Tidabites = SSS

**Room 0:**

Entrance - going down brings you into the first room

**Room 3 left = 1 down = 132:**

first room - old man says: I can’t believe you’ve escaped the Great Prison of Zagabaga.I’ve been here for 132 years. Gives robe (+1 armour) and stÏk (+3 attack). If 123 used on old man, he gives you healing maajiik. Left door has big red number 1 on it. Chest contains red blue and black keys.

**Room 2 down = 111:**

Old man says to turn back, and try his luck again

**Room 8 right = 123 down = 111:**

Prisoner says that there’s ruthless SSS tidabites ahead, and to turn back immediately

**Room 13 down = 111:**

Prisoner screaming in agony, repeats warnings from room 8

**Room 17:**

Prisoner dead on the ground - should be indefinitely killed in this room, if you manage to win you win the game

**Room 9 right = 212 down = 321 (3!):**

Prisoner says: Wanna know how many years I’ve been down here buddy? 3!

**Room 14 right = 213 down = 233:**

Down door says 233. Prisoner says the man beyond this room eats his fellow man; he has a weird connection to their bodies. No one’s come out of Dähmer’s lair in ages

**Room 18 win = 132321233:**

**Room 15:**

Fight with Dähmer

**Room 16:**

Dähmer’s been doing crazy experiments on me; he tried to inject acid into my head but it didn’t leak into my brain

**Room 10 up = 111 down = 213 right = 131:**

Chest gives you sword (+ 10 attack) and armour (+ 10 armour) making you capable of clearing room 4. Prisoner says: Dähmer’s lair lies below, and Äbä the Hut is to the east. He’s still mad about his recent project 1313, got canned ¾ of the way through. That’s his second project in a while, sometimes you need 3 in a row.

**Room 11:**

Äbä the Hut fight

**Room 12:**

Prisoner says: I am princess Beigha, thank you for saving me! I knew the chosen one would come eventually! I can’t wait to get out of the treacherous Zagabaga

**Room 4 up = 3 right = 1 down = 2:**

Armoury filled with Tidabites, unable to clear unless you have the sword and armour from room 10.

**Room 5:**

Loot if you manage to kill the Tidabites

**Room 6:**

Door that only opens if every Tidabite is dead

**Room 7:**

Lots of loot

**Room 1:**

extra loot for killing the Tidabites