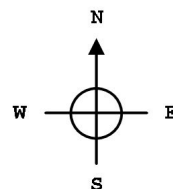


key

- a, entrance
- b, iron bell
- c, giant spore ball
- d, hobgoblins
- e, caveman
- f, pit
- g, wooden poles
- h, orcs
- i, idol
- emerald
- j, dead barbarian*
- k, water trap
- l, spirit girl
- m, giant fly
- n, mirror
- o, rock grub
- p, pit
- q, old man
- dead knight*
- r, mirror demon
- s, goblins
- t, steps
- u, cellar
- v, skeleton warrior
- w, skull on platform
- x, prisoner
- y, rolling boulder trap
- z, pipe
- iron key
- sapphire

- A, chamber of dead
- B, pit
- C, throm*
- D, dead end
- E, trials one and two
- F, cave trolls
- G, cavern
- H, dwarf trial master
- I, trials three and four
- J, giant insects
- K, medusa
- L, water pool
- M, imitator
- N, dead elf*
- O, wooden chest trap
- P, troglodytes
- Q, chasm
- R, corrosive slime
- S, man
- basket
- poison ivy
- T, wooden chute
- U, pit fiend
- V, ninja*
- diamond
- W, stone vice trap
- X, blood beast
- Y, mantichore
- gnome trial master
- Z, exit

* = contestants



**deathtrap
dungeon**