

Forest

3

T+ 3 -# -# -# -2 -# -# -3 -3

D # # -3 3 # -# -# T #

+ + + +

6 3 -3 -# T # -3 -3 3 3

# # -s -# -# -# -# -3 # #

# -# -# -3 -# -w -# -3 # #

? # -# -# -3 -G-G-G

# -# T # -# # -# -# -#

+ # -# -# -# -# -# -#

# -# -# -# -# -# -# -# -#

4 -s -s -# -# -# -# -# -#

3 M # # -# -s -# -# T #

+ # -# -# -# -# -# -#

s 6 -6 # -3 -# -3 -# -# -3

to Road

opens

to Road

M: Death Minion /  
Platinum Knight  
(tip coffin)

```

Statues
S1 then S2
move jaw,
move sword,
twist hand
opens D
and ?

```

D: Stairs  
to level 2  
T: Treasure  
Room  
Don't  
pick up  
this gem!

S1

Forest

```
S: twist sword
   opens D to
   level 3
```

@: search

```
green: one way  
towards north  
Blue: one way  
towards south
```

```

# * - * * 2      *   riddles
| /   ^%^\ |      |   (push buttons
# * - * * *      *   to spell)
| \% \ %         |   1 life
2 * - *          *   2 light
|               |   3 hate
# * - - *        *   4 death

```

**O** = Ozrinom

```
%: trap
```