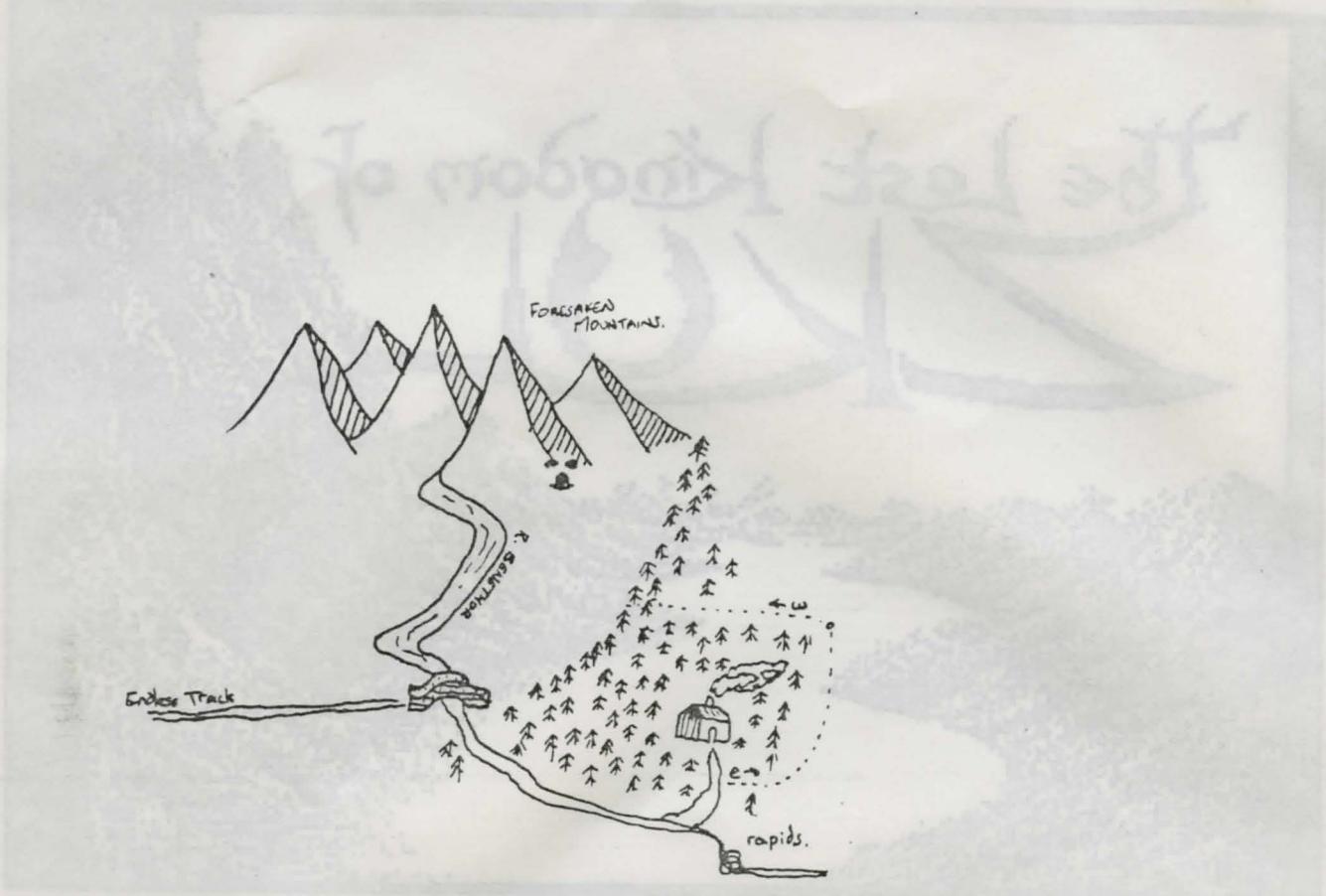




THE MAPS

PART 1

Cartographic Notes by M Smith
With Assistance From T Spencer.
July 1985.



- Leaping into the River at the bridge sweeps you up onto the stony beach.
- Jumping into the river at the beach sweeps you to your death at the rapids!
- "Toobee" works from within Eldomin's hut!
- To get out from the complex all you have to do is to dig twice in the "Toobee" room. The second dig operation dips away at the ceiling. Needless to say the shovel is required.

MAP THE
PART

THIS IS A MAP OF THE
CAMP SITE. IT WAS DRAWN
ON APRIL 20, 1992.
BY [unclear]

OUTSIDE

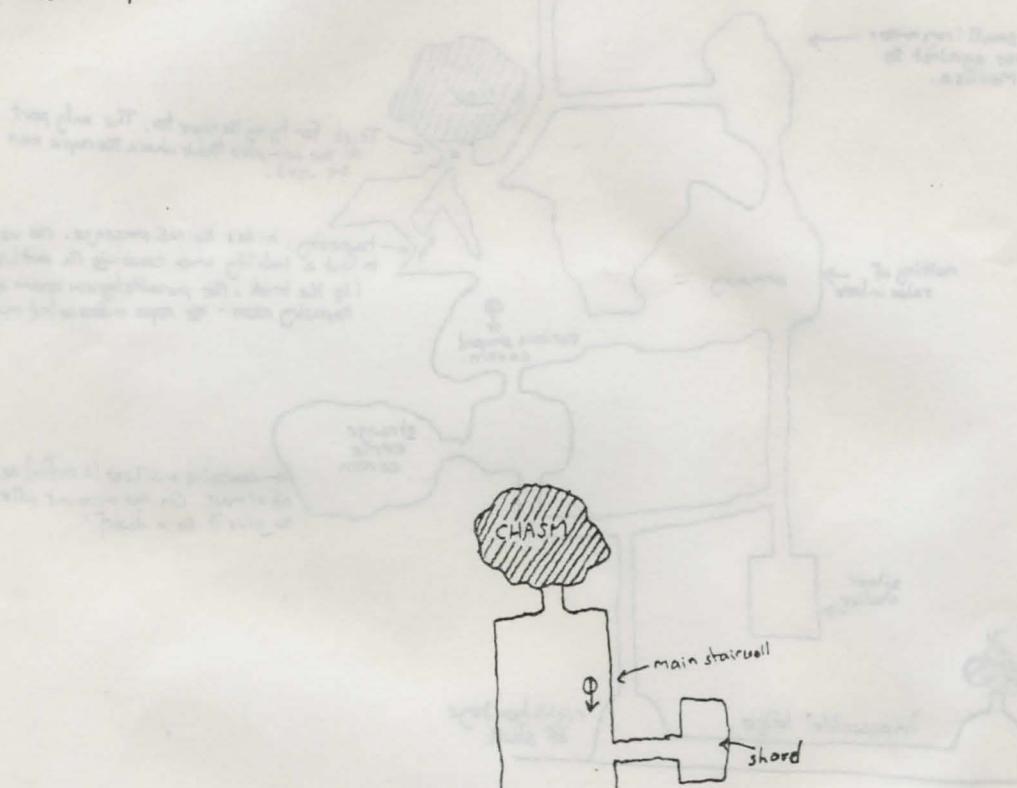
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A word on Dwarves:

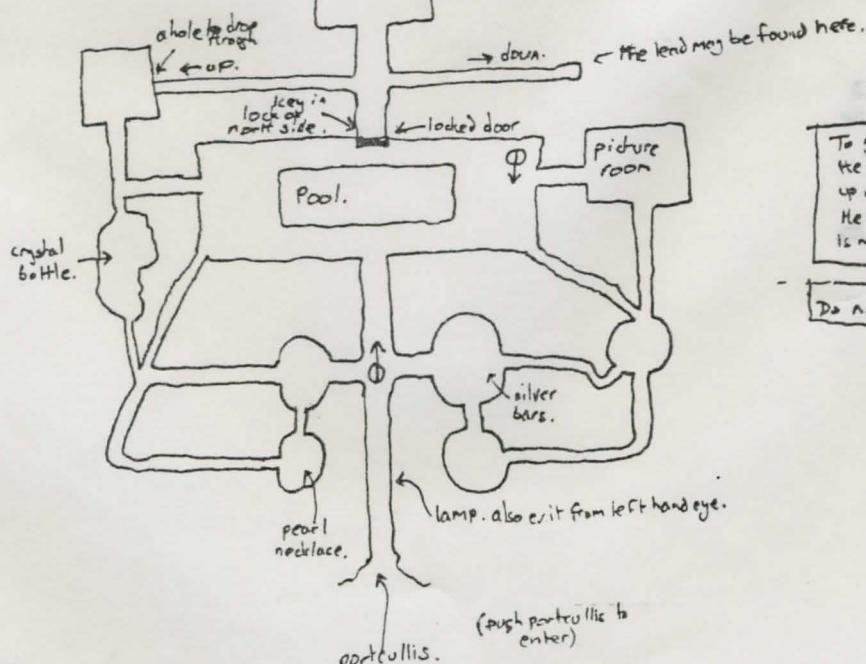
Dwarves are mostly harmless. If handled in the correct manner they can be very beneficial. When meeting a dwarf always give the dwarf something - anything except the arrow as the dwarf will take it away. The dwarf will then have left some food. "Nibble" the food to see if it is poisoned or not....

Dwarves will always appear before you die of hunger, so make sure that you don't fail to "Give dwarf article", usually the axe or the matches will be adequate.

Don't overly worry about their appearances, and never get into combat in the thief's lair without eating + drinking wholesome food first!



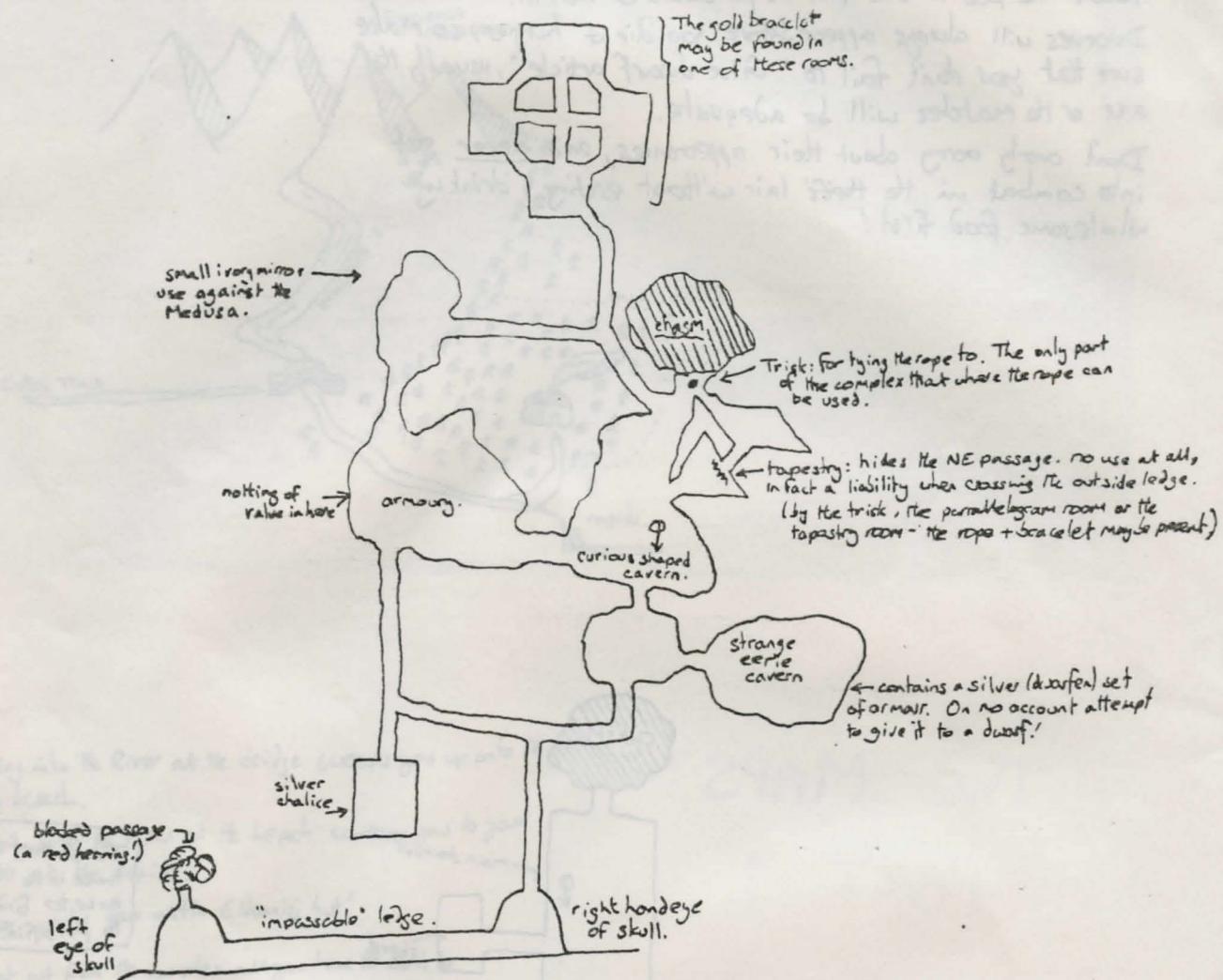
The shovel is required to dig twice in the "dwarf" room and once to find the room near the paraffin!



To get beyond the locked door - the explorer will have to go up and down the chasm to release the lock from the north side. There is no point in keeping the key.

Do not do anything with the pool...

LEVEL Ⓛ



The rope may be in the left hand eye of the skull. To get to it; the Cossat is required to cross the ledge. Do not take the ladder with you! If the rope + the bracelet can be found elsewhere, then don't bother with the eye!

LEVEL + 1

↑
N