















- A = Stairs From Level 1 Mines And To Level 4 King's Domicile (J)
 B = Sign
 C = Find Secret Door
 D = Exit To The Tavern
 E = Sign
 F = Unlock With Thieves Key
 G = Good Treasure
 H = And Again
 I = General Info
 J = Yet More Treasure
 K = Learn Detect Skill
 L = Learn Bard Skill
 M = Staff Training Centre
 N = Secret Door, Need Detect + Blue Lockpick
 O = Must Use Blue Lockpick Here
 P = Sinestra's Fountain
 Q = Archery Training Centre
 R = Learn Lockpick Skill
 S = Stairs Down To Level 6 The Labyrinth I (A)
 T = Fencing Training Centre
 U = Thieves Infirmary
 V = Good Treasure Including Thieves Key
 W = Stairs Down To Level 6 The Labyrinth I (A)
 X = Major Battle
 Y = Use Blue Lockpick
 Z = Axe + Club Training Centre

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