

The Shadow of Yserbius - Walkthrough

Written by Sue Medley

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First Some General Information.

On the maps, the bottom left corner is A1, letters going up the side of the map A to P maximum and numbers along the bottom 1 to 16 maximum. Unless stated otherwise, all areas are 16 by 16. Occasional single letters have been used to refer to specific locations on the maps.

Some encounters are fixed, others random. Once you have the skill Read Tracks, cast this on first entry and mark each purple square as an X on your map. Do the same with True Seeing which will show staircases, doors, teleports and other important items as yellow blocks. Mark as a ?.

Some Xs may turn out to be NPCs but it's well worth knowing where the tough fights are likely to be. Random fights aren't usually so hard. Occasionally I couldn't work out what a ? referred to; nothing seemed to happen, or there'd be a message saying something like 'the room is bare' so these are still on the maps as a ?.

Some monsters carry excellent treasure the first time you find them. These are not always replenished when you go back a second time but it's worth a try! Quest items, as far as I can see, are always replaced should you need a replacement for some reason or another.

Equip yourself with the best lockpick you can find. Only a low level one can be bought, others are gained from fights. I found the best was a blue and kept this in the slot between my character's feet for ease of use.

I have tended to say 'use a blue lockpick' in the solution and on the maps. But I haven't always noted which doors need a lockpick and I gather a blue one isn't actually needed until the Thieves' Den, Level 5.

Level 1

1) Dungeon Entrance

Not much to say about this area. No monsters, no NPCs, no treasure, just four doors. One leads back outside to the Dungeon Exit, one to the Mine, one to the Hall of Doors and the last to the Soldiers' Quarters. It's 9 by 11 in size.

In the top left corner is a locked door which you can't enter until your character is Level 20 or above and has the Thieves' key. This then gives a short cut to Level 6 The Labyrinth I. All Quest items relating to the Palace are taken from you when you enter, which is worrying, to say the least, when it happens!

2) The Mines

In this area you will find several rumours. One tells of King Cleowyn's fantastic treasure. Another tells you to look out for better lockpicks and that it is useful to be able to detect hidden doors and traps. A third tells you that the upper levels of the dungeon are the King's Palace and are full of traps. Oh, how true! A wizard tells you that the lower levels of the dungeon are very dangerous and a lone adventurer will be at a disadvantage - also true, but not very useful info when you are playing a solo game! Another character will tell you that to reach the next level of the dungeon you'll need a special key which is located on this level. You'll also be warned about the pit in the centre of the mine which only the strongest can survive.

A central corridor leads from the doorway to the Dungeon Entrance, to the south, to the Vestibule to the east. Some doors are locked and need a lockpick, others are opened by brute strength (17 upwards).

A doorway in the southeast at E14 leads to the pit we were warned about. Ignore this until you are a high level - say Level 20. Fortunately a kind spirit will rescue you if you try to jump into it too soon. It leads to Level 5, Pit Bottom.

Another doorway in the northeast at K14 takes you through a series of rooms. At N6, you will fight to win King Cleowyn's Key which is needed to unlock a nearby door and will be used extensively on lower levels. Further through, at G2, another fight will gain you King Cleowyn's Lockpick, which will also be useful later.

Cast detect in the southeast (B14) to find a secret wall. In here, a teleport can only be used by Level 20 characters upwards and takes you to Level 5 Thieves' Den.

3) The Soldiers' Quarters

Reached from the Dungeon Entrance, you can reach the Treasury from here and, later, Level 2 the Basement and beyond. In fact, it turns into a useful short cut. It is also a route back from The Prison using two teleports in a hidden area in the bottom right. You arrive at C13, then go through D14 to reach M13 (and vice versa to reach the Prison).

You'll learn from NPCs that you can acquire new skills in the dungeon. You'll also be told that under Cleowyn's Palace is a maze infested with thieves. They seem the only ones who know how to get through the thing. An orc barbarian will tell you that polar bears and ice lions infest the lower parts of the dungeon and a troll ranger warns you to take heed of the "Keep Out" sign at the end of the corridor and to look out for traps.

Several doors need a lockpick to open them, either green or, better, blue. The central area cannot be reached until you find a teleport at the far east side, G15. Just through the teleport, some dire wolves guard a hollowed nunchukas which will give you some extra cash unless you can use it.

A square corridor around this section has a few rooms off it. One contains some elf barbarians (C5) which often carry worthwhile treasure - I picked up some good magical swords and armour here. A good lockpick is needed for one northern door and another in the south (K3 and C6).

4) The Hall of Doors

A smaller area, just 8 by 16, reached from the Vestibule and the Dungeon Entrance. Once again, only the outer area is immediately accessible. The centre can only be reached by teleport at D16 and there is a locked room past D1 which can be unlocked with a blue lockpick. In here, at E1, is a teleport to the Mausoleum on level 3. A teleport from The Treasury leads to a locked room at C16.

You'll learn that the wizard came to Twinion and caused the volcano to erupt. His castle is buried deep in the bowels of the mountain. A troll cleric tells you someone left a rune on the floor which said that to reach the King's Apartment you must take a turn for the worst. Another NPC tells you scrolls and amulets contain magic here but the magic in them is soon exhausted.

Once you have entered the centre section, you'll find four rooms, each with an encounter, some with very good treasure especially elf clerics and rogues at F9 and goblins with gold coins at F11. A teleport at C5 leads to The Basement in Level 2.

5) The Treasury

Another 8 by 16 area. LOTS of trapdoors in here which will show up with True Seeing. All lead to The Basement, Level 2, some to an area which can only be reached by this method.

One NPC will tell you that the wizard may have claimed the king's body when he died. Another tells you of a strange area, 2 levels down, with 6 small rooms accessible to everyone but a large area she is unable to reach though a wizard told her to study her runes to solve the mystery of the area. This refers to the Rune Room on Level 3.

A teleport at H16 leads to the Hall of Doors and a doorway to the Soldiers's Quarters. The central area, reached through the door at B8, contains many monsters so don't tackle it too soon. Many are undead. I used sovereign scrolls to cast Control whenever possible. Other than this, nothing useful here.

6) The Vestibule

Reached by doors from The Mines and The Hall of Doors. Strange concentric corridors, tapestries, locked doors and four central rooms. An NPC will tell you that you must solve the mystery of the linked vestibule doors to continue further down into the dungeon and another will say that they devised a clever maze of squares to discourage thieves and invaders. An elf cleric says he found nothing in the King's Treasure Room - maybe he missed something - and adds that teleports will speed your way through the dungeon.

Use Read Runes to read the tapestries. One reads 'A hero of strength may open my series of doors' so all you need is sufficient strength to get through. A second says 'A certain lockpick opens my series of doors'. A third says 'A certain key unlocks my series of doors'. These refer, respectively, to Cleowyn's Lockpick and Cleowyn's Key which were found in the Mines. The fourth set of doors can just be opened. The fact is that you can only use one route at any one time. Once one door is opened, all others are impassable. So you need to go through at least four times to reach each central room. It's worth it, though. In one, reached using the Lockpick route, a fight at H10 will gain you the Key to Cleowyn's Palace. In another, the route using Cleowyn's Key, you'll find stairs at G7 to The Palace Corridor, Level 2. The 'strength' route takes you ultimately to a teleport to The King's Domicile, Level 4, from J9. You can win teleport passes round this area, handy for reaching the shop until you have the Teleport spell.

Level 2

1) The Basement

This area is reached by stair from the Hall of Doors - taking you to the main, central corridor. A fountain at K7 will heal you ... once.

One NPC tells you there's more to this basement than meets the eye; he wants to know the secret of what lies behind the thick walls of this corridor. Another tells of a marble block near here with the name Arnakkian Slowfoot, wizard to the King. Others tell of a race of elf-like creatures deep in the dungeon and that you must work with races you would normally ignore to succeed (I think this refers to the on-line game). One says to the east of the Rune Room on Level 3 is the Wizard's Challenge, quite a challenge it is too, though he found several short cuts to it.

Three doors lead off the south side of the corridor but there isn't much here apart from a room behind a locked door at D14 (use a yellow lockpick or better). King Hobgoblins and Hobgoblins at A14 are tough - use a sovereign scroll.

Yes, there are three secret areas around the corridor. One southern area can only be dropped into via trapdoors from the Treasury. A one-way door leads back to the corridor at E4.

A teleport from the Hall of Doors will land you in another at P15. From here, make your way to P8 where another teleport will take you across the north end of the corridor to the left side of the area. There's a complicated series of stairs and one-way walls starting at I1. These will take you to the Soldiers's Quarters and back down - twice - to allow you to reach two more areas down this side.

There are some lucrative fights at N5 and O5 and, finally, a teleport to The Great Corridor, Level 3, at A1.

2) Palace Corridor

Seemingly not much here. You can only access the three corridors directly. One NPC tells you the object to open locked doors is on the first level. This is the Palace Key which we found in The Vestibule. Another says there are 3 secret areas in this level but they can't be entered from this corridor. True. The only way in is from The Rune Room on Level 3, which you won't be able to do for a while yet. A third says that not all traps are dangerous; she found a useful key down one.

Some advance warning from another NPC lets you know that the entrance to King Cleowyn's Apartments are guarded by a dwarf called Deldwinn on Level 3. You are warned not to try to fight him as he is enchanted and cannot be killed by mortals. An Orc Knight also warns that the King's Palace is filled with spirits of the tormented dead and to look for an asymmetry in the Palace if you wish to hear the truth about the dead king.

You can reach The Vestibule from doors at the top left (O1, P2) and stairs down to The Rune Room at O16 and P15. A door at C5 is locked but translating the runes on the tapestry next to it tells you that none shall pass save one who holds the key to the Palace. This allows you to reach the doors at A1 and A2 which lead to Cleowyn's Palace.

3) Cleowyn's Palace

A tough area with various undead lurching around such as ghosts, banshees and nightmares. An NPC near the entrance from the Palace Corridor tells you King Cleowyn appears on his throne on special occasions and won't leave until all mortals have left the palace. Another warns that the Pit is pitiless, do not go near it, but also says that the traps are dangerous but they may aid you. A third says to obey the King and return his cherished possessions to be blessed. Keep them and you will die.

There are a few locked doors to open with a blue lockpick and others to open by brute force. The pit mentioned is at D5 but I found it no problem; it drops you two floors to the King's Domicile (unless they mean the one in the Mine?). Pillars and trapdoors abound. The trapdoors lead to the Prison on Level 3. Get back by using the Pit to the King's Domicile in the Prison and the elevator there to come back up (see those sections).

The trapdoors stop you reaching the bottom left corner of the area - a problem. But a tapestry at K8 tells you that what you see is not always what is real. You'll discover what this means when you approach some pillars and find they move away from you. Use this technique to go through the door at I16 and head along the corridor round the bottom right corner. Go through the door at the end (A10) and the pillar at A8 will move away from you - and keeps doing so. Move along the bottom edge to A5 and then north to B5. You'll enter a major scrap with King Cleowyn and other ghosts! Use Control and Poison Cloud and once you win, you'll gain the King's Ring - very handy.

Return to A5 and the King's spirit will meet you. He tells you the imps that serve Arnakkian have stolen his crown, robe and sceptre. Return them to their proper places in the Mausoleum and he will reward you. He also tells you he was killed by Arnakkian's spirit and you must find his body and put it in the Mausoleum so he can rest in peace. He tells you to find and read the tapestry and the Ring is the seal of his promise.

Whatever you do, don't go back to B5. The King will reappear and take back his Palace Key before attacking you, necessitating a trek back to the Vestibule for another one.

Instead, head to the tapestry at H12 which was blank until this fight. Now it translates to say that imps have hidden the robe, crown and sceptre. Only a master of the runes may find them. Two-faced Y is at the centre of the quest. From Y, open O and E and I. When a rune key is used correctly, it will disappear. At this stage, this will mean nothing but just wait a little while and all will become clear.

There will still be one small corner, bottom left, that you can't reach due to traps. I assume there is nothing important there.

Level 3

1) The Prison

You will drop into this area many (many!) times from the trapdoors in Cleowyn's Palace on Level 2. There's nothing for it but to trudge back up as exits from here are few. Get back by using the Pit at D5 to the King's Domicile and the elevator there to come back up (see those sections).

Info is patchy. One Troll Cleric tells you there must be an exit, stairs or teleport. The 36 cells are empty except for spirits. An Orc Ranger tells you that some have escaped the dungeon. If you find the rainbow bridge, you are near the exit. Another NPC tells you of the Wizards' Challenge (you'll find this at the Great Corridor on this level). It was created by two wizards to challenge the brave. It's on this level but you can't reach it from the Prison. Know that race and guild must work together if the challenge is to be overcome. Another adds that a challenge awaits the brave if you dare continue after finding what the guard Deldwin desires (referring to the fact that the Challenge is further down the corridors where you find the King's Pass). He also says that Chaos should walk with Chaos and Harmony with Harmony to find the rewards. The only other thing you will learn is that the Palace was built in the volcano as the King wanted to learn the secrets of the wizard Arnakkian. Many of the stones that form the Palace were taken from the wizard's castle which is why the dungeon is cursed.

So, what is here? Not a lot. Some doors can be opened with a blue lockpick (see my comments earlier about choice of lockpicks), many more forced open. There are monsters of all sorts, some easy, some tough. I had a major battle at I16 but only won a lousy orange lockpick! The most useful place to find is a teleport at D11 which leads to the Soldiers' Quarters C13 which leads to the main area via another teleport. A useful short cut.

2) Rune Room

You will enter this section from either The Great Corridor on the same level or by stairs from Level 2 Palace Corridor. A long corridor winds round three sides but you have to explore it in two sections, and there are six main areas above, all of which have locked rooms - without keyholes.

An NPC will tell you that there are a lot of secret doors in this area but he can't work out the correct sequence to open them. He wishes he had a more complete map of the area. He also says you won't get anywhere unless you have the King's Ring. Another says that once you find a key in this area, seek the hidden door and follow your destiny. The door appears only when you have the right key. Where it leads he doesn't know. A third talks about the Mausoleum. There are many ways through it but few are rewarding. The most direct ways are the most challenging. You are warned not to continue unless you have what the King demands. (This, we know, is his robe, crown and sceptre). A fourth tells you that beneath the King's living quarters is the Thieves' Maze. Only a thief or one with thieves' skills will pick his way through it.

From our fight with King Clewyn and the info we got from the tapestry afterwards, we know we are looking for a two-faced Y. Check your map. Ah ha! In the middle of the bottom three areas is an area that looks like a Ys joined together (if you close your eyes a bit and squint ...). The four doors to this area are sealed

shut with a bas relief of a royal ring. They will only open if you have the King's Ring. Once inside, you'll find four switches which you flick by moving back and forwards or turning. Switches can be open or closed and there are 16 combinations. Gulp. Unless there is an easy way to do this, you have to try out each combination with all the doors. A secret door at I11 leads west and cuts down some walking. Now, I painstakingly wrote down which combination opened which doors, but when I had to re-enter one room, the combination didn't work - it must be random.

There are a few important locations to find. Tapestries at K2 give useful info. You must take the crown, robe and sceptre to the Mausoleum and use the correct niches to open the true path to the King's Tomb. The other says to go west, but not farthest west and give the crown when you can go no more. Go east, but not farthest east and give the robe when you can go no more. When crown and robe are given, continue to the door of the tomb and give the sceptre there to be rewarded.

But what we need right now are three keys. The O Rune Vowel Key is at O1, the I Rune Vowel Key is at M10 and the E Rune Vowel Key is at M14. You'll have to open the door in each case using the switches and fight for them. When you are carrying one of these keys, facing south at G8 will make a door appear in the wall. Through here are three more areas, each with a locked door. Back to the switches!

Each door leads to a corridor, some stairs and a secret room on Level 2. Yes, they are the three areas we couldn't enter in The Palace Corridor. Mystery solved! In each case, entering one particular room (the door to which is sometimes unlocked using a Rune Vowel Key - you'll certainly need it at least once in each section) will get you into a major fight. The key will be taken from you and you'll win the crown, robe or sceptre. Using the map refs from the Palace Corridor, you'll get the sceptre at J16, the crown at M1 and the robe at M5. Phew!

3) Great Corridor

This can be entered from the Rune Room and has exits along the outer corridor to the Mausoleum and, past a guard who we were told about earlier, to Level 4 and The King's Domicile - my favourite area ... you will find out why later. You need the King's Pass to get past him and you will find that in the centre area. This can be reached by teleport from The Basement and has a teleport in it to another part of the King's Domicile. Otherwise you can enter from a door along the north wall but you will need to trek round to it. Several tapestries give info as do runes by doors. Basically you need the King's Ring, Lockpick and Key to be able to travel around freely. Later the King's Domicile Key will open the door at O8 but we haven't got that yet (well, I didn't!) In the centre area is the Wizards' Challenge. Unlocking doors and fighting, make your way around. Certain tapestries will only be legible if you are of a certain class or race. Fight at E8 for the

King's Pass. Note, you'll need several to complete the game as Deldwin wants one each time you pass him, but you can't win another one until you have used the first. There are a few one-way doors too, just to make life complicated.

I played as a human knight pledged to Harmony (Mr Nice Guy) so this is what happened to me. At I7 I was told I had mastered the Challenge and was told to enter the door of Harmony. (Similar blurb awaits those of Chaos at H7). The door is at I8 (and for Chaos at H8). Inside I8 are two rooms, each with a big fight. I used Control and Poison Cloud with healing when necessary. The second fight, at I10, is the bigger of the two. Of course, you have to go back through the first fight again on your way out. Head to J7 and a door will open in the north wall. Inside is a MAJOR fight with wyverns and demons. Good luck, you'll need it. But when you win, you'll get a chess piece inscribed 'Property of Arnakkian Slowfoot'. Useful or what ...? Being a coward, I didn't try the other door marked for Chaos!

4) The Mausoleum

A door leads into here from The Great Corridor and a teleport will bring you here from The Hall of Doors.

An NPC tells you that if you find Cleowyn's Quarters, you will find a short cut back to his Palace. But be careful when you use it that you don't leave his quarters unrewarded. Another says, Cleowyn's bones are guarded by snow elves. Whether or not it is worth returning Cleowyn's bones to the Mausoleum is much debated for the imps will seize them again and return them to the elves.

Another NPC says, the longest routes through the mausoleum are the least rewarding. Very true. There are four exits from the entrance room (plus the one back into the Great Corridor) and the routes that lead from the ones far left and far right merely wander round the edge of the central area. We learnt from the tapestry in Cleowyn's palace that we must go west but not furthest west etc and this means to take the lefthand exit of the two on the north wall since this isn't the 'furthest west' exit from this room.

We are now ready to complete the King's quest. But there is one important point; one NPC will tell you, beware when you place the possessions Cleowyn demands. Use crown before robe before sceptre. Someone in your group must remain in the Mausoleum until the three items are placed and the tomb opened or imps will steal the things. So once you start this quest, DO NOT LEAVE THE MAUSOLEUM, not even to teleport up and buy supplies. Stock up well on potions, scrolls and what-have-you first. If you leave before the quest is completed, you will have to go through the rigmarole of getting the crown (or whatever) again, plus whatever rune keys you need ... I did this, and it ain't funny!

So, go through the door at D8 and head to J7. The Crown is taken from you and you hear a rumbling in the distance. Back to the main entrance and, remembering the tapestry again, go 'east but not furthest east' through the door at D10 and head to H9. The Robe is taken from you and a door opens to your east. Head through here and go to M9. The Sceptre is taken from you and a door opens north, you are invited to enter and take your reward. Warning, this is a one-way door so explore to the west first, not that there is much there ... Okay, though the door at M9, you will get into a big scrap at N9 and, surviving that, enter the Crypt of King Clewyn at O9 where you get a range of goodies (though frankly I would have thought something more spectacular was called for after all my hard work - I got a Sword of the Crypt, Mourning Star, Bow of Sorrow and Galabryan Chainmail). After taking this, a note here warns that the King's bones have been given to the dwarves to grind into powder. Cursed be ye who try to return his bones to the crypt.

Level 4

1) King's Domicile

This level is a swine to put it mildly. Check it out with True Seeing and you'll see a checkerboard of yellow. The place is riddled with spinners and trapdoors. All the trapdoors lead to Level 5, the Lava Cellar, and I got sick to the back teeth of dropping down to there, trudging back, being spun and then falling through another trapdoor. To be brief, they are just a pain and a time waster.

Two bits of info from NPCs. One tells you that the elemental bound by the wizard is En-li-Kil and he commands time itself. Another says that in the King's Quarters is an elevator that will take you to the Palace. King Clewyn used to use it to bypass the traps around his throne. (That is through the door at B2 which is opened using the King's Domicile Key. What? You haven't got that yet? Okay, I'll tell you where it is, you fight for it at C14).

Stairs lead to the Great Corridor Level 3 at P16 and there's a teleport to Level 1 The Vestibule at A1. You arrive from the King's Palace via the pit there to B1 and the elevator is at C1. A blue lockpick opens most locked doors here. There are many square rooms arranged regularly around this area. Some have one way doors which can be a bind as they force you to drop through a trapdoor when you leave.

The central room contains two teleports. One from The Great Corridor Level 3 is at H8 and one on the opposite side of the room, I9, leads to the Lava Cellar on Level 5. This is the way you will return after falling through a trapdoor. To leave this room and enter the area proper, cast Detect facing the south wall at H9 and you'll find a secret door. Stairs to Level 5, The Thieves' Den, go down from C8.

One NPC at N16 tells you that this is the lowest level of Cleowyn's Palace but merely the beginning of the dungeon proper. We still have a long way to go ...

Level 5

1) The Lava Cellar

With the traps in the King's Domicile, you will get very familiar with the routes through this area. You can also reach it by teleport from the King's Domicile, arriving at F16 and returning that way after falling through a trapdoor.

You'll learn from one NPC that the only way to get out of this basement area is through the lava field. It is deadly to touch (I didn't test this out!) and its great heat will sap your strength. (Yes, you lose 5HP/step). Another says there is a short cut through the lava field. If you can find the correct key, you'll be able to use the short cut. The key will also lead you to riches. (The key needed is the lava key which you find after a fight at O7. This is reached by passing through a series of one-way doors and having a lot of fights on the way.)

The Lava Key opens several doors. There is a Fountain of Hot Ice to restore your health at J2 behind the door at J3. It also unlocks doors at L7 and K8. K8 leads to the short cut (the 'long cut' is via a door at M8). Visit L8 too for a lucrative fight with wyverns which is the one the NPC was talking about.

A teleport to Level 5 The Pit Bottom is at P1. To enter the bottom left corner, you'll need to use the teleport at G7 to get to A2. Several one way routes (doors and walls) round here. The bottom right area, which is large but mostly empty, can only be dropped into from the King's Domicile. One NPC tells you there is a teleport to the top somewhere round here. Another says the pillow labyrinths are deep in the dungeon. The labyrinth is the hollow part of the lava.

2) Pit Bottom

Once strong enough, you can drop into here from the pit in The Mines, level 1. But you can also get here by teleport from The Lava Cellar Level 5, arriving at D1. You'll need the Lava Key to unlock the door at C4 and a Fountain of Restoration restores your health at H8. Other than that, not much here. One NPC tells you to find the Fountain of Tranquillity if you are battle weary, and if you can. Another says a thief told him of a wondrous world of four seasons deep in the heart of the dungeon. There's something to look forward to! Or not, as it turns out ...

3) The Thieves' Den

This is reached in two ways; from a door in the hidden area in Level 1, The Mines, or from the King's Domicile. It leads back to the latter. A sign at F15 welcomes you to The Thieves' Den and not only is it full of various thieves but also magic users, undead, odd wyverns, polar bears and many other creatures. Some encounters have four different groups of monsters! An exit at J14 leads back to the Inn. Later you'll find stairs down at E15 and N14 which both lead to L6 The Labyrinth I.

There are secret doors to find using Detect and also walls to walk through. This held me up for several days. I knew from True Seeing and Read Tracks that there was more to explore but couldn't find it. Detect didn't help. All you need to do is walk through the wall at M16 - simple when you know how! Then through another at P14. Thanks to Maureen Barton for helping me out there.

There are a series of hidden rooms along the top, each accessed by walk-through walls. Tough fights in here but good treasure too, especially at P8 (I got a sensor prism, beastly shield and bow of sorrow) and P9 (a cabinet holds various scrolls and potions plus there is 15000GP in a sack). P11 isn't bad either (a purple lockpick and 1250GP in my case)

If you come to a dead end, start backtracking, checking walls using Detect and trying to walk through them. Sometimes you'll find a hidden door which is locked too. Use a lockpick - I struck to my trusty blue lockpick. To return, sometimes you walk back through the wall, other times a door appears. A blue lockpick is the only one that will unlock the door at A1 - behind it is Sinestra's Fountain which makes you feel more healthy and experienced when you drink from it.

Back on Level 1 The Soldiers' Quarters, an NPC told us we could learn new skills in the dungeon and this is the place. Thieves will teach you various skills ... Detect at E5, Bard Skill at J9, use of staves at the Staff Training Centre (ho, ho) at C2, Archery at A7, Lockpick at C5, Fencing Training Centre at H13 and The Axe and Club Training Centre at M6. The Thieves Infirmary where all your wounds will be cured is at N8.

There is a secret door (locked, use your blue lockpick) at M12 and a tough fight beyond. The north wall here also has a locked secret door and behind THAT is oodles of treasure - well, 5000GP, plus several goodies and the Thieves' Key. Very handy. The locked door at P15 opens using it. Behind a door at K10 a wise old thief tells you some useful tales, you're told, but what use they are I have no idea! If you return, he is asleep and can't be woken.

Level 6 - 9 - The Labyrinth I - IV

There is a lot of to-ing and fro-ing between the four levels of the Labyrinth. Level 6 is The Labyrinth I (Labyrinth of the Winds) or Labyrinth Attic. The one on level 7 is Labyrinth II and so forth going downwards. Many are subdivided into discrete areas. There are secret doors, teleports and pits, taking you from one to another. However, there are certain routes through the levels that you'll get very familiar with by the time you've finished. So that's the way I'll be laying out this section.

You may find you reach a stalemate at some stage. I did! I found all my routes blocked by monsters which were too hard for me. I was then on Level 24. So I spent two evenings building up my character by repeating one of the fixed fights. The one I picked was the one on Level 8 at H13 against minotaurs and wereminotaurs. They aren't too tough, the XP are good and so is the treasure. It happened again at Level 26/27 so again I spent two evenings bumping off the same monsters. Further on, fights against gangs of Liches and ghouls in Castlegate are manageable and lucrative with about 20,000XP each time. Luvrly!!

Labyrinth I is reached from L5 Thieves' Den from both sets of stairs, arriving at L14. The door nearby at K14 leads to the small room in the Dungeon Entrance L1 behind the Thieves' Door. Note that all Quest items relating to the Palace are taken from you as you go through this room, plus the Thieves' Key. You are welcomed to the Labyrinth Attic by an NPC at K12 - looks like there are several levels to go, and some very tough fights. The one at H11 is a lulu with hellhounds, gargoyles and other monsters in a gang! I managed it at Level 37 by casting Death Darts first to kill the hell wolves, Control twice, then using Fireball and Death Darts to finish off the other monsters. The annoying thing was I didn't get any treasure!

You notice something strange about the wall at L7. This will later be a teleport to Level 9, Castlegate, once you've used the teleport to get up to this level from there. It'll be a while before you can use it though!

There are many pits in this area and various fountains. The Windybless Fountain heals your wounds at J13 and the Nightwillow Fountain, reached through a series of one way routes through vanishing/appearing walls, restores your mana at F13.

One NPC warns you not to jump into those pits which don't have a floor beneath them; that is the way of the Labyrinth. You could test this theory by diving into any old pit but it is best to wait until you have visited the next level down and used True Seeing so that you can guess which pits up here will land on solid ground.

When you arrive at G8, a voice echoes through the winds, saying you have travelled far and he laughed when you troubled Cleowyn's

ghost, but now you enter his tunnels. You are told to go back whence you came; the Winds will keep these places clean.

From here you can go (1) through Sirocco's Door or (2) down the pit at I11 to Mage's Overlook.

Route 1. Sirocco / Zephyr / Wind Hollow / ZZYZX / Wyn Sanctuary / Wind Knights' Tomb / Moon Hollow / Exodus / Great Hall and The Drawbridge and thence to other areas!

You'll encounter the first Wind not far away. Sirocco's door, at F7 won't open until you kill Sirocco, a lich who resides at E11 with a group of Silver Ogres. A corridor behind Sirocco's now-open door leads to the door of Zephyr at D4 which is a teleport to Level 7 The Labyrinth II arriving at D4. The door at D7 leads in to an area of pits and lava where Zephyr's Winds gust, causing you much damage. Restore health and mana as necessary after every one or two steps. Zephyr will apologise at C11 but says he is sworn to serve the Wind Elemental. He asks you to

return the Harvest Horn to his wyverns to release his bonds. From here you can go two ways - down the pit at H11 or the door at B11.

Jumping into the pit at H11, you will arrive at Wind Hollow H11. Don't be tempted to go through the door at I12 - it DOES open into a lava pit. Depending on your race, you will be able to open one of the doors along this corridor. My Human character could enter the room at F13 through the door at G13 and gained increased initiative in combat.

An NPC will tell you near here that he found an interesting tapestry near one of the dwarven teleports. It had a picture of a great moon, just like the one in the sky but different. Make your way to the door at E13 where, you're told, dry desert winds burn your throat as you look down the winding passages leading to ZZYZX. Enter to arrive back up to Level 7 Labyrinth II, E13. You will take some damage each time this door reopens as the wind hits you. A door at J14 leads to Wyn Sanctuary back on Level 6 Labyrinth I.

To enter the lower right corner of the area, you'll need to travel through Wind Hollow on Level 8 and along a passage on Level 7. This is called the Wyn Sanctuary. Info will tell you that the feeble survivors of Arnakkian's Experiment harbored hatred towards those who found home in Wyn's Sanctuary. An inscription will also inform you that the labyrinth and lower levels were first explored by Arnach of the Snow Elves.

So, what is in Wyn's Sanctuary? There is a secret door in the west wall at H16 behind which you will enter a tough fight with Commanders of the Wyn Ogres. After you win, you'll find a note by the exit, written partly in runes. Translated it reads, Red, yellow, green and blue. That is the order of the gems. Signed Last Wyn Survivor, Kanasgwyn.

At D12 a pit leads you to The Leap on Level 8 where you are warned you'll meet dragons. Too true! There are major fights in C13, D13 and a biggie at D14. This last one is against 6 Dragons, at least. But you'll win various goodies including Voranti's Key. The pit at the end of the corridor takes you down to Wind Hollow on Level 8, I14.

Make your way around the bottom left corner. On an area surrounded by lava at C9, you will disturb a band of Sanctuary Guards, whereas a room at B7 houses a nest of dragons who sneer that the Sanctuary belongs to them, before they attack. The next room houses Wyn's Fountain - it may be old and cracked but its magical water improves your speed in a fight.

Winds pound furiously at the door at A4 and it can only be unlocked with the Wind Knight's Key which is gained at D6 on this level. As you unlock it, the soft winds seem to whisper "Beware, those who seek the treasure of Wind Knights' Tomb".

Most of the fights in this southwest corner are restricted to dead ends. At K3 you'll hear the tempest whisper that one's treasure comes from the direction of the winds and at L5, facing north, skeletal voices echo "Only forces more powerful than all four winds can open the door" - but there is no door visible, even using Detect. Could these messages have something to do with the four rooms here at B2, B4, B6 and B8, the doors of which each face one of the cardinal points?

Yes, it does! Each room is related to a wind, depending on which way you enter the room, and contains a phantasm or two, a lich and several other monsters. For instance, from the room at B2, entered north, the North Wind blows a wintry chill and as well as the phantasm and lich, you will encounter polar bears. After winning the battle, you're told the wind has been quieted. Defeat each wind - the hardest is the one behind the door at G2 with gargoyles, a lich and phantasm - and go back to L5 and a door will appear. Voices will say, enter the Tomb of the Wind Knights if you dare but, if you have any honour, do not disturb our bones.

Inside are many rooms, each containing spit spiders or nightmares and Wind Knights. These are hard fights but don't give much treasure. Maybe that's where the 'honour' comes into it? If you want to come this way again, you have to defeat the winds a second time - a real pain. A message at O1 from Morgard, ArchCleric, shows the knights were part of Arnakkian's army. It says "The last of Arnakkian's Knights have been buried. At last I can tell my secret. I waited as Arnakkian challenged the time elemental En-Li-Kil and lost. His greed for immortality cursed us all." The final room I entered was M1 and this told me that the Four Winds gather strength once more and throw bones against the wall - a very tough fight of Wind Knights and representatives of the four 'Wind' rooms. We'll be back here later.

The room behind P4 contains a teleport, not a tomb. It leads to Moon Hollow at Labyrinth II, P4. (You can also take a short cut to Moon Hollow by jumping down the pit at Level 6 I4.) At some locations (N6, O6, F2), 300 mana will be drained from you by the Moon Hollow Winds. Don't try to restore mana when standing there, desperately trying to replace it - it will keep draining!

When you walk south at M4, a wall forms behind, but, to compensate, the wall at M5 vanishes. Warm updrafts rise from the pits at L6, L7 and K7.

There is a secret door in the wall at H8 with cyclops and giants behind. More useful is the fight behind the door at F9; you'll find a paper on entry which says "Help! My brother Orilon has been bitten by bears and is transformed, signed Margery" and after a fight you'll find some good armour (I got a pearly breastplate) and a Jack of Spades.

Past the dragon and wyverns at E2, you'll find a secret door in the north wall at E1. You're told you can see the signature of the spectrum on the wall but Detect doesn't show anything. However, in a fight at A3 I found an Omniscient Prism and using this at E1 revealed the door. In the room behind it, F1, I found a Moon Prism, a quest item.

There's another secret door in the wall south of D3 and werebears behind it - a very hard fight.

More werebears are at J1 and J2, again they are hard to pass, especially when they keep petrifying you. You can be dead before you strike a blow.

There's a hidden area in the top left corner accessed through which I think relates to classes other than Knights since there are 5 such hidden rooms on this level plus one only Knights can enter (which I'll note later)

In the top left corner, past yet another gang of werebears at M2 is a pit at O3 which leads to Castlegate Bazaar Level 9 O3. As soon as you enter, you'll be warned about tough fights by a cleric who says you must do something about the trolls. A knight hiding in a barrel at M1 is very pleased to see you too. At D3 you'll drink from the Elffoot Fountain to gain the Channel skill.

You'll get two very useful bits of info; "past the Castle Gates and past the Elves you will find a place where the blue light of the sky meets the underworld below" and at a gypsy stall, "it is written on the Lava Walls that a hero will one day reach the end of the rainbow and confront time. Go now, before more trolls come!"

Ah yes, the Trolls! There are lots of small rooms in this area, some empty, some containing Blue Troll Knights. One, at B3 contains a fight against Blue Troll Knights and Phantasms, after

which you will gain a piece of blue metal. This is used in the Land of the Giants (see later)

To leave this area, go through the north wall at E6.

The pit at I6 drops you to Exodus on Level 8. This was so named by the survivors of the Cataclysm. Here they escaped the horrors of Arnakkian's Castle and began their subterranean life.

Exodus is surprisingly restful after the rigours of the earlier sections. Many random fights but none too hard. You arrive at I6 and a fight against Orange Orc Knights at K6 will net you the Key to the Back Alley. A ranger at F6 tells you that there is a great river in the dwarven lands below. It seems to lead to a great chasm she could not cross, and a mage told her the chasm was called the Ageless Void. She says to be careful in the great river as it drains your health for every step you take.

The Infinity Fountain at E7 restore your mana and the Charter Fountain at K13 restores all your health. Steam vapours arise from the pits by L9, L10 and K10. An access shaft at J15 leads to The Drawbridge L9 and a door at M16 to the Great Hall.

1a) Level 9, Labyrinth IV - The Drawbridge

Arriving here at J15 from the shaft in Level 8, you'll find it is a one way route. Where did those rungs go?! Never mind, there are plenty of new areas to explore from here.

Moving north to K15 you'll find a one-way door to Castlegate, a village just outside Arnakkian's Castle. A teleporter near the entrance, at L16, says that of all the Winds, the Tempest is the most violent and dangerous. It takes you to Level 8, L16. The Tempest Winds rip through your armour, causing many wounds down the corridor here, you'll lose 100HP ever move. There is an object to protect you later ... A few rooms hold monsters but nothing too tough. You can teleport back to the Zephyr section at D9, arriving at Level 7, D9. But at E15 you will meet the Tempest Wind. It unleashes its full torrent of winds as you approach, then it reveals its natural form. You will enter a fight with banshees, were minotaurs and the Tempest Wind. Luckily it can be controlled! You'll win the Harvest Horn and this will protect you from the Tempest Wind which caused damage before.

Anyway, back to Castlegate. There are some tough fights here against werebears, hellhounds, gangs of liches and ghouls etc. Past a fight at L9, you meet a barbarian at K8 who tells you 'Andreas built a great pit. Two.' Holding up three fingers he repeats, 'Two, must need two to cross'. At K7 is a room with a teleporter, built by the survivors of the Arnakkian disaster thanks to the generosity of the Mage Council, which takes you to Level 6 by the 'wall that looks strange'. This wall is now the return teleporter, a very useful shortcut.

At I5, loose rocks tumble, revealing a passage beyond. This takes you to Level 10, Elf Villages, O11. We'll go there later.

Wandering along one of the passages which takes you round the top right corner of the map, you'll find the Nightfrost Fountain which restores your mana at M3 and the Dayfrost Fountain which restores your health at P5, and will eventually get to M16 where you will find the entrance to Arnakkian's Arena. More on that later too.

At D7, you'll learn that it is rumoured that a band of dwarves once lived behind the doors of Lookout (is that where we are?). A rune inscription on the wall at C7 reads "We, the Dwarves of NottiRock, seek brightly coloured metals to forge magnificent treasures."

Past the lava is a door and you go through to C5 where there is a hard fight against dragons and Black Knights. Cast Control, then use Poison Cloud on the Dragons and try to survive. The next two locations have similar fights but it is worth continuing because at B5 you find Lookout Fountain where you gain the stamina skill.

There is a teleport to Heaven's Fury at A7 - enter it if you must; it's where Voranti cursed the Winds. You'll arrive at Level 8, A7, and it's a one-way route. In fact, there are a lot of one-way routes here. You'll walk along a corridor and a wall will appear behind you. The Ariel Fountain restores your health at B7 and there is a secret door to detect at C6, going south. The door to Voranti's Passage is at C4 but you need his key to enter. You find this by beating the Dragons of the Leap at Level 7, D14.

Through here you're told that Voranti's Passage is home to Voranti, the Dark Dwarf Thief. Enter the door at B4 to arrive in Level 7, B4. Voranti, some more thieves and a Dragon are at C4, behind a secret door which you find by casting Detect west at C5. Winning this fight gains you an Ace of Spades. This area is full of doors, many of which are fake. At B6 a whirlwind takes half your health - and you'll go through this room a lot! Walk along the edge corridor to the door at J16 which needs the Key to the Back Alley. And at L14 is the doorway to the Labyrinth Back Alley itself, arriving at Level 8, L14.

There are a few one way routes here and from M1 you have to decide whether to go north or south. Going north, past O3 is Trolls End, a dead end apart from a teleport back to Mage's Overlook (M14) at M14. My My Fountain at P3 gives you the Berserker skill while Troll Fountain makes you stronger at O13. A message at M15 passes on a gem of knowledge; to cross the void and challenge En-Li-Kil you must see the rainbow. A note behind a stone at M16 vows death to those who help the Snow Elves and is signed Nasranti, Mage Dwarf. A series of bad fights along the corridor starting from O6 culminates in a biggie at O10. This gives good treasure, in my case Armor of Patience (4000), a Kite Shield (2000) and a War Hammer of Doom (13000). South from M1, at A3 is StoneGiant Fountain where you gain the skill of Athletics.

Past a hard fight against Tyrans and Manticores at E5, go north to enter Heaven's Fury, a cyclone where the forces of Chaos and Harmony meet. At some locations the fury of Hell's Wind causes considerable damage. But at others a peaceful breeze cools your soul. Sometimes these swap - it depends which direction you're walking! Behind the door at L3, in room L2, you gain the Medic skill at Morgard's Fountain. This is a cure skill.

Go through the door at L5 to enter a fight against Hell Wolves, Tyrans and Pincer Cobras.

Again, from the entrance to The Drawbridge, moving down the corridor to B16, you'll find a very hard fight against Tyrans (tyrannosaurs to you and me) and Hellwolves. Once past them and through a door at C12, you'll enter a small room and behind the east wall (though the picture shows a door) you hear rushing water and muffled roars ...

There are dragons at E11 and, at E10, you meet a gnome cleric, the Guardian of the Phoenix. He says the fact that you have passed his dragon guards is proof of your courage. The way is now clear for you to meet the Phoenix. It is time for the Phoenix to die and so be reborn from its own ashes. So, return to the wall and ahead, bounded by the River of Eternity, is the shadow of the Phoenix Firebird. The raging waters of the river look daunting, you're told. So does the fact that the Phoenix is accompanied by Gargoyles and Dragons! Pray that Control works! The Phoenix needs about 5 lots of Blast. Use Poison Cloud on all of them too. When you walk east after the fight, to C15, you feel a sudden increase in your dexterity. Don't bother returning to the Gnome Wizard. He just thanks you for helping his master being reborn and says the Phoenix may no longer be disturbed.

1b) The Great Hall

This, we are told, was a place where, in the days of Arnakkian Slowfoot, the citizens of the Kingdom gathered in festive celebrations. The Great Hall welcomed them with magical games conjured by Arnakkian (he was clearly more fun in those days!).

Oh look, a chess board! That's what greets you almost as soon as you enter. You must make your way across using 'knight moves' and must be carrying the chess piece to do so. Some squares hold fights against chess pieces. At F3 you win a Queen of Spades fighting Pincers Cobras and a Chess Queen, and a King of Spades fighting a Chess King and Were Minotaurs at H4. To get straight across the board, go through the doorway at G2, go forward, turn north, go forward, turn east, go forward, go forward, turn east and go through the doorway at J10. On the other side are two doors. And, at H12 you meet a woman's spirit who invites you to bob for apples and win a prize. But if you do, to I12, you bite into an apple to find it is rotten and enter a fight against lampreys and death leeches. A ghost elf bard at I13 sings a tale

of how 4 coloured magical gems placed side by side can form a rainbow to a faraway land.

Well, the door at E12 leads to another confusing section. Behind the door at C12 is a platform with a bottomless pit spanned by a broken bridge. Open each board are the symbols for 10, Jack, Queen and Ace. A voice proclaims, I call your bluff. Use the King of Spades. A Royal Flush beats a Joker and a bridge forms a cross the pit. After you cross, the Poker Bridge collapses.

At E16 a small button shaped like a crescent moon lies just out of reach and a door north proclaims, I am all hearts! Face the button and select the Queen of Spades and the voice says, You shot the moon! You can now go north through the door. At H14, facing west, the Jack throws dust in your direction. Facing south, you're given the message 'The 22nd room of this fine castle ... on the floor is a five, on two walls are fives and the third wall holds a jack. A voice laughs, You stand on face up.' Use the Jack, it scores the hand 22. Cribbage is the game. The door unlocks. But I still couldn't get through; luckily it doesn't seem to matter.

A King guards the wall at I14. You enter a treasure room without any treasure. A dwarf thief voice says, the Kings guard their treasure. Only one can find it. Use the jack to score it as 11 points, scoring blackjack, to be told you unlock the door. (However, you can go through it before playing the card ...) The Blackjack fountain at K14 is made of playing cards and makes you feel healthier and more agile. A voice says the Jack has come home and thanks you for your help. The Jack vanishes from your inventory. If you now return to H14, the door is unlocked. (Maybe each card unlocks the OTHER door?) There are Wyverns and Dragons through here. The Cribbage Fountain at F14 restores your Mana and the Ace is returned home.

Back to the doorway at E12. There are one way routes where a wall closes behind you. 'Ware doors that lead back onto the chess board; you will have to trudge across again. Fights are against gangs of ghosts, not hard at this stage and ghouls which are slightly tougher.

The door at I12 has a sign beside it, at K12 to say a maze made of dice lies just to the north. The door says 'Lucky sevens on the first roll!' when you face it. Inside you'll find a maze of doors. Some have Lucky Seven messages. Some say 'Snake eyes'. Other doors have two squares of silk, 'box cars'. In these are useful messages, some as runes that need translating. Some rooms have fights. Some doors are one way. Some won't open at all!

The middle of the maze has a short corridor, then you enter another maze of the same design. There's an exit at M2, going south (one-way). More messages can be found in 'box car' rooms and you will eventually leave by a corridor down the left side.

The info is as follows - To reach En-Li-Kil you must defeat his wind elemental. Remember to use weapons that do not break when the wind elemental attacks. - Be careful in the River of Eternity. It takes a quarter of your full health each step with no opportunity to heal. A safe fourth square must be found to cross the Rivers of Eternity. - Use the outer walls to set the location of another's next step in the Parapet Chasm. Once across, encounter Andreas to gain access to Arnakkian. - Snow Elves live below the labyrinth. The Aldbara is a proud tree in their caves. It bears fruit of knowledge for all adventurers during winter but it lies dormant now, unable to ripen its fruit without the change of seasons and the radiance of summer. - Use the autumn seeds to transform winter into flowering spring. The promise of spring renewal for another year will be given in return. - The bones of a past king may be found in the Elven Caves - The trumpet sound of the Harvest Horn will announce summer's conversion into autumn. From the conversion you will receive the seeds of autumn - The Waters of Winter are needed to transform Spring into Summer. In return for your deeds you will receive the Radiance of Summer -

The promise of Spring Renewal must be sworn to convert Autumn to Winter. In return you will receive the cold Waters of Winter.

Route 2. Mages Overlook / Castle Wizard Room

There is a pit at I11 which drops you to Level 7 Labyrinth II I11 at the so-called Mages Overlook where, we're told, Mages found the plateau useful for looking out over the labyrinth denizens following the great cataclysm. Making your way to K10 will lead you to a one way tunnel which will take you back to Level 6 Labyrinth I, arriving at K10. But we're going to the door at M16. This is marked with runes which tell you that runes can be the most powerful of weapons in the hands of an adept wizard. Here the runes also protect the great mage's magical possessions against the unwanted. Going through the door will take you to Level 7 Castle Wizard Room.

A gate leads back to Labyrinth II at M1. This area is a real swine! There are many walls with runes on them. These translate to words like Druid, Ethereal and Nexus. Walking into the wall will teleport you, sometimes to another area with more rune-covered walls, sometimes to a location in the main area that you could already get to and which has monsters in it or between you and the exit!

You will be told that those which haunt the castle must be spelled to find their master - list the rune words and the initial letters of some routes spell names of monsters and important characters. For instance:

1. From N3, go East (through DRUID), N to N7 (RUNES), West to M11 (ALCHEMIST), S to M13 (GHOST), West to M14 (ORB) and South to G16 (NEXUS) to spell DRAGON, taking you to A14. There are three moderately tough but lucrative fights in this corner.

2. From K2 go N (through GHOULS), N to K9 (HEX), E and through the north wall to F15 (OBSESSION), W to I14 (SORCERY), W and N to L14 (TALISMAN) to spell GHOST, taking you to D3. There are four pits round D3. This leads to a corridor with several rooms off it. The door at E7 has a bad fight behind it, against banshees and ghouls.

3. From I4 go S (through ETHEREAL), S to D12 (NETHERWORLD), N to D11 (LUCK), S to D10 (ILLUSION), taking you D13. Go south and west to B12 (KARMA) which takes you back to E10 and going S to D10 (now it spells INVULNERABLE) and S through here now takes you to C9, then N to D9 (LUMINOUS) to J11 spelling EN-LI-KIL. There are two very hard fights against Basilisks at K11 and J12. In both locations you are told, those which haunt the castle must be spelled to find their master. Killing either lot tells you the gate takes you back to the labyrinth and, indeed, going east from J12 or north from K11 takes you back to M1.

4. From K5 go south (ALCHEMY), E to H12 (REVERIE), N and E to M11 (NETHERWORLD), S to A1 (ARCANE), N to B3 (KARMA), W to A5 (KARMA), S to A4 (INCANTATION), arriving at D13. Now head to C15 where a new teleport will have appeared while spelling this (ARCHAIC), taking you to A11, N to B11 and go east (NETHERWORLD) spelling ARNAKKIAN and arriving at H9 where you'll find two hard fights at H8 and G9 against Basilisks and King Goblins and a message that the Gate takes you back to the Labyrinth so, again, if you go west from H8 or south from G9, you end up back at M1. You are also told that secrets follow when you spell that which powers time (referring to spelling En-Li-Kil above).

You'll also learn from a scroll that to gain access to Arnakkian's chamber, you must defeat his lich apprentices. The third message obtained is, beyond the words lie the power of the earth. The master of this castle must be identified before the ghost may take you to him.

One you have done both the Arnakkian and En-Li-Kil routes, going to the door at I6 you are told that both Arnakkian and En-li-kil have been identified and the Ghost takes you to the Guardians. You are transported to L6 Castle Parapets, K6.

Level 6 - Castle Parapets.

At K6, runes on the wall tell you 'yellow light from a yellow gem' and at E13 an outline picture on the wall shows a wizard crossing an enormous plane of nothingness.

The Earth Elemental holds power over the door at L13. We'll come back here in a minute.

At K9 you find the entrance to the Endless Void. A chasm is between you and a distant platform. A voice whispers that only golden rays with melodic tones will allow you to bridge the gap of time. The ritual must be performed correctly and you must complete it. Remembering the runes and picture, use the Rainbow Yel (yellow gem) and a mystical golden haze floats over the void, waiting ... use the Harvest Horn and the haze forms into a solid path. A voice bellows 'It is done!'. Cross in safety to G12 and go through the door.

There is a hard fight against a gang of dragons at G15 but, through the door at E15, you enter the Earth Elemental Palace, filled with a bounty of priceless gems. It seems to shake with great power. The Earth Elemental Andreas is on a mountainous perch surrounded by Tyrans, Manticores, Basilisks and Dragons at C15. Get onto the next square as Andreas and he stops attacking you. Use Control, then slug it out, healing if you can. You win Infinite Armor, a war hammer and Nature's Robe.

Go back to the door at L13, Andreas no longer defends it. Inside, En-Li-Kil's Phantasm Guardians stand watch over the entrance to Arnakkian's Tomb and you'll fight them at N14. Once they are defeated, moving to O14 causes a magic field to teleport you to Arnakkian's Tomb. The laughter of an ancient archmage fills the corridor when you arrive at I7.

Doors appear and disappear in the corners where you'll meet gangs of Basilisks and Liches. In the centre, the square at I10 is surrounded by four doors each marked with the symbol of the four corners. Work your way from corner to corner, starting from the top left (L7), thence to L13, F13 and F7. Walk north, turn towards the centre and go east up to the wall at I9 and the Wizard Door opens. Inside is the spirit of Arnakkian Slowfoot and a gaggle of Liches. A very hard fight! But you will be rewarded with a Rainbow Blue gem.

I still found there was a small area I couldn't enter along the south side of this area, from A/B7 to A/B10.

Route 3. Sirocco / Zephyr

Collect a Harvest Horn and, once again, make your way through Sirocco's Door and Zephyr's Door, past the lava to Zephyr and through the door at B12. Through the door at C14 is a very hard fight. When you enter, the Zephyr Wind whispers, I have taken the Harvest Horn and I give you something to help you defeat the Wind Elemental. After the fight, you get some flex metal.

Go along the corridor (the Corridor of Zephyr) to the door at J15 which, you're told, is the gateway to the Secret Chamber of the Labyrinth Thieves. It sounds lucrative, and it is!

You'll teleport in at J15. There's a secret wall south from M16 and a fight behind it. This northern area, The Secret Chamber of the Labyrinth Thieves, has several secret doors and false doors - they look like doors but you won't be able to walk through them. Several times you will find yourself trapped in a one way route and going in the opposite direction from the way you want!

A secret wall at P7 leads west to the Thieves' Shrine where you will gain the pickpocketing skill. A major fight at O6 will gain you the Wind Knight Key and a message nearby tells you that beneath each pit is a floor or another pit; fall through the floors to find more passages. Nothing ventured ... drop into the pit at N6 to discover Torbriar's Treasury on Level 7, Labyrinth II. On arriving here, at M6, you are told the treasury was built by the knights to celebrate WarMaster Torbriar's victory over the armies of ogres and trolls. There are several fights against Manticores and Nightmares along this corridor and at a few locations the wind is nasty and causes 100 damage. Finally at M14, use detect north to find a secret door only visible to knights and, behind it, Torbriar's Fountain which gives you the martial arts skill. NB I don't know what other classes find and I couldn't enter the room at M15.

Level 9 - Arnakkian's Arena

This is reached from location M16 in Labyrinth IV. You arrive at M1 and can return the same way. Read tracks shows nothing and that's because there are few encounters. Those that you will have are minor, hardy clerics, silver ogres and a few wimpy were bears. Anyway, go to K2 and, if you go east, you'll teleport to K8, which will also take you back. At I8, you'll learn you're at the nexus of the Arena. What is the Arena? Evidently, it was a place where, in the time when Arnakkian bestrode the land of Twinion, the bravest warriors and wisest mages could do battle. Four gateways lead each to one staging area - the Red Arena from K8 goes to M4, the Blue Arena from I7 to D4, the Green Arena from H9 to D13 and the Yellow Arena from J10 to M13, each staging area has two doors in and two out, all one way.

To be honest, I have no idea what this section does. I mapped the whole lot, found nothing of use anywhere. Does anyone have any idea why it's here?

Level 10

a) Elf Villages

Out of the Labyrinth at last! You arrive from Level 9 at I5 and can return to Castlegate the same way.

Several villages lead off the central area. The one we entered by is identified by a sign at I10 which says "To the Cave of NeedleWood". Once you have the Elvin Cave Key from the Land of the Giants, return here and use it to unlock the door. At M3 is a fight against Sabretooth Lions and Black Dwarf Knights for a Rainbow Yel and at L4 a fight against Nightmares and Dragons for Cleowyn's Bones.

We know we have to put these back in the Mausoleum so it's back to the top levels to collect Cleowyn's Ring, Robe, Crown and Sceptre (oh no, the Rune Room again!). I'd thought I'd just be able to enter the inner Mausoleum but, no. At least the fights were a load easier this time round! When you reach Cleowyn's Tomb at O9 his spirit complains that you took a long time but he gives you a Netherworld Medallion and says not to bother him again.

At H11 another written in the dust of pine needles says "Wilderness of PineCone". Inside a typical elfin dwelling at J11 you'll see a mural on the wall showing carvings of elfin rangers crossing a glacial landscape. There's also a big fight against Shapeshifters and wizards. This mural is repeated in many dwellings and, in others, young elves scatter and hide as you enter.

Going through K9 you enter the Wilderness of BeechWood. The Aldbora Tree sheds its golden leaves around M6. In a room at I1, Frenank, hunter to the Elf King, says it is known in the trees that Nature's Robe must be used for the harvest. Collect this before you start this section or, like I was, you'll be in big trouble because the game expects you to have the robe first.

Down the corridor that starts at F11, you'll find the entrance to the Land of the Dwarves at I16 but it will not open until you are at Level 30.

Down I6 you'll enter the Wilderness of OakLeaf. This splits two ways. At C1, in a room, you find the storyteller Sorshian who honours your arrival, and tells you that only when it's winter will the Aldbora shed its fruit. The Clerics of Oakleaf are at D4 and tell you they comfort the seasons. This character is Summer. Use the Harvest Horn. He accepts it. Summer is mellowed by the sweet music and it is now Autumn. You gain Autumn Seeds.

From messages in Arnakkian's Great Hall, you know you have to take them to Winter. In the top corner of PineCone, at O13, you meet another of the Seasons incarnate in mortal form. Yes, it's

Winter. Use the Autumn Seeds on him. They wake him from his long hibernation. He is Spring again! He says to take the Renewal of Spring and rejoice with him. (NB Spring is now in this location).

A hard fight will slow you down at N2 but when you get past, you'll meet, at O1, the Wise ones of Beechwood who serve the Seasons. Dirsty Bombat, vassal of Autumn greets you. Give him Spring Renewal. You gain icy Winter Waters as a present. (NB Karakiar is now here, whose liege is Winter)

Make a detour to the tree. Because it is Winter, the Aldbora Tree shows its age and the fruits of Knowledge are now ripe.

Another area at F8 is the Wilderness of MapleBrush. Varstad, counsellor to the Elf King is at B14 tells you the magic Aldbora requires Summer radiance to shed its knowledge fruit. At B10 you'll meet Spring, one of the Wardens of Maplebrush who hold the Seasons. Give him Winter's Waters to change him into Summer and you gain Summer's Radiance.

Go round through Exodus etc and collect another Harvest Horn. Take it to Summer who is back at D4. Give it to him again to get more Autumn Seeds. Return to Winter at O13 to swap these for Spring Renewal. Back to Autumn at O1 and exchange Spring Renewal for Winter Waters. Back at the Aldbora Tree, carrying Summer Radiance and Nature's Robe, you now don't get a message. The fruit has been shed - but where's it gone?

As far as I know (since I never got this bit to work) a message should appear saying that the leaves whisper that you must defeat its enemies, the four winds, South, North, East and West, and you will find a precious gem as green as my foliage. You also get any skills you didn't already have.

Luckily someone had told me what to do (thanks again, Graham!) so head back to the Wind Knight tombs and defeat the winds in this order - F2 (South), B2 (North), H2 (East) and D2 (West), then up to M1 and the gathering of winds. The fight there should give you a Green Gem if all has gone correctly.

If it doesn't, see also Bill's comments in the Hints section about the game.

Level 11

Dwarf Kingdom / Land of the Giants

Entry is at I11 and in front of you is the River of Eternity. Remember we were told earlier that it saps 1/4 of your health each step, and you can't heal. A message here says that only the bravest adventurers explore the life-draining River of Eternity for hidden passages. Luckily there is a block in the river at I13 so make your way east to dry land. There are two doors. One leads to big fights against gangs of Phantasms at F15 and G16. The other

takes you to a door at M16 to the Land of the Giants. Bellows from gruesome monsters echoing through the cavern aren't encouraging! Go through to the Land of the Giants

Entry is at M1 which takes you back to the Dwarf Kingdom. A message on the wall at N3, in runes, translates to tell you that you must acquire the Sunbeam Key at the Dwarf Ceremonial Rock to access the Dwarf Kingdom.

Go through through the door at L5 and zip across the River to N8. At O10 you meet a group of Dwarves at the ceremonial Dwarf Rock who offer to swap your blue metal for the key to their Kingdom. Take it and you will find it's the Sunbeam Key. Through a series of appearing / disappearing walls behind the door at N10 you will find the Jasperstone Fountain which restores your health at P12 and the Venivior Fountain to restore your mana at M13.

Behind the door at P7 is a hard fight against Basilisks, dragons and Incubi at P6, another against giants at P5, and Death Leeches, Basilisks, Gargoyles, Liches and Werebears at P4.

Moving from safe slab to safe slab, make your way across the river to G13 and cast Detect to find a secret door. A message at K15 says the Tapestry of the Moons requires a spectrum of colour to open. The Omar Fountain at J16 restores your mana and at J14 Phantasms and Incubi must be fought to gain a green tree-shaped tree, the Elfin Cave Key. Use this to enter the Cave of Needlewood.

Head over the river again to find another secret door (cast Detect) at I10. Runes at H8 tell you it is rumoured that dwarves can build magnificent creations and vessels out of golden threads. Head back to the Dwarf Kingdom and across the River to F13. The Sunbeam Key unlocks the door and vanishes. I don't think the door should be visible until you have the key from the message given - a buglet? The King of the Dwarves sits on a chair at N3 and tells you of a gem of great value behind the keyhole lava, guarded by a dragon. Kill the beast and you can have the gem! It's over the Keyhole Lava and we'll be off there soon.

At F7 the west wall bursts with colour and a voice says, I demand from you a token of worth ... something that will decrease the value of your purse ... simple yet valued as is the lining of every cloud. The west wall at I7, and the two locations below say, start with my most southern brother. You must proceed from south to north to complete this simple phase. So more tasks lie ahead. This is clearer after visiting E9 where a voice booms that the westward corridor will tell you of a way to cross this path. Seek the walls that speak. Heed them well. Do as they ask from south to north and you shall find the ingress of safety south and east of where you are. Another message at G4 says the Keyhole Lava lies at the centre of this Kingdom. Give the greedy walls that which they request and the way across the lava will be clear. A third at D2 says The Keyhole Lava lies at the centre of the Kingdom.

Activate the switches to the west one at a time from south to north. So go to the first wall at F7 and give a silver bar. It says, onto the next sacrifice.

Now to the wall at G7 wants a simple blade of steel or iron. A halfling's sword, small in stature. Buy a short sword at the shop and give that. The one at H7 wants a young thief's tool. Buy a green lockpick and give it. The last one, at I7 wants a dead King's key! So it's back to Level 1, the Mines, to get King Cleowyn's Key from the Raptors at N6! Note you DON'T need another Sunbeam key (cheers, Graham!). Give King Cleowyn's Key to the greedy wall and you're told to go to the lava south and east of here where the way is now clear. A door to the keyhole lava has now appeared at D10 and when you walk through there, platforms have raised over the lava. There are tough fights over here against either groups of Basilisks or King Goblins and Hobgoblins, or gangs of cyclops and Manticores. Make your way to P16 - the Dragon's Lair. He isn't there on his own, however, he has Manticores, King Goblins and Basilisks with him! But the glow of the red gem in the room should spur you on. If you're really unlucky, there may be two dragons there! I succeeded on Level 41 and won, among other things, a Rainbow Red.

A note at M1 tells you that 4 gems and a gold boat will get you to eternity. At H1 you meet a blacksmith who wants you to get rid of the cyclops in her gold caves who thinks he is the King of the cyclops. Cast Detect east in this room at I2 to find a secret door and the Cyclops' Mine Key at I6. Head to the Land of the Giants and at J8 the key makes the tapestry in this alcove translucent, opening new passages to the southwest. Go west through the wall.

Go to the one-way door at I5. A teleport in the room at H1 leads to P3 and one at P1 goes to J1. There is a very hard fight against Manticores and Dragons at J3 and the King Cyclops (and his gang) are at K4. When you kill him, you win the Cyclop's head! Return to the blacksmith and she is very grateful and weaves you a golden boat from threads, which she says can ride the rainbows.

Again from the tapestry at J8, head down the river to G7 and heal. Cast Detect to find a hidden door south. The RockyFlat Fountain at F9 restores your health. At F10 you fight Phantasms and Incubi for a stone key, the Dwarf Mine Key. At E7 the Hidden Mine Key makes the south wall transparent.

Make your way to safety over the river at B9. Your mana is restored by a whirlpool at B11. A teleport at B8 takes you to D13 where there is a hidden area. Here you get a message from the Zephyr Wind at E12 that only the FlexSword can bend against the Wind Elemental's gale. Another at E13 takes you to B2 while the ones at D16 and E12 take you to B2, and one at F16 to a new area at A14 where a door at A12 leads to Rivers End.

There is a hard fight at D4 against Dragons, Giants and Tyrans, and another against a band of assorted adventurers slaying a

dragon at A1. (The dragon attacks you too which I thought was a bit unfair!)

A dwarf blacksmith, a wizard swordmaker, at E5 will make a weapon from your finest metals. Take her the flex metal won at L7, C14.

She makes a Flex Sword and dubs it the Wind Sword - may it destroy your enemies at first blow.

An apprentice miner at A2 gives you the Hidden Mine Key to his mine hidden beyond the edges of the waters. Monsters have forced him from there. If you can do him a favour, he will repay you well some day. Clear River's End to gain 3 platinum bars.

Find a secret door at C5 by casting Detect south and cross the River of Eternity to the door at C12. There is a gang of Phantasms at C14! If they petrify you, you are sunk! I found the best thing was to cast Control several times, then use Death Darts. The Fountain of Attributes past them at C15 increases your powers.

River's End

Entry from the Land of the Giants is at P12. Dragons defend their lair in company with Gargoyles and Spit Spiders at P9. Cross the River by moving east from M 9 to M13. At P12 the Minotaur Fountain restores your health and mana (handy!). Cross again from M13 to J14 and from J14 to I11. The SageCross Fountain at K9 also restores your health and mana but the only way out is along the River. There is a very hard fight against Werebears, Hellhounds and Were Minotaurs at L10. Pray they don't control you! Ditto at M7.

Then go by River from I11 to G11. A fight at F11 is all you find. Then back along the River to I11, then J14 and thence to G13. Hop round to G14 where Dragon Breath Fountain increases your attributes. Runes here say Past the platforms a tapestry you will find, Illuminate the moons with the spectrum of the Moon Prism, the rest is smeared with blood.

From F14 enter the river and swim to a teleport platform at I16 which takes you to B15. Here a brilliant tapestry depicting moons decorates the room. Use the Moon Prism and a door appears where the tapestry was. Walk through and north to C16, then along the River to B14, and then to A11 where you find the door to Voranti's Treasure.

This looks like a long passage but walls form behind you and there are some complex fights against gangs of baddies. At C7 a gnome thief tells you that you are very near the final battle with En-Li-Kil. The four Rainbow Gems will light your way to the infinite beyond when they are all placed. Red, yellow, green and blue are the rainbow colours. Have your boat when the gems are set and sail the rainbow to your destiny.

Once you have cleared this area (I assume the whole of River's End) return to the dwarf miner who gave you the Hidden Mine Key to receive the reward of 3 platinum bars - which, unfortunately, I had to leave behind as I was carrying too much!

But, onwards and upwards! Cross the river from C10 to G10. At G8 is a statue that appears capable of holding a gem. Remembering the order given earlier (red, yellow, green, blue), use the red gem. A beam of red arcs over the Ageless Void. Then move one location north and use the yellow, another north and use the green, then one north again and use the blue (this is at J8). A vibrant rainbow of colour forms. Use the boat. It floats out of your pack on a swirl of magic dust, intersects the Rainbow and bursts into blinding light. Once your eyes adjust, you see an enormous golden boat bedecked with the rarest jewels and finest carvings. A rainbow voyage across the Ageless Void awaits you to the west. Move over the platform to I6 and onto the boat. The Zephyr Wind blows a light breeze from the east and the boat sails across the rainbow. The Zephyr tells you that only the FlexSword can remain in your hands when you encounter the Wind Elemental. Destroy him and the way to En-Li-Kil's domain will be clear. You arrive at an island in the centre of the void, on the ...

Level 11: The Island of Eternity (and thence Level 12: The Unknown)

Carry the Flexsword from now on! You arrive at L12 and fight Elementals in each of the four small rooms. Start with the fight at K10 and, after you win, walk through the west wall to another dimension - Level 12: The Unknown. There are continuous hard fights here on each square and you'll find some rare treasure but will probably, like me, be too weighed down with keys and gems to pick any of it up! Arriving at the end you press a Timeswitch and can walk through the north wall to return to the Island of Eternity, H9.

Do the same after the fights at F10 and K7, fighting your way through and setting a Timeswitch again in each case.

En-Li-Kil and his cronies are at G8 but he vanishes, leaving you to fight the Elementals, including the Wind Elemental. Luckily he can be controlled. Once you complete the fight past them at F7, walk east through the wall to enter the end game.

En-Li-Kil taunts you as you arrive. Don't leave the pathway until you meet him face to face or you will need to retrace your steps. This is why you must do this section last. Do it too soon and there is no escape. But if the three switches are set, you can cross the water over a platform which will have appeared at E7. You cross the Waters of Death safely. En-Li-Kil stands guard at the other side, protecting the Fountain of Life. This was the goal Arnakkian Slowfoot sought. At G7 you meet En-Li-Kil himself with his entourage of Tyrans, King Goblins and Werebears. He tells you

that your arrival frees him from his long imprisonment between two worlds. You will fail, he says, as Arnakkian did. Then he will search out and destroy all mortals in your world. Strangely, I killed him with one blow - mind you, it WAS worth a mighty 10110 damage!

At H7, you reach the Fountain of Life. The Rainbow Gems and Golden Boat dissolve in the golden water. You have defeated the Time Elemental En-Li-Ki. You have won the game of life and death. You are now a HERO OF YSERBIUS. Return to your home safely now. Soon you will be able to leave the volcano Yserbius and begin a new life of adventure. Farewell ... this ending is just the beginning.