

Fatal Labyrinth FAQ/Walkthrough

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FATAL LABYRINTH

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== 1. Intro ==

Fatal Labyrinth is a roguelike released by Sega for their Genesis in 1991. It was released in Japan as Shi no Meikyuu (Labyrinth of Death) on Meganet. You can also find Shi no Meikyuu on Game no Kanzume Vol. 2 for Sega CD. It was re-released on Steam's Sega Genesis Classics Pack 2 on Sep. 13, 2010. You can buy it for \$2.99 USD.

== 2. How to Play ==

This game is a roguelike, meaning that it has many random elements. There are 28 randomized levels, and 3 always-the-same levels. The randomized levels are actually just chosen randomly from the 28 in the game. However, start, item, and enemy positions are completely random. Pits will drop you to the previous floor, and alarms alert enemies of your presence. Enemies will reappear when all enemies are defeated and you take too long. One thing in the game that stumped many players are the secret doors. They are absolutely required to complete the game. You face a wall and press A to reveal them. Items are scattered randomly around the level. They are detailed more in the item sections of this FAQ. Note that there are also a few cursed weapons which will make your food 00. Also, a normal weapon can randomly be cursed. If you have equipped one before, watch the description. If it says your weapon has a power of 0, it's cursed. To undo the curse on normal weapons, discard the weapon and pick it back up. You must also keep track of your food levels. You can starve and die of gluttony. You will also move much slower when you eat too much food (80-98). There is also gold, but all it does is change

the game over screen.

The controls work like this...

```
  _
 _| |
|_  _|      |A| |B| |C|
  |_|      |START|
```

D-pad - move. move into an enemy to attack it

Start - pause and unpause

A - pick up item, skip a turn, reveal secret doors

B - exit from menu, hold and press d-pad to just turn without using a turn

C - open menu, select from menu

The status bar works like this...

```
-----
|L01 BEGINNER |           |
| HP 0050/0050 |           |
| F  10 G 0000 |           |
| PW 02 AR 00  |           |
-----
```

L01 - The floor you are on. There are 31.

BEGINNER - The rank you have.

HP - The amount of health you have left.

F - Food.

G - Gold.

PW - Your attack power.

AR - Your defensive power.

The blank area is where messages will go.

== 3. General Level Strategies ==

THE VILLAGE

You can press Start at any time to skip this segment and go directly to floor 1. All you really have to do is just try to leave 3 times and let the guy talk to you, but you can talk to the villagers. When the guy says to say goodbye to the townspeople, their dialogue will change. When you're ready, try leaving again. The hero will enter Dragonia and the real game will begin.

Given that the floors are somewhat random, I cannot provide specific directions.

FLOORS 1-4

Make sure to kill every enemy and pick up every item. I recommend that you try out every magic item that you can to know what it does for the rest of the game! You can't continue until you reach floor 5, 10, 15, 20, or 25.

FLOORS 5-9

Try not to attack the new Robots until you have killed every other enemy.

FLOOR 10

This is one of the three always-the-same floors. It is simply a 30x29 square with a staircase at the top-left corner. Also, fake gold and swords are introduced on this floor!

FLOORS 11-14

From here you can find Insects, who can melt your gear. Switch to armor you don't care about before fighting them.

FLOORS 15-19

The enemies get harder, but the equipment gets better.

FLOORS 20-24

The monsters have a noticeable power increase. You may find the rarer weapons and armor. Cursed items get much more common here.

FLOORS 25-29

The enemies are the strongest here. Stock up on the best items you could get.

FLOOR 30

This is one of the three always-the-same floors. It's more complicated than the 10th, though.

Immediately use a Chaos scroll and head into the middle part of the floor. Picking up the Holy Goblet will get you an extreme amount of experience and kill all the enemies. Head up the stairs and go up to the last floor.

FLOOR 31

This is the final floor. It takes place on the top of the tower. Dragonia is the boss you must defeat. Immediately use a quicken potion if you have it. He won't be affected by most spells. Throw rings and canes at him to wear him out, and then wail on him. He will use teleport and confusion.

== 4. Weapons ==

There are many weapons to get in this game. As noted in the How to Play section, normal weapons can randomly be cursed. If it says it's power is 0, it's cursed. You can easily undo the curse on normal weapons by discarding it and picking it back up.

- Swords -

They are quite average, being fairly accurate and fairly powerful.

NAME	POWER
Knife	1
Short Sword	2
Long Sword	4
Cutlass Sword	7
Steel Sword	10
Shinobi Sword	12
Silver Sword	14
Gradius	16
Lightning Sword	18
Masamune	21
Excalibur	25
Blood Sword	Cursed!

- Axes -

These are very powerful, but not at all accurate.

NAME	POWER
Hand Axe	7
Battle Axe	15
Heavy Axe	20
Rolmillian Axe	26
Golden Axe	Cursed!

- Spears -

These are very accurate, but not at all powerful.

NAME	POWER
Spear	1
Lance	2
Trident	5
Tiger Lance	10
Skull Lance	Cursed!

- Bows -

You can have a ranged attack with these, but they are not at all powerful and only somewhat more accurate than axes.

NAME	POWER
Short Bow	1
Long Bow	2
Elf Bow	5
Sagittarius Bow	10
Evil Bow	Cursed!

There are also Shurikens which only do 2 damage, but almost always hit.

== 5. Armor ==

Armor can protect you against enemy attacks.

- Helms -

NAME	POWER
Leather Helm	1
Chain Helm	3
Iron Helm	5
Steel Helm	7
Silver Helm	12
Hyper Helm	15
Dark Helm	Cursed!

- Armor -

NAME	POWER
------	-------

Leather Armor		2
Ring Armor		6
Chain Armor		8
Scale Armor		10
Silver Armor		16
Battle Armor		22
Lambada Armor		Cursed!

- Shields -

NAME		POWER
Leather Shield		1
Wood Shield		2
Large Shield		4
Steel Shield		6
Silver Shield		8
Platinum Shield		15
Evil Shield		Cursed!

== 6. Magic Items ==

Every magic item color's effect is randomized every time you play.

- Scrolls -

NAME		EFFECT
Chaos		Makes all enemies confused.
Search		Makes all items visible.
Rust Proof		Protects your gear from destruction for the floor.
Appraisal		Lets you identify an item without using it.
Sleep		Puts you to sleep for a few turns. Try not to use these.
Armor Strengthen		Increases a selected armor's power by 1.
Weapon Strengthen		Increases a selected weapon's power by 1.
Curse Removal		Removes confusion and darkness.
Teleport		Teleports you to a random spot.
Newspaper		Does nothing.

- Canes -

You must be facing the target for the canes to work.

NAME		EFFECT
Anti Magic		Prevents all enemies from using magic for the rest of the floor.
Blizzard		Damages the target.
Flame		Damages the target.
Lightning		Damages the target.
Kamikaze		Instantly kills the target.
Hypnosis		Puts the target to sleep.
Slow		Slows the target down.
Pit		Creates a pit. If you fall through it, you will reset the floor.
Wooden		Does nothing.

- Potions -

You can throw them to put the effect on the enemy.

NAME | EFFECT

```

-----+-----
Blinder | Surrounds you in darkness.
Power Up | Increases attack power by 1 permanently.
  Heal | Recovers some HP and restores max HP if lowered by a Medusa.
  Hunger | Drains food to 01.
Recover | Recovers some HP and removes curses.
  Poison | Lose some HP.
Quicken | Increases your speed and greatly improves your attacks!

```

- Rings -

Naturally, you can only have one of these effects at a time.
 Most effects will wear out over time, so bring more than one along.
 The bad ones will break when the curse wears off.

```

      NAME      | EFFECT
-----+-----
      Blizzard | Damages enemies when thrown.
      Lightning | Damages enemies when thrown.
      Flame    | Damages enemies when thrown.
Armor Strengthening | Increases armor by 3.
      Power Up | Increases attack by 3.
      Curse   | Prevents you from healing and can't be taken off.
      Dark    | Surrounds you with darkness and can't be taken off.
      Food    | Slows down food consumption. Unequip when within 80-98.
      Heal    | Greatly increases healing rate when walking.

```

== 7. Ranks ==

You get new ranks when you kill enough enemies. They increase your max HP and amount of HP you gain while walking.
 Max HP may not be accurate because Medusas can reduce it, but it is curable.

```

      RANK      | MAX HP | HP GAIN
-----+-----+-----
Beginner | 50 | 1
  Valet  | 55 | 2
  Ranger | 60 | 3
  Leader | 74 | 4
Battleman | 90 | 5
  Soldier | 115 | 6
  Warrior | 145 | 7
  Fighter | 180 | 8
Swordsman | 225 | 9
  Trooper | 280 | 10
  Knight  | 310 | 11
Veteran   | 370 | 12
  Master  | 440 | 13
  Hero    | 510 | 14
Samurai   | 600 | 15
  Lord    | 680 | 16
Lordmaster | 770 | 17

```

== 8. Enemies ==

There are various enemies in Fatal Labyrinth. Later enemies get very hard!

```

      NAME      | FLOOR | SPEED | HALL | RANGED | OTHER NOTES
-----+-----+-----+-----+-----+-----
      Jelly    | 01    | slow  | no   | none   |

```

Bat		01		med.		yes		none		
Worm		01		fast		yes		attack		
Magician		01		slow		no		sleep		
Snail		03		slow		no		none		very evasive
Ice Bar		03		med.		yes		attack		
Ninja		05		med.		yes		attack		
Robot		05		fast		yes		attack		move when provoked
Amoeba		07		med.		no		none		
Killer Fly		07		fast		yes		attack		
Big Eye		09		slow		no		attack		
Wizard		09		slow		no		chaos		
Mimic		10		none		no		none		look like gold
Ghost		10		fast		yes		none		look like swords
Shinobi		11		fast		yes		attack		steals gold
Fire Tree		11		none		no		attack		
Blue Jelly		11		slow		no		none		multiplies
Insect		12		fast		yes		attack, melt gear		
Bablou		13		slow		no		attack		
Green Bar		13		med.		yes		attack, sleep		
Chaser		15		fast		yes		attack		
Necromancer		15		slow		no		attack, chaos		
Medusa		17		med.		yes		reduce max HP, dark		
Clay		17		fast		yes		none		steals food
Floor Shark		19		med.		no		none		
Granz		19		med.		no		attack		
Flowster		21		med.		yes		attack		
Scarlet		21		fast		yes		attack, chaos		
Sasuke		23		fast		yes		attack		steals equipment
Dune		23		fast		yes		attack		
Trunadai		25		slow		no		paralysis		
Mercury		25		slow		no		reduce max HP		
Hell Fish		27		med.		no		none		
Chaos		27		fast		no		attack		
Gogon		29		med.		yes		chaos		
Dragon		29		med.		yes		attack		
Dragonica		31		fast		???		teleport, chaos		final boss

== 9. Cheats ==

99 AR

Get two bows, and alternate between equipping them until your AR rolls from 00 to 99. Now you are much more defensive! Don't equip any other armor or you will lose the 99 AR.

Uncurse Cursed Weapons

Simply use a Weapon Strengthen scroll on a cursed weapon. It is super powerful now, even though the game will say it has a power of 1.

If you are going to combine this and the next cheat, don't. The weapon will become cursed again when you discard it.

Fist Fighting

Equip a weapon, discard it. You will fight with your fist, which is not very useful. BUT, if you do this trick with the axe, you can attack with the power of the axe, but with much better accuracy! Make sure to pick it back up and not equip it, as you must do the same thing each floor to keep the accuracy.

These codes will give you much more cheating capabilities than the previous.

CODE(S)	EFFECT
BABT-AA4G	Master code, must be enabled
ABFA-ACER + ABFA-ACET	Start with 100 HP
ABFA-ALER + ABFA-ALET	Start with 500 HP
ABFA-BAER + ABFA-BAET	Start with 1000 HP
ABFA-ALNR + ABFA-ALNT	Start with 2500 HP
ABFA-BAYR + ABFA-BAYT	Start with 5000 HP
C4NT-AA5N	HP never goes down except when poisoned
AV2A-B22T	Restore HP 4x faster
BB2A-B22T	Restore HP 8x faster
CV2A-B22T	Restore HP 20x faster
EBFA-AAE0	Start with 20 food
LBFA-AAE0	Start with 50 food
BDBA-BA6T	Armor items worth more points
CXBA-BA6T	Armor items worth MUCH more points
AZ3T-BJ3C	Food items always worth 40
AB2A-AAEE	Food never goes down
HV3T-AAD6	Gold items worth 60
BKJA-AA9A	Kill everything in 1 hit (even the final boss!)

== 10. End ==

If you have any questions, drop me an email.
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