

Wizardry VI

HEART OF THE MAELSTROM

Clue Book



CAPCOM

**WIZARDRY V
HEART OF THE
MAELSTROM**

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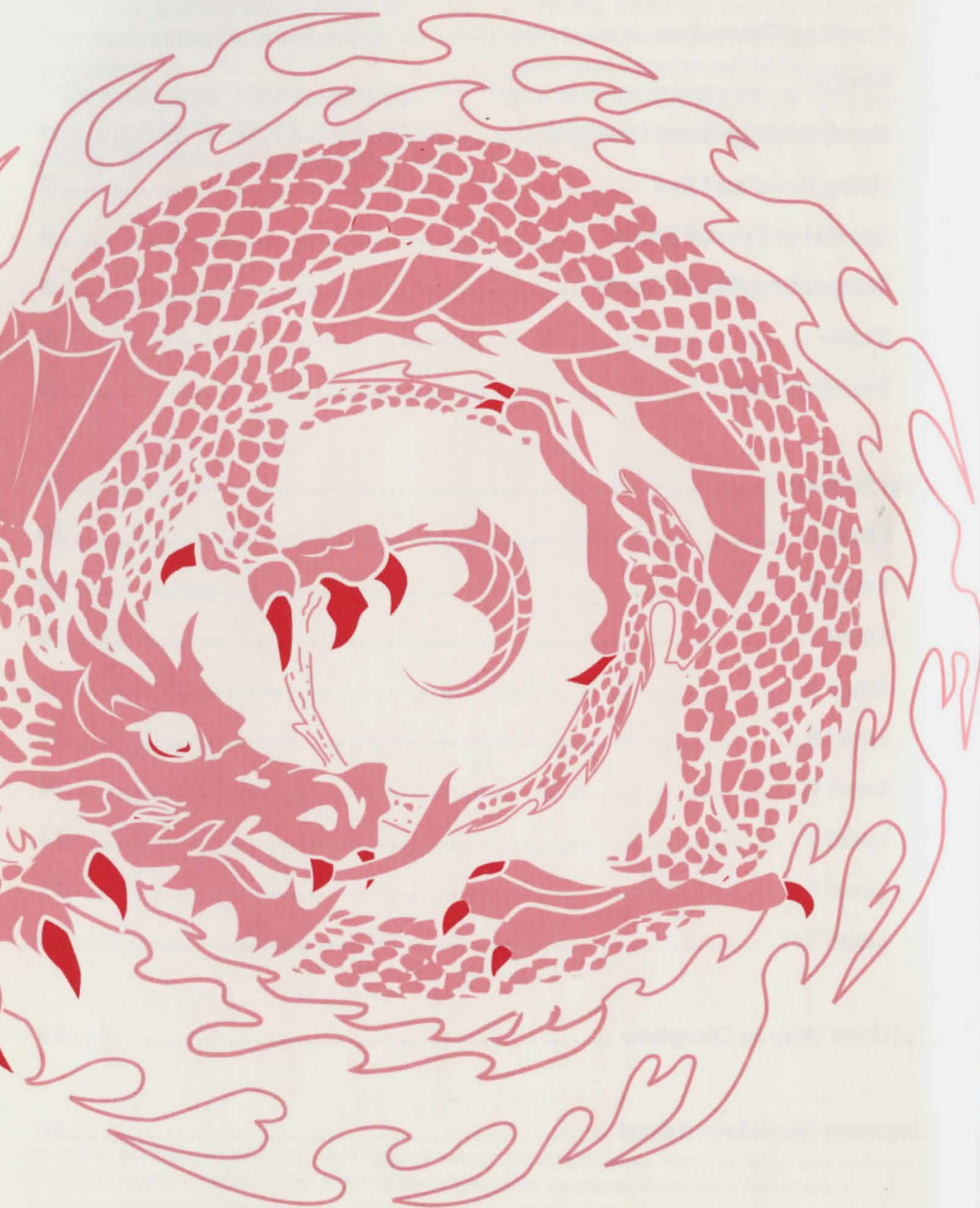
This book outlines every detail in the adventure WIZARDRY V—The Heart of the Maelstrom. Complete maps are also contained here to make it easier to keep track of locations within the Maelstrom.

After the maps of the entire game there is a guide to complete the game quickly. This tells you exactly what you

have to do and where to do it. For those who do not want all the answers given to them, please only refer to the guide when completely baffled.

Finally, there is a section with common questions asked about areas in the game that may be confusing the first time through. Good luck, for the land of Llylgamyn is counting on you!

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Creating Characters

The instruction manual supplied with the game outlines the basics on how to create characters. There is a way to create better characters, but it takes some patience.

Create a character in the normal way until you reach the part where you distribute bonus points to determine the class of your character. A certain number of bonus points will appear. Distribute the points, then choose a class. You will then be asked if you want to keep the character. Answer no if you think the bonus points were too low. Keep repeating the process until more bonus points appear. You may receive high levels of points. It is possible to create a Lord or Ninja right from the beginning. Just keep trying and eventually you may get lucky.

Also, later in the game if you receive the MAHAMAN or IHALON spells you will be granted a favor that will increase the level of any statistic. These spells can only be used once, and then you must recharge the spell points.

Saving

Whenever you enter the castle from the Maelstrom, any functions you perform will automatically be saved. For example, if you have a party that returns from the maze and stays at the Adventurer's Inn, and several characters advance levels those characters will be saved at the new levels.

A key feature while in the Maelstrom is the save feature. This can be considered almost a "cheat" mode because you can return to a saved point whenever the action gets heated.

Whenever you gain a new item, experience or gold, "camp" your party and save your game. Only one party may be saved at a time, so the save actually updates the status of your party. If you encounter some enemy, and the battle goes sour and you take too much damage or some of your characters are destroyed, quickly turn off your system and then turn it on again. **Remember: Once your party has been completely destroyed, and the cemetery scene appears it is too late. Your party will all appear at the TEMPLE OF CANT and you must pay exorbitant prices to resurrect your party.**

Next go to the EDGE OF TOWN and restart an "out" party. Your party will appear, at the last place you saved, with all the hit points, items, experience, etc.

Random Alignment Changes

As you will notice, at times some characters may suddenly "feel different" and randomly change their alignment from Good to Evil or from Evil to Good (neutral characters will not change). This can be annoying, but is easily avoided. The change in alignment occurs when a party of certain alignment behaves in the opposite manner it was intended.

If you have a Good party, you are expected to "leave" any wandering groups or parties. If you are an Evil party, fight anything and everything you pass. It may even pay to destroy NPCs, after you have talked to them and received the items you need of course...

If you attack wandering parties with a Good party, some characters may become Evil. The same goes for Evil parties. To undo this change, you must

do just the opposite. Take your newly changed Good character in and attack wandering parties or use your newly changed Evil character and leave wandering parties.

Using Good with Evil

While it is not possible to start a party with Good and Evil characters together from the Castle, it is possible to have these characters work together. Take the Good or Evil characters into the Maelstrom a few paces, select the INSPECT menu and Quit Party. This will leave the characters in the maze and will return you to the Castle.

Create a party with an alignment opposite from the characters already in the maze. Make sure you leave enough open slots in your party so the other characters can join. Enter the maze, search for Dead Bodies at the place you left the other characters and you will have a party with characters from opposite alignments.

Special or Cursed Items

Some items you find may be special items or cursed items. Cursed items will become cursed when you equip them and will usually increase AC or cause constant damage. Sometimes cursed items increase your AC but are such powerful weapons you may want to use the item and move the character to a lower slot so the AC will not affect him in battle. Or just cast a MOGREF, MAMOGREF, KALKI, PORFIC, BAMATU or MAPORFIC to reduce AC.

As for special items, when equipping them you will be asked if you want to invoke the special power of the item. Normally you do not want to invoke the special power because it will have similar effects to a cursed item or it may even cause the item to break.

Teleporting (Malor Spell)

Using the Malor spell really should only be used as a last resort if you cannot get away from a brutal encounter or if you cannot find your way back to familiar territory. The spell is not intended to be used as a tool for mapping more of the maze. You need to have a good portion of the level mapped before using the spell. When cast in combat, you are randomly teleported. This can be very dangerous.

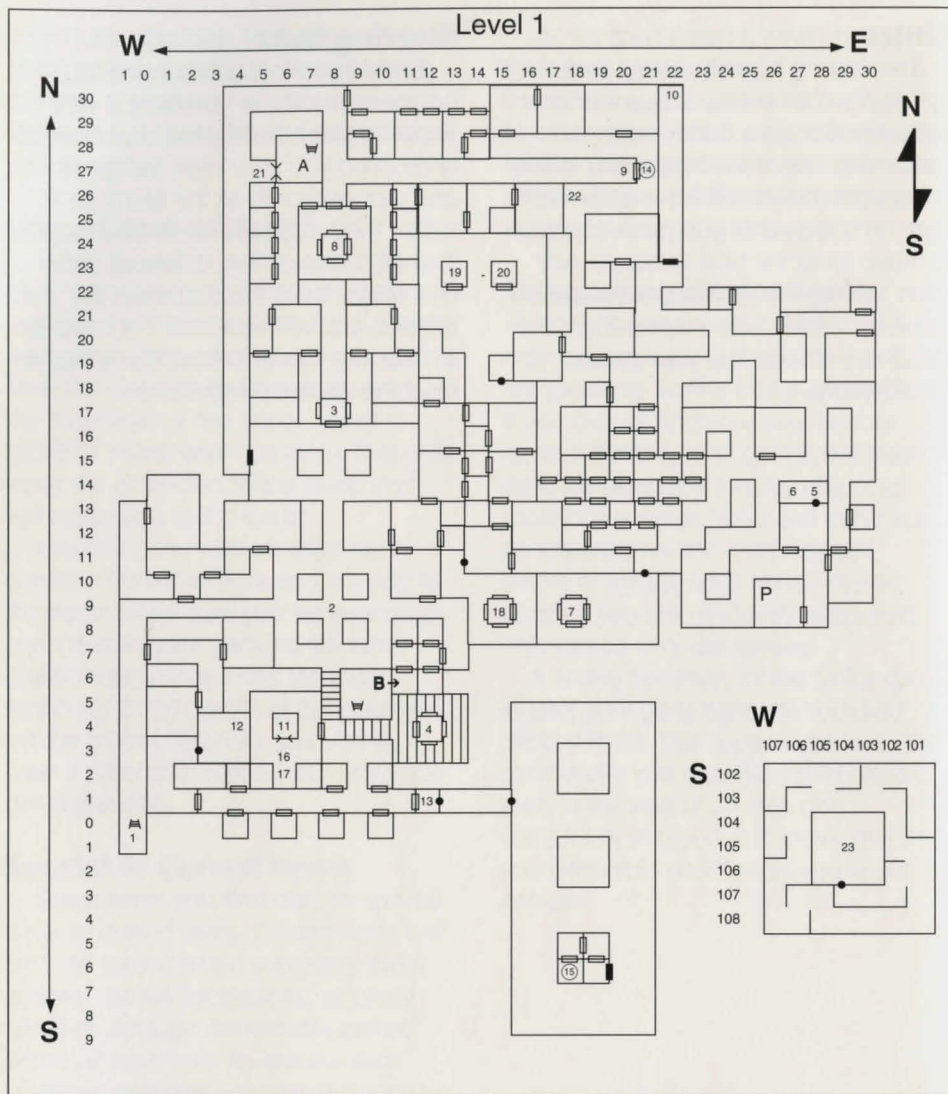
It is very common for the Malor spell to take your party right into rock and destroy them. This happens because the coordinates you may have teleported to were in the wall of an area not completely mapped. It is imperative that you teleport to coordinates you know are safe.

Timer

The timer is actually a very useful option. You can set the amount of time between messages during battle or encounters within the Maelstrom. While set to ∞ , the timer will leave each message on screen until you press a button to move on to the next message. Any other setting will make the messages move by quickly without pressing a button. This will speed up your game considerably.

Starting Over

Should you feel you are getting nowhere quickly, or you have a very important item stolen, lost or accidentally dropped you may reset the game and start over with all the items back where they originally were. Go into the Training Grounds and delete all your characters. Once the characters are deleted, you will be asked if you want to reset the Game Data. Answer "Yes" to reset the game and start over.



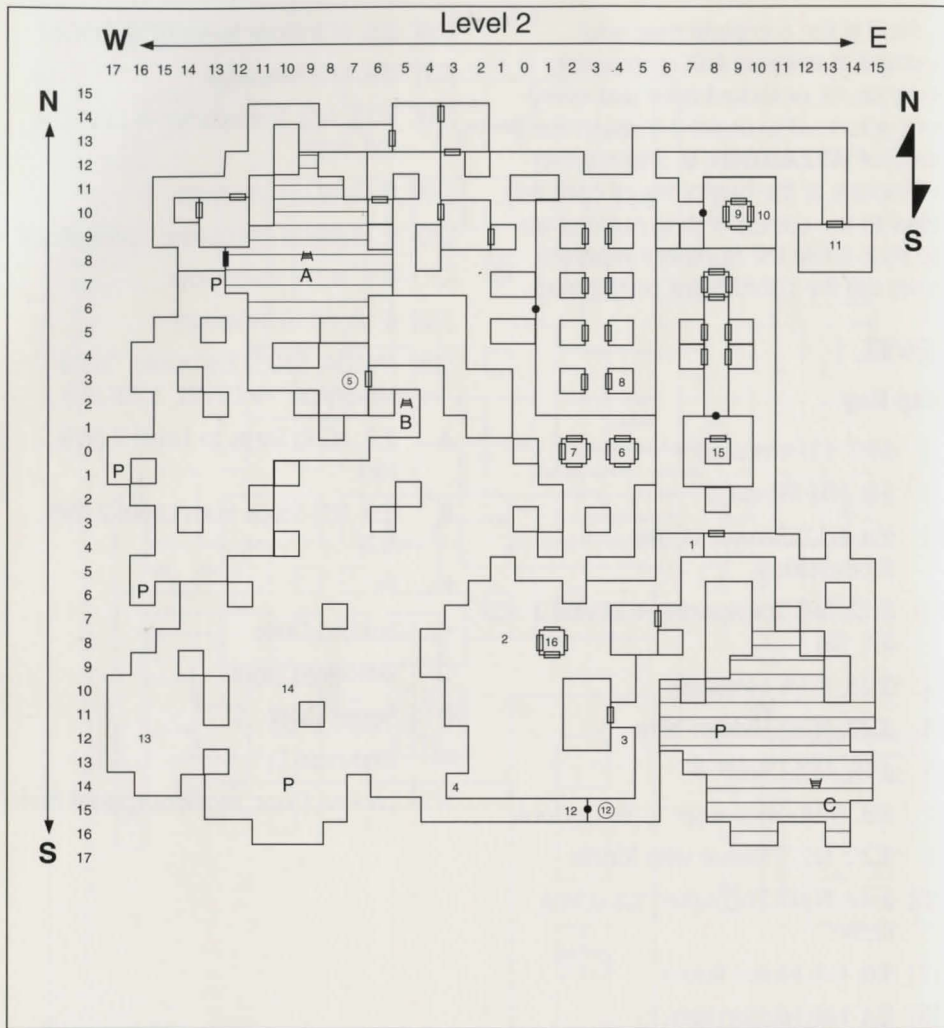
Here is the complete map and description of every NPC encounter, every secret or locked door and every item you need to make it through the 9 levels of **WIZARDRY V**. The number in brackets at the beginning of each line refers to the corresponding number on the map while the numbers in parenthesis are the coordinates on the map.

LEVEL 1

Map Key

- [1] (W0, S1) Message
- [2] (E8, N9) Message
- [3] (E8, N17) Temple of the Brotherhood
- [4] (E12, N4) Transporter → LEVEL 2 (E1, S8)
- [5] (E28, N14) Message
- [6] (E27, N14) Hidden Item
- [7] (E18, N9) Chest
- [8] (E8, N24) Encounter "G'Bli Gedook"
- [9] (E20, N27) Statue with Riddle
- [10] (E22, N30) Encounter "Laughing Kettle"
- [11] (E6, N4) Motor Room
- [12] (E4, N4) Hidden Item
- [13] (E12, N1) Chute → LEVEL 2 (W16, S6)
- [14] (E21, N27) Encounter "Ironose"
- [15] (E18, S6) Chute → LEVEL 6 (E3, S27)

- [16] (E6, N3) Door to MOTOR ROOM
 - [17] (E6, N2) Message
 - [18] (E15, N9) Transporter → LEVEL 4 (E6, N3)
 - [19] (E13, N23) Message
 - [20] (E15, N23) Encounter "Living Rock"
 - [21] (E5, N27) Silver Door
 - [22] (E18, N26) Message
 - [23] (W104, S105) Encounter "LaLa Moo-Moo" → LEVEL 1 (E8, N9)
- A (E7, N28) Steps to Level 2 (W9, N8)
- B (E9, N5) Steps from Level 2 (W5, N2)
- P Pit
- Locked Door
 - Unlocked Door
 - Secret Door
 - ||| Darkness
 - × Locked Door; requires special item

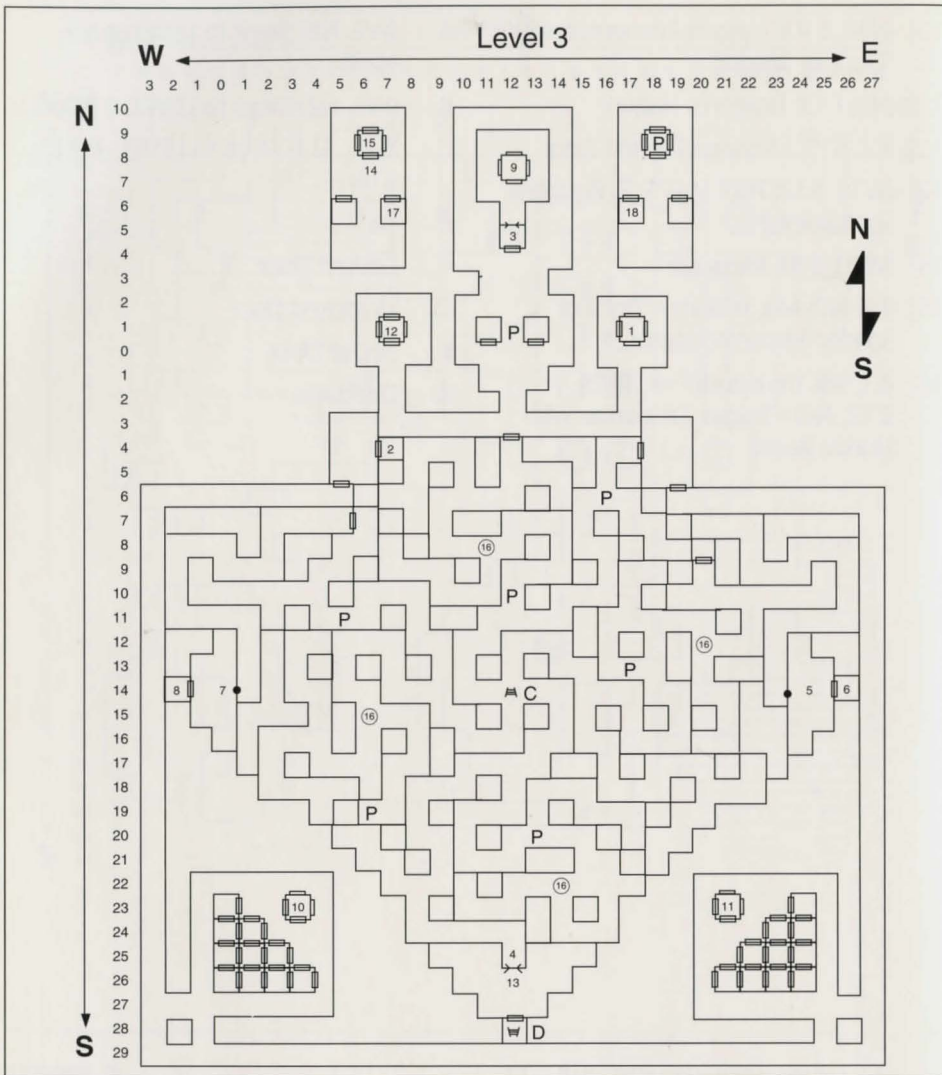
**LEVEL 2****Map Key**

- [1] (E7, S4) Elevator → LEVEL 2, 3, 4, 5
- [2] (W1, S8) Encounter "Hurkle Beast"
- [3] (E4, S12) Message
- [4] (W3, S14) Chest

- [5] (W7, N3) Encounter "Ruby Warlock"
- [6] (E4, N0) Message
- [7] (E2, N0) Message
- [8] (E4, N3) Hidden Item
- [9] (E9, N10) Bubba's Health Spa {Levels A ~ C. All characters ASLEEP}

- [10] (N10, E10) Triggers Encounter with "Duck of Sparks"
- [11] (N9, E13) Dragon's Flagon
- [12] (E2, S15) Message/Locked Door
- [13] (W16, S12) Pool {A ~ F. E: Restores Spell Points}
- [14] (W10, S10) Message
- [15] (E8, N0) Mix Potions—"Duck of Sparks" knows formula
- [16] (E1, S8) Transporter → LEVEL 1 (E12, N4)—Trigger Encounter with Hurkle Beast

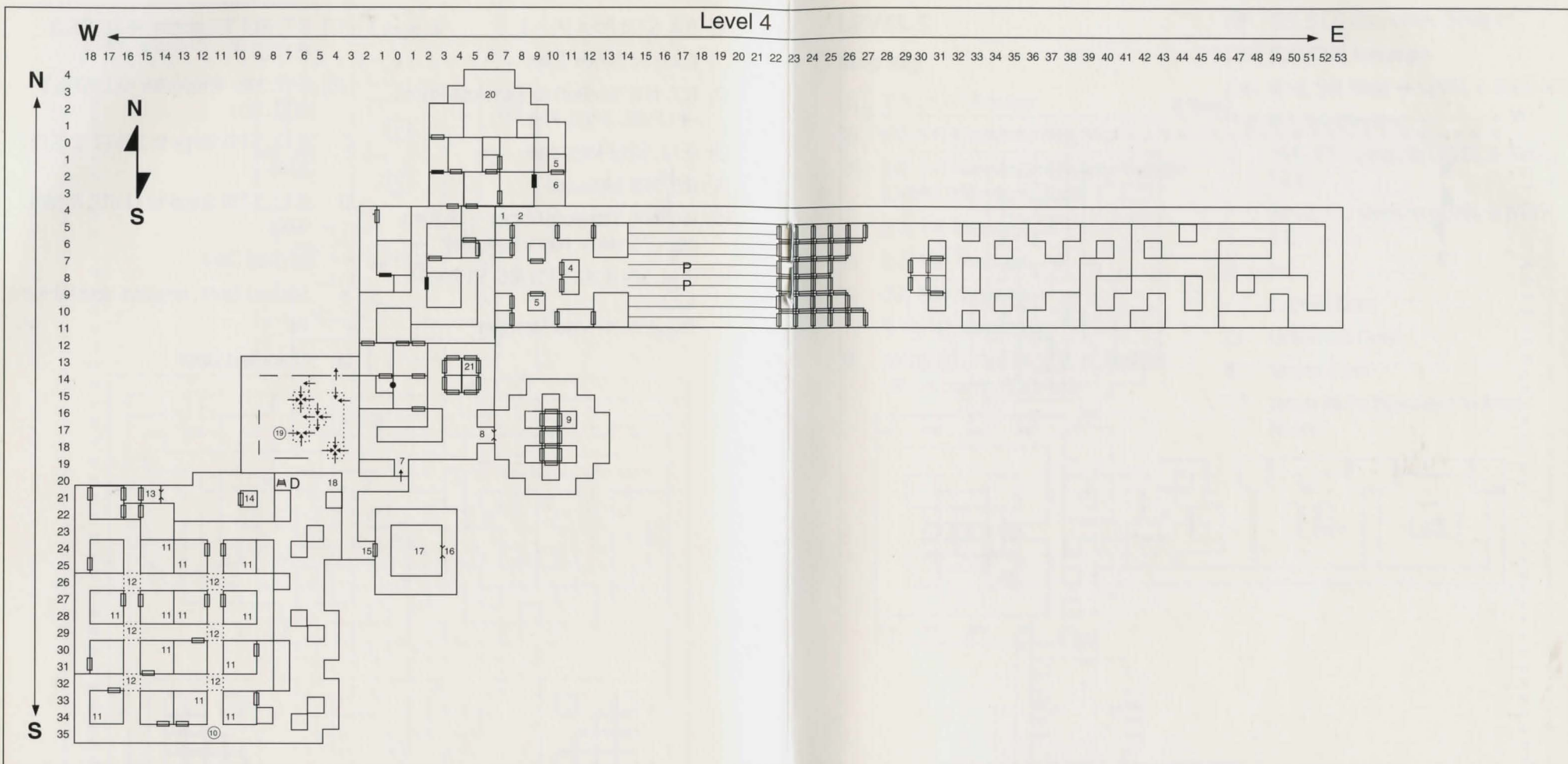
- A (W9, N8) Steps to LEVEL 1 (E7, N28)
- B (W5, N2) Steps to LEVEL 1 (E9, N5)
- C (E12, S14) Steps to LEVEL 3 (E12, S14)
- P Pit
- Locked Door
- Unlocked Door
- Secret Door
- |||| Darkness

**LEVEL 3****Map Key**

- [1] (E17, N1) Teleporter → LEVEL 3 (E18, N4)
 [2] (E7, S4) Elevator
 [3] (E12, N5) Temple of Kama Kaji. Encounter "Lord Hienmitye"

- [4] (E12, S25) Message
 [5] (E24, S14) Message
 [6] (E26, S14) Gold Pool {A ~ G. B ~ F: Restore Spell Points}
 [7] (E0, S14) Message
 [8] (W2, S14) Red Pool {A ~ G}
 [9] (E12, N8) Encounter "Dejin Wind King"

- [10] (E3, S23) Pool {A ~ E}
 [11] (E21, S23) Gas Trap
 [12] (E7, N1) Teleport to Timeless Room → LEVEL 3 (E6, N4)
 [13] (E12, S26) Message
 [14] (E6, N8) Message
 [15] (E6, N9) Timeless Room – Hidden Item {"Snatch" has a formula}
 [16] (E11, S8) (E20, S12) (E6, S15) (E14, S22)
 Triggers of "Mad Stomper"
- [17] (E7, N6) Teleporter → LEVEL 3 (E11, N1)
 [18] (E17, N6) Teleporter → LEVEL 3 (E13, N1)
 C (E12, S14) Steps to LEVEL 2 (E12, S14)
 D (E12, S28) Steps to LEVEL 4 (W6, S20)
- Locked Door
 - × Locked Door; requires special item
 - P Pit
 - Unlocked Door

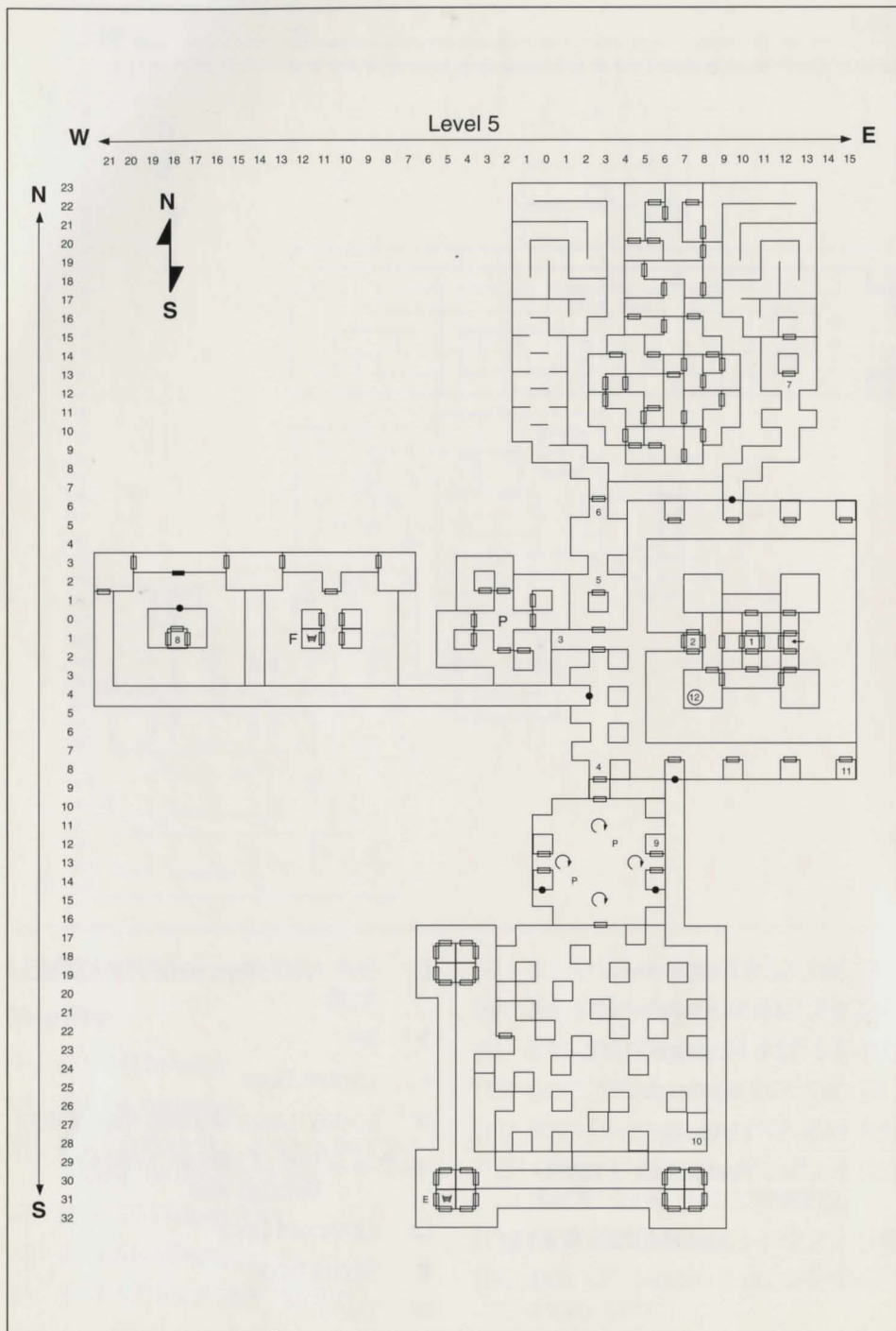
**LEVEL 4****Map Key**

- [1] (E7, S4) Elevator
- [2] (E8, S4) Message
- [3] (E9, S9) Pool {A ~ J} Encounter
"Nessie" at bottom of pool
- [4] (E11, S7) Hidden Item
- [5] (E10, S1) Message
- [6] (E10, S2) Encounter "Thieves"

- [7] (E1, S19) Message
- [8] (E6, S17) Message
- [9] (E11, S16) Chest
- [10] (W10, S35) Message
- [11] Black Discs
- [12] 4 Discs {"NOFE"-North, "EITZ"-East,
"SAOT"-South, "WUXT"-West}
- [13] (W14, S21) Message
- [14] (W8, S21) Hidden Tunnel → LEVEL
4 (W6, S17)

- [15] (W1, S24) Riddle
- [16] (E4, S24) Message
- [17] (E2, S24) Message
- [18] (W3, S20) Message
- [19] (W6, S17) Message
- [20] (E6, N3) Transporter → LEVEL 1
(E15, N9)
- [21] (E5, S13) Chute → LEVEL 5 (E13,
N2)

- D (W6, S20) Steps to LEVEL 3 (E12,
S28)
- P Pit
- Locked Door
- × Locked Door; requires special item
- ←↑→↓ Hall of Mirrors; transport
through wall
- Unlocked Door
- Secret Door
- ||| Darkness

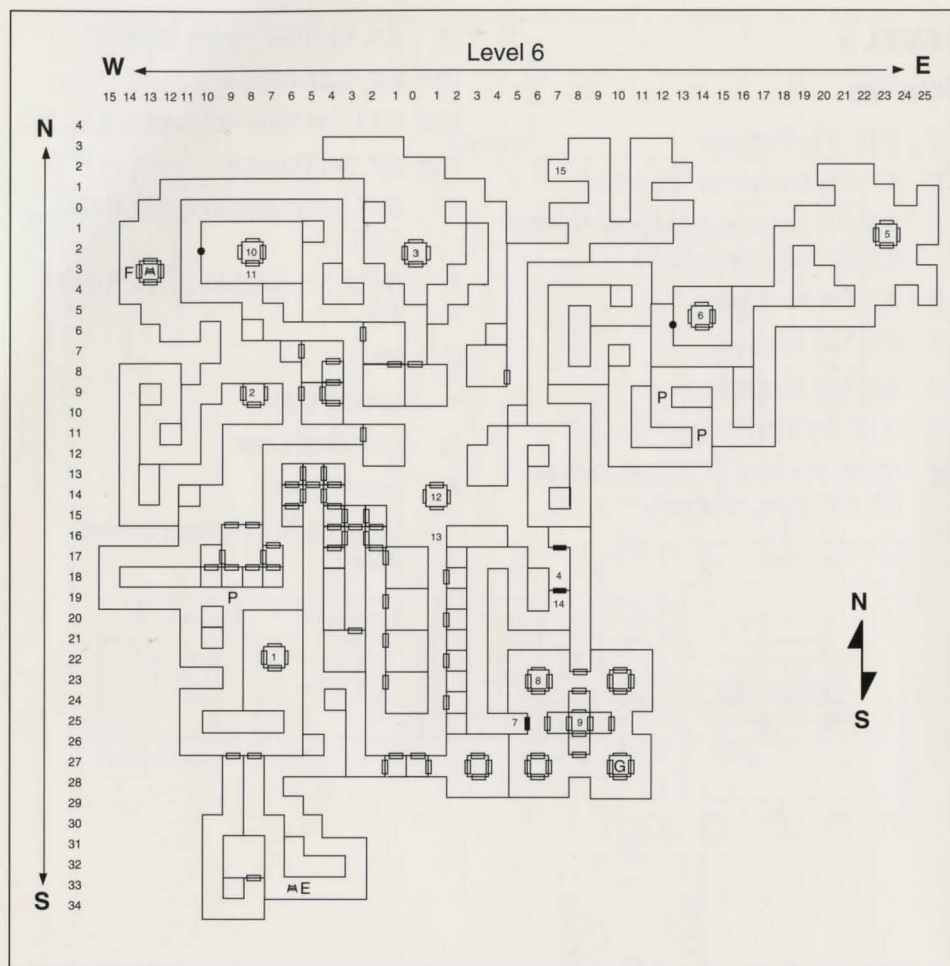


LEVEL 5

Map Key

- [1] (E10, S1) Message
- [2] (E7, S1) Encounter "Big Max"
- [3] (E0, S1) Playhouse Mystery Theatre
{Death Trap—Keep Out!}
- [4] (E2, S9) Message
- [5] (E2, N2) Message
- [6] (E2, N6) Message
- [7] (E12, N13) Message
- [8] (W18, S1) Pool {A ~ C. A: Restore
HP. B,C: cure, resurrect}

- [9] (E5, S12) Encounter "Snatch"
 - [10] (E7, S28) Message
 - [11] (E14, S8) Slide → LEVEL 6 (E13, N2)
 - [12] (E7, S4) Elevator
- E (W6, S31) Steps to LEVEL 6 (W6, S33)
 - F (W12, S1) Steps to LEVEL 6 (W13, S3)
 - P Pit
 - Locked Door
 - Unlocked Door
 - Secret Door
 - ⊙ Umm Pa Pa (Spinners) in Mad Room

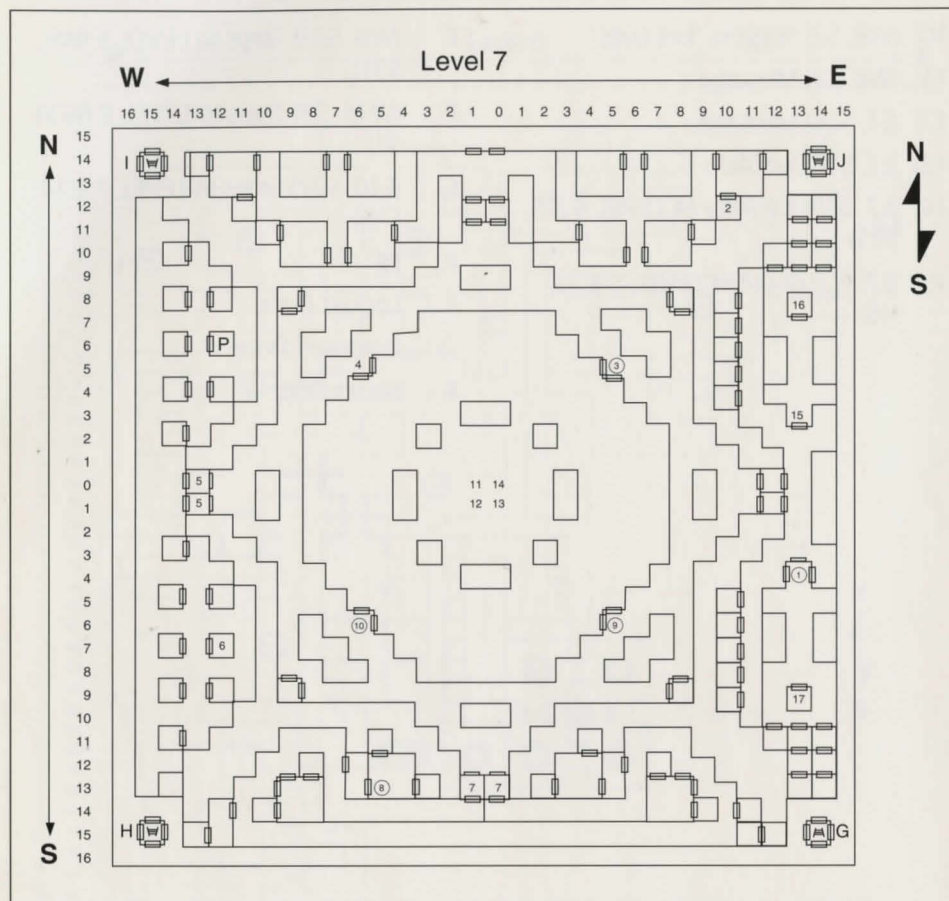


LEVEL 6

Map Key

- | | |
|---|---|
| [1] (W7, S22) Gas Trap | [4] (E7, S18) Encounter "Mannequin"
"Mighty Yog" has formula → LEVEL 6 (E5, S25) |
| [2] (W8, S9) Pool {A ~ N. C: Restore HP. F: Restore Spell Points}
Encounter "Lady Neptune" at bottom of pool | [5] (E23, S1) Pool {A ~ L} |
| [3] (W0, S2) Hidden Item | [6] (E14, S5) Message; Encounter "Mighty Yog" |
| | [7] (E5, S25) Message → LEVEL 6 (E8, S25) |
| | [8] (E6, S23) Message |
| | [9] (E8, S25) Encounter "Robuna Ice King" |

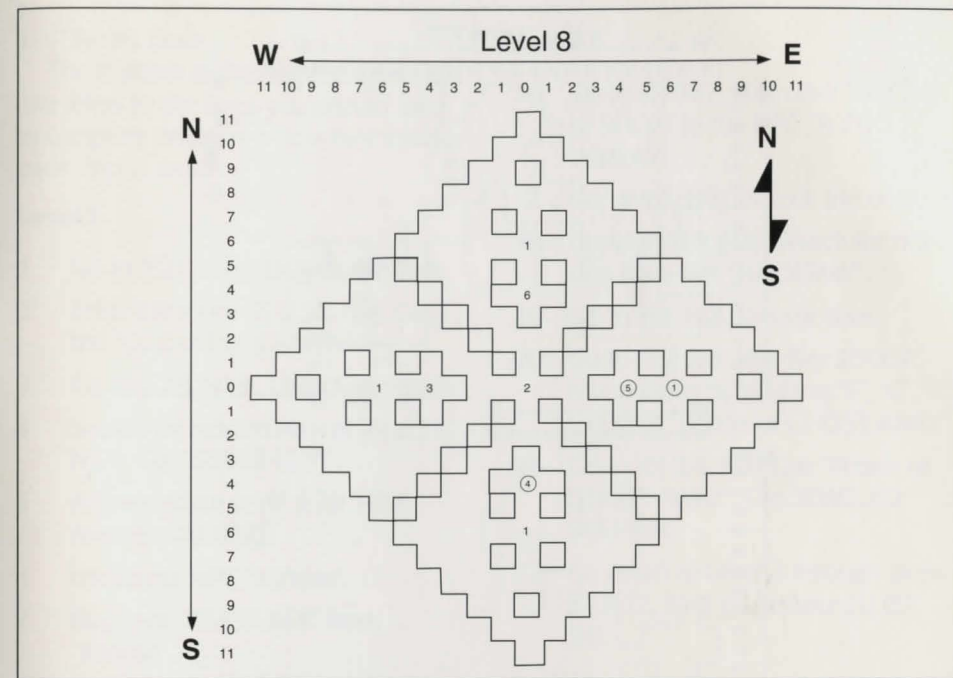
- | | |
|--|--|
| [10] (W8, S2) Triggers "Evil Eyes" | E (W6, S33) Steps to LEVEL 5 (W6, S31) |
| [11] (W8, S3) Message | F (W13, S3) Steps to LEVEL 5 (W13, S1) |
| [12] (E1, S14) Message | G (E10, S27) Steps to LEVEL 7 (E14, S15) |
| [13] (E1, S16) Ice Slide | P Pit |
| [14] (E7, S19) Ice Ferry → LEVEL 6 (E5, S25) | • Locked Door |
| [15] (E7, N2) Chute → LEVEL 5 (E15, N6) | □ Unlocked Door |
| | ■ Secret Door |



LEVEL 7

Map Key

- [1] (E13, S4) Message
- [2] (E10, N12) Pool {A ~ P, A,C,K: Restores HP. J: Restores Spell Points. L: Restores Status.
- [3] (E5, N5) Encounter "Lord of Hearts"
- [4] (W6, N5) Encounter "Lord of Spades"
- [5] (W13, S0) (W13, S1) Messages
- [6] (W12, S7) Phoenix Riddle
- [7] (W1, S13) (W0, S13) Messages
- [8] (W5, S13) Encounter "Kong"
- [9] (E5, S6) Encounter "Lord of Clubs"
- [10] (W6, S6) Encounter "Lord of Diamonds"
- [11] (W1, S0) White Flame → LEVEL 8 (E0, N11)
- [12] (W1, S1) Blue Flame → LEVEL 8 (E0, S11)
- [13] (W0, S0) Red Flame → LEVEL 8 (W11, N0)



- [14] (W0, S1) Yellow Flame → LEVEL 8 (E11, N0)
- [15] (E13, N3) Firestorm
- [16] (E13, N8) Encounter "Kanzi Fire King"
- [17] (E13, S9) Encounter "Kanzi Fire Queen"

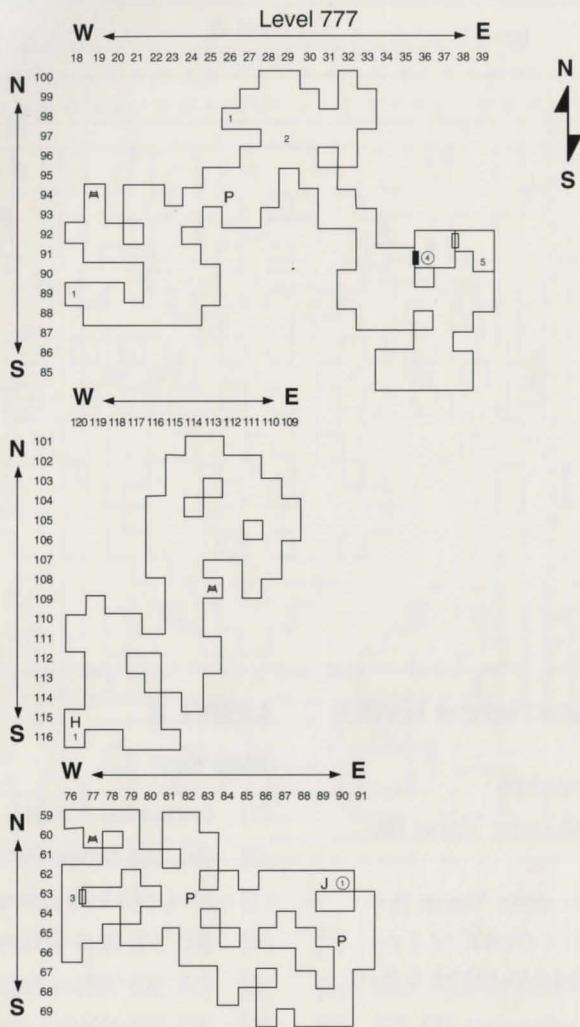
- G (E14, S15) Steps to LEVEL 6 (E10, S27)
- H (W15, S15) Steps to LEVEL 777 (W120, S115)
- I (W15, N14) Steps to LEVEL 777 (E26, N98)
- J (E14, N14) Steps to LEVEL 777 (E89, S62)

- Unlocked Door

LEVEL 8

Map Key

- [1] Encounter "Clone"
- [2] (E0, S0) Nexus-Encounter "Sorn"
- [3] (W4, S0) Red Sphere-Riddle
- [4] (E0, S4) Blue Sphere-Riddle
- [5] (E4, S0) Yellow Sphere-Riddle
- [6] (E0, N4) White Sphere-Riddle



LEVEL 777

Map Key

- [1] (E18, N89) Message
- [2] (E29, N97) Message
- [3] (E76, S63) Message
- [4] (E36, N91) Message
- [5] (E39, N91) Transporter → LEVEL 1 (W105, S102)

- ⌘ Steps to Castle (E19, N94) (W113, S108) (E77, S60)
- H (W120, S115) Steps to LEVEL 7 (W15, S15)
- I (E26, N98) Steps to LEVEL 7 (W15, N14)
- J (E89, S62) Steps to LEVEL 7 (E14, N14)

Secret Door

The number at the beginning of each line refers to the steps you should take to complete Wizardry V. It is best to take each step in order.

Level 1

- 1 Go to (E21, N11). Unlock the door.
- 2 Enter the room [7] (E18, N9). Get the "ORB of LLYLGAMYN".
- 3 Go to (E28, N13). Unlock the door.
- 4 Search for hidden item at [6] (E27, N14). Get "SILVER KEY".
- 5 Answer riddle at [9] (E20, N27). Answer: VAMPIRE.
- 6 Encounter NPC "Ironose".
- 7 Buy item "BRASS KEY" from "Ironose".
- 8 Go to [16] (E6, N3). Open door of "Motor Room" with "BRASS KEY".
- 9 Enter room [11] (E6, N4). Stop motor by pushing: D,B,C,A.
- 10 Go to [12] (E4, N4). Search for hidden item. Destroy encounter. Get item "BAG OF TOKENS".
- 11 Use "BAG OF TOKENS" at [4] (E12, N4) → LEVEL 2 [16] (E1, S8).

Level 2

- 12 Go to [4] (W3, S14). Get the item "BOTTLE of SODA".
- 13 Go to [16] (E1, S8). Return to Level 1.

Level 1

- 14 Go to [21] (E5, N27). Open the Silver Door by using "Silver Key".
- 15 Go to steps [A] (E7, N28). Go down to Level 2 [A] (W9, N8).

Level 2

- 16 Go to [5] (W7, N3). Give "BOTTLE of SODA" to the NPC "Ruby Warlock".
- 17 Go to (E0, N6). Unlock the door.
- 18 Go to [8] (E4, N3). Search for hidden item. Get "HACKSAW".
- 19 Go to (E8, N2). Unlock door.
- 20 Go to [15] (E8, N0). Pay 250GP. Mix potions by pushing "F", "C", "A". Get item "Potion of GHOST-AWAY".
- 21 Go to [6] (E4, N0). Use "Potion of GHOST-AWAY". Get "JEWELLED SCEPTER".
- 22 Go down to Level 3 through steps [C] (E12, S14) or elevator [1] (E7, S4).

Level 3

- 23 Buy item "RUBBER DUCK" when you encounter the NPC "Mad Stomper". Charm the "Mad Stomper" then buy item.
- 24 Go to [3] (E12, N5), the Temple of Kama Kaji.
- 25 Encount the NPC "Lord Hienmitye". Leave immediately.
- 26 Go to [3] (E12, N5) again.
- 27 Equip anyone in your party with "JEWELLED SCEPTER". Use it to open door.
- 28 Go to room at [9] (E12, N8). Destroy encounters. Get item "BLUE CANDLE".
- 29 Go to (E23, S14). Unlock door.
- 30 Go to Gold Pool [6] (E26, S14).
- 31 Equip anyone who has highest "Swim" point in your party with

“RUBBER DUCK”. Let him (or her) swim to bottom of pool. Get item “GOLD KEY”.

- 32 Go to [E1, S14]. Unlock door.
 33 Go to Red Pool [8] (W2, S14).
 34 Equip anyone who has highest “Swim” point with “RUBBER DUCK”. Let him (or her) swim to bottom of pool. Destroy encounters. Get item “PETRIFIED DEMON”.
 35 Go to elevator [2] (E7, S4). Go down to Level 4 by pushing “C”.

Level 4

- 36 Go to room [4] (E11, S7). Search for hidden item. Get item “BATTERY”.
 37 Go to room [3] (E9, S9). Pay 2500GP.
 38 Equip anyone who has highest “Swim” point in your party with “RUBBER DUCK”. Let him (or her) swim to the bottom of pool. Destroy encounters. Get item “SKELETON KEY”.
 39 Go to elevator [1] (E7, S4). Go up to Level 3 by pushing “B”.

Level 3

- 40 Go to room [12] (E7, N1) → (E6, N4)
 41 Go to Timeless Room [15] (E6, N9)
 42 Inspect for hidden items. Reveal Etherializer.
 43 Use “BATTERY”. Push C,D,E,G. Get “POCKETWATCH”.
 44 Go to room [17] (E7, N6) → (E11, N1)
 45 Go to [4] (E11, S25). Use “BLUE CANDLE”.

- 46 Go to steps [D] (E12, S28) → Level 4 (W6, S20)

Level 4

- 47 Go to [10] (W10, S35)
 48 Go to [13] (W14, S21) by pushing Black Discs [11] and 4 Discs [12]. For more on how to work Discs and Hall of Mirrors, see “Common Questions Asked.”
 49 Use “GOLD KEY” at [13] (W14, S21)
 50 Go to room [14] (W8, S21). Search. Destroy “GOLD STATUE” → [19] (W6, S17)
 51 Go to [15] (W1, S24)
 52 Answer riddle. Answer: TIME.
 53 Go to [16] (E4, S24)
 54 Use “SKELETON KEY”
 55 Go to [17] (W2, S24)
 56 Use “POCKETWATCH”. Encount the NPC “The Loon”.
 57 Buy item “LARK IN A CAGE” from “The Loon”.
 58 Return to Llylgamyn Castle after leaving “The Loon”.

Level 1

- 59 Go to (E14, N11). Unlock door.
 60 Go to [18] (E15, N9) → LEVEL 4 (E6, N3)

Level 4

- 61 Go to [8] (E6, S17)
 62 Equip anyone in your party with “PETRIFIED DEMON” and Use it. (Then pay money to Boltac’s Trading Post to remove cursed “PETRIFIED DEMON” after using it.)

- 63 Go to [9] (E11, S16). Search chest. Destroy encounters. Get “JACK OF SPADES”.

Level 5

- 64 Go to LEVEL 5 [12] (E7, S4) by using elevator at LEVEL 2 [1] (E7, S4)
 65 Go to [2] (E7, S1)
 66 Buy “TICKETS” from “BIG MAX”.
 67 Give “TICKETS” to “BIG MAX”. Receive “TICKET STUBS”. (Give him “TICKET STUBS” anytime there-after)
 68 Go to [11] (E15, S8) → LEVEL 6 (E13, N2)

Level 6

- 69 Go to the pool [2] (W8, S9)
 70 Equip anyone who has highest “Swim” point in your party with RUBBER DUCK”. Let him (or her) swim to the bottom of the pool. Destroy the encounters. Get item “QUEEN OF HEARTS”.
 71 Go to [3] (E0, S2). Inspect for hidden item. Get “ICE KEY”.
 72 Go to [4] (E7, S18). Push G,D,A,F,E,B,C.
 73 Pay 5000G.P. → [7] (E5, S25)
 74 Use “ICE KEY” → [9] (E7, S25)
 75 Destroy “The Robuna Ice King”. Get “KING OF DIAMONDS”.
 76 Go to steps [G] (E10, S27) → LEVEL 7 [G] (E14, S15)

Level 7

- 77 Go to [2] (E10, N12)

- 78 Equip anyone who has highest “Swim” point in your party with “RUBBER DUCK”. Let him (or her) swim to the bottom of the pool. Destroy encounters. Get item “STAFF of WATER”.
 79 Go up to LEVEL 2.

Level 2

- 80 Go to pool [9] (E9, N10)
 81 Give “RUBBER DUCK” to the NPC “Duck of Sparks”. Get “MUNKE WAND”.
 82 Go down to LEVEL 7.

Level 7

- 83 Go to [5] (W13, N0) (You need “LARK IN A CAGE” to pass)
 84 Go to [6] (W12, S7). Answer “LIFE” to Phoenix Riddle. Get “STAFF OF AIR”.
 85 Go to [7] (W1, S13) (You need “MUNKE WAND” to pass)
 86 Go to [8] (W5, S13). Destroy encounters. Get “STAFF OF EARTH”.
 87 Go to [16] (E13, N8). Destroy encounters. Get “LIGHTNING ROD”.
 88 Go to [1] (E13, S4) (You need “LIGHTNING ROD” to pass)
 89 Go to [17] (E13, S9). Destroy encounters. Get “STAFF OF FIRE”.
 90 Return to Llylgamyn Castle to prepare for “THE SORN” sequence.

THIS IS VERY IMPORTANT!

Your party must return to the Castle to prepare for the final battles. Once you begin the final sequence your party cannot return to the Castle. If they do,

you need to begin the sequence all over again.

Here are the items you must have to encounter "THE SORN."

"ORB of LLYLGAMYN"

"KING of DIAMONDS"

"QUEEN of HEARTS"

"JACK of SPADES"

"STAFF of WATER"

"STAFF of FIRE"

"STAFF of AIR"

"STAFF of EARTH"

91 Go down to LEVEL 7

END GAME SEQUENCE

"The Lord of Hearts" (Blue Knight)

Level 7

92 Go to [3] (E5, N5). Give "QUEEN of HEARTS" to "Lord of Hearts".

93 Go to [12] (W1, S1). Use "ORB of LLYLGAMYN" → LEVEL 8 (E0, S11)

Level 8

94 Go to [1] (E0, S6). Destroy encounters.

95 Go to [4] (E0, S4). Equip anyone in your party with "STAFF of WATER" and Use it.

96 Push B,E,H. Answer riddle. Answer: "GROWTH".

97 Go to (E0, S11) → LEVEL 7 (E8, N8)

"The Lord of Spades" (Red Knight)

Level 7

98 Go to [4] (W6, N5). Give "JACK of SPADES" to "Lord of Spades".

99 Go to [13] (E0, S1). Use "ORB of LLYLGAMYN" → LEVEL 8 (W11, N0)

Level 8

100 Go to [1] (W6, N0). Destroy encounters.

101 Go to [3] (W4, N0). Equip anyone in your party with "STAFF of EARTH" and Use it.

102 Push A,D,I. Answer riddle. Answer: "NATURE".

103 Go to (W11, N0) → LEVEL 7 (W9, N8)

"The Lord of Diamonds" (Yellow Knight)

Level 7

104 Go to [10] (W6, S6). Give "KING of DIAMONDS" to "Lord of Diamonds".

105 Go to [14] (E0, N0). Use "ORB of LLYLGAMYN" → LEVEL 8 (E11, N0)

Level 8

106 Go to [1] (E6, N0). Destroy encounters. Get "ACE of CLUBS".

107 Go to [5] (E4, N0). Equip anyone in your party with "STAFF of FIRE" and Use it.

108 Push C,F,G. Answer riddle. Answer: "CHANGE".

109 Go to (E11, N0) → LEVEL 7 (W9, S9)

"The Lord of Clubs" (White Knight)

Level 7

110 Go to [9] (E5, S6). Give "ACE of CLUBS" to "Lord of Clubs".

111 Go to [11] (W1, N0). Use "ORB of LLYLGAMYN" → LEVEL 8 (E0, S11)

Level 8

112 Go to [1] (E0, N6). Destroy encounters.

113 Go to [6] (E0, N4). Equip anyone in your party with "STAFF of AIR" and Use it.

114 Push A ~ I (All letters in alphabetical order). Answer riddle. Answer: "MAN".

"THE SORN"

115 Go to [2] (E0, N0).

116 Encount "The Sorn".

117 Cast a summoning spell "Socordi" or "Bamordi" at the first turn of combat.

118 "The GateKeeper" will be summoned. He will cast "Abriel" spell. "The Sorn" defenses will fizzle, and your attacks will hit "The Sorn".

119 Return to LLYLGAMYN CASTLE.

LEVEL 1

1. How do I turn off the conveyor belt?

You must get the Brass Key from Ironose, go into the Motor Room and disassemble it.

2. I slid down the Conveyor Belt. Where did I go?

You are on LEVEL 2. Don't worry. There is a rope that will let you return to LEVEL 1. You'll come up at (5N, 9E).

3. How do I get my party across the conveyor belt if I didn't disassemble the Motor Room and I floated over it with a Litofeito?

Since you can only float over pits with the spell, if you try to float over the conveyor belt without disassembling the Motor Room you cannot float back over it. You need to Quit Party, return to the Castle and create a new party. Get the Brass Key, enter the Motor Room, disassemble it and then search for your other party to get them off the conveyor belt.

4. What does the figurine that G'Bli Gedook sells do and is it worth that much gold?

The figurine he sells for 25,000 is quite valuable if you have the means. The item performs like a perpetual Dumapic spell, giving you insight into the location of your party without spending spell points.

LEVEL 2

1. How can I learn to swim?

Ask the Duck of Sparks. Basically all you need to do is swim about nine or ten times at a lower level, then your swimming ability will go up. Try swimming at the next level. Be careful not to drown!

2. Where is the Dragon's Flagon?

It is located at (10N, 13E). It's near Bubba's Health Spa. There are several dwarf fighters here you should meet.

3. I killed the Ruby Warlock! Where did he go?

Ruby is in the Castle Morgue. You must resurrect him. All interactive characters go to The Temple of Cant when killed.

LEVEL 3

1. Why can't I talk to the Mad Stomper?

The Mad Stomper may need to be charmed so cast a Katu spell on him.

2. What is the Mad Stomper talking about when he refers to a locket?

He is giving you a clue about the Locket around Evil Eyes' neck. Evil Eyes can be found on LEVEL 6.

LEVEL 4

1. I'm in the Hall of Mirrors. How do I get out?

From the message, face South. Kick. Turn left. Kick. Kick. Left turn. Kick. Right turn. Kick. Left turn. Kick. Kick. Left turn. Kick. Right turn. Kick. Right turn. Kick. Kick. Right turn. From this point, you must go straight or make left turns. Do not go right! If you do, you are in the Hall of Mirrors again.

2. What am I supposed to do at the Jigsaw Bank and Trust?

You need to find your way to a door at (W17, S21) which leads to a room with the GOLD STATUE. To find your way through the Four Discs, you must choose one of the four directions until you end up where you need to be. In order to go certain directions at the Four Discs you will have to trigger some

single Discs inside rooms near the Jigsaw Bank and Trust.

3. Is there a shortcut in the Long Dungeon Hallway?

Yes. Search for a secret door on the right wall from the elevator.

LEVEL 5

1. What's in the Mad Room?

You'll find the Snatch there, and you can get the formula for the Etherializer here.

2. How do I get out of the Playhouse Mystery Theater?

The center square is a spinner. Select a door and see if it is the right room. If not, you will eventually die because this place is a death trap. There is a way out. Remember, going to camp and casting a Dumapic for direction will not help. You will be spun again once you come back from camping.

3. Where are the steps to LEVEL 6?

There are several and you just need to keep looking for them. There is a secret door at (E0, S4) that will lead you to a healing pool. This pool may even cure a character or even resurrect one. From this area, there is also a rope to LEVEL 6.

LEVEL 6

1. Where is Evil Eyes?

Evil Eyes is in a room at approximately (E10, S2). Before Evil Eyes will appear, you must go through the 1x1 room in the center of the room.

2. Where do I get the cards?

Talk to Evil Eyes.

3. How do I get the Locket from Evil Eyes?

You must steal the Gold Medallion which the Mad Stomper tells you about.

4. What do I do with the Gold Medallion?

Use it to wake up Yog.

5. What is in the Glass Cylinder (E14, S5)?

It is Yog. He is sleeping.

6. What does Yog want to know about the Ice Ferry?

He wants you to tell him that it looks like a mannequin.

7. How do I put the Ice Ferry together?

Yog tells you to connect the Crank to the Chain and then the Cog to the Axle which will turn the wheel that winds the spring and then pull the lever. G,D,A,F,E, B,C. When you go on the ride, you will end up in an encounter with the D'Jinan Wind King.

LEVEL 7, 8, 777

1. How do I answer the riddles on LEVEL 8 and earlier in the game?

The answers to the riddles of the Were Bat Statue, the Timeless Room Statue, the Phoenix and the four spheres on LEVEL 8 can all be found throughout the previous levels. Read every message and search for scripture on the walls or floors.

2. How do I get to LEVEL 777 and what is there?

LEVEL 777 can be accessed through three rooms in the corners of LEVEL 7. Each room has steps to a different section of LEVEL 777. Each section has steps that lead back to the Castle of Llylgamyn so you can rest after gaining large amounts of experience from the battles there. There are also some clues here so look for messages. At (E39, N91) there is a Transporter which will take you to LEVEL 1 at (W105, S102) and there you can encounter the "LaLa Moo-Moo".



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