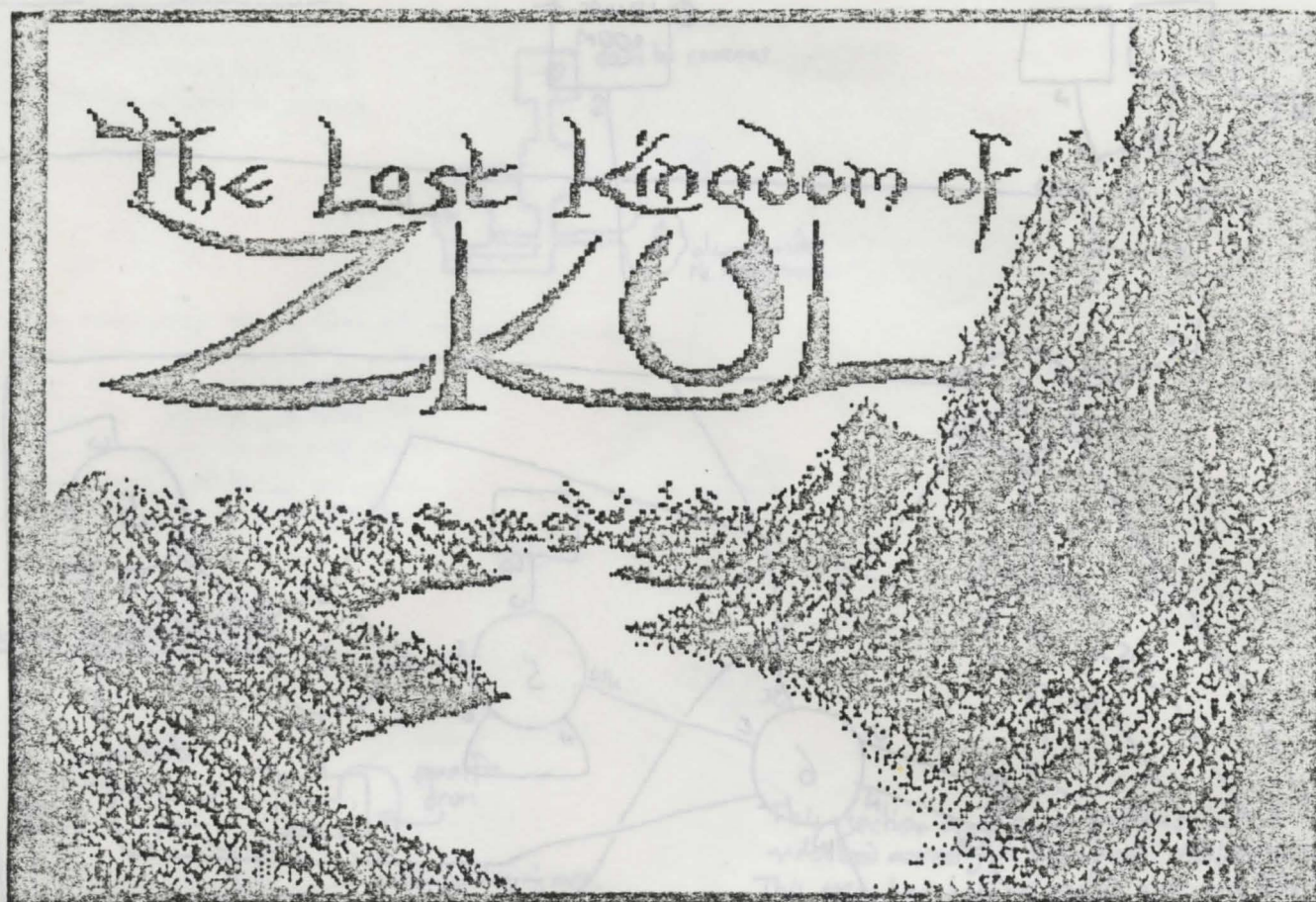
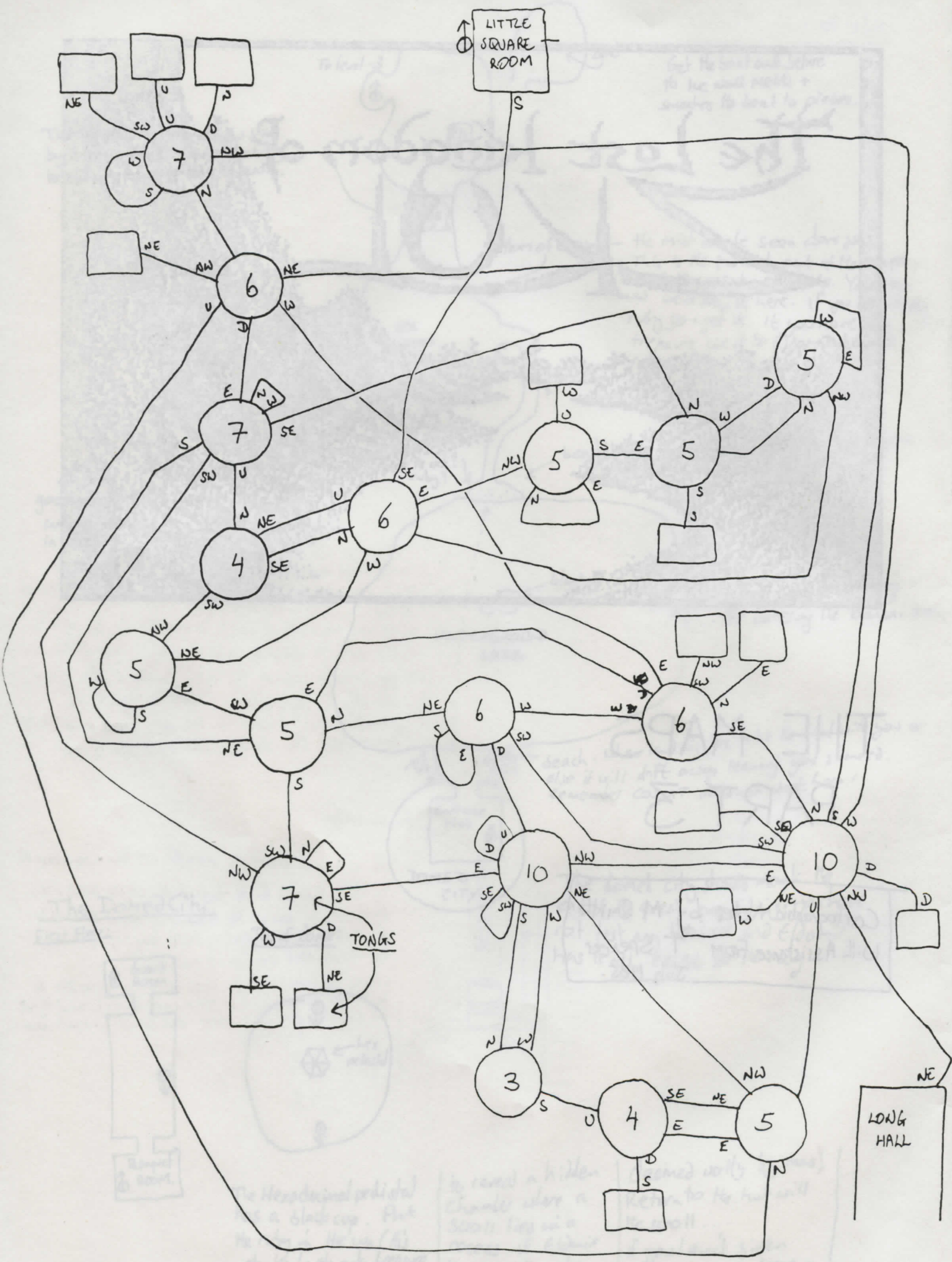




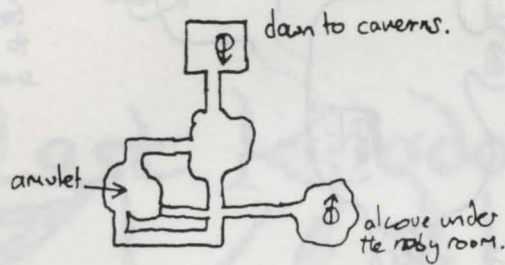
THE MAPS PART 3

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

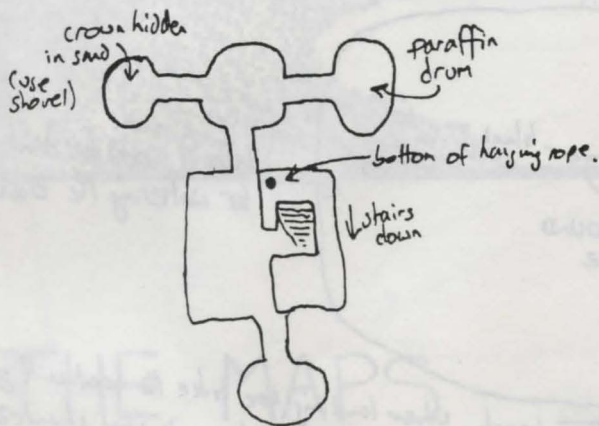


TONG MAZE LEVEL -2

Under the ruby chamber:



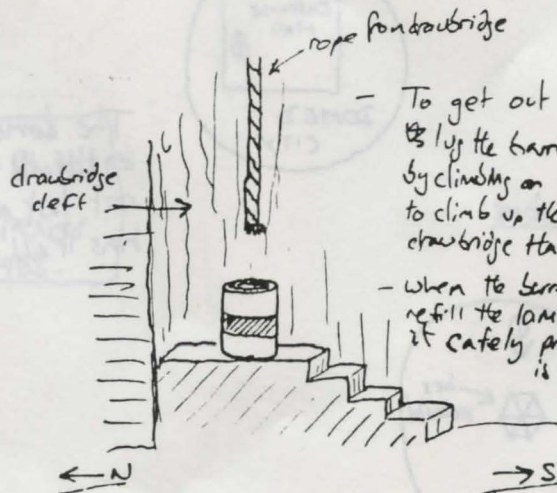
Under the drawbridge:



The shovel may as well be abandoned down here as it has no further use now after the crown has been recovered.

This section could cause problems, but if understood correctly it does make absolute sense. This area has been designed with two features in mind -

- (i) If you run out of fuel, you are able to get to the paraffin without falling down any pits.
- (ii) The paraffin cannot be taken out of this area, and also if the explorer wishes to leave the paraffin will be left in the only place possible to ensure that the above first condition is met.



- To get out from the paraffin section - one has to lay the barrel to the top of the steps and then by climbing on top of the barrel one is then able to climb up the rope that is left dangling from the drawbridge that one has earlier cut.
- When the barrel is left here it is then possible to refill the lamp when it runs out of fuel and light it safely providing that one knows what one is doing.

The ice wall melts when you stand by it for a while. Good opportunity to check one's inventory + health.

To level -3

Get the boat out before the ice wall melts + smashes the boat to pieces....

bottom of chasm - the mist can be seen above you. This is the furthest part of the complex that the compass will help. You may as well drop it here. If you haven't the ruby go + get it. If you have any other treasure give it to Eldonir before returning.

Diamonds
Stalagmite Cavern
goes up to the curious cavern in level -2.

Got the oak? ruby?

beach. when landing here. Take the boat with you else it will drift away.

lake is good for drinking + for watering the bonsai tree.

UNDERGROUND LAKE

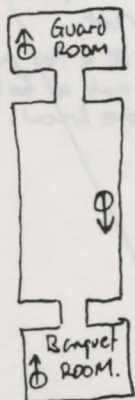
beach. when landing here take the boat with you or else it will drift away leaving you stranded. Remember COSSAT does not work here!

Entrance Hall
DOMED CITY

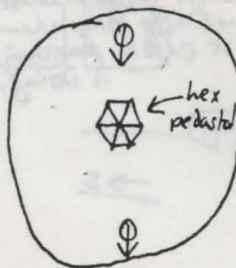
The domed city should mark the end of the quest providing you have not lost any treasure and Eldonir has it all, except for the ruby.

The Domed City

First Floor:



Top of dome:



The Hexadecimal pedestal has a black cup. Put the ruby in the cup (this should be the only treasure not in Eldonir's hut!) and the floor will sink

to reveal a hidden chamber where a scroll lies in a recess. If Eldonir has everything else but the ruby get the scroll (you will be

deemed worthy by now). Return to the hut with the scroll... If you haven't given Eldonir all the treasure do not touch the scroll else it will be destroyed.

LEVEL-4