

## Druaga Floor Maps



floor 9



floor 30



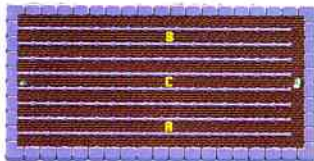
floor 53



floor 54



floor 58



floor 60

Floor	Treasure	How To Find	Power
1	Copper Pickax	Kill three Green Slimes.	Destroys walls. You are able to use it once. Recharge it by picking up the treasure box on each floor. You will lose it when used on the outside wall.
2	Jet Boots	Kill two Black Slimes.	Speeds up Gil.
3	Potion of Healing	Kill either Blue Knight.	One extra Life.
4	Chime	Walk on the Exit without having the key.	A Chime will ring at the start of each floor if Gil faces in the direction of the key.
5	White Sword	Block the Wizard's spell three times with shield during walking.	The power up is necessary to get the treasure on floor 18.
6	Candle	Touch the outside wall on top of screen, then press down.	You are able to see the ghosts until floor 10.
7	Silver Pickax	Lose Copper Pickax.	Destroys walls. You are able to use it 2-4 times before and 3-5 times after picking up the treasure on each floor. You will lose it, when used on the outside wall.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
24	Balance	Swing the sword from the start.	If you don't have it, the Hyper Gauntlet treasure on floor 26 will become the Evil Gauntlet which makes Gil unable to swing the sword.
25		NO TREASURE ON THIS FLOOR	
26	Hyper Gauntlet	Kill one to three Druids, then open the exit.	Swing the sword faster.
27	Red Necklace	Cross the Blue Will-O-Wisp.	No damage from the Sorcerer's fire. This power up is necessary to get the treasure on floor 36 & 46.
28	Book of Gate Detect	Stop on the exit and swing the sword.	You can see the exits after floor 29.
29	Gold Pickax	Press each Direction Key in a circular clockwise motion 3 times from the Up key.	Destroys walls. You will lose it, when it is used on outside walls. This is necessary to get the treasure on floor 52.
30	Potion of Unlock	Walk on top of Point A or B three times. (See page 2.)	Opens the treasure box on floor 31.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
31	Pearl	Press 1P Start Button.	Freeze the Dragon.
32	Balance	Swing the sword twice.	If you don't have it, the Hyper Shield treasure on floor 33 will become the Evil Shield which is less powerful to block the spells.
33	Hyper Shield	Crossover the Silver Dragon.	Power up.
34	Book of Key Detect	Kill either Mirror Knight.	You can see the keys after floor 35.
35	Potion of Energy Drain	Crossover two Ropers.	Power down.
36	Balance	Crossover the Sorcerer's fire.	If you don't have it, the Hyper Helmet treasure on floor 37 will become the Evil Helmet which makes Gil's energy less.
37	Hyper Helmet	Kill all the Ghosts, then crossover the Roper.	Power up.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
38	Green Crystal Rod	Block the Wizard's spell with the shield by swinging the sword.	This power up is necessary to get to the treasure on floor 48.
39	Red Ring	Press the Direction Key up two times, down five times.	No damage when you touch the Red Will-O-Wisp.
40	Potion of Death	Crossover the Roper when the time is less than 10,000.	Time runs faster.
41	Potion of Cure	Kill the Quox.	If the time is running down very fast, it will return to normal.
42	Sapphire Mace	Crossover the Red Will-O-Wisp, pick up the key, and then crossover the Will-O-Wisp again.	Unknown.
43	Potion of Energy Drain	Kill the slimes in the order of: Green, Black, Red, Blue, Dark Green, Dark Yellow.	Power down.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
44	Balance	Kill the enemies in the order of: Druid, Mage, Sorcerer, Wizard.	If you don't have it, the Hyper Sword treasure on floor 45 will become the Evil Sword which will not damage the enemies.
45	(a.) Hyper Sword	It appears from the start.	Power up.
	(b.) Antidote	Kill the enemies in order of: Lizard Man, High Power Knight, Mirror Knight, Black Knight, Blue Knight.	You must have the Antidote before opening the (a.) treasure box. If not, the (a.) box will be empty. Also, if the time is running down very fast, it will return to normal.
46	Blue Necklace	Pass by all four corners, then go back to the corner that you passed by first.	No damage from the Quox and Dragon's fire.
47	Potion of Unlock	Kill one Roper.	This power up is necessary to get the treasure on floor 49.
48	Red Crystal Rod	Pass by all four corners.	This power up is necessary to get the treasure on floor 58.