

Floor -5

There is nothing special or anything to get on this floor, but you can get some better stuff (+1 armour or +1 weapons) and good experience points, and the monsters are a bit tougher of course

Some tips:

- You can sometimes use “Q” to save your progress after each battle so that in case of a character being killed you can just leave the game by “ALT-ENTER” and close the game window and restart the game again.

You’ll have to go to Edge of Town, Utilities, Restart an out party, Tap A to add your characters, then R to reorder, and that’s it, you restart where you last died in the maze with all your characters alive.

- It’s a good habit when you can, to cast MONTINO to silence the magic user monsters and KATINO to make fighter monsters asleep so you don’t take too much damage.

- If you don’t succeed at Disarming a trap, just try again, you might Disarm it this time.

- Some weapons have a special power that you can invoke when you equip them. One of them is the Dagger of Thieves. If you invoke its special power when equipping your Thief, they will turn into a **Neutral Ninja**, which is fantastic when you have a **Good** team. The drawback is that each level up for your ninja will require a huge amount of experience points, almost a million.

 This is a zone without visibility

The moment you enter this room , no magic spell will be available either to you or to the monsters **for the whole floor -5.**

Lift B This is the Lift from A to F, in other words from Floor -4 to Floor -9
(Here it’s B for Level -5)