

DARK SPYRE™



Clue Booklet

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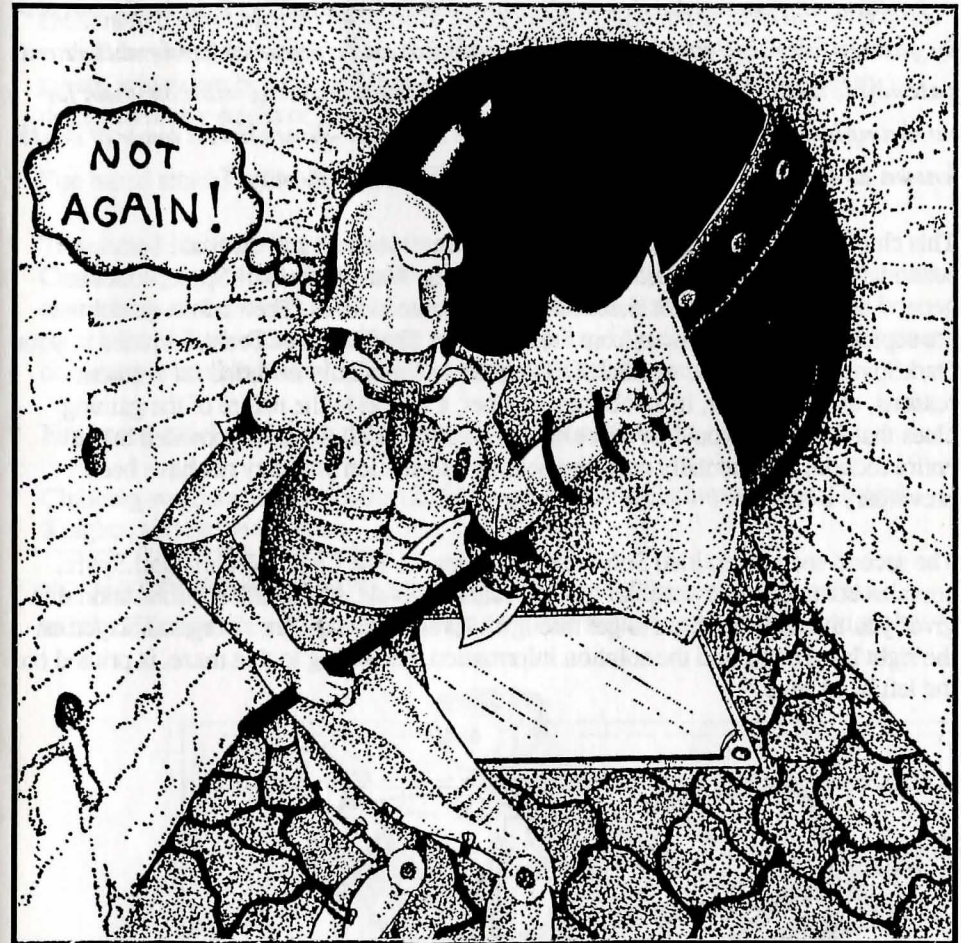
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The Secrets of DarkSpyre



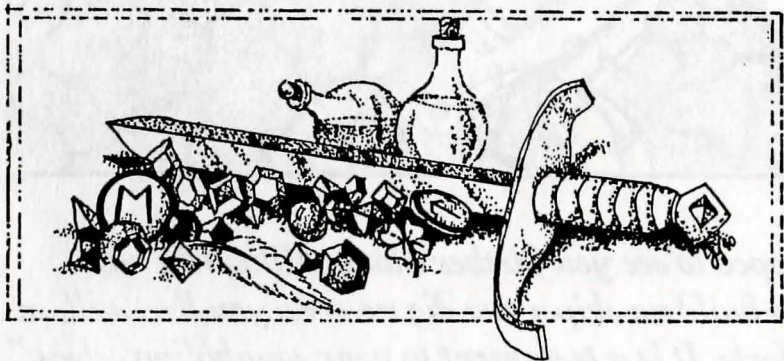
"We had hoped to see you further along. Millennia have passed. You build no ships; you dig no ores; you live, still, in cold stone forts. It is a testament to your squabbling selves."

The Secrets of DarkSpyre

"Destiny has dealt mankind a card of misfortune in the game between gods and men, and your character is mankind's bidden wildcard. Chosen as champion, sword raised high, eyes afire with determination, your character has successfully made it past all the dangers placed within the first several levels, but things are not getting any easier. Beaten and pummeled by large rolling iron balls, torched by globes of flaming energy, poisoned, confused, and clueless as to where the next gateway is located, he begins to contemplate failure. Deciding man doomed, for no champion, however strong, can overcome this inter-dimensional tower of death known as DarkSpyre. That is, until now... Help is on its way!"

This clue booklet consists of two parts, the strategy section, and the maze solution section. The first part, entitled The Art of Waging War within DarkSpyre, contains general notes and guidelines describing play oriented tactics. The various guidelines are separated by quotes taken from the novelette, The Valley of Tears, included in your DarkSpyre Hero's Guide manual. These quotes are not only included for aesthetic reasons, they also offer, in an obscure manner, a hint as to the nature of the gaming clues that follow. It would be best to just read through all the hints provided in the entire section, and mentally note any helpful information you may not have been previously aware of.

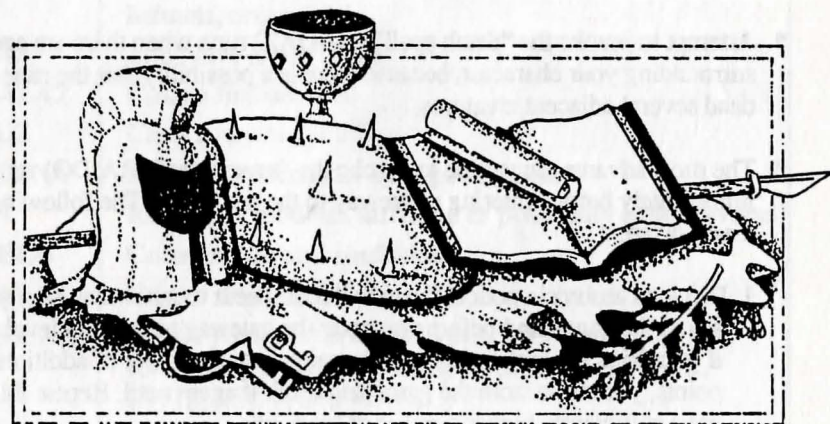
The second section, entitled Solutions and Maps To The Levels Within DarkSpyre, contains complete maps to all of the non-random levels, and solution information that gives you the required steps to get through a level. The maps are always displayed on the right hand page, and the solution information, pertaining to that maze, is printed on the left hand page.



I. The Art of Waging War Within DarkSpyre

"The greatest champion knows his opponents well, the observant warrior takes notice of his enemy's strengths and weaknesses."

- * Poison is the only method of attack that can be used to kill a Slime. A Slime's movement is erratic, and they are the only creature that can move under movable walls, so always keep your eye on them when they are nearby. They attack with a poison touch, which is followed by a period of confusion. Since Slimes are encountered only prior to the Rune of Strength level, and in the MAGIC level at the end of the game, it is a good idea to keep several cure poison (Algit) potions or rubies, which can be liquefied into Algit potions, in your character's inventory during the early stages of the game.
- * Fire based attacks inflict double (2x) damage against Mummies.
- * There is a 1 in 10 chance that a slain samurai warrior will drop a longsword. Considering how often weapons break, knowing this may come in handy when your character is in the urgent need of a weapon. Of course, it always helps to be somewhat skilled in the use of long edged weapons. Especially if you wish for your character to be able to wield that longsword with any degree of skill.
- * Fire based attacks only inflict 1/2 damage against a Phoenix.
- * Clubbing weapons inflict double (2x) damage against Gelatinous Cubes, Crystal Knights, and Stone Golems.
- * The Jesters, Harpies, Djinns, and Ball Lightnings are all impervious to poison attacks. Though, they do sustain damage from the initial impact of a poison globe.



- * While engaged in close quarter melee, the Jesters use their fireball, smoke, and poison spells less often. For this reason, it is a good idea to close the distance between your character and an attacking Jester as quickly as possible. This tactic also should be applied against the Djinn's, because the offensive and defensive strategies they use are similar to the Jester's.
- * Many of the creatures in the game, roving Saw Blades, flying Mantas, etc..., cause damage by touch (extremely close range). This can be used to your character's advantage, because these creatures can be lured into groups, at which point, they will inflict damage upon each other.
- * Creepers are extremely slow, but trying to get past them in tight quarters can often be dangerous. The best way to deal with these poisonous weeds is to position your character so that the creeper must approach him from below. As the creeper advances into range, attack, take a step backwards, and wait for it to move forward again. This technique can also be used if the Creeper is approaching from above, left or right, but it is more difficult to judge distances from these positions due to the animations of the Creeper.

"Next to rise, the God of Magic struggled beneath a weight of runes, against a necklace whose inscriptions held power, an energy, perhaps, still greater than his own."

- * If possible, use the "next level" (THURISAZ) runes sparingly and only on levels that have you totally confused. On the path to the first two runestone levels, you do not "have" to play through all of the levels, it is possible to skip one or two. Whereas, you must play through all of the levels between the final three runestone levels, so THURISAZ runes should be saved for later stages of the game. NOTE... You CANNOT use the THURISAZ rune on the final levels of WAR, INTELLECT, and MAGIC, and definitely do not use one on a runestone level "before" getting the special runestone.
- * Attempt to invoke the "death spell" (DAGAZ) rune when there are several creatures surrounding your character, because there is a possibility that the rune will strike dead several adjacent creatures.
- * The most advantageous time to invoke the "save game" (RAIDO) rune is immediately before entering a gateway to the next level. The following can be done if you do so:
 1. Drink an ambrosia potion, "usually" found next to gateways, after you have saved the game, and before you enter the gateway to the next level. That way, if you drink the ambrosia and only gain a small number of additional hit points, you can restore the game and drink it again until. Repeat this until you get a sufficiently higher number of hit points.

2. If you go to another level and find it hard to see objects on the floors, you can always restore the game, and go to the level again. This can be repeated until you are pleased with the floor /wall piece combination that displays the levels.
 3. If you have a "magic map" (GEBO) rune, go to the next level, invoke the rune and use the DARKSPYRE scratch pad to draw the level. Restore the game, you then have both a map of the level and the GEBO rune. If you wish, the entire game can be played through with just a single "magic map" rune.
 4. If you have a "random object" (FEHU) rune, use it after you have saved the game. Again, you can keep restoring the game until you get an object that your character needs.
- * The following is a list of the runes and the magical properties they impart.

RUNE	MAGICAL PROPERTY
OTHILA	Teleports 1 creature away
ANSUZ	Displays directional signal to gateway
GEBO	Displays a magic map
MANNAZ	Randomly increments a weapon proficiency
ALGIT	Cures poison
NAUTHIZ	Casts a freeze spell
PERTH	Randomly increments a magic skill level
KANO	Casts a knock spell
JERA	Randomly heals 10-40 hit points
WUNJO	Randomly increases or decreases character's hit points
FEHU	Randomly generates an object (does not include armor, helmets, oramulets)
RAIDO	The "save game" rune
HAGALAZ	Casts a fireball spell
LAGUZ	Casts a smoke spell
BERKANA	Randomly increases spell power points
ODIN	Randomly modifies attribute or possibility of sex reversal
SOWELU	Cures poison and confusion
DAGAZ	Casts a death spell
THURISAZ	Allows your character to bypass a level without completing it (Will not work on the levels of WAR, INTELLECT, and MAGIC)
ISA	Casts a poison spell

"We have dined in the past with pirates and we have honored thieves. Our tributes are not for the weak, nor our honors for the dainty and the pure."

- * If your character has an amulet of hits, and has taken no more than 19 points of damage, put it on him. It will endow your character with an additional 20 hit points, which will place him 1 hit point above his maximum. While wearing the amulet, you can heal your character up to 50 additional points above your character's current maximum hit points. Then even if your character takes the amulet off, he will retain 30 of the additional hit points. Since amulets break so easily in combat, this method will prevent your character from having to wear the amulet in a combat situation, while retaining the added protection of the extra hit points.

"In the midst of arguing men, Ardl eased himself from his chair and said, 'We will need magic. Will swords chop up the stone men? Will arrows cut bolts of fire from the sky?'"

- * At times, your character will come across rooms and hallways that must be travelled, but are filled with a large number of bouncing fireballs. Use the Dispel spell in a situation like this. This spell cancels out all the fireballs on the screen and buys some extra time for your character before more fireballs are generated.
- * It is helpful to be "skilled" at casting the "Magic Wall" spell. On some levels you need to weigh down a pressure plate that requires a lot of weight (100 Kg). Although there may be other methods for weighing down a plate, it is possible to screw up every now and then. If this happens, a conjured Magic Wall can then be used to weigh down the plate. This sure beats restoring the game and trying to solve the puzzle all over again. Though, for this to work, your character must be fairly skilled at casting the spell (conjunction), because if he is unskilled, the walls conjured do not last very long.
- * There are 5 different useful types of potions in the game. You will also come across water, which is for the most part useless, except for a good pressure plate weight. Potions can be found, or they can be created from various gems by casting a liquefy spell and holding an empty container.

POTION	CREATED FROM	MAGICAL PROPERTY
Jera	none needed	heals damage
Teihwaz	amethyst	restores 1 endurance point
Algit	ruby	cures poison and confusion
Isa	emerald	creates poison cloud when thrown
Ambrosia	diamond	Adds permanent hit points to your character's maximum allowable

- * There are 6 different types of magical amulets that your character can find. Their magical properties are as follows:

Amulet of protection	When worn, this amulet adds 1 armor class rating to your character's current armor class status.
Amulet of hits	When worn, adds an additional 20 hit points to your character's existing current hitpoint rating. A note of warning, if you take the amulet off of your character when he has less than 20 hit points, he will die.
Amulet of Power	When worn, adds 4 points to your character's power.
Amulet of strength	When worn, adds 4 points to your character's strength.
Amulet of agility	When worn, adds 4 points to your character's agility.

"And you have scrolls here as well, parchment copied again and again down the centuries?"

- * When your character finds a scroll with a new spell upon it, immediately put it into his spellbook. Thereafter, if you chance upon the same spell, cast it from the scroll. When cast from a scroll, a spell does not have to be memorized, which saves spell power, and the actual casting of the spell does not require as much spell power as does casting the same spell memorized from your character's spellbook.

"He had not gone far before he found it necessary to shed his leathern armor, like a snake shedding its skin."

- * Even though field plate is the finest armor in the game, it is extremely heavy. It is wiser for your character to don a suit of lighter mail, such as the jet plate or plated shell armor. Both of which offer suitable protection, when worn with a helm and shield, while not over encumbering your character.
- * A seasoned warrior maintains the tools of his trade. Every now and then, when your character isn't engaged in combat, be sure to check up on the condition of your character's armor. This is an easy thing to forget, and once armor becomes beaten and battered, it really doesn't offer the protection your character may need.

"And Borel shuddered to think of the possibilities, of the plans within plans that had whirled on about him, unseen by both gods and men."

- * Learn to use doors that are toggled open and closed, as well as the rolling balls, to inflict heavy damage against a trapped or pursuing creature. Especially the doors, because once a creature gets stuck between a toggled door and a wall, it is very difficult for it to free itself before it is slain.

- * It is best to play through the first several levels of the game without invoking any "save game" (RAIDO) runes. The beginning set of levels were designed to teach you, the player, how the game works. For this reason, they are smaller, less complex, and not as deadly. These few additional Raido runes will really come in handy during the later and more challenging levels.
- * On levels occupied by a large number of creatures, get your character in a position in which only one or two creatures can attack him from the front. Avoid getting your character stuck in the open, where up to four creatures can rush upon and surround him, attacking and seriously hindering his movement capabilities.
- * It is a very good idea too keep an extra weapon or two at hand. Weapons tend to break easily after much use, and it is quite possible to find yourself without any weapon at all. This is definitely a situation to avoid. Also, if possible, the extra weapons carried should belong to a proficiency class that your character is skilled in.
- * It is possible, if the character doesn't take a step, to be amidst a poison cloud and not be poisoned or confused. For this to work, the character cannot be struck by the actual poison globe. Therefore, if a creature hurls a globe of poison at the character, maneuver so that it hits the wall, not the character, and stay put. You still can attack and change directions, just DON'T step in any direction.

"In days to follow an apparition appeared before the survivors, in straw huts and in castle halls alike, and with a ghostly voice it issued the Challenge of the Three."

- * Write down the magic mouth messages on the back of your DarkSpyre scratch pad. Many of the messages have hidden hints that may help you somewhere within the level on which the mouth appeared.

"From their DarkSpyre, as they called it, they would unleash such terrors as the armies of the Suriban Valley had never dreamed."

- * The movable walls can be used to block the small holes in a wall that spew forth deadly fireballs, smoke, and poisonous gas clouds. This may definitely come in handy on those levels with spell traps that barrage an area with a spell trap.
- * Always check under movable walls, because many objects, levers and pressure plates are often hidden underneath.
- * A movable wall is a great way to weigh down a pressure plate that requires a great amount of weight to keep it down.
- * Of all the magical weapon types that lie within DarkSpyre, RANCOR is probably the most useful. Primarily because once its magical property of casting globes of poison is exhausted, it still is a most effective weapon.
- * Whirlwind, though a good weapon to have, really shouldn't be wielded unless the character also has an amulet of endurance. Without one, you will find your character becoming quite exhausted when using the "berserk" attack in combat.

II. Solutions and Maps to the Levels Within DarkSpyre

A crusader's journal for the journey ahead...

There are 42 fixed levels that can possibly be encountered in your character's quest through DarkSpyre. Each of the fixed levels is given a title which is displayed at the top of the screen as soon as your character teleports to a new fixed level. In addition to fixed levels, your character will encounter randomly generated levels, these have no title and do not contain elements such as rolling balls, plates, and teleporters.

Some, but not all, of the level names may give you a hint, so read them carefully.

The following is a complete list of the fixed levels and the position in the game where they can be encountered. Once the character completes a level, he will not encounter that level again. Also, levels are only encountered before their assigned runestone. Remember, it is possible to make it to a runestone level without having to finish all of the levels that can be encountered on your quest to that specific runestone level.

Once your character has made it through all of the runestone levels and attained the five special runes, then he is taken to an intermediate level in which he exchanges the runes for the magical gifts. From this level, your character must complete the final levels of the Three, using all that they have learned during the previous levels.

The "next level" (THURISAZ) runestone does not work on the final three levels of the game, so don't even try it.

- * The very first level of the game (This level is always "the first level" encountered).
 1. DarkSpyre v 1.01 c 1990 Event Horizon Software

- * On your way to the rune of strength (URAZ):
 2. Avoid the bouncing balls.
 3. Speak softly and cast with a big spellbook.
 4. Quest with care, or you will share Borel's fate!
 5. The ball will move.
 6. Wish upon a star.
 7. DARKSPYRE is the name of the game.
 8. Prepare to battle for the rune of strength.

- * On your way to the rune of agility (EHWAZ):
 9. Fireballs fly free.
 10. Skull and bones for those who fail.
 11. Some mazes may be deceiving.
 12. This may be your final resting place.
 13. Dragon's fire.
 14. In is your way out.
 15. You must find the rune of agility.

* On your way to the rune of endurance (TEIWAZ):

16. Place copy here.
17. The Poet's End.
18. Three, not four. Upper left, no more.
19. Find the way to the next level before the ball returns!
20. You'll have to scramble to find the exit.
21. Good observations could be critical.
22. You must find the rune of endurance.

* On your way to the rune Accuracy (EIHWAZ):

23. "Chaos rules here!"
24. Painful Lessons
25. Once Bitten, Twice Die Babe.
26. Wanna Be For Real!
27. Swords and Arrows.
28. The land of Jane.
29. You are in the land of LAW.
30. Seek the EIHWAZ Runestone.

* On your way to the rune of talent (INGUZ):

31. This level is quite a challenge.
32. The path you walk will choose your fate.
33. Poems you'll read and then you'll be freed.
34. Vultures fly both left and right.
35. You will need good ball control.
36. Victory lies in between!
37. Something Wicked This Way Runs.
38. Find the rune of talent.














*Intermediate level (NO solution is given for this level because one is not needed. The map is included at the very end of this cluebook):

39. Well done champion!

*The final three levels:

40. "WAR"
41. "INTELLECT"
42. "MAGIC"

Key to the Symbols Used in the Map Representations

	Starting Point		Hole or Key-hole
	Exit		Lever
	Horizontal Door		Pressure Plate
	Vertical Door		Magic Mouth
	Creature		Teleporter
	Object		Black Ball
			Movable Wall

 Holes in Horizontal Wall

 Holes in Vertical Wall

SOME THINGS TO REMEMBER:

The eight compass directions are the directional terms used in the level solutions.

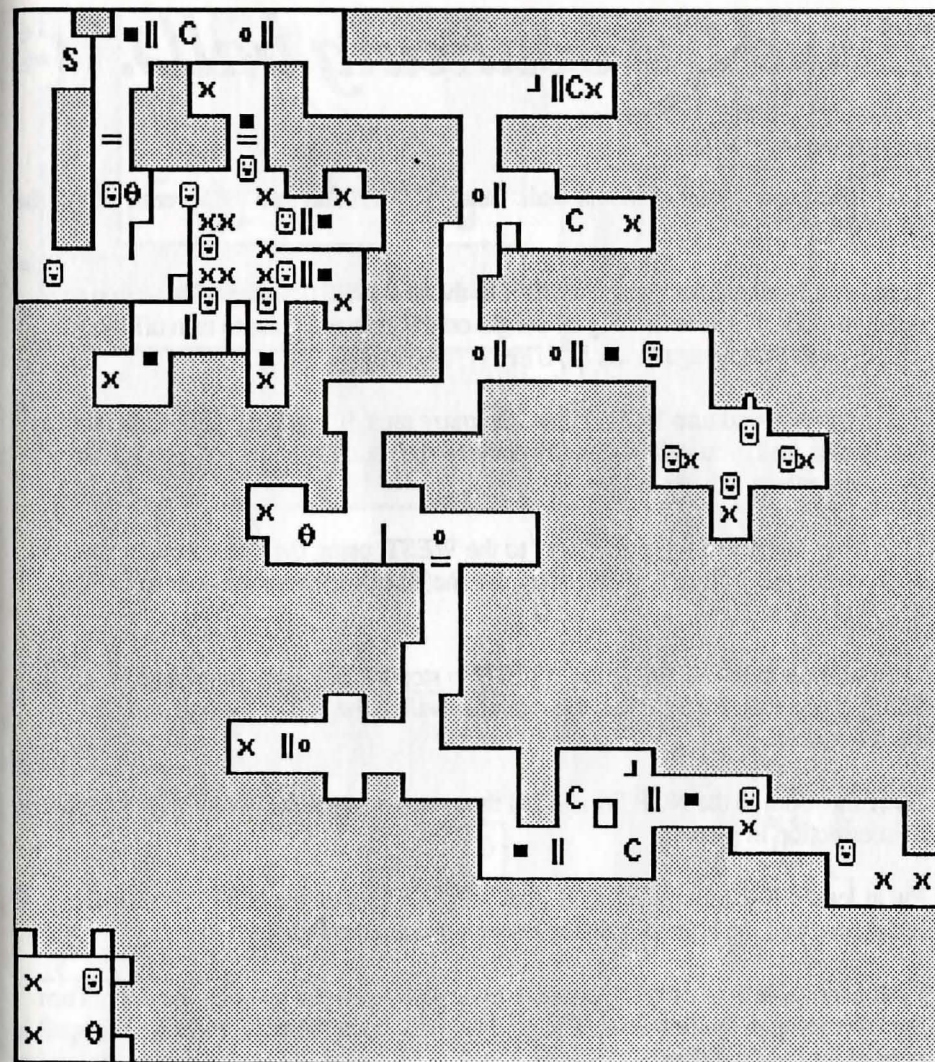
It is best to read over an entire solution, instead of following it step by step for the first time while you attempt to play through the level. Sometimes there is information mentioned in later steps that might cause you to backtrack to one of the previous steps. Initially reading the complete solution gives you a good comprehension of the task at hand.

In addition to the SOLUTION, some levels also have been given a WHILE YOU ARE THERE section. It is here that you may find extra bits of information not associated with getting through the level.

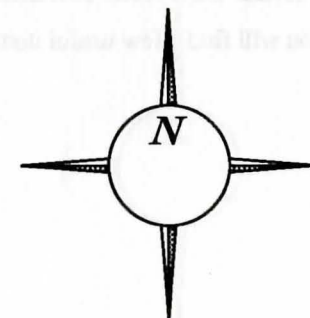
"The first level."

SOLUTION:

1. First visit the Armory, picking up the crossbow and all throwing weapons and bolts. There are five passages in this room, each with a magic mouth telling which type of weapon is in the passage. Choose a passage, and get a weapon. Leave the Armory.
2. Teleport into the Mage's Sanctum and pick up everything. Put the liquefy scroll into your spellbook. Teleport out of the Sanctum.
3. Go NORTH up the hallway, fight the wraith, and use his key to open the door at the end of the EAST passage. Continue EAST past the SOUTH passage to a door. Use lever to open door, fight the wraith, get the key and the shield. Return to SOUTH passage, travel SOUTH and use the key to open the next door.
4. Go EAST avoiding slimes and pick up all objects at the end of the hallway. Retreat back out of the hallway. If you were poisoned use the red potion to unpoison yourself.
5. Continue SOUTH, use key to open door, but continue SOUTH down hallway, then turn WEST, then turn SOUTH, then turn WEST again. Enter teleporter, get a gold key, and enter teleporter again. Go EAST and use gold key to open door, travel down hallway to the door. Use pressure plate to open door. Fight both wraiths, get a key and an iron token. Use lever in NORTHEAST corner of room to open door. Travel EAST. SOUTH of the magic mouth is a knock scroll you should put in your spellbook. Continue EAST and get scroll of sight (also put that into your spellbook). Return WEST, you will run into closed door. Ready a knock scroll, face door, and cast knock to open door.
6. Travel generally WEST to a closed door with a hole in front of it. Use iron token to open door. In that room is a leather helm. Return to the door you opened long ago, but did not enter. Go EAST down this passage and use key to open next door. Continue to last room, get gems, ambrosia, and Raido rune. Drink ambrosia, use Raido rune to save game, and exit through portal.



"The first level."



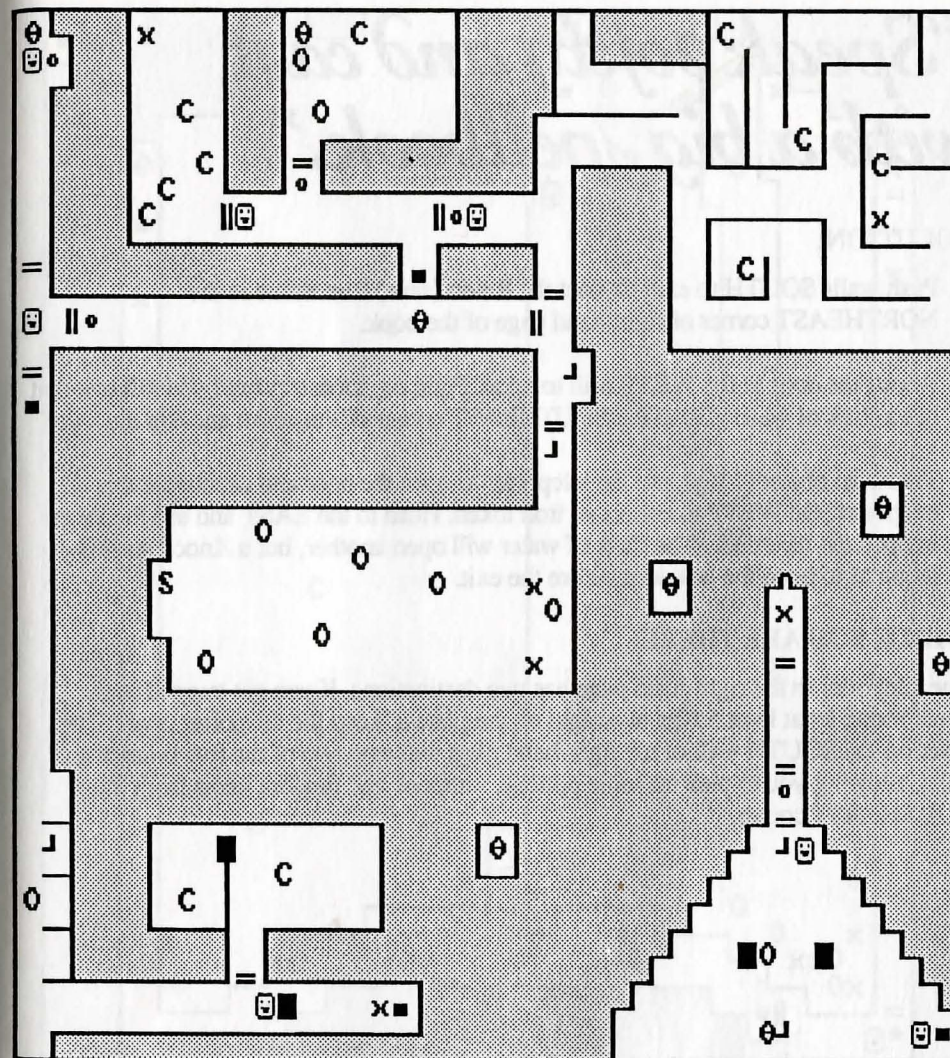
"Avoid the bouncing balls."

SOLUTION:

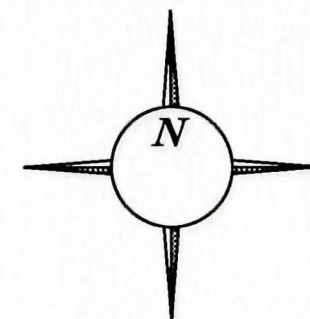
1. Take token near center of the far wall. Head NORTH and turn the lever to exit to the NORTH.
2. Turn lever in alcove and walk NORTH to the first WEST passage. Use token to open the door. Put at least 1 Kg of weight on the pressure plate to turn off the teleporter in the passage to the SOUTH.
3. Leave this hall and turn NORTH into the maze area. If you keep your right hand to the outside wall, you will eventually come to the round key that you need. Exit maze and return to lever in Step 2.
4. Turn lever again and follow hallway to the WEST, using the round key to pass the door at the end. At this T-intersection, use the Knock spell on the door to the SOUTH.
5. Use the lever in the alcove to the SOUTH to stop the ball from bouncing. Proceed SOUTH and then EAST. Push the movable wall to the end of the hall and pick up the red sphere.
6. Enter the room to the NORTH and kill the monster to get the gold key. Return to the T-intersection in Step 4.
7. Put at least 4 Kgs of weight on the pressure plate to open the NORTH door. Drop red sphere into the hole to open the teleporter. Step through it.
8. Push a movable wall onto the pressure plate to activate the lever by the door. Turn the lever to open the first door. The gold key will open the next, and a Knock spell is needed for the final door.

WHILE YOU ARE THERE:

You will find a few useful items against the SOUTH wall in the first room.



"Avoid the bouncing balls."



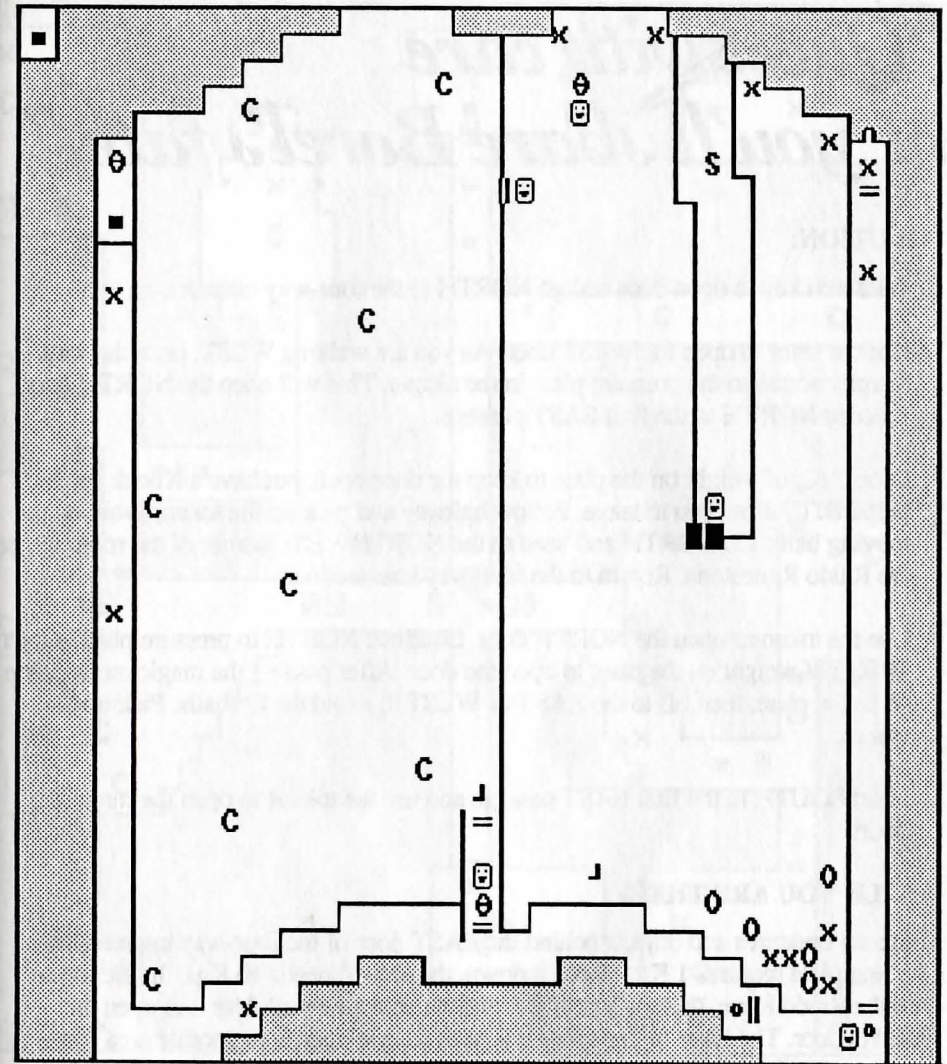
“Speak softly and cast with a big spellbook.”

SOLUTION:

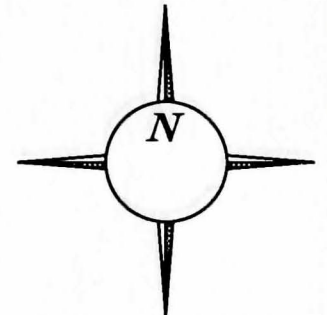
1. Push walls SOUTH to exit. Collect the Raido (save) Runestone in the NORTHEAST corner of right-hand page of the book.
2. Knock the door in the WEST wall to open. Fight the monsters until you kill one that has a flask of water. Go to the SOUTHEAST corner of this room and flip the lever.
3. Throw an object (1 Kg) into the teleporter to open the door and deactivate the teleporter. Go WEST to collect an iron token. Head to the EAST and use the token to open the next door. The flask of water will open another, but a Knock spell is required to open the last door before the exit.

WHILE YOU ARE THERE:

The teleporter in the right-hand page has two destinations. If you get trapped in the small room, let at least 5 Kgs of weight on the plate to keep the teleporter open. The lever on the SOUTH wall of the right-hand page will stop two of the five bouncing balls, allowing you to pick up some potions, weapons and random items from the SOUTHEAST corner.



“Speak softly and cast with a big spellbook.”



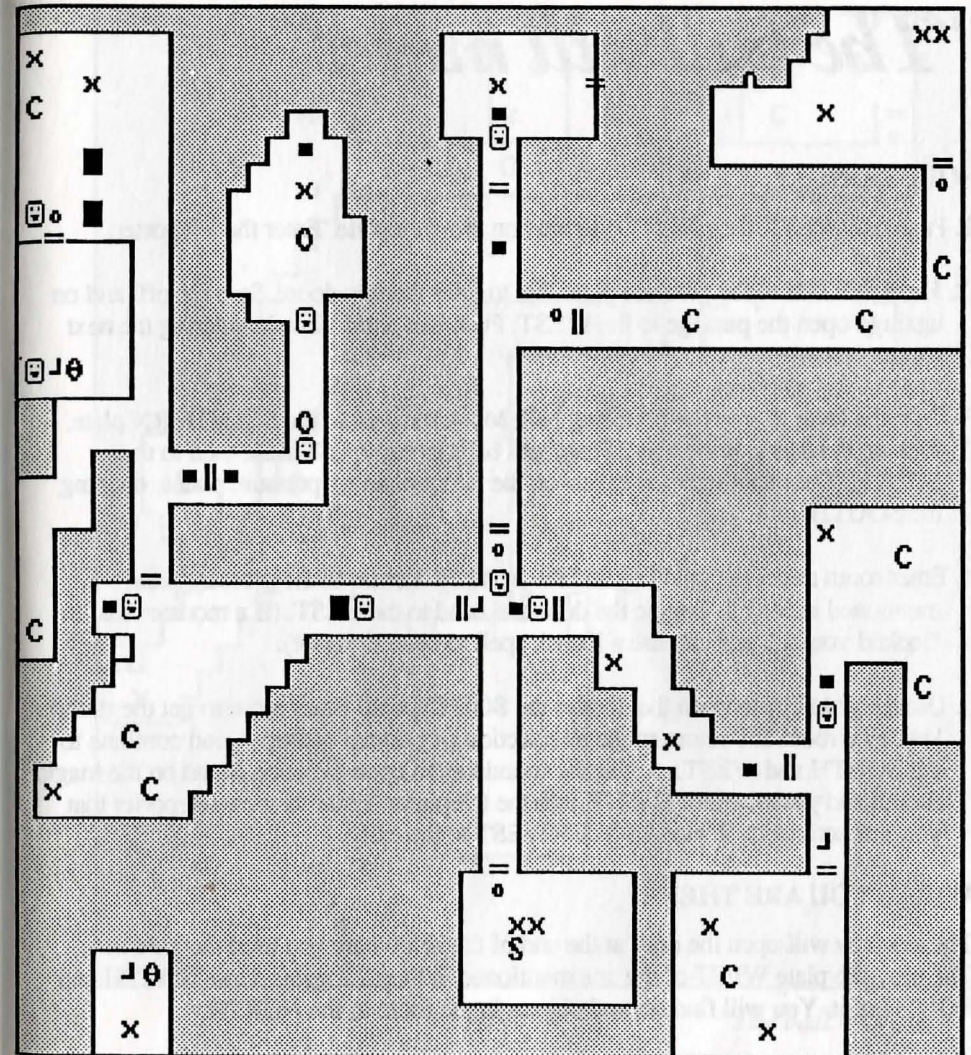
“Quest with care or you’ll share Borel’s fate.”

SOLUTION:

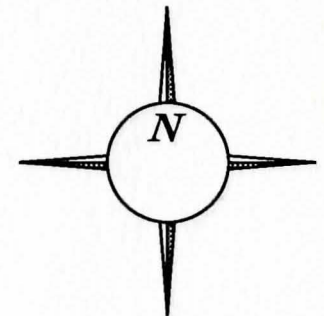
1. Take iron key to open door and go NORTH to the four-way intersection.
2. Use the lever to open the WEST door. As you are walking WEST, push the wall directly across to the pressure plate in the alcove. This will open the NORTH door. Proceed NORTH to the first EAST passage.
3. Drop 1 Kg of weight on the plate to keep the door open, but have a Knock spell prepared to allow you to leave. Follow hallway and pick up the token, avoiding the moving balls. Go NORTH and head to the NORTHWEST corner of the room to get the Raido Runestone. Return to the four-way intersection.
4. Use the token to open the NORTH door. Continue NORTH to pressure plate and let 10 Kgs of weight on the plate to open the door. After passing the magic mouth, step on to the plate, then off to the EAST or WEST to avoid the fireballs. Pick up the tokens.
5. Head SOUTH to the first EAST passage and use the tokens to open the remaining doors.

WHILE YOU ARE THERE:

There are creatures and objects behind the EAST door of the four-way intersection. The first plate requires 1 Kg to hold it down, the second needs 10 Kgs. In the room with the Raido Rune, there is a gold key under a movable wall. Use it to open the SOUTH door. The lever in that room will activate a teleporter to another area that contains a random object.



“Quest with care or you’ll share Borel’s fate.”



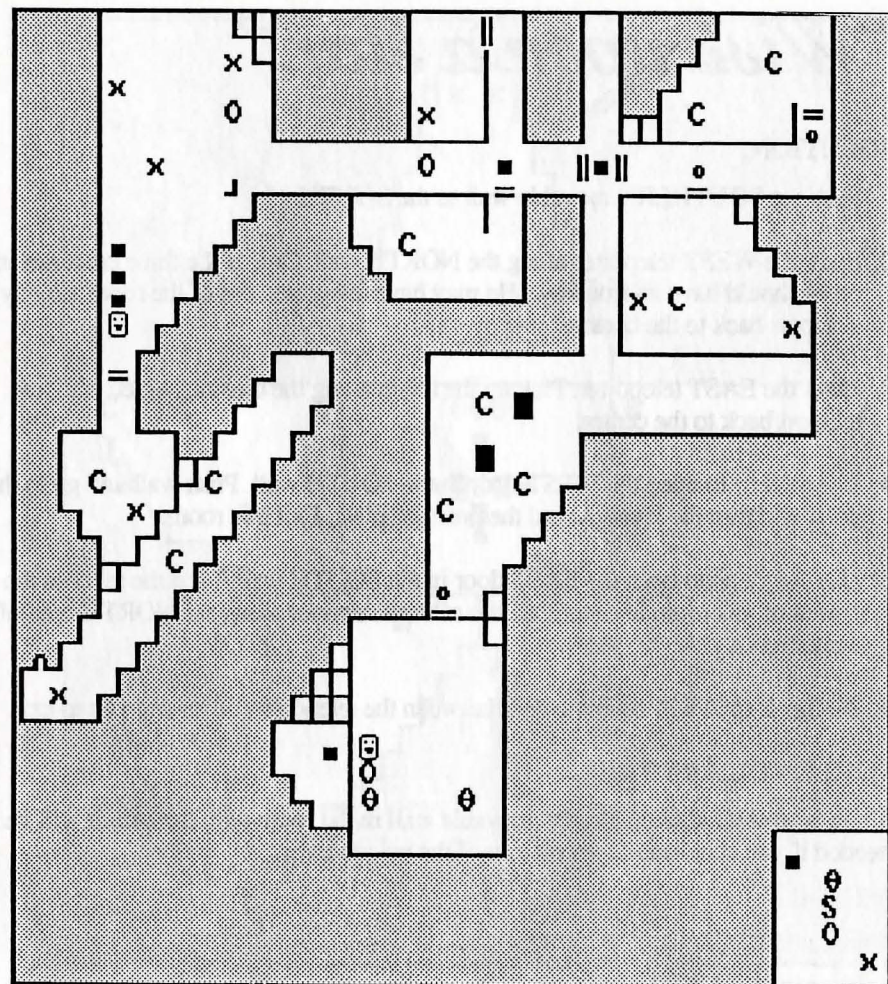
"The ball will move."

SOLUTION:

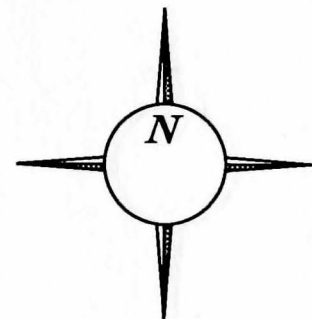
1. Push ball WEST, then NORTH to land on pressure plate. Enter the teleporter.
2. Head SOUTH to the pressure plate that toggles the two doors. Step on, off, and on again to open the passage to the WEST. Push ball and follow it, entering the next room.
3. Turn the lever to stop the bouncing ball. Move the wall to the SOUTHERN plate. Pick up the Raido Runestone. Push both balls to the WEST wall, then to the SOUTH. They should come to rest on the two remaining pressure plates, opening the SOUTH door.
4. Enter room to get the gold key and the iron key. Return to the pressure plate mentioned in Step 2. Toggle the door and head to the EAST. (If a monster has "locked you in", you can use a Knock spell to open the door).
5. Use the gold key to open the door in the SOUTH wall. Enter room to get the round key. Exit room and return to the intersection mentioned in Step 2, and continue to the SOUTH and WEST. 6. Use the round key to open the door. Stand on the magic mouth and push the ball SOUTH into the teleporter. Enter the new teleporter that you just activated. 7. Head SOUTHWEST to the exit.

WHILE YOU ARE THERE:

The iron key will open the door at the end of the hall where you used the gold key. The pressure plate WEST of the one mentioned in Step 2 toggles doors NORTH and SOUTH of it. You will find several objects in the room to the NORTH.



"The ball will move."



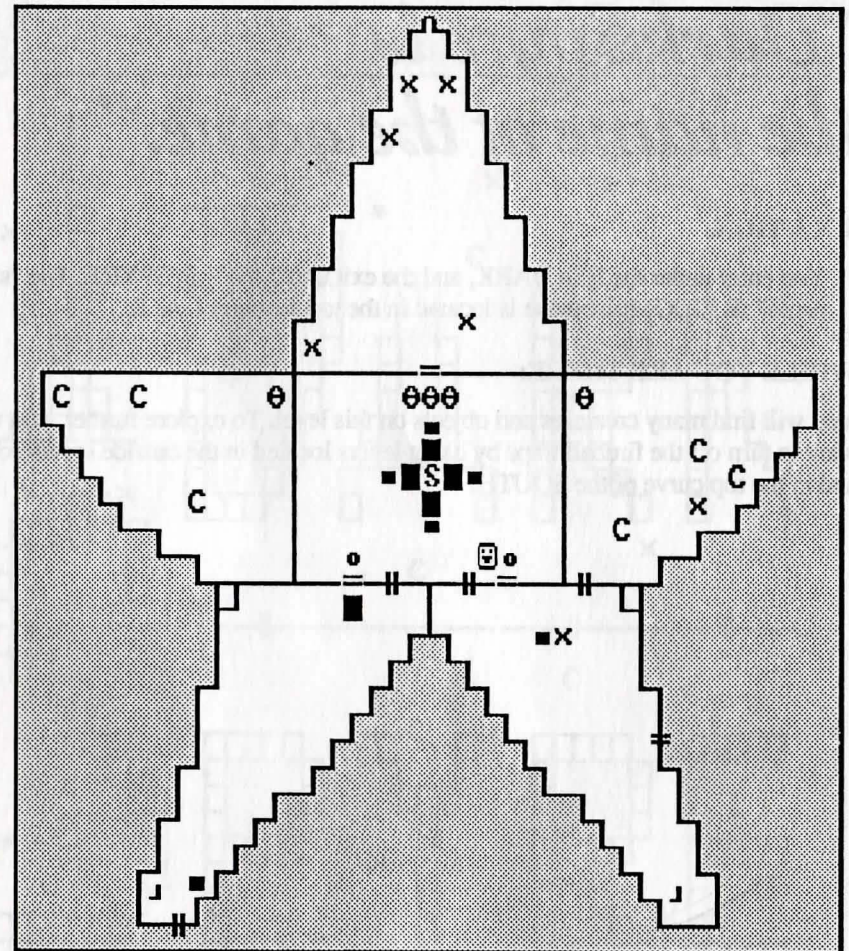
"Wish upon a star."

SOLUTION:

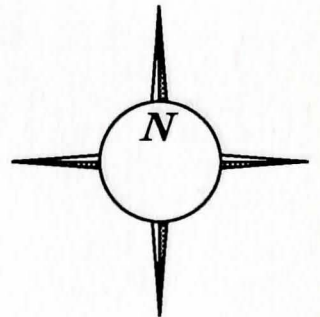
1. Push the SOUTHERN movable wall to the SOUTH.
2. Enter the WEST teleporter along the NORTH wall. One of the three creatures in this room should have an iron key. (He may have teleported out of the room already). Teleport back to the center.
3. Enter the EAST teleporter. Pick up the token along the outside angled wall and teleport back to the center.
4. Use the key to open the WEST door in the SOUTH wall. Push wall and go to the point and turn the lever. Avoid the pressure plate. Exit this room.
5. Use the token to open the EAST door in the SOUTH wall. Turn the lever in the corner of this room to deactivate the center teleporter along the NORTH wall of the center room.
6. A Knock spell will open the door between the teleporters, allowing you to exit.

WHILE YOU ARE THERE:

There is a ruby hidden under the movable wall in the room with the exit. It will be needed if you accidentally set off any of the poison traps.



"Wish upon a star."



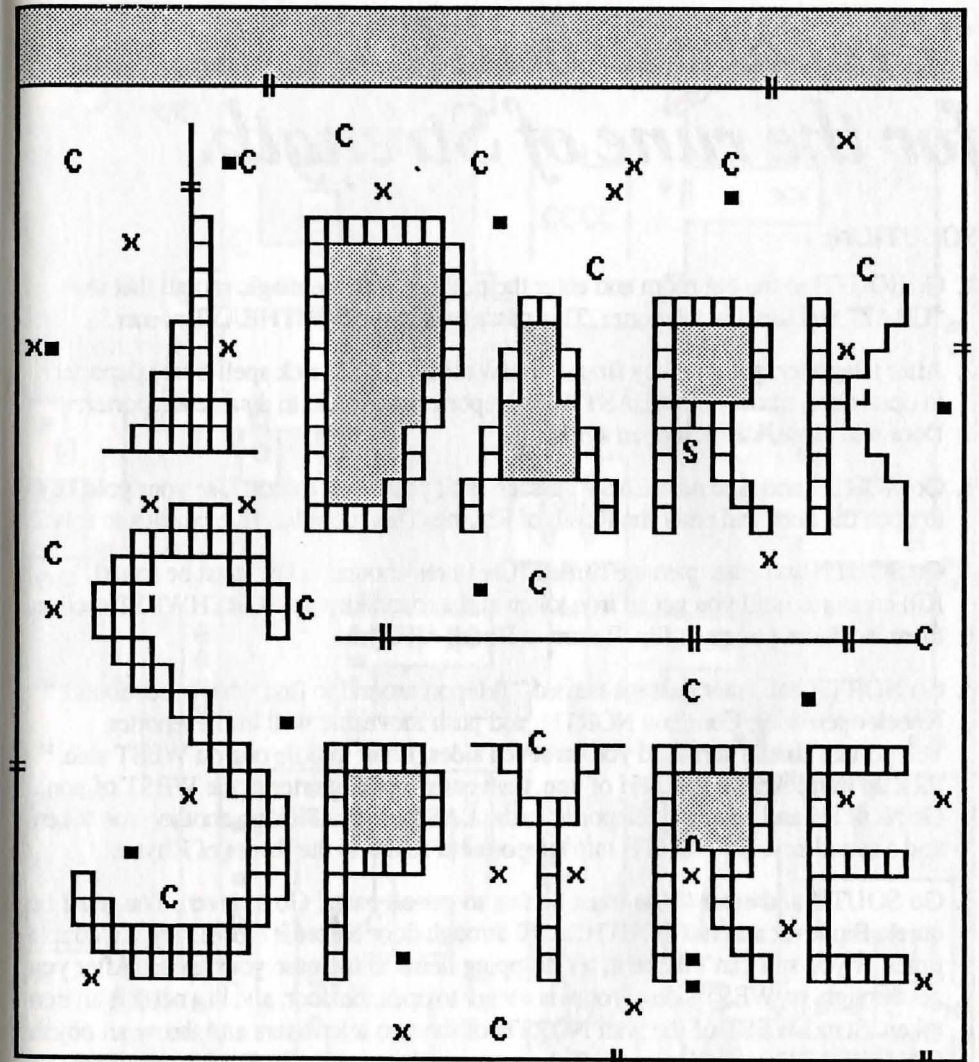
"DarkSpyre is the name of the game."

SOLUTION:

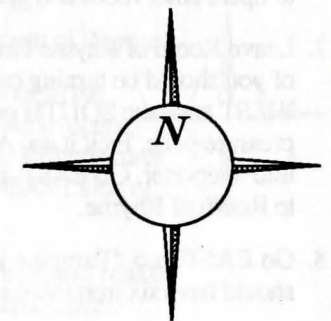
1. You enter under the R in DARK, and the exit under the R in SPYRE. The "save game" (RAIDO) Runestone is located in the top section of the E.

WHILE YOU ARE THERE:

You will find many creatures and objects on this level. To explore further, you will want to turn off the fireball traps by using levers located in the outside section of the K and in the top curve of the SOUTH.



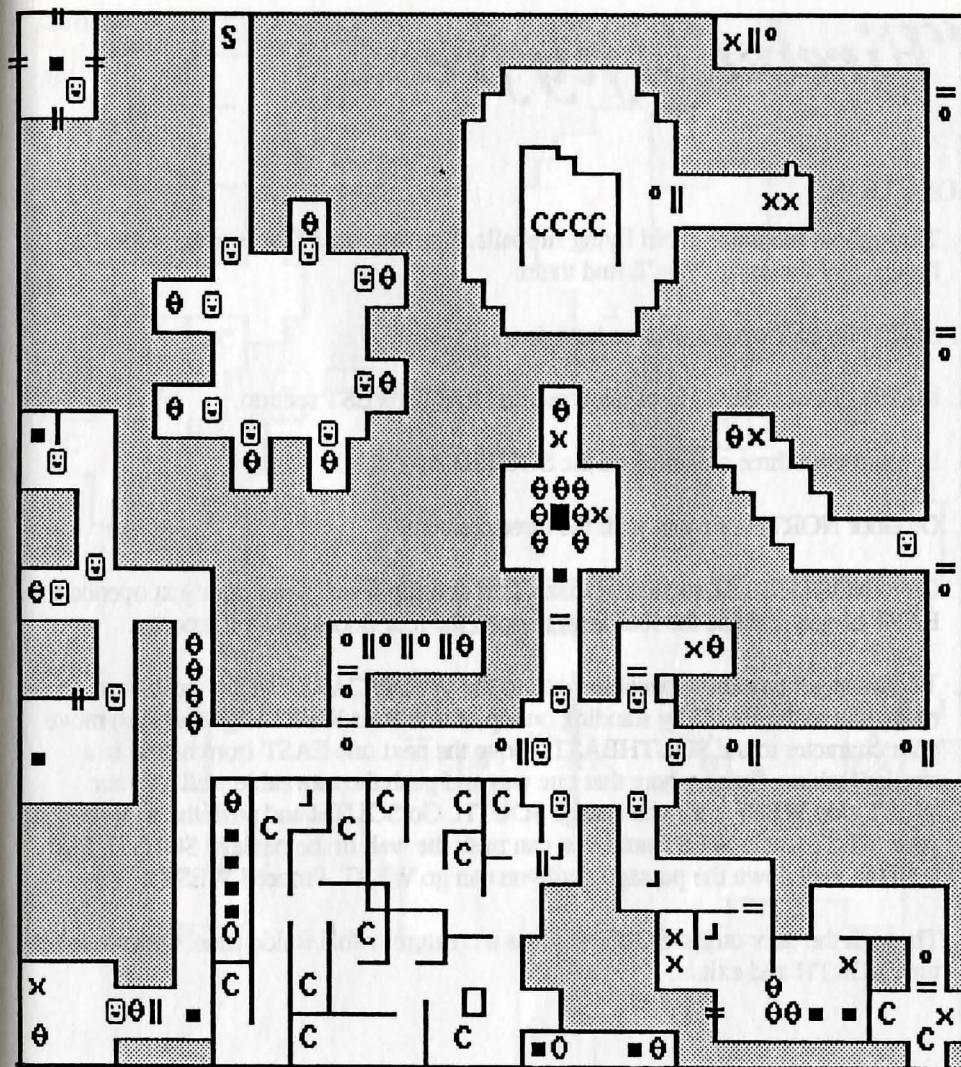
"DarkSpyre is the name of the game."



“Prepare to battle for the rune of Strength.”

SOLUTION:

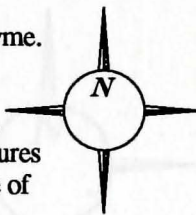
1. Go SOUTH to the big room and enter the passage with the magic mouth that says “URAZ” and use that teleporter. This passage is in the SOUTHEAST corner.
2. After teleporter, get gold key from the new room. Cast Knock spell over teleporter to open door, throw object EAST over teleporter onto plate to disable teleporter. Door will close, knock it open again.
3. Go NORTH and take next EAST passage until you reach a door. Use your gold key to open the door and enter the Room of Rhyme. This room has five puzzles to solve.
4. Go SOUTH and enter passage named “Creatures abound, a key must be found.” Kill creatures until you get an iron token and a round key. In NORTHWEST section there is a lever you must flip. Return to Room of Rhyme.
5. Go NORTH and enter passage named “Teleport around to find what needs found.” Knock open door. Continue NORTH, and push moveable wall into teleporter. Teleporters should surround you on seven sides. Enter middle one on WEST side. Pick up iron token to SOUTH of you, then enter top teleporter to the WEST of you. Go NORTH and enter top teleporter to the EAST of you. Pick up another iron token and a round key. Go NORTH into teleporter to return to the Room of Rhyme.
6. Go SOUTH and enter “You must be fast to get on past.” Go to lever. You must be quick, flip lever and run SOUTHEAST through door before it closes. Try it a couple times, if you still can’t make it, try dropping items to increase your speed. After you get through, on WEST side of room is a lever to open the door, and in a nook is an iron token. Stand WEST of the wall NORTH of the two teleporters and throw an object SOUTHEAST over teleporters. Teleporters will turn off. Go EAST past them, do NOT trigger plates. Go NORTH, get iron key and follow passage to door. Use the key to open, enter room and get round key. Backtrack to the Room of Rhyme.
7. Leave Room of Rhyme through WEST passage until it ends. Teleporters NORTH of you should be turning on and off. Travel NORTH avoiding any teleporters. Turn WEST and take SOUTH passage. On WEST side of room is an iron token on a pressure plate. Pick it up. Avoid fireballs as you leave the room. Continue WEST into teleporter. Go EAST, pick up iron token and round key. Use teleporter to return to Room of Rhyme.
8. Go EAST into “Turnpike is quite a hike, need change to go the whole range.” You should have six iron tokens now to open all doors on the turnpike. Ignore first WEST



“Prepare to battle for the rune of Strength.”

passage. At end of turnpike is a round key. Return to Room of Rhyme.

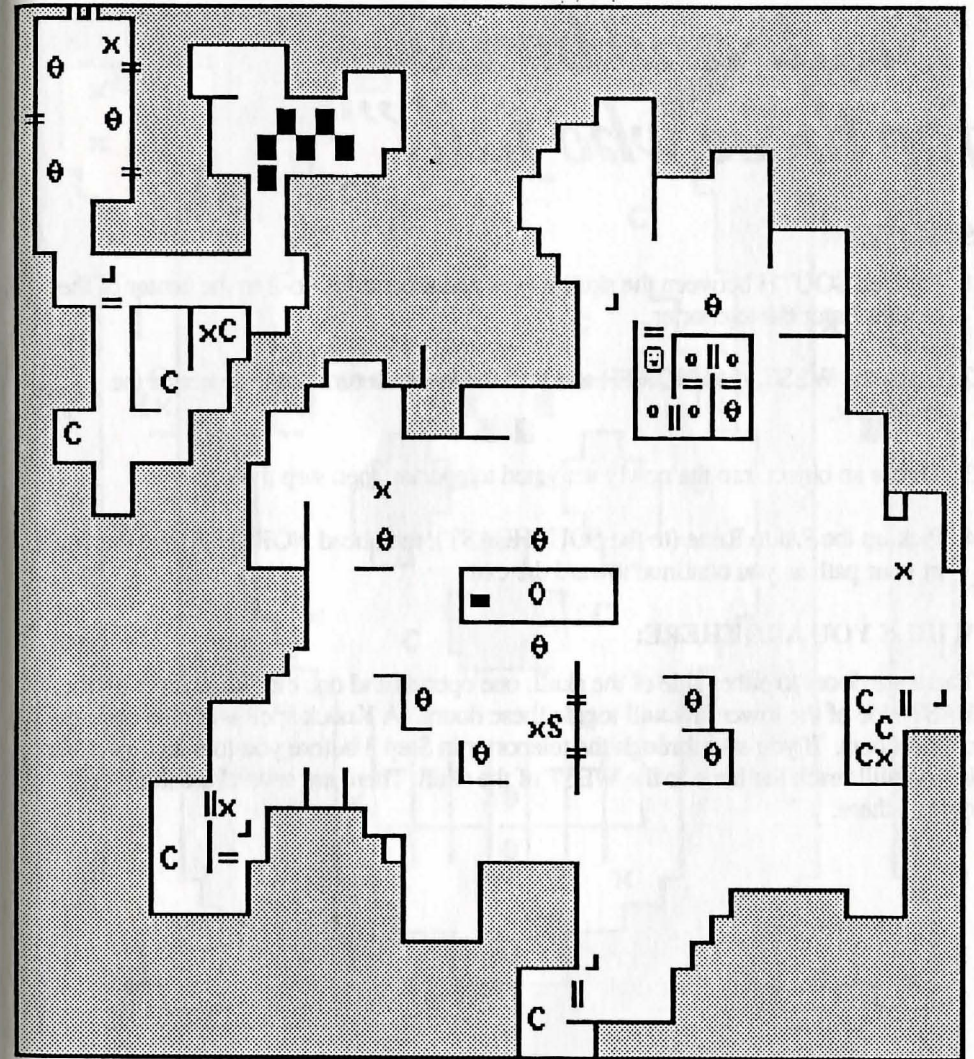
9. Exit Room of Rhyme to the WEST until you reach a door in the NORTH wall. You should have five round keys. Use one to open each door and enter teleporter at the end of the passage. Kill creatures until you find the URAZ rune. Put it in the hole on the EAST side of the room to open door and go EAST.
10. Pick up all of the runes, the chalice of ambrosia, and then exit. Make sure you keep the URAZ rune you found as you will need it later.



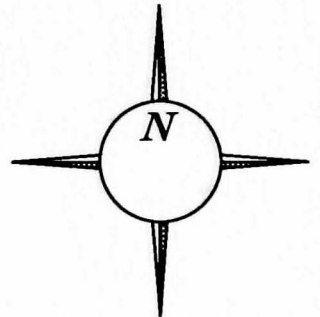
"Fireballs fly free."

SOLUTION:

- Throughout the maze avoid flying fireballs. You will need four iron keys for the first part of the maze. You'll find them:
 - SOUTHWEST corner near vertical door.
 - Middle of floor, NORTH of teleporter in NORTHWEST section.
 - In room with three creatures on the SOUTHEAST side.
 - On floor NORTH of room with the three creatures.
- Go to NORTHEAST section of maze, find and flip lever. Enter door just opened to EAST of you and use the four keys to open the four doors. Enter teleporter.
- You must get past the moveable walls to the WEST. CAREFULLY push first moveable to the EAST by standing on top of it near its WEST edge and then move your character to the SOUTHEAST. Move the next one EAST from below in a similar fashion. Stand where that one was and push the moveable wall on your WEST side WEST until you can go SOUTH. Go SOUTH and push the wall on your WEST to the WEST until you can push the wall in the passage SOUTH. Push it all the way down the passage until you can go WEST. Proceed WEST.
- Through the door on the SOUTH side is a creature with a Raido rune. Otherwise turn NORTH and exit.



"Fireballs fly free."



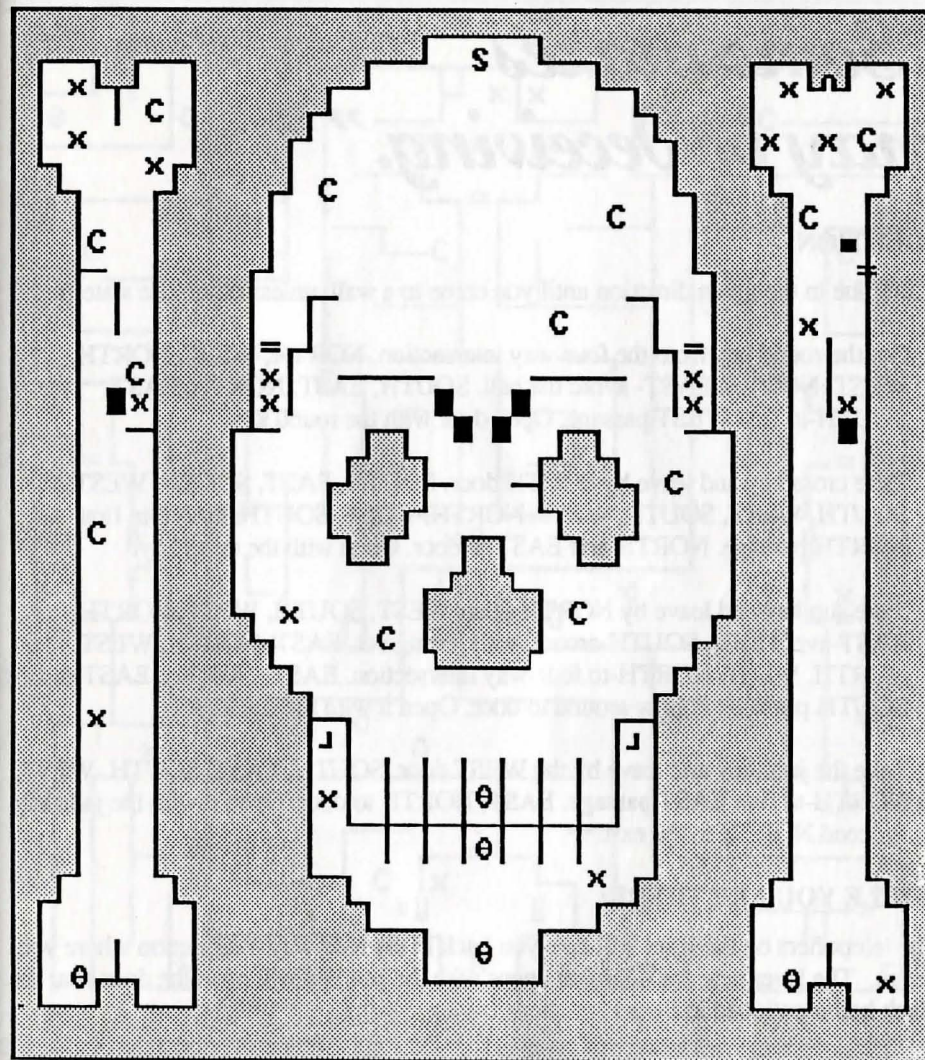
“Skull and bones for those who fail.”

SOLUTION:

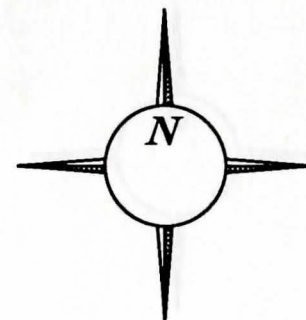
1. Proceed SOUTH between the skull’s eyes and around his nose to the center of the mouth. Enter the teleporter.
2. Go to the WEST, then NORTH and turn the lever. Return to the center of the lower jaw.
3. Throw an object into the newly activated teleporter, then step through.
4. Pick up the Raido Rune (to the SOUTHEAST), then head NORTH. Move the walls in your path as you continue toward the exit.

WHILE YOU ARE THERE:

There are doors to either side of the skull, one opened and one closed. A lever on the EAST side of the lower jaw will toggle these doors. (A Knock spell will also open the closed door). If you step through the teleporter in Step 3 before you toss an object into it, you will reach the bone to the WEST of the skull. There are several creatures and objects there.



“Skull and bones for those who fail.”



"Some mazes may be deceiving."

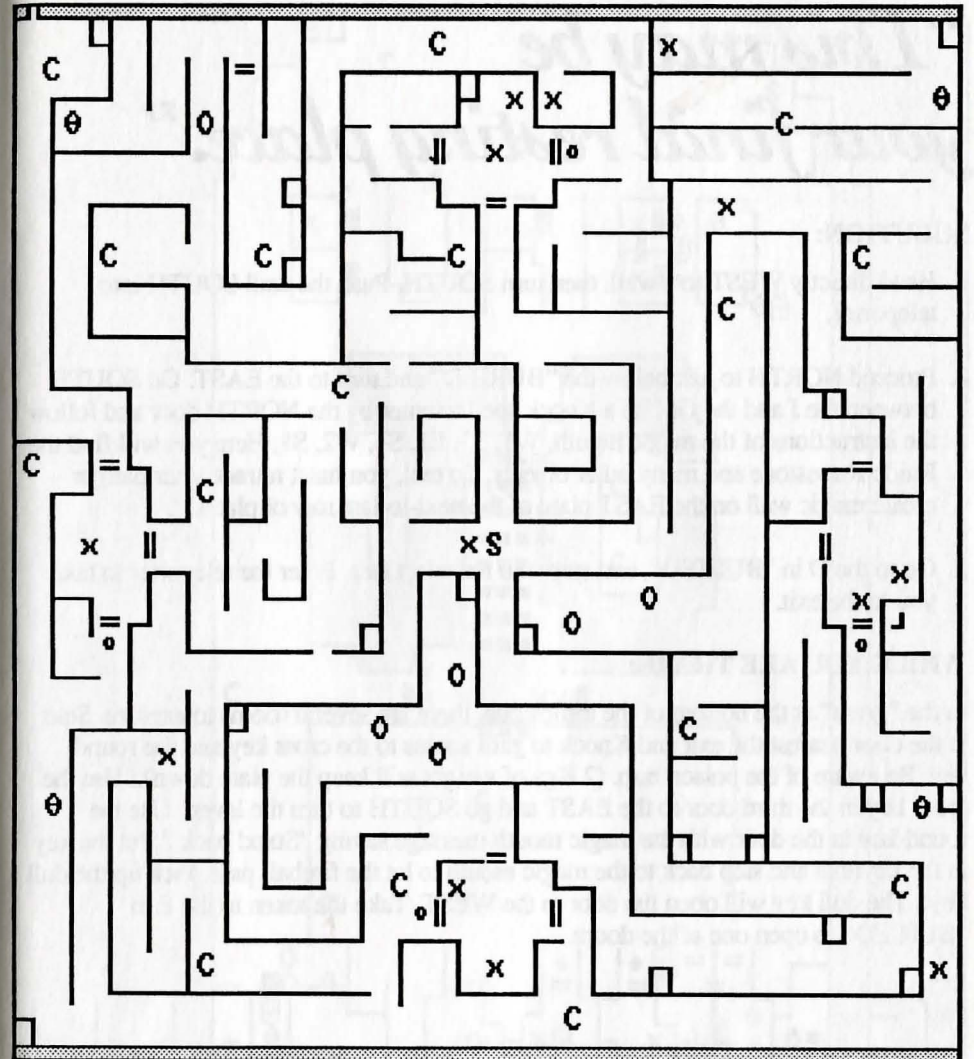
SOLUTION:

(Continue in the given direction until you come to a wall, unless otherwise stated).

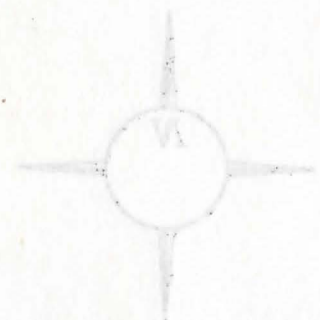
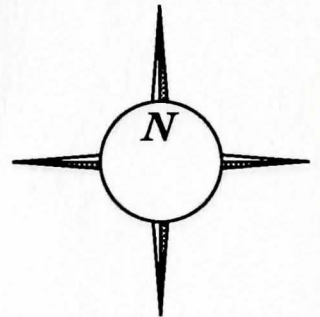
1. Get the round key from the four-way intersection. NORTH, WEST, NORTH, WEST, NORTH, EAST- avoid the ball, SOUTH, EAST, NORTH, EAST, SOUTH-to first WEST passage. Open door with the round key.
2. Take cross key and leave by SOUTH door. SOUTH, EAST, SOUTH, WEST, SOUTH, WEST, SOUTH, WEST, NORTH, WEST, SOUTH, EAST-to first NORTH passage. NORTH and EAST to door. Open with the cross key.
3. Take sun key and leave by NORTH door. WEST, SOUTH, WEST, NORTH, EAST-avoid balls, SOUTH-around wall jutting out, EAST, NORTH, WEST, NORTH, WEST, NORTH-to four-way intersection, EAST, NORTH, EAST-to first SOUTH passage. Follow around to door. Open it with the sun key.
4. Take the jade key and leave by the WEST door. SOUTH, EAST, SOUTH, WEST, NORTH-to first EAST passage, EAST, NORTH to door. Open it with the jade key. Proceed NORTH to the exit.

WHILE YOU ARE THERE:

The teleporters on the level will take you back to the four-way intersection where you began. The lever near the door that opens with the sun key will open the door near the black ball mentioned in Step 1.



"Some mazes may be deceiving."



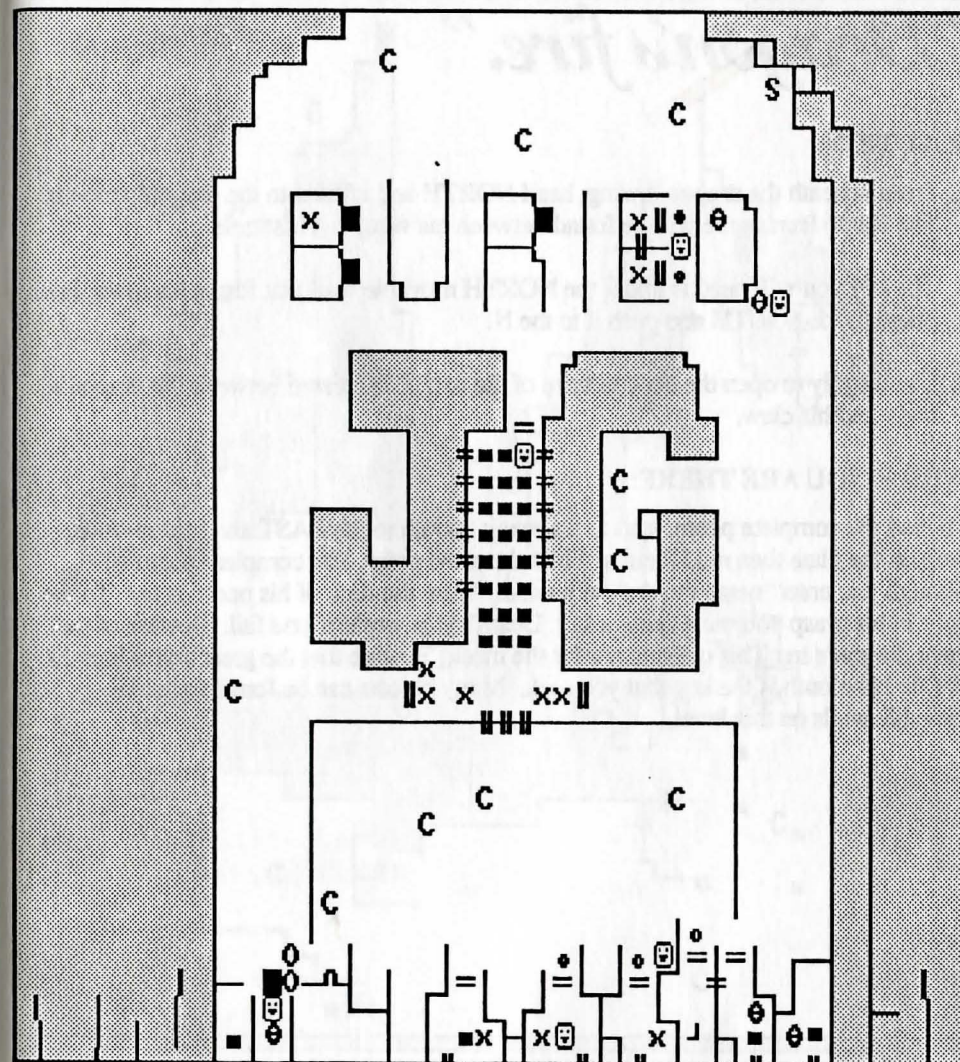
“This may be your final resting place.”

SOLUTION:

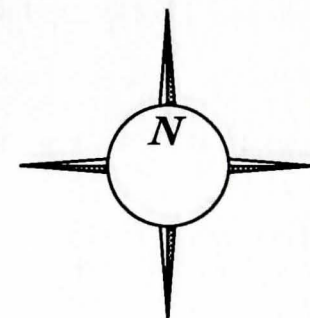
1. Head directly WEST to a wall, then turn SOUTH. Push the wall SOUTH into teleporter.
2. Proceed NORTH to just below the “BURIED” and turn to the EAST. Go SOUTH between the J and the G. Use a Knock spell to enter by the NORTH door and follow the instructions of the magic mouth. W1, S2, E1, S4, W2, S1. Here you will find the Raido Runestone and many other objects. To exit, you must retrace your path or create magic wall on the EAST plate of the next-to-last row of plates.
3. Go to the D in “BURIED”, and step into the teleporter. Enter the teleporter to take you to the exit.

WHILE YOU ARE THERE:

In the “grass” at the bottom of the tombstone, there are several rooms to explore. Start at the door nearest the exit and Knock to gain access to the cross key and the round key. Be aware of the poison trap. (2 Kgs of weight will keep the plate down). Use the cross key in the third door to the EAST and go SOUTH to turn the lever. Use the round key in the door with the magic mouth message saying “Stand back.” Put the key in the keyhole and step back to the magic mouth to let the fireball pass. Pick up the dull key. The dull key will open the door to the WEST. Take the token to the E in “BURIED” to open one of the doors.



“This may be your final resting place.”



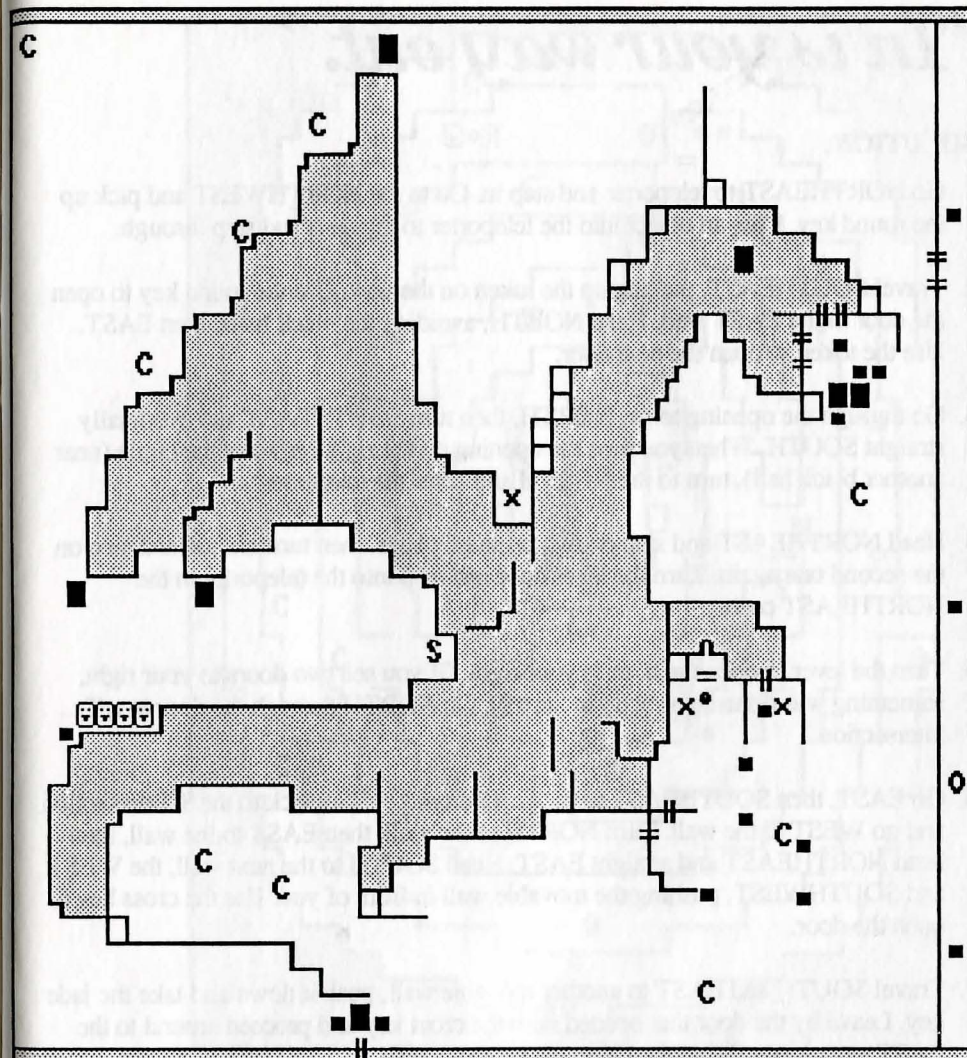
"Dragon's fire."

SOLUTION:

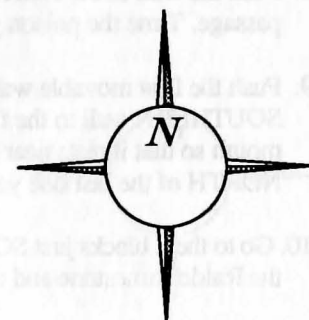
1. From beneath the dragon's wing, head NORTH and around to the dragon's mouth. The Raido Runestone will be found between his wing and his neck.
2. The key you will need is under the NORTH movable wall that forms his lower jaw. Stand to the SOUTH and push it to the N.
3. Use the key to open the door in front of the exit. It is located between the dragon's body and his claw.

WHILE YOU ARE THERE:

To read the complete poem, start at the magic mouth to the EAST and read all four. Step on the plate then read them again in the same order. The complete poem is: Though you enter 'neath the dragon's wind. 'Ware the flick of his perilous tail. To the door in his grasp you must bring a key. Death to the world if you fail. Beware of the great dragon's ire. This quest is not for the meek! Beware that the great wrym breaths fire. In his mouth is the key that you seek. Many objects can be found under he movable walls on this level.



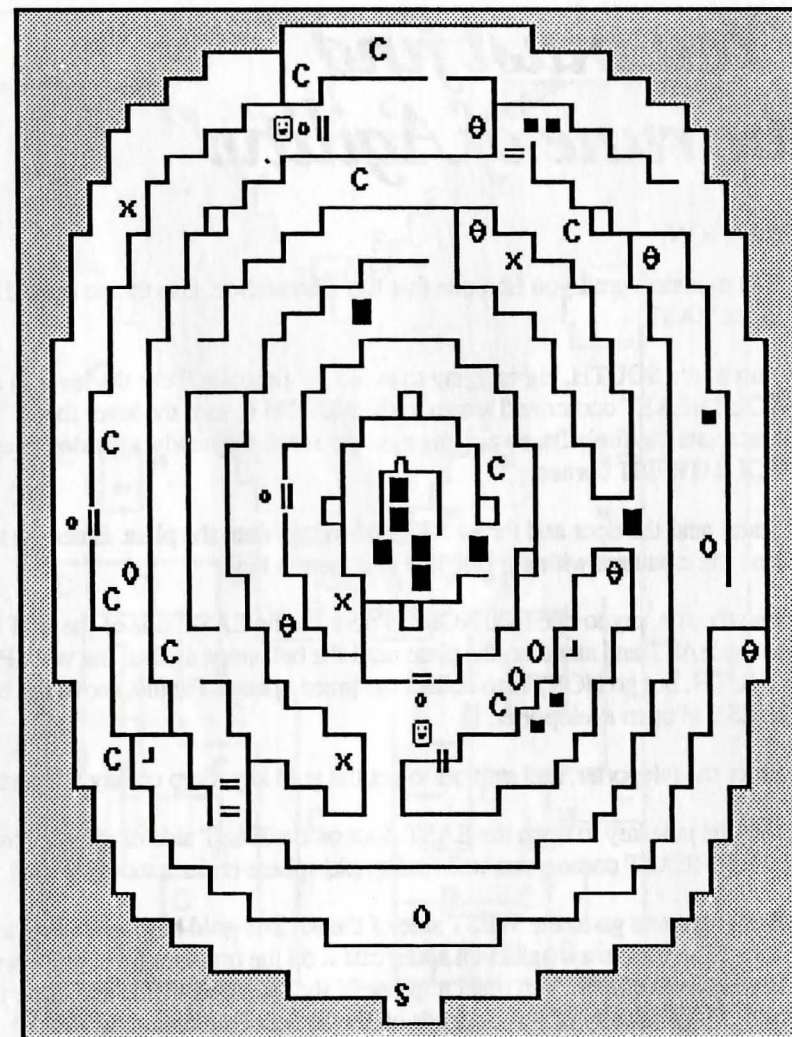
"Dragon's fire."



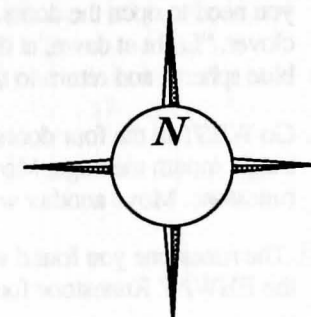
"In is your way out."

SOLUTION:

1. Go **NORTHEAST** to teleporter and step in. Go to the **NORTHWEST** and pick up the round key. Toss an object into the teleporter to toggle it and step through.
2. Travel **SOUTHEAST**, picking up the token on the way. Use the round key to open the door in the **EAST** wall. Head **NORTH**, avoiding the black balls, then **EAST**. Use the token to open the next door.
3. Go through the opening to the **NORTH**, then turn **SOUTHEAST** and eventually straight **SOUTH**. When you pass the opening on the right center of the circle (near another black ball), turn to the **NORTH** and enter the teleporter.
4. Head **NORTHEAST** and step on two pressure plates, then turn around and step on the second one again. Turn the lever once and step into the teleporter in the **NORTHEAST** corner.
5. Turn the lever to open the door to your right. (If you see two doors to your right, something was done incorrectly in Step 9). Go **NORTH** through the door to a T-intersection.
6. Go **EAST**, then **SOUTHEAST** to pick up a cross key. Go back to the T-intersection and go **WEST** to the wall. Turn **NORTH** to the wall, then **EAST** to the wall, then head **NORTHEAST** and straight **EAST**. Head **SOUTH** to the next wall, the **WEST** and **SOUTHWEST**, pushing the movable wall in front of you. Use the cross key to open the door.
7. Travel **SOUTH** and **EAST** to another movable wall, push it down and take the jade key. Leave by the door that opened with the cross key and proceed around to the **EAST** passage that's blocked with the movable wall.
8. Push the wall to the **NORTH** and go to the **SOUTH** and the **WEST** to a **NORTH** passage. Time the poison gas trap and use the jade key to open the door.
9. Push the first movable wall to the **NORTH** passage closest to it. Shove the **SOUTHERN** wall to the far **WEST** corner. Put the wall directly **WEST** of the magic mouth so that it rests near the last wall that you moved. Push the wall directly **NORTH** of the last one you moved to the **WEST**.
10. Go to the 2 blocks just **SOUTH** of the exit. Move the lower one to the **SOUTH** to get the Raido Runestone and the ambrosia. Push the other to the **SOUTH** to clear the exit.



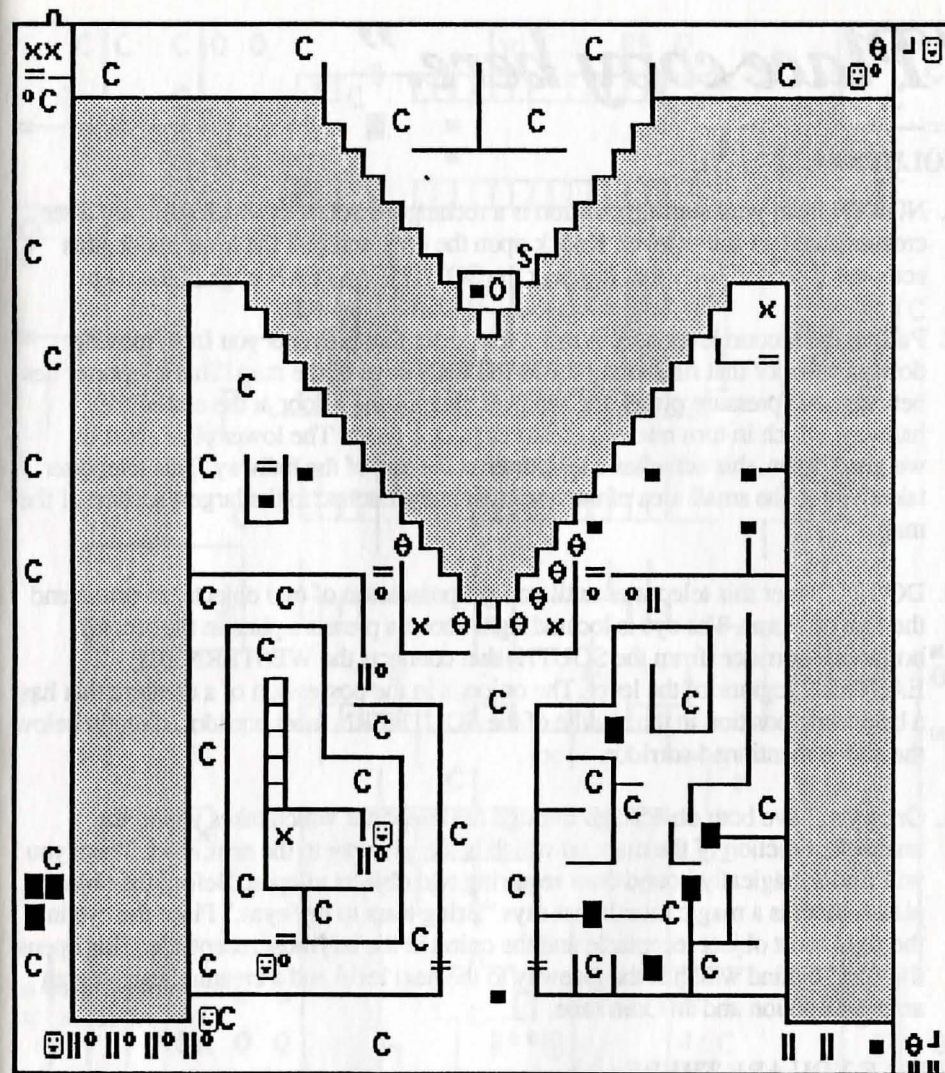
"In is your way out."



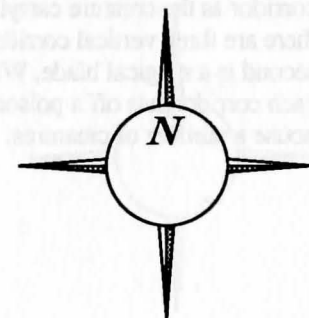
"You must find the rune of Agility."

SOLUTION:

1. Kill monsters until you find one that has a horseshoe. Use that to open the teleporter to the EAST.
2. Run to the SOUTH, zig-zagging to avoid the fireballs. Turn the lever in the SOUTHEAST corner and return to the NORTH to turn the lever there. This will reactivate the fireballs, so zig-zag again to reach the newly activated teleporter in the SOUTHWEST corner.
3. Stand near the door and throw 5 Kgs of weight onto the plate. Enter the room and find the creatures with the jade key and the sun key.
4. Use the sun key to open the NORTH door on the EAST side of the M. Push the ball to the EAST and stand on the plate until the ball stops against the wall. Push the ball SOUTH, but go NORTH to collect the green sphere. Finally, move the ball to the WEST to open a teleporter.
5. Enter the teleporter, and step off to get the gold key. Step on any teleporter to exit.
6. Use the jade key to open the EAST door on the EAST side of the M. Toward the SOUTHEAST corner, you will find a gold sphere under a movable wall.
7. Exit room and go to the WEST side of the M. The gold key will open the NORTH door. If you have a magic wall spell, cast it on the pressure plate in the small room. If you have no spell, you must trap one of the monsters inside and close the door on him. The difficulty of this depends on the speed of the creatures. Holding the plate down gives you access to the round key.
8. The round key opens the WEST door. You must kill the creatures carrying the items you need to open the doors. "Good Luck, once more." will open with a four leaf clover. "Light at dawn, at dusk it's gone." requires the sun shield. Take the red and blue spheres and return to the lower hallway.
9. Go WEST to the four doors and use the spheres to open the doors according to the magic mouth message. Move the SOUTH movable wall to get the hidden EHWAZ runestone. Move another wall to head NORTH to the exit.
10. The runestone you found will open the final door before the exit. Be certain to keep the EHWAZ Runestone found here.



"You must find the rune of Agility."



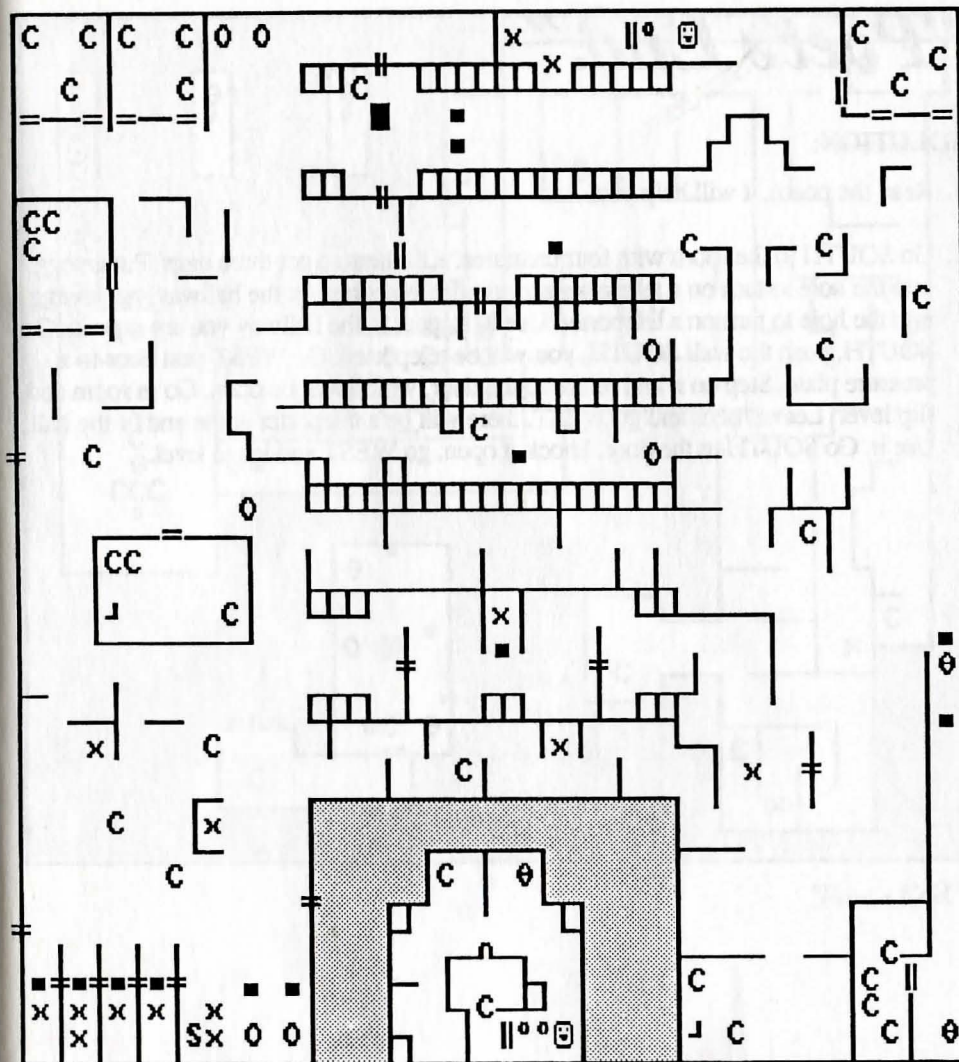
“Place copy here.”

SOLUTION:

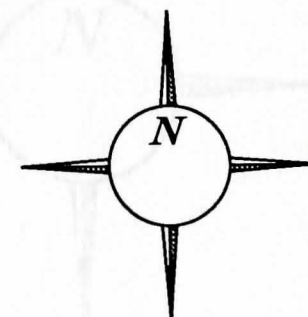
1. NORTH from your starting position is a rectangular room in which there are three creatures and an active lever. Knock open the door and pull the lever inside, this activates a second lever that lies near the SOUTHEASTERN edge of the map.
2. Pulling the second lever deactivates a teleporter that prevents you from moving down a corridor that runs along the EASTERN edge of the map. This teleporter lies between two pressure plates. the topmost plate opens a door at the end of the hallway, which in turn releases creatures from a room. The lower plate must be weighed down, this activates a teleporter at the end of the hallway. This teleporter takes you to the small area of the level that is unattached to the largest section of the map.
3. DO NOT enter this teleporter until you get possession of two objects, an onion and the Eye of Horus. The eye is located right above a pressure plate in the second horizontal corridor (from the SOUTH) that connects the WESTERN and EASTERN regions of the level. The onion is in the possession of a creature that has a beginning position in the middle of the SOUTHERN most corridor, directly below the above mentioned corridor.
4. Once you have both objects, go through the teleporter which takes you to the unattached section of the map, on which is the gateway to the next level. There you will find a magically bound door requiring two objects to open. Before the object plates, there is a magic mouth that says “Bring tears to my eyes.” Place the eye in the right most object receptacle and the onion in the left most receptacle. This opens the door, behind which is the gateway to the next level and a creature, carrying an ambrosia potion and an Odin rune.

WHILE YOU ARE THERE:

The “save game” (RAIDO) rune is found in the same SOUTHERN most horizontal corridor as the creature carrying the onion. To the WEST of your starting position, there are three vertical corridors. Down one lies a suit of jet plate armor and down a second is a magical blade, Whirlwind. Beware, the pressure plates in the middle of each corridor sets off a poison trap and open doors to the NORTHERN rooms, which house a number of creatures.



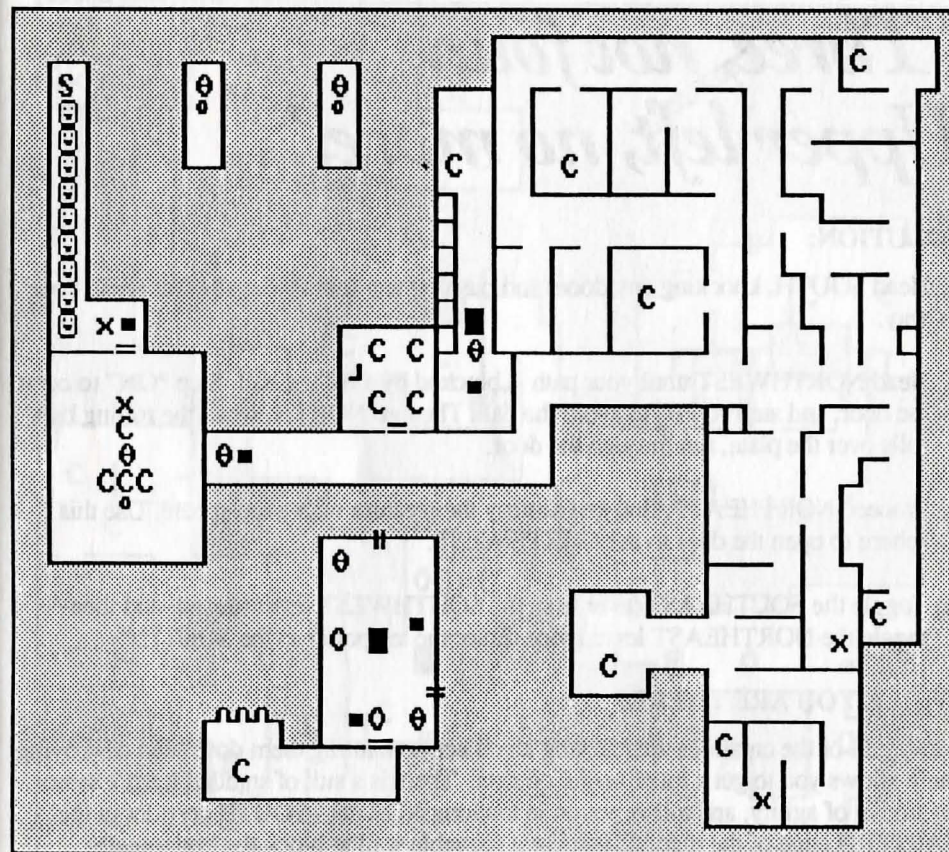
“Place copy here.”



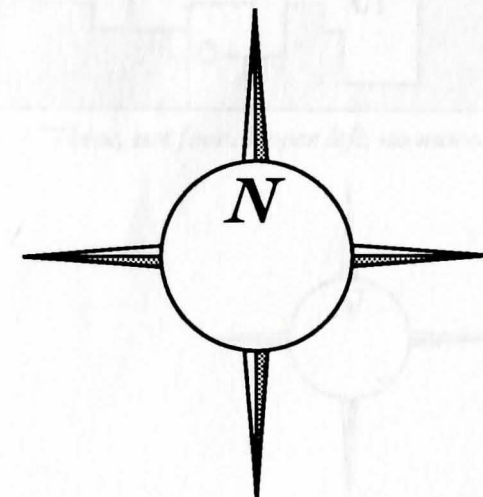
"Poet's End."

SOLUTION:

1. Read the poem, it will help you.
2. Go SOUTH to the room with four creatures. Kill them to get three eggs. Put an egg into the hole to turn on a teleporter and use the teleporter. In the hallway, put an egg into the hole to turn on a teleporter. Use it. Repeat in the hallway you are now in. Go SOUTH, push the wall SOUTH, you will be teleported. Go WEST past door to a pressure plate. Step on it and return to the door, which will be open. Go in room and flip lever. Leave room and go WEST, there will be a teleporter at the end of the hall. Use it. Go SOUTH to the door, knock it open, go WEST and leave level.



"Poet's End."



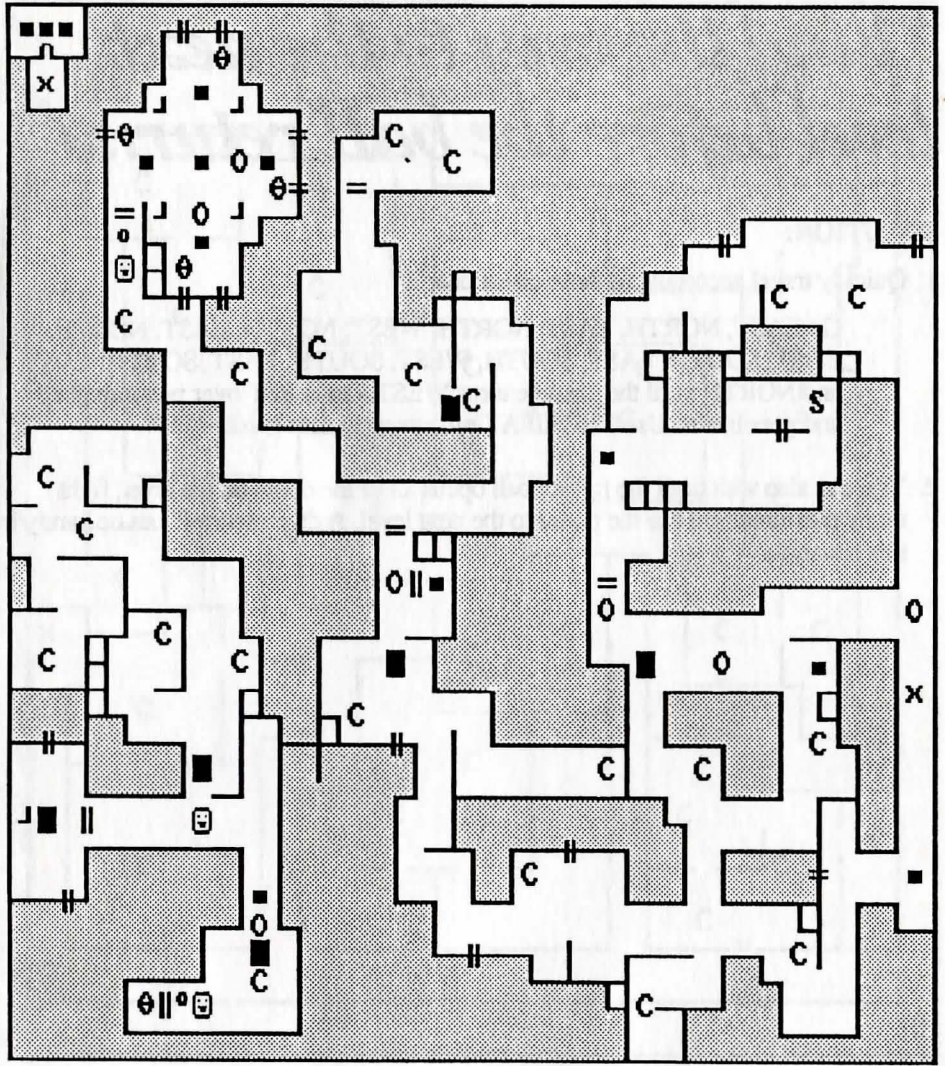
"Three, not four. Upper left, no more."

SOLUTION:

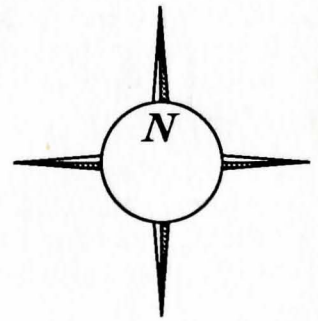
1. Head SOUTH, knocking any doors and pushing any movable walls that are in your way.
2. Head NORTHWEST until your path is blocked by a rolling ball. Step "ON" to open the door, and step "OFF" to avoid the ball. Then go NORTH, when the rolling ball rolls over the plate, run through the door.
3. Proceed NORTHEAST, find and destroy the creature with a red sphere. Use this sphere to open the door to the NORTHWEST.
4. Toggle the SOUTHEAST lever first, the SOUTHWEST lever second, and then toggle the NORTHEAST lever twice. Enter the teleporter to the SOUTH.

WHILE YOU ARE THERE:

Mostly all of the creatures are carrying an object, so hunting them down and destroying them allows you to get a lot of useful objects. There is a suit of studded leather armor, an amulet of agility, and a ISA potion in the long NORTH - SOUTH corridor at the EASTERN edge of the map. If you use a movable wall to block the horizontally moving ball in the EASTERN half of the map from toggling the pressure plate, you will disable most of the spell traps throughout the level.



"Three, not four. Upper left, no more."



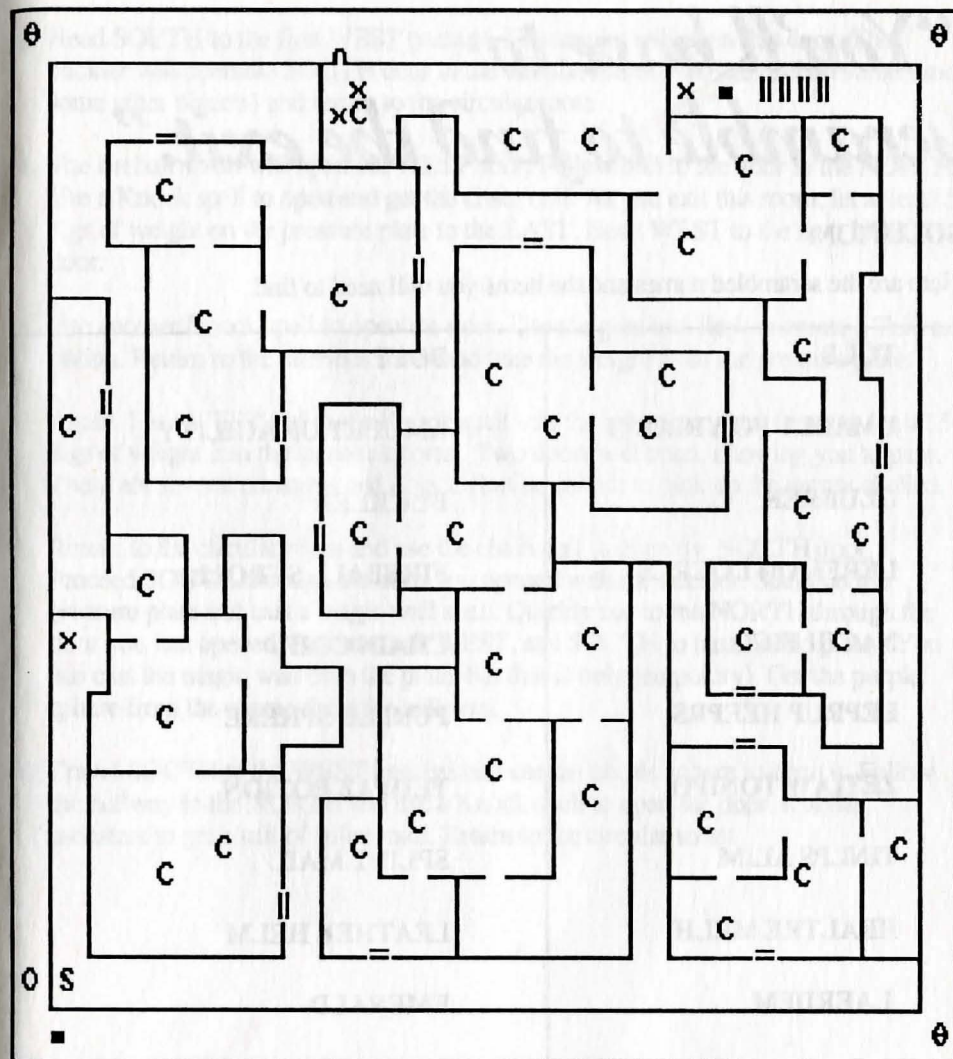
"Find the way to the next level before the ball returns"

SOLUTION:

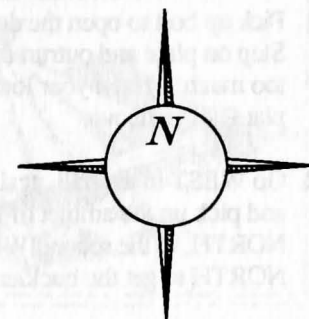
1. Quickly travel according to these directions:

Go EAST, NORTH, EAST, NORTH, WEST, NORTH, EAST, NORTH, EAST, SOUTH, EAST, SOUTH, WEST, SOUTH, EAST, SOUTH, EAST, and NORTH until the passage turns WEST. Go WEST over pressure plate and get objects. Use THURISAZ rune to go to next level.

2. You can also wait until the rolling ball opens all of the doors on the level, fight many creatures, and use the portal to the next level. A disguise spell can be handy in this situation.



"Find the way to the next level before the ball returns."



"You'll have to scramble to find the exit."

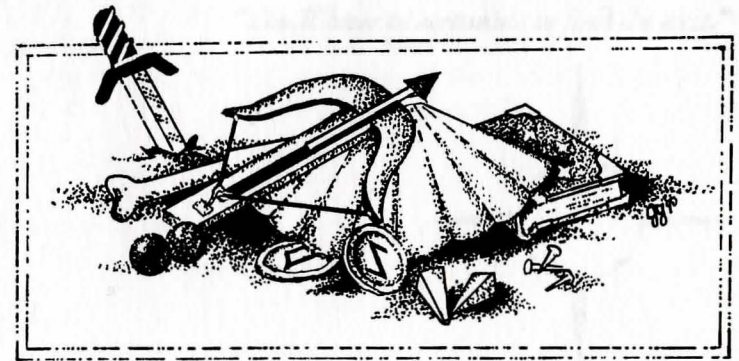
SOLUTION:

Here are the scrambled names and the items you will need to find.

TOLB	BOLT
UMAELT FO YIGALTI	AMULET OF AGILITY
CLUBREK	BUCKLER
LERFLABI LOCRLS	FIREBALL SCROLL
NACIH FICO	CHAIN COIF
LEPRUP HEEPRS	PURPLE SPHERE
ZETIAW TONIPO	TEIWAZ POTION
TINLPS ALIM	SPLINT MAIL
HEALTRE MELH	LEATHER HELM
LAERDEM	EMERALD
HELACCI	CHALICE

1. Pick up bolt to open the door. Proceed EAST, SOUTH, and EAST to pressure plate. Step on plate and outrun the ball back to the NORTH passage. If you are carrying too much, lighten your load before starting up the hall. The ball will land on the plate in the alcove.
2. Go WEST in the hall, again entering the room to the NORTH. Avoid the black ball and pick up the amulet of agility. Leave the room heading EAST, NORTH, EAST, NORTH, to the second WEST passage. Avoid these balls while heading WEST and NORTH to get the buckler.

3. Head SOUTH to the first WEST passage. The amulet will open this door. The buckler will open the SOUTH door in the circular room. Find the fireball scroll (and some other objects) and return to the circular room.
4. The fireball scroll will open the WEST door. Follow hall to the door in the NORTH. Use a Knock spell to open and get the chain coif. As you exit this room, let at least 5 Kgs of weight on the pressure plate to the EAST. Head WEST to the next NORTH door.
5. Use another Knock spell to open the door. Use the gem and flask to create a Teiwaz potion. Return to the previous room and take the weight from the pressure plate.
6. Again, head WEST and cast a Knock spell into the teleporter, then throw at least 15 Kgs of weight into the same teleporter. Two doors will open, allowing you to pass. There are several creatures and objects, but be certain to pick up the empty chalice.
7. Return to the circular room and use the chain coif to open the NORTH door. Proceed SOUTH, through the door you opened with the buckler. Stand on the pressure plate and cast a magic wall spell. Quickly run to the NORTH through the door you just opened. Push the ball WEST, and SOUTH to land on the plate. (You can cast the magic wall onto the plate, but that is only temporary). Get the purple sphere from the room where the ball was.
8. Travel SOUTH to the WEST passage and use the purple sphere to open it. Follow the hallway to the NORTH and use a Knock spell to open the door. Kill the monsters to get a suit of splint mail. Return to the circular room.

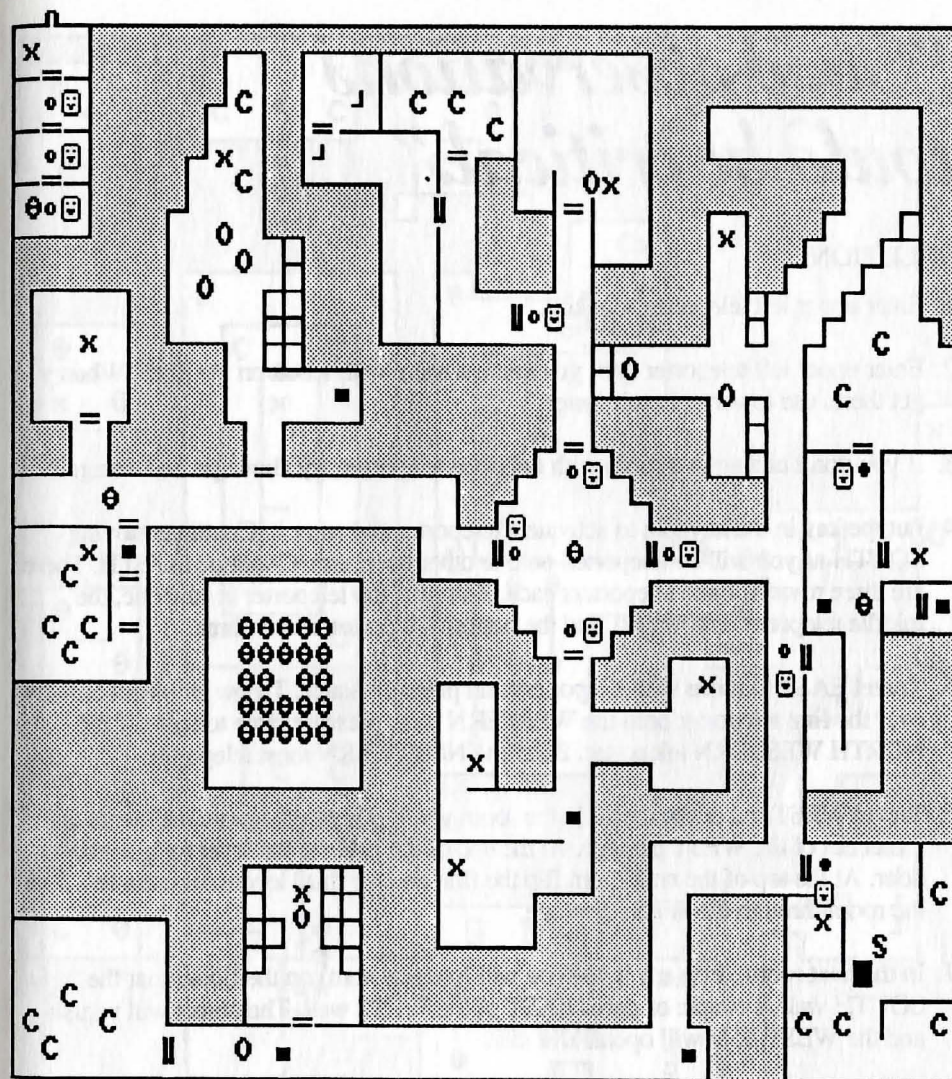


“You’ll have to scramble to find the exit.” *(Continued)*

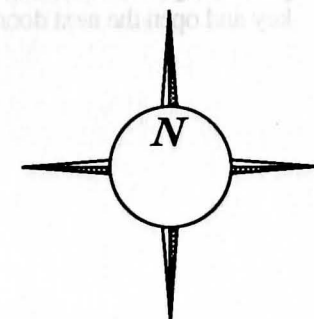
9. Exit by the EAST door and turn SOUTH to the door that will open with the Teiwaz potion. Stand on the plate in the room to activate the teleporter. Cast a Knock spell then throw 5 Kgs of weight into the teleporter to open the door to the NORTH. Pick up the leather helm and go NORTH to the next door. The splint mail will open the door. Kill one of the creatures to get an emerald.
10. Be sure you are carrying the leather helm, emerald, and the chalice. Return to the circular room and enter the teleporter. From the center of this room, step to the teleporter to the SOUTH. You will be teleported several times, finally reaching a small room with a magic mouth.
11. The leather helm, emerald and chalice will open the last three doors.

WHILE YOU ARE THERE:

The room WEST of the room where you found the amulet of agility contains several monsters with random objects.



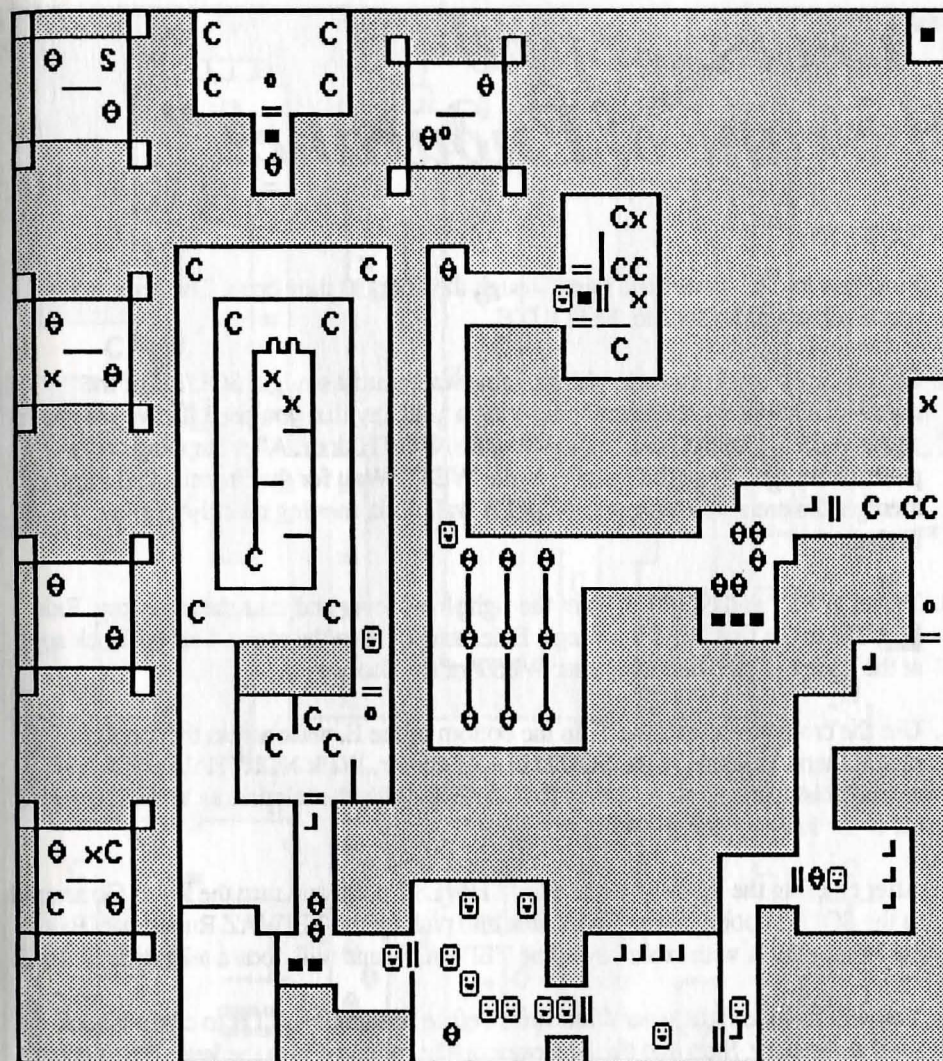
“You’ll have to scramble to find the exit.”



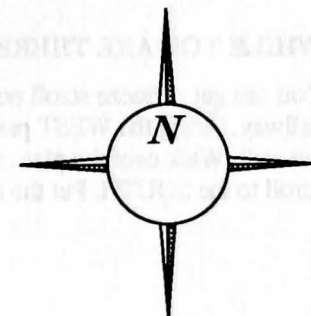
“Good observations could be critical.”

SOLUTION:

1. Enter upper left teleporter. Get key.
2. Enter upper left teleporter until you get to a room with a bolt on the floor. When you get there, use lower right teleporter.
3. If you don't end up in a room with only one teleporter, try above procedure again.
4. Put the key in the keyhole to activate a teleporter and enter it. Continue moving SOUTH as you will be teleported onto another teleporter. Continue SOUTH. There are three rows of three teleporters each. Enter the top teleporter in row one, the middle teleporter in row two, and the bottom teleporter in row three.
5. Travel EAST to room with teleporters and pressure plates. Throw an object SOUTH over the first teleporter onto the WESTERN most pressure plate to turn off the NORTH WESTERN teleporter. Enter the NORTHERN most teleporter.
6. Travel WEST out of the room. In the room you just entered, ignore the levers and travel out of the WEST passage. At the end of the hall use the lever to open the door. At the top of the next room flip the first and the third levers from the left. Exit the room through the WEST passage.
7. In the next room, drop any item (you will lose this item) on the floor, near the SOUTH wall, a couple of paces EAST of the WEST wall. The object will vanish and the WEST door will open.
8. Go WEST and stand on the pressure plate. Throw an object WEST onto the other plate and go NORTH. Use the lever to open the door, kill the creatures to get a gold key and open the next door. Follow the spiraling passage to the exit.



“Good observations could be critical.”



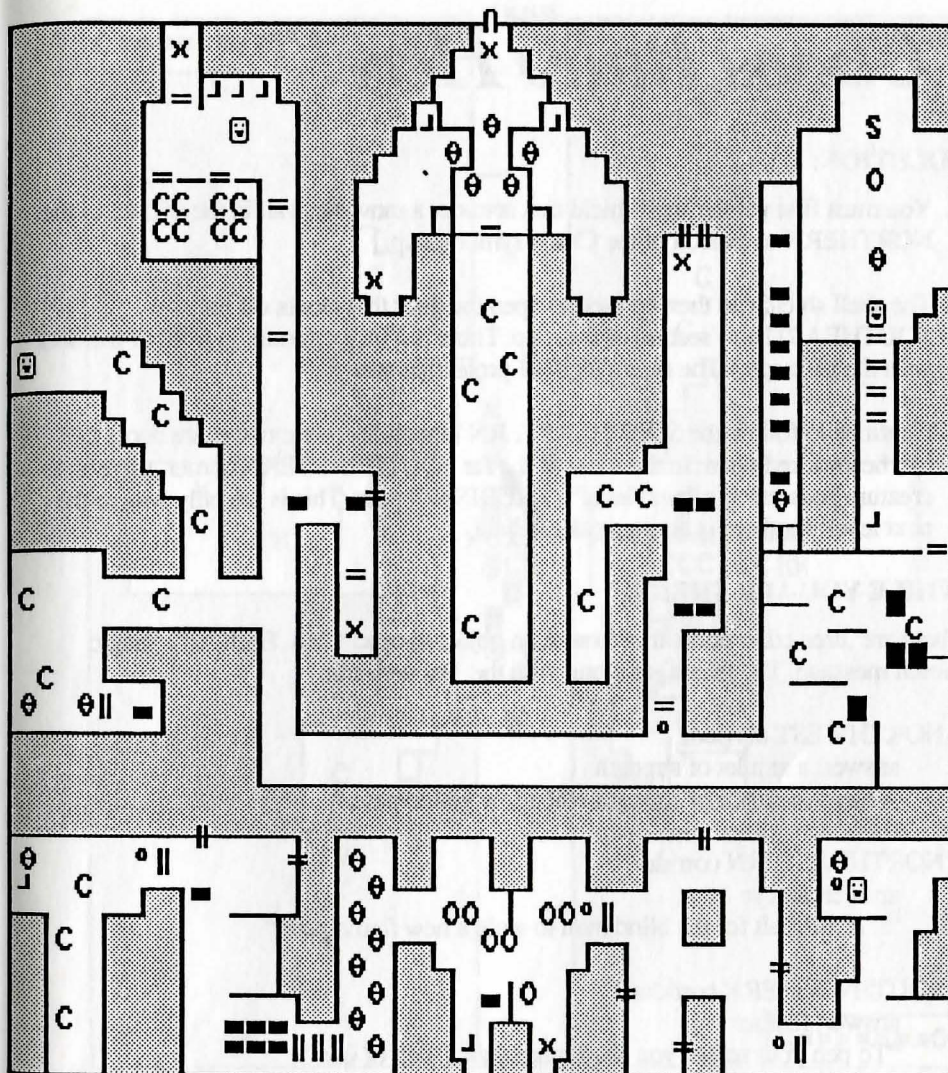
"You must find the rune of Endurance."

SOLUTION:

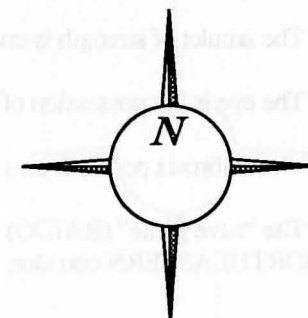
1. Push ball into teleporter and pass through the doors as they open. The lever in the room will open the door to the SOUTH.
2. Get the cross key from under the movable wall almost straight SOUTH of the doorway. One of the monsters is carrying a gold key that you need. Leave the room to the WEST. Use the gold key to open the NORTH door. After stepping on the plate, move quickly to the passage in the WEST. Wait for the fireballs to dissipate, then get the cross key along the NORTH wall. Exit, moving quickly to avoid the fireballs.
3. Travel WEST and NORTH. Turn the right-hand lever and take the cross key. Exit SOUTH to the first WEST passage. Enter teleporter in the room. Cast a Knock spell at the door and step into teleporter WEST of the doorway.
4. Use the cross key to exit the T. In the bottom of the E, walk across the top three plates, then to the one in the SOUTHEAST corner. Walk NORTH then SOUTH again. This opens all three doors. Exit the E and ride the teleporters in the I, stepping off at the hallway going EAST.
5. After entering the W, head to the SOUTHWEST point and turn the lever. Go around to the SOUTH point on the EAST side and pick up the TEIWAZ Runestone. Exit the W and the A with cross keys. The TEIWAZ Rune will open a teleporter in the Z.
6. You will have to fight several monsters before heading NORTH to cast a Knock spell at the door. Step into the teleporter on the right and turn the lever. Then enter the one on the left. Get the Raido Runestone and turn the lever. This will deactivate the teleporter that is blocking the exit. Take the TEIWAZ Runestone.

WHILE YOU ARE THERE:

You can get a Freeze scroll on the way to the room mentioned in Step 3. Stand in the hallway, facing the WEST passage. Throw 2 Kgs of weight onto the pressure plate near the wall. Walk over the plate directly in front of you and pick up the objects. Get the scroll to the SOUTH. Put the objects on the plate again before leaving.



"You must find the rune of Endurance."



"Chaos Rules Here!"

SOLUTION:

1. You must first get the shell shield that is under a movable wall in the middle of the NORTHERN extension of the Chaos symbol map.
2. The shell shield can then be used to open the door that closes off the SOUTHEASTERN section of the map. There is a magic mouth in front of the door with the message, "The ocean's gift of protection shed."
3. Continue to follow the SOUTHEASTERN branch, there are two more doors that can be knocked open. In the room in the far SOUTHEASTERN corner, there is a creature possessing a "next level" (THURISAZ) rune. This is the only way to the next level, for there is no magical gateway.

WHILE YOU ARE THERE:

There are three other doors that require an object to open them. Each has a magic mouth message. The messages along with the answers are:

* NORTHWEST corridor

answer: a amulet of strength

"Only a sacrifice of strength will allow you to pass."

* NORTHEASTERN corridor

answer: an eye

"It is difficult for the blind man to walk a new found path."

* SOUTHWESTERN corridor

answer: feather

"To pen your name, you need more than a well of ink."

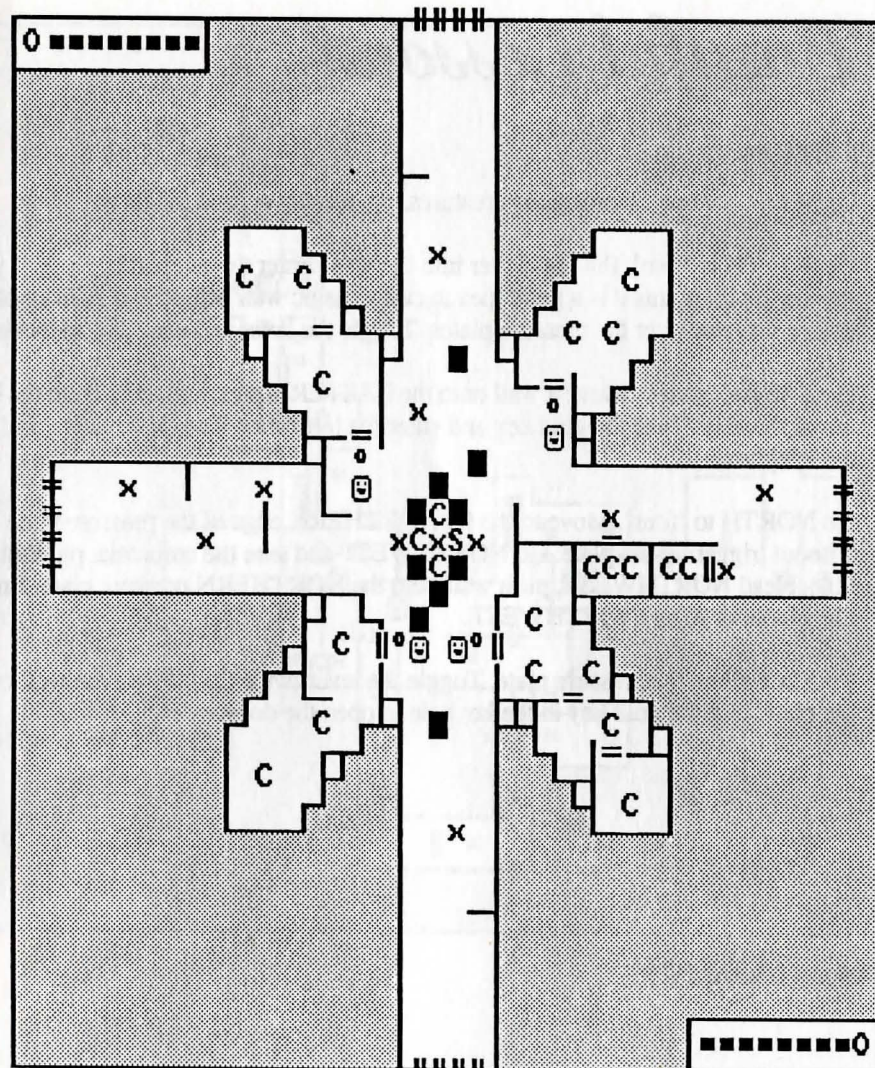
* The feather is under a movable wall in the WESTERN corridor.

* The amulet of strength is under a movable wall in the SOUTHERN corridor.

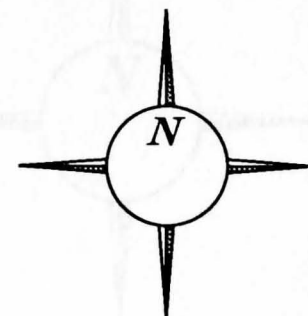
* The eye is the possession of a creature in a room in the EASTERN corridor.

* The ambrosia potion is on a creature in the edge of the NORTHWESTERN corridor.

* The "save game" (RAIDO) rune is in the possession of a creature in the NORTHEASTERN corridor.



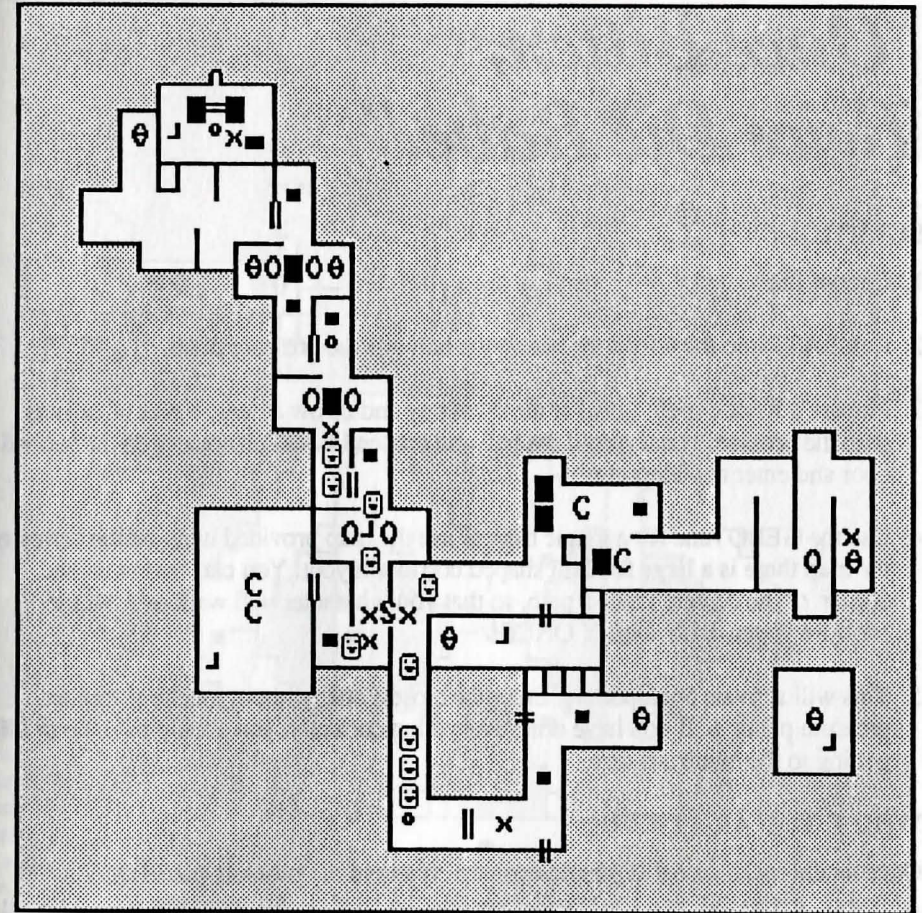
"Chaos Rules Here."



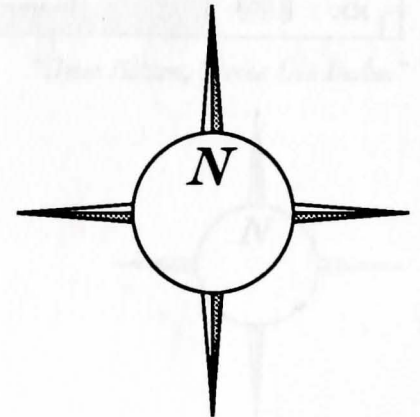
"Painful Lessons"

SOLUTION:

1. Go WEST to 'one'. Destroy the creatures, get the clover, and toggle the lever.
2. Go SOUTH to 'two'. Put the clover into the hole. Enter the teleporter. Note, if you are low on hit points it is a good idea to cast a magic wall behind and in front of you before you step over the pressure plates. Toggle the lever and enter the teleporter.
3. Go EAST to 'three'. Move a wall onto the EASTERN pressure plate. Push the ball out of the way. Take the gold key and enter the teleporter. Toggle the lever and enter the teleporter.
4. Go NORTH to 'four'. Move to the far NORTHERN edge of the pressure plate without triggering the plate. Go NORTHWEST and take the ambrosia, put it in the hole. Head NORTHWEST, push wall onto the NORTHERN pressure plate. Enter the teleporter to the NORTHWEST.
5. Place a wall on the pressure plate. Toggle the lever twice (2x). Move the wall off of the plate. Use the gold key in the keyhole to open the door.



"Painful Lessons."



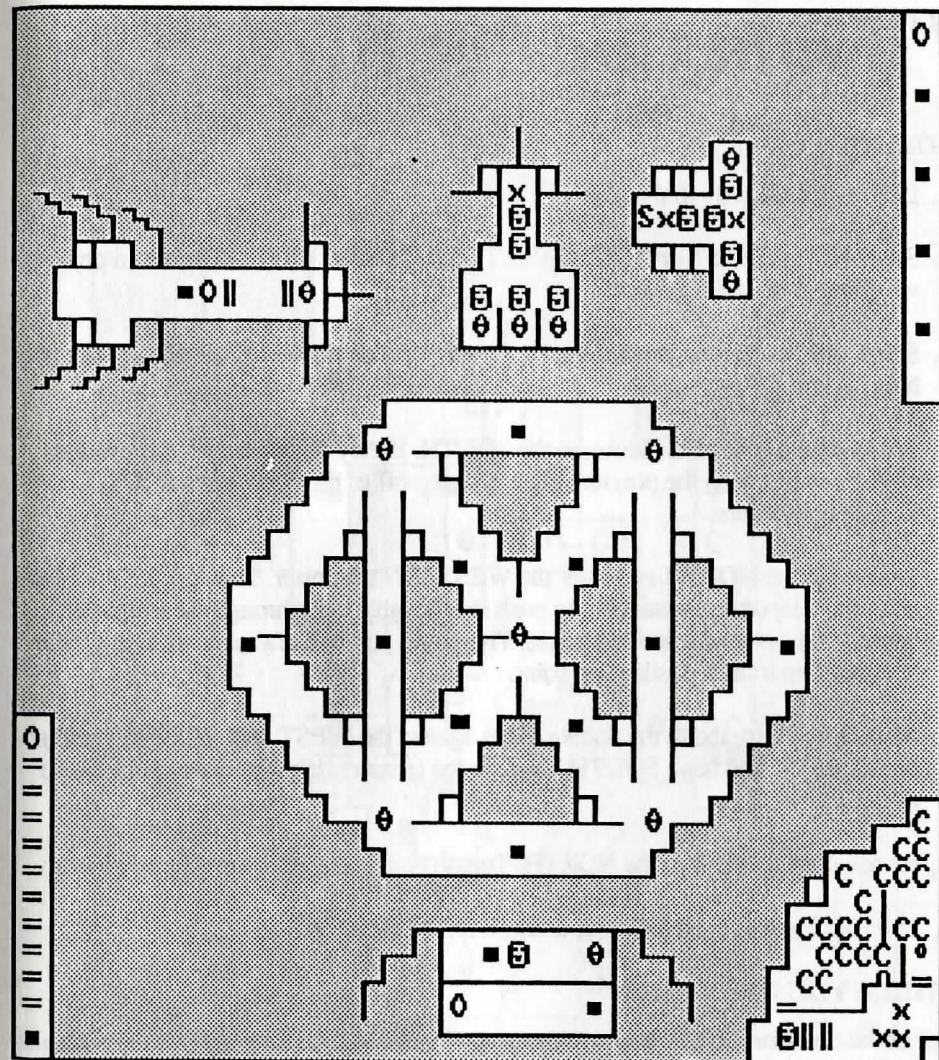
“Once Bitten, Twice Die Babe.”

SOLUTION:

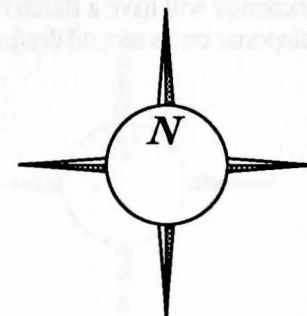
1. Choose life.
2. Run EAST into the teleporter before the ball hits the pressure plate.
3. Prepare a Knock spell. Stand at the crossway and throw at least 8 Kgs of objects onto the pressure plate. Avoid the ball and proceed EAST. Knock open the second door and enter the teleporter.
4. Use the GEBO rune for a magic map or use the map provided here. At the center of the map there is a large football shaped corridor layout. You can start at an end, corner, or the center. Trace a path, so that your character will walk over all the pressure plates, BUT ONLY ONCE!
5. This will activate 5 teleporters. Enter the closest one, without touching another pressure plate. 6. If you have done everything correctly, you should have no trouble getting to the exit from here.

WHILE YOU ARE THERE:

Once again, make sure that you do not step on any of the pressure plates twice. Although, if you did, you could still complete the level. It just would be very difficult and chances are you would die.



“Once Bitten, Twice Die Babe.”



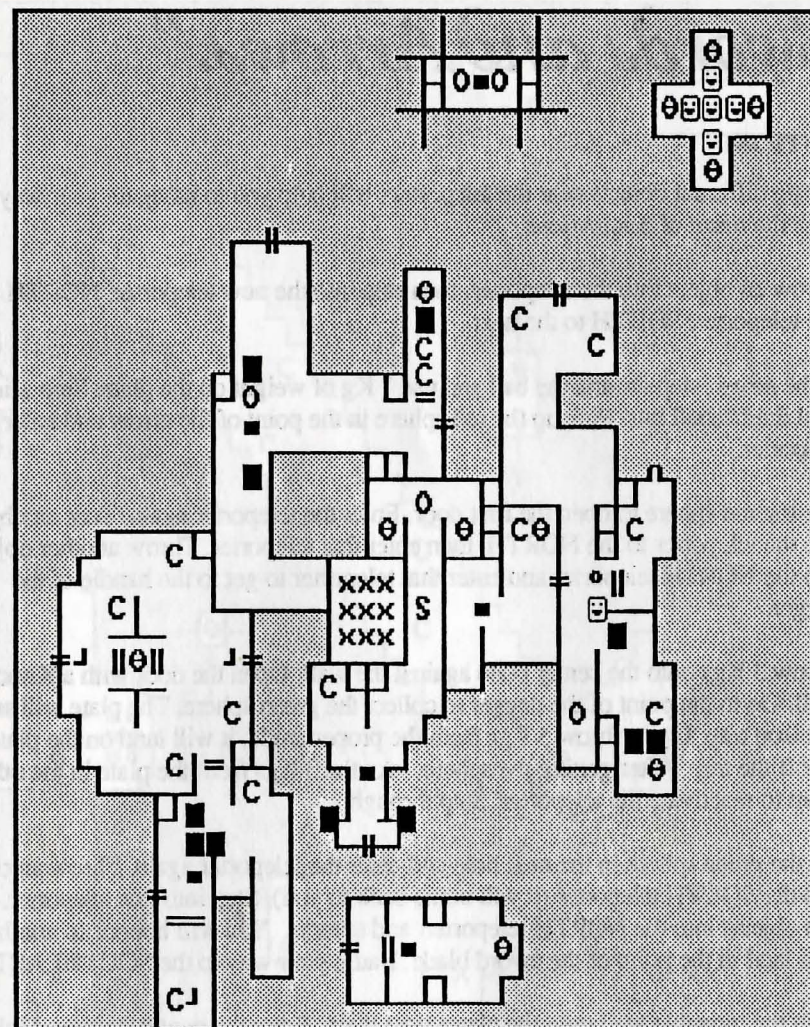
“Wanna Be For Real.”

SOLUTION:

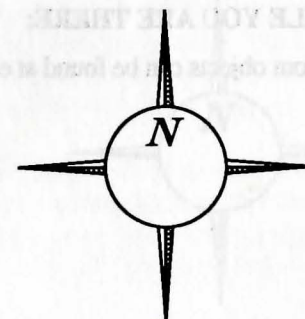
1. Destroy the creature to the SOUTH.
2. Stand NORTHEAST or NORTHWEST of the pressure plate and throw an object weighing at least 5 Kgs on it.
3. Stand still. As long as you are not hit directly, and do not move, the poison will not harm you.
4. Try to toggle both of the levers to the SOUTH. If they do not budge, retrieve the object you threw on the pressure plate and step off of the plate to the SOUTH. Toggle both levers.
5. Proceed to the NORTH and enter the WESTERN teleporter. Then go SOUTH and enter the teleporter. Be sure not to push the movable wall through the teleporter, because it has two destination points. Therefore, you will always want to enter the teleporter on its first destination point.
6. Move a wall just above the double doors against the WEST wall. Now step on the pressure plate and head SOUTH. Destroy the creature, take the clover, and toggle the lever.
7. Knock open the door to the NORTH. Toggle both levers and enter the teleporter.
8. Use the clover to open the door, and exit NORTHEAST.

WHILE YOU ARE THERE:

All of the creatures on this level are carrying objects, so this is a good level to replenish your character's inventory. The answer to the coin riddle is “one half.” If you enter the EASTERN teleporter in the first part of step 5, one of the next two creatures you encounter will have a Raido rune. Knock the door open. If you enter the SOUTHERN teleporter on its second destination point, it will take you back to the beginning.



“Wanna Be For Real.”



"Swords and Arrows."

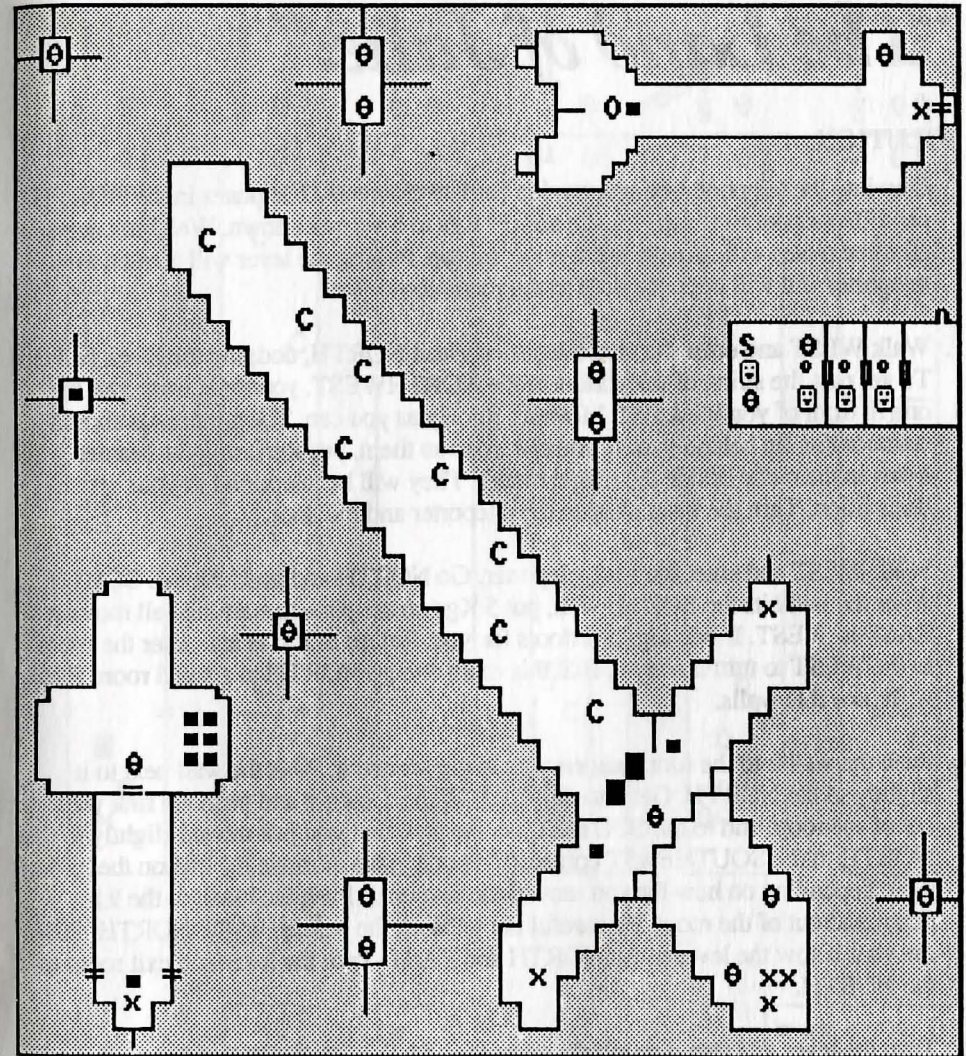
SOLUTION:

Dropping different objects near the teleporters will help you to navigate your way through the maze of destinations.

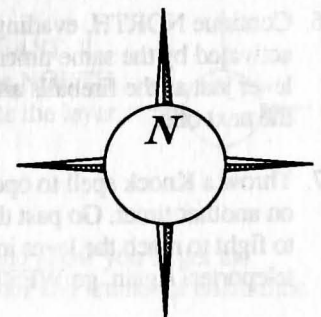
1. Throw an object into the teleporter, then step into the new teleporter. NORTH to one teleporter, SOUTH to the next.
2. In the arrow, step around the ball and use 1 Kg of weight on the plate. Step aside until the fireball hits. Pick up the red sphere in the point of the arrow and enter the teleporter.
3. Use the red sphere to open the first door. Enter the teleporter again. Toss an object into the teleporter to the NORTH, then enter that teleporter. Throw another object into the NORTH teleporter and enter that teleporter to get to the handle of the dagger.
4. Throw 3 Kgs onto the center plate against the wall. Open the door with a Knock spell. Go to the point of the dagger to collect the green sphere. The plate will set off a poison trap. If you throw 5 Kgs from the proper angle, it will land on the plate and set off the trap. After getting the sphere, take the 3 Kgs from the plate in the other room to reactivate the teleporter. Step through.
5. Put the green sphere in the next hole and enter the teleporter again. Throw an object into the SOUTH teleporter (it will come back to you). Step into this teleporter. Toss two objects into the NORTH teleporter, and enter it. You will bounce to another, then land in the point of the sword blade. Battle your way to the SOUTHEAST.
6. Push the movable wall onto the plates near them. Enter the new teleporter. Pick up the Raido Runestone, the ambrosia and the purple sphere. Throw an object into the teleporter, then enter. The purple sphere will open the final door.

WHILE YOU ARE THERE:

Random objects can be found at either end of the crossbar on the hilt of the sword.



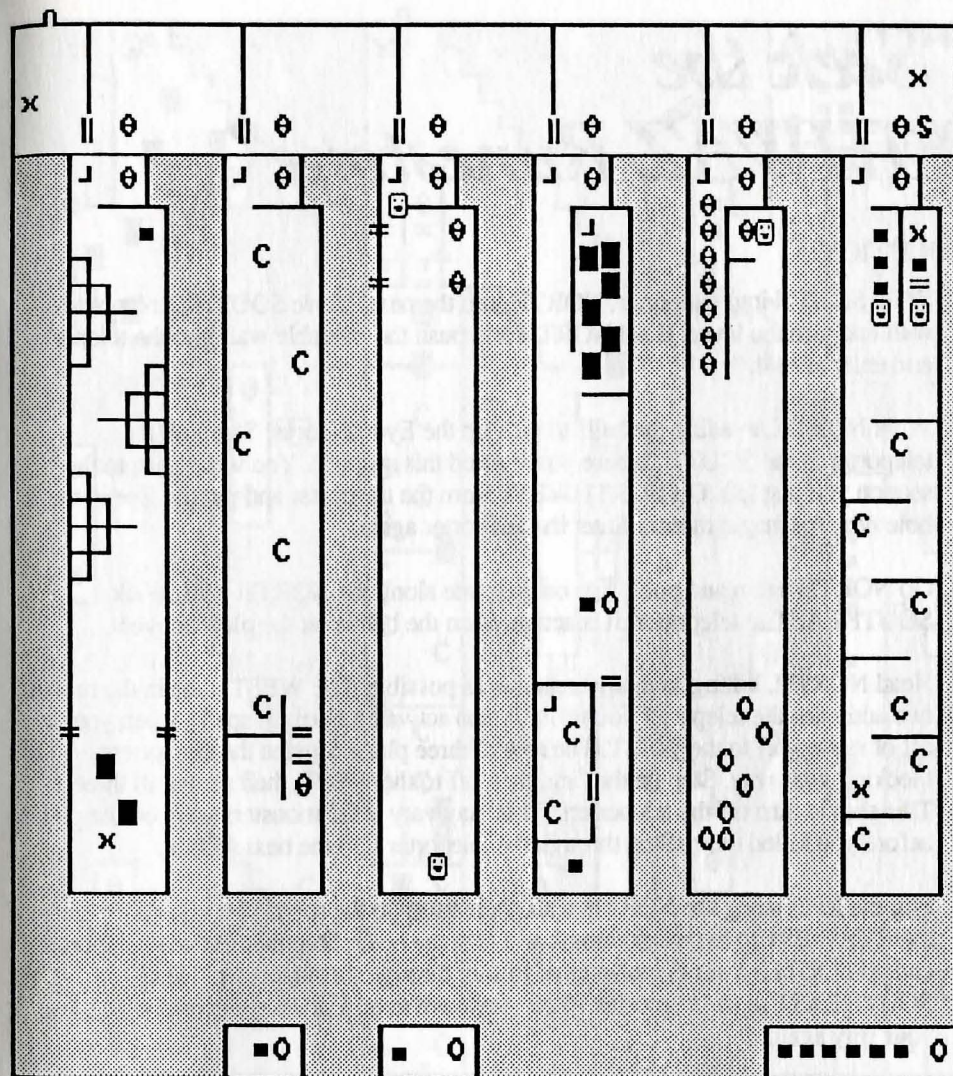
"Swords and Arrows."



"The Land of Jane."

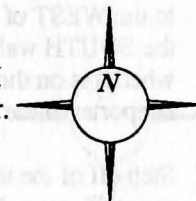
SOLUTION:

- Step into the teleporter, be prepared to battle 6 creatures. The plates in the NORTH need (from bottom to top) 15, 25, and 50 Kgs to hold them down. Weighing down all three plates will activate the lever at the top. Pulling the lever will turn on the teleporter and will open the door in the room above you.
- Walk WEST and enter the next teleporter. Head NORTH, dodging the black balls. To get past the string of teleporters in the NORTHWEST, you must wait until the one in front of you blinks off. Move as quickly as you can. The teleporters should start coming on behind you. If you can't outrun them, put some of your heavier items in the niche beside the magic mouth. They will be teleported to your destination. Turn the lever to open the teleporter and the door.
- Walk WEST and enter the next teleporter. Go NORTH and push the ball SOUTH. After the ball hits the SOUTH wall, put 5 Kgs on the plate to start the ball moving EAST to WEST. It will toggle 2 doors for you. Return SOUTH and enter the room to the WEST to turn the lever. Exit this room and go NORTH to a small room filled with movable walls.
- Push the wall into the room just enough to get around it. Push the wall next to it slightly to the NORTH. Get into the SOUTHEAST corner and push the first wall out of the room and to the SOUTH. Push the wall that you just moved slightly to the NORTH to the SOUTHEAST corner. (You may have to move the one on the left up a bit, depending on how far you moved the first one). Push the block to the left down and out of the room. Be careful not to block the passage to the NORTH. Push the wall below the lever to the NORTH and EAST. Turn the lever and exit room to the NORTH.
- Turn the lever and step through the teleporter. Walk to the WEST and enter the next teleporter.
- Continue NORTH, evading the fireballs. The lever in the NORTHWEST corner is activated by the same timer that sets off the fireballs. Check the timing and turn the lever just as the fireballs are ready to shoot. Enter the teleporter and travel WEST to the next one.
- Throw a Knock spell to open the first door. The teleporter and the second door are on another timer. Go past the teleporter and wait for the door to open. You will have to fight to reach the lever in the NORTHWEST corner. Turn the lever and enter the teleporter. Again, go WEST to the next one.



"The Land of Jane."

- You will need a large weight on a plate in the NORTHEAST. If you can't make a wall, push one from the SOUTH. (The NORTH movable wall is on a poison trap). The plate will activate the lever. Enter teleporter and proceed to the exit.



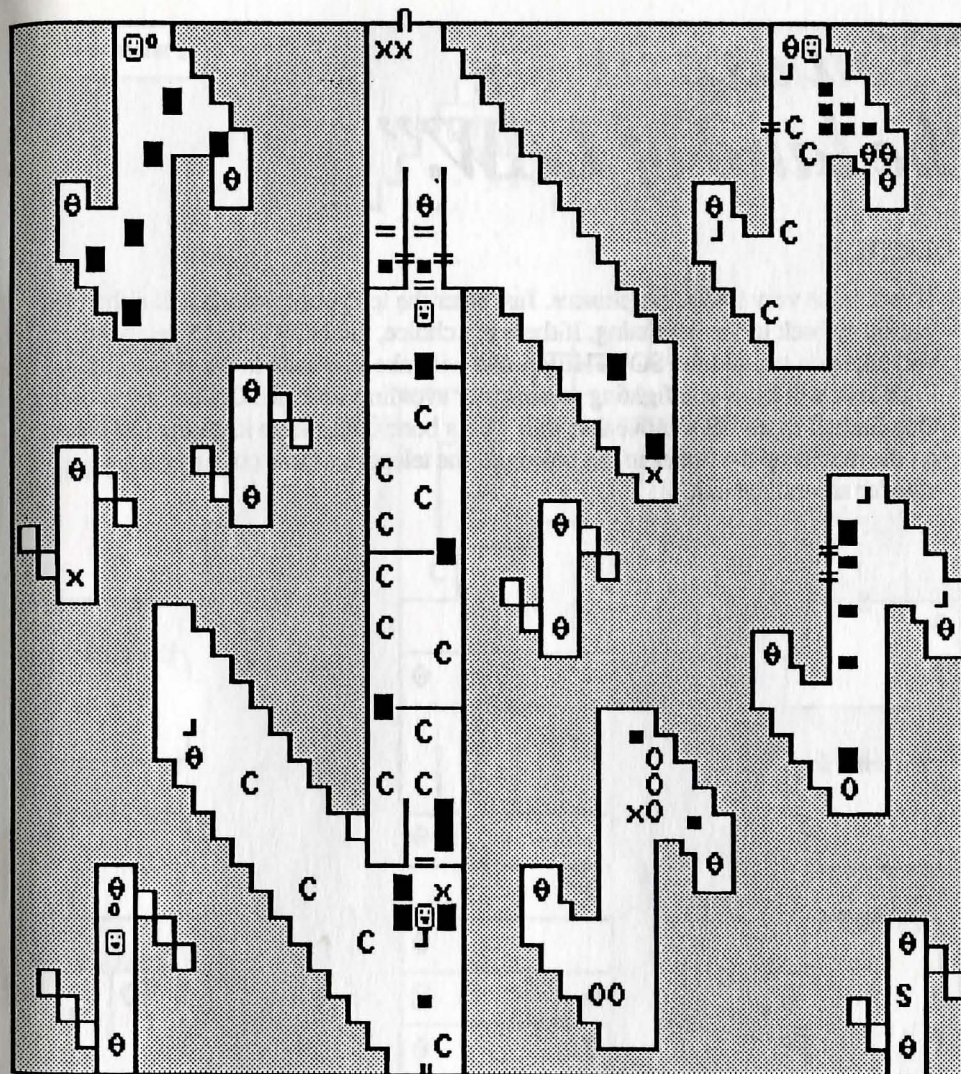
WHILE YOU ARE THERE:

Pulling the lever in Step 1 will deactivate the poison trap and allow you to get the amulet of strength. One of the movable walls in Step 8 hides an amulet of endurance.

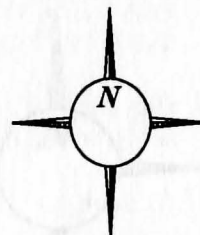
"Seek the EIHWAZ Runestone"

SOLUTION:

1. Walk SOUTH into teleporter, NORTH into the next. Move SOUTHERN movable wall and turn the lever. Head NORTH and push the movable wall into the teleporter and enter after it.
2. Walk NORTH, evading the balls to pick up the Eye of Horus. Step into the teleporter in the SOUTH (where you entered this section). You will return to the section you just left. Go NORTHWEST from the teleporter and put the Eye in the hole near the magic mouth. Enter the teleporter again.
3. Go NORTH again and put 2 Kgs on the plate along the NORTH wall. Walk SOUTHEAST to teleporter. It is active when the ball is on the plate above it.
4. Head NORTH, killing as many creatures as possible. The WEST plate in the row of two activates the teleporter you want. It also activates a poison spell - when you step off of it, step off to the WEST. The row of three plates toggles the teleporters blocking your way. Step on the first, then off to the WEST, then across all three. This should turn off the teleporters. This may vary if the monsters were on the plates before you killed them. Step through the teleporter into the next section.
5. Flip the lever along the NORTH wall, then return to the room you just left. Walk NORTHWEST to the magic mouth and turn the lever. Step into the new teleporter and go SOUTH to get the runestone. Return through the teleporter. Head SOUTHEAST to the teleporter. (You may have to turn off the teleporters blocking your way again).
6. Go to the lever in the NORTHEAST. Turn it once to stop the ball from moving. Put the NORTH movable wall on the plate in the NORTH, and move the SOUTH wall to the WEST of the ball. Turn the lever again and the ball will start bouncing. Move the SOUTH wall on to the plate in the SOUTH. The ball will activate the teleporter when it is on the center plate, but it will also set off a fireball trap. Enter the teleporter in the NORTHEAST.
7. Step off of the teleporter and put the EIHWAZ Runestone into the hole and enter the new teleporter. You will have to fight to reach the lever that opens the door to the NORTH. Continue to battle your way to the NORTH until you come to a small room with a magic mouth.



"Seek the EIHWAZ Runestone."

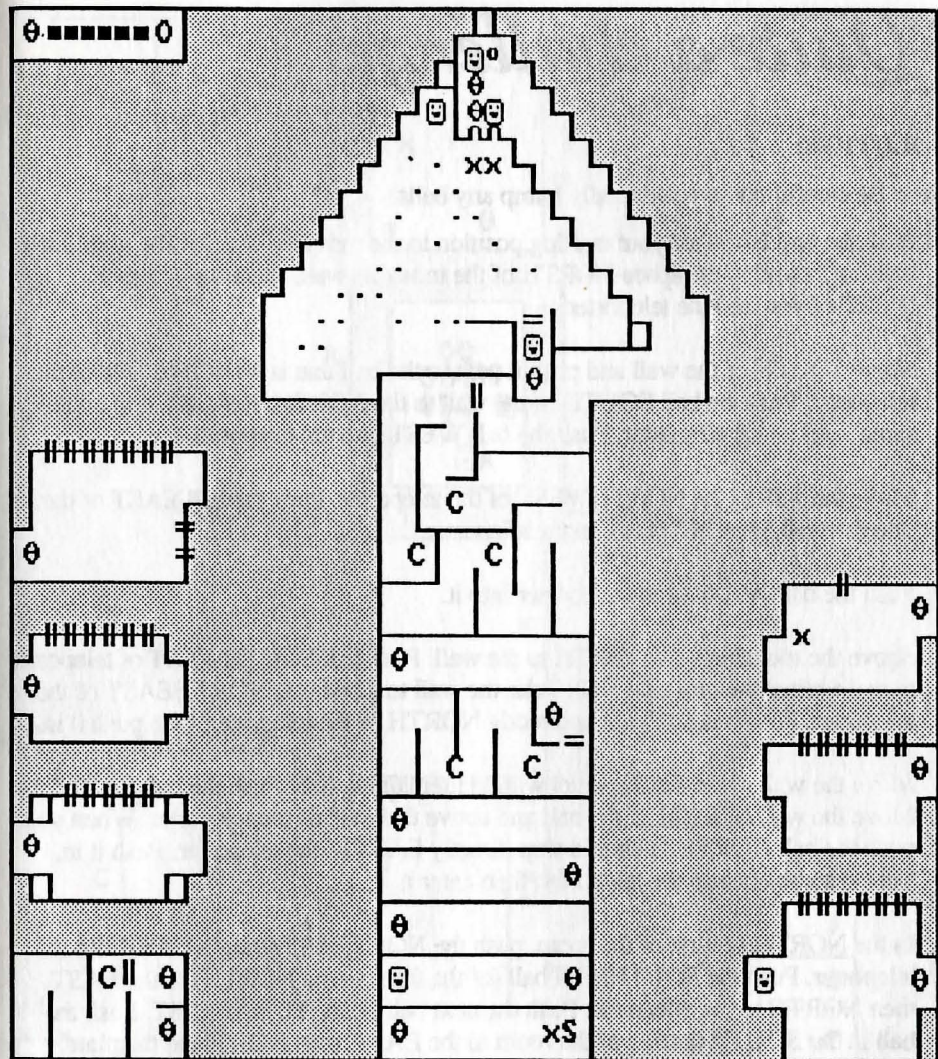


8. Stand at the entrance to the hallway and cast an Knock spell. Then throw at least 2 Kgs of weight. This will turn off the pressure plate right in front of you.
9. The Raido Rune is located under the movable wall in the SOUTHEAST. Pick up the EIHWAZ Runestone before exiting.

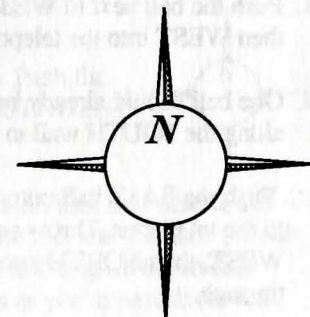
"You are in the land of LAW."

SOLUTION:

1. This level is very linear. No choices. Just enter the teleporters which will either take you on or back to the beginning. If there is a choice, the NORTHERN teleporter will take you on, and the SOUTHERN one will take you back to the beginning. Each task will have you fighting creatures or avoiding fireballs. Collect seven bones. One fireball room has a moveable wall with a bone underneath it. At the top point on the map drop the bones in the hole until the teleporter turns on. Enter it and wander around the exit.



"You are in the land of LAW."

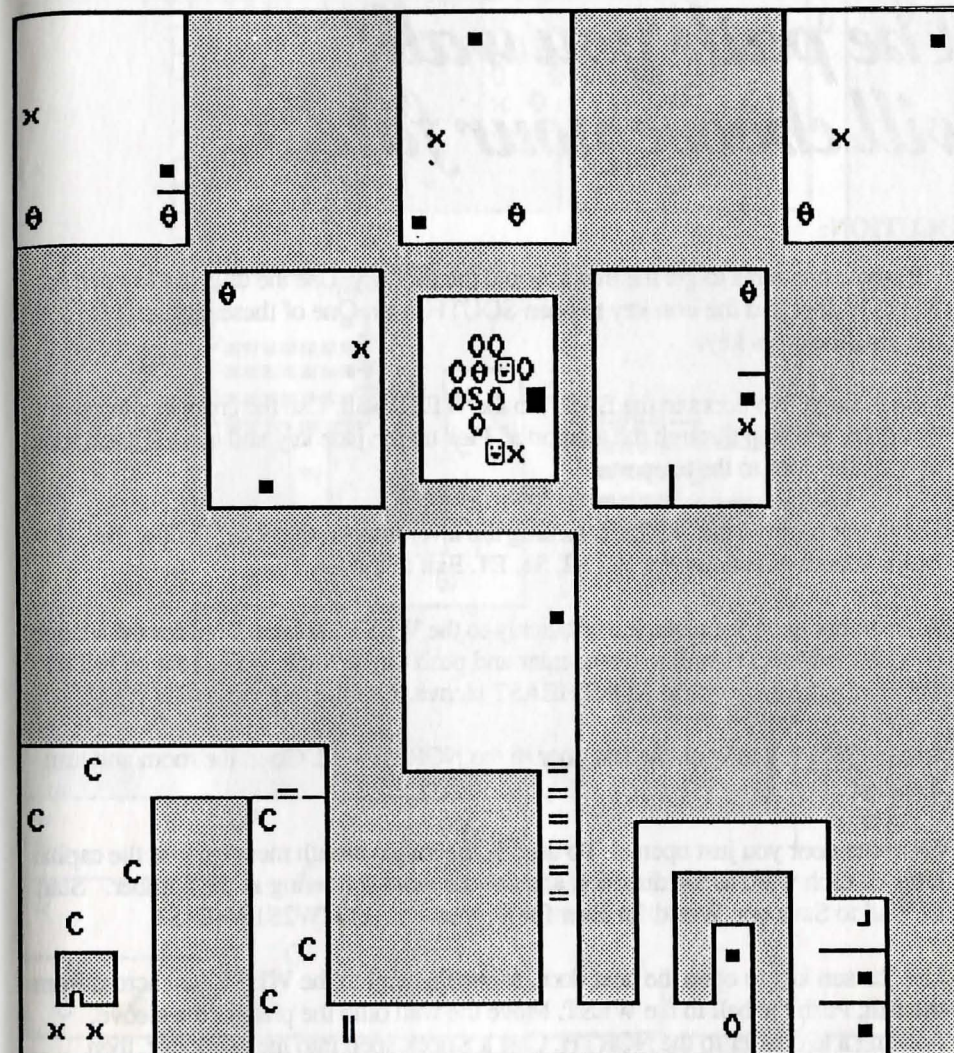


“Quite a challenge.”

SOLUTION:

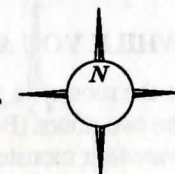
Hint: Be careful not to accidentally bump any balls.

1. Push the ball EAST of your starting position to the movable wall. Walk around the balls and stand in the space NORTH of the movable wall. Push the ball to the WEST of you into the teleporter.
2. Move SOUTH of the wall and push it next to the ball that is NORTHEAST of the teleporter. Push the ball SOUTH of the wall to the NORTH. It should stop on the same level as the teleporter. Push the ball WEST into the teleporter.
3. Move the wall to the NORTHWEST of the teleporter. Push the ball EAST of the it into the wall, then SOUTH into the teleporter.
4. Push the ball WEST of the teleporter into it.
5. Shove the movable wall NORTH to the wall. Push ball SOUTHWEST of teleporter to rest against the movable wall. Take the wall to a position NORTHEAST of the teleporter. Push ball so that it is directly NORTH of the teleporter, then push it in.
6. Move the wall to the EAST, level with the remaining ball. Push the ball EAST. Move the wall NORTH of the ball and above the level of the teleporter. When you push the ball NORTH, it should stop directly EAST of the teleporter. Push it in. Throw an object into the teleporter, then enter it.
7. In the NORTH section of the room, push the NORTH ball straight EAST into the teleporter. Push the SOUTHERN ball (of the three in the NORTH) to the EAST, then NORTH to the teleporter. Push the next ball NORTH, then EAST. Push the ball in the SOUTH section of the room to the EAST, then NORTH to the plate. Throw an object to toggle the teleporter destination, then enter after it.
8. Push the ball next to WEST wall NORTH onto plate. Push the other ball SOUTH, then WEST into the teleporter. Toss an object into the teleporter, and enter.
9. One ball should already be resting on the plate where you want it. Push the ball along the SOUTH wall to the WEST on to the other plate. Enter the teleporter.
10. Push the EAST ball onto the SOUTH plate. Push the ball nearest the wall NORTH to the teleporter. Throw an object into the teleporter BEFORE pushing the last ball WEST, then NORTH into the teleporter. Throw another object before stepping through.



“This level is quite a challenge.”

11. Push the ball along the EAST wall SOUTH to the plate. Push the remaining ball WEST, then SOUTH to teleporter in SOUTHWEST corner. Enter that teleporter.



12. The last ball stopped on the plate and opened the final door. Exit the room to the SOUTH and head EAST. The three levers will control the ball and the plate (which toggles the doors to the WEST). Turn the NORTH lever and step on the middle plate. Exit this area and go WEST, fighting the creatures as you approach the exit.

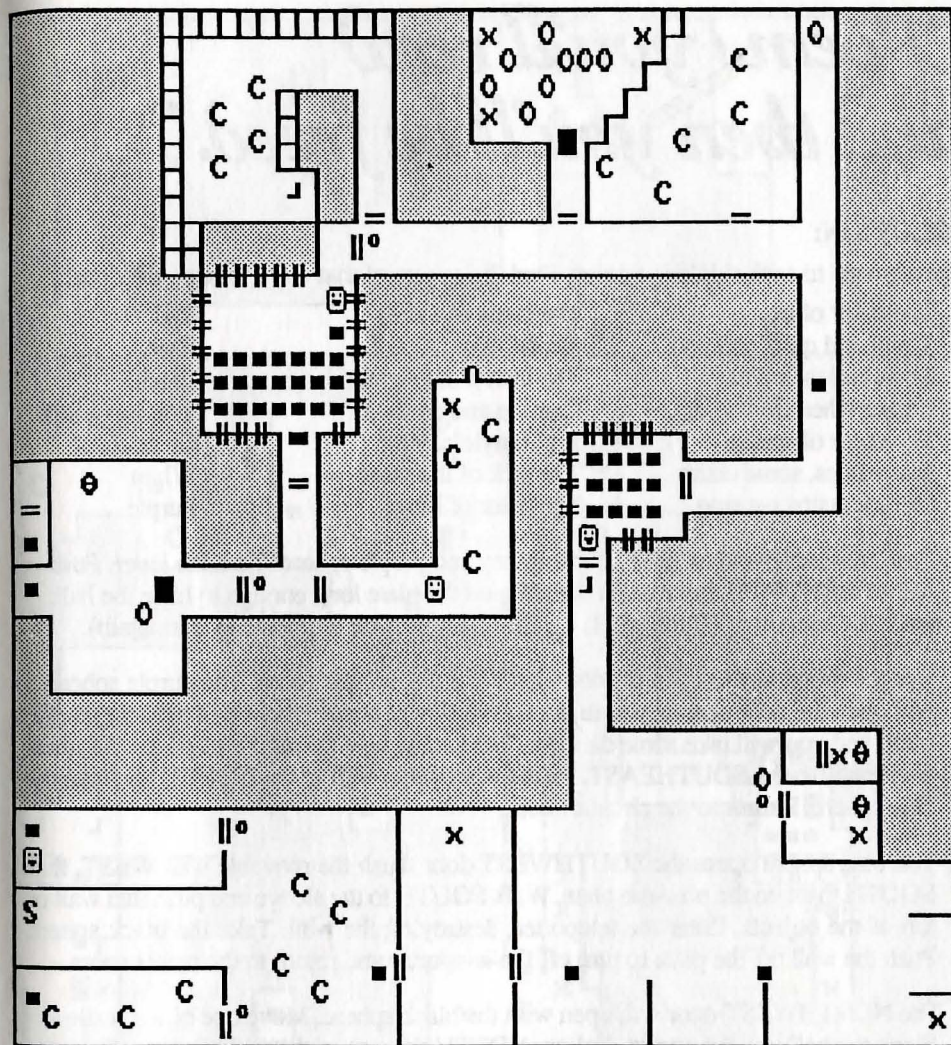
The path you walk will choose your fate.

SOLUTION:

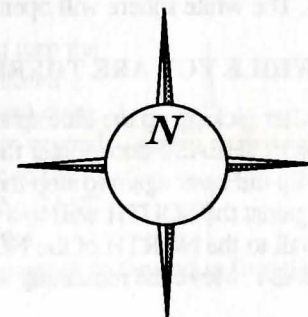
1. Kill some creatures to get the iron key and the dull key. Use the dull key to open the NORTH door and the iron key to open SOUTH door. One of these monsters is carrying the cross key.
2. Pass through two doors to the EAST, to the WEST wall. Use the cross key to open this door, and step through the teleporter. Pick up the jade key and use a Knock spell to open the door to the teleporter.
3. Leave this room to the NORTH, turning the lever to open the door. Follow the magic mouth directions N3, S1, E2, S1, E1. Exit to the EAST.
4. After stepping on the plate, move quickly to the WEST passage. Wait for the second door in the NORTH wall to open, enter and push the movable wall to the NORTH. Take the sun key from the NORTHEAST alcove. Exit the room and turn WEST.
5. Use the jade key to open the last door in the NORTH wall. Go to the room and turn the lever.
6. Enter the door you just opened. To decode the magic mouth message, use the capital letter in each word as the direction and use the word following as the number. Start to Wall to Save one World for Ever for Supreme three.S2W2S1W4E4S3.
7. Use the sun key to open the next door. Move the wall to the WEST wall across from the ball. Push the ball to the WEST. Move the wall onto the plate in the alcove, opening a teleporter to the NORTH. Cast a Knock spell into the teleporter, then push the ball into it. This will open the door EAST of the room you are in. Head EAST to the exit.

WHILE YOU ARE THERE:

In the room you pass through in Step 2, there is a crossbow to the NORTH, between the two doors. Behind the first NORTH door in the WEST passage mentioned in Step 4 are four monsters, and all are carrying some useful items.



"The path you walk will choose your fate."



“Poems you’ll read and then you’ll be freed.”

SOLUTION:

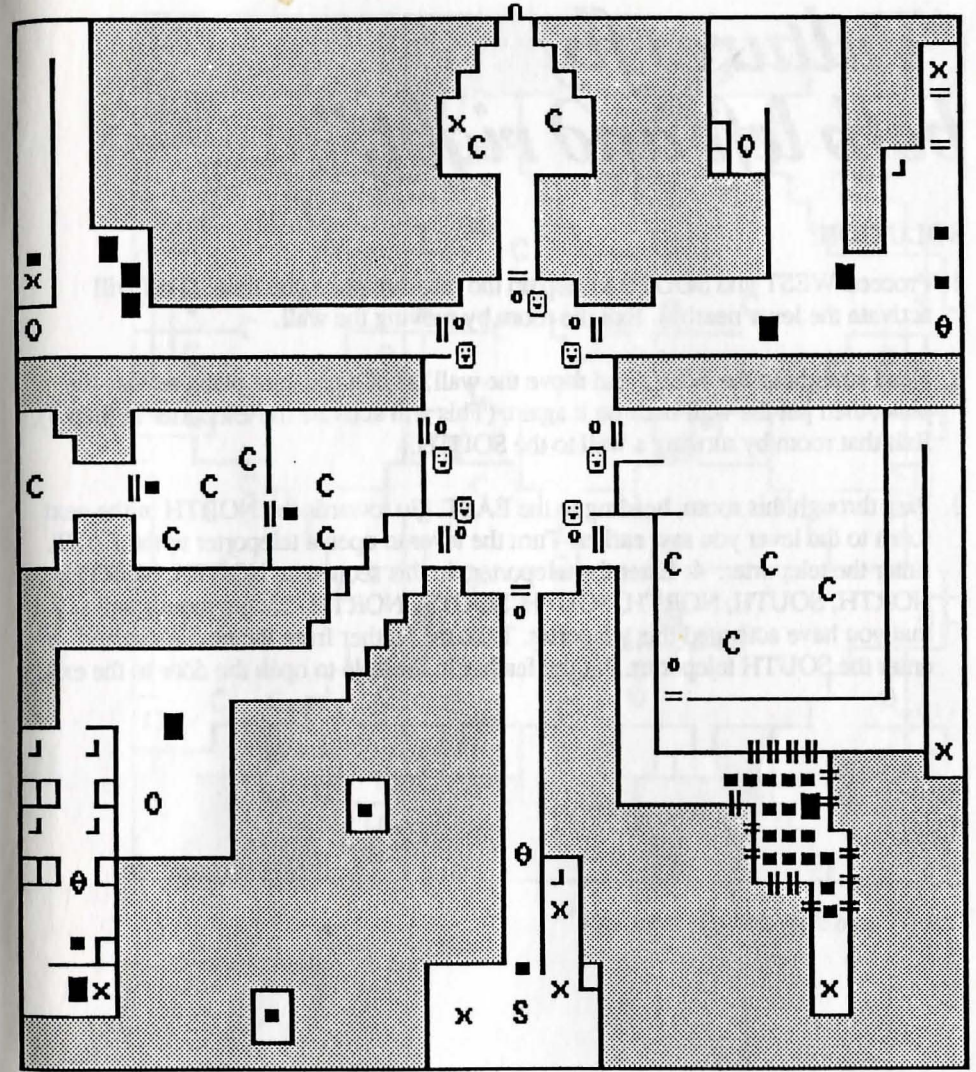
The answers to each riddle is a color. Find the sphere of that color to open the door.

The color of ire.	The coals of a fire.	Red
Calm and quiet and cool.	Ocean, lake or pool.	Blue
Ebon and the night,	The lack of all sight.	Black
Center when flowered,	Caution and coward.	Yellow (gold)
The color of spring,	A gargoyle’s wing.	Green
Many hues, some claim	The lack of the same.	White
Of mountains we sing,	The color of kings.	Purple

1. Push moveable wall SOUTH. Pick up key and purple sphere. Turn the lever. Push ball to the NORTH, but remain standing on the plate long enough to have the ball enter the teleporter. (If the ball is against the door, you will have to start again).
2. Use the round key to open the door and enter the circular room. The purple sphere will open the door nearest you to the EAST. The pressure plates will create a smoke spell, and you will take some damage. The easiest way through is to go E3, S1, then diagonally to the SOUTHEAST. Push the movable wall to the NORTH and take the blue sphere. Return to the circular room.
3. The blue sphere opens the SOUTHWEST door. Push the movable wall WEST, then SOUTH to sit on the pressure plate. Walk SOUTH to the alcove and push that wall on top of the objects. Enter the teleporter, destroying the wall. Take the black sphere. Push the wall off the plate to turn off the teleporter and return to the center room.
4. The NORTHWEST door will open with the black sphere. Move one of the walls to block the ball into the corner. Follow NORTH passage to the white sphere. Exit to the center room.
5. The white sphere will open the NORTH door, allowing you to exit.

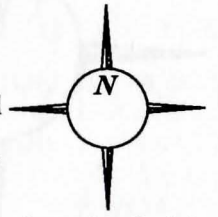
WHILE YOU ARE THERE:

After picking up the blue sphere, head SOUTH to get the red sphere. It will open the NORTHEAST door. Enter the room and turn the lever to get the ball out of the niche. Flip the lever again to stop the ball. Push the ball to the EAST. Move the wall resting against the SOUTH wall to a position SOUTHEAST of the other wall. Move the other wall to the NORTH of the NORTHERN pressure plate. Push the ball SOUTH, then EAST. Move the remaining wall to the spot SOUTH of the SOUTHERN pressure



“Poems you’ll read and then you’ll be freed.”

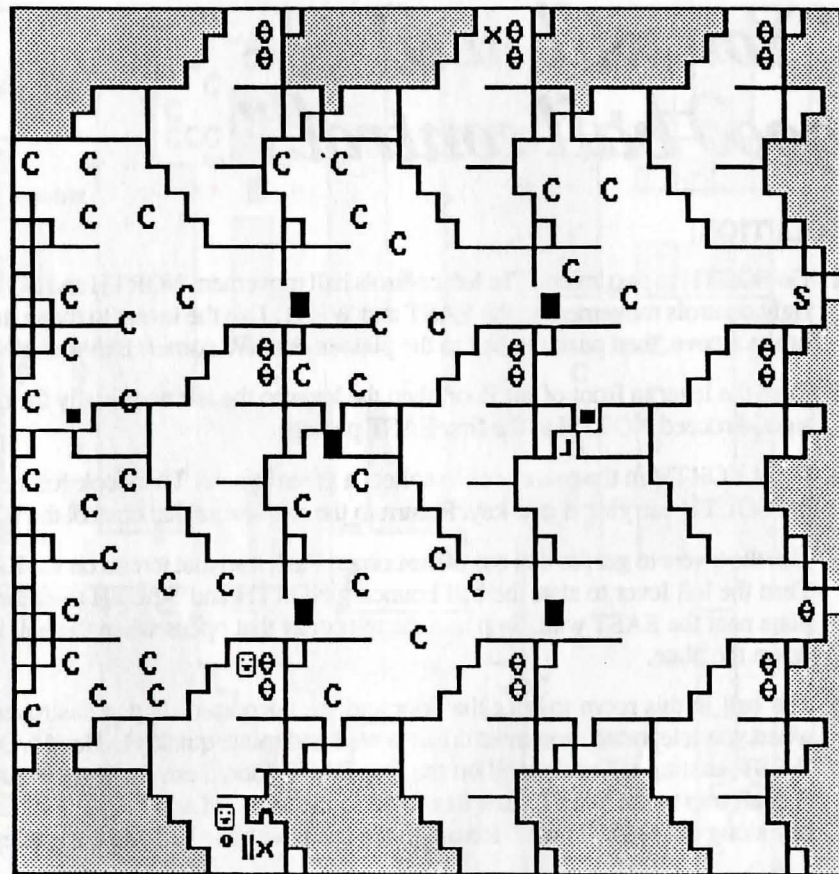
plate. The ball should be between the two walls before you turn the lever. The ball will toggle the two doors to the NORTH, allowing you to collect the gold sphere. Return to the center room and open the WEST door with the gold sphere. You will have to fight several monsters to find the one carrying the green sphere. Return to the center room and use the green sphere to open the door in the EAST wall. Battle to find the gold key that will open the door in the SOUTH. (You could also cast a Knock spell). Follow the passage to the end to find the magic sword Rancor.



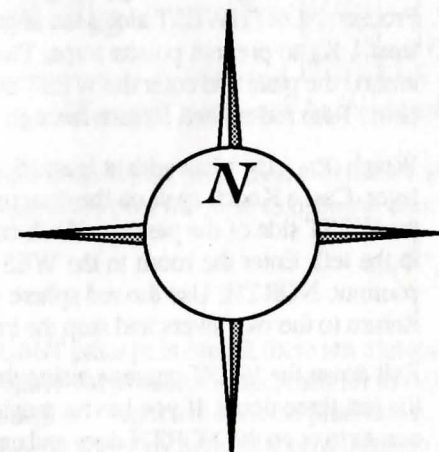
“Vultures fly both left and right.”

SOLUTION:

1. Proceed WEST and SOUTH to step on the pressure plate one time. (This will activate the lever nearby). Exit the room by moving the wall.
2. Head straight to the WEST and move the wall off of a pressure plate, release the plate, then put the wall back on it again. (This will activate the teleporter in Step 4). Exit that room by moving a wall to the SOUTH.
3. Pass through this room, heading to the EAST. Go towards the NORTH in the next room to the lever you saw earlier. Turn the lever to open a teleporter to the EAST. Enter the teleporter. 4. Enter the teleporters in this sequence: NORTH, NORTH, NORTH, SOUTH, NORTH, SOUTH, SOUTH, NORTH - magic mouth will say that you have activated this teleporter. Take the feather from the next room and enter the SOUTH teleporter. Put the feather in the hole to open the door to the exit.



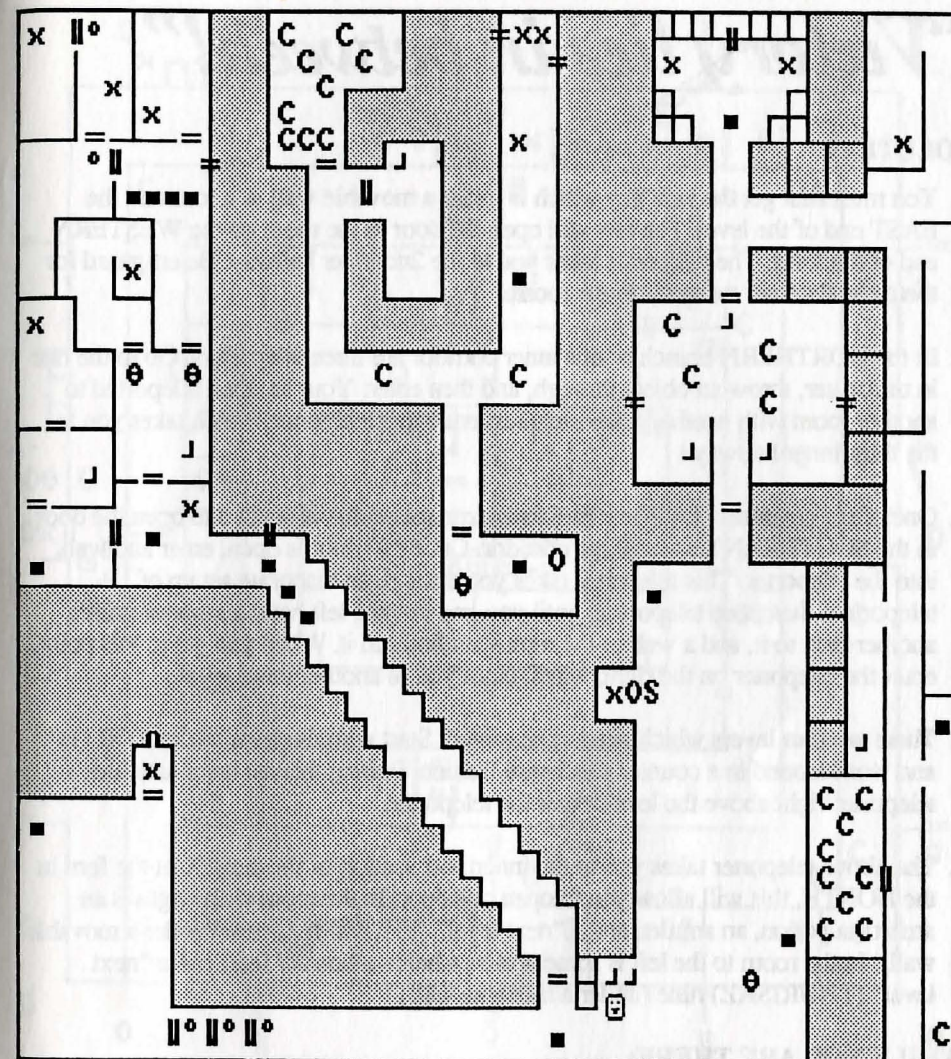
“Vultures fly both left and right.”



"You will need good ball control."

SOLUTION:

1. Go SOUTH to two levers. The left controls ball movement NORTH and SOUTH. The right controls movement to the EAST and WEST. Use the levers to move the ball out of the alcove, then push the ball to the plate in the NW corner. Exit to the NORTH.
2. Turn the lever in front of the door, then the lever to the left and finally the one on the right. Proceed NORTH to the first EAST passage.
3. Head NORTH in the maze area to collect a green sphere. Then look for a creature in the SOUTH carrying a jade key. Return to the two levers that control the black ball.
4. Use the levers to get the ball out of the corner. Push it so that it rests on the EAST wall. Turn the left lever to start the ball bouncing NORTH and SOUTH over the pressure plate near the EAST wall. Step into the teleporter that opens when the ball is holding down the plate.
5. The ball in this room toggles the door and the teleporter. (If you destroyed the ball when you teleported, you must create a wall and move quickly). Head NORTH and WEST, casting a Knock spell on the first EAST door. Turn the lever to turn off the fireball trap to the WEST. Exit this room to the SOUTH and EAST. Pick up the sun key along the NORTH wall. Return to the room with the ball and enter teleporter.
6. Turn the lever to stop the ball, and push it to the SOUTHEAST corner. Turn the right lever to start the ball moving EAST and WEST. Then move immediately to the door to the WEST. When the ball hits the plate, the door will open.
7. Proceed NORTHWEST along the angled hallway. Weigh down each plate with at least 1 Kg to prevent poison traps. The plate in the room controls the 2 doors. Walk around the plate and enter the WEST door. Step on the next plate to open the NORTH door. Take red sphere. Return through the 3 doorways to the original room.
8. Weigh down the plate with at least 15 Kgs to enter the NORTH door. Do not turn the lever. Cast a Knock spell on the door to the EAST, and proceed NORTH, walking on the WEST side of the passage. Walk onto the plate in front of you, then on to the one to the left. Enter the room to the WEST. Use the green sphere to open the door and continue NORTH. Use the red sphere to open the next door and take the round key. Return to the two levers and stop the ball when it is in the room.
9. Exit down the WEST passage, using the jade key, sun key and the round key to open the last three doors. If you have a magic wall spell, cast it on the pressure plate in the corner to open the NORTH door and exit. If you don't have the spell, return to the ball



"You will need good ball control."

and push it to the WEST. Wait until the ball hits the WEST wall, then turn the lever to the left. The ball will bounce NORTH and SOUTH over the plate to open the door to the exit.

WHILE YOU ARE THERE:

If you proceed NORTH instead of taking the EAST passage in Step 2, there is a triangular room containing several gems and random objects. Step onto the plate, then off to either side in an attempt to avoid the fireball trap. 10 Kgs of weight will hold the plate down. In the maze of rooms mentioned in Steps 7 and 8, there are many items scattered throughout.



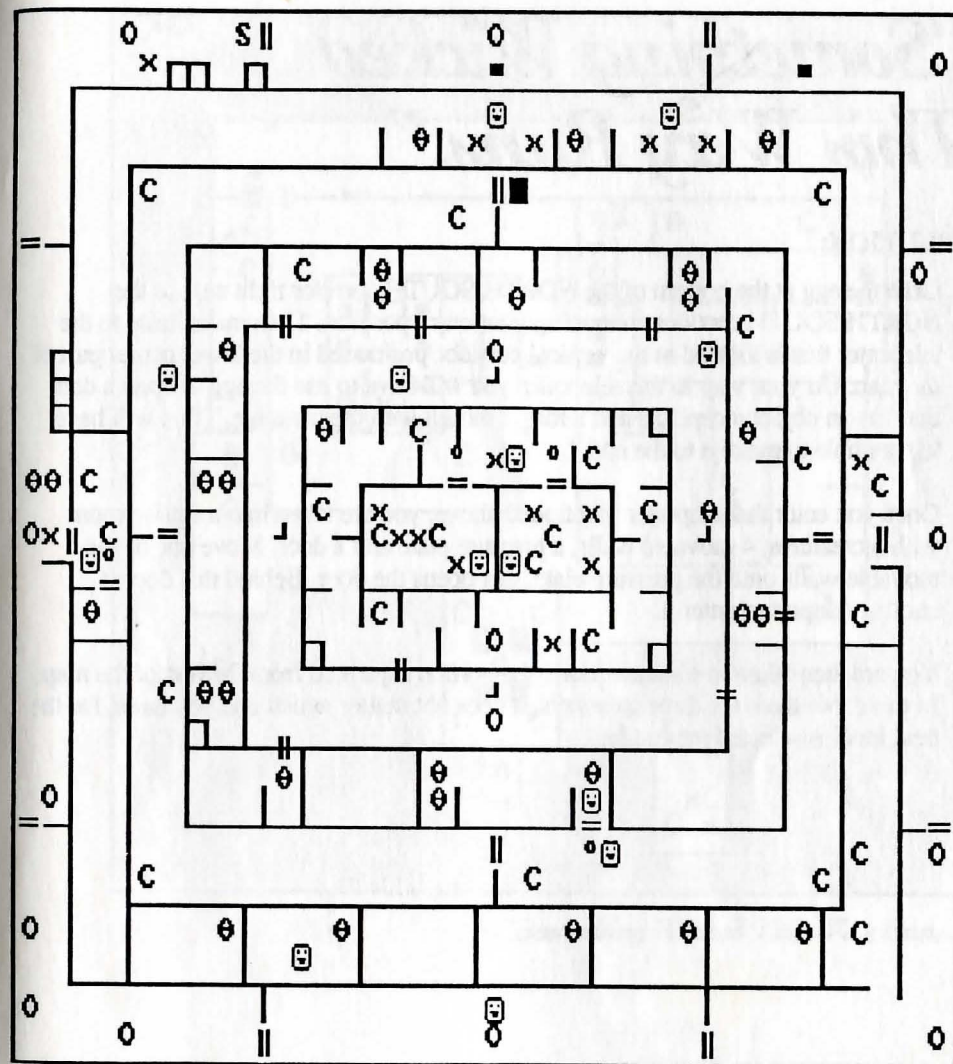
"Victory lies in between!"

SOLUTION:

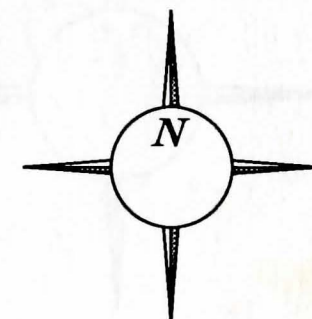
1. You must first get the jade key which is under a movable wall in a room on the EAST end of the level. The key will open the door in the room on the WESTERN end of the level. The teleporter takes you to the 2nd inner hallway. Be en-guard for there are also two creatures in the room.
2. In the NORTHERN branch of this inner corridor are three teleporters. Go to the one in the center, throw an object through, and then enter. You are then teleported to another room with another teleporter. Just enter this teleporter, which takes you to the third inner hallway.
3. One of the creatures in this section has an iron token that is needed to open the door in the SOUTHERN branch of the corridor. Once this door is open, enter and walk into the teleporter. This teleporter takes you through an elaborate set up of teleporters. Just keep teleporting until you end up on a left hand teleporter with another next to it, and a wall to the right with holes in it. When you get to this point, enter the teleporter on the right, which takes you to another inner level.
4. There are four levers which need to be turned. Start with the lever in the NORTH and work around in a counter clockwise fashion. Pulling the last lever activates a teleporter right above the lever. enter the teleporter.
5. The above teleporter takes you to the innermost section of the maze. Get the fern in the NORTH, this will allow you to open one door. In the room to the right is an ambrosia potion, an amulet, and a "next level" (THURISAZ) rune (under a movable wall). In the room to the left is some armor, a helm, a horn of fear, and a "next level" (THURISAZ) rune (under a movable wall).

WHILE YOU ARE THERE:

Next to the three teleporters on the 2nd inner hallway are two "magic map" (GEBO) runes and two "save game" (RAIDO) runes. These can really come in handy for future levels. The creature in the NORTHWEST most corner of the 3rd inner hallway has a diamond. Remember that a diamond can be liquefied into an ambrosia potion, if our character is skilled enough.



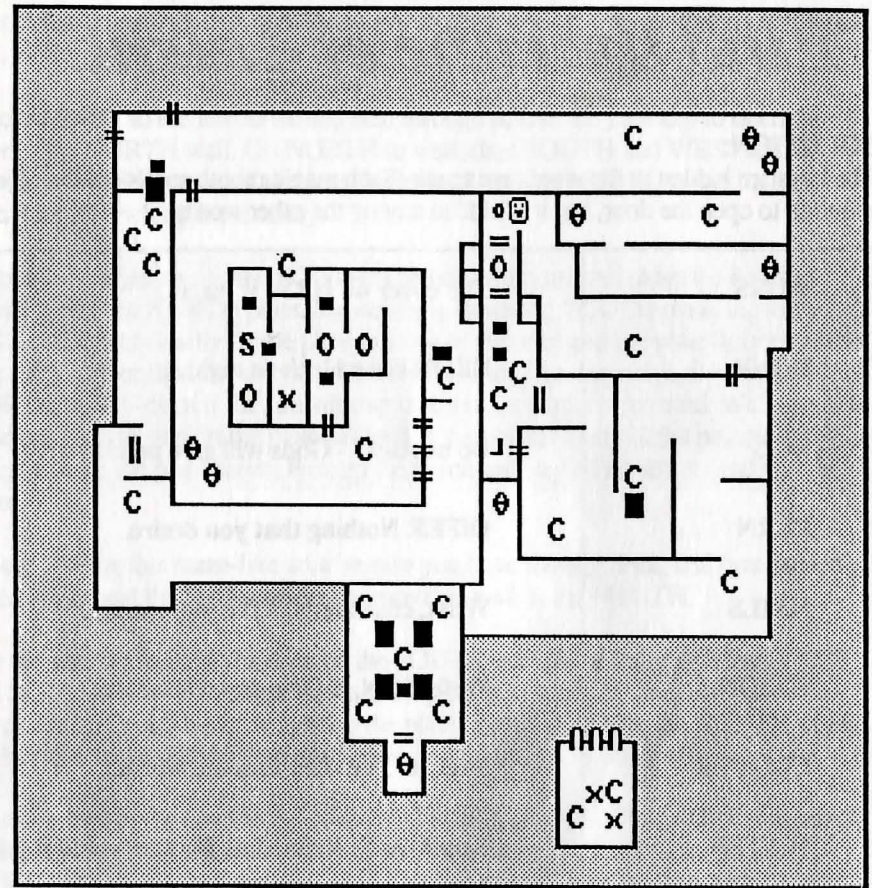
"Victory lies in between!"



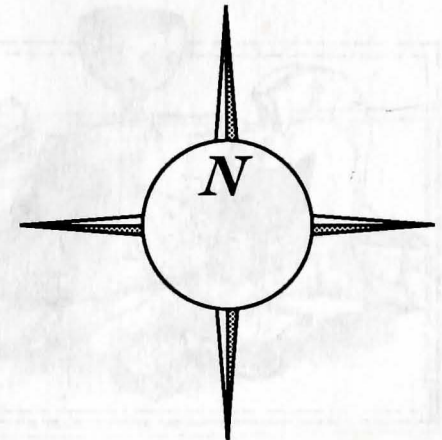
"Something Wicked This Way Runs."

SOLUTION:

1. Grab the egg at the bottom of the NORTH/SOUTH corridor right next to the NORTH/SOUTH corridor containing your entry position. Then make haste to the teleporter that is located in the vertical corridor positioned in the lower center part of the map. On your way to this teleporter you will have to use the egg to open a door that has an object receptacle and a magic mouth with the message, "You will have to scramble to make it to the end."
2. Once you enter the teleporter mentioned above, you are taken into a square room with 5 creatures, 4 movable walls, a pressure plate and a door. Move one of the movable walls onto the pressure plate, this opens the door. Behind this door is another teleporter, enter it.
3. You are then taken to a square room, the portion separated from the rest of the map. In this room there are three gateways, it does not matter which one you enter, for the next level is selected randomly.



"Something Wicked This Way Runs."



“Find the rune of Talent.”

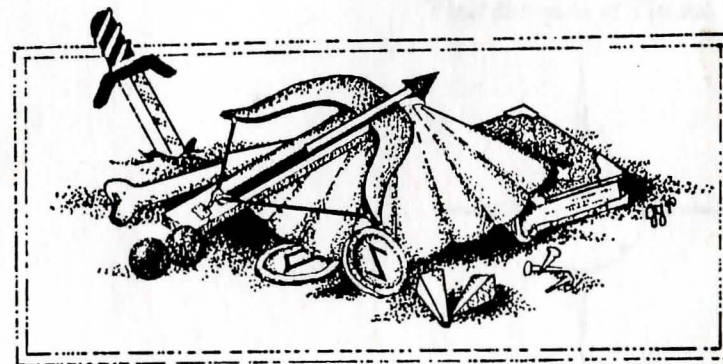
SOLUTION:

The keys are hidden in the words we speak. Each magic mouth spells out the object required to open the door, but it is hidden among the other words.

FURS	The cover of URSa is warm.
BONE	EBON Ever black as night.
EGG	Do not bEG - Gods will give no charity.
FERN	OFFER Nothing that you desire.
NAILS	What, champioN, AILS the world...
ONION	PerfectiON, I, ONe day will attain.
CLOVER	StoiC LOVE Reunites the world.
WATER	KnOw A TERrible fate for this world if you fail.
FEATHER	A great FEAT HE Realized.



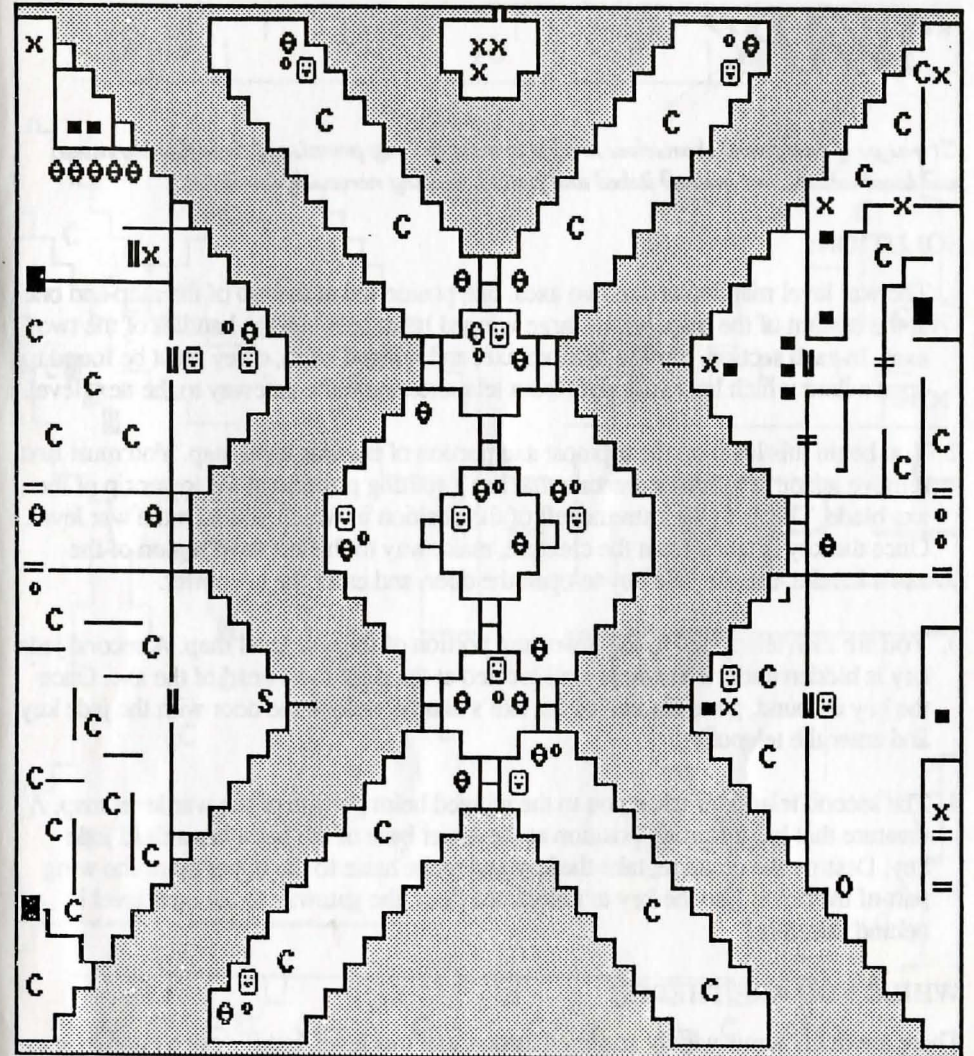
1. Cast a Knock spell to exit. Fight creatures to get a jade key, bone, water, and a gold key. Use the gold key to exit the room.
2. Proceed EAST to the teleporter and step through it. Use the jade key to open the door in the NORTH wall. Go NORTH to wall, then SOUTH and WEST to the movable wall. Push it aside and turn the lever. Continue NORTH to the hallway with the ball. Pick up the sun key.
3. Enter the next passage to the SOUTH. The ball will open and close the door by running over the NORTH plate. By weighing down the SOUTH plate, the same ball will activate and deactivate the plate in front of the door and the plate in front of the objects. Wait for the door to open, then step on the plate. Move quickly to the NORTHEAST - even if the fireball trap is active, you may be missed. Wait until the door is closed to step on the plate in front of the objects to avoid the poison trap. Use 4 Kgs to hold the plate down. Pick up the onion and any other objects and exit the room.
4. Before leaving this maze-like area be sure you have the egg, fern, and furs carried by creatures and the feather under the movable wall in the NORTH.
5. Use the sun key to open the door on the SOUTH wall of the hallway. Head WEST and SOUTH. The 4 Kgs on the plate in Step 3 has opened this door for you. Take the clover and put 1 Kg of weight on the plate. Turn the lever in the NORTH to get the ball out of the corner, then turn the lever again.
6. Go to the ball in the outside room and push it to the EAST. Walk NORTH to stand by the opening with the pressure plate. Create a magic wall and push the ball NORTH to rest against your wall. Push the ball to the EAST into the hallway with the plate. Go back and flip the lever again.



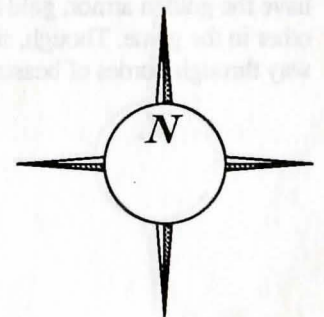
Find the rune of Talent.

(Continued)

7. This will open the two doors in the small section to the SOUTH of the ball. Enter and push the wall NORTH to get the INGUZ Runestone. Leave this room and return to the teleporter in the center hallway.
8. Cast a Knock spell on the door in the NORTH wall. Enter room and go NORTH, moving the wall to enter the next room. Stand in front of the second teleporter from the WEST, facing the NORTHEAST direction. Throw at least 4 Kg into the teleporter. Move over to stand in front of the far EAST teleporter, throw 1 Kg into the second teleporter from the EAST. Take the nails from the small room to the EAST.
9. Exit this room and go EAST to the door, casting an Knock spell to open it. Follow the magic mouth messages and place objects in the holes to open the new teleporters. The teleporters that are already active will take you back in case you don't have all the objects you need.
10. The last teleporter requires the INGUZ Runestone. Step into that teleporter to the room with the Raido and INGUZ Runestones and exit.



"Find the rune of Talent."



“WAR”

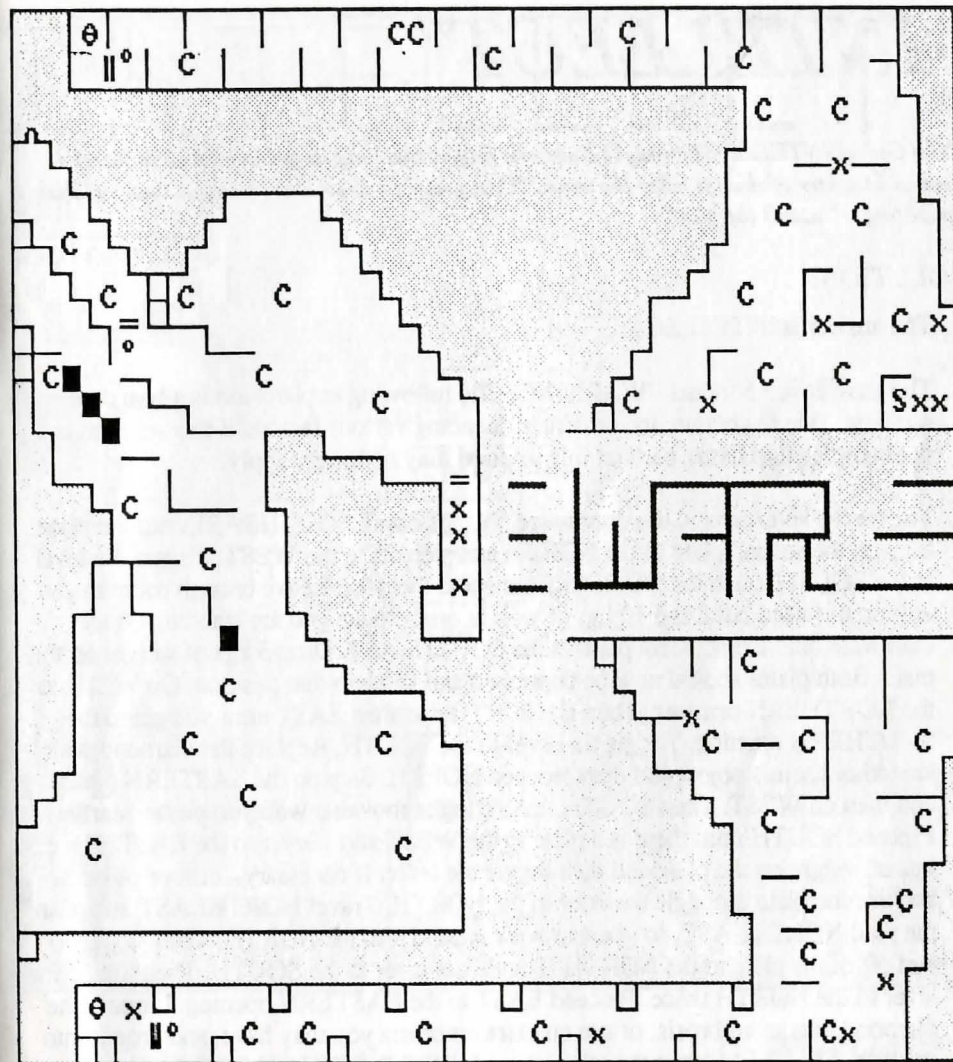
“It was as if they found themselves unable to meet the gay promise of their flowing capes and laced collars, but instead itched and fretted, waiting nervously for WAR.”

SOLUTION:

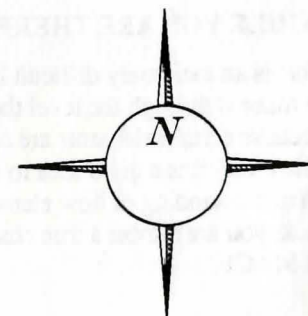
1. The war level map looks like two axes, one positioned at the top of the map and one at the bottom of the map, with a large winged helm between the handles of the two axes. In each section, top axe, bottom axe, and winged helm, a key must be found to open a door which bars your path from teleporters and the gateway to the next level.
2. You begin this level on the topmost axe portion of the war level map. You must first retrieve a jade key from a creature that has a starting position at the lower tip of the axe blade. This is to the extreme left of the position in which you start the war level. Once the key is taken from the creature, make way to the left most region of the axe’s handle, use the jade key to open the door, and enter the teleporter.
3. You are then teleported to the lower axe portion of the war level map. A second jade key is hidden under a movable wall located at the right most head of the axe. Once the key is found, go to the end of the axe’s handle, unlock the door with the jade key and enter the teleporter.
4. The second teleporter takes you to the winged helm portion of the war level map. A creature that has a starting position at the lower base of the helm has a third jade key. Destroy the creature, take the key and make haste to the upper tip of the wing part of the helm. Use the key to unlock the door, the gateway to the next level is behind this door.

WHILE YOU ARE THERE:

There are many items widely scattered throughout this level, but it’s not a good idea to waste time picking them up. The majority of them are weapons, armor and helmets. By the time you character have reached this level of WAR, your character will most likely have the golden armor, gold helm and gold shield, all of which are unequaled by any other in the game. Though, since weapons do break easily, and you must fight your way through hordes of beasts, it may become necessary to pick up a weapon.



“WAR.”



"INTELLECT"

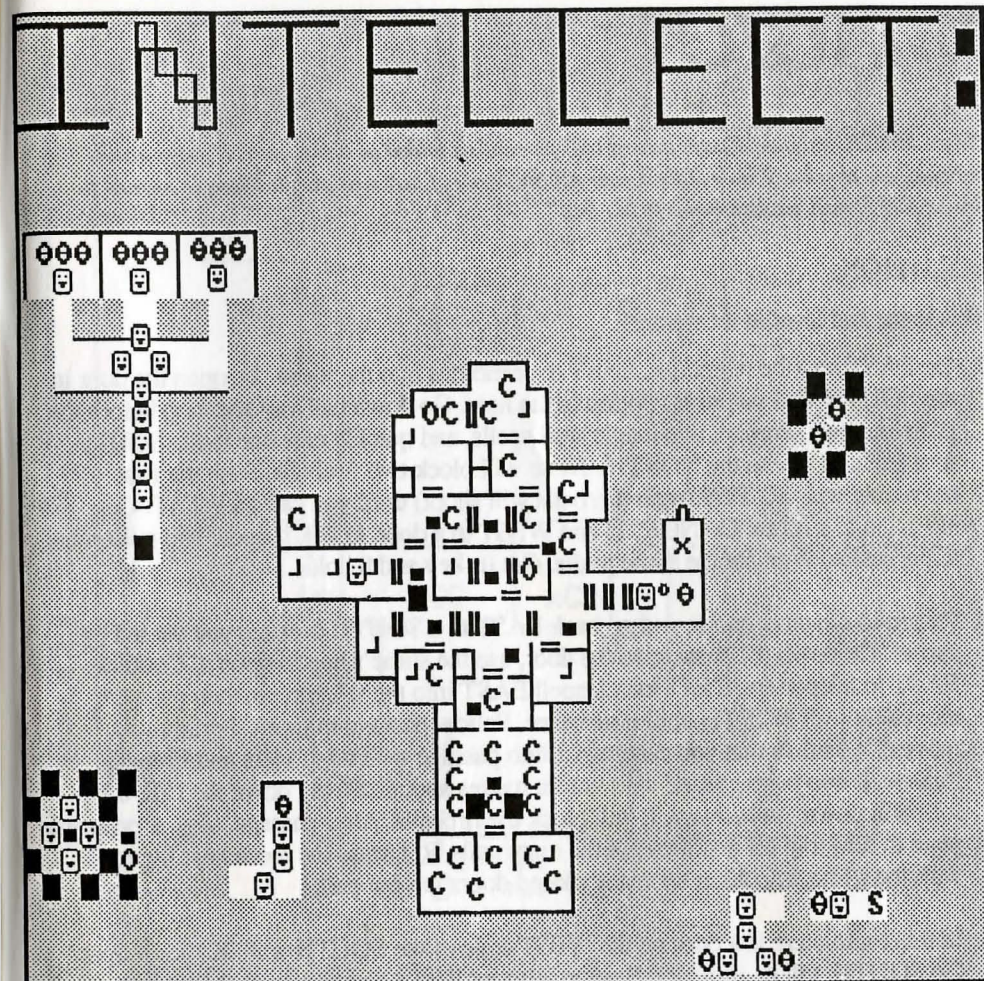
"The God of INTELLECT brought down one finger, touching its yellowed nail to Borel's nose. A laughter of chimes filled the room. "Can you find no answers here, in these childish scribblings?" asked the god."

SOLUTION:

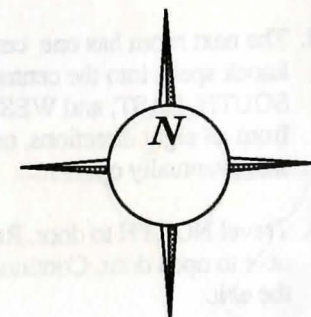
1. The answer is INTELLECT.
2. The answer is 3.5 inches. **WARNING:** The following explanation is a best case scenario. Due to creature movement influencing various factors, if this solution is not completed in haste, parts of this solution may no longer apply.
3. Toggle the lever next to the door twice. Push the wall SOUTHEAST onto the plate. Step on the second plate to the NORTH and step off to the WEST. Toggle the lever to the SOUTH. Push the wall EAST almost to the door. Leave enough room to get around it if need be! Drop 10 kgs of weight on the plate you are standing on and then walk onto the adjacent plate to the SOUTHEAST. Drop 5 kgs of weight on this plate. Both plates should now be depressed and stuck in that position. Go WEST to the NORTHERN opening. Then go NORTH and then EAST until you get to the SOUTHERN opening. Toggle the lever to the SOUTH. Replace the diamond with any other useless object and then proceed NORTH. Step on the EASTERN plate and then go WEST. Then SOUTH. EAST to the movable wall you pushed earlier. Proceed SOUTH until there is a plate to the WEST and a lever to the EAST. Place 5 kgs of weight on the plate and then toggle the lever. If necessary, retrieve objects and use the plate to toggle the door to the NORTH. Travel NORTHEAST and push the wall NORTHEAST, so you can walk around it to the NORTH. Then step onto and off of the plate to the NORTH. Toggle the lever to the SOUTH. Then toggle the lever to the NORTH twice. Proceed EAST to the EASTERN opening. Liquefy the diamond into an ambrosia, or use an extra ambrosia you may have, and drop it into the hole. FINALLY, enter the teleporter. A WORD OF WARNING, be sure to use a "save game" (RAIDO) rune before entering the gateway to the next level.

WHILE YOU ARE THERE:

This is an extremely difficult level to get past. Chances are you are not going to be able to make it through the level the first time you play it, even with this solution! This is because certain elements are constantly changing due to creatures and rolling balls. Therefore, it is a good idea to analyze the solution with the map, and use them to gain an understanding of how elements of the INTELLECT LEVEL work. The best of luck, you are almost a true champion and savior of mankind. All that is left is the level of MAGIC.



"INTELLECT."



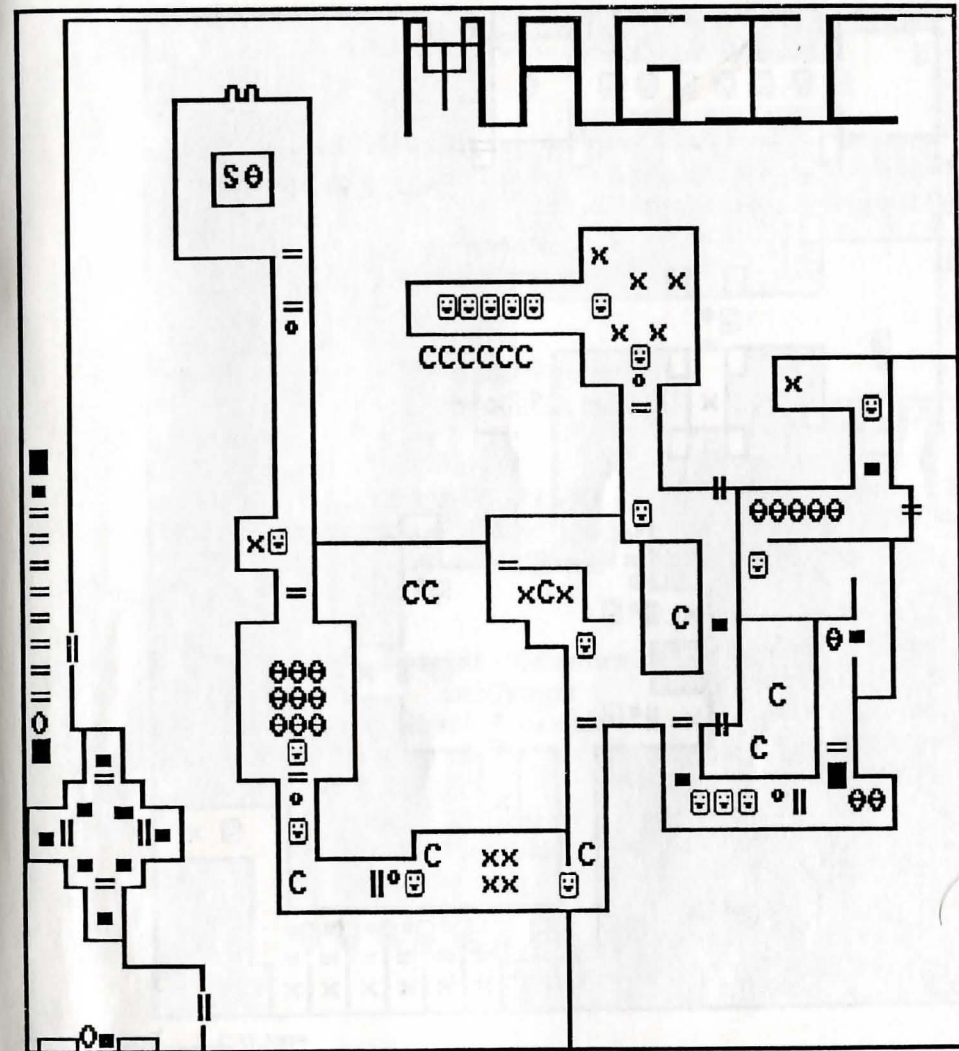
"MAGIC"

"Here MAGIC reigned. Space turned and perception folded in upon itself. Unseen hands caressed his cheeks. Winds sighed, and all the devils of lust and playful reverie seemed to dance and bound, unseen beneath his feet."

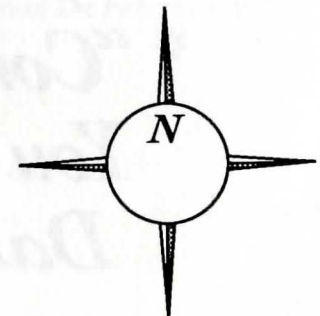
SOLUTION:

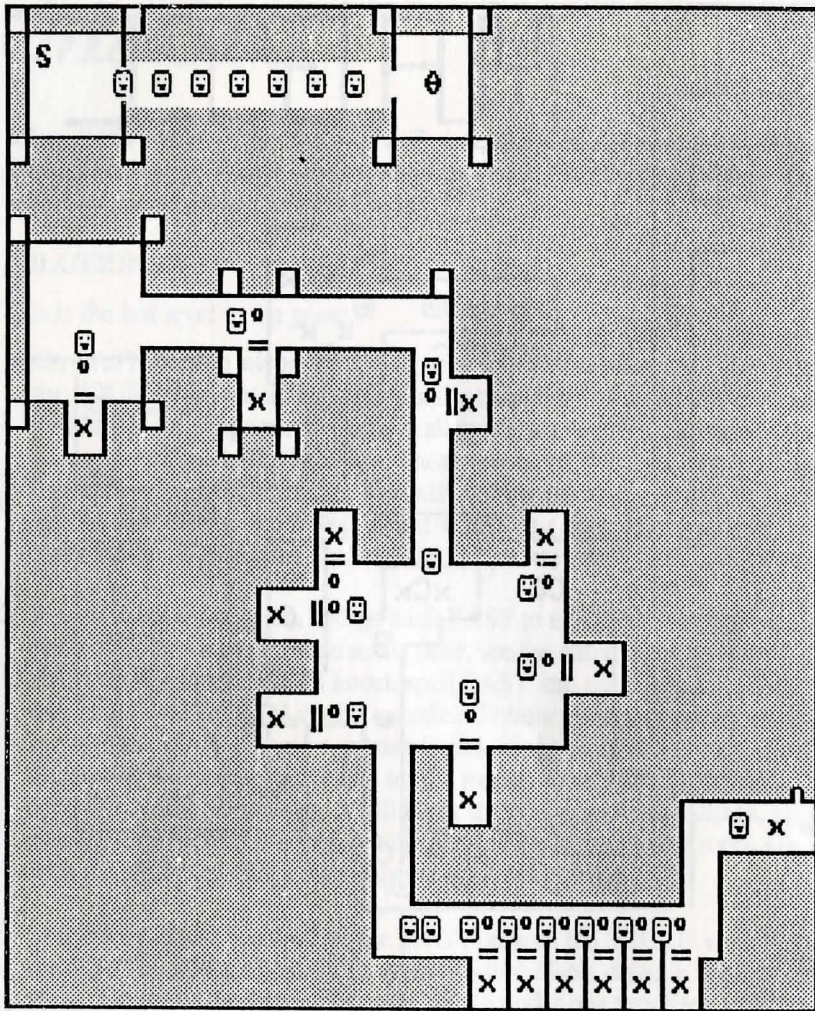
This is the last level in the game.

- Go EAST into the teleporter, EAST over mouths into the room. To open the door in the SOUTH wall put an Isa potion in the hole. Go down hallway and stop before the pressure plate. Prepare two magic wall spells, and quickly cast one to the SOUTH, turn and cast one to the NORTH. These will block two fireballs. Push the first moveable wall SOUTH (more fireballs will shoot) until you can go WEST. Go WEST into a room. Go NORTH and WEST to a door, knock it open, and poison the slime inside. Wait for the slime to die. Get its key and 8 bolts.
- Return to the other room, and go back EAST to a SOUTH passage you passed by earlier. Go down the passage to the door, use the slime's key to open it. Continue EAST to teleporters. Cast a knock spell EAST into the teleporters, then push the moveable wall NORTH until it vanishes. Follow passage to room. Position moveable wall so that you can push it into passage with teleporters and fireballs. Push wall into passage, and wait until it moves about halfway down the hall, then follow it down the hallway. It will block the fireballs. After passage, trigger pressure plate to turn trap off and then get the rusty nails. Return to the room near the room with the slime, knocking open any closed doors in your path.
- In this room there is a door on the WEST edge of the SOUTH wall. Knock it open. Go SOUTH, kill or avoid the Spartan Warrior. Use a disguise spell to turn into a slime. Go under the moveable walls. While under one turn back to human form (by punching or performing some action). This will destroy the wall. Get the driftwood revealed, continue WEST and use driftwood to open the door. Continue down passage and open the next door using the rusty nails.
- The next room has one central teleporter surrounded by eight others. Throw four knock spells into the central teleporter from the four main directions: NORTH, SOUTH, EAST, and WEST. Then throw all eight bolts into the central teleporter from all eight directions, one bolt from each direction. The door in the NORTH wall will eventually open.
- Travel NORTH to door. Ready a knock spell, but do NOT cast. Drop spellbook into hole to open door. Continue NORTH and knock open the next door. Go NORTH to the exit.



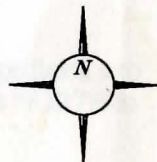
"MAGIC."





"Well done, champion."

* ***"Congratulations!"***
You have just won
DarkSpyre. *



DarkSpyre Credits

Producer

James Namestka

IBM Programming

Thomas Holmes

Conceptual Design

Christopher Straka

Thomas Holmes

Computer Graphics

Jane Yeager

Frank Urbaniak

Music

Ed Puskar

Box Cover Artwork

Frank Urbaniak

Novelette

Scot Noel

- A winner of the 1989 L Ron Hubbard Writers of *The Future* contest -

