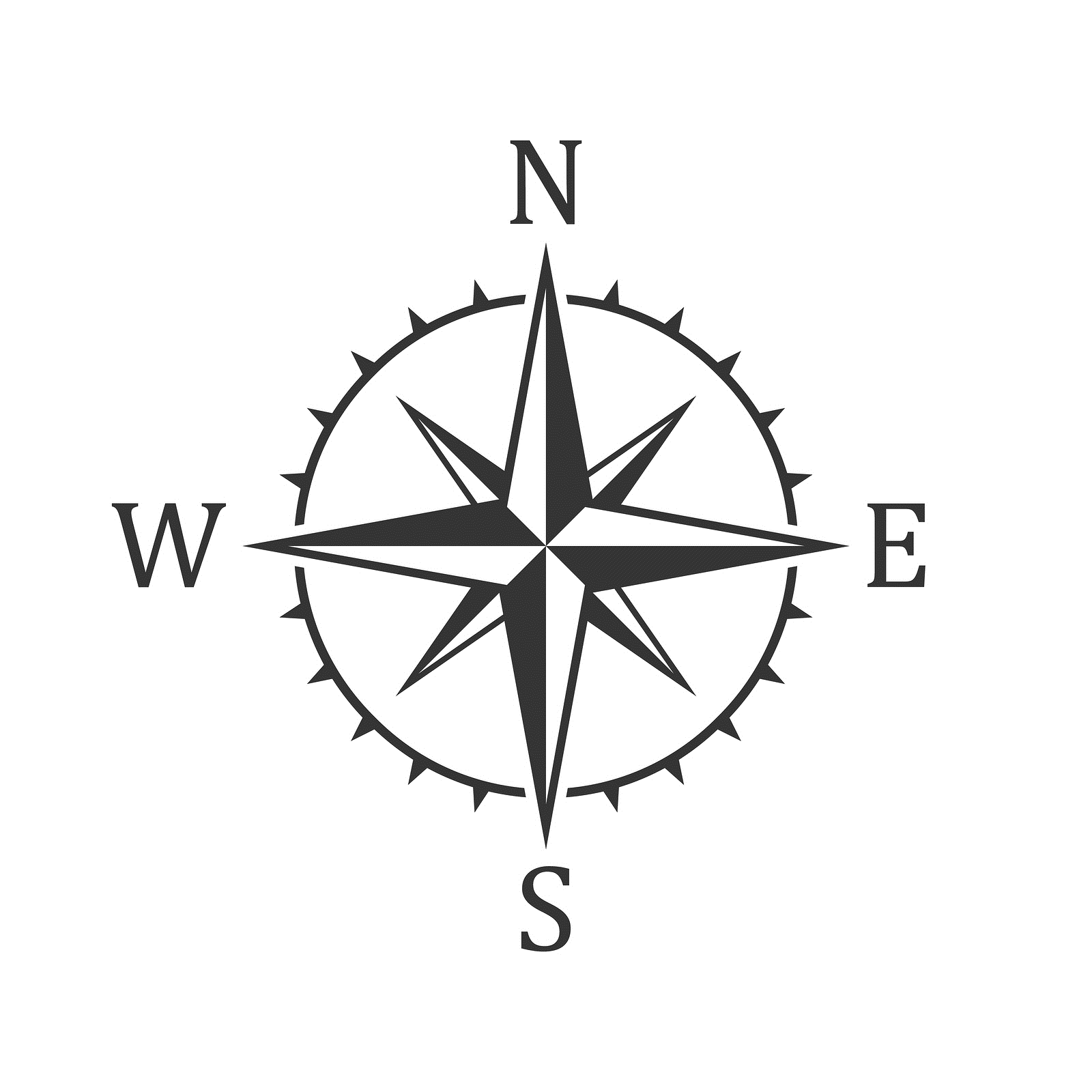
A4: Damp dark dense jungle

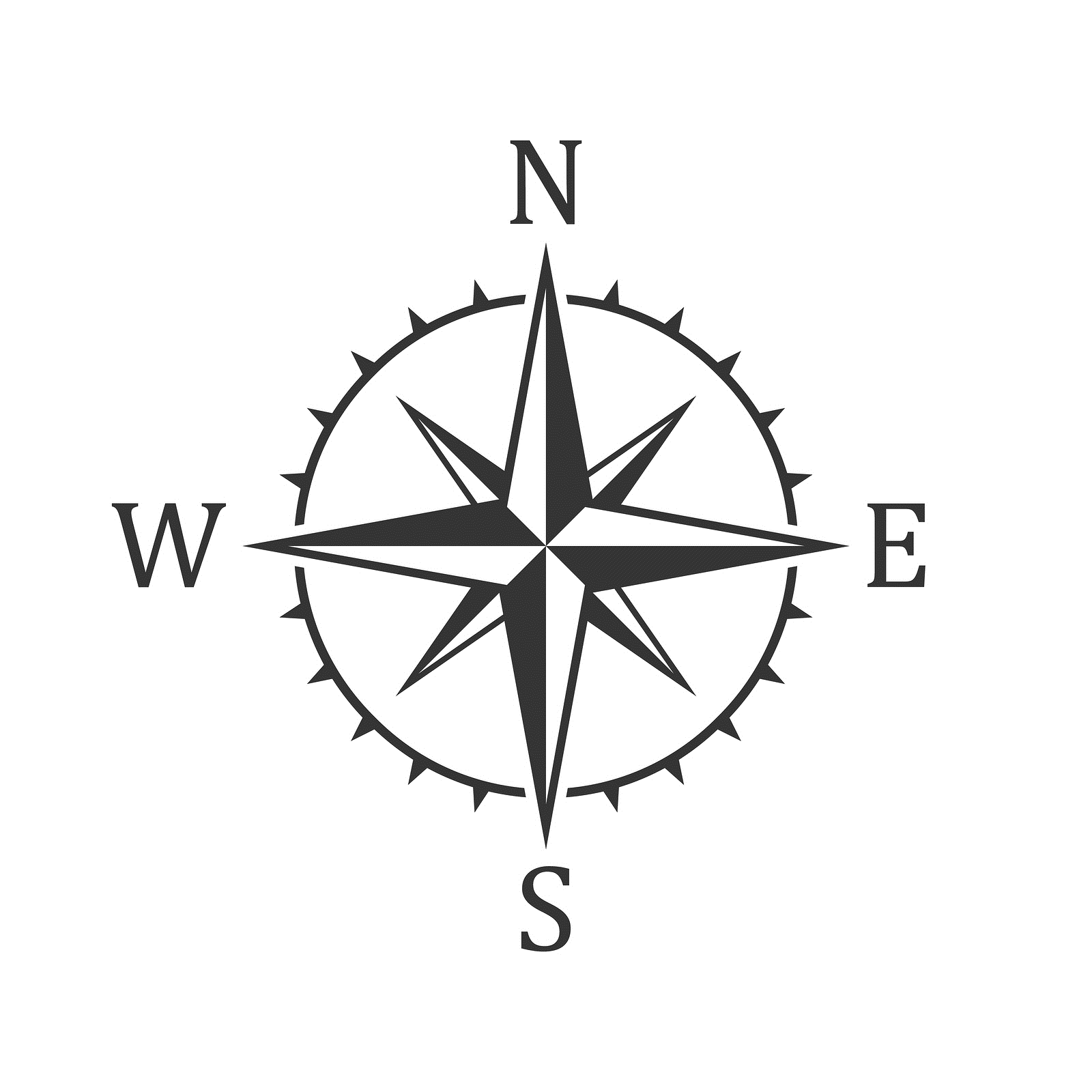


A2: Dark damp dense jungle

96: Dense dark damp jungle

A3: Dense damp dark jungle

97: Dark dense damp jungle



9D: At north wall

9C: Standing west entrance

99: Stands south wall

98: See east wall

9E: At east wall

9F: At south wall

9A: See bronze gates

9B: See north wall

A6: End of passage

A5: Secret passage

94: Entrance long dark tunnel east

93: Dark tunnel

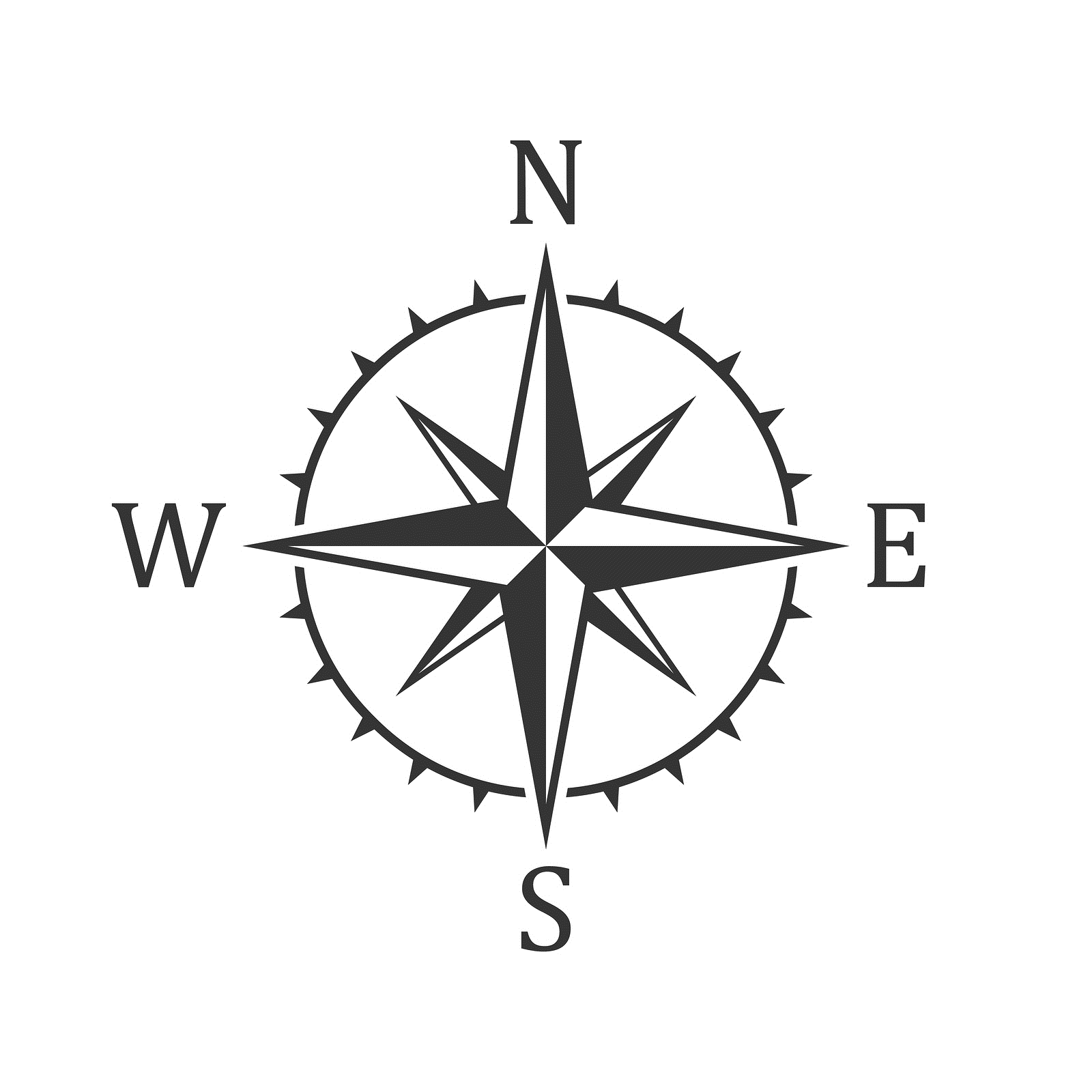
92: Entrance long dark tunnel west

90: North end central hall

A0:

95: Large room

91: Vault



89: South end central hall

81: Small room granite walls

82: Oriental rug

83: Dark passage

84: Top of passage

DeathByHiddenRugSpike()

ResetGame()

A1: Small room

85: T-shaped room 1

88: Triangular room

MoveToRoomAndLook()

IfInRoom(statue) DeathByStatue()

86: Gray stone walls 1

87: Round room high walls 1

GET RING (success): Move to 8C(Round room high walls 2)

89: South end central hall

8A: T-shaped room 2

8B: Gray stone walls 2

8C: Round room high walls 2

GET RING (success): Move to 87(Round room high walls 1)

8D: Petite chamber

8E: Smells of decaying flesh

8F: Tall Room

90: North end central hall

