

Static Map Configuration:

#	A	O	[]	
[T]	D	[]		[;]
T			P	[D]
A	[]		+	
B	[A]	[]	[]	D

T = Troll O = Orc D = Dragon B = Balrog P = Potion
 ; = TrapDoor + = Ladder # = Player * = Amulet A = Armor
 [] = Visible

<u>Square</u>	<u>Occupied</u>	<u>Visible</u>	<u>Num Occupants</u>	<u>Actors</u>
1	yes		1	Actor 1: # SR: 100
2	yes		1	Actor 1: A SR: 1
3	yes		1	Actor 1: O SR: 3
4		yes	0	
5			0	
6	yes	yes	1	Actor 1: T SR: 3
7	yes		1	Actor 1: D SR: 3
8		yes	0	
9			0	
10	yes	yes	1	Actor 1: ; SR: 0
11	yes		1	Actor 1: T SR: 3
12			0	
13			0	
14	yes		1	Actor 1: P SR: 5
15	yes	yes	1	Actor 1: D SR: 3
16	yes		1	Actor 1: A SR: -1
17		yes	0	
18			0	
19	yes		1	Actor 1: + SR: 0
20			0	
21	yes		1	Actor 1: B SR: 5
22	yes	yes	1	Actor 1: A SR: -2
23		yes	0	
24		yes	0	
25	yes		1	Actor 1: D SR: 3