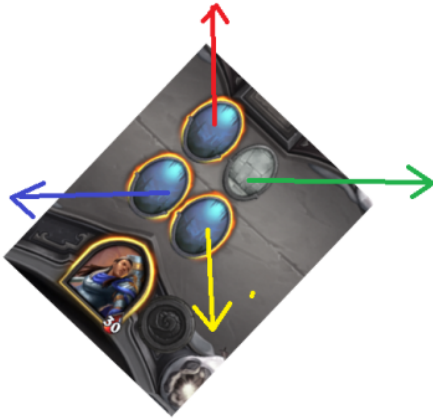


First off, this puzzle is **large**. There's no possible way to make a step by step guide like earlier puzzles, but it's also a lot easier to navigate once you get started. If you at any point need to take a break or the game crashes, you *should* reconnect to the exact position you were at.

END GOAL: Find Bob in the center of the map and pay him 20 gold coins.

There's a few different ways to map out this maze, but the maps below will use the following format: Top Left: Up, Top Right: Right, Bottom Right: Down, Bottom Left: Left.



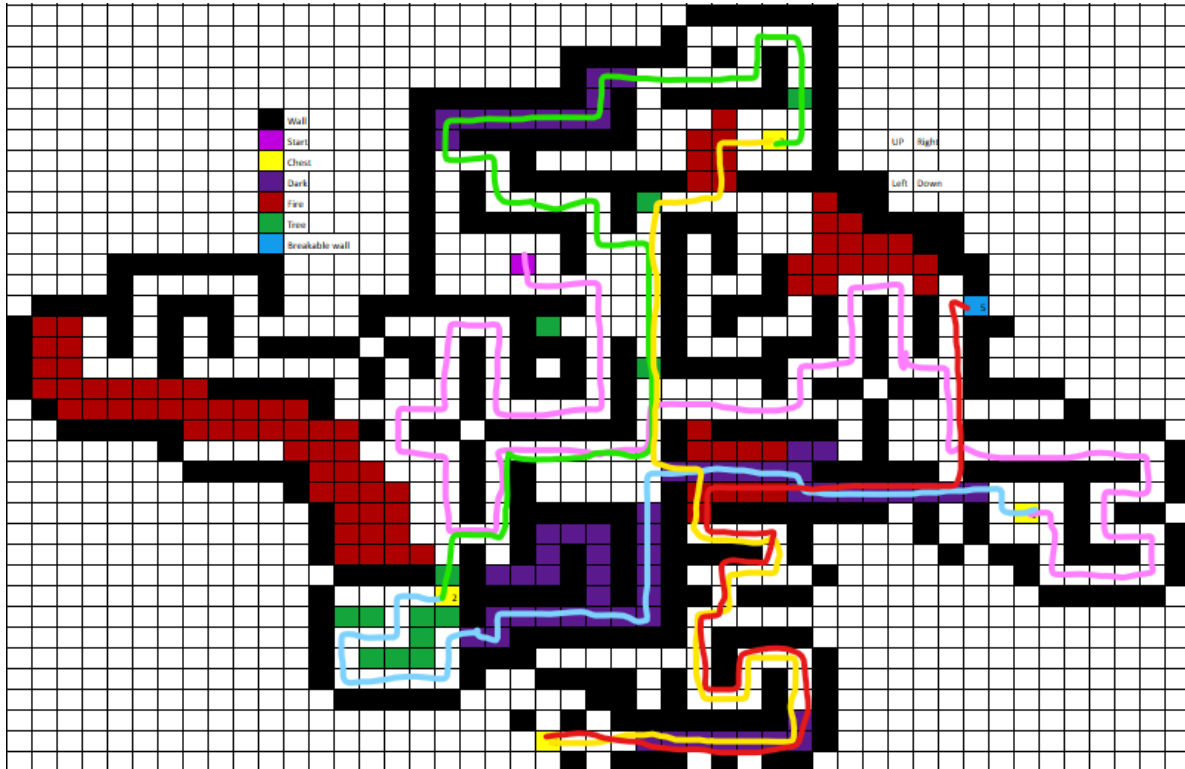
To move, use your hero power, then click/tap on the “minion” you want to move to. To cancel movement, drag backwards on your hero. You can make multiple movements without using your hero power again. The thing shown in the portrait is what is on the tile next to you in that direction. For example: if you stand on the tile above a tree, a tree will be shown in the portrait on the bottom right.

The map is set up as a 3x3 grid, and you will *randomly* spawn in one of 8 “dungeons”, permanently linked to your account. The center of each “dungeon” is the same meaning that the first part of the maze will look the same to everyone, but after that your experience will differ.

STEP 1

For the first part of the maze you need to find chests containing a **torch** that lets you pass through darkness, an **axe** that lets you chop down trees, a pair of **magmawalk boots** that let you walk on magma (can't believe it), and a piece of **dynamite** that can blow up hidden walls. You'll also get 4 pieces of gold, and a compass.

Map of stage 1 colour coded, you start at the purple square and follow the coloured line in order.



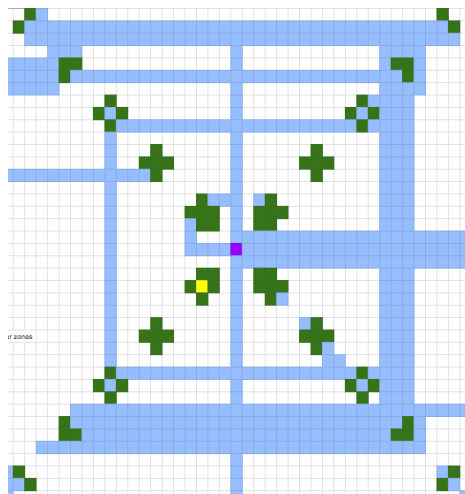
After you find the dynamite at the bottom of the map (yellow line), you have to find a breakable wall in the top right. Dynamite is a **1 time use**, so make sure you use it on the right wall. This is what a breakable wall looks like (Left) compared to a normal wall (Right)



Once you've gotten to this part of the maze, you will have one of 8 different "dungeon" layouts. You'll always start at the breakable wall near the top right corner, but the outer layer will be different. Use [this excel doc](#) on the "world" page to figure out which of the dungeons you're in, then follow that document to find the chest in the outer part with another dynamite (Marked in yellow), and blow up another hidden wall (Marked in orange). You are now outside your dungeon in the full map.

STEP 2

This part of the puzzle requires you to give 20 coins to Bartender Bob, located in the very center of the map. Start by navigating to the center from where you are, the middle of the map is a pattern of trees with bartender bob in the middle.



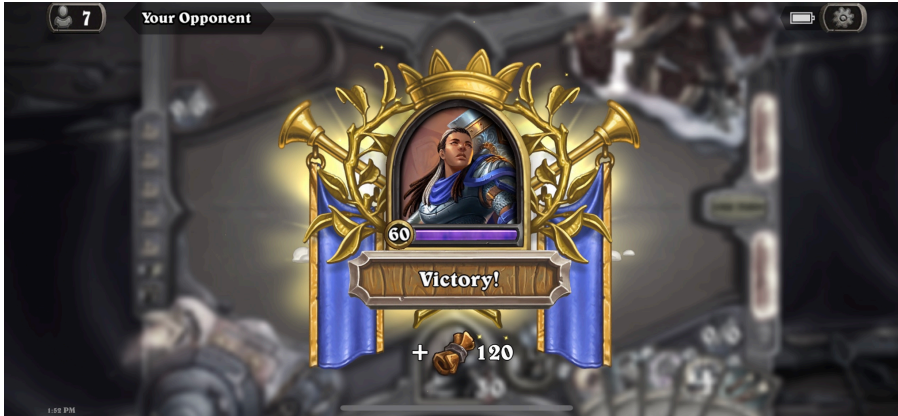
(Green is trees, the purple square is bob)

Give all your gold coins to bob, then chop down the tree **south-west** to find another treasure chest (yellow) with a gold coin and a piece of dynamite. Now you have to enter other dungeons across the map to give bob a total of 20 gold.

Make sure you don't run out of hand space, you can only carry 10 total items. If you at any point after getting this piece of dynamite run out of available dynamite, you have to restart.

To enter another dungeon, you need to bomb the **hidden entrance** to that dungeon. Note that the entrance will look like a normal wall instead of a hidden one, so you'll have to navigate the excel map to locate the hidden walls. I recommend starting with the middle right dungeon (AYAOTD?) or the bottom middle dungeon (SUONREVAC). Find the dynamite chest in the outer part of your chosen dungeon, then use it to blow up the inner wall (to the starting zone). Each chest in here will contain another piece of dynamite and another gold coin. You can pick up multiple chests at once, and you can throw away dynamite to free up hand space but make sure you always have spare dynamite. If you're worried about messing up, you can also leave chests in order to have a failsafe to return to.

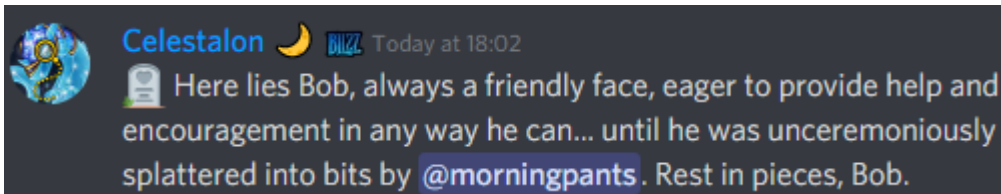
Once you've picked up a few chests, you bring these coins to bob in the center, go to a different dungeon and repeat the process. Since you need 20 gold to finish, the minimum amount of dungeons you need to visit is **4**, but if you want to play it safe you can always go to more if you want to. After you've given your 20th gold to bob, you'll finish the puzzle and progress the achievement.



If you have any questions, feel free to ping or message me on discord at: Marsta 🏳️‍🌈#8230. Good luck!

IMPORTANT NOTE:

You can use the dynamite on bob. If you do this, he dies and you'll have to restart the puzzle.



Finally, here's a link to the [chinese community's maze doc](#) which contains marked correct paths for all the dungeons as well as a small highlighted area after the first bombable wall to quickly identify which of the dungeons you are in. Check it out if you're interested!