

M	Monster	F	Trap	K#	Position from where you fell
I	Item	?	Special	#	Hole
H	Lever	T	Treasure Chest	O#	going down
X	Platform	G	Guard (friendly)	U#	going up
S	Start		Blocked Wall	#	Teleport to
D	Death		Hidden Passage	T#	Teleport from

# Castle Level 1



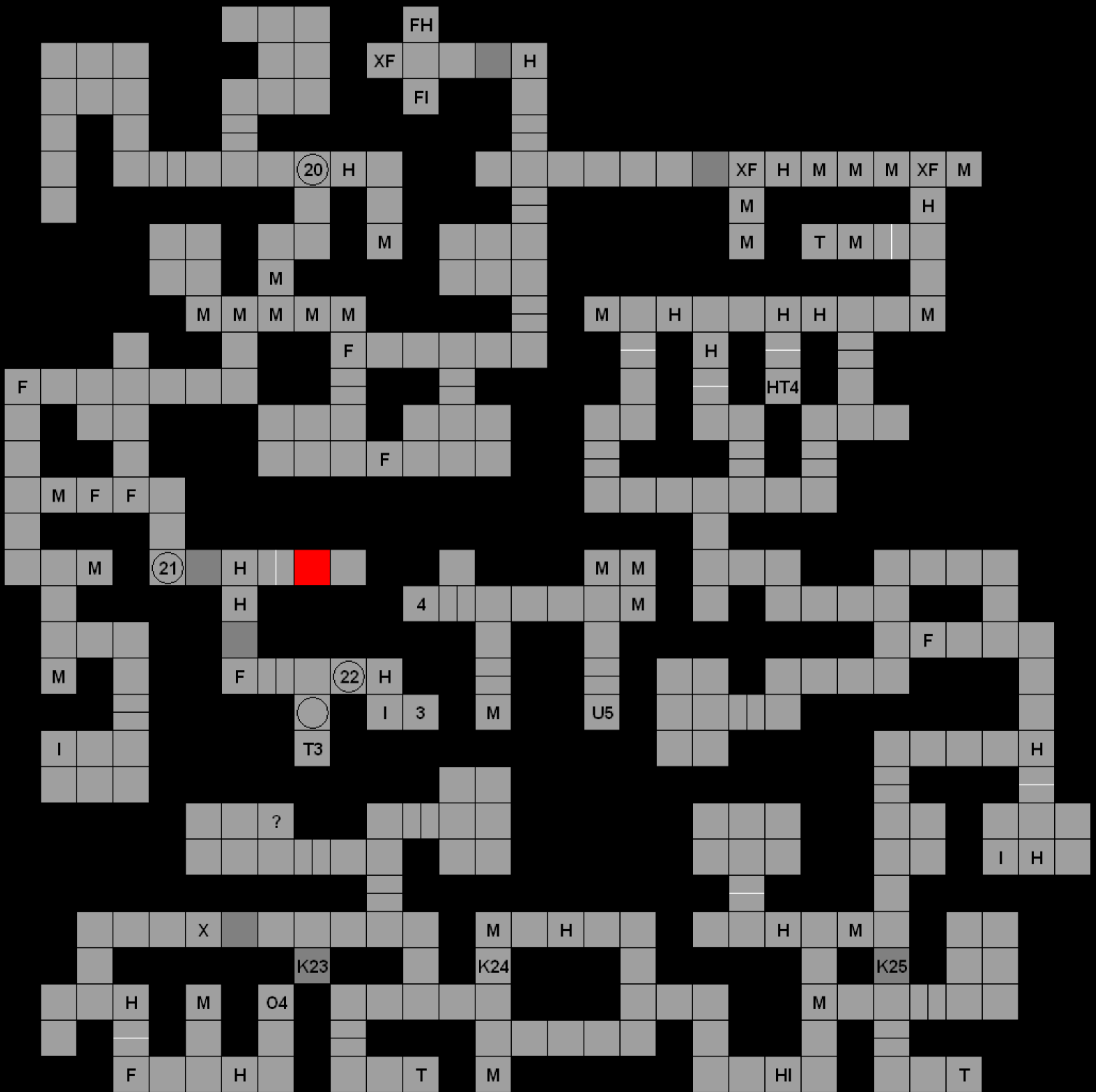
- CRYSTAL BALL
- ⌈ NICHE
- ⬆ STAIRS UP
- ⬇ STAIRS DOWN
- ⌂ DOOR
- PLATE
- ⊗ PIT
- BUTTON/LEVER
- Ⓢ SECRET WALL
- ◆ TELEPORTER

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EXIT



M	Monster	F	Trap	K#	Position from where you fell
I	Item	?	Special	#	Hole
H	Lever	T	Treasure Chest	O#	going down
X	Platform	G	Guard (friendly)	U#	going up
S	Start		Blocked Wall	#	Teleport to
D	Death		Hidden Passage	T#	Teleport from

## Castle Level 2

-  KING RICHARD
-  NICHE
-  STAIRS UP
-  STAIRS DOWN
-  DOOR
-  PLATE
-  PIT
-  BUTTON/LEVER
-  TELEPORTER
-  CHEST

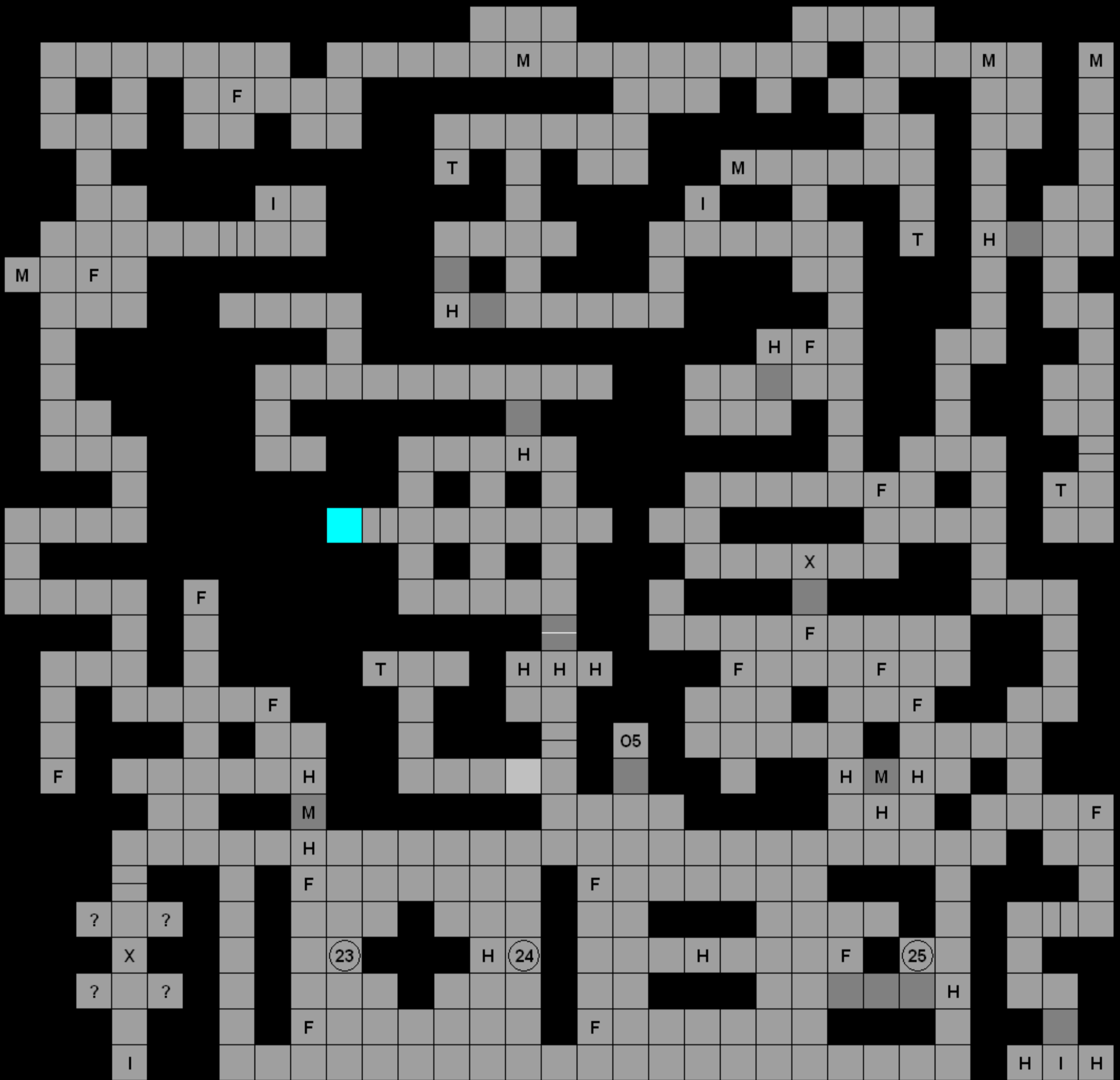


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EXIT



M	Monster	F	Trap	K#	Position from where you fell
I	Item	?	Special	#	Hole
H	Lever	T	Treasure Chest	O#	going down
X	Platform	G	Guard (friendly)	U#	going up
S	Start		Blocked Wall	#	Teleport to
D	Death		Hidden Passage	T#	Teleport from

### Castle Level 3

- SCOTIA
- NICHE
- DOOR
- PLATE
- PIT
- BUTTON/LEVER
- SECRET WALL
- CHEST

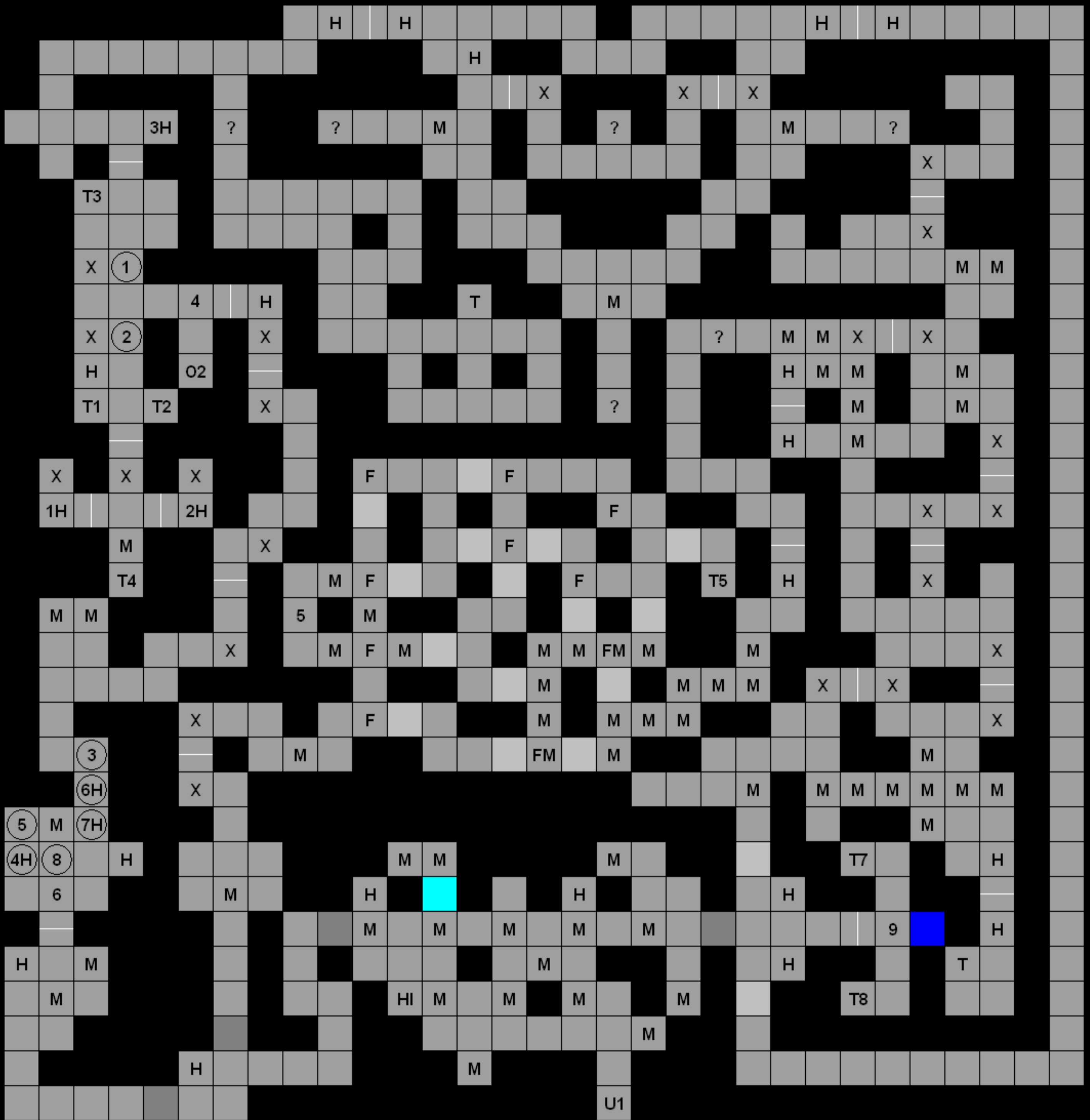


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EXIT



M	Monster	F	Trap	K#	Position from where you fell
I	Item	?	Special	#	Hole
H	Lever	T	Treasure Chest	O#	going down
X	Platform	G	Guard (friendly)	U#	going up
S	Start		Blocked Wall	#	Teleport to
D	Death		Hidden Passage	T#	Teleport from

## Catwalk Caves 1

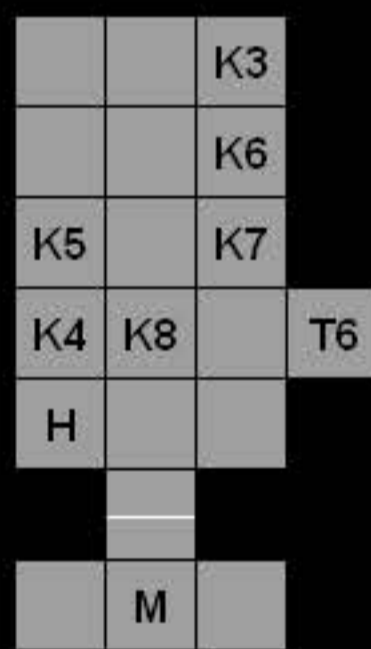
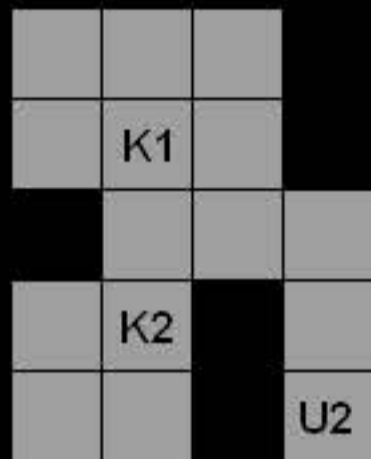
- COMMANDER'S AREA
- THE SUMMONING
- NICHE
- STAIRS UP
- STAIRS DOWN
- DOOR
- PLATE
- PIT
- BUTTON/LEVER
- SECRET WALL
- TELEPORTER
- CHEST



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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
█	Blocked Wall
░	Hidden Passage

K#	Position from where you fell
⊘	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## Catwalk Caves 2

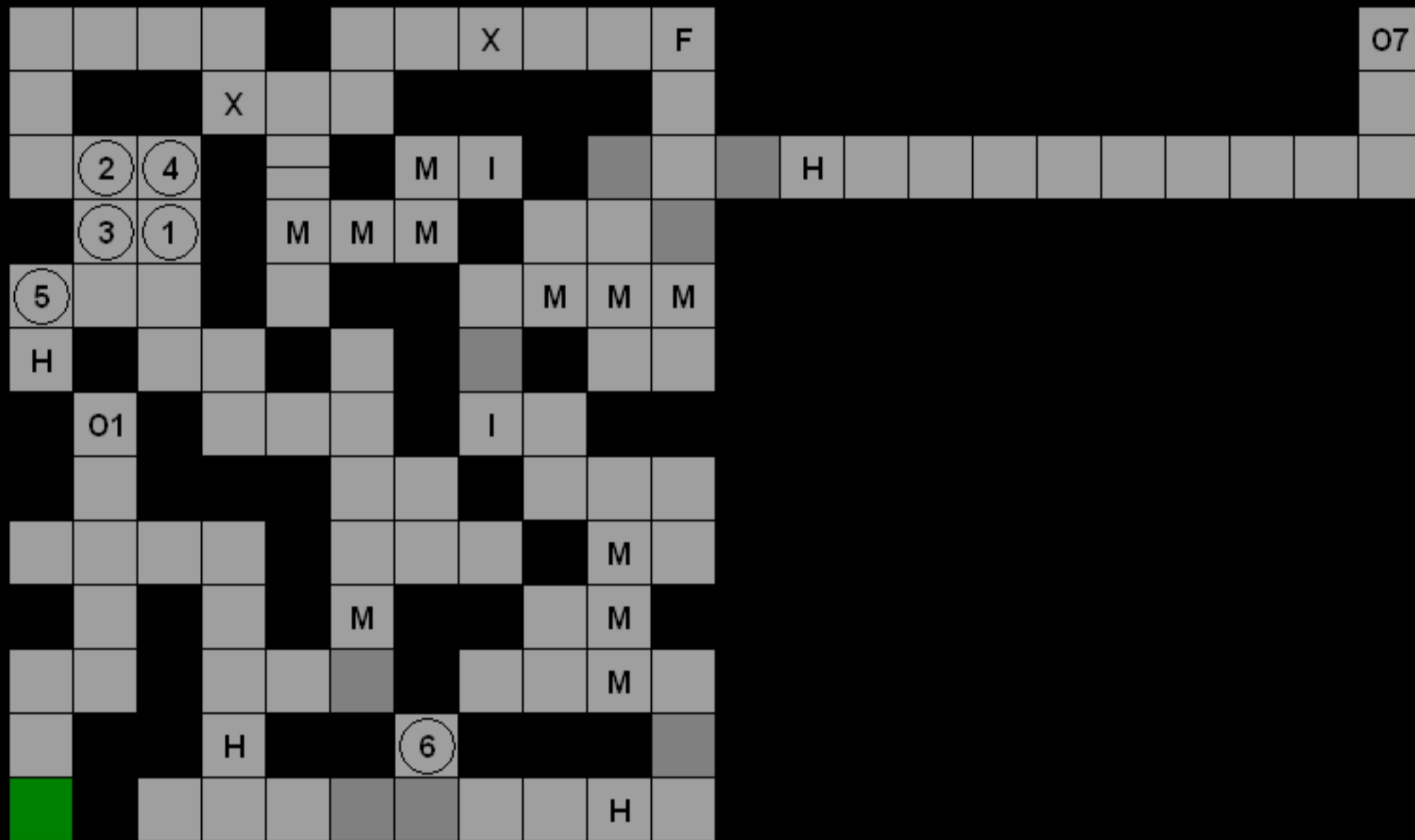
- ⬆ STAIRS UP
- ▬ DOOR
- ⌄ BUTTON/LEVER
- ⬇ TELEPORTER



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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
█	Blocked Wall
□	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## Caves Level 1

- FOREST
- ✚ STAIRS DOWN
- ▬ DOOR
- PLATE
- ⊗ PIT
- ┆ BUTTON/LEVER

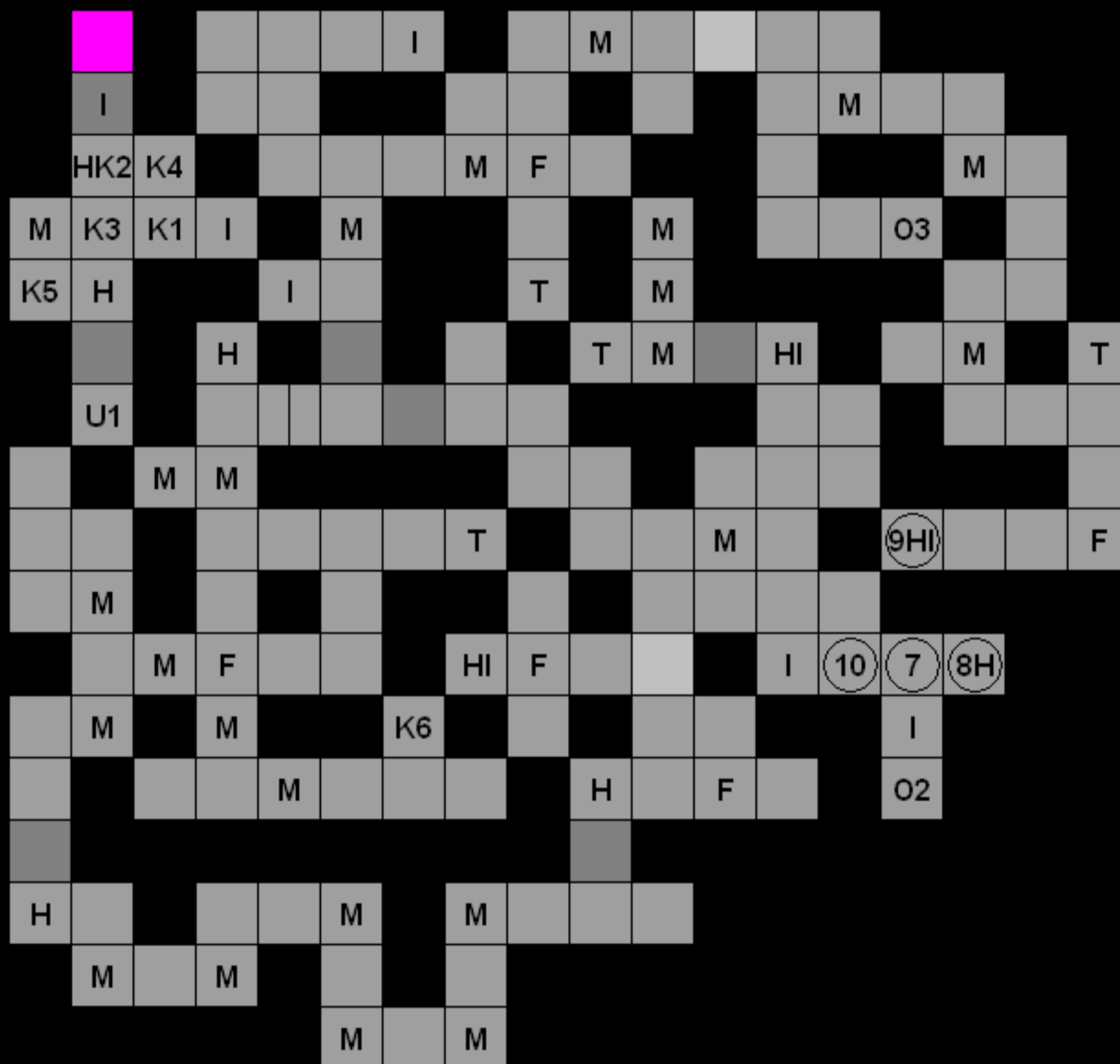


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EXIT



M	Monster	F	Trap	K#	Position from where you fell
I	Item	?	Special	#	Hole
H	Lever	T	Treasure Chest	O#	going down
X	Platform	G	Guard (friendly)	U#	going up
S	Start		Blocked Wall	#	Teleport to
D	Death		Hidden Passage	T#	Teleport from

## Caves Level 2

- POD ROOM
- NICHE
- STAIRS UP
- STAIRS DOWN
- DOOR
- PIT
- BUTTON/LEVER
- SECRET WALL
- CHEST

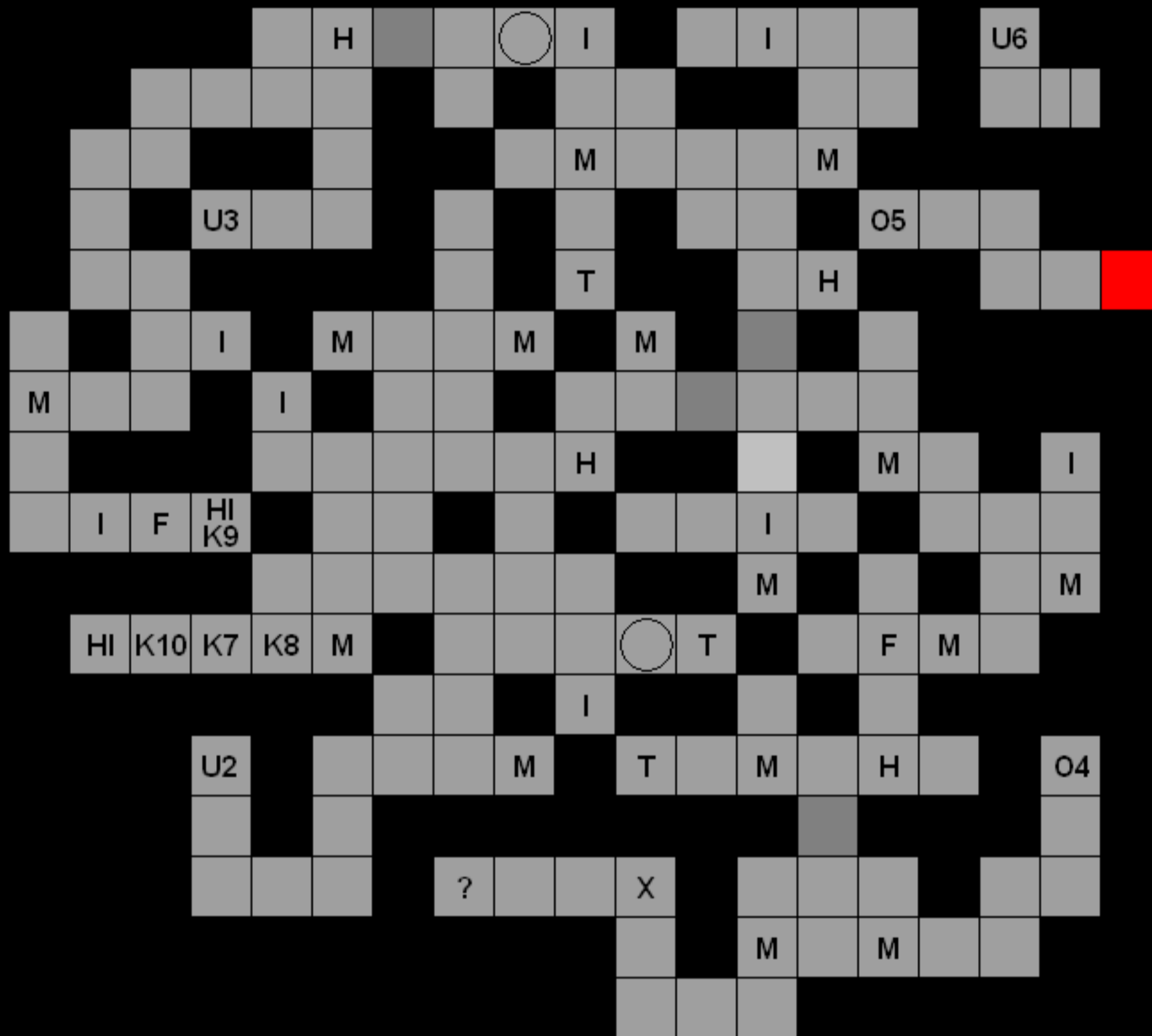


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EXIT



M	Monster	F	Trap	K#	Position from where you fell
I	Item	?	Special	#	Hole
H	Lever	T	Treasure Chest	O#	going down
X	Platform	G	Guard (friendly)	U#	going up
S	Start		Blocked Wall	#	Teleport to
D	Death		Hidden Passage	T#	Teleport from

## Caves Level 3

- DRARACLE'S LAIR
- ⌈ NICHE
- ↑ STAIRS UP
- ↓ STAIRS DOWN
- ⌂ DOOR
- PLATE
- ⊗ PIT
- ⌋ BUTTON/LEVER
- Ⓢ SECRET WALL
- ⊞ CHEST

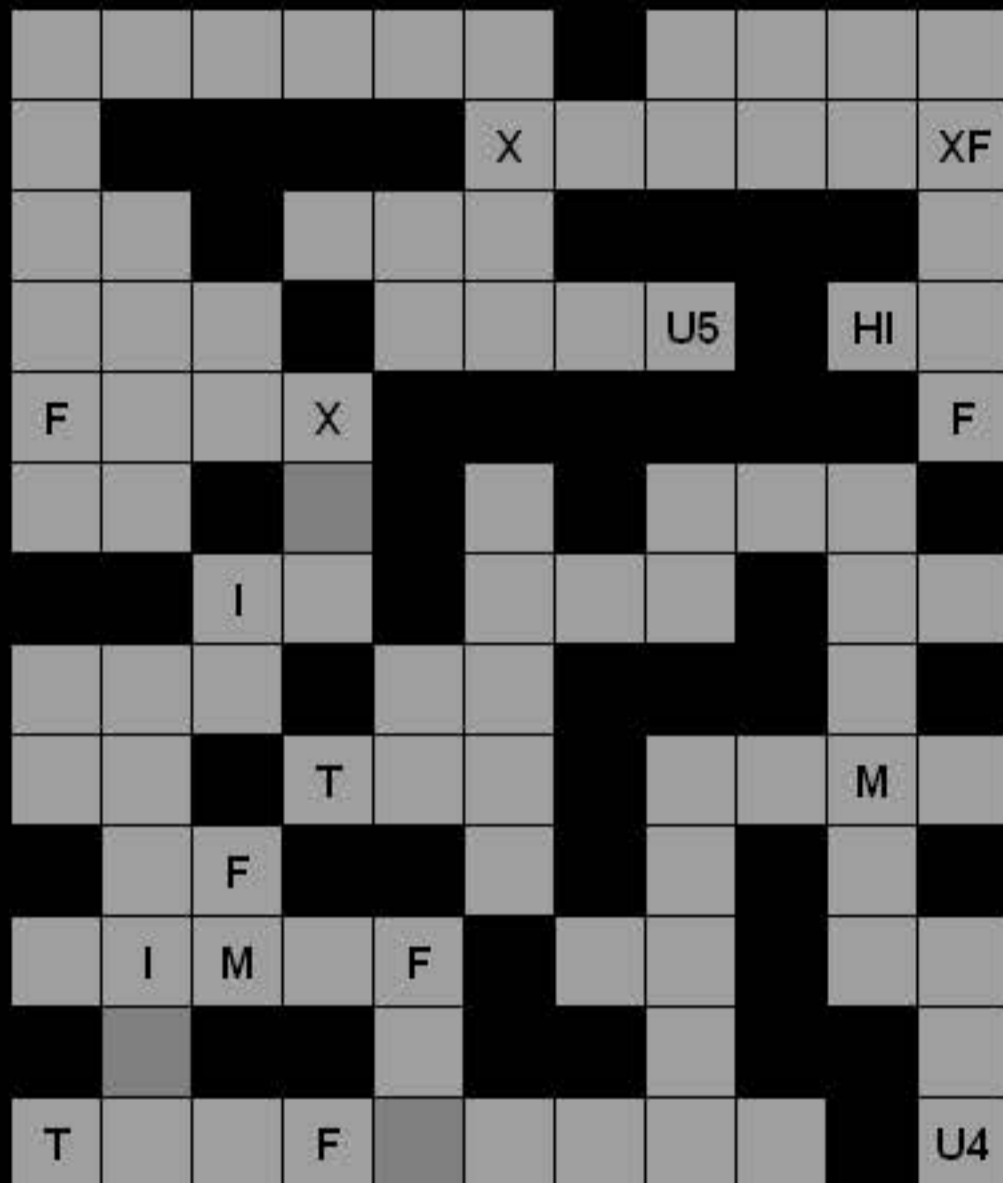


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EXIT








M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
█	Blocked Wall
□	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## Caves Level 4

-  NICHE
-  STAIRS UP
-  PLATE
-  BUTTON/LEVER
-  CHEST

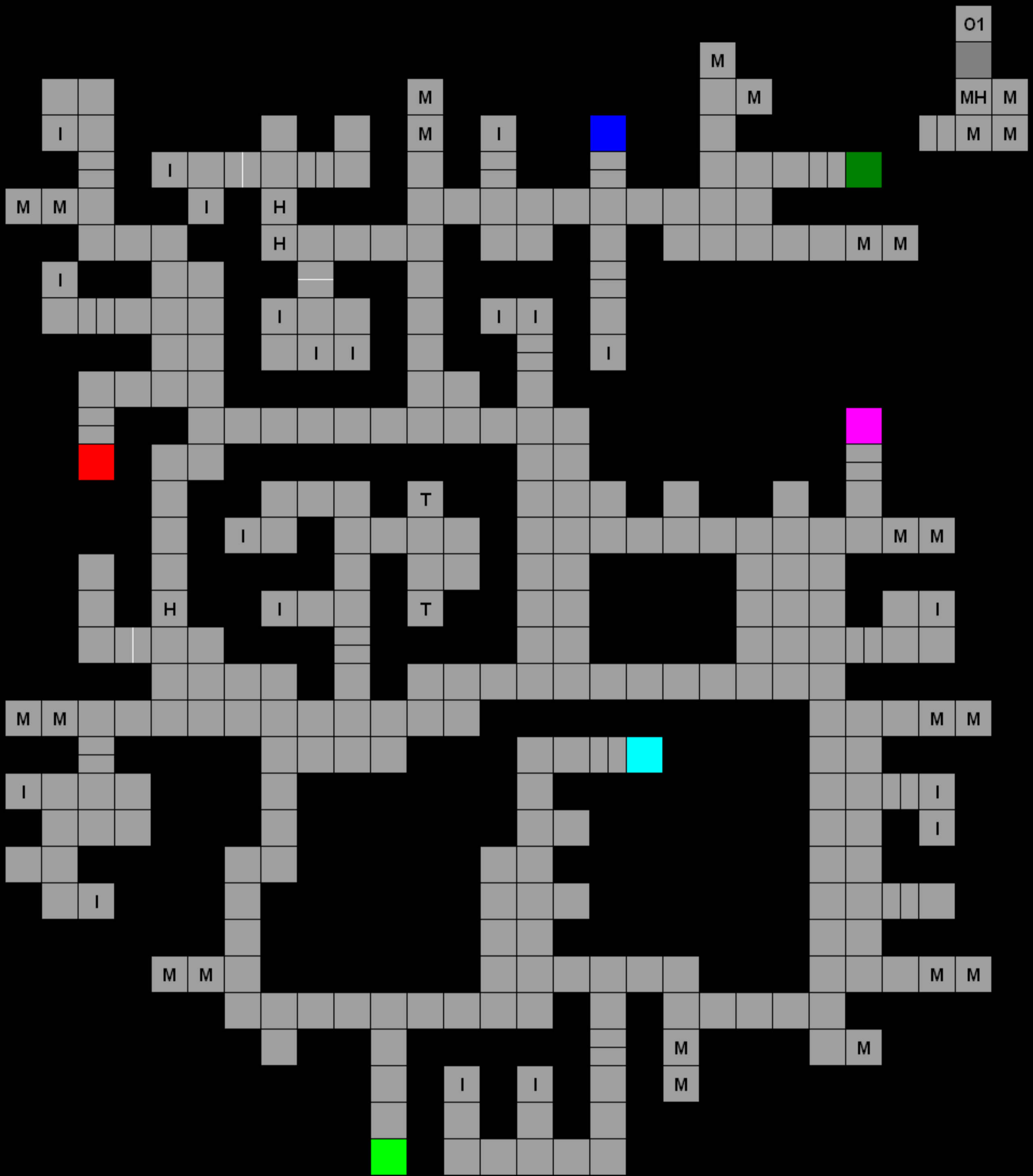


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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
█	Blocked Wall
□	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## City of Yvel



- FOREST
- SADIE'S SHOP
- VICTOR'S ARMS
- FLETCHER
- YVEL'S COUNCIL
- BRUNO'S LODGE
- STAIRS DOWN
- DOOR
- BUTTON/LEVER
- CHEST

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EXIT



M	Monster	F	Trap	K#	Position from where you fell
I	Item	?	Special	#	Hole
H	Lever	T	Treasure Chest	O#	going down
X	Platform	G	Guard (friendly)	U#	going up
S	Start		Blocked Wall	#	Teleport to
D	Death		Hidden Passage	T#	Teleport from

## Dungeons

- NICHE
- STAIRS UP
- DOOR
- PLATE
- BUTTON/LEVER
- SECRET WALL
- TELEPORTER
- CHEST

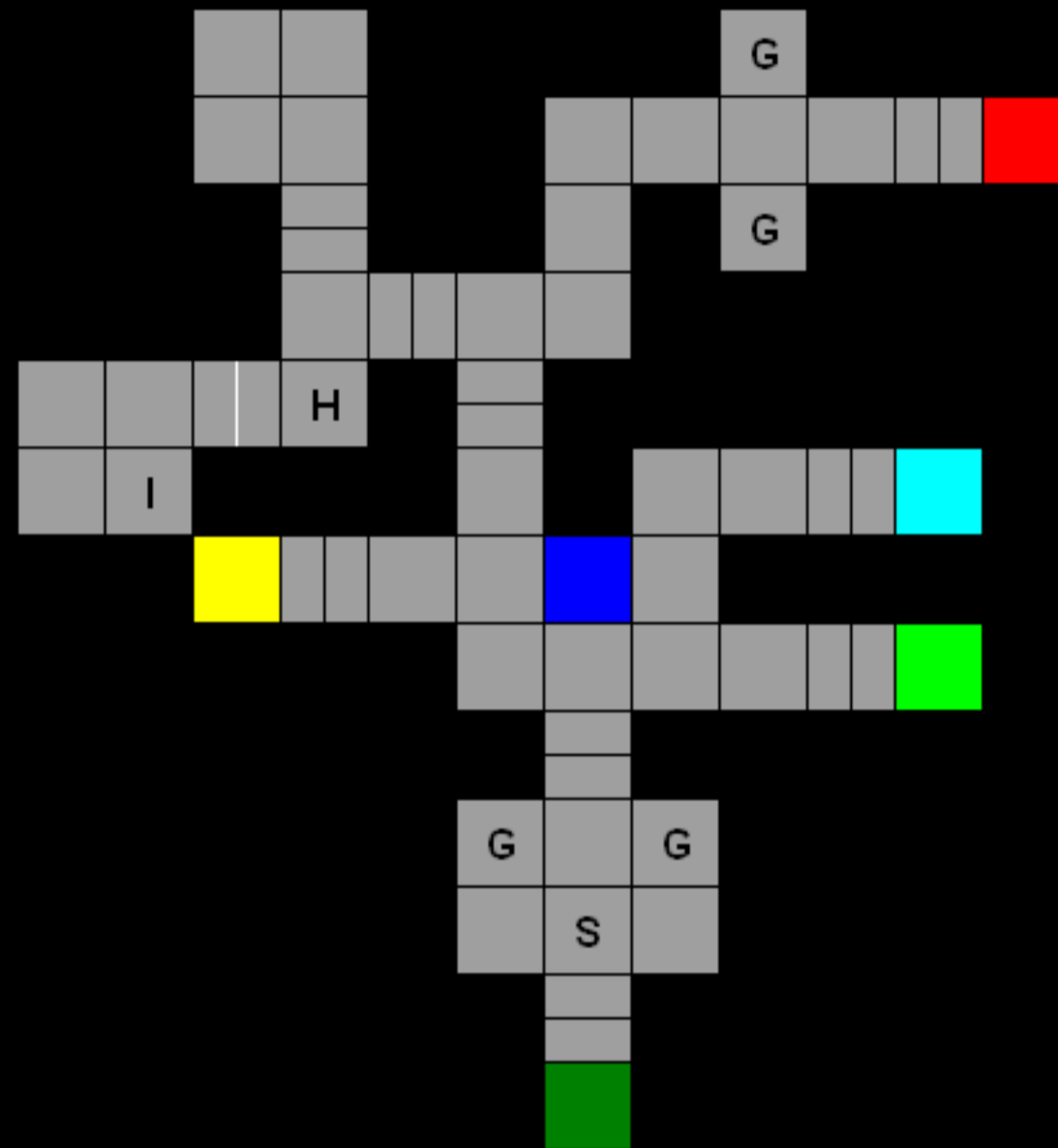


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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
■	Blocked Wall
□	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## Gladstone Keep

- FOUNTAIN
- THRONE ROOM
- GERON'S OFFICE
- VICTOR'S ARMS
- NATHANIEL'S HERBS
- FOREST
- NICHE
- DOOR
- BUTTON/LEVER

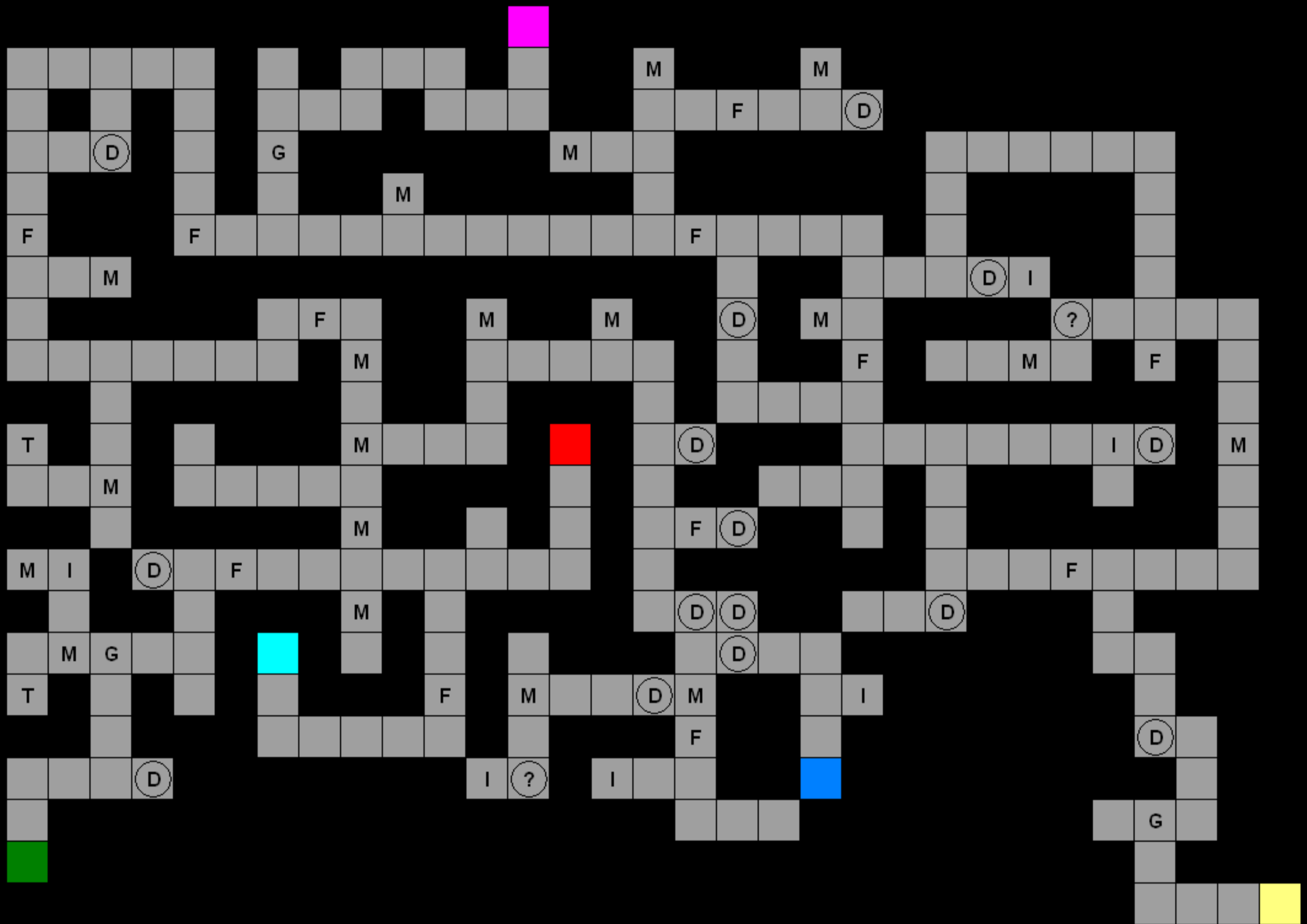


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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
█	Blocked Wall
█	Hidden Passage

K#	Position from where you fell
Ⓚ	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## Gorkha Swamp

- FOREST
- FOREST
- FLETCHER
- GORKHA CHIEFTAIN
- WITCH DOCTOR
- BLACKSMITH
- ⊗ PIT
- CHEST

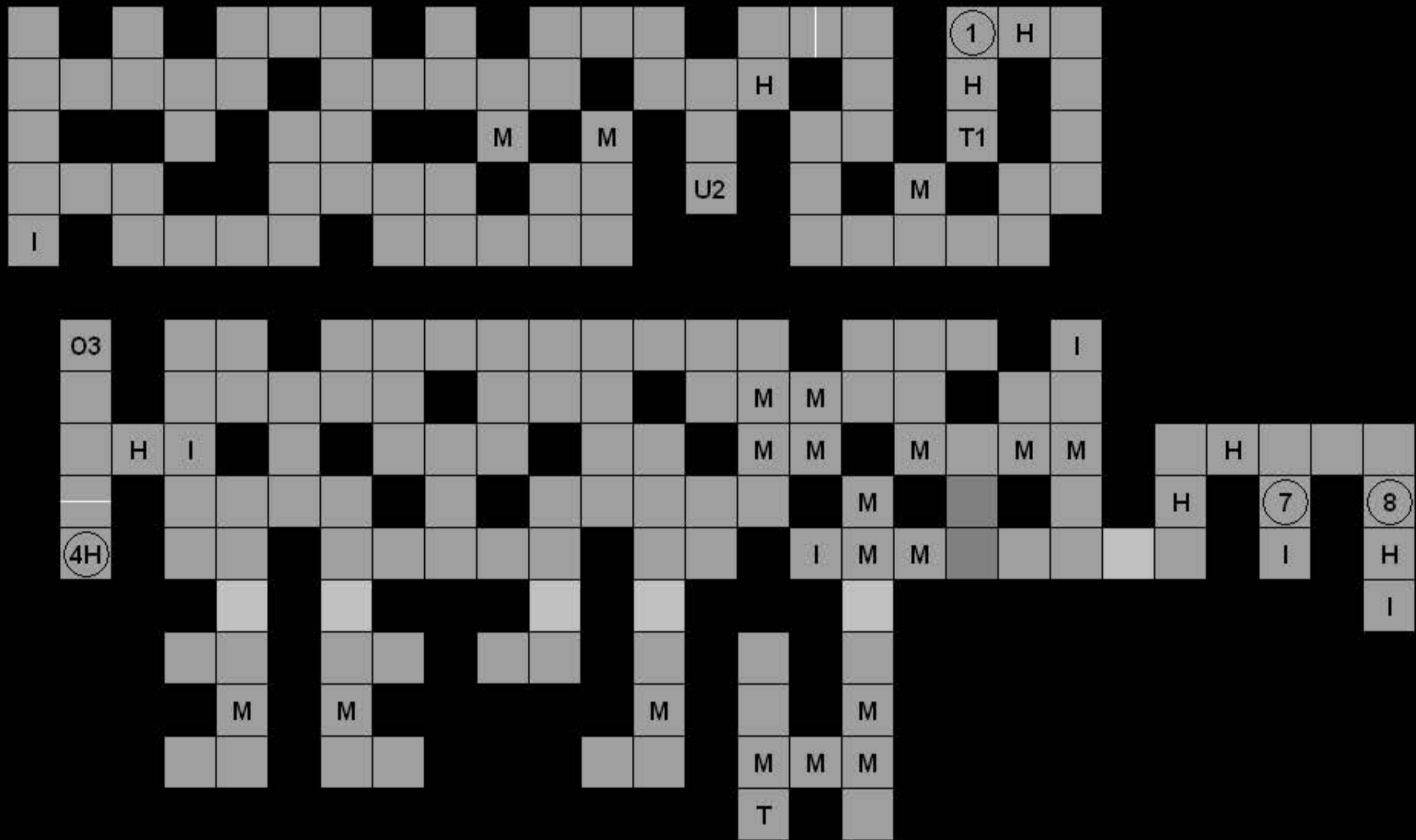


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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
■	Blocked Wall
□	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

# Mines Level 1

- NICHE
- STAIRS UP
- STAIRS DOWN
- DOOR
- PIT
- BUTTON/LEVER
- SECRET WALL
- TELEPORTER
- CHEST



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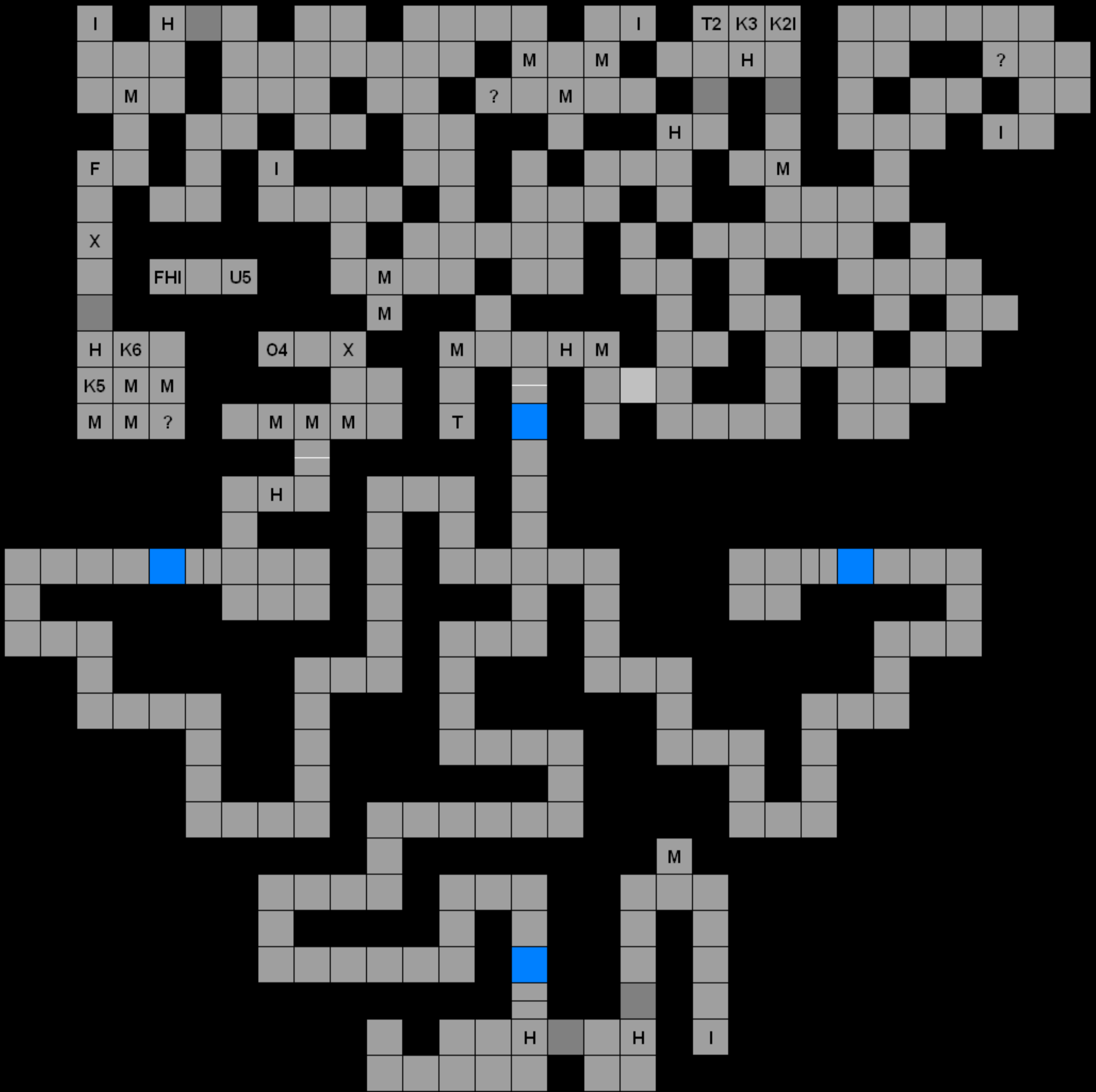
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EXIT







M	Monster	F	Trap	K#	Position from where you fell
I	Item	?	Special	#	Hole
H	Lever	T	Treasure Chest	O#	going down
X	Platform	G	Guard (friendly)	U#	going up
S	Start		Blocked Wall	#	Teleport to
D	Death		Hidden Passage	T#	Teleport from

## Mines Level 3

-  MINE CAR
-  NICHE
-  STAIRS UP
-  STAIRS DOWN
-  DOOR
-  PLATE
-  BUTTON/LEVER
-  SECRET WALL
-  TELEPORTER
-  CHEST

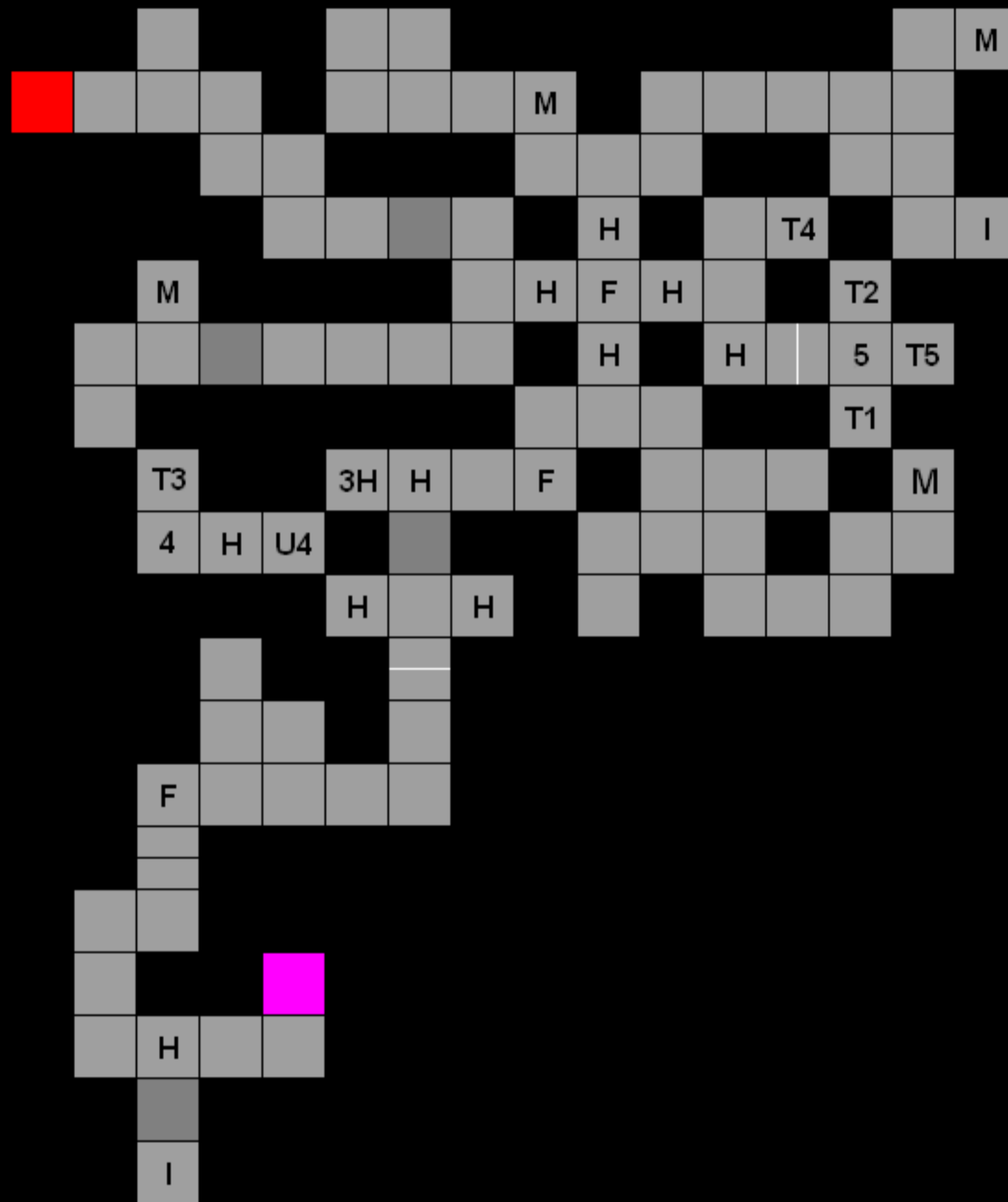


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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
■	Blocked Wall
□	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## Mines Level 4

- HIDEOUT
- ORIN'S GHOST
- ✦ STAIRS UP
- ▬ DOOR
- ┆ BUTTON/LEVER
- ◆ TELEPORTER

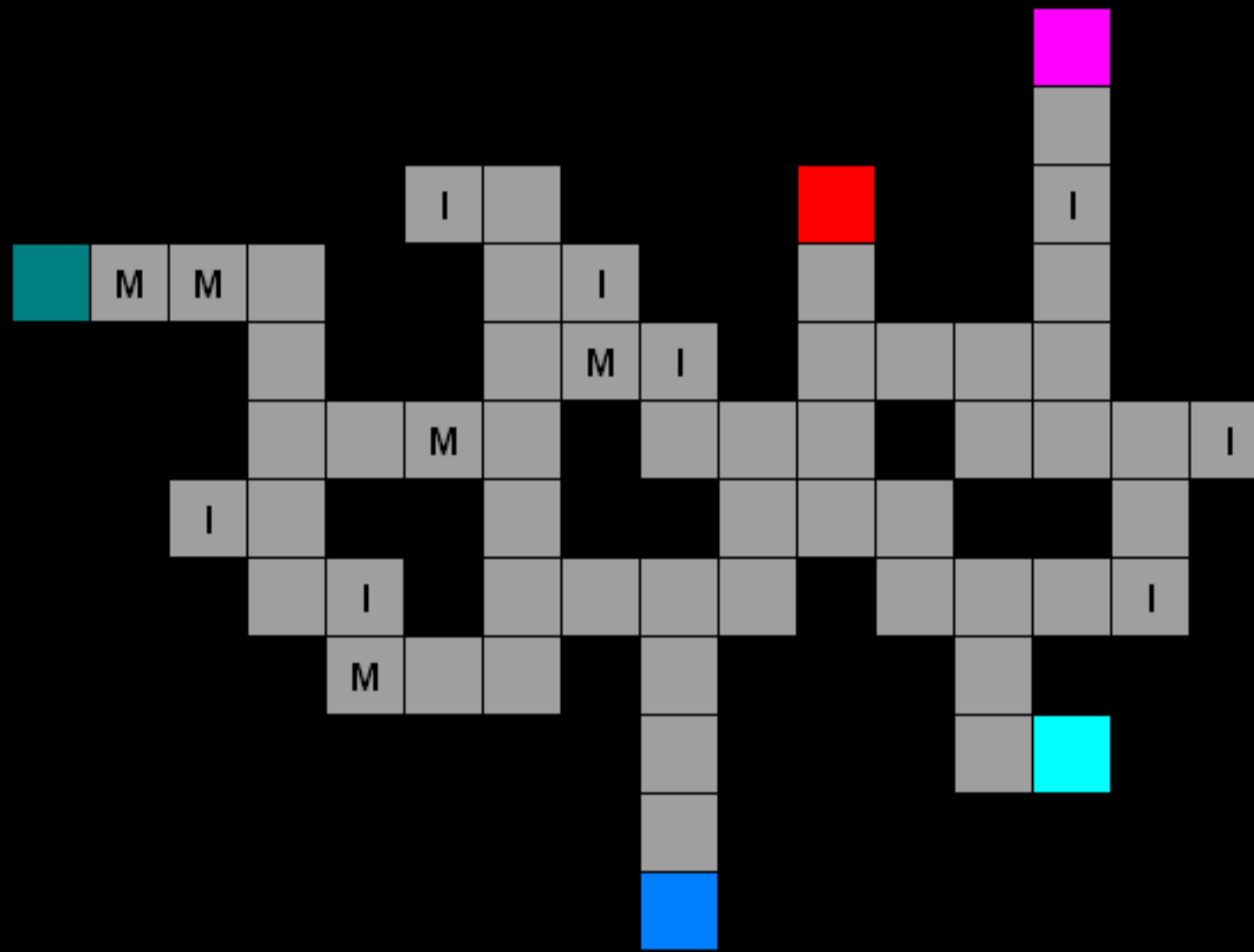


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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
■	Blocked Wall
□	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## Northland Forest

- GLADSTONE KEEP
- THUG'S CAVE
- MARINA
- DRARACLE'S CAVE
- LAKE DREAD

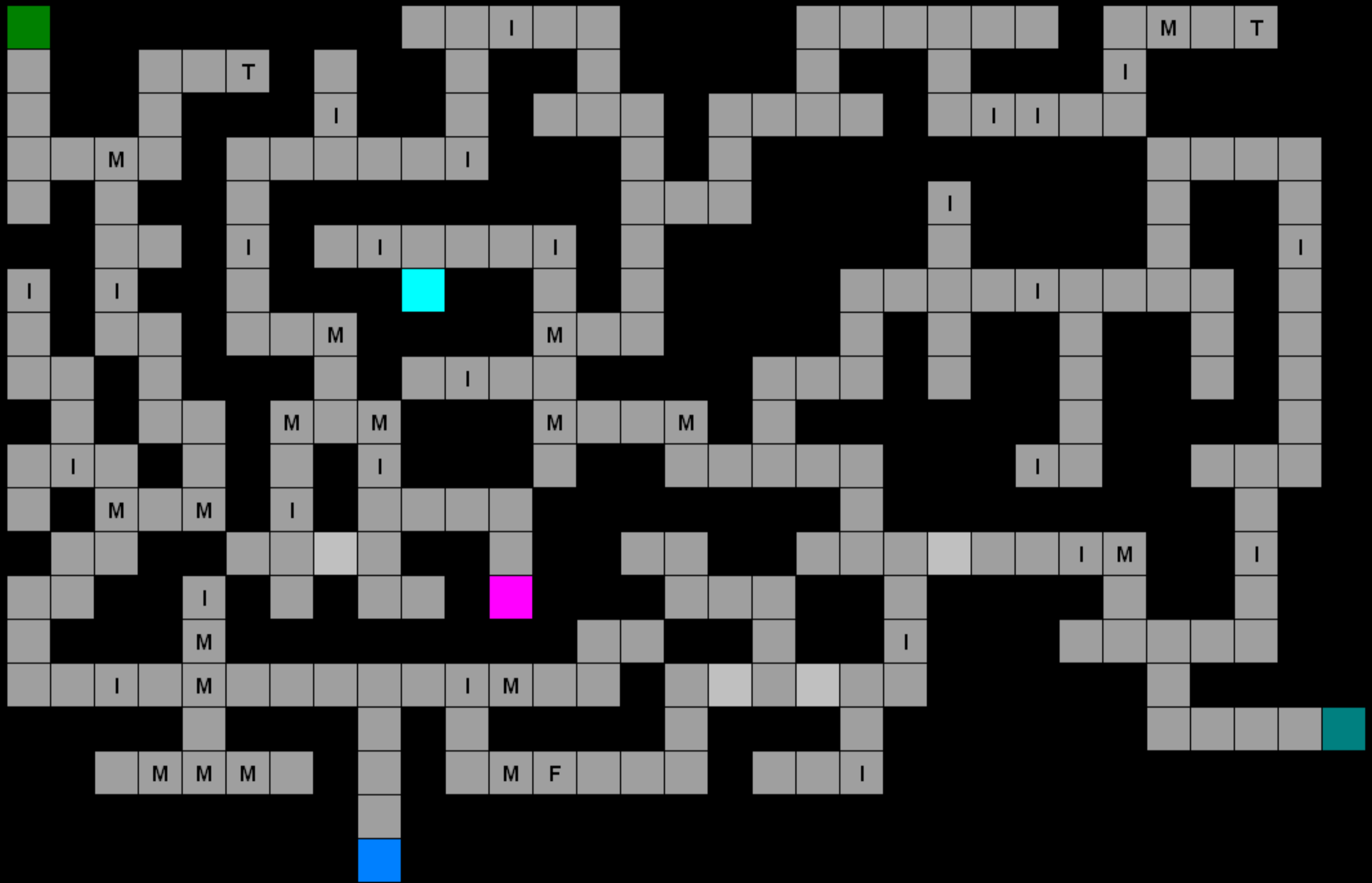


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EXIT



M	Monster	F	Trap	K#	Position from where you fell
I	Item	?	Special	#	Hole
H	Lever	T	Treasure Chest	O#	going down
X	Platform	G	Guard (friendly)	U#	going up
S	Start		Blocked Wall	#	Teleport to
D	Death		Hidden Passage	T#	Teleport from

## Opinwood

- LAKE DREAD
- SWAMP
- BEGGAR
- DROEK'S WAGON
- URBISH MINES
- SECRET WALL
- CHEST

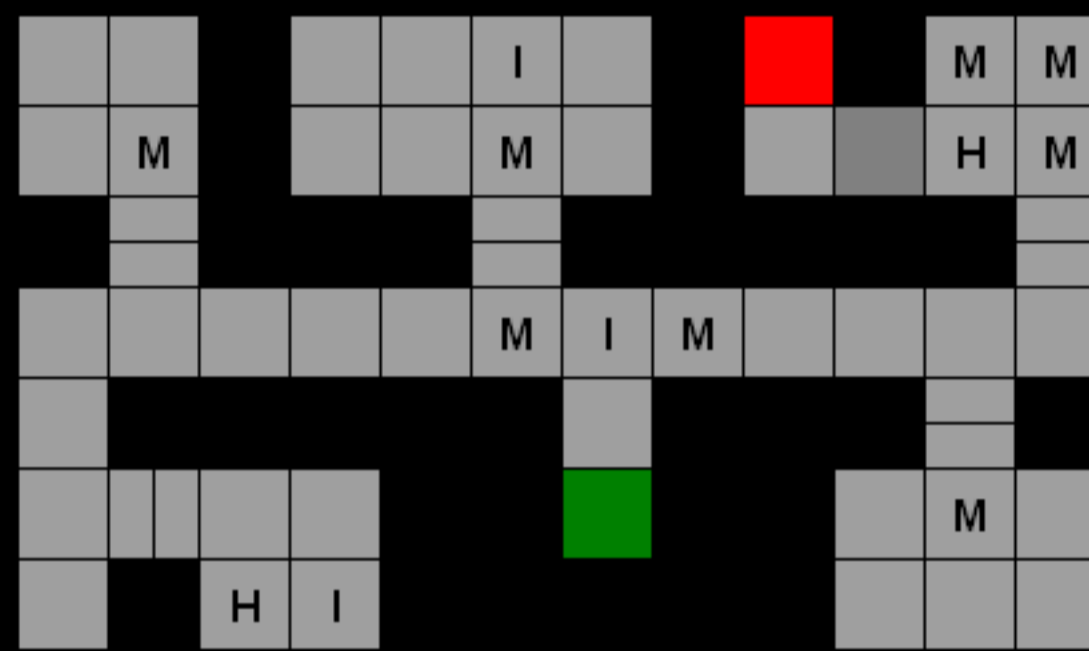


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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
█	Blocked Wall
□	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## Roland's Manor

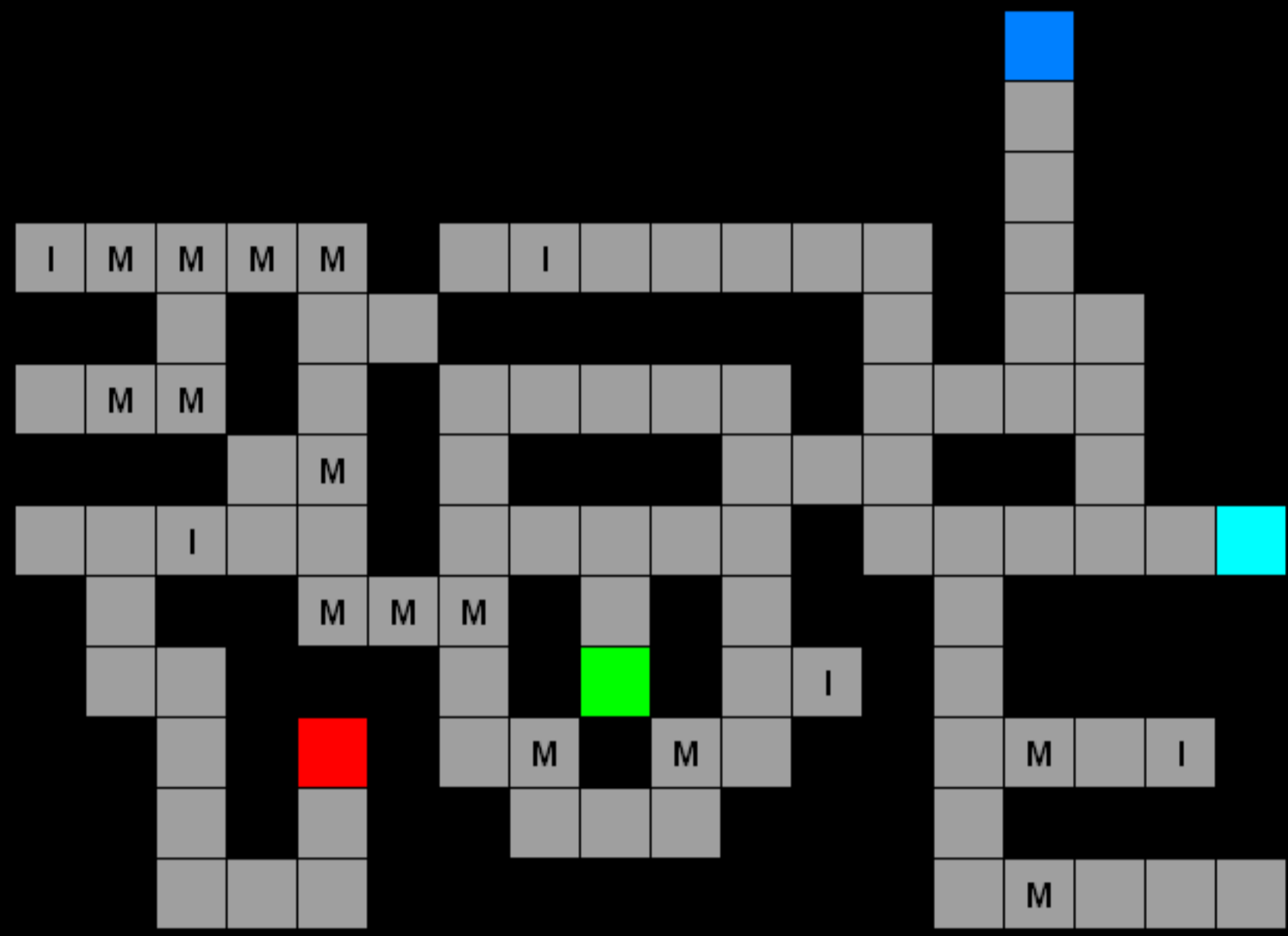
- SIR ROLAND
- FOREST
- NICHE
- DOOR
- BUTTON/LEVER
- CHEST



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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
■	Blocked Wall
□	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## Southland Forest

- ROLAND'S MANOR
- GREY EAGLE INN
- MARINA
- BUCK'S SKINS



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EXIT



## Thug's Hideout

- FOREST
- NICHE
- PLATE
- BUTTON/LEVER
- CHEST

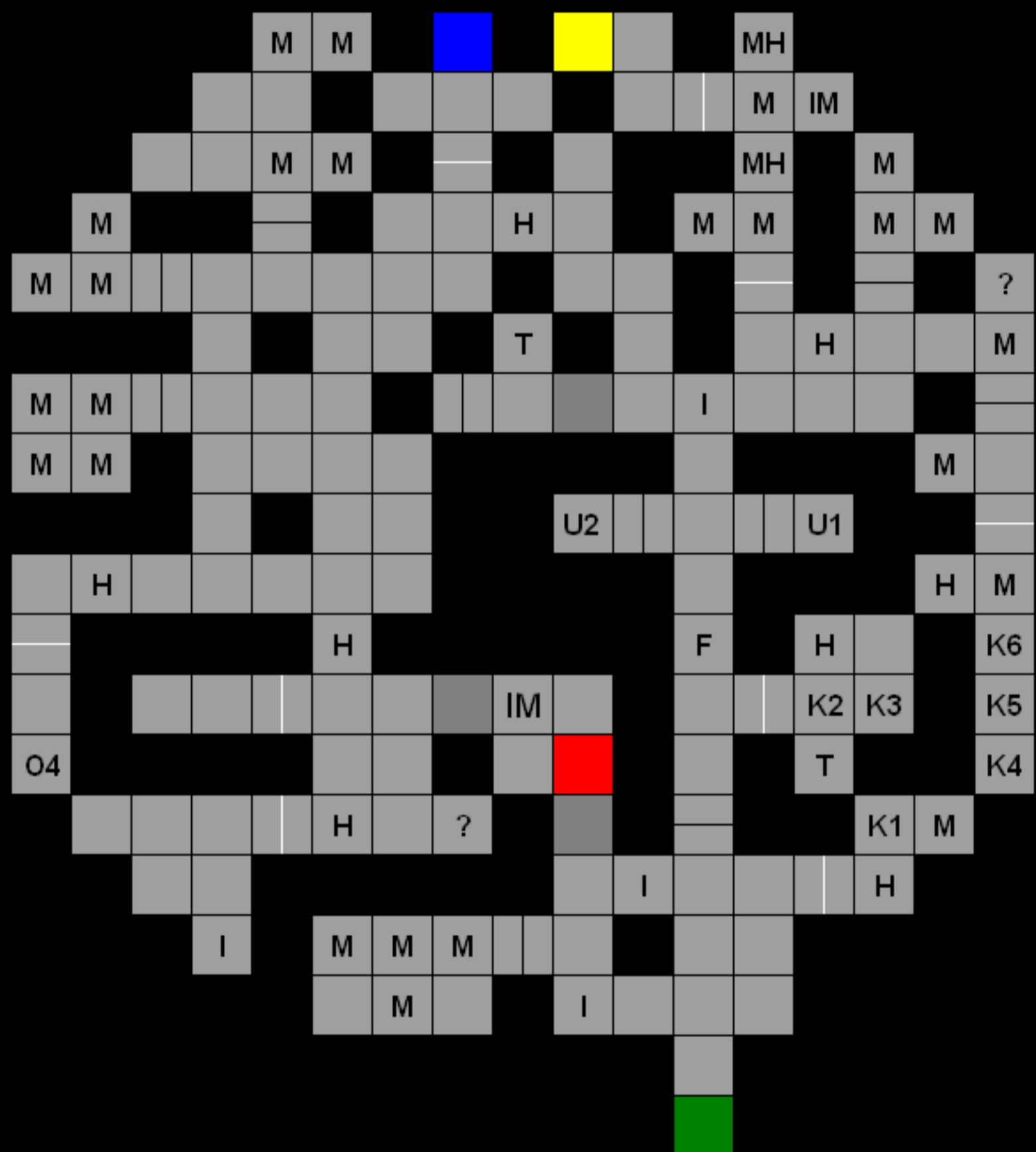


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EXIT



M	Monster	F	Trap	K#	Position from where you fell
I	Item	?	Special	#	Hole
H	Lever	T	Treasure Chest	O#	going down
X	Platform	G	Guard (friendly)	U#	going up
S	Start		Blocked Wall	#	Teleport to
D	Death		Hidden Passage	T#	Teleport from

## Tower Level 1

- QUEEN JANA
- ALTAR DE BLANCA
- LYLE'S CELL
- NICHE
- ⬆ STAIRS UP
- ⬆ STAIRS DOWN
- DOOR
- BUTTON/LEVER
- CHEST

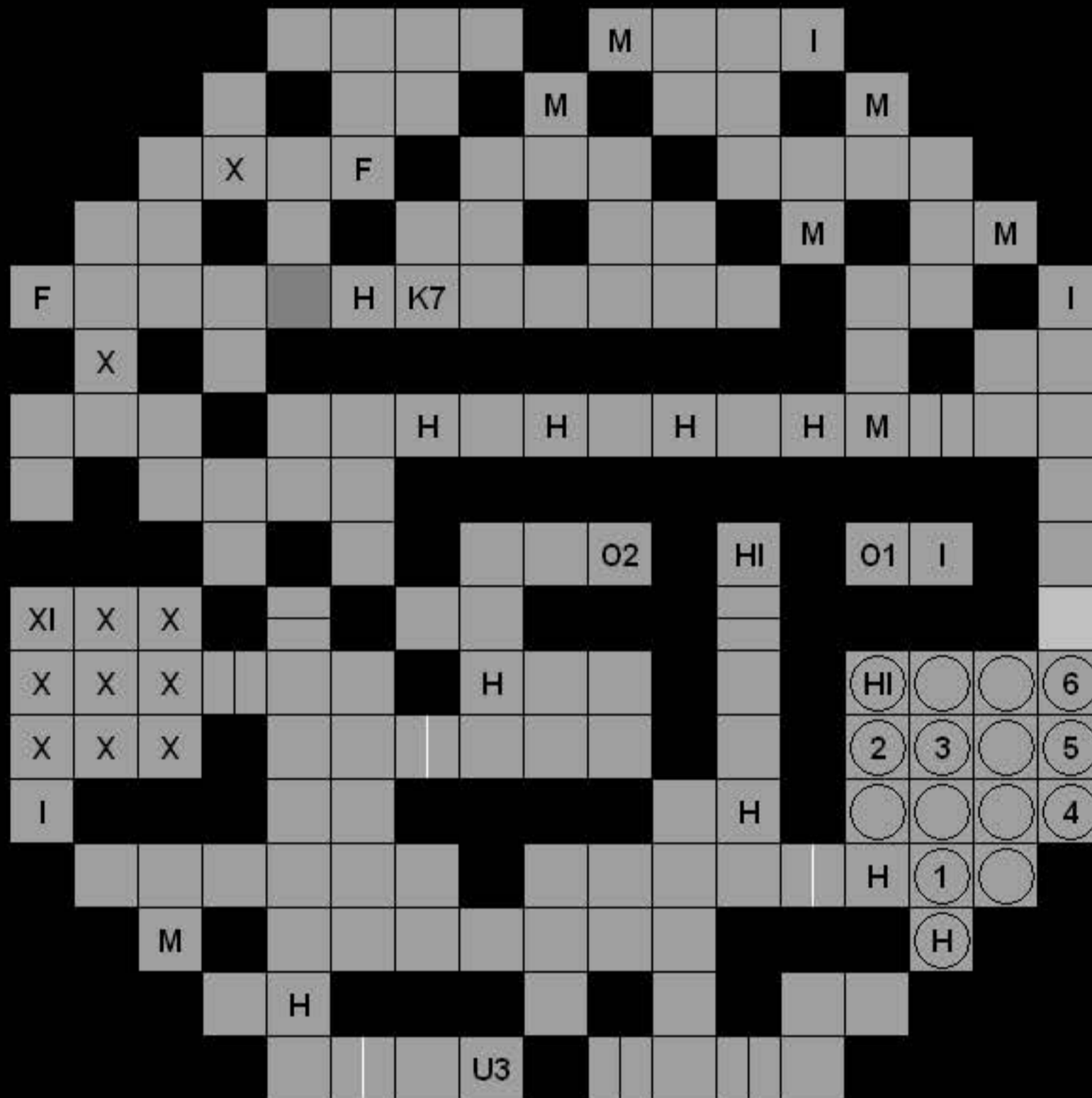


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EXIT



M	Monster	F	Trap	K#	Position from where you fell
I	Item	?	Special	#	Hole
H	Lever	T	Treasure Chest	O#	going down
X	Platform	G	Guard (friendly)	U#	going up
S	Start	█	Blocked Wall	#	Teleport to
D	Death	□	Hidden Passage	T#	Teleport from

## Tower Level 2

- NICHE
- STAIRS UP
- STAIRS DOWN
- DOOR
- PLATE
- PIT
- BUTTON/LEVER
- SECRET WALL

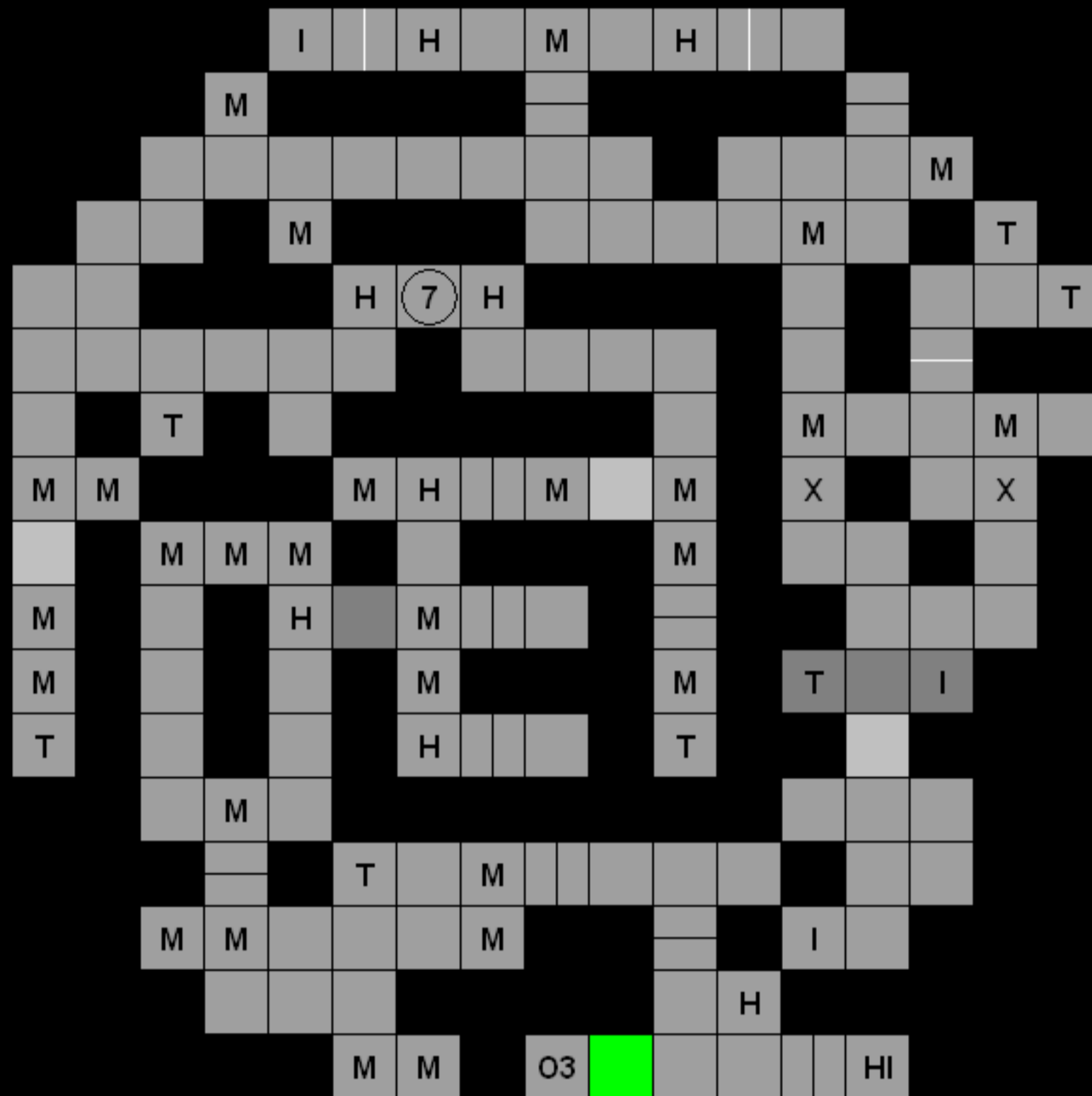


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EXIT



M	Monster	F	Trap	K#	Position from where you fell
I	Item	?	Special	#	Hole
H	Lever	T	Treasure Chest	O#	going down
X	Platform	G	Guard (friendly)	U#	going up
S	Start	█	Blocked Wall	#	Teleport to
D	Death	□	Hidden Passage	T#	Teleport from

## Tower Level 3

- WARNING SPIRIT
- ▭ NICHE
- ⬇ STAIRS DOWN
- ▬ DOOR
- PLATE
- ⊗ PIT
- ▭ BUTTON/LEVER
- Ⓢ SECRET WALL
- ▭ CHEST

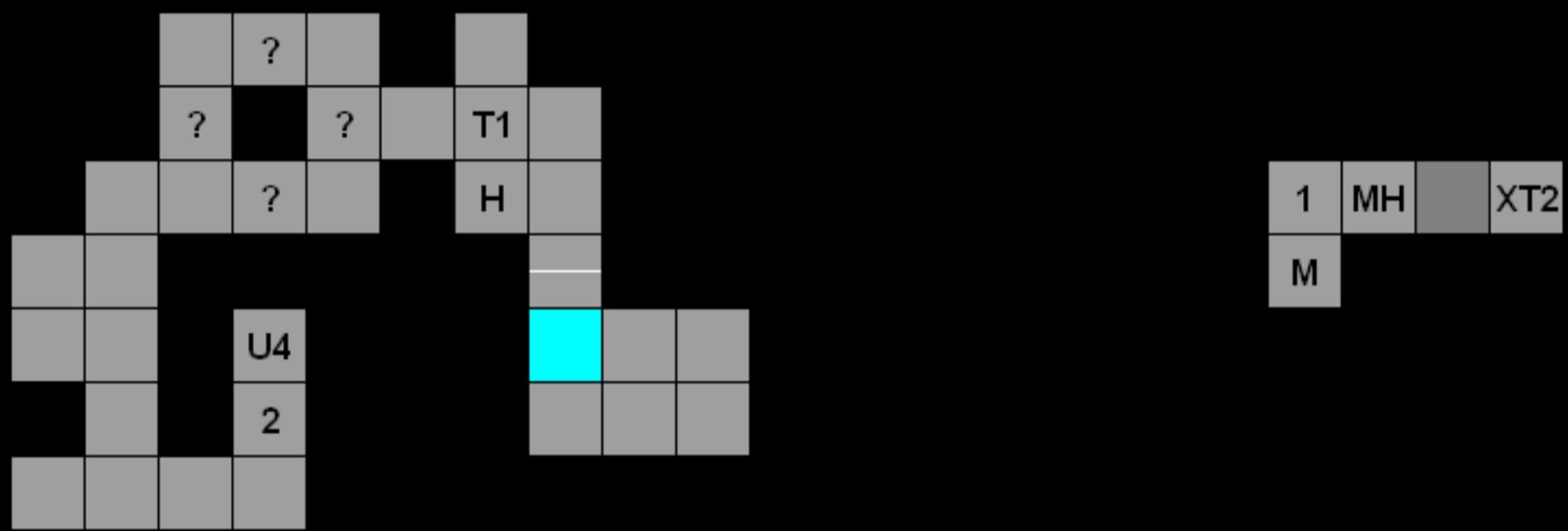


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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
█	Blocked Wall
□	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## Tower Sub-level

- OLD WOMAN
- ⌈ NICHE
- ⬆ STAIRS UP
- ▬ DOOR
- ┆ BUTTON/LEVER

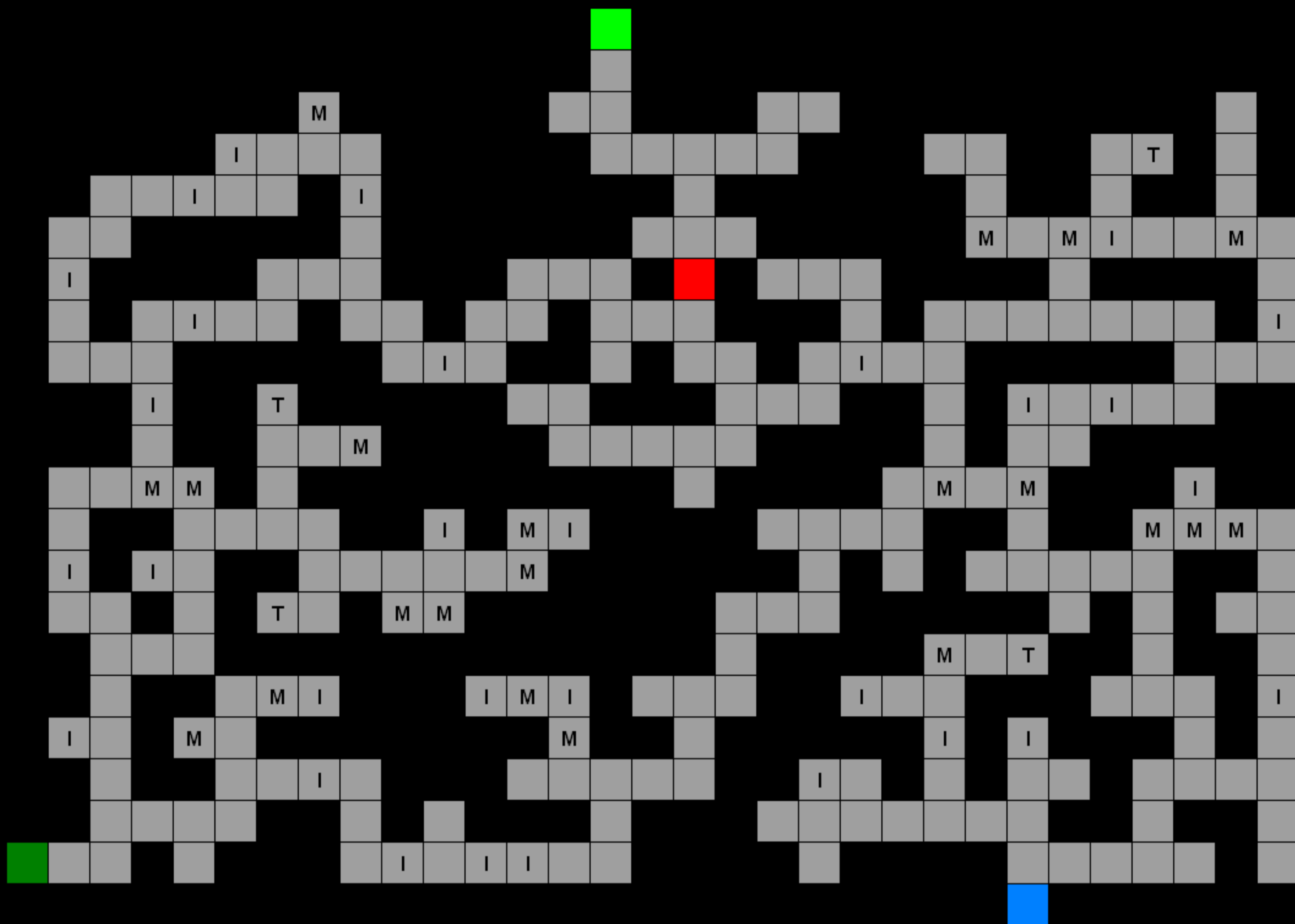


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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
■	Blocked Wall
□	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## Upper Opipwood

- SWAMP
- URBISH MINES
- SCOTIA'S BARRIER
- YVEL CAVE
- NICHE
- CHEST

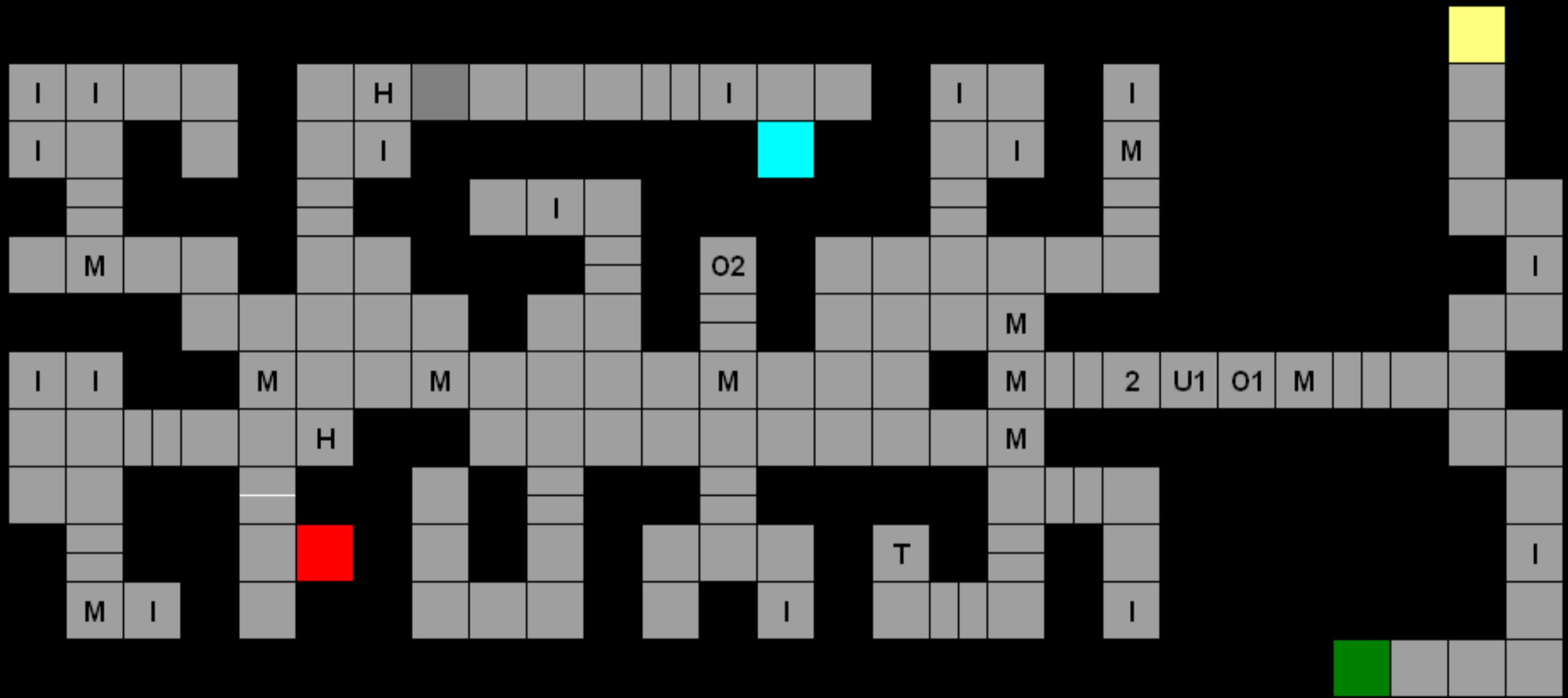


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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
█	Blocked Wall
░	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

# Urbish Mining Co.

- FOREST
- FOREST
- MACHINE
- CLERK OFFICE
- NICHE
- ↑ STAIRS UP
- ↓ STAIRS DOWN
- ▬ DOOR
- ┆ BUTTON/LEVER
- CHEST

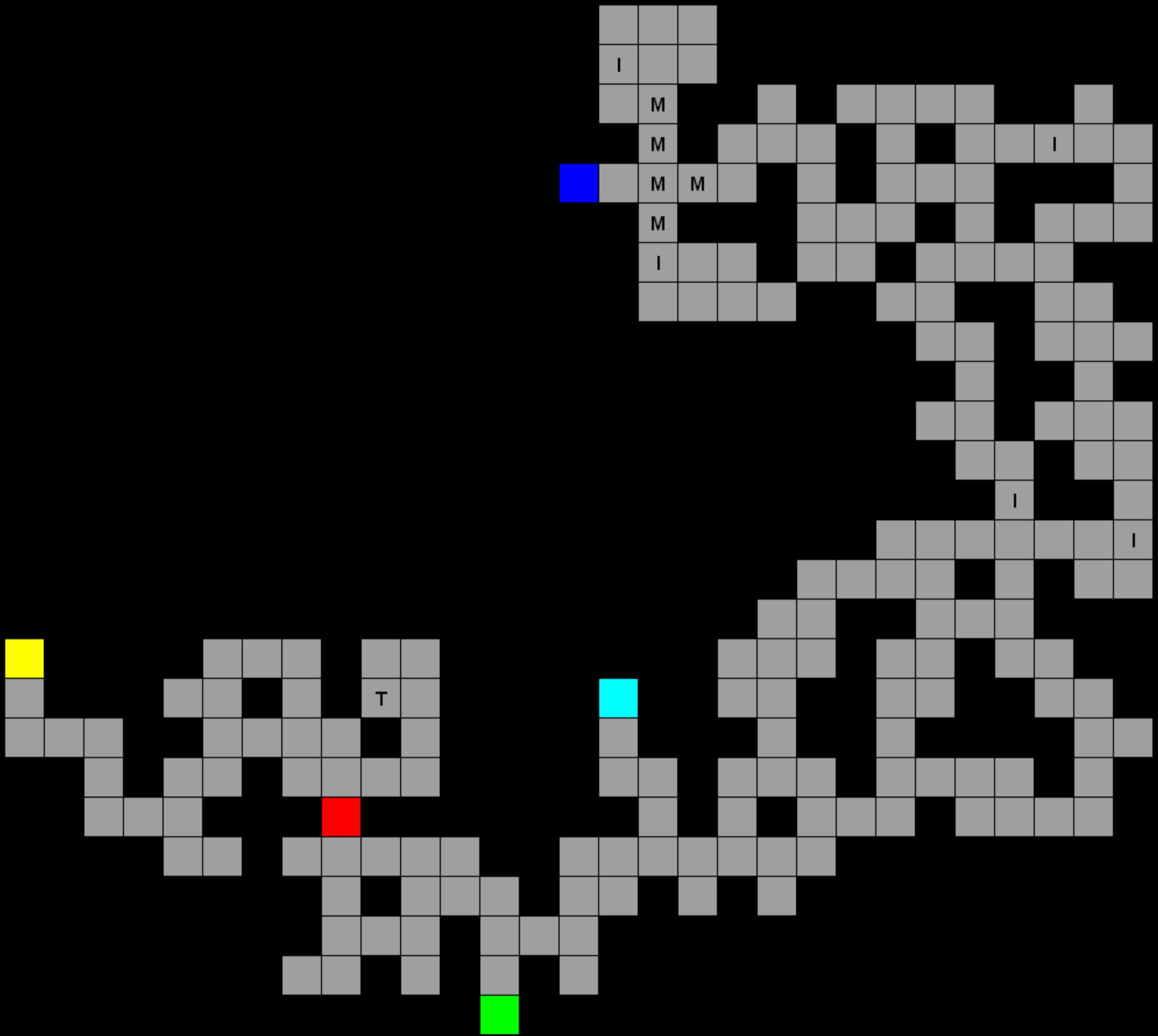


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EXIT



M	Monster
I	Item
H	Lever
X	Platform
S	Start
D	Death

F	Trap
?	Special
T	Treasure Chest
G	Guard (friendly)
■	Blocked Wall
□	Hidden Passage

K#	Position from where you fell
#	Hole
O#	going down
U#	going up
#	Teleport to
T#	Teleport from

## Yvel Woods

- FOREST
- YVEL
- VULTURE'S CHASM
- WHITE TOWER
- SCOTIA'S BARRIER
- CHEST



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EXIT