

INSTRUCTIONS FOR SPECIFIC LOCATIONS

SEA OF SAND

Use Keys 1 to 8 to move (*Diag 3*).

UNDERGROUND SWAMP

Use Keys 1 to 8 to move (*Diag 3*).

GOLD MINE

Use Keys 5 to 8 for gold (*Diag 2*).
Beware of fools gold and the terrible flesh eating rock snakes.

"BRIDGE OVER ABYSS" and "TEMPLE MAZE"

Use Keys 5 to 8 to move (*Diag 2*).
Use Key 0 to use your Sword. Use Key Z to fire lightning bolts. Fire breathing dragons hunt you down across the bridge through the Maze. Your strength and spiritual power will not be replaced until you make it through the maze.

ROOM OF PITS

Use Keys 1 to 8 to move (*Diag 3*).
Reach the exit on the other side of the room while trying to avoid the pits. To make it more difficult Sirens will appear and draw you off course. When a Siren appears only ONE Key will control your movements and that Key will be between 5 and 8. It's up to you to find which one before the sirens claim another victim.

LORDS OF CHAOS

Use Keys 1 to 8 to move (*Diag 3*).
This is a strategy game. You make your move and the Lords of Chaos make theirs.
Use Key 0 to drop the fire ring.
Use Key P for power search.
You must lead the Lords of Chaos over the fire ring to banish them. If they see the ring they will throw it across the room. You can pick up the ring by passing it or using Power search which will pick it up from anywhere on the boards. Beware of Death do not move directly towards him or you might gaze on his face and no mortal will live after it.

THE BLACK CRYSTAL

Use Keys 1 to 8 to move (*Diag 3*).
Use 0 to drop a ring.
Use T to pick up a ring.
The Black Crystal is surrounded by pedestals. To destroy the crystal you must place a ring on each pedestal.
The Black Crystal is not defenceless and can knock the rings off or kill you.