My name is: I am lost in a labyrinth. How I got here is not important. Just get me out.

There is a straight hallway with a grate in the floor in front of me

1. Walk down hallway
   1. You step on a trap
      1. You get hurt
      2. The trap was a dud
      3. You evade the trap
      4. You get stuck
   2. You find an item
      1. Can get it
      2. Cant get it
   3. A monster jumps out
      1. Weak: Slime, Giant spider, rabid squirrel, vampire bat, hornet
      2. Medium: giant scorpion, cobra, goblin, troglodyte, zombie
      3. Strong: Dracula, Wyvern, Troll, Golem, Balrog
      4. Boss: Me , Mom (Momster), Ella (EllaGator), Wesley , Jamie (Copperhead Demon)
   4. Mad scientist lab
   5. Tardis appears
   6. Mice and cockroaches
2. Go down grate in floor
   1. You fall and take damage
   2. You find an item
      1. Can get it
      2. Cant get it
   3. Find a person
      1. You get a clue
      2. You start a fight
      3. Nothing in particular
         1. You steal from the person
         2. The person steals from you
         3. You chat about nothing
   4. You find a secret passage
   5. Snake pit
3. Yell for help
   1. Your screams attract a giant monster
   2. A curious gnome comes to your aid
   3. Your throat now hurts and you take damage
   4. Your voice echoes through the passages in vain
   5. Causes a cave-in
      1. Reveals secret passage
      2. Blocks passage
4. Open a door
   1. Find a monster
   2. Find a treasure
      1. Weapon
      2. Protection
      3. Potion
      4. Key item
   3. Set off a trap
   4. Nothing
   5. Find a clue
5. Find a treasure chest
   1. Book of magic
   2. Armor
   3. Weapon
      1. Sword
      2. Spell
      3. Staff
      4. Mace
      5. Funny
   4. Clue of some sort
   5. Key item
6. Activate a lever/switch
   1. Trap (tunnel flood)
   2. Secret (bonus item)
   3. Open/restrict passage
   4. Clue

Weapons:

Sword

Damage

Skill 1 – parry

Skill 2 – riposte

Skill 3 – bleed

Staff

Silll 1 – double strike

Skill 2 – triple strike

Skill 3 - flurry

Mace (minigun)

Skill 1 – greater bash (extra damage + stun)

Skill 2 – crushing blow (reduce enemy offence)

Skill 3 -

Spell

Fire –

Skill 1 – ignite

Skill2 – solar flare

Skill 3 - Lightning

Ice –

Skill 1 – slow

Skill 2 – freeze

Skill 3 -frostbite

Lightning

Armors:

Chain Mail

Base – damage – 20%,

Skill 1 – damage -25%,

Skill 2 – damage – 30%,

Skill 3 – damage – 35%,

Battle suit –

Base – dodge all 20%

Skill 1 – dodge all 30%

Skill 2 – dodge all 40%

Skill 3 – dodge all 50%

Plate Mail (reduces your attack damage)

Base – damage – 35%

Skill 1 – damage – 45%

Skill 2 – damage -55%

Skill 3 – damage – 65%

Helpful items:

Potion:

Health, Regeneration, Invisibility, Weapon poison, haste, fire/ice resist

Invisibility potion

Weapon damage + thing

Sprint shoes

Flash powder

Pants of infinite pockets

Health reserve pack

Cave pool

Drink Throw rock

Fill Bottle

Crystal cavern

Ice room

Ice tunnel

Ice Bridge

Elsa – level 3 ice skill

Lava

Lava room

Level 3 fireskill

Lava Bridge

Light at end of tunnel

Ball lightning

Armory

Obtain minigun

Mine craft room

Bathroom

Use toilet +10 health

Take bath+20 health

Mine track

Empty room -Done

Sewer

Ninja Turtles

Level 3 non-elemental skills

Spider room

Stalagmite/stalactite

Treasure room

Opening tunnel options

Snake pit

Barney

Hillary

Doors

Grates

Ladders

Corridor

Forks

Stairs

Secret passages – leavers switches

Cave-ins – openings

Breakables

Stand still

yell

Wait

Sleep

Use item

Damage increasers:

Sword = sharpening stone, shining cloth

Staff = sand paper, leather grip

Sword/staff = practice dummy

Fire = lava room,

Ice = ice room

Fire/ice = elemental booster

Ask about

The labyrinth

Keeps changing

Weapons

Gold star (skills)

Damage enhancers

Armor

Items

Combat

Defend

Fleeing

**Progress Map**

Room/encounters level 1

Shrine/Save orb

4 weapons (bats, fire room, ice bridge, treasure room)

snake pit health pack (triggers to level 2)

Room encounters level 2 (random encounters = 50% weak, 50% medium monsters)

Regen pool

armory

Meet leprechaun

dragon exit

bathroom

damage enhancers

fossil, kitchen,

sprint shoes

bathroom - 2nd health pack (triggers level 3)

Room encounters level 3 (random encounters = 100% medium monsters)

Ninja turtles

Return to start cavern (fight boss monster, treasure chest that counts battles and gives items. Battle suite, health pack, potions, damage enhancers)

3rd and 4th health packs

hell rooms

Hillary

Barney

potions roulette

Fight bosses

Get gun ammo

Kill dragon

Final battle

**To do:**