



Item dependency

- 0 key - to get thru first door
- 1 ↓ Crowbar
- 2 ↓ Sword
- 3 ↓ Crown
- 4 ↓ glove
- 5 ↓ jewel
- 6 ↓ Shield
- 7 ↓ brasskey

Mon ☐ needs an item to get

Rooms

- 0 Dungeon
- 1 Hall
- 2 closet
- 3 Tower
- 4 Gate
- 5 Throne room
- 6 Courtyard