



Hello! In this part of the documentation you will find tables contain informations about treasures, sounds and dialogues.

version: final, author: Pejti
























Special thanks: Teo phil, DzjeeAr (dialogues description)






















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a) Treasures table

Table below contains name of image, name of logic and treasure/powerup description:

| No | Image | Name | Logic | Desc |
|----|---|-------------------------------|-----------------|-------------------|
| 0 |  | GAME_TREASURE_COINS | TreasurePowerup | 100p |
| 1 |  | GAME_TREASURE_GOLDBARS | TreasurePowerup | 500p |
| 2 |  | GAME_TREASURE_RINGS_RED | TreasurePowerup | 1500p |
| 3 |  | GAME_TREASURE_RINGS_GREEN | TreasurePowerup | 1500p |
| 4 |  | GAME_TREASURE_RINGS_BLUE | TreasurePowerup | 1500p |
| 5 |  | GAME_TREASURE_RINGS_PURPLE | TreasurePowerup | 1500p |
| 6 |  | GAME_TREASURE_NECKLACE | TreasurePowerup | 2500p |
| 7 |  | GAME_TREASURE_CROSSES_RED | TreasurePowerup | 5000p |
| 8 |  | GAME_TREASURE_CROSSES_GREEN | TreasurePowerup | 5000p |
| 9 |  | GAME_TREASURE_CROSSES_BLUE | TreasurePowerup | 5000p |
| 10 |  | GAME_TREASURE_CROSSES_PURPLE | TreasurePowerup | 5000p |
| | | | | |
| 11 |  | GAME_TREASURE_SCEPTERS_RED | TreasurePowerup | 7500p |
| 12 |  | GAME_TREASURE_SCEPTERS_GREEN | TreasurePowerup | 7500p |
| 13 |  | GAME_TREASURE_SCEPTERS_BLUE | TreasurePowerup | 7500p |
| 14 |  | GAME_TREASURE_SCEPTERS_PURPLE | TreasurePowerup | 7500p |
| 15 |  | GAME_TREASURE_GECKOS_RED | TreasurePowerup | 10000p |
| 16 |  | GAME_TREASURE_GECKOS_GREEN | TreasurePowerup | 10000p |
| 17 |  | GAME_TREASURE_GECKOS_BLUE | TreasurePowerup | 10000p |
| 18 |  | GAME_TREASURE_GECKOS_PURPLE | TreasurePowerup | 10000p |
| 19 |  | GAME_AMMO_DEATHBAG | AmmoPowerup | +25 Pistol |
| 20 |  | GAME_AMMO_SHOT | AmmoPowerup | +5 Pistol |
| | | | | |
| 21 |  | GAME_AMMO_SHOTBAG | AmmoPowerup | +10 Pistol |
| 22 |  | GAME_CATNIPS_NIP1 | HealthPowerup | +15s Duža Sila |

| | | | | |
|----|---|------------------------------|-------------------|-------------------|
| 23 |  | GAME_CATNIPS_NIP2 | HealthPowerup | +30s Duża Siła |
| 24 |  | LEVEL_HEALTH | HealthPowerup | +5 HP |
| 25 |  | GAME_HEALTH_POTION3 | HealthPowerup | +25 HP |
| 26 |  | GAME_HEALTH_POTION1 | HealthPowerup | +10 HP |
| 27 |  | GAME_HEALTH_POTION2 | HealthPowerup | +15 HP |
| 28 |  | GAME_MAGIC_GLOW | MagicPowerup | +5 Magia |
| 29 |  | GAME_MAGIC_STARGLOW | MagicPowerup | +10 Magia |
| 30 |  | GAME_MAGICCLAW | MagicPowerup | +35 Magia |
| | | | | |
| 31 |  | GAME_MAPPIECE | EndOfLevelPowerup | Mapa |
| 32 |  | LEVEL_GEM | | Klejnot |
| 32 | | GAME_WARP | SpecialPowerup | Warp* |
| 33 |  | GAME_TREASURE_COINS | TreasurePowerup | 100p |
| 34 |  | GAME_DYNAMITE | AmmoPowerup | +5 Dynamit |
| 35 |  | GAME_CURSES_AMMO | CursePowerup | Klątwa Ammo |
| 36 |  | GAME_CURSES_MAGIC | CursePowerup | Klątwa Magia |
| 37 |  | GAME_CURSES_HEALTH | CursePowerup | Klątwa Zdrowia |
| 38 |  | GAME_CURSES_LIFE | CursePowerup | Klątwa Życia |
| 39 |  | GAME_CURSES_TREASURE | CursePowerup | Klątwa Skarbów |
| 40 |  | GAME_CURSES_FREEZE | CursePowerup | Klątwa Freeze |
| | | | | |
| 41 |  | GAME_TREASURE_CHALICES_RED | TreasurePowerup | 2500p |
| 42 |  | GAME_TREASURE_CHALICES_GREEN | TreasurePowerup | 2500p |
| 43 |  | GAME_TREASURE_CHALICES_BLUE | TreasurePowerup | 2500p |

| | | | | |
|----|---|----------------------------------|-----------------|--------------------|
| 44 |  | GAME_TREASURE_CHALICES_PURPLE | TreasurePowerup | 2500p |
| 45 |  | GAME_TREASURE_CROWNS_RED | TreasurePowerup | 15000p |
| 46 |  | GAME_TREASURE_CROWNS_GREEN | TreasurePowerup | 15000p |
| 47 |  | GAME_TREASURE_CROWNS_BLUE | TreasurePowerup | 15000p |
| 48 |  | GAME_TREASURE_CROWNS_PURPLE | TreasurePowerup | 15000p |
| 49 |  | GAME_TREASURE_JWELEDSKULL_RED | TreasurePowerup | 25000p |
| 50 |  | GAME_TREASURE_JWELEDSKULL_GREEN | TreasurePowerup | 25000p |
| | | | | |
| 51 |  | GAME_TREASURE_JWELEDSKULL_BLUE | TreasurePowerup | 25000p |
| 52 |  | GAME_TREASURE_JWELEDSKULL_PURPLE | TreasurePowerup | 25000p |
| 53 |  | GAME_POWERUPS_GHOST | SpecialPowerup | Niewidzialność 30s |
| 54 |  | GAME_POWERUPS_INVULNERABLE | SpecialPowerup | Nietykalność 30s |
| 55 |  | GAME_POWERUPS_EXTRALIFE | SpecialPowerup | +One life |
| 56 |  | GAME_POWERUPS_FIRESWORD | SpecialPowerup | Ognisty 30s |
| 57 |  | GAME_POWERUPS_LIGHTNINGSWORD | SpecialPowerup | Electric 30s |
| 58 |  | GAME_POWERUPS_ICESWORD | SpecialPowerup | Lodowy 30s |
| 59 |  | GAME_POWERUPS_PLASMASWORD | SpecialPowerup | Plasma** |
| 60 |  | GAME_VERTWARP | SpecialPowerup | Warp** |
| | | | | |
| 61 |  | LEVEL_HEALTH | HealthPowerup | +5 HP |

* - works only if you insert it in opponent, required SpeedX: ??, SpeedY: ??

** - not works neither in opponent nor in crate

b) Sounds table - game

Table below contains descriptions about sounds from \GAME\SOUNDS\ folder:

| Game Sounds | | | |
|------------------|--------------------------------------|-------------------|---------------------|
| Name | Description | Name | Description |
| GAME_1055 | Menu-options-audio-voice-off → on | GAME_HIT3 | Hit 3 |
| GAME_AMMUNITION | Getting ammo | GAME_HIT4 | Hit 4 |
| GAME_AMULETRISE | Getting amulet | GAME_HOLDAIM | Rat throws bomb |
| GAME_BLOCK2 | Block | GAME_KEGBOOM | Explosion |
| GAME_BOINK | Crabs jump | GAME_LELAND | ?? |
| GAME_BOINKJR | Block crab | GAME_MAGICPOWERUP | Getting magic claws |
| GAME_BOMBEXP | Bomb explosion | GAME_MAJORCHEAT | Major cheat sound |
| GAME_BOMBFLY | Bomb throw | GAME_MAPPIECE | Getting map |
| GAME_CASTCURSE | Getting curse | GAME_MILK | Milk - food |
| GAME_CATNMAG | Powerup sound | GAME_MINORCHEAT | Minor cheat sound |
| GAME_CIRCLEFADE | Start level | GAME_MLF | Rat's walk 1 |
| GAME_CLICK | Menu click | GAME_MONOLITH | Monolith |
| GAME_COIN | Getting coin | GAME_MOUSED | Rat's death |
| GAME_COINCHING | Coins | GAME_MOUSEKILL | Killing rat |
| GAME_CRATEBREAK | Crate breaking 1 | GAME_MRF | Rat's walk 2 |
| GAME_CRATEBREAK2 | Crate breaking 2 | GAME_NEWMESSAGE | Water drop |
| GAME_CRATEDAMAGE | Crate damage | GAME_NIPDOWN2 | Electricity 1 |
| GAME_CROSS | Getting cross | GAME_NIPUP2 | Electricity 2 |
| GAME_CURSE1 | Freeze curse | GAME_NULL | Nothing |
| GAME_CURSE2 | Magic curse | GAME_PICKUP1 | Zdobycie skarbu 1 |
| GAME_CURSE3 | Ammo curse | GAME_PICKUP2 | Zdobycie skarbu 2 |
| GAME_CURSE4 | Treasure curse | GAME_PUBOUNCE1 | Getting treasure 1 |
| GAME_CURSE5 | Death curse | GAME_PURELEASE1 | Getting treasure 2 |
| GAME_CURSE6 | Health curse | GAME_RINGS | Getting ring |
| GAME_CURSED | Someone took curse | GAME_SCEPTER | Getting scepter |
| GAME_DISABLE | Rat's death | GAME_SDPT1 | Boss sound 1 |
| GAME_EEHH | Rat's voice | GAME_SDPT2 | Boss sound 2 |
| GAME_ENEMYJ | Spring | GAME_SELECT | Menu select |
| GAME_EXTRALIFE | Additional life | GAME_SOLHITHI | Hit enemy 1 |
| GAME_FLAGRISE | Flag - Part 1 | GAME_SOLHITL2 | Hit enemy 2 |
| GAME_FLAGWAVE | Flag - Part 2 | GAME_SPLASH | Splash |
| GAME_FOODITEM | Food | GAME_THRWBOMB | Dynamite throw |
| GAME_HIT1 | Hit 1 | GAME_TREASURE | Treasure/goldbar |
| GAME_HIT2 | Hit 2 | GAME_WARP | Warp |

There are too many sounds in every level to describe each one separately, so I described how to use sounds from folders.

Folder structure, with sounds from every level:

\LEVELX\SOUNDS - here you will find sounds which are using in level X, some examples: when Claw fell on spikes '*DEATHTILE.wav*', TogglePeg sound '*PEGSLIDE.wav*', CrumblingPeg sound '*PEGCRUMBLE.wav*' or explosion sound '*KEGBOOM.wav*'. These sounds belong to specific objects.

\LEVELX\SOUNDS\AMBIENT - ambient sounds, they are used often. Some of them are played all the time and you can hear their in every place in level. In **Animation**: ?? field - you can type e.g. LEVEL_AMBIENT_CHAINS1.

\LEVELX\SOUNDS\TRIGGER - "small" sounds like doors open, crackling planks etc. In this folder you can also find Claw's dialogues. In **Animation**: ?? field - you can type e.g. LEVEL_TRIGGER_BOOTS1A.

You can also find other sounds, e.g. opponents sounds (Bosses), WaterRock sound (other). Every level has own folders and sounds.

c) Sounds table - Claw

Table below contains descriptions about sounds from \CLAW\SOUNDS\ folder:

| Claw Sounds | | | |
|-------------|---|-------------|---------------------------------|
| Name | Description | Name | Description |
| 1001 | Haha, take that! | 1110050 | Ouh! |
| 1002 | Magic Claw! | 1110051 | Ou! |
| 1003 | Eat lead. | 1110056 | The gems won't find themselves. |
| 1004A | Ssscalawag. | 1110057 | The amulet awaits. |
| 1004B | Scalawag! | 1110058 | Touche! |
| 1007A | Landlubber. | 1110059 | Weakling! |
| 1007B | Laaandluuubber. | 1110063 | Yees! |
| 1009 | Chew on this! | 1110064 | Yees! |
| 1010 | Chew on that! | DRYGUNSHOT1 | No ammo |
| 1021 | Whohoho. | DYNATHRW | Dynamite throw |
| 1054 | Don't waste my time. | EMPTYMAGIC | No magic |
| 1055 | Mirror mirror on the wall, who's the handsomest cat of all? | FALLDEATH | Death |
| 1056 | Hello! I'm in middle an adventure here. | FIRESWORD | Fire sword sound |
| 1057 | I don't have all day! | GRUNT2 | Lifting powderkeg |
| 1058 | Excuse me. I have some place to go. | GRUNTTHROW | Powderkeg throw |
| 1062 | Not this cat, Jack. | GUNSHOT | Gun shot |
| 1110001 | Yes! Fire sword. | HITATHIH | Hit 1 |
| 1110012 | Haha! Frost sword. | HITATLOW | Hit 2 |
| 1110022 | Haha! Lightning sword. | ICESWORD | Frost sword sound |
| 1110033 | Haha! | LAND | Landing |
| 1110035 | Hello! | LEFTFOOT1 | Left foot sound |
| 1110037 | I'm not getting any younger! | LEFTSWING1 | Punch sound 1 |
| 1110038 | At least bring me something back from the kitchen. | LIGHTSWORD | Lightning sword sound |
| 1110043 | I'm growing impatient! | NULL | Nothing |
| 1110045 | I'm waiting. | RIGHTFOOT1 | Right foot sound |
| 1110048 | Uh! | SWORDSWISH | Sabre attack |
| 1110049 | Ugh! | UPPERCUT1 | Punch sound 2 |

d) Dialogues table

Claw's dialogues which you can hear in every level:

Level I

| Name | Description |
|-------------|--|
| 1000 | Yum! Looks yummy! |
| 1004 | Man, this'll be tough. |
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1007 | There's GOT to be a way out. |
| 1040 | Ehh, this is a minor nuisance. |
| 1052 | (Yawn) Pointless exercise. |
| 1053 | Waist of time. |
| 1060 | I don't have all day to run around in circles! |
| DEATHTRAP | What a death trap. |
| SMELLGOLD | Ooh, is that gold I smell? |
| SOFARSOGOOD | So far, so good. |
| TIMING | This will take perfect timing. |

Level II

| Name | Description |
|------|--|
| 1004 | Man, this'll be tough. |
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1013 | I'm getting close, I can feel it! |
| 1032 | I must be catnapping. |
| 1044 | I'll have to fight my way out of this one. |
| 1045 | Ahh, this will take some careful strategy. |

Level III

| Name | Description |
|---------|--|
| 1004 | Man, this'll be tough. |
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1011 | They'll never catch me! |
| 1012 | Is there no end to this forest? |
| 1034 | My eyes deceive me. |
| 1045 | Ahh, this will take some careful strategy. |
| 1110014 | Ooh, is that gold I smell? |
| 1110017 | This path isn't on the map. |

Level IV

| Name | Description |
|--------------|--|
| 1000 | Yum! Looks yummy! |
| 1004 | Man, this'll be tough. |
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1012 | Is there no end to this forest? |
| 1013 | I'm getting close, I can feel it! |
| 1052 | (Yawn) Pointless exercise. |
| 1053 | Waist of time. |
| 1060 | I don't have all day to run around in circles! |
| 1061 | I don't need anymore exercise. |
| DEADEND | Dead end. |
| DEATHTRAP | What a death trap. |
| LOST | Ehh, how do I get out of here? |
| ONESHOT | I've only got one shot at this. |
| PATHNOTONMAP | This path isn't on the map. |
| SMELLGOLD | Ooh, is that gold I smell? |
| SOFARSOGOOD | So far, so good. |
| TIMING | This will take perfect timing. |

Level V

| Name | Description |
|---------|--|
| 1004 | Man, this'll be tough. |
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1010 | They'll never get me! |
| 1011 | They'll never catch me! |
| 1044 | I'll have to fight my way out of this one. |
| 1045 | Ahh, this will take some careful strategy. |
| 1049 | I wonder how old these statues are. Oh well. |
| 1062 | Not this cat, Jack. |
| 1110020 | Bloody birds! |

Level VI

| Name | Description |
|-------------|--|
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1010 | They'll never get me! |
| 1013 | I'm getting close, I can feel it! |
| 1015 | Eugh! What a putrid odor. |
| 1016 | Something STINKS! |
| 1017 | Ooh! What marvel of engineering. |
| 1043 | Finally, a worthy oponent. |
| 1053 | Waist of time. |
| 1060 | I don't have all day to run around in circles! |
| BLOODYBIRDS | Bloody birds! |
| DEADEND | Dead end. |
| ONESHOT | I've only got one shot at this. |
| SMELLGOLD | Ooh, is that gold I smell? |
| SOFARSOGOOD | So far, so good. |
| TIMING | This will take perfect timing. |

Level VII

| Name | Description |
|---------|--|
| 1000 | Yum! Looks yummy! |
| 1001 | Mmhm, sounds tasty. |
| 1002 | No time to eat now. |
| 1003 | Doesn't look fresh. |
| 1004 | Man, this'll be tough. |
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1045 | Ahh, this will take some careful strategy. |
| 1110015 | I've only got one shot at this. |
| 1110016 | So far, so good. |
| 1110020 | Bloody birds! |

Level VIII

| Name | Description |
|-------------|--|
| 1004 | Man, this'll be tough. |
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1013 | I'm getting close, I can feel it! |
| 1018 | Where's his ship? |
| 1019 | Grrr! I can smell you Red Tail! |
| 1020 | Ahh, Red Tail's men. I must be close. |
| 1021 | Where's that rascal? |
| 1051 | I don't think that will help him. |
| 1052 | (Yawn) Pointless exercise. |
| 1053 | Waist of time. |
| 1054 | Don't waist my time! |
| 1060 | I don't have all day to run around in circles! |
| 1061 | I don't need anymore exercise. |
| BLOODYBIRDS | Bloody birds! |
| ONESHOT | I've only got one shot at this. |
| SOFARSOGOOD | So far, so good. |
| TIMING | This will take perfect timing. |

Level IX

| Name | Description |
|---------|--|
| 1004 | Man, this'll be tough. |
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1022 | Eeh, this looks familiar. |
| 1023 | Cowards! |
| 1024 | Aah, these aren't real pirates. |
| 1025 | Pirate pretenders! |
| 1026 | Ahh, pirate dabblers. |
| 1027 | Don't they know who I am? |
| 1028 | Show some respect, will you? |
| 1044 | I'll have to fight my way out of this one. |
| 1045 | Ahh, this will take some careful strategy. |
| 1060 | I don't have all day to run around in circles! |
| 1061 | I don't need anymore exercise. |
| 1062 | Not this cat, Jack. |
| 1110010 | Ahhhheeeahheeeahheeeahhhh! |
| 1110011 | This will take perfect timing. |
| 1110013 | Ehh, how do I get out of here? |
| 1110014 | Ooh, is that gold I smell? |
| 1110015 | I've only got one shot at this. |
| 1110016 | So far, so good. |
| 1110017 | This path isn't on the map. |
| 1110018 | What a death trap. |
| 1110019 | Dead end. |
| 1110020 | Bloody birds! |

Level X

| Name | Description |
|--------------|-----------------------------------|
| 1000 | Yum! Looks yummy! |
| 1004 | Man, this'll be tough. |
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1013 | I'm getting close, I can feel it! |
| 1023 | Cowards! |
| 1024 | Aah, these aren't real pirates. |
| 1026 | Ahh, pirate dabblers. |
| 1027 | Don't they know who I am? |
| 1028 | Show some respect, will you? |
| 1029 | Where's my crew? |
| 1053 | Waist of time. |
| 1061 | I don't need anymore exercise. |
| DEATHTRAP | What a death trap. |
| ONESHOT | I've only got one shot at this. |
| PATHNOTONMAP | This path isn't on the map. |
| SMELLGOLD | Ooh, is that gold I smell? |
| SOFARSOGOOD | So far, so good. |
| TARZAN | Ahhhheeeahheeeahheeeahhhh! |
| TIMING | This will take perfect timing. |

Level XI

| Name | Description |
|------|---|
| 1003 | Doesn't look fresk. |
| 1004 | Man, this'll be tough. |
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1014 | Wow, I've never seen anything like this before. |
| 1030 | Eugh, what are these creatures? |
| 1031 | What in the world? |
| 1032 | I must be catnapping. |
| 1033 | Hmm now. |
| 1034 | My eyes deceive me. |
| 1038 | These do not look tasty. |
| 1044 | I'll have to fight my way out of this one. |
| 1045 | Ahh, this will take some careful strategy. |
| 1052 | (Yawn) Pointless exercise. |
| 1053 | Waist of time. |
| 1054 | Don't waist my time! |
| 1060 | I don't have all day to run around in circles! |

Level XII

| Name | Description |
|---------|---|
| 1000 | Yum! Looks yummy! |
| 1001 | Mmhm, sounds tasty. |
| 1002 | No time to eat now. |
| 1003 | Doesn't look fresk. |
| 1004 | Man, this'll be tough. |
| 1006 | Phew, that was close! |
| 1007 | There's GOT to be a way out. |
| 1010 | They'll never get me! |
| 1011 | They'll never catch me! |
| 1013 | I'm getting close, I can feel it! |
| 1014 | Wow, I've never seen anything like this before. |
| 1015 | Eugh! What a putrid odor. |
| 1016 | Something STINKS! |
| 1017 | Ooh! What marvel of engineering. |
| 1020 | Ahh, Red Tail's men. I must be close. |
| 1021 | Where's that rascal? |
| 1023 | Cowards! |
| 1024 | Aah, these aren't real pirates. |
| 1025 | Pirate pretenders! |
| 1027 | Don't they know who I am? |
| 1028 | Show some respect, will you? |
| 1030 | Eugh, what are these creatures? |
| 1031 | What in the world? |
| 1032 | I must be catnapping. |
| 1033 | Hmm now. |
| 1034 | My eyes deceive me. |
| 1035 | Ooh, what a strange place. |
| 1038 | These do not look tasty. |
| 1040 | Ehh, this is a minor nuisance. |
| 1043 | Finally, a worthy oponent. |
| 1045 | Ahh, this will take some careful strategy. |
| 1049 | I wonder how old these statues are. Oh well. |
| 1050 | This must be someone important. |
| 1052 | (Yawn) Pointless exercise. |
| 1053 | Waist of time. |
| 1054 | Don't waist my time! |
| 1060 | I don't have all day to run around in circles! |
| 1061 | I don't need anymore exercise. |
| 1110010 | Ahhhheeeahheeeahheeeahhhh! |
| 1110011 | This will take perfect timing. |
| 1110013 | Ehh, how do I get out of here? |
| 1110014 | Ooh, is that gold I smell? |
| 1110015 | I've only got one shot at this. |
| 1110016 | So far, so good. |
| 1110017 | This path isn't on the map. |
| 1110018 | What a death trap. |
| 1110019 | Dead end. |

Level XIII

| Name | Description |
|--------------|--|
| 1000 | Yum! Looks yummy! |
| 1004 | Man, this'll be tough. |
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1013 | I'm getting close, I can feel it! |
| 1019 | Grrr! I can smell you Red Tail! |
| 1021 | Where's that rascal? |
| 1047 | I know Red Tail has some gems! |
| 1052 | (Yawn) Pointless exercise. |
| 1060 | I don't have all day to run around in circles! |
| 1061 | I don't need anymore exercise. |
| DEADEND | Dead end. |
| DEATHTRAP | What a death trap. |
| ONESHOT | I've only got one shot at this. |
| PATHNOTONMAP | This path isn't on the map. |
| SMELLGOLD | Ooh, is that gold I smell? |
| SOFARSOGOOD | So far, so good. |
| TARZAN | Ahhhheeeahheeeahheeeahhhh! |
| TIMING | This will take perfect timing. |

Level XIV

| Name | Description |
|---------|--|
| 1004 | Man, this'll be tough. |
| 1005 | This looks challenging... |
| 1006 | Phew, that was close! |
| 1031 | What in the world? |
| 1034 | My eyes deceive me. |
| 1044 | I'll have to fight my way out of this one. |
| 1045 | Ahh, this will take some careful strategy. |
| 1048 | Only one more gem left! |
| 1110011 | This will take perfect timing. |
| 1110014 | Ooh, is that gold I smell? |
| 1110016 | So far, so good. |
| 1110017 | This path isn't on the map. |
| 1110018 | What a death trap. |