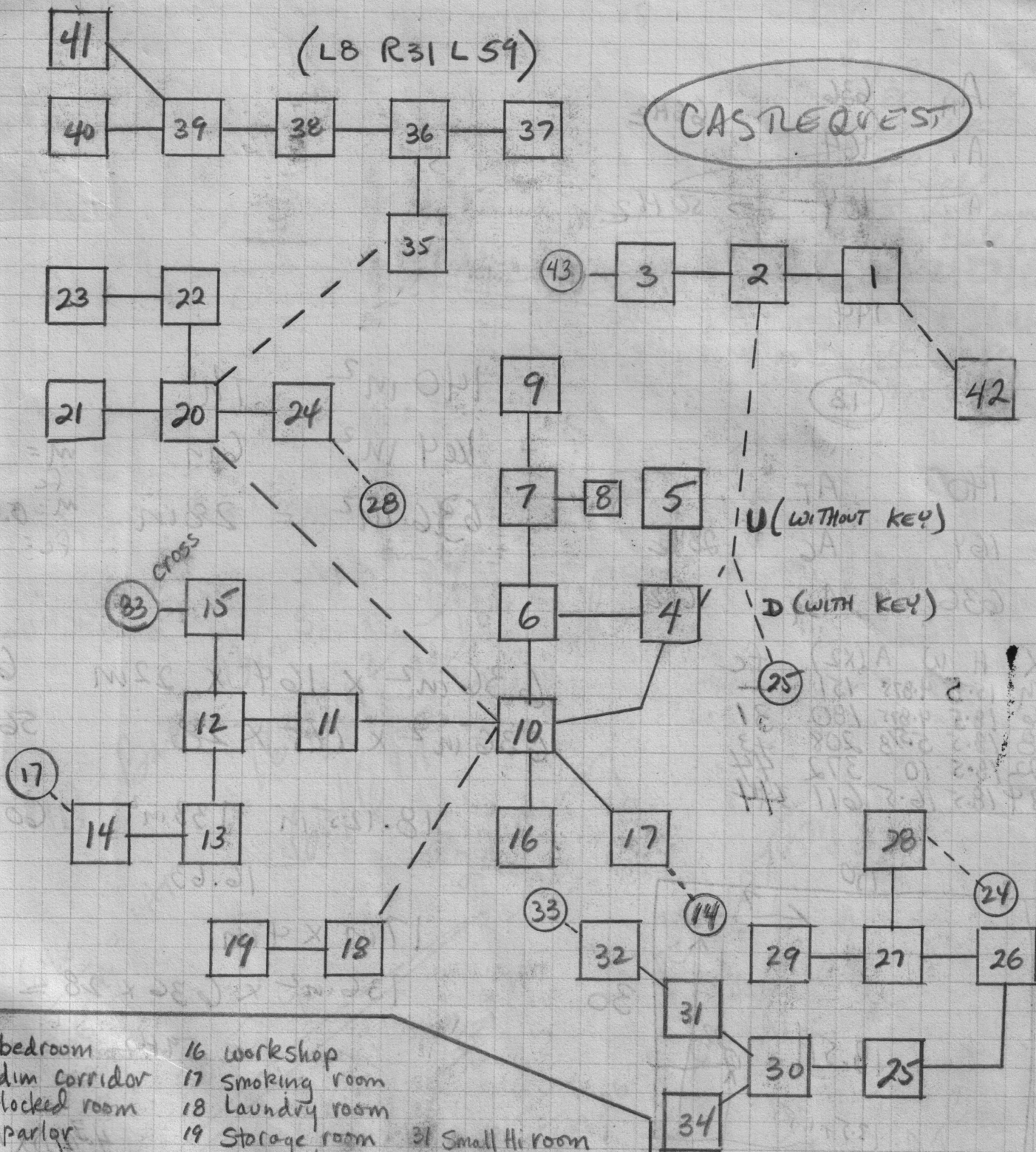


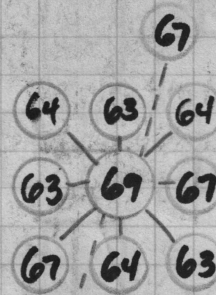
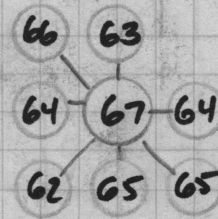
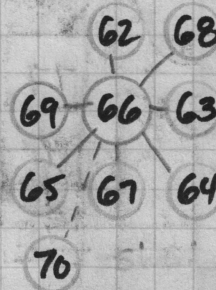
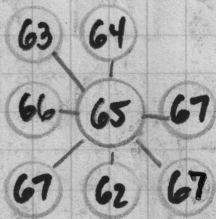
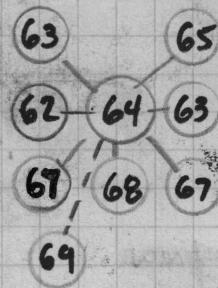
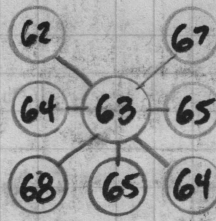
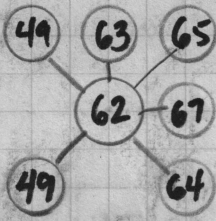
(L8 R31 L59)

CASTLEQUEST



- |                 |                        |
|-----------------|------------------------|
| 1 bedroom       | 16 workshop            |
| 2 dim corridor  | 17 smoking room        |
| 3 locked room   | 18 laundry room        |
| 4 parlor        | 19 storage room        |
| 5 armor room    | 20 upstairs hallway    |
| 6 dining room   | 21 boudoir             |
| 7 kitchen       | 22 L-corridor          |
| 8 brick wall    | 23 mirror maze         |
| 9 pantry        | 24 library             |
| 10 foyer        | 25 dark stone E/w pass |
| 11 garden       | 26 lab                 |
| 12 side of road | 27 dark E/w corr       |
| 13 end of road  | 28 low chamber         |
| 14 below window | 29 dark room           |
| 15 bank of moat | 30 fork                |
|                 | 31 small hi room       |
|                 | 32 bottom of tower     |
|                 | 33 top of tower        |
|                 | 34 torture chamber     |
|                 | 35 attic entrance      |
|                 | 36 attic               |
|                 | 37 cedar closet        |
|                 | 38 low passage         |
|                 | 39 anteroom            |
|                 | 40 Vladimir's chamber  |
|                 | 41 sleep ledge         |
|                 | 42 statue garden       |
|                 | 43 stone room          |

- |                 |                |
|-----------------|----------------|
| 1 bullet, cross | 17 cigar       |
| 4 gun, paper    | 19 kerosene    |
| 5 hatchet       | 21 pen         |
| 7 food          | 24 pig matches |
| 8 combination   | 26 acid        |
| 9 bottle        | 27 blood       |
| 11 stake        | 31 torch       |
| 15 boat         | 34 hunchback   |
| 16 hook         | 37 lantern     |
|                 | 42 statue      |



[all directions open return to same room.]

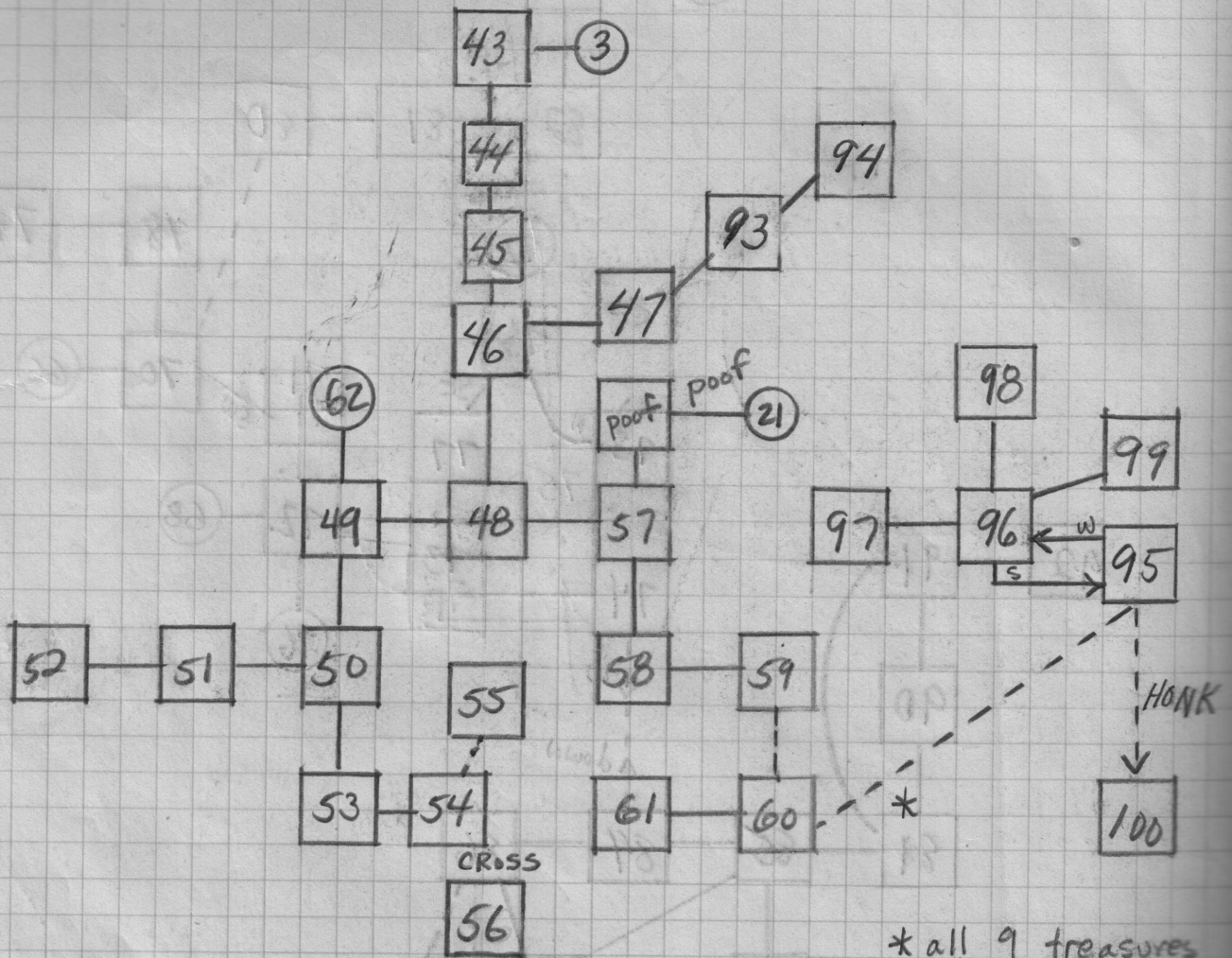
DEAD END ← only reliable room description in maze if you get lost try to get here then work your way out

from	to	Sequence				
49	70	N	NE	W	D	{49, 62, 65, 66, 70}
70	49	E	N	NW		{70, 66, 62, 49}
49	72	N	SE	S	U	{49, 62, 64, 68, 72}
72	49	E	NE	NW		{72, 68, 62, 49}
70	72	E	NE	U		{70, 66, 68, 72}
72	70	E	N	D		{70, 68, 66, 70}
86	49	D	S	NW		{86, 65, 62, 49}
86	70	D	W	D		{86, 65, 66, 70}
86	72	D	N	S	U	{86, 65, 64, 68, 72}

IF you get lost use the following procedure to get out:  
 ① W W ⊗ W (NW) this will get you to either 62 where (NW) gets you out or 69 at ⊕ N, NW, NW (obvious)

② NW NW NW - either you out at blue room or stuck in 66 if you dont get out try either N, NW → blue room or D (glacier room)



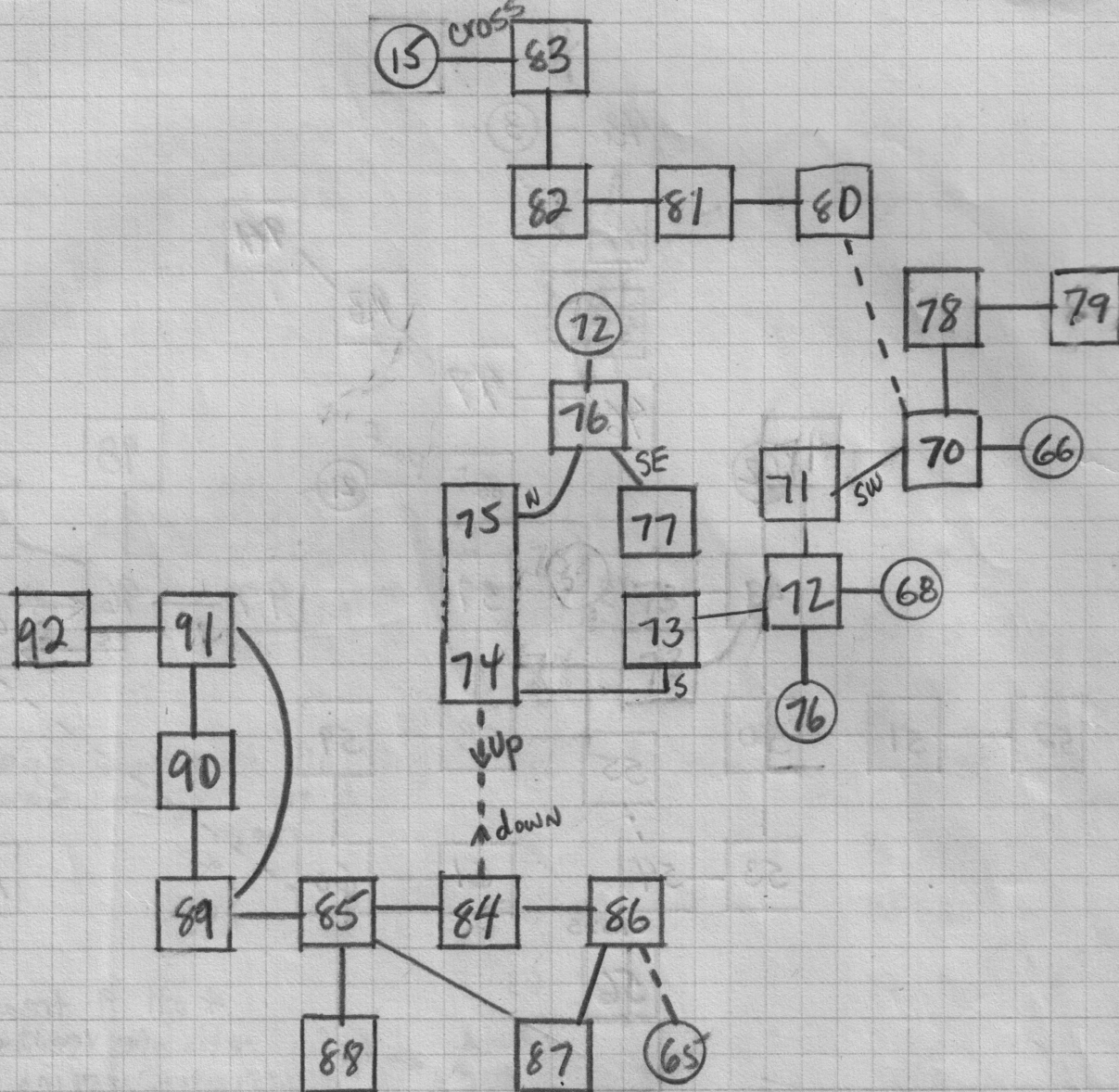


\* all 9 treasures  
in vault and  
carrying  
hatchet

- |      |                    |
|------|--------------------|
| 43   | Stone room         |
| 44   | Square room        |
| 45   | Long N/S passage   |
| 46   | narrow room        |
| 47   | heart shaped arch  |
| 48   | fire room          |
| 49   | blue room          |
| 50   | narrow E/W pass    |
| 51   | outside small room |
| 52   | jade room          |
| 53   | bending tunnel     |
| 54   | waterfall          |
| 55   | ledge over falls   |
| 56   | island             |
| 57   | glowing rock room  |
| 58   | main lobby         |
| 59   | elevator (upper)   |
| 60   | elevator (lower)   |
| 61   | safety deposit box |
| poof | poof room          |
| 62   | mane               |

- |    |           |
|----|-----------|
| 52 | JADE      |
| 54 | WATER     |
| 56 | RUBY      |
| 94 | CHAMPAGNE |
| 96 | H         |
| 97 | "OH"      |
| 98 | N         |
| 99 | K         |

- |     |                  |
|-----|------------------|
| 93  | TWISTY TUNNEL    |
| 94  | HONEYMOON SUITE  |
| 95  | STUCK ELEVATOR   |
| 96  | CENTER WAREHOUSE |
| 97  | WEST WAREHOUSE   |
| 98  | NORTH WAREHOUSE  |
| 99  | EAST WAREHOUSE   |
| 100 | FINISH           |



- |    |                           |    |                     |
|----|---------------------------|----|---------------------|
| 70 | Glacier Room              | 83 | edge of moat        |
| 71 | burial grounds            | 84 | top of cavern       |
| 72 | junction                  | 85 | tall E/W tunnel     |
| 73 | GRAFFITI Room             | 86 | Disco room          |
| 74 | Sand Cavern               | 87 | land of living dead |
| 75 | Nerd cavern               | 88 | Cyclops room        |
| 76 | Rain forest               | 89 | border              |
| 77 | ledge over waterfall      | 90 | immense forest      |
| 78 | hole in glacier           | 91 | Wizards throne room |
| 79 | Swan cavern               | 92 | money room          |
| 80 | E end tunnel              |    |                     |
| 81 | Wend tunnel               |    |                     |
| 82 | Wine cellar (locked door) |    |                     |

70	water
73	Sapphire
79	SWAN
85	Cyclops
88	Sword
91	WIZARD
92	MONEY

79 SWAN  
88 sword  
92 money