















- A = Use Yellow Lockpick On The Locked Door
- B = Teleport To Level 2 The Basement (E)
- C = Use Green Lockpick On The Locked Door
- D = Use Blue Lockpick On The Locked Door
- E = Teleport To Other E
- F = Dire Wolves Carry Hollowed Nunchukas
- G = Major Fight With Excellent Treasure, Eg Sword Of Flames...
- H = Use Blue Lockpick On Locked Door
- I = General Info
- J = Gateway To Level 3 The Prison
- K = Teleport To Other K
- M = To Dungeon Entrance
- N = To The Treasury
- X = Major Battle

General Key

- | | | |
|---|---|---|
|  |  | = Open Door |
|  |  | = Locked Door |
|  |  | = One Way Door |
|  |  | = Secret Door, Use Detect To Find |
|  |  | = Two Way Walk Through Wall |
|  |  | = One Way Walk Through Wall |
|  |  | = One Way Walk Through Wall, A Door Will Appear On The Other Side |