm Non-Material Beings spell. The Shriekers are pretty much a piece of cake (or a slice of shrieker if you prefer) and you know what you're up against in the Rock Monsters by now. (Leading them under a closing door is still your best bet). The Purple Worms are a different story. You can't stand toe-to-toe with them and expect to last very long. Once again, you need to lure them under a closing door while you engage in combat. And don't forget to keep your Health potions and Poison Antidotes handy.

DIFFICULTY: Moderate.

PUZZLES/PROBLEMS:

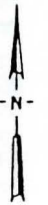
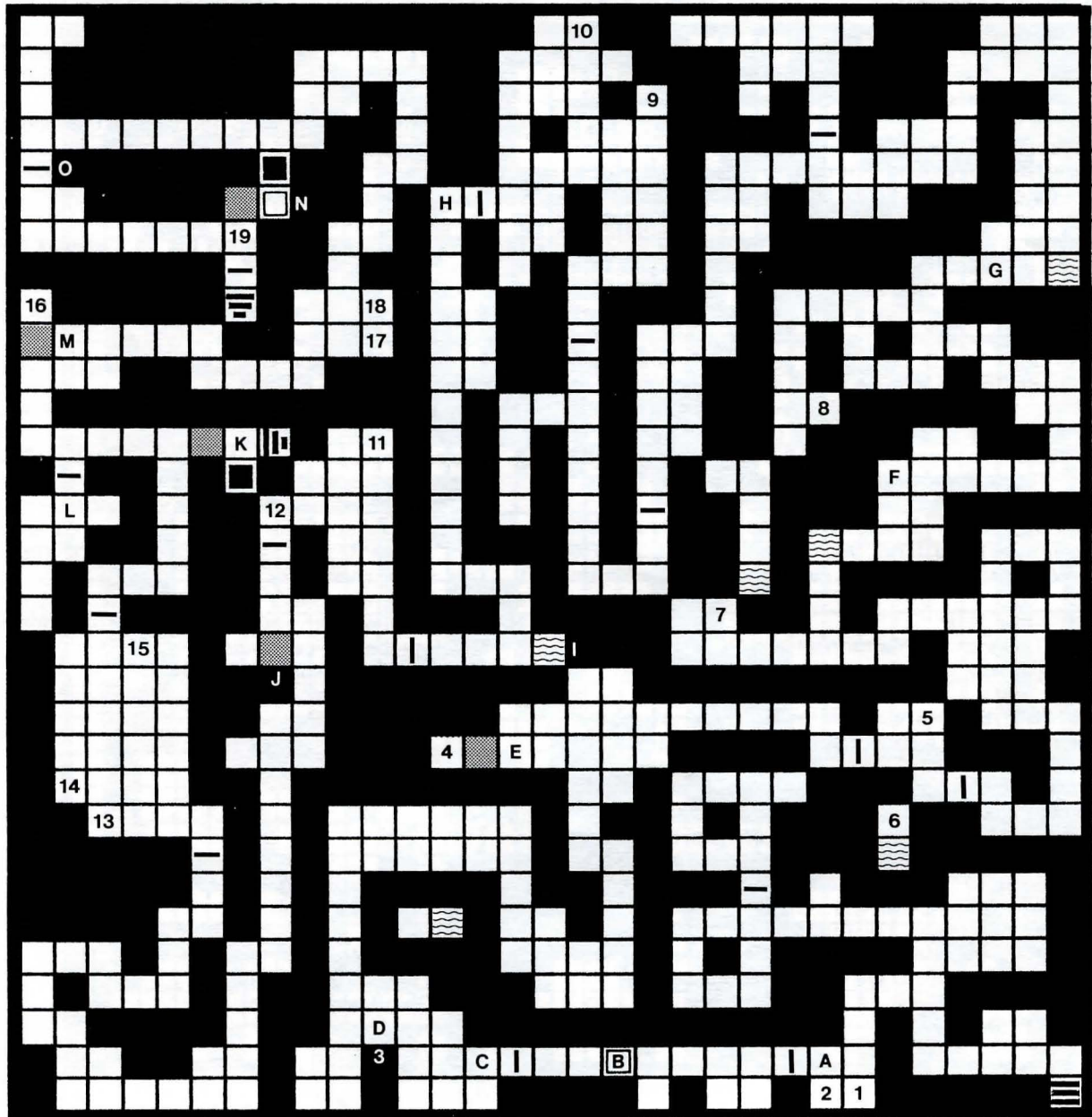
- A** You need to bash this door open to continue.
- B** The plate in the floor is a decoy. You must press the button on the wall and quickly run sideways through the door before it closes again.
- C** This lever controls the door.
- D** Reach into the drain to retrieve a gold key.
- E** This is an illusionary wall. You can just walk through.
- F** A gold coin inserted here will turn on the force field to the south. This field should prevent any monsters from following you.
- G** A gold key will activate this teleporter field. This field teleports you to the field at (I) and vice versa.
- H** You must physically bash this door through.
- I** This teleportation field will only be active if you activated it's counterpart at (G).
- J** Another illusionary wall.
- K** You can only reveal the secret passage to the west by coming up the stairs from Level 5. Serves as a shortcut if you have to return to the area at (L) for a bite to eat.
- L** This room seems to have an almost endless supply of food as shriekers always appear here. You can stock up now or come back later.
- M** Another illusionary wall.
- N** You must do away with the mummy. (A fireball works nice.) The secret wall just west of him will open and you will now be able to descend to the next level.
- O** Once again, bash the heck out of this door. Be careful though, you will be faced with several pairs of Purple Worms.

TREASURE/FOOD:

- 1 Cheese
- 2 Waterskin with water/Axe
- 3 Gold Key
- 4 Drumstick/Blue Magic Box
- 5 Scroll #10
- 6 Scroll #11
- 7 Teowand
- 8 Small Shield
- 9 Basinet
- 10 Leather Jerkin/Leather Pants
- 11 Rapier
- 12 Drumstick/Neta Potion
- 13 Leg Mail
- 14 Elven Boots
- 15 Flask
- 16 Hosen/Torch/Drumstick
- 17 Bow
- 18 Gold Coin
- 19 Flask/Horn of Fear

△
ALIGNMENT
MARK
LEVEL 5

LEVEL 4 MAP



△
ALIGNMENT
MARK
LEVEL 3

DUNGEON LEVEL 5

Dungeon Level 5 is another level which is divided into sections. Once again, if you keep doors closed behind you, you will not release monsters which could later sneak up behind you, or even worse, approach from behind while you are already engaged in combat. Although the different areas are not marked in any way, the four basic areas are all approachable from the four-by-four center room. There are doors leading north, east, south and west. What ever you do, do not begin with the "room of pits". It is by far the hardest area on Level 5. The door leading south is probably the easiest. The only monster you'll encounter there is a Tentacled Shrieker and there are several treasure items, including plenty of armor. The "puzzle" can be a little frustrating, but we've provided the solution once you tire of experimenting. The door to the east is the room filled with teleportation fields. Once again, difficult to figure out without our solution. You'll meet a Tentacled Shrieker and a Flying Snake here. The door to the east holds the one item that will help you in your battles with the dreaded Flying Snakes. The Staff of Claws will temporarily frighten them off, a definite life saver. (You will still want to save your game regularly, especially in the room of pits.) The Room of Pits lies through the north door. Flying Snakes abound in this area, so proceed with care. Other than that, if you follow our hints you'll find the going fairly easy. There are lots of potions in the area to the northeast. To proceed to Level 6, you'll want to use the stairs in the southwest rather than the ones in this area.

FOOD: Food gets a little scarce here, so hopefully you still have plenty on hand. If not, you can still sneak back up to the Shrieker grocery store on Level 4 and do a little "shopping".

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

MONSTERS: Level 5 consists of a couple of regular Shriekers which are by now dispatched quite easily, some Tentacled Shriekers, not too difficult if you've brought your characters along properly, and finally, our friends, the Flying Snakes. If you're careful and find places to rest, you can eventually do away with most of them. (They must grow in some corner of the dungeon, however, as there always seems to be "just one more" lurking here and there.) The Staff of Claws will aid you greatly. But don't just frighten them away. They quickly return after a minute or two. Follow them, and bash them from behind as they run. Other wise, fireballs are your best defense.

DIFFICULTY: Moderate.

PUZZLES/PROBLEMS:

- A** This button opens the door to the right.
- B** This button reveals the hidden chamber 1 space east. Press the button there, then press the button at (B) again. This reveals another hidden chamber 3 spaces north and 1 space east. The button here reveals another chamber 1 space south. Press the button there, then the one a space north again. This reveals yet another hidden chamber 1 space north and 4 spaces east. This button will finally open the final hidden chamber to the southeast.
- C** Follow these directions to get through the Teleportation Room. From the first space inside the room go right (you'll find the mirror here), back, forward, left, right and finally back.
- D** This lever controls the pit 2 spaces south.
- E** The pressure plate controls the pit 2 spaces north.
- F** You can chop your way through this door.
- G** Chop this door also.
- H** Press this button, then travel around the room clockwise to the southeast corner.
- I** This hidden chamber opens when the Staff of Claws is removed.
- J** Removing the Staff of Claws reveals this hidden chamber.
- K** You can proceed through the room of pits by following these directions: Forward, forward, forward, back, , left, forward, left, left. This takes you to the room off to the east. To continue across the room go left, left, right, forward, right, forward, right, right, right.
- L** This is an illusionary wall.
- M** This is an illusionary wall.
- N** This space will turn you in the opposite direction. Stop and turn before continuing.
- O** This button reveals hidden chamber at (P).
- P** This hidden chamber is revealed by pressing the button at (O).

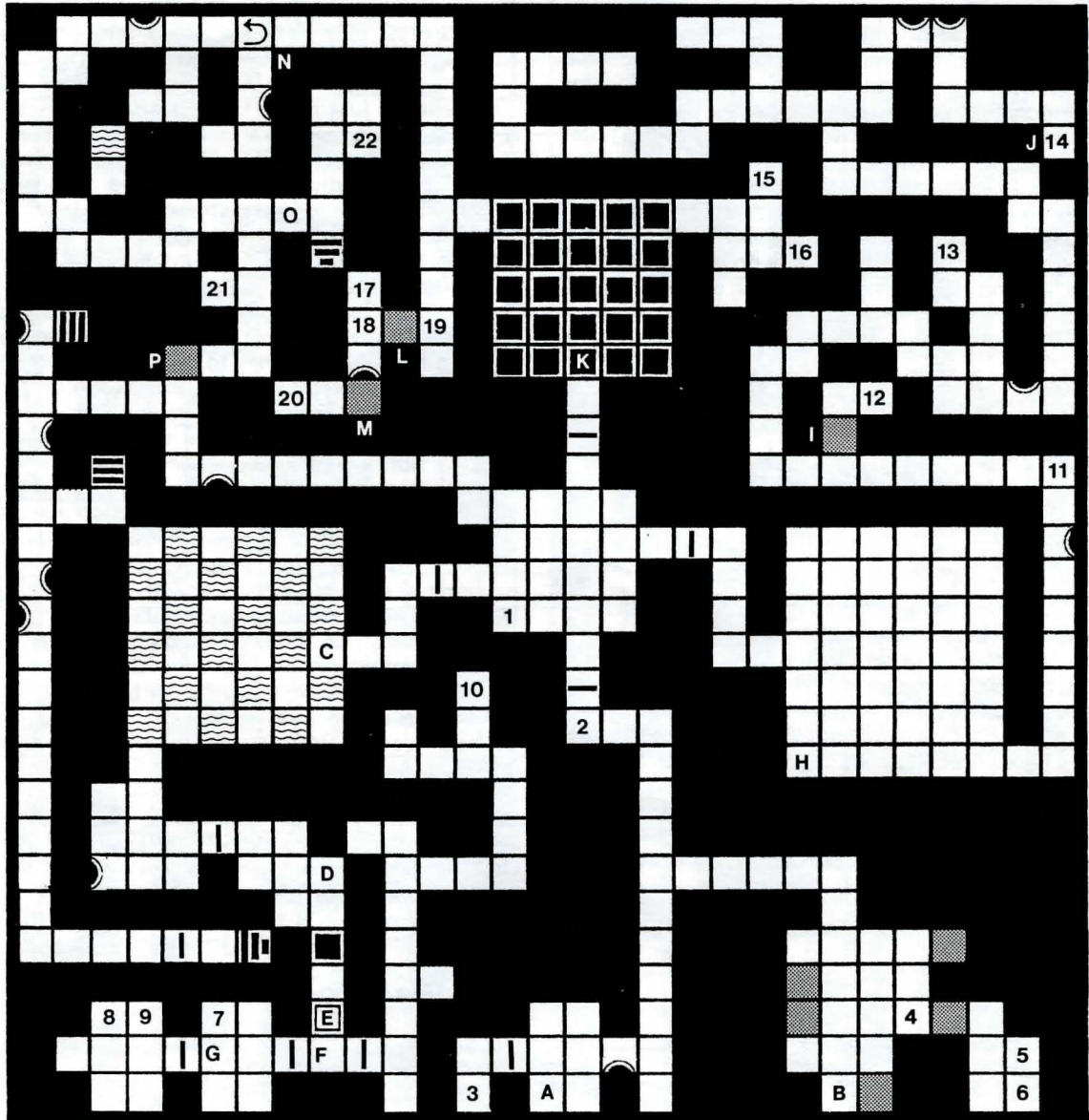
TREASURE/FOOD:

- 1 Torch
- 2 Gold Coin
- 3 Ekhard Cross/Blue Gem/Mace
- 4 Gem of Ages
- 5 Dagger
- 6 Hosen/Leg Mail/Mail Aketon/Helmet
- 7 Rabbit's Foot/Gold Coin
- 8 Blue Gem/Helmet
- 9 2 Poison Darts
- 10 VEN Potion
- 11 Choker/Corn
- 13 Casque and Coif
- 14 Staff of Claws
- 15 Large Shield
- 16 Drumstick/Torch
- 17 2 VEN Potions
- 18 VEN Potion
- 19 Drumstick
- 20 CHEST: Blue Magic Box/Poison Antidote/?
- 21 Blue Gem/DANE Potion
- 22 KU Potion

△
ALIGNMENT
MARK
LEVEL 4

LEVEL 5 MAP

△
ALIGNMENT MARK
LEVEL 6



DUNGEON LEVEL 6

OVERVIEW: Dungeon Level 6 is a challenging level. There are enough monsters to keep you on your toes and enough puzzles and other predicaments to keep you scratching your head and trying to figure out what to do next. Luckily, you have the Dungeon Master Adventurer's Handbook in hand. First of all, you should be at stairways at the southwest center of the dungeon as you enter this level. If you're not, go back up to level 5 and head south for the second set of stairs. Your main purpose on Level 6 will be obtaining 5 iron keys. You only need three of these to continue downward, but the extra two will get you three extra magic boxes which will come in real handy on later levels. All monsters on this level can be discouraged with Fireball spells in combination with some aggressive combat. Treasure abounds on Level 6. You'll find lots of armor and the vorpal blades you'll need against the non-material beings to come. The puzzles here are complex enough to make you think, but enjoyable enough not to distract from the game. Without a hint or two, it is unlikely one could solve them all and obtain all the items and treasure available.

FOOD: You'll find 8 food items on this level and will spend quite a bit of time here. This means you'll probably have to dig into your reserves again. (You do have reserves, don't you?) Also, none of the monsters here are a source of food, so don't depend on that.

WATER: Once again, water is scarce. You will find no fountains on Level 6 and only one flask with water, so make sure you have all your waterskins filled before descending.

MONSTERS: You'll face a little tougher competition here, although all can be defeated with a little care, caution and planning. The monsters on Level 6 love to hide behind closed doors, so be prepared. Of course, these closed doors also provide many chambers for resting and regaining lost mana. You'll meet Giant Wasps, Beholders and Skeletons here. Fireball spells will work against them all, so keep a close eye on your mana levels. You will probably not be able to stand toe-to-toe with either the Wasps or the Beholders without the use of some spells. The Skeletons aren't too difficult, so don't waste magic on them unless you're in a bind.

DIFFICULTY: Moderate to difficult.

PUZZLES/PROBLEMS:

- A** Place the Mirror of Dawn in the alcove.
- B** Place a Gold Coin in the alcove.
- C** Place a Blue Gem in the alcove.
- D** Place the Bow in the alcove.
- E** The door to the east opens when 3 of the above items are placed in their respective alcoves. Placing the 4th item opens the secret alcove here.
- F** You can open this door by pressing the button to the west and then turning to the east. You will see a field here. Take an item and place it inside the field. The item will teleport away and the door will open. You can retrieve the item by stepping into the field and then pressing the button to close the pit to exit.
- G** Pressing this button and the button on the north wall of the cubicle that has two buttons will reveal the hidden

chamber to the northeast.

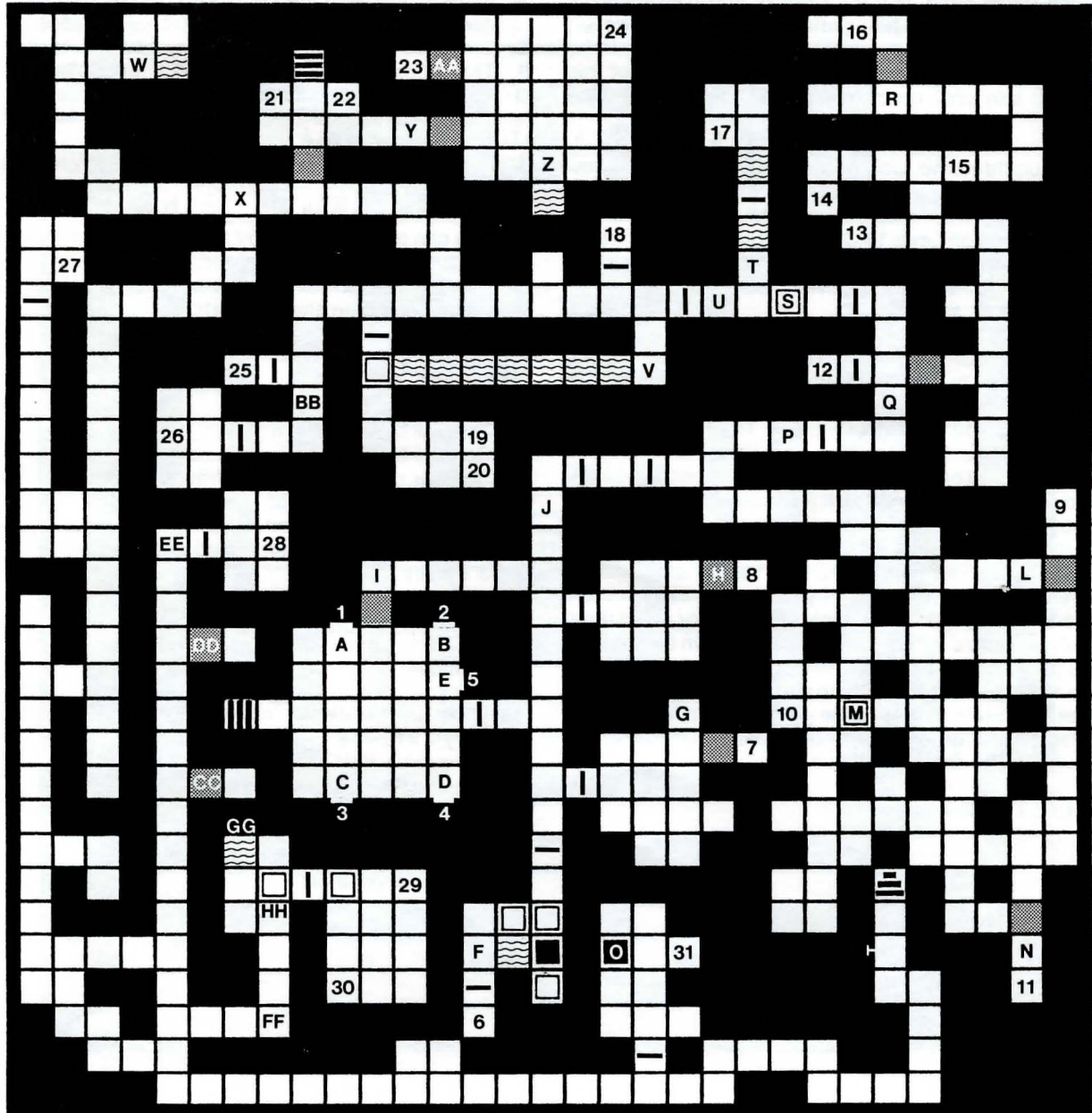
- H** This is an illusionary wall.
- I** This button opens the secret chamber to the south.
- J** This door can be opened with an iron key.
- K** This door can be opened with an iron key.
- L** This button reveals the secret chamber at (N).
- M** This secret chamber is control by the pressing plate three squares to the north and one square east. Items you carry are not heavy enough to activate the plate, so you must lure some skeletons onto the plate, then freeze them with a magic box. The wall will close again if the skeletons leave the square. If you are in the secret chamber, just press the button on the north wall.
- N** This button reveals the secret chamber at (L).
- O** This pit leads down to treasure on the level below which can only be obtained from here.
- P** An iron key will open this door.
- Q** An iron key will open this door.
- R** This button reveals the hidden chamber at (N).
- S** Pressure plate.
- T** You must time this just right. As the field blinks off, move forward and press the button to open the door. It might take a few times to get your timing down, but you'll get it eventually. Once you have accomplished this, you must time the fields again to move into the doorway and then into the room.
- U** This button opens the door at (W).
- V** Standing at the end of this hall, you must have your strongest character throw an object so that it lands on the pressure plate 8 spaces to the north. If even your strongest character cannot accomplish this, have him drink a strength potion and try again.
- W** This field teleports you to (GG).
- X** This button reveals the secret chamber to the north.
- Y** This button reveals the secret chamber to the east.
- Z** This field teleports you up to Level 6.
- AA** An illusionary wall.
- BB** You need an iron key for this door.
- CC** An illusionary wall.
- DD** An illusionary wall.
- EE** This button opens the door to the east.
- FF** This button opens the door 5 spaces to the north.
- GG** This field teleports you to (W).
- HH** Pressure plates control the door.

TREASURE/FOOD:

- | | |
|--------------------------------|---------------------------------|
| 1-4 See (A)-(D) | 18 Corn/Throwing Star |
| 5 Iron Key | 19 Drumstick |
| 6 Iron Key | 20 Mithral Aketon/Slayer |
| 7 Iron Key/Mail Aketon | 21 VEN Potion |
| 8 Iron Key | 22 Torch |
| 9 Iron Key/Torso Plate | 23 Cheese |
| 10 ROS Potion/VI Potion | 24 Poison Antidote |
| 11 Green Magic Box | 25 Drumstick |
| 12 Green Magic Box | 26 2 Green Magic Boxes |
| 13 2 Drumsticks | 27 Blue Magic Box |
| 14 Yew Staff | 28 Vorpal Blade |
| 15 Casque and Coif | Crossbow |
| 16 Vorpal Blade | CHEST: Drumstick/Slayer |
| 17 Solid Key | Flask with water |
| | Mithral Mail |

△
ALIGNMENT
MARK
LEVEL 5

LEVEL 6 MAP



△
ALIGNMENT
MARK
LEVEL 7

DUNGEON LEVEL 7

OVERVIEW: Level 7 is an interesting level and is not too complex and not overly dangerous if you know what you're doing and proceed with care. That's not to say you can't get your skull bashed in, but you at least have some control over the situation. You cannot even enter this level without proceeding through at least Level 12 where you'll find the last of the keys you'll need to complete Level 7. You can travel most of the corridors and passageways without worrying about being attacked. You will, however, need to make a decision on which door to open with the Turquoise Key you'll find in the northeast corner of this level. You can only open one of the doors, so choose wisely.

FOOD: You'll find no food on this level. If you just completed Level 12 (which is probably the case), you still should be okay. Your other option is to go ahead and slay the Red Dragon on Level 14. Just don't complete the transformation of the Firestaff or you will not be able to enter Level 7 again or any other Levels above 13 again as all stairways will be sealed.

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

MONSTERS: You'll meet five Stone Giants on Level 7. There are some of the dungeon's toughest characters, but with caution and patience (lots of patience) you should be able to chop them down to size and defeat them. You can use magic boxes and closing doors on the 2 Stone Giants in the passageway to the west of the Firestaff chamber and the 2 Stone Giants which guard the Firestaff are frozen in their respective positions until you remove the Firestaff. You can use the hit-and-run technique here or avoid them altogether if you'd like as they are very slow in their movements. If you avoid combat with them, just make sure you're ready to leave the level so you don't get sandwiched between a couple of these little guys later on. In fact, you will also encounter one last Stone Giant near the end of the level, but he can also be avoided.

DIFFICULTY: Medium

PUZZLES/PROBLEMS:

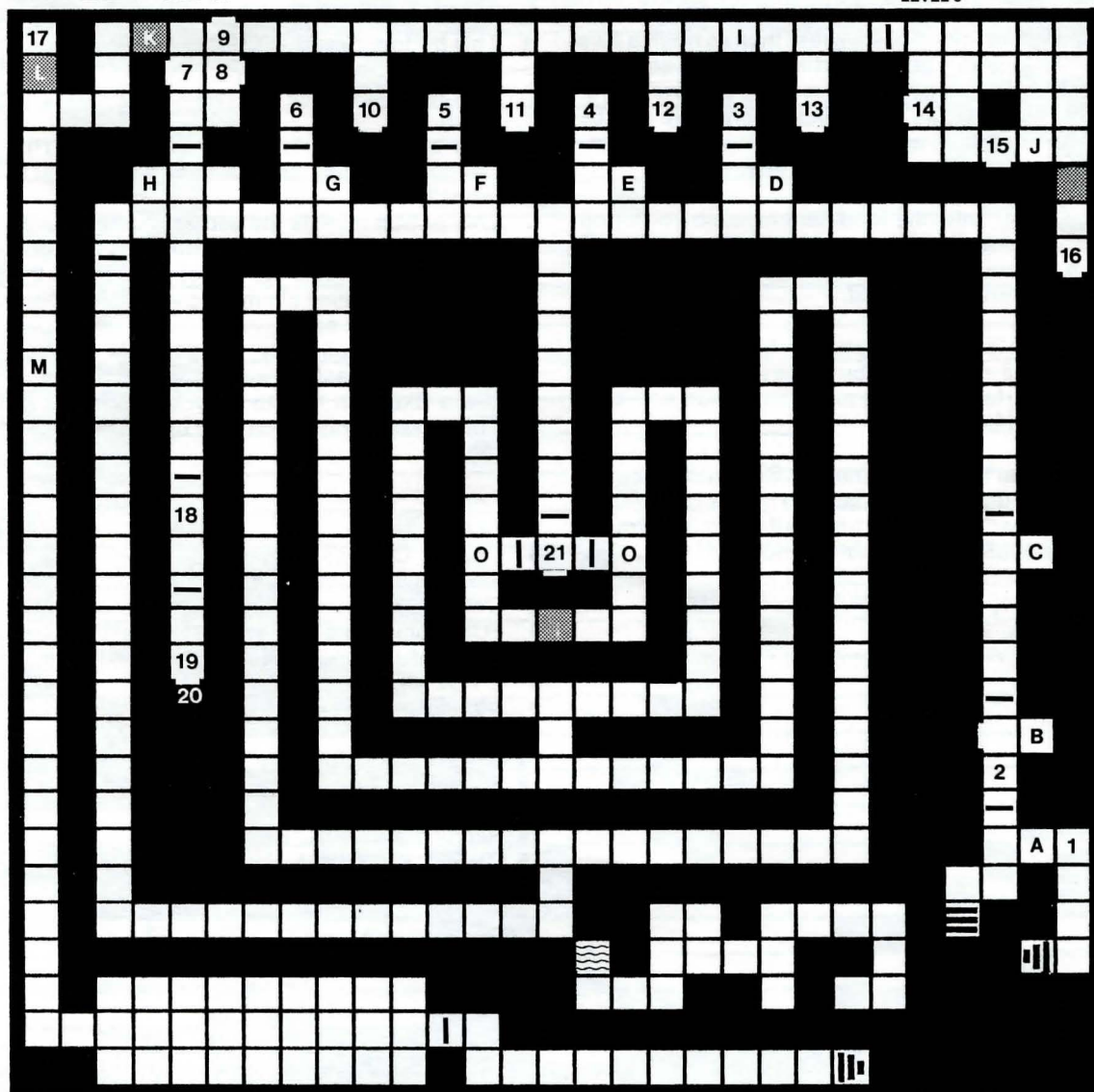
- A** You need a RA Key to open this door.
- B** You need a RA Key to open this door.
- C** You need a RA Key to open this door.
- D** A Turquoise Key will open any of the next 5 doors. You will only have 1 Turquoise Key, however, so check the items available in the Treasure/Food section below to decide what items will best suit your needs.
- E** This door can be opened with a turquoise key.
- F** This door can be opened with a turquoise key.
- G** This door can be opened with a turquoise key.
- H** This door can be opened with a turquoise key.
- I** This button opens the door to the east.
- J** Pressing this button will reveal the hidden chamber to the south.
- K** An illusionary wall.
- L** You can open this door by pressing the button at (M).
- M** This button opens the door at (L).
- O** Use the master key from Level 12 on either of these doors to obtain the Firestaff.

TREASURE/FOOD:

- 1** Scroll #12 Scroll #13
- 2** Scroll #14
- 3** Scepter of Lyf/Necklace of Illum/Necklace of Aging
- 4** Dragon Spit/Boots of Speed
- 5** Crown of Nera/Green Magic Box
- 6** Flame Bain/Lightning Sword
- 7** 3 Flasks
- 8** Scroll #15
- 9** Magnifier/Corbamite/Orange Gem
- 10** Torch
- 11** Boulder
- 12** Flask
- 13** Flask with water
- 14** Scroll #16-#18
- 15** Turquoise Key
- 16** Scroll #19 - #23 /RA Key
- 17** Winged Key
- 18** Green Magic Box
- 19** VEN Potion/FUL Bomb
- 20** Sword: "Inquisitor"
- 21** Firestaff

LEVEL 7 MAP

△
ALIGNMENT
MARK
LEVEL 8



△
ALIGNMENT
MARK
LEVEL 6

DUNGEON LEVEL 8

Dungeon Level 8 is not overly difficult, but you will have to contend with a new species of monsters – Ghosts. The better part of the dungeon is a wide open area in which you can spend a lot of time searching for nothing. Once again, the Dungeon Master Adventurer's Handbook will save you a lot of time and trouble. In fact, there is only one treasure in this open area, but it is one you'll need later. Lots of teleportation and turning fields, pits and secret walls which make things confusing, but with map and hint sheet at hand, you'll be able to keep your frustration level down. In fact, this level can be finished in less than an hour, a plus as you'll not use up a lot of food and water as you continue your journey. There's not a lot of treasure on Level 8, but what's here is worth it as you'll find several FUL bombs (nice little combat aids) and several new weapons to improve your party's chances down the line.

FOOD: You'll find only one food item here, so you'll find yourself digging into your reserves again. If you prepared properly on previous levels, you should still have enough without being overly concerned.

WATER: There's even less water on Level 8 than food (which means there isn't any), but once again, you should be alright if you followed our previous advice and kept your waterskins filled.

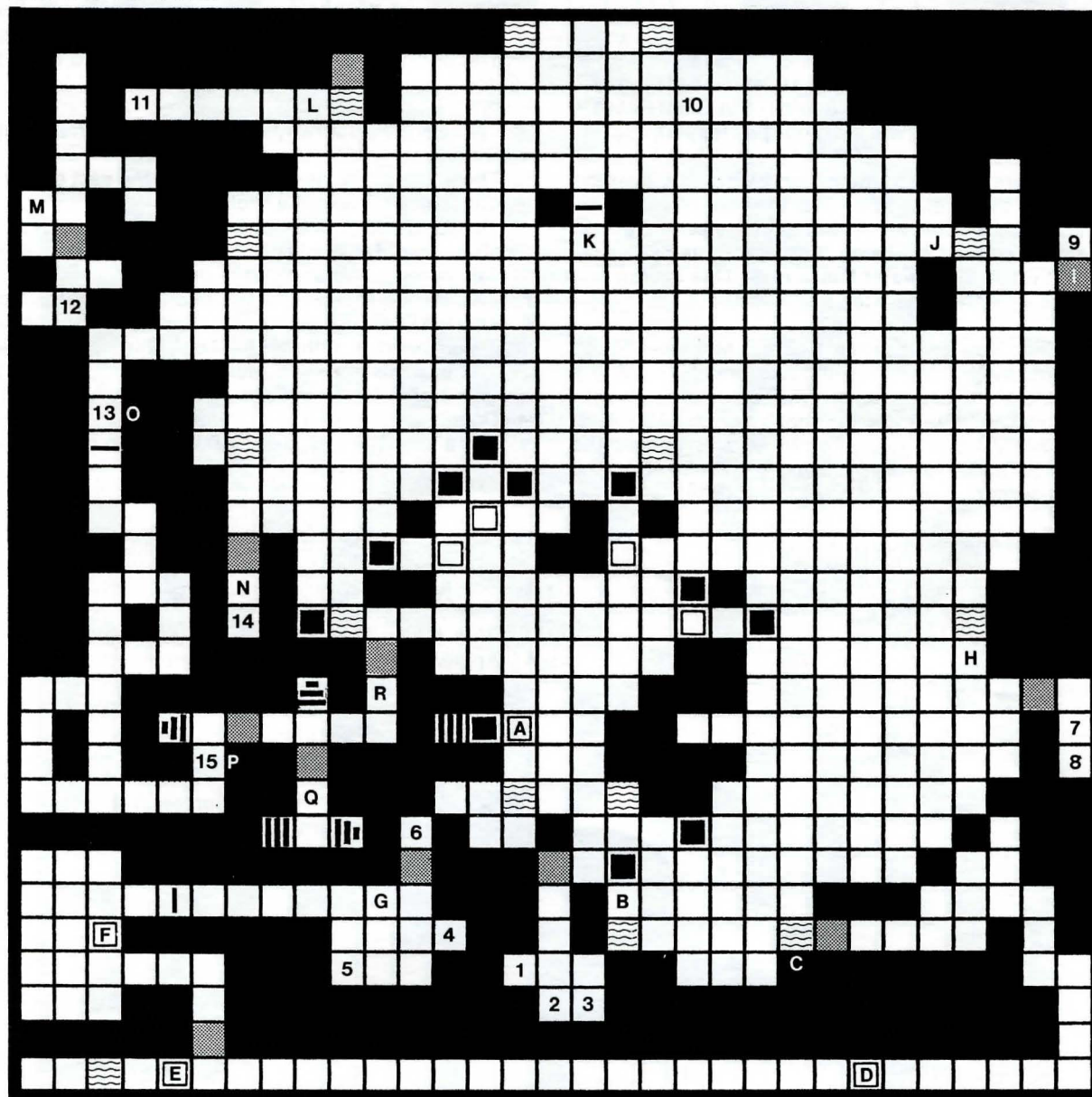
MONSTERS: You'll meet Mummies, Skeletons, Ghosts and a couple of ugly, little irritating Thieves on Level 8. None should cause you a lot of trouble if you move around and do your exploring in a minimal amount of time.

DIFFICULTY: Easy to Moderate.

PUZZLES/PROBLEMS:

- A** The pressure plate controls the pit to the west.
 - B** This button reveals the hidden passage to the west.
 - C** This button reveals the hidden passage to the east.
 - D** This is a turn-around point. It will turn you back in the direction you came from.
 - E** Another turn-around point.
 - F** ????
 - G** This button reveals the secret chamber to the north.
 - H** This button reveals the secret chamber 1 space south and 2 spaces east.
 - I** This secret chamber is revealed by pressing the button at (J).
 - J** This button reveals hidden chamber at (I).
 - K** Caution: standing here too long will get you fried by a fireball!
 - L** This button reveals the secret chamber to the north. The button there turns off the fire ball generator.
 - M** This button reveals the secret chamber to the south.
 - N** Reveal this secret chamber by pressing the button 4 spaces to the east.
 - O** You need a solid key to open this door.
 - P** Key reveals passageway to the east.
 - Q** Use a Skeleton Key to unlock the central stairway.
 - R** This passageway is revealed by using the solid key at (P).
- 1** Torch
 - 2** Scroll #24
 - 3** Copper Coin
 - 4** Jewel Symal
 - 5** Delta Sword
 - 6** FUL Bomb/Blue Magic Box
 - 7** Mace of Order
 - 8** 2 FUL Bombs
 - 9** Staff of Manar
 - 10** Solid Key
 - 11** CHEST: Skeleton Key
 - 12** 2 Apples
 - 13** Cheese
 - 14** Rabbit's Foot/FUL Bomb
 - 15** CHEST: Scroll #25/YA Potion

LEVEL 8 MAP



PAGE 27

DUNGEON LEVEL 9

OVERVIEW: Level 9 isn't too tough although there are several hidden chambers and illusionary walls to confuse you, a fireball corridor to warm you up and some menacing Giant Rats to nip at your heels. But it's a pretty straight forward level without a lot of mind-boggling puzzles. Do not ignore the Sorcerer in the hidden chamber to the northwest as he carries one of the skeleton keys you'll need to open the entrance to the central stairway on this level.

FOOD: You'll find six food items on this level plus the bonus of drumsticks when you kill a Giant Rat. (They leave one or two of these when they expire.) But Giant Rats are pretty ferocious, so you will definitely pay for your supper.

WATER: There are two fountains on level 9, one near the beginning of the level and one near the end. The one near the end will be a convenient fountain to return to later in the game if needed by using the central stairway near there. Fill up all your water flasks now. This is your last chance for water from here to Level 14 without returning...

MONSTERS: You'll encounter Generic Monsters which you should be able to handle without too much difficulty, a few Sorcerers who can take you down a notch or two with their magical abilities and more than enough Giant Rats, who are pretty tough opponents. Make sure to keep the door to the Giant Rat regenerating room closed in the northeast corner.

DIFFICULTY: Moderate.

PUZZLES/PROBLEMS:

- A** This is an illusionary wall.
- B** Button reveals the secret chamber 2 spaces south and 5 spaces west.
- C**
- D** Button reveals the secret chamber to the north.
- E** Go up the stairs at G. You must either climb down or fall through the pit there. Set the gem which you find in the chest in front of the door and the door will open. The button to the north will now open and close this door.
- F** Pit
- G** These are the stairways up which are referred to at E.
- H** Door
- I** These plates release fireballs from the east end of the corridor. To avoid the fireballs, place an item on the plate and quickly move out of the way. You may not be able to avoid a couple of hits, but it is still the safest and easiest way to handle this problem.
- J** This button reveals the secret chamber to the west.
- K** This is a Giant Rat generating room. Good food source if you need it. Otherwise, keep this door closed.
- L** To open this door you must place the corbamite you found at 8 in the alcove.
- M** Door
- N** Use a skeleton key to open this portion of the central stairway.

TREASURE/FOOD:

- 1** Scroll #26
- 2** Pendant Feral
- 3** Blue Magic Box
- 4** Apple/Torch
- 5** Stormring/Torch/Drumstick
- 6** CHEST: Green Gem/Scroll #27/VI Potion
- 7** Rope
- 8** Corbamite
- 9** Torch
- 10** Skeleton Key (carried by sorcerer)
- 11** Dragon Steak/Corn/Apple/Cheese
- 12** Flask/Scroll #28
- 13** RA Key
- 14** 2 VI Potions

[illegible]

PAGE 29

DUNGEON LEVEL 10

OVERVIEW: Dungeon Level 10 is an interesting level with many puzzles and plenty of decisions. It's also one of the tougher levels. Other than deciding whether to fight a Beholder or a Giant Scorpion when you choose to take either the left or right door near the beginning of the level, your path is pretty well set. (If you choose the right door and the Beholder you will find 2 food items; the left door and the Scorpion rewards you with 3 food items.) You'll use a lot of mana for combat on this level as Beholders, Skeletons, Thieves and Giant Scorpions are constantly thwarting your progress, especially in the southwest corner of the dungeon and the extremely dangerous scorpion generating area to the east. Also, the skeleton key for the central stairway on this level is past the scorpion infested regions of the level, so you'll have to backtrack to open the stairwell. There's quite a bit of treasure available on Level 10 (most of it food and armor), but you'll definitely earn it.

FOOD: If you're low on food by now, this level will allow you a sigh of relief. Depending on your route, you'll find either 8 or 9 food items.

WATER: There are no fountains here. Hopefully you filled up on Level 9. If not, you can use the central stairway (once you've found the skeleton key) and fill up there very quickly before proceeding.

MONSTERS: If you make it through Level 9 with everyone in one piece (and without any re-booting), you're either very, very lucky or very, very good. The first third of this level isn't too bad, but Beholders, Skeletons and Thieves seem to attack from all directions in the southwest corner. And the worst is still to come. You'll find a Scorpion regenerating area to the east that will test your skills to the limit. The best strategy is to avoid Scorpions all together. Hurry through this area, keeping doors closed behind you, find the skeleton key, use it and continue on. The only real safe place to relax and catch your breath is to continue to Level 10, rest, and then return or use the teleportation field at (U).

DIFFICULTY: Very Hard.

PUZZLES/PROBLEMS:

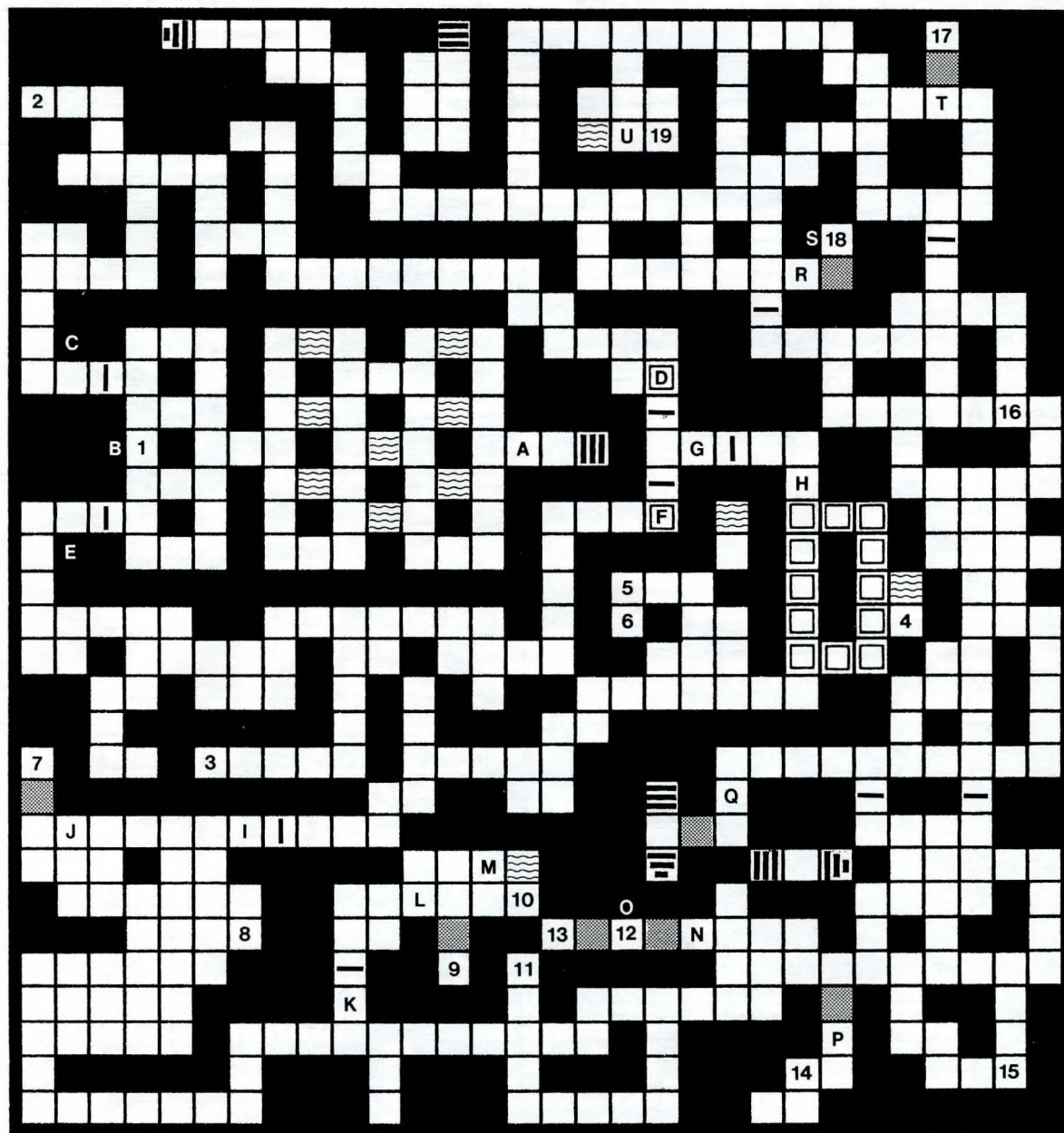
- A** All the fields in the "The Deceiver, The Snake" area teleport you back to this square. The map for this level shows you the path through, a snake-like "S".
- B** The key here opens either the door to the left or to the right.
- C** The Beholder will drop the Key of B when you defeat him.
- D** The pressure plate opens the door.
- E** The Giant Scorpion in this area will drop the Key of B when defeated.
- F** The pressure plate opens the door.
- G** Key of B opens this door.
- H** Like the amusement park? Take a ride here, get off where the treasure is located, and continue on your way. Nifty little gimmick here, but watch out that you don't step off into the field as you will be teleported back to the beginning of this level.
- I** This button, in conjunction with the button at "U", will activate the teleportation field between "U" and "M".
- J** This button reveals the secret chamber to the south.
- K** This chamber is a very good resting place. There are also a couple of thieves lurking around this area, so be prepared.
- L** This button reveals the secret chamber to the south.
- M** When the proper buttons are pressed at (I) and (U), this field will be activated.
- N** This button reveals the secret chamber at (P).
- O** This secret chamber is revealed by pressing the button at (P).
P Button reveals the secret chamber at (O).
- Q** Use the skeleton key to open the entrance to the central stairway on this level.
- R** The button here reveals the secret chamber to the northeast.
- S** This button reveals the secret chamber at (T).
- T** This secret chamber can be opened by the button at (S).
- U** This field (activated by the button on the wall) will teleport you to (M).

TREASURE/FOOD:

- 1 Key of B
- 2 Apple/Bread
- 3 Bread/Cheese/Corn
- 4 Waterskin with Water/FUL Bomb/Cheese
- 5 Corn
- 6 Torch
- 7 Speed Bow
- 8 Armet
- 9 Moonstone/Drumstick
- 10 Foot Plate/Leg Plate
- 11 Corn
- 12 FUL Bomb/Torso Plate
- 13 Boots of Speed
- 14 Scroll #29
- 15 Bread
- 16 Bread
- 17 Hardcleave
- 18 MANA Potion/Scroll #30/Shield of Lyte/Skeleton Key
- 19 Magnifier

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ALIGNMENT
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LEVEL 9

LEVEL 10 MAP



△
ALIGNMENT
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LEVEL 11

DUNGEON LEVEL 11

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

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

WATER: None.

MONSTERS: The Giant Wasps you encounter here are irritating, but you should be able to handle them by now. The same goes for the Ogres. Now, the Water Elementals are a different story and are the most difficult opponent on this level. Use extreme caution when fighting them and if possible, avoid them altogether. That won't be totally possible as they can ooze under the doors you close to keep them away.

DIFFICULTY: Medium to Hard.

PUZZLES/PROBLEMS:

- A** The easiest way through this confusing "maze" is to walk backwards, turning in place now and then to see where you are. Watch for the iron key as you need it to continue.
- B** You need the solid key from the chest east of "C" to use here. You'll be attacked by Giant Wasps now, so have a few Fireball spells prepared.
- C** Use the iron key to unlock this door and get at the chest. There will be a delayed reaction, so just be patient. You will need to return here once you've used the key at "B" to continue.
- D** This secret passageway will open when you use the solid key at "B".
- E** Taking Diamond Edge from the alcove will release poison gas the length of this corridor towards the east. Don't panic and run for it, just be patient, accept your damage and the gas will slowly dissipate. Running will keep you in the gas clouds longer as they are timed to go off in sequence towards the east.
- F** Once you have stepped on this pressure plate continue around the corner, then turn and go back. The secret chamber will open behind you as you do.
- E** The button here opens the secret chamber to the south.
- G** The cross key you find here will open any of the three doors to the west, south or north. each corridor con-

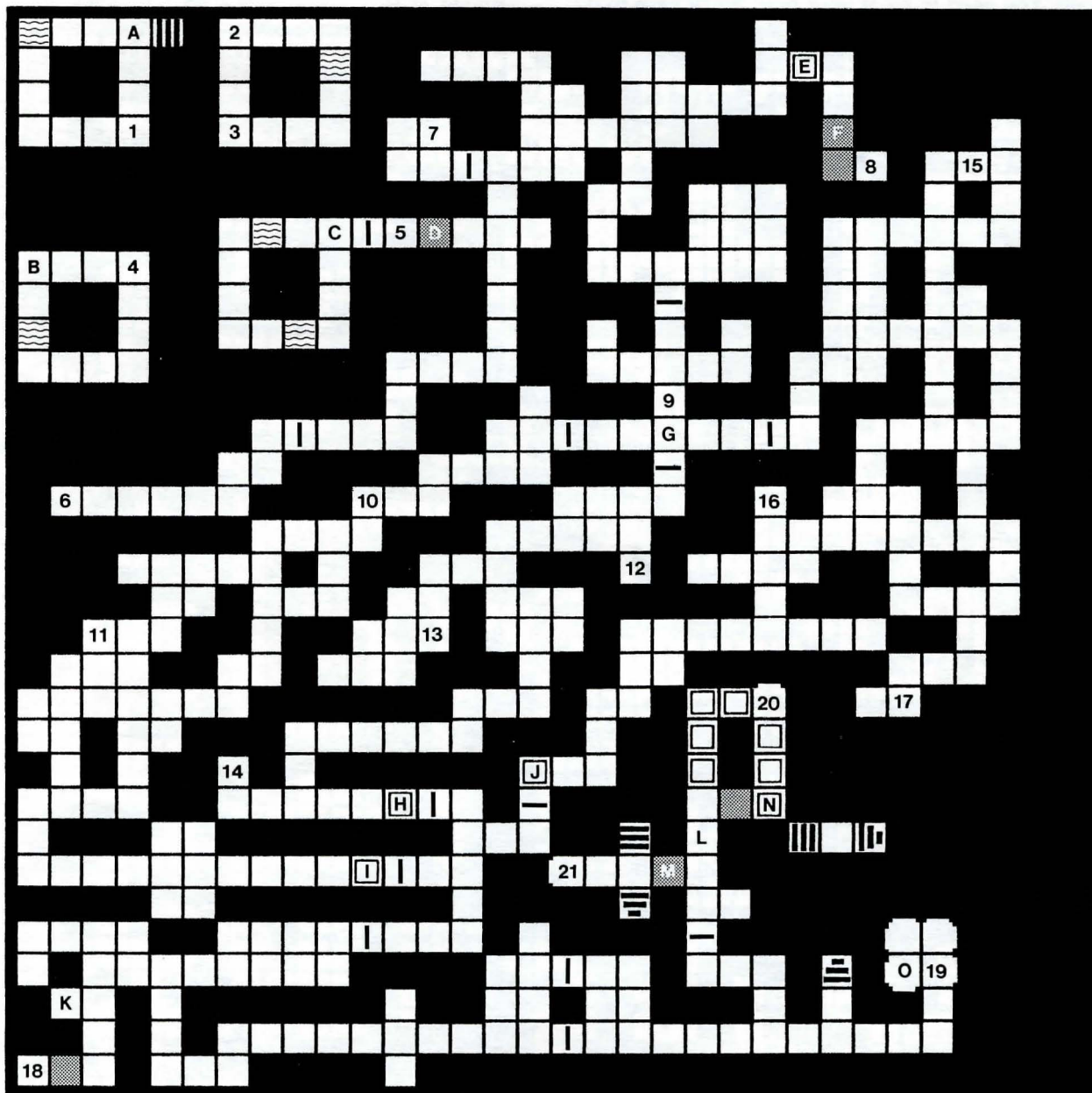
tains a different monster, but all will contain 2 copper coins. Do not ignore these seemingly worthless coins. They will bring you significant treasure later. Through the left door you will encounter Giant Wasps through the east door, Blue Trolls through the west door and although you will encounter Water Elementals in all, there are more through the southern door. Although the southern door is the shortest in length, the Water Elementals are the tougher opponents unless you can manage to get around them without combat.

- H** The pressure plate opens the door.
- I** The pressure plate opens the door.
- J** The pressure plate opens the door.
- K** The button here reveals the hidden chamber to the southwest.
- L** By holding the Magnifying Glass up to the Eye, the wall to the northeast will open.
- M** Use the skeleton key to open the central stairway to this level.
- O** With the gold coins you picked up earlier (you did pick them up, didn't you?) you will be able to open two of the alcoves here. One of the alcoves also holds two more coins. You may have one left from earlier in the game and you can also return to (G) and use the Ruby Key in one of the alcoves gather two more coins to open more alcoves. Your choice...

TREASURE/FOOD:

- 1** Staff
- 2** Iron Key
- 3** Boot Plate
- 4** Morning Star
- 5** Solid Key
- 6** Diamond Edge
- 7** Fury
- 8** Skeleton Key
- 9** Cross Key
- 10** Copper Coin
- 11** Copper Coin
- 12** Cheese
- 13** Copper Coin
- 14** Copper Coin
- 15** Copper Coin
- 16** Copper Coin
- 17** Copper Coin
- 18** Plate of Lyte/Greave of Lyte
- 19** Clockwise, beginning with the alcove in the south wall:
 - Alcove #1: VEN Potion
 - Alcove #2: FUL Bomb
 - Alcove #3: FUL Bomb/Green Magical Box
 - Alcove #4: 2 Copper Coins
 - Alcove #5: Cross Key
 - Alcove #6: Chest with Food
 - Alcove #7: Green Magical Box
- 20** Ruby Key
- 21** Scroll #31

LEVEL 11 MAP



△
ALIGNMENT
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LEVEL 12

△
ALIGNMENT
MARK
LEVEL 10

DUNGEON LEVEL 12

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

FOOD: If you're hungry by this time, then the dungeon restaurant is open for business! You'll find 12 food items here, enough to get all your characters back to full strength and ready to face Evil Lords and Dragons!

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

MONSTERS: Be prepared to save your game often on Level 12. The Giant Spiders can be avoided for the most part, but the Spell Vines and Dark Knights can be the death of you. The tough thing about the Spell Vines is that they attack in groups. You should be able to handle a couple without a lot of problem, but four is pushing you to the limit. Have your healing potions handy. And the Dark Knights are even worse. Swinging with 2 large swords and clothed in armor, you must be at your best. Try to get in areas where there is room to maneuver, use the boundaries mentioned in the hints and make use of the old "closing door" trick where possible.

DIFFICULTY: Very hard.

PUZZLES/PROBLEMS:

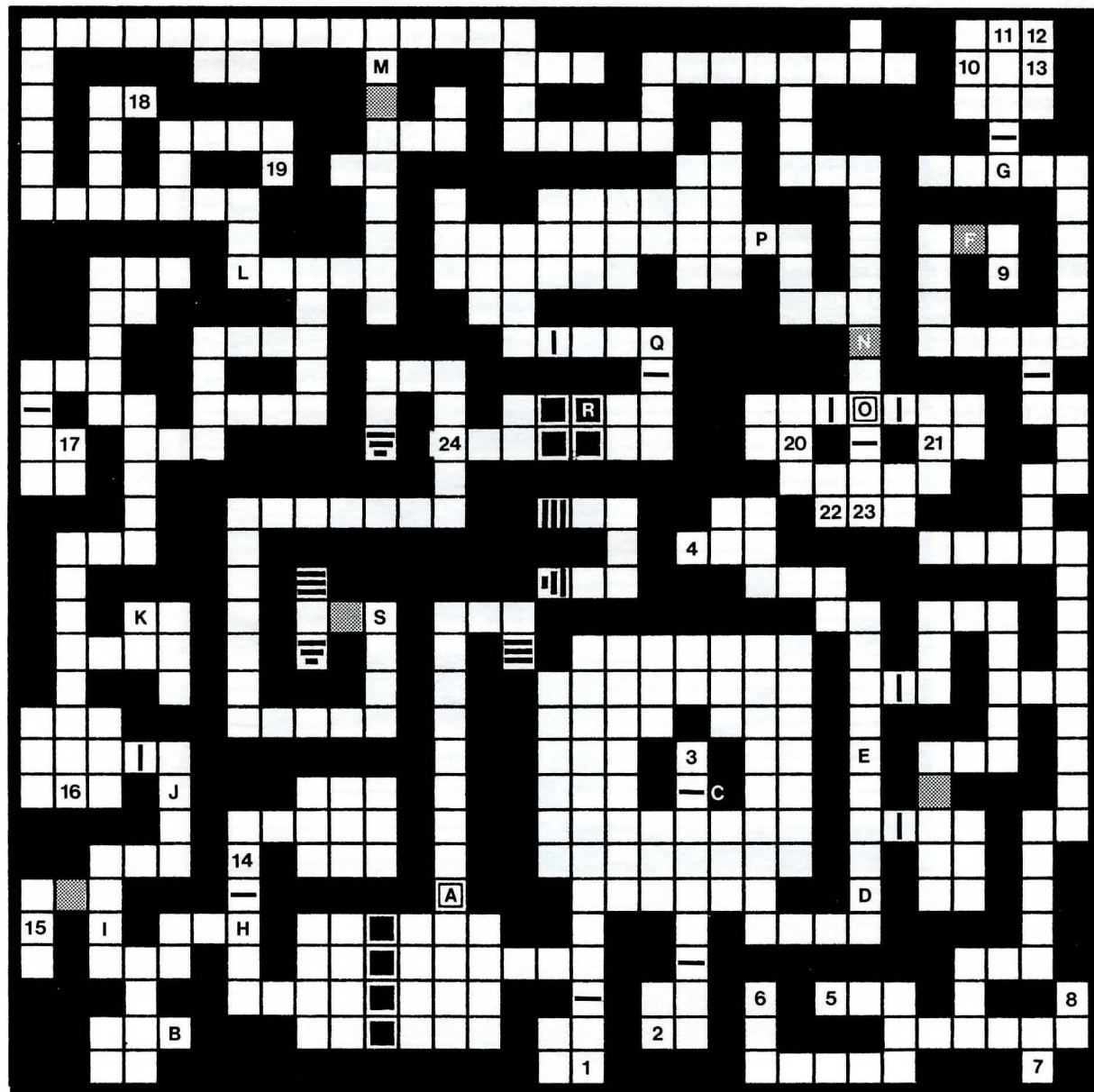
- A** This pressure plate opens the almost invisible row of pits which span this room. Once you have stepped on the plate, step on it again to close the pits. You can also lure the Knights from "C" and "H" into this area and open the pits as they step on them. The fall will kill them very efficiently without engaging in combat.
- B** This button opens the door at "C".
- C** Open this door by pushing the button at "B".
- D** Remember this square. It is an invisible boundary which all monsters on this side of the dungeon will not cross. Lure them to this position and combat will be much easier as you can step back to the west after striking or casting spells and they will not follow.
- E** This button reveals the secret chamber 2 spaces east and 1 space south.
- F** When you reach this wall, just wait a moment and it will open. Be prepared though, as there is a Dark Knight guarding the treasure within. Either use Magical boxes on him, or better yet, lure him back around to "D".
- G** The button which opens this door is all the way across the dungeon at "K".

- H** Use the Topaz Key to open this door. The Dark Knight here carries a key you will need later so you cannot avoid him. If you lure him to fall through the "invisible" pits, be sure to climb down after the key. A force field in the level below will teleport you back to this level.
- I** This button reveals the secret chamber to the west.
- J** The key which opens this door is held by the Dark Knight at H.
- K** This button opens the door at "G".
- L** Another "boundary". The monsters in this area will not advance past this point, so use it to your advantage.
- M** This button reveals a short cut south in case you have to backtrack.
- N** This secret corridor and room is revealed by the button at "P". Avoid this area unless you like to live dangerously. Spiders are a formidable foe by themselves. But being surrounded by three or four or five is sheer suicide. The treasure in the Spider Room is not worth the trouble.
- O** This pressure plate opens the doors to the Spider Room. By the way, I told you to avoid this area! Aren't you listening? If you don't believe me, at least save the game first...
- P** This button reveals the secret wall at "N".
- Q** This button controls both the doors to the west and to the south.
- R** If you time it right, you can get through these revolving pits without any problem.
- S** Use a skeleton key to open the central stairwell to this level.

TREASURE/FOOD:

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

LEVEL 12 MAP



ALIGNMENT
MARK
LEVEL 11

ALIGNMENT
MARK
LEVEL 13

DUNGEON LEVEL 13

OVERVIEW: If you haven't completed Level 14, do so now. You cannot defeat Lord Chaos without obtaining the Power Gem from below. Besides, there's a friendly little dragon waiting for his lunch... Once you have completed Level 14, you're ready for Lord Chaos. And that's about the only reason this level exists. There's no treasure to speak of and nothing else to entertain you. Of course, Lord Chaos will be happy to do the entertaining. The party is about to begin. And you're the special guest...

You will find the solution to Dungeon Master and how to defeat Lord Chaos of page 12 of the Adventurer's Handbook.

FOOD: Are you kidding?

WATER: Get serious...

MONSTERS: Other than a few Fire Elementals, Fire Demons and the Dark Lord, no problem. You don't really need to bother with the Fire Elementals or even the Fire Demons if you can avoid them. Lord Chaos is another matter. After all, isn't this why you're here?

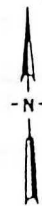
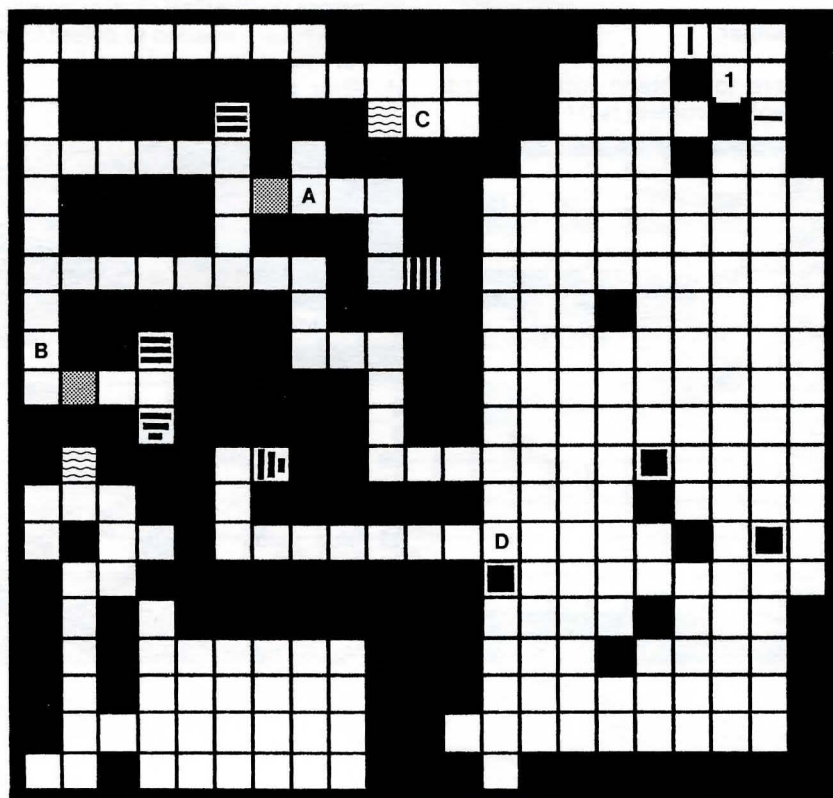
DIFFICULTY: Medium to hard.

PUZZLES/PROBLEMS:

- A** This button opens the secret passageway into Level 13.
- B** Use the skeleton key to open the central stairways. from here you can return up to Level 8 for water. Once you have attached the Power Gem to the Firestaff, however, all stairways above Level 13 will be closed, so you must make use of these stairs now if you need to return to any levels above you.
- C** This field teleports you to the room of the revolving pits above.
- D** This is Lord Chaos' penthouse. Welcome to the party...

△
ALIGNMENT
MARK
LEVEL 14

LEVEL 13 MAP



△
ALIGNMENT
MARK
LEVEL 12

DUNGEON LEVEL 14

OVERVIEW: Don't get excited. I know, you're almost there, but first you have a little problem to overcome – the Red Dragon. You don't really have to defeat him to finish the level, but you can't go home without saying you slayed a dragon, now can you? If you're cautious, use the hit and run combat technique, and use a bunch of fireballs, you can have dragon steaks for dinner! If you get fried you can always use the Altar of VI in the northern part of this level. Only a couple of the treasures scattered across the floor are of any value, but your real goal here is to transform the Firestaff into a form which will aid you in your upcoming battle with Lord Chaos. Have fun...

FOOD: Nice, juicy dragon steaks!

WATER: Sorry, none here either.

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

DIFFICULTY: Medium.

PUZZLES/PROBLEMS:

- A** Use the Winged Key from Level 7 to open the central stairwell.
- B** This lever reveals the way into the Red Dragon's lair to the south. You can also enter the lair from the stairways to the west.
- C** The Red Dragon's lair. Enjoy your visit.
- D** You can open the door to the north with the Square Key you found in the Red Dragon's lair.
- E** Use a silver coin in the slot to open the door to the right.
- F** To get the Power Gem, use the Zokathra spell.
- G** By attaching the Power Gem to the Firestaff, you will notice the firestaff obtains new powers. These magical powers are needed to defeat Lord Chaos. (See page 7 for the game's solution.)
- H** Altar of VI.

TREASURE/FOOD:

- 1** Copper Coin
- 2** Copper Coin
- 3** Silver Coin
- 4** Copper Coin
- 5** Boulder
- 6** Ashes
- 7** Copper Coin
- 8** Copper Coin
- 9** Ashes
- 10** Copper Coin
- 11** The Square Key is hidden beneath the ashes.
- 12** 3 Copper Coins/Calista/Gold Coin
- 13** Blue Gem
- 14** Silver Coin
- 15** Scroll #33
- 16** Power Gem

△
ALIGNMENT
MARK
LEVEL 13

LEVEL 14 MAP

