

6 – J. R. Trolkin's Castle

1 – A strange gas fills the air. Everyone faints and you wake up in a locked cell. (You are TP to 2).

2 – TP from 1

3 – No one can pick the lock.

4 – You are in a fighting arena with menacing monsters to the South.

5 – You see a crowd of nasty monsters watching you from above. Someone shouts “Let the fight begin!”

6 – You are in a secret passage. You hear guards chasing you.

7 – There are several good items here.

8 – Fight J. R. Trolkin

9 – There is a nice weapon and a good shield here. You find HALBERD+2, GOD SHLD.

10 – There are three levers here. (Pull #1, Pull #2, Pull #3, Leave)

#1 opens 3E, not 3A, not 3B, not 3C, not 3D, not 3F

#2 opens 3A, not 3B, not 3C, not 3D, not 3F

#3 opens 3D, not 3B, not 3C, not 3F

11 – Here is a large oak door which you can not open by any means. (key from 12) Your large key opens the door.

12 – There is a large key here hanging on the wall. You find a key.(Opens 11)

13 – There is a large oak barrel in this corner. (Open it / Leave) (Open) Smoke fills the air. (You take small damage)

14 – There is a large oak barrel in this corner. (Open it / Leave) (Open) Smoke fills the air. (You take small damage) You find Coin C

15 – There is one Scroll here which you can read. You find Scroll 4.

16 – Here is a small glowing pedestal. You find Ring A, Ring B, Ring C