

D: Ghost of Draka

W: Warrior Statue

?: Push Button

opens

D: to Mausoleum

S: Weeping Statue
(Death Shrieker
regens here)M: Death Minion /
Platinum Knight
(tip coffin)

```

Forest
  |
  3
  |
T+3-#-#-#-2-#-#-3-3
  |   |   |   |   |   |
D # # -3 3 # -#-# T #
+ + | | + | | + |
6 3-3-# T # -3-3 3 3
  |   |   |   |   |   |
# # -S-#-#-#-#-3 # #
  |   |   |   |   |   |
#-#-#-3-#-W-#-3 # #
  |   |   |   |   |   |
#-4-#-#-# D S-#-#-3-G-G-G
  |   |   |   |   |   |
#-# T #-# # -#-#-#
  |   + | | | | | |
#-# # -#-#-#-S-#-#-#
  |   |   |   |   |   |
#-#-#-#-#-#-#-#-#
  |   |   |   |   |   |
4-S-S-#-#-#-#-#-#
  |   |   |   |   |   |
3 M # #-#-S-#-# T #
  |   + | | | | | + |
S 6-6 # -3-#-3-# # -3

```

to Road

Forest

MAUSOLEUM

Level 1

S2

```

  |
  # 2 #
 /+\ /+\
  # 2 3 2 #
 /+ /+\ +\
  # 2 # 2 # 2 #
 | /+ | +\ |
  # # 2 2 2 # #
 | + +\ |
  # 2 #-#-# 2 #
 | / \ |
D # # # #
 / | \
 3 #-#-# #
 | | |
  # # # T #
 | \ | / |
 3 2 3+U?# 2 3
 | \ + +/ |
  # # 2 4 2 # #
 | \ + | +/ |
  # 2 # 2 # 3 #
 \ + \ +/ +/
  # 4 #
 \ /+\ /
  # 2 #
  |
  S1

```

Statues

S1 then S2

move jaw,
move sword,
twist hand
opens D
and ?D: Stairs
to level 2T: Treasure
RoomDon't
pick up
this gem!U: Up to
Graveyard

level 2

```

  |
  4
  |
  # 2 #
 /+\ /+\
  # 2 2 2 #
 /+ /+\ +\
  # 2 # 2 # 2 #
 | /+ | +\ |
  # # 2 4 2 # #
 | /+ +\ |
  3 2 3-3-3 2 3
 | /+ + +\ |
U # 2+2+2 # #
 | / \
 3 S-2+2+2-S 3
 | | |
  # # 2-4-2 # D
 | \ + @ +/ |
  # # #-4-# 2 3
 | \ + +/ |
  # # 2 4 2 # #
 | \ + | +/ |
  # 2 # 2 # 2 #
 | \ + \ +/ +/
  3 2 3 2 #
 \ + /+\ +/
  # 2 #
  |
  4

```

S: push eye

S: twist sword
opens D to
level 3

@: search

level 3

```

  *
 /|\
  # * *
 / ^ + ^ \
  # * * # *
 / ^ / \ \ | \
  # *-* * 2 *
 | / ^% ^ \ |
  # *-** * *
 | \% \ %
  2 *-*
  | |
  # *-*- *
  | 1
  # 3 * O 4 *
 | % 2 3
  # 3-3 * 3 3 U
 | X+ | \ |
  # 3 3 <3> 3 3 #
 | | | / |
  # # 3%2 # #
 | | x | v \ / |
  # 3-# 2 #-3 #
 \ % / | / / /
  # 3 #-3 #
 \ \ v \ v /
  # # #
 \ + /
  #

```

green: one way
towards north
Blue: one way
towards southriddles
(push buttons
to spell)
1 life
2 light
3 hate
4 death

O = Ozrinom

%: trap