

CASTLE OF THAROGGAD, FIRST - THIRD FLOORS

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MAP KEY

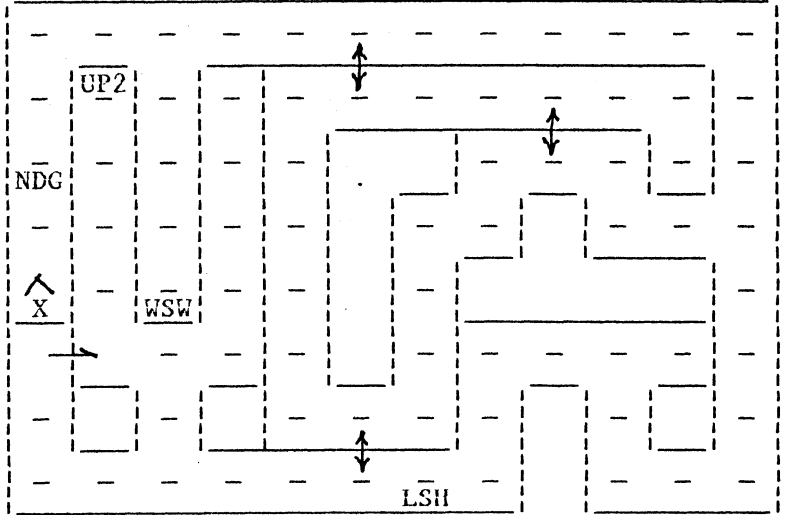
- X : START, Dark, Facing North (^).
- Wooden Torch (WOT) in Backpack.
- : Marks the center of each Cell.
- UP: Path to the next Floor.
- Hidden Door; One-way →. Two-way ↔.

OBJECTS FOUND, FIRST FLOOR

2 Wood Torchs (WOT, one in Backpack), Stone Dagger (NDG), Wood Sword (WSW), and Leather Shield (LSH).

Empty hand and Stone Dagger are equally effective.	#'s	Beasts	Weapon Hits to kill!	
			NDG	WSW
	6	Spiders	2	1
	4	Bats	3	2
	3	Ghosts	4	3

GROUND (FIRST) FLOOR



OBJECTS FOUND, SECOND FLOOR

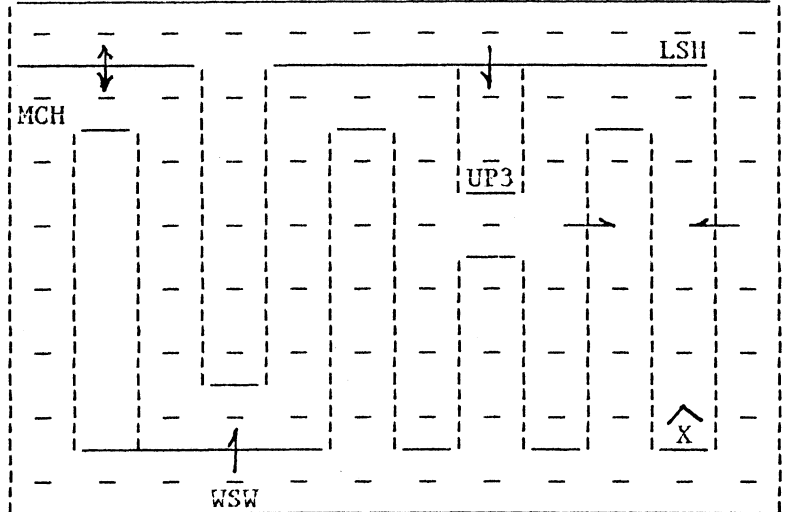
Wood Torch (WOT), Wood Sword (WSW), Leather Shield (LSH), and a Magic Match (MCH).

Beast(s) may have, and/or find and pick-up objects. When he's killed, the object(s) drops to the floor.

A "beep" is heard when a Start Room is re-entered.

"Point-click" "down", returns to prior Floor.	#'s	Beasts	Hits to Kill!	
			WSW	
	6	Bats	2	
	4	Ghosts	2	
	3	Snakes	3	

SECOND FLOOR

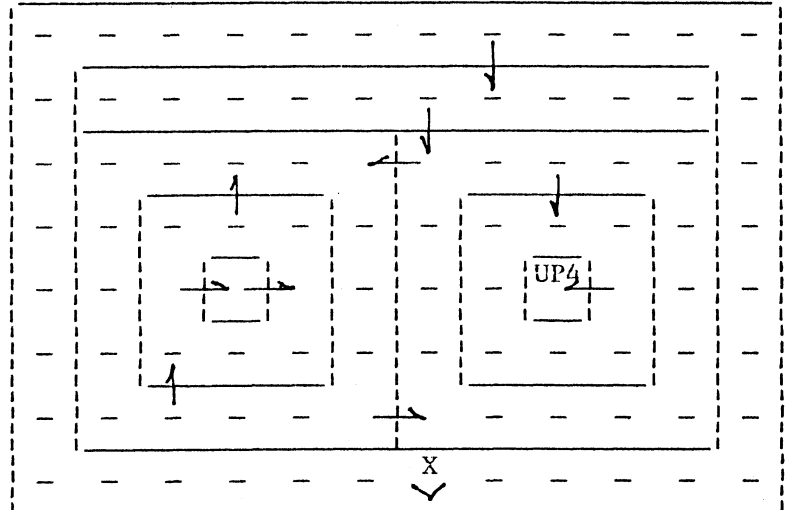


OBJECTS FOUND, THIRD FLOOR

Steel Dagger (SDG), Mace (MCE), Stone Dagger (NDG), Leather Shield (LSH), and Lunar Torch (LUT).

#'s	Beasts	Hits to Kill!		
		WSW	MCE	SDG
6	Ghosts	2	2	1
4	Snakes	3	3	2
3	Blobs	4	4	3

THIRD FLOOR



CASTLE OF THAROGGAD, FOURTH & FIFTH FLOORS

OBJECTS FOUND, FOURTH FLOOR

Metal Shield (TSH), Mace (MCE),
Wooden Sword (WSW), Spear (SPR),
Spellbook (SBK), and Key (KEY).

Dark (DRK):

This Cell is
dark, when
you're there,
and facing
South.

#'s	Beasts	Hits to Kill!	
		SDG	
6	Snakes	2	
4	Blobs	3	
3	Skeletons	4	

Beast(s) may have, and/or find and pick-up objects. When he's Killed, the object(s) will drop.

SPELLS IN THE SPELLBOOK

Invisibility: Become invisible for a few seconds.

Vivify: Settles heart beat, just like a Magic Potion.

Teleport: Return to a Floor's Start Room.

Pyromite: Will Kill a Beast, other use(s) unknown!

Disrupt: Unknown!

Disolve: Will Kill a Beast, other use(s) unknown!

Dispersion (2): Re-stocks a floor with beast and/or scatters those that are "leftovers"!

Aquafash (2): Use on Fire Wall!
Also Kills a Beast.

NOTE: Each spell can only be used once!

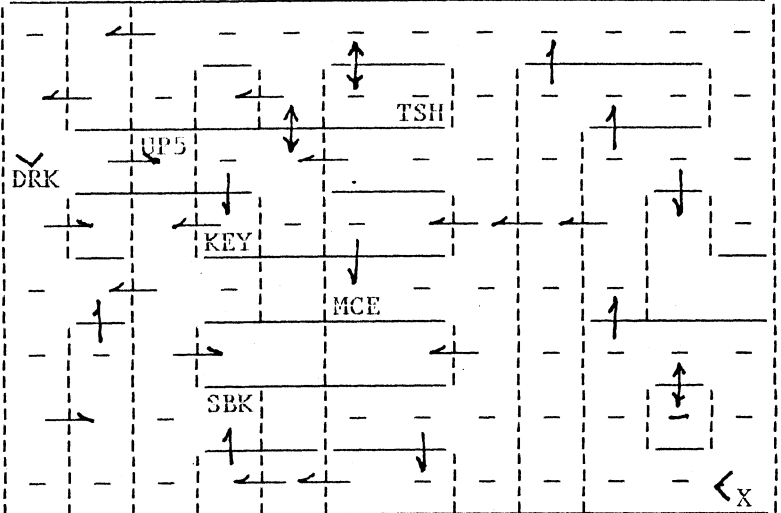
OBJECTS FOUND, FIFTH FLOOR

Lunar Torch (LUT), Iron Sword (ISW),
Spear (SPR), and Magic Potion (POT).

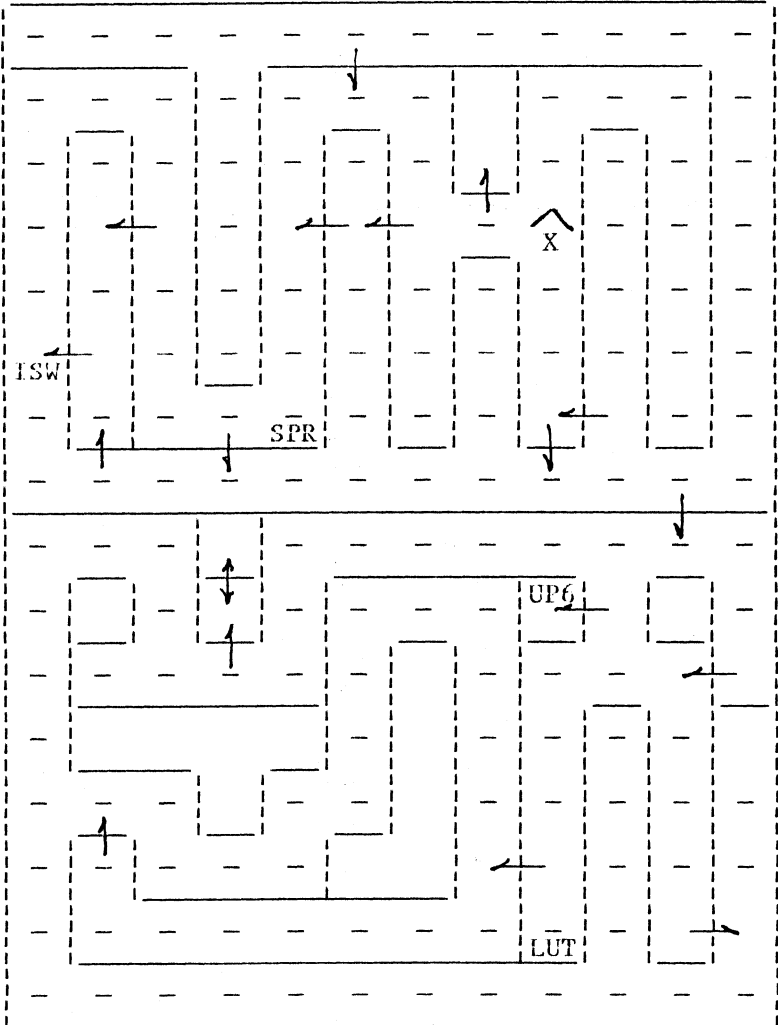
If the on-screen cursor sticks, when hitting a Beast, FREE it by quickly moving the Joystick away, and then back to where it was. This happens ALL TOO OFTEN, later in the game!

#'s	Beasts	Hits to Kill!	
		SDG	ISW
6	Blobs	3	2
4	Skeletons	4	3
3	Ogres	5	4

FOURTH FLOOR



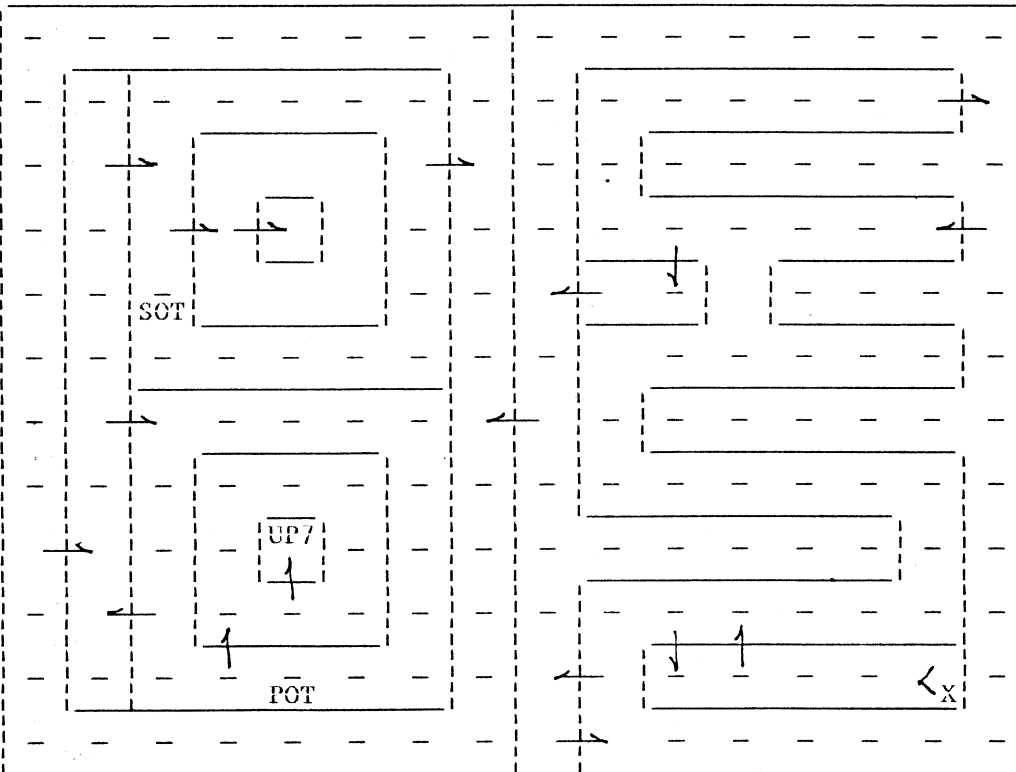
FIFTH FLOOR



CASTLE OF THAROCCAD SIXTH & SEVENTH FLOORS

OBJECTS FOUND	
Solar Torch	(SOT)
Magic Potion	(POT)
Wooden Sword	(WSW)

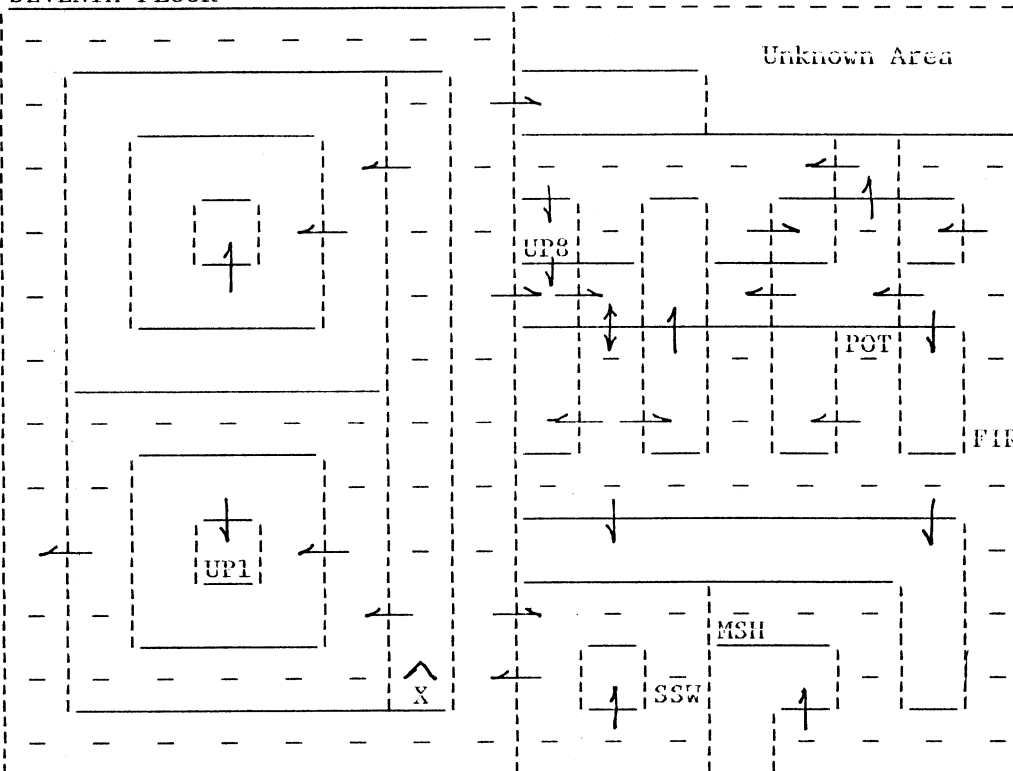
SIXTH FLOOR



#'s	Beasts	Weapon
6	Skel's.	Iron Sword
4	Ogres	3-4
3	Zombies	4-5

OBJECTS FOUND	
Solar Torch	(SOT)
Magic Potion	(POT)
Wooden Sword	(WSW)
Steel Sword	(SSW)
Magic Shield	(MSH)
Wall of Fire	(FIR)

SEVENTH FLOOR



#'s	Beasts	Weapon
6	Ogres	4
4	Zombies	5
3	Demons	6

#'s	Beasts	Weapon
6	Ogres	3
4	Zombies	4
3	Demons	5

CASTLE OF THAROGGAD, EIGHTH FLOOR

OBJECTS FOUND, EIGHTH FLOOR

Magic Torch (MCT): When found, it's used up - dark red color. The magic Match can be used on it (changes to white), The game says it's Lit, BUT it ISN'T (and doesn't work)!

NOTE: The Map of this Floor is almost the same as the First Floor. The "UP" Trap Door doesn't work.

The "#'s" of Beasts found here may not be correct.

#'s	Beasts	Hits to
		Kill! SSW
6	Zombies	4
4	Demons	5
3	Wizards	6

EIGHTH FLOOR

