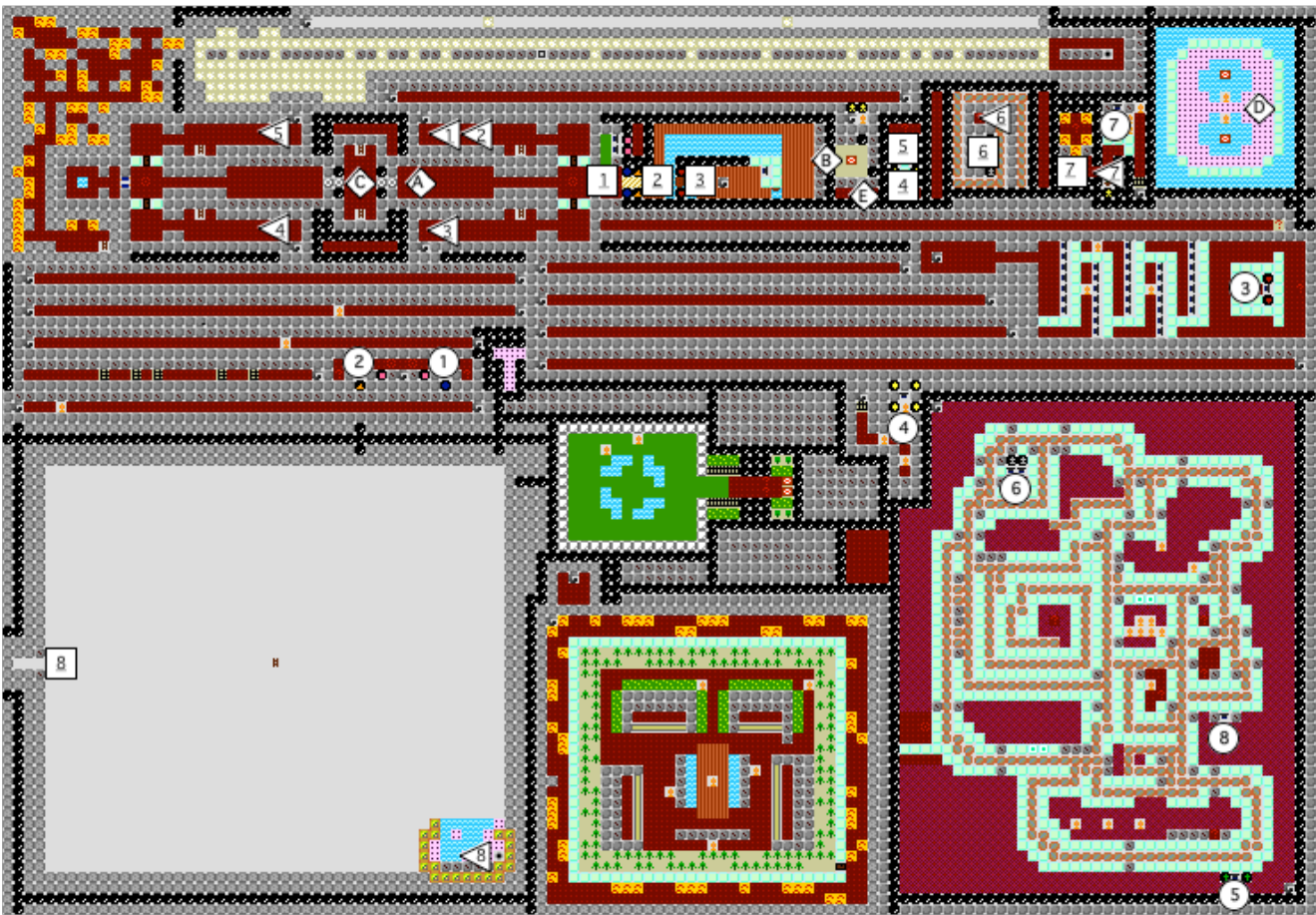


TaskMaker™ v2 Map of Poet's Nightmare

Task 5 of 10. Inside Quagmire Estates. Searching for TaskMaker's Possessions.
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Ever seen any 13" monitors? 16" monitors? 21"? Well, to view all of Poet's Nightmare at once, a 70" monitor would be required. (Or just use the 1/5 scale map provided here.)

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Need this map? You're not alone. Nearly every user has told us that this is the most difficult dungeon of all.

Hint: There are few exits. Bring keys, a light source (or wear / wield any amber object), and food.

This map doesn't include step-by-step instructions (boo! hiss!), instead, indicators show:

- ◇ General notes (diamond with letter)
- # Problem (underlined numbered square)
- △ Path to solution (underlined numbered triangle)
- Solution (bold numbered circle)

The first problem encountered in Poet's Nightmare (in this case a force field) is indicated with a square marked '1'. A good path to use (if applicable) to reach the solution is indicated with a triangle marked '1'. The solution (usually a switch) is indicated with a circle marked '1'. Walk through the first part of the dungeon using this map and the indicators will prove easy to follow.

Problem, Path, & Solution indicators don't have special notes (below) unless there is a complicating factor. The special note relates to the complicating factor only, not the main problem itself.

Besides the indicators and notes, the details in the map are a valuable source of information. Examine the map picture carefully (try using a paint program to magnify) to discover monsters, passwalls, secret messages, and switches.

Special Notes:

- ◇ A Entrance
- 1 To the north, notice pink square reset switches.
- ◇ B Don't exit here, unless supplies are low.
- 3 After solving #3 (lowering drawbridge), press east switch.
- ◇ C Passwalls on east and west to reach #4 and #5.
- 5 While here, flip northern switch which solves #8.
- 8 Problem #8 doesn't exist for some characters created before version 2.0.1. Neither do most of the impervious black walls. How fortunate!
- ◇ D TaskMaker's Possessions.
- ◇ E Location of post TaskMaker v2.0.2 quick dungeon solution. (Requires an ethereal potion to reach stairs. Stairs lead directly to finish).