

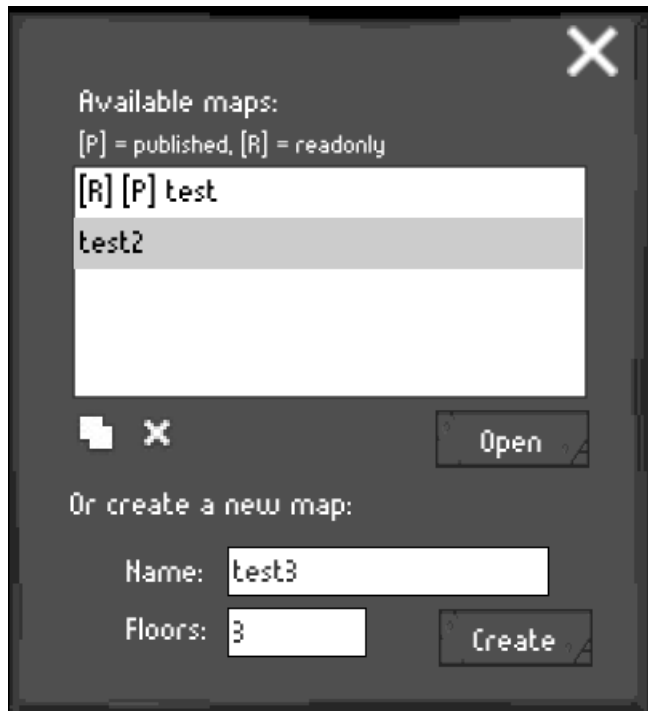
# DungeonUp's B.I.M.E Manual

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## Interfaces

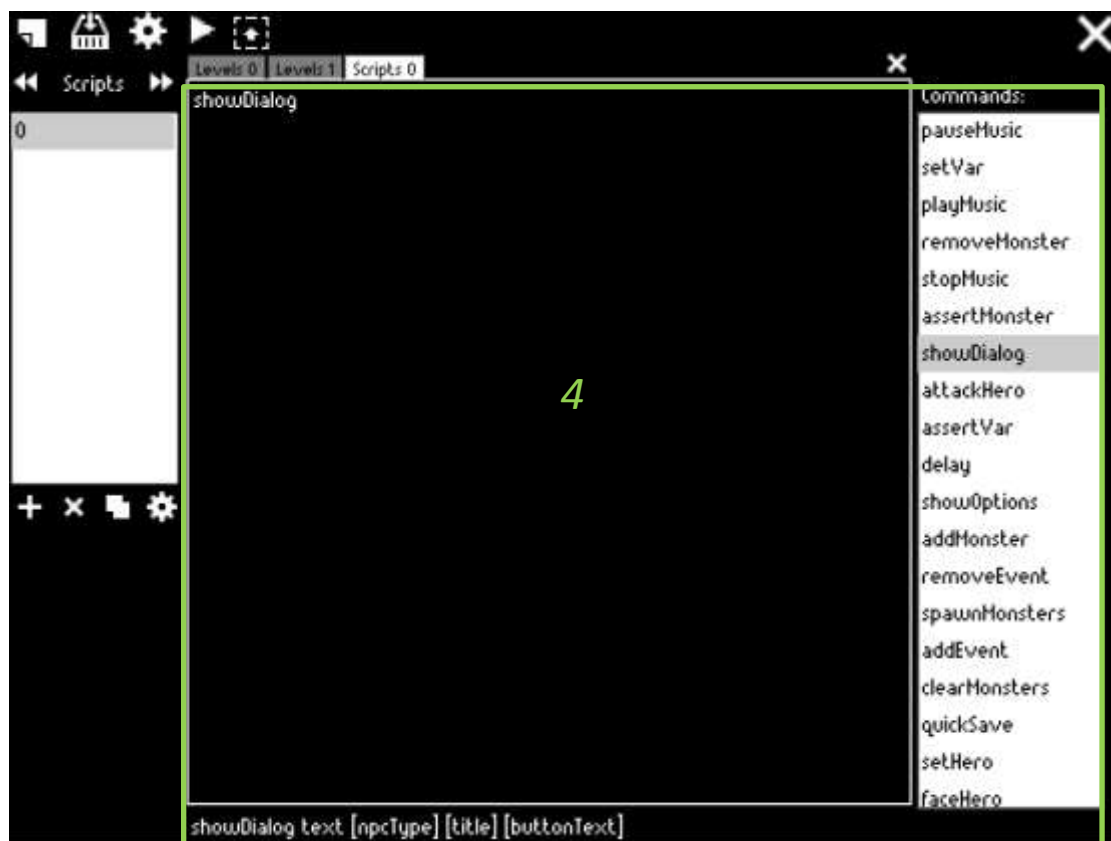
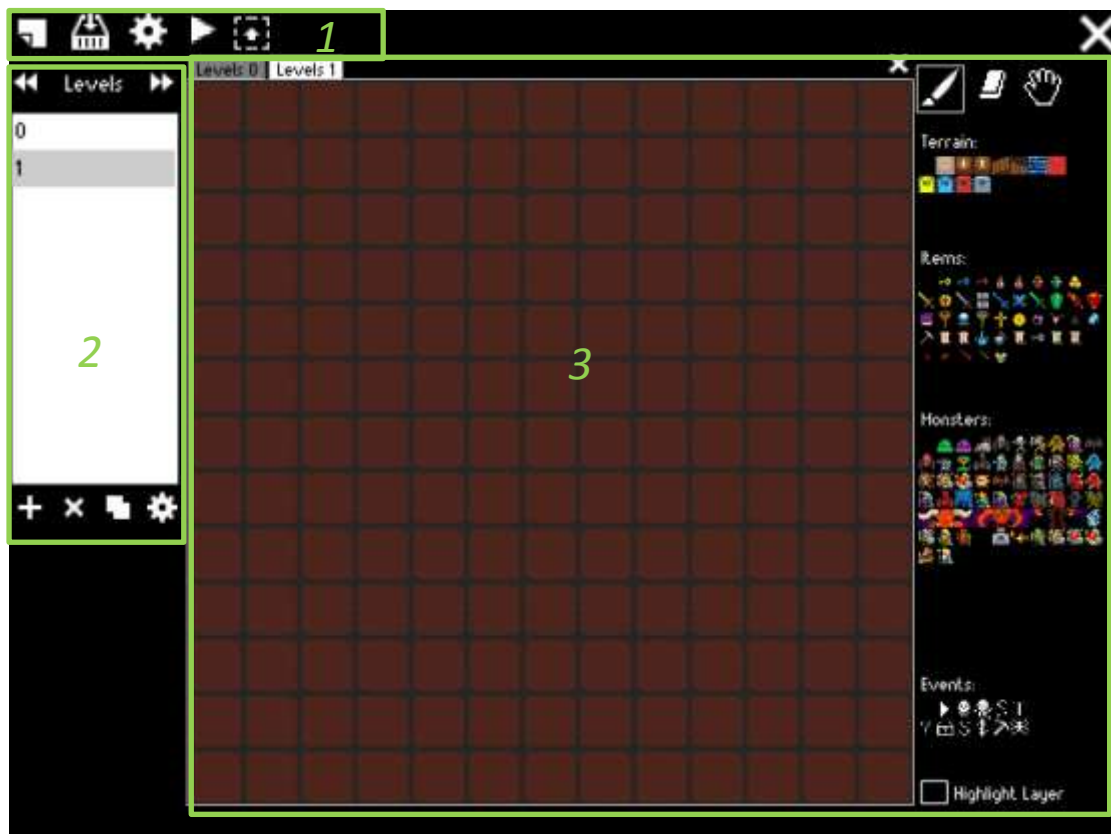
### Open/New Map Popup

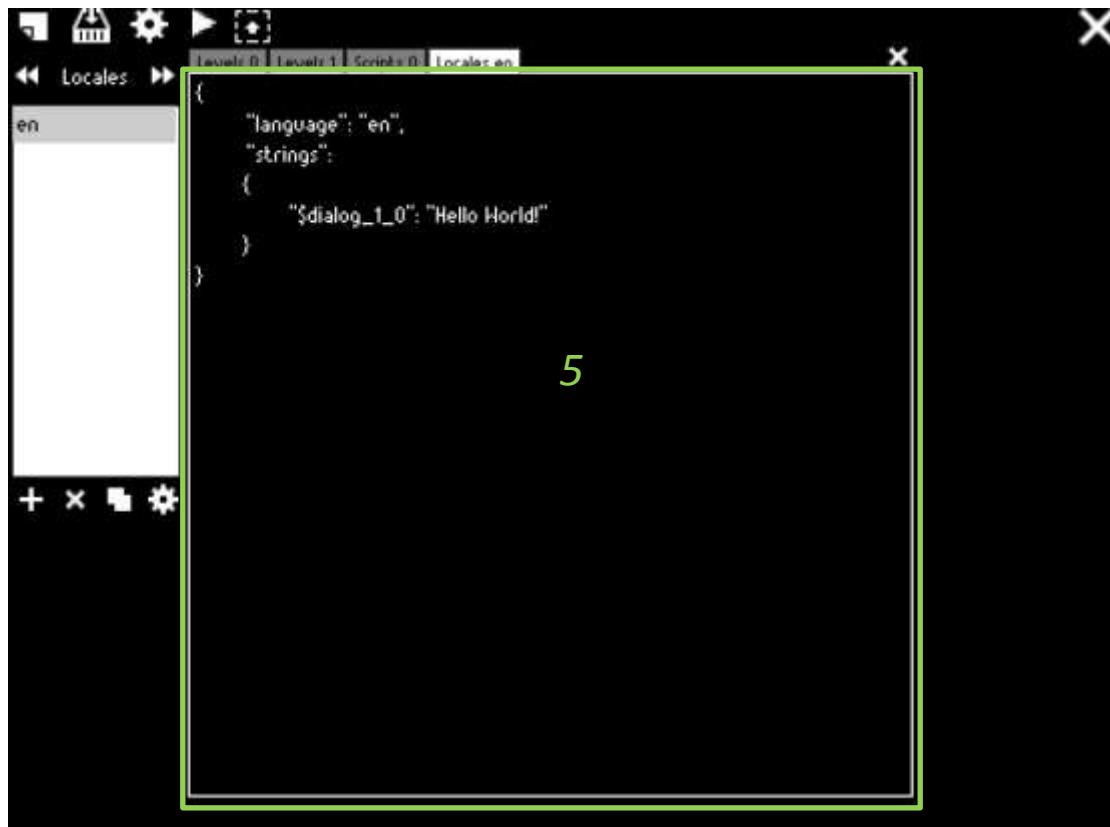


For each name in the map list, the prefix '[p]' means the map is already published, and '[R]' means the map is shared by other players, thus you don't have permission to editor it, but you can duplicate it and the new map will be yours. To avoid name confusion, please don't name your map as existing map.

Creating a new map requires the input of name and floors. The name consists of alphabets, numbers OR space characters, 30 characters at maximum. The floor represents the initial level numbers of your map. As you increase more levels afterwards, the floor will automatically increase.

## Main Screen





## 1. Main Toolbar

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*The map won't auto-save, so please remember to save your work from time to time.*

*You should also save your map before testing it, in case any fatal error happens during testing, and causes your changes lost.*

## 2. Resource List

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*Resources are levels, scripts, locales, music tracks, sound effects, custom tilesets and data, etc. For now, only first three types of resources are supported in B.I.M.E.*

*Any resource can be deleted or duplicated, just like the whole map.*

*The name of level resource represents the floor of the level. The floor starts from 0, and you can have 999 as highest floor. Please notice that floor is the physical concept of a level. It means the storage index of all levels. But in the game you see xx F, which means the displayed "floor". The logic of displaying floors is  $\text{Displayed Floor} = \text{Physical Floor} + \text{Base Floor}$ . For instance, if current floor is 1 (as resource '1' in the list), and the base floor is -50 (yeah it can be a negative number), you will get 'Level -49F' on the top-left HUD in game. To setup the base floor, please see [Map Properties Popup](#).*

*The name of script resource consists of alphabets, numbers OR underscore('\_') character, 10 characters at maximum. Suggested naming convention is 'The floor of the level in which the script is used + the number of the script'. For example, the first script for level 10 should be '10\_1'.*

*The name of locale resource consists of 2 alphabets. It correspond the language code of your texts. The full language code can be found here (under '639-1' column):*

[http://en.wikipedia.org/wiki/List\\_of\\_ISO\\_639-1\\_codes](http://en.wikipedia.org/wiki/List_of_ISO_639-1_codes)

*You map should at least support 'en' language code. If you don't have many texts in your map, you can write the text directly in events or scripts, but for the convenience of translation (it can properly be done by other players), putting all texts in the locales is highly suggested.*

## **2.1. Exporting Resource**

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*Any resource can be exported as a single file which can be stored in your disk. You can use this utility to edit scripts and locales with your favorite text editor, or import any resource that are exported from other maps.*

## **2.2. Importing Resource**

---

*The resource file that you are going to import should match the type of the resource list. If you try to import a level file when the resource list is showing 'Scripts', you will fail. The imported resource's name equals the file name without the extension. If the import succeeds, existing resource with the same name will be overwritten.*

## **3. Level Editing**

---

*The interfaces for level editing consists of the editing area in the middle, the editing toolbar on the right, and the property list on the bottom-left (it is visible only when editing an event). The editing toolbar includes brush tool (shortcut key: Q), erase tool (shortcut key: W), and selection tool (shortcut key: E).*

### **Brush Tool**

---

*The Brush is used to brush the selected tile to the level. When clicking a tile, it will be highlighted. Then hold down the mouse in the editing area, and you will see the grid under your cursor is painted as the highlighted tile.*

*In B.I.M.E, walls won't be auto-connected, so each wall looks like an isolated pillar. Don't worry of that, because in the actual game, walls will connect each other on the basis of the direction. You can test your map to see what it finally looks like.*

Tiles of different types can overlap each other. For example, if you brush a monster onto a wall, the monster and the wall will both exist in the level. But you can have only one tile of the same type in a grid. For instance, placing an event onto another event will overwrite the prior one.

According to the facts above, you may have figured out that the level is displayed on the basis of layers. Selecting a tile will automatically select corresponding layer. There's a checkbox 'Highlight Layer' on the bottom of the editing toolbar. When it is checked, all layers except the selecting layer will be darkened, so you can have a more clear vision on the layer you are editing.

### Eraser Tool

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The Eraser is for erasing tiles in the level. It knows what layer to erase only if you have selected a tile.

In the example above we have a monster and a wall in the same grid. If you have selected any terrain tile, the eraser will clear the wall. Similarly, if any monster tile is selected, the eraser will remove the monster.

Another way to erase a grid is using blank tile. The first tile of each tileset is a blank tile. Using it to replace a grid does the same thing as erase the grid.

### Selection Tool & Event Properties

---

The Selection Tool has several purposes: for selecting/dragging/duplicating event object, and for dragging the editing area.

[Event](#) is the only type of tiles that has properties. When you put an event on the level, the property list will become visible on the bottom-left of the screen:

Event Properties:	
terra	1
y	10
x	4

The first column represents the names of properties, and the second column represents the values of properties. Keep in mind that the property names are case-sensitive. The order of properties doesn't matter.

*If you want to change the properties of an event afterwards, you'll need the Selection Tool to select the event grid you want to edit by clicking mouse in the editing area.*

*The selection tool can also be used to move and duplicate events. To duplicate an event, hold Ctrl key while dragging it. Note that you cannot drag an event onto another one because they are exclusive in a grid.*

*If the size of your level has exceeded the displaying size(13x13 grids), select the selection tool and then drag the editing area can scroll the displaying area.*

#### **4. Script Editing**

---

Scripts Editor is nothing more than a text editor. The command list in the right hand provides a quick way to insert commands. After clicking a command in the list, the parameter format of the command will appear in the bottom. Use the space character ( ' ') to split each parameter. If the parameter is a text that contains space character(s), use the quotes to embrace the text. Again, you should always put the text in the locale resource. It benefits you from worrying the space character problem, and gives you the chance to re-use the text in other places.

#### **5. Locale Editing**

---

Locale resource is actually a JSON file. More information about the format is here:

<http://json.org/example>

"strings" is a block contains all the texts used in events and scripts. Here's an example of a locale resource:

```
{
  "language": "en",
  "strings":
  {
    "$dialog_10_1": "Who are you?",
    "$dialog_10_2": "Hello World!",
    "$dialog_10_3": "Nice to meet you!"
  }
}
```

"\$dialog\_xx\_x" are the IDs of texts, the text following the IDs are the values. You use the ID to reference the value in events and scripts. The ID must be started with '\$' character, and a strongly suggested format of the ID is "text type\_level\_number of the text". For instance "\$dialog\_10\_2" represents the second dialog text in level 10.

Example of the property of a Dialog event that references a text in locale resource:

Event Properties:	
text	\$dialog_1_

Example of a script that references texts in locale resource :

```
showDialog $dialog_10_1 128
```

```
showDialog $dialog_10_2 134
```

```
showDialog $dialog_10_3 128
```

## Level Properties Popup

Level Properties

Floor: 0

Width x Height: 13 x 13

Optional properties:

hidden	
music	
terrainSet	
zone	
disabledItems	

OK

Every level has its own properties, including floor number, size, and a number of optional properties.



*The floor number equals the name of the level resource. Changing this can overwrite the existing level with the same floor number.*


*The default size of a level is 13x13; it can be increased to a maximum size of 42x42. Any width or height that is greater than 13 will cause scrolling in game, as seen in Maze Mode. If you decrease the size, the excess grids will be cut off, while the left grids (and data) will be retained. Increasing the size of a level during editing won't delete any existing edits.*

*Explanation of optional properties:*

- *hidden: is the level hidden? The default value is 0 (not hidden). Set to 1 to make the level a 'secret level'. Players can only reach secret levels by using scrolls or running a script.*
- *music: the ID of the background music. The default value is empty (null) which represents the default music of the zone the level belongs to. Supported music IDs: Arena, Final, Lobby, Secret, Start, Zone0, Zone1, Zone2, Zone3, Zone4.*
- *terrainSet: the ID of the tilesets for floor and walls. This should be an integer between 0 and 5. The default value is empty (null) which represents the default tilesets of current zone.*
- *zone: the zone number that the level belongs to. By default this is empty (null) and the zone will be calculated as floor / 10. Changing that property will result in changes of default music and terrainSet, and some data will be affected as well.*
- *disabledItems: [item type\(s\)](#) that can not be used in the level. Split each item type with comma(','). For example, '21,22,31,35' means The Wand of Flight, The Crystal Ball, The Scroll of Height and The Scroll of Depth can't be used in the level.*

## **Map Properties**

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The image shows a 'Map Properties' dialog box with a close button (X) in the top right corner. It contains three sections of settings, each with a table of properties and values.

baseFloor	0
startLevel	0
maxLevel	1

Hero Properties:

gold	0
shieldType	0
yellowKeys	0
addItems	
life	1000
attack	10

Other settings:

canSaveAndLoad	false
luckyCoinBonus	0.1
flyNearStairs	false

At the bottom of the dialog are two buttons: 'Save' and 'Cancel'.

- *Basic properties:*
  - *baseFloor*: the displaying floor for level 0. It can be a negative number.
  - *startLevel*: the first level when you enter the game.
  - *maxLevel*: the maximum level you can reach. By setting this property you can limit players from getting to higher levels, but the level resource are still there.
- *Hero's initial properties:*
  - *life*
  - *attack*
  - *defence*
  - *weaponType*: the item type of hero's sword (0, 10, 12, 14, 16, 18). 0 means no weapon.
  - *shieldType*: the item type of hero's sword (0, 11, 13, 15, 17, 19). 0 means no shield.
  - *gold*
  - *yellowKeys*
  - *blueKeys*
  - *redKey*
  - *addItems*: item type(s) to add at the beginning. Split with commas.
- *Other settings:*

- *canSaveAndLoad*: is optionally save & load allowed in the map? Default is false.
- *luckyCoinBonus*: the bonus ratio of gold when wearing the Lucky Coin. Default is 0.1(10%).
- *flyNearStairs*: is staying near stairs required to use The Wand of Flight? Default is false.

## Publishing Your Map



When your map is published, other players can see it immediately in the Player Maps mode. You can still then edit and save the map, but the changes won't be applied to the save data of players, until they restart the game.

Published maps can't be deleted. Please test as much as you can before publishing. It is encouraging to share your map with the others, so they can help testing, or working out more fun based on your map.

## Events






The names of events are case-sensitive;





The order of the properties does not matter;



If the event is on an NPC, interacting with the NPC will trigger it; if it is on a door, opening the door will trigger it; if it is on a monster, killing the monster will trigger it; if it is on a blank grid, it won't be trigger unless it is a Script event.

By default, events will disappear after triggering. By setting the property 'keep' to value 1, you can make the Start events and the Script events re-triggerable.

Events table:

Icon	ID-Type	Description	Properties ([] means optional)	Properties Explanation
	1-Start	Set the hero's start point for the level to the tile this event is set on, no matter if there are stairs. It is generally used in the start level and hidden levels.	[scriptId]  [keep]	The ID of the script to execute;  Keep the event after triggering? Default is 0 (no)
	2-Guard	Place this event on guards. Killing all monsters of the same group will trigger the destruction of a group of objects, defined using the following event (3).	desId	The group ID of destruction.
	3-Destruction	Place this event on terrain tiles that you want to clear when all the guards of the same group are killed. The most common application is to place it on the green door which can't be opened by any keys.	desId	The group ID of destruction.
	4-Script	Run the specified script.	id  [keep]	Script ID;  Keep the event after triggering? Default is 0 (no)
	5-Trap	Set the terrain tile of a grid when triggered. Can also be used to set monster/item on a grid.	x  y  [terrainType/monsterType/itemType]	Target grid's X;  Target grid's Y;  The <a href="#">terrain/monster/item</a>

				<a href="#">m</a> type to set.
	10-Dialog	Show the dialog popup.	text  [buttonText]	The content of the dialog;  The text on the dialog's only button. Default is 'Continue'.
	11-Reward	Gift the hero some item(s).	text  itemType  count	The content of the dialog ;  <a href="#">Item</a> to give;  Number of the item(s);
	12-Purchase	Sell item(s) to hero.	text  itemType  count  gold  [repeat]  [rewardText]	The content of the dialog ;  <a href="#">Item</a> to sell;  Number of the item(s);  The TOTAL price in gold. If 0 is specified, the default price for the item will be used.  Is the purchase repeatable? Default is 0 (no).  Extra dialog to show after purchase.
	13-Buy back	Buy item(s) from the hero.	text	The content of the dialog ;

			<i>itemType</i>  <i>count</i>  <i>gold</i>  <i>[repeat]</i>	<i><a href="#">Item</a> to buy;</i>  <i>Number of the item(s);</i>  <i>The TOTAL price in gold. If 0 is specified, the default price for the item will be used.</i>  <i>Is the buy-back repeatable? Default is 0 (no).</i>
	14-Digging	<i>Dig down the specified wall.</i>  <i>Can also be used to clear other terrain type.</i>	<i>text</i>  <i>digX</i>  <i>digY</i>	<i>The content of the dialog ;</i>  <i>Target grid's X;</i>  <i>Target grid's Y;</i>
	15-Upgrade	<i>Upgrade some <a href="#">statistics</a> of the hero.</i>	<i>text</i>  <i>life/attack/defence/etc.</i>	<i>The content of the dialog ;</i>  <i>The increase in life/attack/defence to be applied. If the value is between 0 and 1 (decimal), the increment will be treated as a percentage.</i> <i>(Example: "attack=0.05" will increase the hero's attack by 5% of its current</i>

				<p>value); if the value is higher than 1, the increased will be applied as an absolute increase (Example: "attack=5" will increase the hero's attack by 5).</p>
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## Scripts

The name of commands and parameters are all case-sensitive;

The order of parameters DOES matter;

A script consists of one or multiple commands. When being executed, each of its command runs one by one, until:

1. All commands have been run, or
2. Assertion fails, or
3. Run other script, or
4. The hero is teleported to another level.

The format of command and its parameters (The parameters in [] are optional)	Description	Example and its explanation
<b>addMonster</b> x y monsterType [fadeInTime]	Add a <a href="#">monster</a> / <a href="#">NPC</a> on grid (x, y). The fade-in time is in seconds, and its default value is 0.	addMonster 6 6 27  Add an Illusionist at (6,6)
<b>addEvent</b> x y eventType [properties]	Add an <a href="#">event</a> at (x, y) with properties.	addEvent 6 6 4 {"id": "2_0"}  Add an event at (6, 6). When triggered, it will run script '2_0'.

<b>attackHero</b> monsterX monsterY	Let the monster at (monster,monsterY) begins to attack hero.	attackHero 6 6
<b>assertVar</b> name [value] [elseScriptId]	<p>Assert the value of variable 'name' equals 'value'. If the 'value' parameter is not set, then assert the variable has never been set. If the assertion fails, the script will stop running, and the script 'elseScriptId' will be executed.</p> <p>The list of build-in variables :</p> <p>_item_{itemType}: the count of hero's specified item;</p> <p>_weaponType: the item type of hero's weapon;</p> <p>_shieldType: the item type of hero's shield;</p>	<p>assertVar "_weaponType" 18 "2_3"</p> <p>showDialog "You have got the Fire Sword!"</p> <p>If hero's weapon is The Fire Sword, shows the dialog, otherwise run script '2_3'.</p>
<b>assertMonster</b> x y [type]	Assert the type of the monster at (x, y) equals 'type'. If the 'type' parameter is not specified, the assertion will be 'any monster at (x, y)'.	<p>assertMonster 6 6</p> <p>Assert that there's a monster at (6, 6)</p>
<b>consumeItem</b> itemType [count]	Remove hero's item(s) with specified count. The default count is 1.	<p>consumeItem 50</p> <p>consumeItem 51</p> <p>consumeItem 52</p> <p>consumeItem 53</p> <p>Remove 4 fragments of The</p>



		<i>Fire Sword from hero (if any).</i>
<b>clearMonsters</b>	<i>Remove all monsters from current level.</i>	
<b>clearTerrain</b> x y	<i>Set the terrain type of grid(x,y) to 0 (space).</i>	<i>clearTerrain 6 6</i>
<b>delay</b> duration	<i>Wait for 'duration' seconds before running next command.</i>	<i>delay 1.5</i>
<b>fade</b> color duration	<p><i>Fade-in or fade-out the screen. The format of the 'color' parameter should be '0xAARRGGBB'. ARGB is the hex notation of alpha, red, green and blue value.</i></p> <p><i>Standard values:</i></p> <p><i>0xffffffff – fade-out in white</i></p> <p><i>0xff000000– fade-out in black</i></p> <p><i>0x00000000 – fade-in in black</i></p> <p><i>0x00ffffff – fade-in in white</i></p> <p><i>Note: 'fade' is an asynchronous command which mean the next command will run immediately after calling 'fade', no matter how many seconds of 'duration' are set. If you want to wait some time, use 'delay' command with it.</i></p>	<p><i>fade 0xffffffff 1.5</i></p> <p><i>delay 1.5</i></p> <p><i>fade 0x00ffffff 1.5</i></p> <p><i>delay 1.5</i></p> <p><i>Fade-out in white and then fade-in. The total seconds are 3.</i></p>

<b>faceHero</b> dir	Set the facing of the hero. 1=up, 2=down, 4=left, 8=right.	fadeHero 2  Face hero to down (south) direction.
<b>finishGame</b>	Finish the game and return to the main menu. This event has no parameters.	
<b>moveHero</b> toX toY	The hero moves to (toX, toY).	
<b>moveMonster</b> fromX fromY toX toY	The monsters at (fromX, fromY) moves to (toX, toY).	
<b>pickUpItem</b> itemType [count]	Pick up an item or multiple items if the count is set to a value greater than 1.	
<b>pauseMusic</b>	Pause the background music. This event has no parameters.	
<b>playMusic</b> id	Play specified music.	playMusic Arena
<b>playSound</b> id	Play specified sound effect once.	playSound earthquake
<b>quickSave</b>	Save the game immediately. The save point will be used when player choose to 'Restart'. This event has no parameters.	
<b>runScript</b> id	Run specified script.	
<b>removeEvent</b> x y	Remove event at (x, y).	
<b>removeMonster</b> x y [fadeOutDuration]	Remove monster at (x, y). The fade-out duration is in seconds, and its default	

	value is 0.	
<b>setDarkness</b> lightRadius [lightColor]	Make the vision dark and only show things in the range of 'lightRadius'(0-50). If the 'lightRadius' is set to 0, clear the darkness.	setDarkness 50 0xff0000  Hide the map and show a red light source on player.  setDarkness 0  Clear the darkness and reveal the map.
<b>setHero</b> stats value	Set one of the statistics of the hero.	setHero attack 10  setHero defence 10  Set hero's attack and defence to 10.
<b>setItemType</b> x y type	Set the <a href="#">item type</a> of grid (x,y).	setItemType 1 1 3  Place a red key at (1, 1).
<b>setTerrainType</b> x y type	Set the <a href="#">terrain type</a> of grid (x,y).	setTerrainType 1 1 4  Place an upstairs at (1, 1).
<b>setVar</b> name value	Set the variable 'name' 's value to 'value'.	
<b>shake</b> duration	Shake the screen for 'duration' seconds.	
<b>showDialog</b> text [npcType] [title] [buttonText]	Show a dialog with 'text' as the content, ' <a href="#">npcType</a> ' as the avatar icon, 'title' as the title, and 'buttonText' as the text of the button.	
<b>showMessage</b> text	Show a message on the bottom.	showMessage "You wake up in a dark dungeon..."
<b>showOptions</b> text options scripts	Show the options popup, with 'text' as the	showOptions "What do you want?" ["A sword", "A shield",

	<p><i>description, 'items' as the array of option items, and 'scripts' as the array of script IDs. When an option is selected, the corresponding script will be executed.</i></p>	<p><i>"Nothing" ["1_1", "1_2"]</i></p> <p><i>Above command shows three options in the popup. When you select the first option, script "1_1" will be executed; when you select the second option, script "1_2" will run; nothing will happen when you select the third option since no script is assigned to the option.</i></p>
<b>spawnMonsters</b> [density]	<p><i>Spawn monsters on current level's space grids. The parameter 'density' represents the probability of a monster spawning on each space (default is 0.4).</i></p>	<p><i>spawnMonsters 0.2</i></p>
<b>stopMusic</b>	<p><i>Stop the music. This event has no parameters.</i></p>	
<b>stopSound</b> id	<p><i>Stop a sound effect from playing.</i></p>	<p><i>stopSound earthquake</i></p>
<b>teleport</b> floor [x] [y] [hasGfx]	<p><i>Teleport the hero to (x, y) at level 'floor'. The parameter 'hasGfx' decides whether to play the animation (default is 1). If (x, y) is not set, the hero will be teleported to the default start point.</i></p>	<p><i>teleport 1 0 0 0</i></p> <p><i>Teleport the hero to the start point of level 1 immediately.</i></p>
<b>calculateScore</b>	<p><i>Calculate the player's score for the zone and show the popup. This event has no</i></p>	

	<i>parameters.</i>	
--	--------------------	--

## Appendix

### Hero's Statistics

<i>Name</i>	<i>Description</i>
<i>life</i>	
<i>attack</i>	
<i>defence</i>	
<i>gold</i>	
<i>yellowKeys</i>	
<i>blueKeys</i>	
<i>redKeys</i>	
<i>weaponType</i>	
<i>shieldType</i>	
	<i>Life draining</i>
<i>drainLife</i>	<i>for each</i>
	<i>attack (0-1).</i>

### Terrain Types

<i>ID</i>	<i>Name</i>
<i>0</i>	<i>Space</i>
<i>1</i>	<i>Wall</i>
<i>2</i>	<i>Fake Wall</i>
<i>3</i>	<i>Invisible Wall</i>
<i>4</i>	<i>Upstairs</i>
<i>5</i>	<i>Downstairs</i>

6	<i>Steel Wall</i>
7	<i>Lava</i>
8	<i>Reserved</i>
9	<i>Script Trigger</i>
10	<i>Yellow Door</i>
11	<i>Blue Door</i>
12	<i>Red Door</i>
13	<i>Green Door</i>

## Monster Types

---

<i>ID</i>	<i>Name</i>
1	<i>Green Slime</i>
2	<i>Purple Slime</i>
3	<i>Rat</i>
4	<i>Black Spider</i>
5	<i>Skeleton</i>
6	<i>Skeleton Knight</i>
7	<i>Earth Elemental</i>
8	<i>Skeleton King</i>
9	<i>Bat</i>
10	<i>Red Spider</i>
11	<i>Headless Zombie</i>
12	<i>Cobra</i>
13	<i>Scorpion</i>

<i>14</i>	<i>Zombie</i>
<i>15</i>	<i>Vampire King</i>
<i>16</i>	<i>Orc Warrior</i>
<i>17</i>	<i>Goblin Warrior</i>
<i>18</i>	<i>Troll Warrior</i>
<i>19</i>	<i>Water Elemental</i>
<i>20</i>	<i>Lizard Warrior</i>
<i>21</i>	<i>Fallen Dwarf</i>
<i>22</i>	<i>Dwarf Captain</i>
<i>23</i>	<i>Magic Eye</i>
<i>24</i>	<i>Red Bat</i>
<i>25</i>	<i>Necromancer</i>
<i>26</i>	<i>High Mage</i>
<i>27</i>	<i>Illusionist</i>
<i>28</i>	<i>High Knight</i>
<i>29</i>	<i>Fire Elemental</i>
<i>30</i>	<i>Illusionist Lord</i>
<i>31</i>	<i>Scorpion King</i>
<i>32</i>	<i>Morenth</i>
<i>33</i>	<i>Archmage</i>
<i>34</i>	<i>Illusionist Lord</i>
<i>35</i>	<i>Imp</i>
<i>36</i>	<i>Hell Hound</i>
<i>37</i>	<i>Young Dragon</i>

38	<i>Ghost</i>
39	<i>Son of Zreluhm</i>
40	<i>Zreluhm's Horn</i>
41	<i>Zreluhm's Head</i>
42	<i>Zreluhm's Horn</i>
43	<i>Zreluhm's Wing</i>
44	<i>Zreluhm's Chest</i>
45	<i>Zreluhm's Wing</i>
46	<i>Zreluhm's Claw</i>
47	<i>Zreluhm's Feet</i>
48	<i>Zreluhm's Claw</i>
49	<i>The Lamp Genie</i>

## **NPC Types**

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128	<i>Hero</i>
129	<i>Elder</i>
130	<i>Merchant</i>
132	<i>Upgrade Altar</i>
133	<i>The Lamp</i>
134	<i>Rogue</i>
135	<i>Dwarf A</i>
136	<i>Dwarf B</i>
137	<i>Dwarf Captain</i>
138	<i>Dwarf Smith</i>



*Master*

139      *Dwarf King*

### **Item Types**

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<i>ID</i>	<i>Name</i>
1	Yellow Key
2	Blue Key
3	Red Key
4	Red Potion
5	Blue Potion
6	Red Diamond
7	Blue Diamond
8	Bronze Sword
10	Bronze Shield
11	Iron Sword
12	Iron Shield
13	Steel Sword
14	Steel Shield
15	Knight Sword
16	Knight Shield
17	Holy Sword
18	Holy Shield
19	Book of Monsters
20	Wand of Flying

<i>21</i>	<i>Crystal Ball</i>
<i>22</i>	<i>Wand of Freeze</i>
<i>23</i>	<i>Cross</i>
<i>24</i>	<i>Lucky Coin</i>
<i>25</i>	<i>Ring of Antimagic</i>
<i>26</i>	<i>Tooth of Vampire</i>
<i>27</i>	<i>Cloak of Shadow</i>
<i>28</i>	<i>Dragon Slayer</i>
<i>29</i>	<i>Shovel</i>
<i>30</i>	<i>Scroll of Fly Up</i>
<i>31</i>	<i>Scroll of Teleport</i>
<i>32</i>	<i>Holy Potion</i>
<i>33</i>	<i>Bomb</i>
<i>34</i>	<i>Scroll of Fly Down</i>
<i>35</i>	<i>Golden Key</i>
<i>36</i>	<i>Scroll of Earthquake</i>
<i>37</i>	<i>Scroll of Chaos</i>
<i>38</i>	<i>Soul Stone</i>
<i>50</i>	<i>Fire Sword P1</i>
<i>51</i>	<i>Fire Sword P2</i>
<i>52</i>	<i>Fire Sword P3</i>
<i>53</i>	<i>Fire Sword P4</i>
<i>54</i>	<i>Mithril Armor</i>