

# Notes about .hack

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# Chapter 1

## Introduction

These are personal notes about *.hack*. *There are spoilers in this file! Read it at your own risk!*

*.hack* is a computer roll-playing game. I reviewed it in [Sto03], & the Web site for the *.hack* project is <http://www.dothack.com/>.

I love the game, & it's complex enough that I am compelled to keep some notes on it. Here they are. They are for my personal use. Suitability for any other purpose or any other reader is purely coincidental.





## Chapter 2

# Epitaph of Twilight

The most complete copy of “ <http://www.dothackers.net/epitaph.php><sup>1</sup> ” I’ve seen is at <http://www.dothackers.net/><sup>2</sup>. It’s too short to be the full Epitaph of Twilight, since the full one is known as “the hundred tales of the hundred stories” & is reputed to be long & rambling. This copy is probably assembled from the fragments of the poem that you can find while playing *.hack*.

Another copy is at <http://flare.misabel.com/blog/epitaph.php><sup>3</sup> .

The entry for “[http://en.wikipedia.org/wiki/Epitaph\\_of\\_twilight](http://en.wikipedia.org/wiki/Epitaph_of_twilight)<sup>4</sup>” on <http://wikipedia.org/><sup>5</sup> has the same words, though they are not scansioned.

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<sup>1</sup>The Epitaph of Twilight

<sup>2</sup>dothackers

<sup>3</sup><http://flare.misabel.com/blog/epitaph.php>

<sup>4</sup>Epitaph of Twilight

<sup>5</sup>Wikipedia



## Chapter 3

# Favorite Characters

My two favorite characters are Mistral & Terajima Ryoko.

Mistral is too cute. Love her voice & all the things she says. She's also animated the best, I think. See how she crouches when she casts spells? Good stuff. Once she gets to a high level & you give her some good magic wands or staffs, she's really powerful. It was somewhere in the middle of *.hack//Outbreak*, after giving her a good staff or wand, that I noticed Mistral was doing about half the damage to monsters. I'm upset that I haven't been able to use Mistral since *.hack 2*.

My next favorite character is Gardenia, then Natsume.



## Chapter 4

# Online Personalities (spoiler)

I think the twin blade Bell is a singer named Yuka in the “real world” of *.hack*. Bell had hinted that she was a famous person in *Mutation*, but it wasn’t until I ran into her at Fort Ouph that she hinted she was a person named Yuka. Bell suggests that Yuka left her band for a solo career because the band’s manager made romantic or sexual advances towards her.

M-78 is a liar, of course. The amazing thing is that I’ve met people a lot like him in real online games. Eew.



## Chapter 5

# Dungeon-Crawling Algorithm

If you use the left-hand rule to travel the dungeons, you can visit all the rooms in a dungeon, beat-up all the monsters, open all the portals, without using a Sprite Ocarina & without getting lost.

To use the left-hand rule, pretend that Kite's left hand is stuck to the wall. Let that determine your path through the dungeon. You won't need a Fairy Orb to map it first; you won't even need to display the map. You won't get lost. You'll visit everything. You'll pass through some rooms multiple times, but Kite's hand will be attached to a different wall each time. You won't get lost. You won't need to worry about whether you visited all the rooms. You won't need to plan ahead. Hell, you hardly won't need to think.

There is a right-hand rule which is equivalent.

The only disadvantage to the left-hand rule happens in special dungeons, where there is a scene or movie at the end. As you probably noticed already, after such scenes, you are teleported back to a root town. So if you didn't visit everything in the dungeon before that scene, you'll have to visit the dungeon again to see all those things. The left-hand rule does not guarantee that you'll clear-out a level before going to the next, so it is possible, maybe even likely, that you'll miss parts of a dungeon that has a scene at the bottom.

The left-hand rule won't visit all of a dungeon if the dungeon has a cycle in it. I have seen just one such dungeon in the first two parts of the game. It was in *.hack//Mutation*.

The left-hand rule won't work on the last dungeon of *.hack//Mutation*.





## Chapter 6

# The Final Area of //Mutation

The first time I went through the final area, I did a data-drain on the first monsters we met on the second level of the dungeon & got a rare weapon for heavy blade. (Black Rose thanked me for it.) I forget what the sword was called, but it was level 32. Later in that same trek, I think I data-drained a “SWORD” for blademasters from some monster. At the bottom of the final area of *.hack//Mutation* is a boss. We got killed.

The second time through, I data-drained another rare weapon from the very first monster. It was “Grand Elite”, a rare, level 20 wand for wavemaster. (Mistral loved it.) Again, I think I data-drained some other rare weapon later in that trek. We were killed by the boss again.

The third time through, I didn’t data-drain any rare weapons from the monsters. We beat Magus that time.

Then I went back to the same dungeon & data-drained lots & lots of monsters. In that one trek, I obtained another Grand Elite for Mistral; some type of rare, level 23(?) pole-ax for long arm; a very good (though not rare) piece of armor for Kite; & a level 23(?), very good but not rare weapon for Kite.

So, you can data-drain some bitchin weapons & armor from the monsters in that last dungeon, & you can do it before or after finishing the game. Maybe you can data-drain the same type of things from the same type of monsters in other areas. I haven’t tried (yet).



## Chapter 7

# Goblin Races

I've completed eight, I think, of the goblin races.

In early versions, I used magic & speed charms. In the last two or three, I just chased down the little bugger & did an attack skill (like "Thunder Dance" or whatever) on him. It takes about three such attacks to take out the goblin.

After the fact, chasing him down, without speed charms & without even trying magic, was the easiest. The things I learned in the last two or three goblins are

1. Use the stick to control Kite, but also rotate the camera.
2. Keep a finger poised over the Triangle button. Tap it when you are close enough that you might be able to attack him, even if you haven't seen the red targeting square yet. Sometimes you won't be close enough. Just tap the Circle button to back out of the menu to continue the chase.
3. Don't stop chasing him! If you have used a speed charm, he'll heal, which effectively erases whatever progress you've made. If you haven't used a speed charm, I think he doesn't heal, but it still seems better to continue running toward him than to stop.
4. Don't give up. You can do it if you keep at it. It's just a matter of getting lucky with your Triangle taps three times. Those three special attacks will take him out.

I hated the first few goblin races, but after learning these things, I've had some fun with them. (If you are a game designer, please don't interpret this as a request for more goblin races.)



## Chapter 8

# How Big is “The World”

On the second DVD of the *.hack//SIGN* television series are some “extras”. Some of the extras are scenes from, I guess, episodes of the show that I haven’t seen yet. Or maybe from Japanese-only scenes. Or maybe scenes that were never finished. Anyway, I haven’t seen them on the two *.hack//SIGN* DVDs I’ve seen or the first two parts of the video game.

In one of those extra scenes, Crim & BT talk about the keyword system. One of them says that in “The World”, areas are selected from three lists of keywords. (If you’ve played the game, this is hardly news to you.) In the precursor to “The World”, which was called “Fragment”<sup>1</sup>, Crim says areas were chosen by lists of letters. He says that the area-selection system of “The World” is built on the old system from Fragment. The letters are still there, but “The World” only lets users choose from lists of words. So many areas probably still exist but are inaccessible.

I’m not saying that “The World” (or *.hack* the game) use systems of letters, but such a letters system is technically feasible, so let’s do some math.

In “The World” as of the end of *.hack* part 3, keyword list A contains 29 entries, B contains 28, & C contains 28. So in “The World”, there are  $29 \times 28 \times 28 = 22,736$  areas.

22,736 is a lot of areas, but if the system of letters in “Fragment” uses 30 letters to select an area, & if the “letters” are the 26, case-insensitive letters from the English alphabet, plus the space character<sup>2</sup>, there are  $27^{30} \approx 8.72 \times 10^{42}$ . In English, I think that’s more than eight billion billion billion billion million.

What portion of Fragment’s areas are available to “The World”? “The World” contains  $\frac{22,736}{8.72 \times 10^{42}} \approx 2.60 \times 10^{-39}$  of the areas from “Fragment”. That’s an infinitesimal fraction of the areas that were in “Fragment”. More than 99.999 percent of Fragment’s areas are inaccessible in “The World”.

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<sup>1</sup>I presume “Fragment” being an early version of “The World” is a good pun in Japanese that doesn’t translate to English.

<sup>2</sup>The space character is used in the three lists of “The World”, so it was probably used in “Fragment”, also.

In various places in the game<sup>3</sup>, I’ve read that the world-wide user base for “The World” is 20 million people. Because of time zones, probably about  $\frac{1}{3}$  of the users could be online at a time, but not everyone who can login will be logged in. Totally pulling a number out of the air (or an orifice), let’s say that  $\frac{1}{3}$  of those people who can login, do login. So at any time, there are about  $\frac{1}{3} \times \frac{1}{3} \times 20 \times 10^6 = 2,222,222$  people in “The World”. If all of those people left the root towns & went adventuring at the same time, there would be  $2,222,222/22,736 = 98$  people per area on the mean. Even if people spent half of their online time in root towns, you’d hardly be alone when you visited an area.

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<sup>3</sup>Like in some of the news articles on your computer desktop in the game.

## Chapter 9

# Interesting Areas

Here is a very useful message from Game FAQs.

From Sun Quan  
Posted 7/17/2003 2:53:39 PM

Hey, all. I've compiled a list of good keywords to use to find a lot of the tradable items, i.e. Sports Drink, Cooked Bile, etc? and Grunty Food for //Infection. Keep in mind that these keywords are for //Infection. The fields and dungeons change from game to game so these might not work too well for //Mutation. I haven?t had the time to test them there, yet. This post will get additions as I go along, so please keep it bumped.

Major kudos to people like reciprocity, Pokekiller and Pendant of Courage from GameFAQs forums who cared enough to post some good keywords to try that were added to this list.

A few things to remember before we get to the list: - Some of these items and Grunty Foods are really difficult to find. Listed are areas that either have a lot of those items or foods, or you can find more than usual. For example, Piney Apples are difficult to find, and you only get between one and five per field, thus I've listed places where you can find three or more. - Usually the dungeons that I have listed have at least one good room with between six and twelve jars or eggs that can be broken to find Holy Sap, Burning Oil, etc? For some of the more rare items, though, the dungeon will only have ONE such room. When possible, I try to list dungeons that have that room on the first floor. - Some of the Keywords necessary to go to these places don?t become available until later in //Infection, so you're going to have to be patient before you can explore them. - All fields and dungeons reset when you go from field to dungeon, dungeon to field, field to Root Town, thus if there?s a Grunty Food near the entrance to a dungeon or a field, you can simply go from one to the other and the food will reset each time. - Since this list is still

being made, some of the items and foods have one or no keywords to them. I'll add more as I find them.

Grunty Foods ?

Cordyceps: Delta: Detestable Oblivious Holy Ground

Grunt Mints: Delta: Raging Passionate Melody Delta: Discovered Primitive Touchstone

La Pumpkin: Delta: Bursting Passed Over Paradise (I personally picked up 52 La Pumpkins in one visit to this field) Theta: Bursting Passed Over Paradise

Mandragora: (Note: Just about any keyword that ends in Aqua Field will have a Spring Of Myst as well as a number of Mandragoras on it. These two keywords just have a LOT.) Delta: Bursting Passed Over Aqua Field Delta: Discovered Passed Out Twin Hills

Mushroom: Delta: Bursting Solitary Hypha Delta: Plenteous Smiling Hypha Delta: Putrid Hot Blooded Scaffold

Oh No Melon: Delta: Expansive Haunted Sea Of Sand Delta: Detestable Golden Messenger

Piney Apple: Theta: Soft Solitary Tri Pansy

Root Vegetable: Delta: Hidden Passed Over Fort Walls (There were only about seven on the field, but one was right next to the place where Kite enters the field, so you can just grab it, go back to the Root Town, go back to the field, grab another, and so on?) Delta: Detestable Golden New Truth Delta: Bursting Forbidden Spiral

Snakey Cactus: Delta: Expansive Despaired Fiery Sands

White Cherry: Delta: Voluptuous Oblivious White Devil Delta: Discovered Eternal March (Found around forty-two here) Delta: Greedy Her White Devil From: Sun Quan — Posted: 7/17/2003 2:55:17 PM — Message Detail Grunty Foods continued...

Golden Eggs: Delta: Sinking Smiling Fort Walls (Go down, left, straight. In the first room there is a portal and bearcat egg, go left and there is a golden egg. If you go straight again there is another portal and a bearcat egg. Get the eggs, go out of the dungeon and it will reset, then go back in.) Delta: Putrid Hot Blooded Scaffold Delta: Dog Dancing Forbidden Scent Delta: Bursting Passed Over March Delta: Bursting Passed Over Twin Hills Theta: Soft Solitary Tri Pansy

Bear Cat Eggs: Delta: Sinking Smiling Fort Walls (Go down, left, straight. In the first room there is a portal and bearcat egg, go left and there is a golden egg. If you go straight again there is another portal and a bearcat egg. Get the eggs, go out of the dungeon and it will reset, then go back in.)

Invisible Eggs: Delta: Plenteous Smiling Hypha Delta: Hideous Organ Market Scaffold Delta: Putrid Hot Blooded Scaffold

Immature Eggs: None (I forgot to write them down ;:)

Bloody Eggs: None yet



Tradable Elemental Items ?

Burning Oil: (These are incredibly easy to find.) Delta: Hideous Destroyer's Far Thunder Delta: Discovered Primitive Touchstone

Cooked Bile: (Not easy to find at all.) Theta: Cursed Despaired Paradise (Just one room, but the dungeon's tiny)

Holy Sap: (Another easy one.) Delta: Plenteous Smiling Hypha Delta: Hideous Organ Market Scaffold (Rooms with twelve jars abound here) Delta: Putrid Hot Blooded Scaffold Theta: Collapsed Despaired Hypha

Pure Water: Theta: Quiet Eternal White Devil

Sports Drink: Delta: Bursting Passed Over Twin Hills (One room in the lower right end of the dungeon) Delta: Noisy Orange March Theta: Bursting Passed Over Twin Hills

Well Water: Delta: Indiscreet Gluttonous Pilgrimage Delta: Dog Dancing Forbidden Scent Theta: Dog Dancing Passionate Tri Pansy

Well, that's it. Hope these Keywords help some of you out. Like I said, please keep these bumped and I'll continue to add to it as I go along. I'll also try them out in //Mutation eventually but I've already found out that there's now only one Piney Apple in Theta: Soft Solitary Tri Pansy there, even if it is right by the entrance. And another thing? if any of you find any Keywords that I haven't listed that have easily accessible elemental items or Grunty Foods, please feel free to reply with them and I'll check them out.

## 9.1 Another message

Here's another message from <http://gamefaqs.com/><sup>1</sup> that mentions areas to visit.

From: VakuA

Posted: 7/30/2003 8:19:29 PM

Cat-Player

Author: Anonymous

I saw a cat-player character, it was wearing a hat and looked like it had patched fur. I can't tell you where I saw this character, but if you come to A Nameless Distant Core I'll tell you. Oh yeah, I'd like you to come alone.

## 9.2 More Areas

Another message on Game FAQs suggests these:

- Δ Quiet Oblivious Messenger

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<sup>1</sup>Game FAQs

- Λ Chosen Distant Fiery Sands
- Θ Outpouring Fata Hypha

Try Δ Chronicling Pagen Sunny Demon for a Zeit statue race.

Try hideous organ market scaffold to get the ice bar.

It's said that if you return to Δ Hidden Forbidden Holy Ground, you see some flashback scenes from *./hack // Sign*.

Some level 50 fire areas where you can find "Wander Demons". All on Λ server.

1. Soaring Sky Ghostly Wavemaster
2. Generous Worst Spiral
3. Shapeless Worst Mirror World
4. Rejecting Hot-Blooded Wavemaster
5. Bitter Ghostly Wavemaster
6. Discovered Ghostly Wavemaster
7. Cursed Ghostly Wavemaster
8. Predatory Vengeful Limit.
9. Chosen Hopeless Mirror World
10. Lotsa Ghostly Wavemasters

Someone else on Game FAQs gave this list of keywords from the *./hack // Legend of the Twilight* anime, which I haven't seen. He said there were no servers with the keywords, so you have to try some, see what happens.

- wide-blessed-land
- worrisome-cherryblosom's-maze
- burning-overlooked-plains
- flaring up-purgatory's-canyon
- faraway-absolute-waterway
- cursed-forest's-murderer
- greedy-woman's-oven
- snow-southern-country
- colapsing-destroyer's-cementary
- destroyer's-fallen-cementary

## Chapter 10

# My Online Databank

I keep a databank of the areas I visit in *.hack*. Here are some reports generated from that databank.

## 10.1 Areas sorted by name

server	A part	B part	C part	level	field type
Ω	ABRASIVE	BLOODY	LIMIT	85	NIL
Δ	ABRASIVE	EMERALD	CRACK	7	JUNGLE
Σ	ABRASIVE	FALSE	TRAGEDY	69	NIL
Σ	ANCIENT	DESTROYERS	BATTLEFIELD	65	NIL
Ω	ANCIENT	FANTASY	CAPSULE	73	HUMUS
Δ	ANCIENT	FAREWELL	CHAOS	9	HUMUS
Ω	ANCIENT	ILLUSIONARY	CHAOS	87	HUMUS
Σ	ANCIENT	SOLITARY	FAR-THUNDER	58	NIL
Ω	ANCIENT	SOUL	FOOTSTEP	85	HUMUS
Δ	ATTRACTING	WORST	PRAIRY	9	GRASSLAND
Ω	BARKING	FATAL	SACRIFICE	72	NIL
Σ	BARKING	HOT-BLOODED	500-LOHAN	62	NIL
Σ	BEAUTIFUL	GRIEVING	ABYSS	52	NIL
Ω	BEAUTIFUL	ORANGE	500-LOHAN	81	HUMUS
Λ	BITTER	DESTROYERS	TWIN-HILLS	40	NIL
Λ	BOTTOMLESS	SOUL	KALEIDOSCOPE	47	NIL
Λ	BOUNDLESS	SOLITARY	ABYSS	34	NIL
Θ	BURSTING	FORBIDDEN	NEW-TRUTH	17	NIL
Λ	BURSTING	SOLITARY	KALEIDOSCOPE	32	NIL
Λ	CAPRICIOUS	UNENDING	CORRIDOR	38	NIL
Δ	CHATTING	IMPRISONED	FALLEN-ANGEL	2	WASTELAND
Σ	CHOSEN	DISTANT	CORE	69	RED-HEAT
Ω	CHOSEN	DISTANT	CORE	95	RED-HEAT
Ω	CHOSEN	ORANGE	TREASURE-GEM	92	HUMUS
Δ	CHRONICLING	HAUNTED	AQUA-FIELD	11	NIL
Θ	CHRONICLING	HER	TWIN-HILLS	17	NIL
Σ	CLEAN	IMPRISONED	FALLEN-ANGEL	53	SNOW-1
Ω	CORRODED	REBORN	GREAT-SEAL	75	SCORCHING-1
Ω	CRUEL	VINDICTIVE	SCARS	75	NIL
Σ	CURSED	PAGAN	LYRIC-POET	67	NIL
Ω	DAZZLING	GOLDEN	GIANT	72	NIL
Λ	DETESTIBLE	DISGRACED	MARCH	35	HUMUS
Θ	DISCOVERED	PASSIONATE	HOLY-GROUND	NIL	NIL
Λ	DOG-DANCING	CORRUPTED	HYPHA	41	HUMUS
Θ	DOG-DANCING	FAREWELL	KNIGHTS	27	SCORCHING-2
Θ	DOG-DANCING	PASSIONATE	TRI-PANSY	19	NIL
Θ	DRIPPING	SILENT	RAW-ORE	23	NIL
Δ	DYING	SNARING	CORE	17	NIL
Ω	EXCESSIVE	AGONIZING	FURNACE	75	NIL
Σ	EXPANSIVE	CORRUPTED	RIDGELINE	56	NIL
Σ	FLEETING	FALLOW	CHAOS	NIL	NIL
Σ	GENEROUS	BEMUSED	VIRGIN	62	NIL
Δ	GREAT	AGONIZING	TWIN-HILLS	28	GRASSLAND
Λ	GREAT	SOLITARY	KALEIDOSCOPE	46	NIL
Θ	GREEDY	CONFUSED	TWIN-HILLS	25	GRASSLAND
Σ	GREEDY	GAMBLERS	DRIFT	67	NIL
Θ	GREEDY	SOLITARY	MELODY	NIL	NIL
Θ	GREEDY	SOLITARY	REMNANT	26	NIL
Δ	HIDDEN	FORBIDDEN	HOLY-GROUND	6	NIL
Λ	HIDEOUS	ORGAN-MARKET	LIMIT	36	NIL
Δ	HIDEOUS	ORGAN-MARKET	SCAFFOLD	14	NIL
Ω	INCESSANT	DESTROYERS	PILGRIMAGE	NIL	NIL
Σ	INTIMIDATING	PASSIONATE	AQUA-FIELD	59	GRASSLAND
Λ	LIGHTLESS	IMPRISONED	CODE	41	NIL
Λ	LIGHTLESS	SACRED	REMAINS	47	NIL
Ω	LONELY	DUSK	PARADISE	90	EARTH
Δ	LONELY	FATAL	SECRET-TOWER	17	JUNGLE
Σ	LOST	RELETAVISTIC	SAFE-HAVEN	56	DESERT-?
Ω	LOST	TRAVELERS	STRAY-BALL	75	NIL

## 10.2 Areas sorted by level

server	A part	B part	C part	level	field type	section
Ω	INCESSANT	DESTROYERS	PILGRIMAGE	NIL	NIL	10.5.52
Σ	TESTED	MORPHEAN	ALCHEMY	NIL	NIL	10.5.100
Σ	FLEETING	FALLOW	CHAOS	NIL	NIL	10.5.41
Δ	PREDATORY	GHOSTLY	SPIRAL	NIL	NIL	10.5.70
Θ	DISCOVERED	PASSIONATE	HOLY-GROUND	NIL	NIL	10.5.33
Θ	VOLUPTUOUS	GOLDEN	HYPHA	NIL	NIL	10.5.109
Θ	RAGING	AGONIZING	NOTHINGNESS	NIL	NIL	10.5.73
Θ	GREEDY	SOLITARY	MELODY	NIL	NIL	10.5.47
Δ	CHATTING	IMPRISONED	FALLEN-ANGEL	2	WASTELAND	10.5.21
Δ	SECRETIVE	DESTROYERS	TRAGECTORY	2	DESERT	10.5.86
Δ	VOLUPTUOUS	HER	REMNANT	3	NIL	10.5.110
Δ	HIDDEN	FORBIDDEN	HOLY-GROUND	6	NIL	10.5.49
Δ	TURBULENT	MOMENTARY	CODE	7	NIL	10.5.104
Δ	ABRASIVE	EMERALD	CRACK	7	JUNGLE	10.5.2
Δ	ATTRACTING	WORST	PRAIRY	9	GRASSLAND	10.5.10
Δ	ANCIENT	FAREWELL	CHAOS	9	HUMUS	10.5.6
Δ	QUIET	OBLIVIOUS	MESSENGER	10	NIL	10.5.72
Δ	CHRONICLING	HAUNTED	AQUA-FIELD	11	NIL	10.5.25
Δ	VAGUELY	BETRAYED	FORT-WALLS	14	SNOW-1	10.5.108
Δ	HIDEOUS	ORGAN-MARKET	SCAFFOLD	14	NIL	10.5.51
Θ	SOFT	SOLITARY	TRI-PANSY	14	NIL	10.5.92
Δ	STALKING	PASSED-OVER	TWINS	16	NIL	10.5.98
Δ	MYSTERIOUS	FORBIDDEN	HOLY-GROUND	16	SNOW-1	10.5.62
Δ	RESONATING	SOUL	EXCAVATION	17	SNOW-1	10.5.78
Δ	DYING	SNARING	CORE	17	NIL	10.5.38
Δ	LONELY	FATAL	SECRET-TOWER	17	JUNGLE	10.5.57
Θ	CHRONICLING	HER	TWIN-HILLS	17	NIL	10.5.26
Θ	BURSTING	FORBIDDEN	NEW-TRUTH	17	NIL	10.5.18
Δ	SCATTERING	PSEUDO	TREASURY	17	NIL	10.5.83
Θ	DOG-DANCING	PASSIONATE	TRI-PANSY	19	NIL	10.5.36
Θ	DRIPPING	SILENT	RAW-ORE	23	NIL	10.5.37
Θ	MYSTERIOUS	GAMBLERS	CABBAGE	23	NIL	10.5.63
Θ	REJECTING	BLOODY	PURE-DEFENSE	23	NIL	10.5.75
Θ	GREEDY	CONFUSED	TWIN-HILLS	25	GRASSLAND	10.5.45
Θ	GREEDY	SOLITARY	REMNANT	26	NIL	10.5.48
Θ	DOG-DANCING	FAREWELL	KNIGHTS	27	SCORCHING-2	10.5.35
Δ	GREAT	AGONIZING	TWIN-HILLS	28	GRASSLAND	10.5.43
Θ	OUTPOURING	FATAL	HYPHA	29	NIL	10.5.66
Θ	RESURRECTING	SNARING	PILGRIMAGE	29	NIL	10.5.79
Λ	PULSATING	TRUTHS	CORE	30	NIL	10.5.71
Θ	SLEEPY	SOLITARY	MELODY	30	NIL	10.5.90
Λ	BURSTING	SOLITARY	KALEIDOSCOPE	32	NIL	10.5.19
Λ	STRAYED	GAMBLERS	FATE-CASTLE	32	NIL	10.5.99
Λ	BOUNDLESS	SOLITARY	ABYSS	34	NIL	10.5.17
Λ	DETESTIBLE	DISGRACED	MARCH	35	HUMUS	10.5.32
Λ	HIDEOUS	ORGAN-MARKET	LIMIT	36	NIL	10.5.50
Λ	CAPRICIOUS	UNENDING	CORRIDOR	38	NIL	10.5.20
Λ	BITTER	DESTROYERS	TWIN-HILLS	40	NIL	10.5.15
Λ	LIGHTLESS	IMPRISONED	CODE	41	NIL	10.5.54
Λ	DOG-DANCING	CORRUPTED	HYPHA	41	HUMUS	10.5.34
Λ	REJECTING	RELATIVISTIC	TWIN-HILLS	43	NIL	10.5.77
Λ	REINCARNATED	SOMEONES	FORT-WALLS	44	NIL	10.5.74
Λ	GREAT	SOLITARY	KALEIDOSCOPE	46	NIL	10.5.44
Λ	LIGHTLESS	SACRED	REMAINS	47	NIL	10.5.55
Λ	BOTTOMLESS	SOUL	KALEIDOSCOPE	47	NIL	10.5.16
Λ	PLUNDERED	DUSK	TWIN-HILLS	49	GRASSLAND	10.5.68
Λ	NAMELESS	DISTANT	CORE	50	NIL	10.5.64
Σ	TESTED	QUICKSILVER	VALKYRIE	52	NIL	10.5.101
Σ	BEAUTIFUL	GRIEVING	ABYSS	52	NIL	10.5.13

## 10.3 Areas grouped by field type

server	A part	B part	C part	level	field type
Δ	SECRETIVE	DESTROYERS	TRAGECTORY	2	DESERT
Σ	LOST	RELETAVISTIC	SAFE-HAVEN	56	DESERT-?
Σ	SORROWFUL	COUNTLESS	TRI-PANSY	63	EARTH
Ω	LONELY	DUSK	PARADISE	90	EARTH
Θ	GREEDY	CONFUSED	TWIN-HILLS	25	GRASSLAND
Δ	GREAT	AGONIZING	TWIN-HILLS	28	GRASSLAND
Δ	ATTRACTING	WORST	PRAIRY	9	GRASSLAND
Ω	REJECTING	FAREWELL	VIRGIN	75	GRASSLAND
Λ	PLUNDERED	DUSK	TWIN-HILLS	49	GRASSLAND
Σ	INTIMIDATING	PASSIONATE	AQUA-FIELD	59	GRASSLAND
Ω	CHOSEN	ORANGE	TREASURE-GEM	92	HUMUS
Ω	ANCIENT	SOUL	FOOTSTEP	85	HUMUS
Ω	BEAUTIFUL	ORANGE	500-LOHAN	81	HUMUS
Λ	DETESTIBLE	DISGRACED	MARCH	35	HUMUS
Ω	ANCIENT	FANTASY	CAPSULE	73	HUMUS
Λ	DOG-DANCING	CORRUPTED	HYPHA	41	HUMUS
Δ	ANCIENT	FAREWELL	CHAOS	9	HUMUS
Ω	ANCIENT	ILLUSIONARY	CHAOS	87	HUMUS
Δ	LONELY	FATAL	SECRET-TOWER	17	JUNGLE
Δ	ABRASIVE	EMERALD	CRACK	7	JUNGLE
Λ	LIGHTLESS	IMPRISONED	CODE	41	NIL
Δ	DYING	SNARING	CORE	17	NIL
Σ	SCREAMING	WIND-SANDS	FATE-CASTLE	70	NIL
Σ	ABRASIVE	FALSE	TRAGEDY	69	NIL
Ω	SICKENED	IMPRISONED	WIDOW	73	NIL
Ω	DAZZLING	GOLDEN	GIANT	72	NIL
Ω	INCESSANT	DESTROYERS	PILGRIMAGE	NIL	NIL
Ω	SORROWFUL	DESPARED	NEW-TRUTH	80	NIL
Σ	TESTED	MORPHEAN	ALCHEMY	NIL	NIL
Σ	FLEETING	FALLOW	CHAOS	NIL	NIL
Σ	GREEDY	GAMBLERS	DRIFT	67	NIL
Σ	SORROWFUL	SWELTERING	ARENA	62	NIL
Σ	EXPANSIVE	CORRUPTED	RIDGELINE	56	NIL
Σ	ANCIENT	DESTROYERS	BATTLEFIELD	65	NIL
Λ	LIGHTLESS	SACRED	REMAINS	47	NIL
Λ	BOTTOMLESS	SOUL	KALEIDOSCOPE	47	NIL
Σ	TURBULENT	MADNESS	REMAINS	56	NIL
Σ	ANCIENT	SOLITARY	FAR-THUNDER	58	NIL
Σ	NOISY	SACRED	RINGING-EARS	61	NIL
Σ	RISING	IMPLACABLE	SIPPING-BUG	56	NIL
Θ	DRIPPING	SILENT	RAW-ORE	23	NIL
Σ	UNUSUAL	GHOSTLY	REMNANT	62	NIL
Δ	HIDDEN	FORBIDDEN	HOLY-GROUND	6	NIL
Λ	STALKING	BETRAYED	NOTHINGNESS	70	NIL
Σ	TURBULENT	DISTRUSTING	ICE-WALL	54	NIL
Σ	BARKING	HOT-BLOODED	500-LOHAN	62	NIL
Σ	GENEROUS	BEMUSED	VIRGIN	62	NIL
Σ	SINKING	SMILING	MELODY	57	NIL
Σ	TESTED	QUICKSILVER	VALKYRIE	52	NIL
Λ	CAPRICIOUS	UNENDING	CORRIDOR	38	NIL
Θ	DOG-DANCING	PASSIONATE	TRI-PANSY	19	NIL
Δ	HIDEOUS	ORGAN-MARKET	SCAFFOLD	14	NIL
Δ	VOLUPTUOUS	HER	REMNANT	3	NIL
Θ	OUTPOURING	FATAL	HYPHA	29	NIL
Δ	QUIET	OBLIVIOUS	MESSENGER	10	NIL
Λ	PULSATING	TRUTHS	CORE	30	NIL
Λ	NAMELESS	DISTANT	CORE	50	NIL
Λ	HIDEOUS	ORGAN-MARKET	LIMIT	36	NIL
Λ	REJECTING	RELATIVISTIC	TWIN-HILLS	43	NIL

## 10.4 All flags used in the areas

1. 3-FLOOR-TOWER
2. ABSOLUTE-ZERO
3. ALUCARD
4. AMATEUR-BLADES
5. ANKOKUSHIKI
6. ANTIDOTE
7. ARMOR-GENERAL
8. ARMOR-SHOGUN
9. ARROW-FISH
10. ARTISANS-SOUL
11. ASTRO-KING
12. AURORA-FEATHER
13. BAT-EARRINGS
14. BEARCAT-EGG
15. BEE-COMMANDO
16. BENKEIS-GUARD
17. BENT-GLASSES
18. BIG-EYES
19. BL-YOKOHAMA
20. BLAZE-ARMOR
21. BLAZING-SPEAR
22. BLOODY-EGG
23. BOUNCER-GLOVES
24. BOXED-LUNCH
25. BUBBLE-ROD
26. BURNING-OIL
27. CANNIBAL
28. CERAMIC-HELM
29. CERBERUS
30. CHAOS-SPELL
31. CHICKEN-HAND
32. COMAD-GOO
33. CONQUEROR
34. COOKED-BILE
35. CORDYCEPS
36. CURSED-BLADES

37. CURSED-HANDS
38. CYGNUS
39. DALAGON
40. DALAGON-DATA-BUG
41. DARK-STALKER
42. DARK-STARFISH
43. DARK-TRAITOR
44. DEADLY-MOTH
45. DEADLY-PRESENT
46. DISCO-KNIFE
47. DOLL-AMULET
48. DRAGON-CREST
49. DRILL-IDOL
50. DRUID-WITCH
51. DRYGON
52. EARTH-BEAST
53. EARTH-MAIDEN
54. ENJA
55. FACE-GUARD
56. FIELDS-DEED
57. FIRE-LIZARD
58. FIRE-MAIDEN
59. FIRE-TEMPEST
60. FIREBALL-STORM
61. FIREDRAKE-MAIL
62. FIREMANS-COAT
63. FLAME-BLAST
64. FLAME-MAIDEN
65. FLARE-GUARD
66. FLOATING-RED-EYEBALL
67. FLOWING-ROBES
68. FLYING-ROTATING-GIANT
69. FLYING-SAUCER
70. FOREST-HSIEN
71. FOX-CREST
72. FROST-HAUBERK
73. GAIA-HANDS



74. GAIAS-SPELL
75. GALE-BREATH
76. GOBLIN
77. GOIL-MENHIR
78. GOLDEN-EGG
79. GOLDEN-GRUNTY
80. GRANDPA
81. GRANGON
82. GREEN-GALE
83. GRUNT-DOLL
84. GRUNT-MINTS
85. GRYGON
86. GRYGON-DATA-BUG
87. GUARDIAN
88. HACHIYOU
89. HAMMER-GLOVES
90. HAMMER-SHARK
91. HANDS-OF-STORM
92. HEADHUNTER-DATA-BUG
93. HEADLESS-KING
94. HEALING-POTION
95. HEALTH-DRINK
96. HEAVY-METAL
97. HELL-HOUND
98. HELL-SLICER
99. HELLSTORM
100. HIKING-GEAR
101. HOLY-NIGHT
102. HOLY-SAP
103. HOUSE-GOLEM
104. HOUSE-GOLEM-DATA-BUG
105. ICE-BAR
106. ICE-DRAGON
107. ICE-LEG-MAIL
108. ICE-STRIKE
109. ICE-TIGER-HOOD
110. IMMATURE-EGG

111. IMPS-LEG-MAIL
112. INFERNO-STRIKE
113. INVISIBLE-EGG
114. IRON-ANKLET
115. IRONBALL-FREAK
116. IVORY-BARETTE
117. JEALOUS-COBRA
118. JUNGLE-RAGE
119. KILLER-BOX
120. KRIS-ARMOR
121. LADY-KILLERS
122. LADYS-CAP
123. LADYS-MAIL
124. LADYS-SHOES
125. LAMIA-ASSASSIN
126. LEAD-SNAKOID
127. LEAFBLIGHT
128. LIMINALITY-3
129. LINEN-CUIRASS
130. MADAM-NIAGARA
131. MAGES-SOUL
132. MAGICAL-GOBLIN
133. MAGNOLIA-MISO
134. MEGATUMKURO
135. MENHIR
136. METEOR-STRIKE
137. METEOR-SWARM
138. MIASMA-WYVERN
139. MONSIEUR-4
140. MOONLIGHTER
141. MOUNTAIN-HELM
142. MU-GUARDIAN
143. MUMMY-SCISSORS
144. MUSHROOM
145. NAPYLON
146. NEGA-GUARDIAN
147. NIGHTMARE

- 148. NOBUNAGA-SOUL
- 149. NOISY-WISP
- 150. OGRE
- 151. OMINOUS-SKULL
- 152. ONIMUSHA
- 153. ORG-NAPYLON
- 154. PANDORAS-BOX
- 155. PAZUZU
- 156. PHANTOM-WING
- 157. PINEY-APPLE
- 158. PLATE-ARMOR
- 159. PROTECT-RING
- 160. PSYCHE-VISION
- 161. PUMPKIN-HEAD
- 162. PURE-WATER
- 163. RAGING-EARTH
- 164. RAINBOW-CARD
- 165. RAINING-ROCKS
- 166. RAVEN-CREST
- 167. RECOVER-DRINK
- 168. RECOVERY-DRINK
- 169. RED-SCISSORS
- 170. RED-WYRM
- 171. RED-WYRM-DATA-BUG
- 172. RESTORATIVE
- 173. RESURRECT
- 174. RING-MAIL
- 175. RIVER-SPEAR
- 176. ROCK-N-ROLL
- 177. RUBY-BROOCH
- 178. SAND-HILL
- 179. SAND-MOUNTAIN
- 180. SCARLET-KING
- 181. SCARLET-PLATE
- 182. SCENT-OF-GERO
- 183. SILVER-SCARAB
- 184. SKULL-DEVILGON

185. SKULL-HERO
186. SMITHS-GLOVES
187. SNAKEY-CACTUS
188. SNAPPY-GRASS
189. SORAS-BLADES
190. SOUJN
191. SOUL-BLADES
192. SPIN-FIGURE
193. SPINEY-APPLE
194. SPLATTER-AXE
195. SPORTS-DRINK
196. SPRING-OF-MIST
197. STAR-EATER
198. STAR-FISH
199. STEEL-CAP
200. STONE-SOLLERET
201. STONE-TUTTLE
202. STORM-BRACER
203. SUMMON-EARTH
204. SUMMON-FIRE
205. SUMMON-NIGHT
206. SUMMON-WATER
207. SUMMON-WOOD
208. SWORDMANOID
209. TADPOLE-SPACESHIP-IN-THE-SKY
210. THE-DEATH
211. THE-DEVIL
212. THE-FOOL
213. THE-HANGED-MAN
214. THE-LOVERS
215. THE-MOON
216. THIS-DUNGEON-IS-HUGE
217. THIS-DUNGEON-IS-SMALL
218. THOUSAND-TREES
219. THOUSANDS-TREES
220. THUNDER-ANKLET
221. THUNDER-ARMOR

- 222. UNDEAD-VOODOO
- 223. VIRUS-CRYSTAL
- 224. WATER-WITCH
- 225. WELL-WATER
- 226. WHITE-CHERRY
- 227. WOOD-MAIDEN
- 228. WOOD-SPRITE
- 229. WOOD-STOCK
- 230. WYRM-HIDE
- 231. YELLOW-CANDY

## 10.5 Area details

### 10.5.1 $\Omega$ ABRASIVE BLOODY LIMIT

level	85	
element	FIRE	Flags NIL
field type	NIL	
dungeon type	NIL	
lowest floor	NIL	

### 10.5.2 $\Delta$ ABRASIVE EMERALD CRACK

level	7	
element	WOOD	Flags NIL
field type	JUNGLE	
dungeon type	NIL	
lowest floor	4	

The field has only two portals.

### 10.5.3 $\Sigma$ ABRASIVE FALSE TRAGEDY

level	69	
element	FIRE	Flags NIL
field type	NIL	
dungeon type	NIL	
lowest floor	NIL	

### 10.5.4 $\Sigma$ ANCIENT DESTROYERS BATTLEFIELD

level 65  
 element WOOD **Flags** (ANTIDOTE ARTISANS-SOUL DALAGON DALAGON-  
 field type NIL  
 dungeon type CAVE  
 lowest floor (4)  
 DATA-BUG FLOWING-ROBES FOX-CREST FROST-HAUBERK GRYGON GRYGON-  
 DATA-BUG HEALING-POTION HOLY-SAP ICE-TIGER-HOOD INVISIBLE-EGG  
 JUNGLE-RAGE LADYS-SHOES LEAFBLIGHT MUSHROOM ORG-NAPYLON RECOVERY-  
 DRINK RED-WYRM RED-WYRM-DATA-BUG RESTORATIVE SCARLET-PLATE  
 SCENT-OF-GERO SUMMON-WOOD THE-LOVERS THE-MOON WOOD-SPRITE)

### 10.5.5 $\Omega$ ANCIENT FANTASY CAPSULE

level 73  
 element THUNDER **Flags** NIL  
 field type HUMUS  
 dungeon type NIL  
 lowest floor NIL

### 10.5.6 $\Delta$ ANCIENT FAREWELL CHAOS

level 9  
 element NIL **Flags** (SPRING-OF-MIST)  
 field type HUMUS  
 dungeon type NIL  
 lowest floor 4

### 10.5.7 $\Omega$ ANCIENT ILLUSIONARY CHAOS

level 87  
 element WATER **Flags** NIL  
 field type HUMUS  
 dungeon type NIL  
 lowest floor 5

**10.5.8 Σ ANCIENT SOLITARY FAR-THUNDER**

**level** 58  
**element** WOOD **Flags** NIL  
**field type** NIL  
**dungeon type** CAVE  
**lowest floor** NIL

**10.5.9 Ω ANCIENT SOUL FOOTSTEP**

**level** 85  
**element** WOOD **Flags** (DARK-STARFISH MUSHROOM DRYGON  
**field type** HUMUS  
**dungeon type** CASTLE  
**lowest floor** NIL  
 PUMPKIN-HEAD PAZUZU FIRE-MAIDEN)

**10.5.10 Δ ATTRACTING WORST PRAIRY**

**level** 9  
**element** WOOD **Flags** NIL  
**field type** GRASSLAND  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.11 Ω BARKING FATAL SACRIFICE**

**level** 72  
**element** THUNDER **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** 3

This area is unusual because the first two floors of the dungeon are linear. In other words, there are no rooms with more than two doors in either the first or second floor of the dungeon. The third floor has exactly one room with more than two doors. So except for one room in the third floor, the dungeon is completely linear.

10.5.12  $\Sigma$  BARKING HOT-BLOODED 500-LOHAN

level 62  
 element FIRE    **Flags** (MONSIEUR-4 LIMINALITY-3 MAGNOLIA-MISO)  
 field type NIL  
 dungeon type LIVING  
 lowest floor (4)  
 SILVER-SCARAB IVORY-BARETTE UNDEAD-VOODOO HOUSE-GOLEM HELL-  
 STORM FIREBALL-STORM STONE-SOLLERET BLOODY-EGG SUMMON-FIRE  
 ANTIDOTE GOLDEN-EGG)

The house golems start as some kind of data bug. Had to beat it up & then data-drain it.

10.5.13  $\Sigma$  BEAUTIFUL GRIEVING ABYSS

level 52  
 element EARTH    **Flags** NIL  
 field type NIL  
 dungeon type NIL  
 lowest floor NIL

10.5.14  $\Omega$  BEAUTIFUL ORANGE 500-LOHAN

level 81  
 element WATER    **Flags** (SPRING-OF-MIST THIS-DUNGEON-IS-HUGE)  
 field type HUMUS  
 dungeon type NIL  
 lowest floor (5)

10.5.15  $\Lambda$  BITTER DESTROYERS TWIN-HILLS

level 40  
 element (THUNDER)    **Flags** NIL  
 field type NIL  
 dungeon type NIL  
 lowest floor (4)



**10.5.16   Λ BOTTOMLESS SOUL KALEIDOSCOPE**

**level** 47  
**element** FIRE   **Flags** (BAT-EARRINGS BENKEIS-GUARD FIREBALL-  
**field type** NIL  
**dungeon type** LIVING  
**lowest floor** (3)  
 STORM ANTIDOTE BURNING-OIL BL-YOKOHAMA YELLOW-CANDY MAGES-  
 SOUL)

BL Yokohama is in the Gott statue of this dungeon.

**10.5.17   Λ BOUNDLESS SOLITARY ABYSS**

**level** 34  
**element** (WOOD)   **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.18   Θ BURSTING FORBIDDEN NEW-TRUTH**

**level** 17  
**element** (WOOD)   **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.19   Λ BURSTING SOLITARY KALEIDOSCOPE**

**level** 32  
**element** (WOOD)   **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.20   Λ CAPRICIOUS UNENDING CORRIDOR**

**level** 38  
**element** WATER   **Flags** (HEADLESS-KING MUMMY-SCISSORS KILLER-  
**field type** NIL  
**dungeon type** CASTLE  
**lowest floor** (3)

BOX STAR-FISH ICE-STRIKE PURE-WATER THE-DEATH RESTORATIVE RES-  
URRECT ANTIDOTE STORM-BRACER THE-DEVIL HEALING-POTION HANDS-  
OF-STORM MAGES-SOUL THUNDER-ARMOR)

from Liminality part 2

### 10.5.21 $\Delta$ CHATTING IMPRISONED FALLEN-ANGEL

level 2  
 element EARTH      **Flags** (SWORDMANOID GOBLIN DEADLY-  
 field type WASTELAND  
 dungeon type STONE-WALL  
 lowest floor 2  
 MOTH DISCO-KNIFE WELL-WATER)

### 10.5.22 $\Sigma$ CHOSEN DISTANT CORE

level 69  
 element FIRE      **Flags** NIL  
 field type RED-HEAT  
 dungeon type CASTLE  
 lowest floor 4

### 10.5.23 $\Omega$ CHOSEN DISTANT CORE

level 95  
 element FIRE      **Flags** (OMINOUS-SKULL PANDORAS-BOX ARMOR-  
 field type RED-HEAT  
 dungeon type CASTLE  
 lowest floor 4  
 GENERAL PSYCHE-VISION ASTRO-KING FLAME-MAIDEN)

### 10.5.24 $\Omega$ CHOSEN ORANGE TREASURE-GEM

level 92  
 element THUNDER      **Flags** (DRYGON MADAM-NIAGARA PANDORAS-  
 field type HUMUS  
 dungeon type CAVE  
 lowest floor 5  
 BOX GRANDPA CERBERUS HELL-SLICER PSYCHE-VISION)

Many monsters in this field & this dungeon have physical tolerance. It might be best to take two wave masters.

10.5.25  $\Delta$  CHRONICLING HAUNTED AQUA-FIELD

**level** 11  
**element** (WOOD) **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

10.5.26  $\Theta$  CHRONICLING HER TWIN-HILLS

**level** 17  
**element** (THUNDER) **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

10.5.27  $\Sigma$  CLEAN IMPRISONED FALLEN-ANGEL

**level** 53  
**element** WATER **Flags** (EARTH-MAIDEN NAPYLON FOREST-HSIEN)  
**field type** SNOW-1  
**dungeon type** CASTLE  
**lowest floor** 2  
 PURE-WATER DEADLY-PRESENT SKULL-HERO)

Clean: prty=P field=snow-1  
 Imprisoned: prty=Q wtr=afternoon  
 Fallen-Angel: prty=O

10.5.28  $\Omega$  CORRODED REBORN GREAT-SEAL

**level** 75  
**element** FIRE **Flags** (ALUCARD)  
**field type** SCORCHING-1  
**dungeon type** NIL  
**lowest floor** 4

Corroded: PRTY = P, Field = Desert 1, Portals = Many, OBT = Start  
 Reborn: PRTY = Q, Dun = +7, Wtr = Evening, OBT = Start  
 Great Seal: PRTY = F, Field = Scorching 1, Wtr = Night, OBT = Event  
 So I predict Scorching 1, Night.

**10.5.29 Ω CRUEL VINDICTIVE SCARS**

**level** 75  
**element** (FIRE) **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

Visit this area as part of Wiseman's plan.

**10.5.30 Σ CURSED PAGAN LYRIC-POET**

**level** 67  
**element** (WATER) **Flags** (PURE-WATER)  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** 4

The music for this area is Piros's Theme instead of the music that is usual for this field type.

**10.5.31 Ω DAZZLING GOLDEN GIANT**

**level** 72  
**element** FIRE **Flags** (AURORA-FEATHER WOOD-MAIDEN JEALOUS-  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** (4)

COBRA HELLSTORM ROCK-N-ROLL THE-HANGED-MAN RESURRECT ENJA  
 SNAKEY-CACTUS SPRING-OF-MIST SOUJN SPLATTER-AXE BLOODY-EGG  
 INFERNO-STRIKE THE-DEATH GOLDEN-EGG BLAZING-SPEAR THE-LOVERS  
 HACHIYOU HEALING-POTION RECOVERY-DRINK RESTORATIVE INFERNO-  
 STRIKE CONQUEROR RAVEN-CREST RUBY-BROOCH ANTIDOTE ALUCARD  
 DRILL-IDOL BURNING-OIL ARTISANS-SOUL)

**10.5.32 Λ DETESTIBLE DISGRACED MARCH**

**level** 35  
**element** (WATER) **Flags** (SPRING-OF-MIST TADPOLE-SPACESHIP-  
**field type** HUMUS  
**dungeon type** NIL  
**lowest floor** 4  
 IN-THE-SKY)

## 10.5.33 ⊖ DISCOVERED PASSIONATE HOLY-GROUND

level NIL  
 element NIL **Flags** (FLYING-SAUCER)  
 field type NIL  
 dungeon type NIL  
 lowest floor NIL

## 10.5.34 Λ DOG-DANCING CORRUPTED HYPHA

level 41  
 element NIL **Flags** NIL  
 field type HUMUS  
 dungeon type NIL  
 lowest floor NIL

## 10.5.35 ⊖ DOG-DANCING FAREWELL KNIGHTS

level 27  
 element FIRE **Flags** (THIS-DUNGEON-IS-SMALL)  
 field type SCORCHING-2  
 dungeon type NIL  
 lowest floor 2

## 10.5.36 ⊖ DOG-DANCING PASSIONATE TRI-PANSY

level 19  
 element EARTH **Flags** (CERAMIC-HELM SILVER-SCARAB RAINBOW-  
 field type NIL  
 dungeon type CUT-STONE  
 lowest floor (3)  
 CARD NOISY-WISP PHANTOM-WING MENHIR RAINING-ROCKS THE-HANGED-  
 MAN THE-MOON THE-LOVERS WELL-WATER HEALTH-DRINK GOLDEN-EGG  
 RESTORATIVE RAGING-EARTH IMMATURE-EGG ANTIDOTE FLARE-GUARD  
 FIRE-LIZARD SOUL-BLADES HEALING-POTION IRON-ANKLET SMITHS-GLOVES)

I think the keywords for this area are from Liminality part 1.

**10.5.37   Θ DRIPPING SILENT RAW-ORE**

level 23  
 element DARKNESS   **Flags** NIL  
 field type NIL  
 dungeon type NIL  
 lowest floor NIL

**10.5.38   Δ DYING SNARING CORE**

level 17  
 element FIRE   **Flags** NIL  
 field type NIL  
 dungeon type NIL  
 lowest floor NIL

**10.5.39   Ω EXCESSIVE AGONIZING FURNACE**

level 75  
 element (FIRE)   **Flags** (BURNING-OIL)  
 field type NIL  
 dungeon type NIL  
 lowest floor 5

**10.5.40   Σ EXPANSIVE CORRUPTED RIDGELINE**

level 56  
 element FIRE   **Flags** (ANTIDOTE BURNING-OIL DARK-STALKER  
 field type NIL  
 dungeon type CAVE  
 lowest floor NIL  
 FLAME-BLAST GRUNT-MINTS INVISIBLE-EGG IMPS-LEG-MAIL RECOVERY-  
 DRINK RESTORATIVE STONE-SOLLERET THE-MOON)  
 Rachel's Delivery Service

**10.5.41   Σ FLEETING FALLOW CHAOS**

level NIL  
 element NIL   **Flags** NIL  
 field type NIL  
 dungeon type NIL  
 lowest floor NIL

Kite goes here because a message on the message board of The World says the area is "cursed", but Kite doesn't find any curse. After defeating the boss, you might return to the area to loot the Gott statue, but you'll find that someone has beat you to it.

#### 10.5.42 $\Sigma$ GENEROUS BEMUSED VIRGIN

**level** 62  
**element** WATER **Flags** (GOLDEN-GRUNTY SILVER-SCARAB SILVER-  
**field type** NIL  
**dungeon type** CASTLE  
**lowest floor** (3)  
 SCARAB BEARCAT-EGG GOLDEN-EGG HOUSE-GOLEM RECOVER-DRINK  
 RESTORATIVE THE-LOVERS THE-MOON)

Terajima Ryoko invites Kite to this area. There is an unnamed, big baddie at the bottom of the dungeon. Kite saves Terajima Ryoko from it.

#### 10.5.43 $\Delta$ GREAT AGONIZING TWIN-HILLS

**level** 28  
**element** THUNDER **Flags** (OGRE CURSED-BLADES MU-GUARDIAN  
**field type** GRASSLAND  
**dungeon type** STONE-WALL  
**lowest floor** 3  
 GRANDPA RED-SCISSORS GOIL-MENHIR HELL-HOUND)

Great: Prty=D

Agonizing: Prty=Q, Field=Scorching 1

Twin-Hills: Prty=F, Field=Grassland, Wtr=Stormy Afternoon

#### 10.5.44 $\Lambda$ GREAT SOLITARY KALEIDOSCOPE

**level** 46  
**element** (WOOD) **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.45    ⊖ GREEDY CONFUSED TWIN-HILLS**

**level** 25  
**element** THUNDER    **Flags** (IRONBALL-FREAK GRANDPA ARMOR-  
**field type** GRASSLAND  
**dungeon type** STONE-WALL  
**lowest floor** 5  
 SHOGUN LEAD-SNAKOID SNAPPY-GRASS HAMMER-SHARK CANNIBAL SPORTS-  
 DRINK)  
 Greedy: Prty=P Time=Night  
 Confused: Prty=H Wtr=Cloudy  
 Twin-Hills: Prty=F, Field=Grassland, Wtr=Stormy Afternoon

**10.5.46    ∑ GREEDY GAMBLERS DRIFT**

**level** 67  
**element** WATER    **Flags** (NIGHTMARE SAND-MOUNTAIN PURE-WATER  
**field type** NIL  
**dungeon type** CASTLE  
**lowest floor** NIL  
 THE-MOON BEARCAT-EGG HEADHUNTER-DATA-BUG ICE-STRIKE ANTI-  
 DOTE CYGNUS LADY-KILLERS BOXED-LUNCH)

**10.5.47    ⊖ GREEDY SOLITARY MELODY**

**level** NIL  
**element** NIL    **Flags** (SPINEY-APPLE)  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.48    ⊖ GREEDY SOLITARY REMNANT**

**level** 26  
**element** (WOOD)    **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL



**10.5.49   Δ   HIDDEN FORBIDDEN HOLY-GROUND**

**level** 6  
**element** WATER   **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

One of the most unique areas. It contains a cathedral, not a regular field & dungeon. This area plays an important part in the stories of both SIGN & the games.

Unlike what Crim says in //SIGN, a Fairy's Orb in the game will no remove the clouds & make a bridge visible.

**10.5.50   Λ   HIDEOUS ORGAN-MARKET LIMIT**

**level** 36  
**element** (WOOD)   **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.51   Δ   HIDEOUS ORGAN-MARKET SCAFFOLD**

**level** 14  
**element** (WOOD)                      **Flags** (FLYING-ROTATING-GIANT ICE-  
**field type** NIL  
**dungeon type** DECORATED-CAVE  
**lowest floor** (3)

BAR GRUNT-DOLL GRUNT-DOLL HEAVY-METAL WATER-WITCH THOUSANDS-TREES GALE-BREATH HEALTH-DRINK ANTIDOTE HOLY-SAP RESTORATIVE THE-HANGED-MAN HIKING-GEAR INVISIBLE-EGG GREEN-GALE THE-DEATH THE-LOVERS GOLDEN-EGG RESURRECT MAGES-SOUL WYRM-HIDE HEALING-POTION)

I think the keywords for this area are from Liminality part 1.

**10.5.52   Ω   INCESSANT DESTROYERS PILGRIMAGE**

**level** NIL  
**element** NIL   **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.53 Σ INTIMIDATING PASSIONATE AQUA-FIELD**

level 59  
 element WOOD      **Flags** NIL  
 field type GRASSLAND  
 dungeon type STONE-WALL  
 lowest floor 4

**10.5.54 Λ LIGHTLESS IMPRISONED CODE**

level 41  
 element WATER      **Flags** (NOBUNAGA-SOUL LAMIA-ASSASSIN DRUID-  
 field type NIL  
 dungeon type CASTLE  
 lowest floor 5  
 WITCH MOONLIGHTER BIG-EYES)

**10.5.55 Α LIGHTLESS SACRED REMAINS**

level 47  
 element WOOD      **Flags** (BENT-GLASSES SILVER-SCARAB IVORY-  
 field type NIL  
 dungeon type CAVE  
 lowest floor (3)  
 BARETTE PINEY-APPLE)

**10.5.56 Ω LONELY DUSK PARADISE**

level 90  
 element DARKNESS      **Flags** (SPRING-OF-MIST COOKED-BILE OMINOUS-  
 field type EARTH  
 dungeon type NIL  
 lowest floor 5  
 SKULL)

**10.5.57 Δ LONELY FATAL SECRET-TOWER**

level 17  
 element WOOD      **Flags** NIL  
 field type JUNGLE  
 dungeon type NIL  
 lowest floor NIL

10.5.58  $\Sigma$  LOST RELETAVISTIC SAFE-HAVEN

level	56	
element	FIRE	Flags (SPRING-OF-MIST)
field type	DESERT-?	
dungeon type	NIL	
lowest floor	NIL	

10.5.59  $\Omega$  LOST TRAVELERS STRAY-BALL

level	75	
element	FIRE	Flags NIL
field type	NIL	
dungeon type	NIL	
lowest floor	5	

10.5.60  $\Omega$  MERCILESS CONFUSED VIRGIN

level	79	
element	(WOOD)	Flags NIL
field type	NIL	
dungeon type	CASTLE	
lowest floor	NIL	

10.5.61  $\Omega$  MERCILESS FATAL CORE

level	89	
element	FIRE	Flags NIL
field type	NIL	
dungeon type	NIL	
lowest floor	4	

10.5.62  $\Delta$  MYSTERIOUS FORBIDDEN HOLY-GROUND

level	16	
element	WATER	Flags NIL
field type	SNOW-1	
dungeon type	CASTLE	
lowest floor	3	

**10.5.63   Θ MYSTERIOUS GAMBLERS CABBAGE**

**level** 23  
**element** (FIRE)   **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** (3)

**10.5.64   Λ NAMELESS DISTANT CORE**

**level** 50  
**element** (FIRE)   **Flags** (CURSED-HANDS SILVER-SCARAB YELLOW-  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** (3)  
 CANDY)

Recommended, or at least mentioned, in a message on the .hack // Mutation message board on <http://gamefaqs.com/><sup>1</sup>. I didn't find anything special here. The message on the BBS suggested it was just for fun.

**10.5.65   Σ NOISY SACRED RINGING-EARS**

**level** 61  
**element** WATER   **Flags** (HOUSE-GOLEM-DATA-BUG LIMINALITY-3  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL  
 3-FLOOR-TOWER IMPS-LEG-MAIL RECOVERY-DRINK THE-DEVIL HEALING-  
 POTION RESTORATIVE BEARCAT-EGG THE-FOOL HAMMER-GLOVES ICE-  
 STRIKE ANTIDOTE BEE-COMMANDO CYGNUS PURE-WATER ABSOLUTE-  
 ZERO GAIA-HANDS SUMMON-WATER THE-HANGED-MAN RESURRECT SILVER-  
 SCARAB LADYS-CAP)

**10.5.66   Θ OUTPOURING FATAL HYPHA**

**level** 29  
**element** (WOOD)   **Flags** (THUNDER-ANKLET YELLOW-  
**field type** NIL  
**dungeon type** DECORATED-CAVE  
**lowest floor** (3)  
 CANDY SILVER-SCARAB WOOD-STOCK CURSED-BLADES RED-SCISSORS HELL-  
 HOUND THE-FOOL HEALING-POTION ANTIDOTE RESTORATIVE MAGES-

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<sup>1</sup>Game FAQs

SOUL INVISIBLE-EGG FIREMANS-COAT THE-DEATH RESURRECT BLAZE-  
 ARMOR THE-HANGED-MAN THE-DEVIL FIRDRAKE-MAIL HOLY-SAP GOLDEN-  
 EGG INVISIBLE-EGG)

### 10.5.67 $\Sigma$ PLENTEOUS HARD-ROE SCAFFOLD

level 61  
 element WATER      **Flags** NIL  
 field type SNOW-???  
 dungeon type NIL  
 lowest floor NIL

### 10.5.68 $\Lambda$ PLUNDERED DUSK TWIN-HILLS

level 49  
 element THUNDER      **Flags** NIL  
 field type GRASSLAND  
 dungeon type STONE-WALL  
 lowest floor 5

### 10.5.69 $\Omega$ PREDATORY CONFUSED TWINS

level 86  
 element EARTH      **Flags** NIL  
 field type WASTELAND  
 dungeon type NIL  
 lowest floor NIL

### 10.5.70 $\Delta$ PREDATORY GHOSTLY SPIRAL

level NIL  
 element NIL      **Flags** (GOLDEN-EGG)  
 field type NIL  
 dungeon type NIL  
 lowest floor NIL

There are golden eggs in the second room of the dungeon.

**10.5.71    Λ PULSATING TRUTHS CORE**

**level** 30  
**element** (WOOD) **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

This area is the Net Slum. A message from Helba instructs Kite to travel to Σ Tested Quicksilver Valkyrie. Tartarga asks Kite & his friends to kill a monster that has been living in the Net Slum since the end of Mutation.

**10.5.72    Δ QUIET OBLIVIOUS MESSENGER**

**level** 10  
**element** (WOOD) **Flags** (MOUNTAIN-HELM YELLOW-CANDY GRUNT-  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** (2)  
 DOLL THE-LOVERS HOLY-SAP GREEN-GALE AMATEUR-BLADES THE-HANGED-  
 MAN HEALTH-DRINK THE-DEATH GALE-BREATH)

**10.5.73    Θ RAGING AGONIZING NOTHINGNESS**

**level** NIL  
**element** NIL **Flags** (FLYING-SAUCER)  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.74    Λ REINCARNATED SOMEONES FORT-WALLS**

**level** 44  
**element** EARTH **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** 5

**10.5.75   Θ REJECTING BLOODY PURE-DEFENSE**

**level** 23  
**element** WATER   **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.76   Ω REJECTING FAREWELL VIRGIN**

**level** 75  
**element** THUNDER   **Flags** NIL  
**field type** GRASSLAND  
**dungeon type** STONE-WALL  
**lowest floor** 2

**10.5.77   Λ REJECTING RELATIVISTIC TWIN-HILLS**

**level** 43  
**element** (THUNDER)   **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** (4)

**10.5.78   Δ RESONATING SOUL EXCAVATION**

**level** 17  
**element** WATER   **Flags** (CORDYCEPS MENHIR SCARLET-KING ARROW-  
**field type** SNOW-1  
**dungeon type** CASTLE  
**lowest floor** 2  
 FISH ONIMUSHA)

Resonating: Prty = J, Wtr = Evening

Soul: Prty = Q, Field = Night

Excavation: Prty = Q

I'm not entirely certain the field type is SNOW-1.

**10.5.79 ⊖ RESURRECTING SNARING PILGRIMAGE**

level 29  
 element WOOD **Flags** NIL  
 field type NIL  
 dungeon type NIL  
 lowest floor NIL

**10.5.80 ∑ RISING IMPLACABLE SIPPING-BUG**

level 56  
 element DARKNESS **Flags** (ANKOKUSHIKI ANTIDOTE BLOODY-  
 field type NIL  
 dungeon type NIL  
 lowest floor NIL  
 EGG CHAOS-SPELL COOKED-BILE DARK-TRAITOR EARTH-BEAST HEALING-  
 POTION HOLY-NIGHT MAGES-SOUL RESTORATIVE THE-HANGED-MAN VIRUS-  
 CRYSTAL)

Lios accompanies Kite & Balmung to this area. Kite's party defeats a data bug for Lios & then learn from Lios that CC corporation might destroy the servers, thereby removing any possibility of finding a cure for the coma victims.

**10.5.81 ∑ SCATTERING FACING-MIRRORS COMPASS**

level 63  
 element THUNDER **Flags** NIL  
 field type NIL  
 dungeon type NIL  
 lowest floor NIL

**10.5.82 Ω SCATTERING LIGHT-TRAP GIANT**

level 85  
 element WATER **Flags** NIL  
 field type SNOW  
 dungeon type NIL  
 lowest floor 5



**10.5.83   Δ SCATTERING PSEUDO TREASURY**

level 17  
 element WATER   **Flags** NIL  
 field type NIL  
 dungeon type NIL  
 lowest floor NIL

**10.5.84   Ω SCATTERING SOLITARY SUNNY-DAEMON**

level 85  
 element WOOD   **Flags** NIL  
 field type NIL  
 dungeon type NIL  
 lowest floor NIL

**10.5.85   Σ SCREAMING WIND-SANDS FATE-CASTLE**

level 70  
 element FIRE   **Flags** NIL  
 field type NIL  
 dungeon type NIL  
 lowest floor NIL

**10.5.86   Δ SECRETIVE DESTROYERS TRAGECTORY**

level 2  
 element FIRE   **Flags** NIL  
 field type DESERT  
 dungeon type NIL  
 lowest floor 2

**10.5.87   Ω SICKENED IMPRISONED WIDOW**

level 73  
 element WATER   **Flags** (CORDYCEPS AURORA-FEATHER DRILL-  
 field type NIL  
 dungeon type CASTLE  
 lowest floor (4)  
 IDOL BEARCAT-EGG CONQUEROR PURE-WATER ANTIDOTE RESTORATIVE)

10.5.88  $\Omega$  SINKING EVIL-EYED TWINS

**level** 85  
**element** EARTH **Flags** NIL  
**field type** NIL  
**dungeon type** NILN  
**lowest floor** NIL

10.5.89  $\Sigma$  SINKING SMILING MELODY

**level** 57  
**element** WATER **Flags** (ICE-LEG-MAIL IVORY-BARETTE SILVER-  
**field type** NIL  
**dungeon type** CASTLE  
**lowest floor** (4)  
 SCARAB ANTIDOTE BEARCAT-EGG BUBBLE-ROD CYGNUS DARK-STALKER  
 DRAGON-CREST FLOATING-RED-EYEBALL GRANGON HEALING-POTION  
 HOLY-NIGHT ICE-STRIKE ICE-TIGER-HOOD KRIS-ARMOR LINEN-CUIRASS  
 MAGES-SOUL PURE-WATER RECOVERY-DRINK RESTORATIVE RESURRECT  
 RIVER-SPEAR STAR-EATER SUMMON-WATER THE-HANGED-MAN THE-LOVERS  
 THE-MOON)

10.5.90  $\Theta$  SLEEPY SOLITARY MELODY

**level** 30  
**element** (WOOD) **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

10.5.91  $\Sigma$  SOARING-SKY MADNESS COMPASS

**level** 56  
**element** (DARKNESS) **Flags** (ANTIDOTE BLOODY-EGG COOKED-  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** (3)  
 BILE GOLDEN-EGG HEALING-POTION RESTORATIVE RESURRECT RIVER-  
 SPEAR SUMMON-NIGHT THE-HANGED-MAN)

Area where Sanjuro wanted to take the question-&-answer quest for a sword. If you visit this area after Sanjuro's contest, the dungeon contains lots of cooked bile. The field of this area is also a place where you can get virus core H, but you must data drain on a lot of monsters to do it.

**10.5.92   Θ   SOFT SOLITARY TRI-PANSY**

**level** 14  
**element** (WOOD) **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.93   Σ   SORROWFUL COUNTLESS TRI-PANSY**

**level** 63  
**element** DARKNESS **Flags** NIL  
**field type** EARTH  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.94   Ω   SORROWFUL DESPARED NEW-TRUTH**

**level** 80  
**element** WOOD **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** (3)

**10.5.95   Σ   SORROWFUL SWELTERING ARENA**

**level** 62  
**element** FIRE **Flags** (ANTIDOTE BEE-COMMANDO BURNING-OIL  
**field type** NIL  
**dungeon type** CAVE  
**lowest floor** NIL  
 FLAME-BLAST FLOWING-ROBES GOLDEN-EGG HEALING-POTION INVISIBLE-  
 EGG MEGATUMKURO RECOVERY-DRINK RESTORATIVE THE-LOVERS THE-  
 MOON)

**10.5.96   Σ   SPUN BLOODY TRAGEDY**

**level** 55  
**element** (EARTH) **Flags** (ICE-DRAGON SILVER-SCARAB SCARLET-  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** (3)

PLATE)

Area where Marlo wanted to go.

### 10.5.97 $\Lambda$ STALKING BETRAYED NOTHINGNESS

**level** 70  
**element** WATER **Flags** (BOUNCER-GLOVES HEALING-POTION PROTECT-  
**field type** NIL  
**dungeon type** CASTLE  
**lowest floor** (3)  
 RING PURE-WATER SKULL-DEVILGON SORAS-BLADES THE-LOVERS)  
 Keyword from the BBS in the game. A red wand is witnessed here.

### 10.5.98 $\Delta$ STALKING PASSED-OVER TWINS

**level** 16  
**element** EARTH **Flags** (SPRING-OF-MIST)  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** 5

### 10.5.99 $\Lambda$ STRAYED GAMBLERS FATE-CASTLE

**level** 32  
**element** THUNDER **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL  
 BT mentions this area in //SIGN.

### 10.5.100 $\Sigma$ TESTED MORPHEAN ALCHEMY

**level** NIL  
**element** NIL **Flags** (FIELDS-DEED)  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.101    Σ TESTED QUICKSILVER VALKYRIE**

**level** 52  
**element** WOOD    **Flags** (FOX-CREST SILVER-SCARAB IVORY-BARETTE)  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

MIASMA-WYVERN NAPYLON FOREST-HSIEN SKULL-HERO PINEY-APPLE  
 STONE-SOLLERET HEALING-POTION ANTIDOTE VIRUS-CRYSTAL WOOD-  
 SPRITE RESTORATIVE HOLY-SAP THE-MOON IMPS-LEG-MAIL LEAFBLIGHT)

In Outbreak, Helba invites Kite to this area for a meeting.

**10.5.102    Σ TURBULENT DISTRUSTING ICE-WALL**

**level** 54  
**element** WATER    **Flags** (COMAD-GOO DRAGON-CREST ICE-STRIKE)  
**field type** NIL  
**dungeon type** CASTLE  
**lowest floor** NIL

MAGES-SOUL SUMMON-WATER THE-HANGED-MAN WHITE-CHERRY)

Helba invites Kite to this area. It is initially protected & requires some gate hacking to enter. There's a boss at the bottom.

**10.5.103    Σ TURBULENT MADNESS REMAINS**

**level** 56  
**element** WOOD    **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.104    Δ TURBULENT MOMENTARY CODE**

**level** 7  
**element** (EARTH)    **Flags** (WELL-WATER)  
**field type** NIL  
**dungeon type** STONE-WALL  
**lowest floor** (3)

**10.5.105    Σ UNMATCHED WORSE ABYSS**

**level** 72  
**element** WATER **Flags** (FLOATING-RED-EYEBALL)  
**field type** SNOW  
**dungeon type** NIL  
**lowest floor** NIL  
 Piros invites Kite to this area.

**10.5.106    Ω UNSPEAKABLE FATED DOWNY-GROWTH**

**level** 80  
**element** EARTH **Flags** NIL  
**field type** NIL  
**dungeon type** NIL  
**lowest floor** NIL

**10.5.107    Σ UNUSUAL GHOSTLY REMNANT**

**level** 62  
**element** EARTH **Flags** (LIMINALITY-3 DOLL-AMULET SILVER-  
**field type** NIL  
**dungeon type** STONE-WALL  
**lowest floor** (4)  
 SCARAB SCARLET-PLATE ANTIDOTE ARTISANS-SOUL BEE-COMMANDO  
 FLOATING-RED-EYEBALL GAIAS-SPELL GOLDEN-EGG HEALING-POTION  
 IMMATURE-EGG LADYS-MAIL METEOR-STRIKE NEGA-GUARDIAN RESTORA-  
 TIVE RESURRECT SAND-HILL SPIN-FIGURE SUMMON-EARTH THE-LOVERS  
 THE-MOON WELL-WATER)

From Liminality part 3. Contains multiple floating red eyeballs. Many of the monsters are data bugs that must be drained before you can defeat them.

**10.5.108    Δ VAGUELY BETRAYED FORT-WALLS**

**level** 14  
**element** WATER **Flags** (HEAVY-METAL THOUSAND-TREES WATER-  
**field type** SNOW-1  
**dungeon type** CASTLE  
**lowest floor** 2

WITCH GUARDIAN CORDYCEPS STONE-TUTTLE)

Vaguely: Prty = P, Dun = +1, Wtr = Rainy Night

Betrayed: Prty = B, Field = Snow 1

Fort-Walls: Prty = F, Field = Wilderness 1, Wtr = Cloudy

server	name
$\Delta$	delta
$\Theta$	theta
$\Lambda$	lambda
$\Sigma$	sigma
$\Omega$	omega

Table 10.1: Servers &amp; the names used for them in the area databank.

### 10.5.109 $\Theta$ VOLUPTUOUS GOLDEN HYPHA

<b>level</b>	NIL	
<b>element</b>	NIL	<b>Flags</b> (FLYING-SAUCER)
<b>field type</b>	NIL	
<b>dungeon type</b>	NIL	
<b>lowest floor</b>	NIL	

### 10.5.110 $\Delta$ VOLUPTUOUS HER REMNANT

<b>level</b>	3	
<b>element</b>	(FIRE)	<b>Flags</b> (MAGICAL-GOBLIN CHICKEN-
<b>field type</b>	NIL	
<b>dungeon type</b>	DECORATED-CAVE	
<b>lowest floor</b>	NIL	

HAND SWORDMANOID DEADLY-MOTH GRUNT-MINTS THE-LOVERS THE-MOON STEEL-CAP INVISIBLE-EGG BURNING-OIL METEOR-SWARM FIRE-TEMPEST FACE-GUARD RESTORATIVE HEALTH-DRINK RING-MAIL ANTI-DOTE PLATE-ARMOR THE-FOOL THE-DEVIL HEALTH-DRINK)

This is a special dungeon in that the gott statue does not reload once you take the items from it. I think the keywords for this area are from Liminality part 1.

## 10.6 Data Format

The databank of areas is a single file in the file system. It contains many Lisp forms which are not nested. It may also contain comments & other whitespace.

Each top-level form is an [http://www.lispworks.com/reference/HyperSpec/Body/26\\_glo\\_a.htm#association.Lis](http://www.lispworks.com/reference/HyperSpec/Body/26_glo_a.htm#association.Lis) that describes an area.

The keys & their values permitted in the association lists that describe areas are:

**name** The server & keywords that identify the area. They are Lisp symbols, not strings. The server names are spelled out; Table 10.1 is a list of server

---

<sup>2</sup>association list

names. The keywords are from the lists of keywords. When a keyword is multiple words, hyphenate them to make a keyword in the databank. If keywords from the game are already hyphenated, retain the hyphen.

**level** Its value is a positive integer. It's the "level" reported by the area information window before you warp to an area.

**element** Its value must be one of the Lisp symbols FIRE, WATER, WOOD, EARTH, THUNDER, or DARKNESS.

**field-type** Describes the that part of the area which is not the dungeon. Its value should be one of the Lisp symbols *fxme*.

**weather** Describes the wather of the field. The value must be one of the Lisp symbols CLEAR, OVERCAST, RAIN.

**daytime** Describes the general time of day. Its value must be one of the Lisp symbols AFTERNOON, TWILIGHT, or NIGHT.

**dungeon-type** Describes the decor of the dungeon. Its value must be one of the Lisp symbols *fxme*.

**lowest-floor** Its value is a positive integer that describes the lowest floor of the dungeon. For all but a handful of areas, the lowest floor will be 1, 2, 3, 4, or 5.

**flags** It's value is a list of symbols, each of which indicates a monster, item, or other feature of the area. Monster names & item names are also possible

**html** It's value is a free-form string of HTML code. It can contain any natural language commentary that is appropriate. There is no maximum size nor other restrictions placed on this string, but it will not fit well into many reports. When printed, the text will be wrapped in `<p>` and `</p>` tags, though the HTML text is not assumed to be a single paragraph.

Only the NAME key/value pair is required.

### 10.6.1 Simple Example

Here's an example. If I just record the name, element, & level of  $\Delta$  Hidden, Forbidden, Holy Ground, I would have a databank entry like this:

```
((name delta hidden forbidden holy-ground)
 (level 6) (element water))
```

There isn't much detail, but this is the same level of detail I use on most databank entries.



### 10.6.2 More Complete Example

If I visited  $\Sigma$  Soaring-Sky, Madness, Compass & kept detailed records of what was there & why I went, I might have a databank entry like this one:

```
( (name sigma Soaring-Sky Madness Compass)
(lowest-floor 3)
(html ''Area where Sanjuro wanted to take the question-&-answer
quest for a sword.  If you visit this area after Sanjuro's
contest, the dungeon contains lots of cooked bile.  The field
of this area is also a place where you can get virus core
H, but you must use data drain on a lot of monsters to do
it.'')
(level 56)
(element darkness)
(daytime afternoon)
(weather rainy)
(flags antidote bloody-egg cooked-bile golden-egg healing-potion
restorative resurrect river-spear summon-night the-hanged-man))
```



# Chapter 11

## Trades

In *.hack // Outbreak*, I have completely traded with

- Alue
- Aqua Grunty on  $\Sigma$  server
- Bony Grunty on  $\Lambda$  server
- Flare
- Henako
- Hiram
- Jutah
- Koji
- Milky Grunty on  $\Sigma$  server
- Mutsuki
- NOVA
- Panta
- Sachiko
- Stare
- Terajima Ryoko
- Wing
- Yuji



# Chapter 12

## Links

- <http://dothack.wikia.com/wiki/.hack//Wiki><sup>1</sup>
- The official `.hack` portal <http://www.dothack.com/>. It requires Flash.
- <http://gamefaqs.com/><sup>2</sup> has `.hack` pages at <http://www.gamefaqs.com/console/ps2/data/15100.html>.  
neo987@sbcglobal.net<sup>3</sup> made a great map of area keywords which is available at [http://www.angelfire.com/ex/maniac/text/hack\\_keyword\\_effects.txt](http://www.angelfire.com/ex/maniac/text/hack_keyword_effects.txt)<sup>4</sup>  
or [http://db.gamefaqs.com/console/ps2/file/hack\\_keyword\\_effects.txt](http://db.gamefaqs.com/console/ps2/file/hack_keyword_effects.txt)<sup>5</sup>.

### 12.1 Wallpaper

- <http://www.altimit-os.net/><sup>6</sup> has the best selection of Altimit backgrounds that I've found. They have different resolutions & colors, and there are no copyright lines on the images.
- <http://www.rpgdreamer.com/><sup>7</sup> has some `.hack` wallpapers, but they throw pop-up ads & audio ads at you, and some Flash applet on that site sometimes crashes Internet Explorer 7.
- <http://theotaku.com/><sup>8</sup> has a lot of `.hack` wallpapers. Many of them are fan art. They throw some pop-up ads at you.

---

<sup>1</sup>`.hack` Wiki

<sup>2</sup>Game FAQs

<sup>3</sup>Neo987

<sup>4</sup>[http://www.angelfire.com/ex/maniac/text/hack\\_keyword\\_effects.txt](http://www.angelfire.com/ex/maniac/text/hack_keyword_effects.txt)

<sup>5</sup>[http://db.gamefaqs.com/console/ps2/file/hack\\_keyword\\_effects.txt](http://db.gamefaqs.com/console/ps2/file/hack_keyword_effects.txt)

<sup>6</sup>altimit-os.net

<sup>7</sup>RPG Dreamers

<sup>8</sup>theOtaku.com



# Appendix A

## Raw databank

My databank is a bunch of Lisp data. Here it is, in the raw.

```
;;;  
;;; $Header: /home/gene/library/website/docsrc/dhn/RCS/areas.lisp,v 395.1 2008/04/20 17:25:46 gene Exp $  
;;;
```

```
#S(AREA  
  :DUNGEON-TYPE nil  
  :ELEMENT fire  
  :FIELD-TYPE nil  
  :FLAGS ()  
  :LATEX ()  
  :LEVEL 89  
  :LOWEST-FLOOR 4  
  :NAME (omega merciless fatal core)  
  :TIME nil  
  :WEATHER nil)  
#S(AREA  
  :DUNGEON-TYPE niln  
  :ELEMENT earth  
  :FIELD-TYPE nil  
  :FLAGS ()  
  :LATEX ()  
  :LEVEL 85  
  :LOWEST-FLOOR nil  
  :NAME (omega sinking evil-eyed twins)  
  :TIME nil  
  :WEATHER nil)  
#S(AREA  
  :DUNGEON-TYPE nil  
  :ELEMENT wood  
  :FIELD-TYPE nil  
  :FLAGS ()  
  :LATEX ()
```

```

:LEVEL 85
:LOWEST-FLOOR nil
:NAME (omega scattering solitary sunny-daemon)
:TIME nil
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE nil
:ELEMENT water
:FIELD-TYPE snow
:FLAGS ()
:LATEX ()
:LEVEL 85
:LOWEST-FLOOR 5
:NAME (omega scattering light-trap giant)
:TIME nil
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE nil
:ELEMENT fire
:FIELD-TYPE nil
:FLAGS ()
:LATEX ()
:LEVEL 75
:LOWEST-FLOOR 5
:NAME (omega lost travelers stray-ball)
:TIME night
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE nil
:ELEMENT water
:FIELD-TYPE humus
:FLAGS ()
:LATEX ()
:LEVEL 87
:LOWEST-FLOOR 5
:NAME (omega ancient illusionary chaos)
:TIME night
:WEATHER rain)
#S(AREA
:DUNGEON-TYPE nil
:ELEMENT fire
:FIELD-TYPE scorching-2
:FLAGS (this-dungeon-is-small)
:LATEX ()
:LEVEL 27
:LOWEST-FLOOR 2
:NAME (theta dog-dancing farewell knights)
:TIME nil
:WEATHER nil)
#S(AREA

```



```

:DUNGEON-TYPE nil
:ELEMENT nil
:FIELD-TYPE humus
:FLAGS (spring-of-mist)
:LATEX ()
:LEVEL 9
:LOWEST-FLOOR 4
:NAME (delta ancient farewell chaos)
:TIME night
:WEATHER rainy)
#S(AREA
:DUNGEON-TYPE nil
:ELEMENT nil
:FIELD-TYPE humus
:FLAGS ()
:LATEX ()
:LEVEL 41
:LOWEST-FLOOR nil
:NAME (lambda dog-dancing corrupted hypha)
:TIME nil
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE nil
:ELEMENT nil
:FIELD-TYPE nil
:FLAGS (spiney-apple)
:LATEX ()
:LEVEL nil
:LOWEST-FLOOR nil
:NAME (theta greedy solitary melody)
:TIME nil
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE nil
:ELEMENT nil
:FIELD-TYPE nil
:FLAGS (flying-saucer)
:LATEX ()
:LEVEL nil
:LOWEST-FLOOR nil
:NAME (theta raging agonizing nothingness)
:TIME nil
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE nil
:ELEMENT nil
:FIELD-TYPE nil
:FLAGS (flying-saucer)
:LATEX ()

```

```

:LEVEL nil
:LOWEST-FLOOR nil
:NAME (theta voluptuous golden hypha)
:TIME nil
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE nil
:ELEMENT nil
:FIELD-TYPE nil
:FLAGS (flying-saucer)
:LATEX ()
:LEVEL nil
:LOWEST-FLOOR nil
:NAME (theta discovered passionate holy-ground)
:TIME nil
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE nil
:ELEMENT nil
:FIELD-TYPE nil
:FLAGS (golden-egg)
:LATEX ("There are golden eggs in the second room of the dungeon.")
:LEVEL nil
:LOWEST-FLOOR nil
:NAME (delta predatory ghostly spiral)
:TIME nil
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE castle
:ELEMENT water
:FIELD-TYPE snow-1
:FLAGS ()
:LATEX ()
:LEVEL 16
:LOWEST-FLOOR 3
:NAME (delta mysterious forbidden holy-ground)
:TIME afternoon
:WEATHER cloudy)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT darkness
:FIELD-TYPE earth
:FLAGS (spring-of-mist cooked-bile ominous-skull)
:LATEX ()
:LEVEL 90
:LOWEST-FLOOR 5
:NAME (omega lonely dusk paradise)
:TIME afternoon
:WEATHER cloudy)
#S(AREA

```

```

:DUNGEON-TYPE NIL
:ELEMENT WOOD
:FIELD-TYPE JUNGLE
:FLAGS NIL
:LATEX ("The field has only two portals.")
:LEVEL 7
:LOWEST-FLOOR 4
:NAME (DELTA ABRASIVE EMERALD CRACK)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT EARTH
:FIELD-TYPE NIL
:FLAGS (SPRING-OF-MIST)
:LATEX NIL
:LEVEL 16
:LOWEST-FLOOR 5
:NAME (DELTA STALKING PASSED-OVER TWINS)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE STONE-WALL
:ELEMENT WOOD
:FIELD-TYPE GRASSLAND
:FLAGS NIL
:LATEX NIL
:LEVEL 59
:LOWEST-FLOOR 4
:NAME (SIGMA INTIMIDATING PASSIONATE AQUA-FIELD)
:TIME NIL
:WEATHER (SUNNY))
#S(AREA
:DUNGEON-TYPE STONE-WALL
:ELEMENT THUNDER
:FIELD-TYPE GRASSLAND
:FLAGS NIL
:LATEX NIL
:LEVEL 49
:LOWEST-FLOOR 5
:NAME (LAMBDA PLUNDERED DUSK TWIN-HILLS)
:TIME NIL
:WEATHER (STORM))
#S(AREA
:DUNGEON-TYPE STONE-WALL
:ELEMENT THUNDER
:FIELD-TYPE GRASSLAND
:FLAGS NIL
:LATEX NIL
:LEVEL 75

```

```

:LOWEST-FLOOR 2
:NAME (OMEGA REJECTING FAREWELL VIRGIN)
:TIME NIL
:WEATHER (STORM))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT THUNDER
:FIELD-TYPE HUMUS
:FLAGS NIL
:LATEX NIL
:LEVEL 73
:LOWEST-FLOOR NIL
:NAME (OMEGA ANCIENT FANTASY CAPSULE)
:TIME NIL
:WEATHER (STORM))
#S(AREA
:DUNGEON-TYPE CASTLE
:ELEMENT FIRE
:FIELD-TYPE RED-HEAT
:FLAGS (OMINOUS-SKULL PANDORAS-BOX
ARMOR-GENERAL
PSYCHE-VISION
ASTRO-KING
FLAME-MAIDEN)
:LATEX NIL
:LEVEL 95
:LOWEST-FLOOR 4
:NAME (OMEGA CHOSEN DISTANT CORE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE CASTLE
:ELEMENT FIRE
:FIELD-TYPE RED-HEAT
:FLAGS NIL
:LATEX NIL
:LEVEL 69
:LOWEST-FLOOR 4
:NAME (SIGMA CHOSEN DISTANT CORE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT FIRE
:FIELD-TYPE DESERT-?
:FLAGS (SPRING-OF-MiST)
:LATEX NIL
:LEVEL 56
:LOWEST-FLOOR NIL
:NAME (SIGMA LOST RELETAVISTIC SAFE-HAVEN)

```

```

:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT EARTH
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 52
:LOWEST-FLOOR NIL
:NAME (SIGMA BEAUTIFUL GRIEVING ABYSS)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT THUNDER
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX ("BT mentions this area in //SIGN.")
:LEVEL 32
:LOWEST-FLOOR NIL
:NAME (LAMBDA STRAYED GAMBLERS FATE-CASTLE)
:TIME NIL
:WEATHER (RAINY))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT WOOD
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 29
:LOWEST-FLOOR NIL
:NAME (THETA RESURRECTING SNARING PILGRIMAGE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT WATER
:FIELD-TYPE SNOW-???
:FLAGS NIL
:LATEX NIL
:LEVEL 61
:LOWEST-FLOOR NIL
:NAME (SIGMA PLENTIOUS HARD-ROE SCAFFOLD)
:TIME NIL
:WEATHER (SNOW))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT THUNDER
:FIELD-TYPE NIL

```

```

:FLAGS NIL
:LATEX NIL
:LEVEL 63
:LOWEST-FLOOR NIL
:NAME (SIGMA SCATTERING FACING-MIRRORS COMPASS)
:TIME NIL
:WEATHER (RAINY))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT WOOD
:FIELD-TYPE GRASSLAND
:FLAGS NIL
:LATEX NIL
:LEVEL 9
:LOWEST-FLOOR NIL
:NAME (DELTA ATTRACTING WORST PRAIRY)
:TIME NIL
:WEATHER (CLOUDY))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT WATER
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 17
:LOWEST-FLOOR NIL
:NAME (DELTA SCATTERING PSEUDO TREASURY)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT DARKNESS
:FIELD-TYPE earth
:FLAGS NIL
:LATEX NIL
:LEVEL 63
:LOWEST-FLOOR NIL
:NAME (SIGMA SORROWFUL COUNTLESS TRI-PANSY)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT THUNDER
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX ("This area is unusual because the first two"
"floors of the dungeon are linear. In other"
"words, there are no rooms with more than two doors in"
"either the first or second floor of the dungeon."
"The third floor has exactly one room with more")

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"than two doors. So except for one room in the third floor,"
"the dungeon is completely linear.")
:LEVEL 72
:LOWEST-FLOOR 3
:NAME (OMEGA BARKING FATAL SACRIFICE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT EARTH
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 44
:LOWEST-FLOOR 5
:NAME (LAMBDA REINCARNATED SOMEONES FORT-WALLS)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT WATER
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 23
:LOWEST-FLOOR NIL
:NAME (THETA REJECTING BLOODY PURE-DEFENSE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT FIRE
:FIELD-TYPE DESERT
:FLAGS NIL
:LATEX NIL
:LEVEL 2
:LOWEST-FLOOR 2
:NAME (DELTA SECRETIVE DESTROYERS TRAGECTORY)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT FIRE
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 85
:LOWEST-FLOOR NIL
:NAME (OMEGA ABRASIVE BLOODY LIMIT)
:TIME NIL

```

```
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT EARTH
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 80
:LOWEST-FLOOR NIL
:NAME (OMEGA UNSPEAKABLE FATED DOWNY-GROWTH)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE CASTLE
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 79
:LOWEST-FLOOR NIL
:NAME (OMEGA MERCILESS CONFUSED VIRGIN)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WATER)
:FIELD-TYPE HUMUS
:FLAGS (SPRING-OF-MIST TADPOLE-SPACESHIP-IN-THE-SKY)
:LATEX NIL
:LEVEL 35
:LOWEST-FLOOR 4
:NAME (LAMBDA DETESTIBLE DISGRACED MARCH)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (FIRE)
:FIELD-TYPE NIL
:FLAGS (BURNING-OIL)
:LATEX NIL
:LEVEL 75
:LOWEST-FLOOR 5
:NAME (OMEGA EXCESSIVE AGONIZING FURNACE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (FIRE)
:FIELD-TYPE NIL
:FLAGS NIL
```



```

:LATEX ("Visit this area as part of Wiseman's plan.")
:LEVEL 75
:LOWEST-FLOOR NIL
:NAME (OMEGA CRUEL VINDICTIVE SCARS)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WATER)
:FIELD-TYPE NIL
:FLAGS (PURE-WATER)
:LATEX ("The music for this area is Piros's Theme"
"instead of the music that is usual for this field type.")
:LEVEL 67
:LOWEST-FLOOR 4
:NAME (SIGMA CURSED PAGAN LYRIC-POET)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE STONE-WALL
:ELEMENT (EARTH)
:FIELD-TYPE NIL
:FLAGS (WELL-WATER)
:LATEX NIL
:LEVEL 7
:LOWEST-FLOOR (3)
:NAME (DELTA TURBULENT MOMENTARY CODE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 11
:LOWEST-FLOOR NIL
:NAME (DELTA CHRONICLING HAUNTED AQUA-FIELD)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (FIRE)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 23
:LOWEST-FLOOR (3)
:NAME (THETA MYSTERIOUS GAMBLERS CABBAGE)
:TIME NIL

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```
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 46
:LOWEST-FLOOR NIL
:NAME (LAMBDA GREAT SOLITARY KALEIDOSCOPE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 32
:LOWEST-FLOOR NIL
:NAME (LAMBDA BURSTING SOLITARY KALEIDOSCOPE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 30
:LOWEST-FLOOR NIL
:NAME (THETA SLEEPY SOLITARY MELODY)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 17
:LOWEST-FLOOR NIL
:NAME (THETA BURSTING FORBIDDEN NEW-TRUTH)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS NIL
```

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:LATEX NIL
:LEVEL 14
:LOWEST-FLOOR NIL
:NAME (THETA SOFT SOLITARY TRI-PANSY)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 34
:LOWEST-FLOOR NIL
:NAME (LAMBDA BOUNDLESS SOLITARY ABYSS)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 26
:LOWEST-FLOOR NIL
:NAME (THETA GREEDY SOLITARY REMNANT)
:TIME NIL
:WEATHER (NIGHT))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (THUNDER)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 17
:LOWEST-FLOOR NIL
:NAME (THETA CHRONICLING HER TWIN-HILLS)
:TIME NIL
:WEATHER (RAIN))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (THUNDER)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 40
:LOWEST-FLOOR (4)
:NAME (LAMBDA BITTER DESTROYERS TWIN-HILLS)
:TIME NIL
:WEATHER (RAIN))

```

```

#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (DARKNESS)
:FIELD-TYPE NIL
:FLAGS (ANTIDOTE BLOODY-EGG
COOKED-BILE
GOLDEN-EGG
HEALING-POTION
RESTORATIVE
RESURRECT
RIVER-SPEAR
SUMMON-NIGHT
THE-HANGED-MAN)
:LATEX ("Area where Sanjuro wanted to take the question-\\&-answer"
"quest for a sword. If you visit this area after Sanjuro's"
"contest, the dungeon contains lots of cooked bile. The"
"field of this area is also a place where you can get virus"
"core H, but you must data drain on a lot of monsters" "to do it.")
:LEVEL 56
:LOWEST-FLOOR (3)
:NAME (SIGMA SOARING-SKY MADNESS COMPASS)
:TIME afternoon
:WEATHER RAINY)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (EARTH)
:FIELD-TYPE NIL
:FLAGS (ICE-DRAGON SILVER-SCARAB SCARLET-PLATE)
:LATEX ("Area where Marlo wanted to go.")
:LEVEL 55
:LOWEST-FLOOR (3)
:NAME (SIGMA SPUN BLOODY TRAGEDY)
:TIME afternoon
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (THUNDER)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 43
:LOWEST-FLOOR (4)
:NAME (LAMBDA REJECTING RELATIVISTIC TWIN-HILLS)
:TIME NIL
:WEATHER (STORMY-NIGHT))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS NIL

```

```

:LATEX NIL
:LEVEL 36
:LOWEST-FLOOR NIL
:NAME (LAMBDA HIDEOUS ORGAN-MARKET LIMIT)
:TIME NIL
:WEATHER (CLOUDY))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (FIRE)
:FIELD-TYPE NIL
:FLAGS (CURSED-HANDS SILVER-SCARAB YELLOW-CANDY)
:LATEX ("Recommended, or at least mentioned, in a message on the"
".hack // Mutation message board on"
"\htmladdnormallinkfoot{Game FAQs}{http://gamefaqs.com/}."
"I didn't find anything special here. The message on"
"the BBS suggested it was just for fun.")
:LEVEL 50
:LOWEST-FLOOR (3)
:NAME (LAMBDA NAMELESS DISTANT CORE)
:TIME afternoon
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX ("This area is the Net Slum. A message from Helba instructs"
"Kite to travel to $\Sigma$ Tested Quicksilver Valkyrie."
"Tartarga asks Kite & his friends to kill a monster that has"
"been living in the Net Slum since the end of Mutation.")
:LEVEL 30
:LOWEST-FLOOR NIL
:NAME (LAMBDA PULSATING TRUTHS CORE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS (MOUNTAIN-HELM YELLOW-CANDY
GRUNT-DOLL
THE-LOVERS
HOLY-SAP
GREEN-GALE
AMATEUR-BLADES
THE-HANGED-MAN
HEALTH-DRINK
THE-DEATH
GALE-BREATH)
:LATEX NIL

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:LEVEL 10
:LOWEST-FLOOR (2)
:NAME (DELTA QUIET OBLIVIOUS MESSENGER)
:TIME NIL
:WEATHER (NIGHT))
#S(AREA
:DUNGEON-TYPE DECORATED-CAVE
:ELEMENT (WOOD)
:FIELD-TYPE NIL
:FLAGS (THUNDER-ANKLET YELLOW-CANDY
SILVER-SCARAB
WOOD-STOCK
CURSED-BLADES
RED-SCISSORS
HELL-HOUND
THE-FOOL
HEALING-POTION
ANTIDOTE
RESTORATIVE
MAGES-SOUL
INVISIBLE-EGG
FIREMANS-COAT
THE-DEATH
RESURRECT
BLAZE-ARMOR
THE-HANGED-MAN
THE-DEVIL
FIREDRAKE-MAIL
HOLY-SAP
GOLDEN-EGG
INVISIBLE-EGG)
:LATEX NIL
:LEVEL 29
:LOWEST-FLOOR (3)
:NAME (THETA OUTPOURING FATAL HYPHA)
:TIME afternoon
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE DECORATED-CAVE
:ELEMENT (FIRE)
:FIELD-TYPE NIL
:FLAGS (MAGICAL-GOBLIN CHICKEN-HAND
SWORDMANOID
DEADLY-MOTH
GRUNT-MINTS
THE-LOVERS
THE-MOON
STEEL-CAP
INVISIBLE-EGG
BURNING-OIL

```

METEOR-SWARM  
 FIRE-TEMPEST  
 FACE-GUARD  
 RESTORATIVE  
 HEALTH-DRINK  
 RING-MAIL  
 ANTIDOTE  
 PLATE-ARMOR  
 THE-FOOL  
 THE-DEVIL  
 HEALTH-DRINK)  
 :LATEX ("This is a special dungeon in that the gott statue does"  
 "not reload once you take the items from it. I think"  
 "the keywords for this area are from Liminality part 1.")  
 :LEVEL 3  
 :LOWEST-FLOOR NIL  
 :NAME (DELTA VOLUPTUOUS HER REMNANT)  
 :TIME NIL  
 :WEATHER (CLOUDS))  
 #S(AREA  
 :DUNGEON-TYPE DECORATED-CAVE  
 :ELEMENT (WOOD)  
 :FIELD-TYPE NIL  
 :FLAGS (FLYING-ROTATING-GIANT ICE-BAR  
 GRUNT-DOLL  
 GRUNT-DOLL  
 HEAVY-METAL  
 WATER-WITCH  
 THOUSANDS-TREES  
 GALE-BREATH  
 HEALTH-DRINK  
 ANTIDOTE  
 HOLY-SAP  
 RESTORATIVE  
 THE-HANGED-MAN  
 HIKING-GEAR  
 INVISIBLE-EGG  
 GREEN-GALE  
 THE-DEATH  
 THE-LOVERS  
 GOLDEN-EGG  
 RESURRECT  
 MAGES-SOUL  
 WYRM-HIDE  
 HEALING-POTION)  
 :LATEX ("I think the keywords for this area are from Liminality part 1.")  
 :LEVEL 14  
 :LOWEST-FLOOR (3)  
 :NAME (DELTA HIDEOUS ORGAN-MARKET SCAFFOLD)  
 :TIME NIL

```

:WEATHER (NIGHT))
#S(AREA
:DUNGEON-TYPE CUT-STONE
:ELEMENT EARTH
:FIELD-TYPE NIL
:FLAGS (CERAMIC-HELM SILVER-SCARAB
RAINBOW-CARD
NOISY-WISP
PHANTOM-WING
MENHIR
RAINING-ROCKS
THE-HANGED-MAN
THE-MOON
THE-LOVERS
WELL-WATER
HEALTH-DRINK
GOLDEN-EGG
RESTORATIVE
RAGING-EARTH
IMMATURE-EGG
ANTIDOTE
FLARE-GUARD
FIRE-LIZARD
SOUL-BLADES
HEALING-POTION
IRON-ANKLET
SMITHS-GLOVES)
:LATEX ("I think the keywords for this area are from Liminality part 1.")
:LEVEL 19
:LOWEST-FLOOR (3)
:NAME (THETA DOG-DANCING PASSIONATE TRI-PANSY)
:TIME afternoon
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE CASTLE
:ELEMENT WATER
:FIELD-TYPE NIL
:FLAGS (HEADLESS-KING MUMMY-SCISSORS
KILLER-BOX
STAR-FISH
ICE-STRIKE
PURE-WATER
THE-DEATH
RESTORATIVE
RESURRECT
ANTIDOTE
STORM-BRACER
THE-DEVIL
HEALING-POTION
HANDS-OF-STORM

```



MAGES-SOUL  
 THUNDER-ARMOR)  
 :LATEX ("from Liminality part 2")  
 :LEVEL 38  
 :LOWEST-FLOOR (3)  
 :NAME (LAMBDA CAPRICIOUS UNENDING CORRIDOR)  
 :TIME NIL  
 :WEATHER NIL)  
 #S(AREA  
 :DUNGEON-TYPE NIL  
 :ELEMENT WOOD  
 :FIELD-TYPE NIL  
 :FLAGS (FOX-CREST SILVER-SCARAB  
 IVORY-BARETTE  
 MIASMA-WYVERN  
 NAPYLON  
 FOREST-HSIEN  
 SKULL-HERO  
 PINEY-APPLE  
 STONE-SOLLERET  
 HEALING-POTION  
 ANTIDOTE  
 VIRUS-CRYSTAL  
 WOOD-SPRITE  
 RESTORATIVE  
 HOLY-SAP  
 THE-MOON  
 IMPS-LEG-MAIL  
 LEAFBLIGHT)  
 :LATEX ("In Outbreak, Helba invites Kite to this area for a meeting.")  
 :LEVEL 52  
 :LOWEST-FLOOR NIL  
 :NAME (SIGMA TESTED QUICKSILVER VALKYRIE)  
 :TIME afternoon  
 :WEATHER nil)  
 #S(AREA  
 :DUNGEON-TYPE CASTLE  
 :ELEMENT WATER  
 :FIELD-TYPE NIL  
 :FLAGS (ICE-LEG-MAIL IVORY-BARETTE  
 SILVER-SCARAB  
 ANTIDOTE  
 BEARCAT-EGG  
 BUBBLE-ROD  
 CYGNUS  
 DARK-STALKER  
 DRAGON-CREST  
 FLOATING-RED-EYEBALL  
 GRANGON  
 HEALING-POTION

HOLY-NIGHT  
 ICE-STRIKE  
 ICE-TIGER-HOOD  
 KRIS-ARMOR  
 LINEN-CUIRASS  
 MAGES-SOUL  
 PURE-WATER  
 RECOVERY-DRINK  
 RESTORATIVE  
 RESURRECT  
 RIVER-SPEAR  
 STAR-EATER  
 SUMMON-WATER  
 THE-HANGED-MAN  
 THE-LOVERS  
 THE-MOON)  
   :LATEX NIL  
   :LEVEL 57  
   :LOWEST-FLOOR (4)  
   :NAME (SIGMA SINKING SMILING MELODY)  
   :TIME NIL  
   :WEATHER (EVENING))  
 #S(AREA  
   :DUNGEON-TYPE CASTLE  
   :ELEMENT WATER  
   :FIELD-TYPE NIL  
   :FLAGS (GOLDEN-GRUNTY SILVER-SCARAB  
 SILVER-SCARAB  
 BEARCAT-EGG  
 GOLDEN-EGG  
 HOUSE-GOLEM  
 RECOVER-DRINK  
 RESTORATIVE  
 THE-LOVERS  
 THE-MOON)  
   :LATEX ("Terajima~Ryoko invites Kite to this area. "  
   "There is an unnamed, big baddie at the"  
   "bottom of the dungeon. Kite saves" "Terajima~Ryoko from it.")  
   :LEVEL 62  
   :LOWEST-FLOOR (3)  
   :NAME (SIGMA GENEROUS BEMUSED VIRGIN)  
   :TIME afternoon  
   :WEATHER nil)  
 #S(AREA  
   :DUNGEON-TYPE LIVING  
   :ELEMENT FIRE  
   :FIELD-TYPE NIL  
   :FLAGS (MONSIE-4 LIMINALITY-3  
   MAGNOLIA-MISO  
   SILVER-SCARAB

```

IVORY-BARETTE
UNDEAD-VOODOO
HOUSE-GOLEM
HELLSTORM
FIREBALL-STORM
STONE-SOLLERET
BLOODY-EGG
SUMMON-FIRE
ANTIDOTE
GOLDEN-EGG)
:LATEX ("The house golems start as some kind of data bug."
"Had to beat it up \\& then data-drain it.")
:LEVEL 62
:LOWEST-FLOOR (4)
:NAME (SIGMA BARKING HOT-BLOODED 500-LOHAN)
:TIME NIL
:WEATHER (EVENING))
#S(AREA
:DUNGEON-TYPE CASTLE
:ELEMENT WATER
:FIELD-TYPE NIL
:FLAGS (COMAD-GOO DRAGON-CREST
ICE-STRIKE
MAGES-SOUL
SUMMON-WATER
THE-HANGED-MAN
WHITE-CHERRY)
:LATEX ("Helba invites Kite to this area. It is initialy"
"protected \\& requires some gate hacking to enter."
"There's a boss at the bottom.")
:LEVEL 54
:LOWEST-FLOOR NIL
:NAME (SIGMA TURBULENT DISTRUSTING ICE-WALL)
:TIME afternoon
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE CASTLE
:ELEMENT WATER
:FIELD-TYPE NIL
:FLAGS (BOUNCER-GLOVES HEALING-POTION
PROTECT-RING
PURE-WATER
SKULL-DEVILGON
SORAS-BLADES
THE-LOVERS)
:LATEX ("Keyword from the BBS in the game. A red"
"wand is witnessed here.")
:LEVEL 70
:LOWEST-FLOOR (3)
:NAME (LAMBDA STALKING BETRAYED NOTHINGNESS)

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:TIME NIL
:WEATHER (EVENING)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT WATER
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX ("One of the most unique areas." "It contains a cathedral,"
"not a regular field \\& dungeon." "This area plays an"
"important part in the stories of both" "SIGN \\& the games."
""
"Unlike what Crim says in //SIGN, a Fairy's Orb"
"in the game will no remove the clouds \\& make a bridge"
"visible.")
:LEVEL 6
:LOWEST-FLOOR NIL
:NAME (DELTA HIDDEN FORBIDDEN HOLY-GROUND)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE STONE-WALL
:ELEMENT EARTH
:FIELD-TYPE NIL
:FLAGS (LIMINALITY-3 DOLL-AMULET
SILVER-SCARAB
SCARLET-PLATE
ANTIDOTE
ARTISANS-SOUL
BEE-COMMANDO
FLOATING-RED-EYEBALL
GAIAS-SPELL
GOLDEN-EGG
HEALING-POTION
IMMATURE-EGG
LADYS-MAIL
METEOR-STRIKE
NEGA-GUARDIAN
RESTORATIVE
RESURRECT
SAND-HILL
SPIN-FIGURE
SUMMON-EARTH
THE-LOVERS
THE-MOON
WELL-WATER)
:LATEX ("From Liminality part 3."
"Contains multiple floating red eyeballs."
"Many of the monsters are data bugs that"
"must be drained before you can defeat" "them.")
:LEVEL 62

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:LOWEST-FLOOR (4)
:NAME (SIGMA UNUSUAL GHOSTLY REMNANT)
:TIME NIL
:WEATHER (NIGHT))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT DARKNESS
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 23
:LOWEST-FLOOR NIL
:NAME (THETA DRIPPING SILENT RAW-ORE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT DARKNESS
:FIELD-TYPE NIL
:FLAGS (ANKOKUSHIKI ANTIDOTE
        BLOODY-EGG
        CHAOS-SPELL
        COOKED-BILE
        DARK-TRAITOR
        EARTH-BEAST
        HEALING-POTION
        HOLY-NIGHT
        MAGES-SOUL
        RESTORATIVE
        THE-HANGED-MAN
        VIRUS-CRYSTAL)
:LATEX ("Lios accompanies Kite \\& Balmung to this area."
"Kite's party defeats a data bug for Lios \\&"
"then learn from Lios that CC corporation might"
"destroy the servers, thereby"
"removing any possibility of finding a cure for the coma "
"victims.")
:LEVEL 56
:LOWEST-FLOOR NIL
:NAME (SIGMA RISING IMPLACABLE SIPPING-BUG)
:TIME NIL
:WEATHER (EVENING))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT WATER
:FIELD-TYPE NIL
:FLAGS (HOUSE-GOLEM-DATA-BUG LIMINALITY-3
        3-FLOOR-TOWER
        IMPS-LEG-MAIL
        RECOVERY-DRINK

```

THE-DEVIL  
 HEALING-POTION  
 RESTORATIVE  
 BEARCAT-EGG  
 THE-FOOL  
 HAMMER-GLOVES  
 ICE-STRIKE  
 ANTIDOTE  
 BEE-COMMANDO  
 CYGNUS  
 PURE-WATER  
 ABSOLUTE-ZERO  
 GAIA-HANDS  
 SUMMON-WATER  
 THE-HANGED-MAN  
 RESURRECT  
 SILVER-SCARAB  
 LADYS-CAP)  
     :LATEX NIL  
     :LEVEL 61  
     :LOWEST-FLOOR NIL  
     :NAME (SIGMA NOISY SACRED RINGING-EARS)  
     :TIME NIL  
     :WEATHER NIL)  
 #S(AREA  
     :DUNGEON-TYPE CAVE  
     :ELEMENT WOOD  
     :FIELD-TYPE NIL  
     :FLAGS NIL  
     :LATEX NIL  
     :LEVEL 58  
     :LOWEST-FLOOR NIL  
     :NAME (SIGMA ANCIENT SOLITARY FAR-THUNDER)  
     :TIME afternoon  
     :WEATHER nil)  
 #S(AREA  
     :DUNGEON-TYPE NIL  
     :ELEMENT WOOD  
     :FIELD-TYPE NIL  
     :FLAGS NIL  
     :LATEX NIL  
     :LEVEL 56  
     :LOWEST-FLOOR NIL  
     :NAME (SIGMA TURBULENT MADNESS REMAINS)  
     :TIME NIL  
     :WEATHER NIL)  
 #S(AREA  
     :DUNGEON-TYPE LIVING  
     :ELEMENT FIRE  
     :FIELD-TYPE NIL

```

:FLAGS (BAT-EARRINGS BENKEIS-GUARD
FIREBALL-STORM
ANTIDOTE
BURNING-OIL
BL-YOKOHAMA
YELLOW-CANDY
MAGES-SOUL)
:LATEX ("BL Yokohama is in the Gott statue of this dungeon.")
:LEVEL 47
:LOWEST-FLOOR (3)
:NAME (LAMBDA BOTTOMLESS SOUL KALEIDOSCOPE)
:TIME NIL
:WEATHER (NIGHT))
#S(AREA
:DUNGEON-TYPE CAVE
:ELEMENT WOOD
:FIELD-TYPE NIL
:FLAGS (BENT-GLASSES SILVER-SCARAB IVORY-BARETTE PINEY-APPLE)
:LATEX NIL
:LEVEL 47
:LOWEST-FLOOR (3)
:NAME (LAMBDA LIGHTLESS SACRED REMAINS)
:TIME afternoon
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE CAVE
:ELEMENT WOOD
:FIELD-TYPE NIL
:FLAGS (ANTIDOTE ARTISANS-SOUL
DALAGON
DALAGON-DATA-BUG
FLOWING-ROBES
FOX-CREST
FROST-HAUBERK
GRYGON
GRYGON-DATA-BUG
HEALING-POTION
HOLY-SAP
ICE-TIGER-HOOD
INVISIBLE-EGG
JUNGLE-RAGE
LADYS-SHOES
LEAFBLIGHT
MUSHROOM
ORG-NAPYLON
RECOVERY-DRINK
RED-WYRM
RED-WYRM-DATA-BUG
RESTORATIVE
SCARLET-PLATE

```

SCENT-OF-GERO  
 SUMMON-WOOD  
 THE-LOVERS  
 THE-MOON  
 WOOD-SPRITE)  
 :LATEX NIL  
 :LEVEL 65  
 :LOWEST-FLOOR (4)  
 :NAME (SIGMA ANCIENT DESTROYERS BATTLEFIELD)  
 :TIME NIL  
 :WEATHER (CLOUDY-NIGHT))  
 #S(AREA  
 :DUNGEON-TYPE CAVE  
 :ELEMENT FIRE  
 :FIELD-TYPE NIL  
 :FLAGS (ANTIDOTE BURNING-OIL  
 DARK-STALKER  
 FLAME-BLAST  
 GRUNT-MINTS  
 INVISIBLE-EGG  
 IMPS-LEG-MAIL  
 RECOVERY-DRINK  
 RESTORATIVE  
 STONE-SOLLERET  
 THE-MOON)  
 :LATEX ("Rachel's Delivery Service")  
 :LEVEL 56  
 :LOWEST-FLOOR NIL  
 :NAME (SIGMA EXPANSIVE CORRUPTED RIDGELINE)  
 :TIME afternoon  
 :WEATHER nil)  
 #S(AREA  
 :DUNGEON-TYPE CAVE  
 :ELEMENT FIRE  
 :FIELD-TYPE NIL  
 :FLAGS (ANTIDOTE BEE-COMMANDO  
 BURNING-OIL  
 FLAME-BLAST  
 FLOWING-ROBES  
 GOLDEN-EGG  
 HEALING-POTION  
 INVISIBLE-EGG  
 MEGATUMKURO  
 RECOVERY-DRINK  
 RESTORATIVE  
 THE-LOVERS  
 THE-MOON)  
 :LATEX NIL  
 :LEVEL 62  
 :LOWEST-FLOOR NIL



```

:NAME (SIGMA SORROWFUL SWELTERING ARENA)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE CASTLE
:ELEMENT WATER
:FIELD-TYPE NIL
:FLAGS (NIGHTMARE SAND-MOUNTAIN
      PURE-WATER
      THE-MOON
      BEARCAT-EGG
      HEADHUNTER-DATA-BUG
      ICE-STRIKE
      ANTIDOTE
      CYGNUS
      LADY-KILLERS
      BOXED-LUNCH)
:LATEX NIL
:LEVEL 67
:LOWEST-FLOOR NIL
:NAME (SIGMA GREEDY GAMBLERS DRIFT)
:TIME NIL
:WEATHER (NIGHT))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT NIL
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX ("Kite goes here because a message on the message"
"board of The World says the area is \"cursed\", "
"but Kite doesn't find any curse. After defeating the"
"boss, you might return to the area to loot"
"the Gott statue, but you'll find"
"that someone has beat you to it.")
:LEVEL NIL
:LOWEST-FLOOR NIL
:NAME (SIGMA FLEETING FALLOW CHAOS)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT NIL
:FIELD-TYPE NIL
:FLAGS (FIELDS-DEED)
:LATEX NIL
:LEVEL NIL
:LOWEST-FLOOR NIL
:NAME (SIGMA TESTED MORPHEAN ALCHEMY)
:TIME NIL
:WEATHER NIL)

```

```

#S(AREA
  :DUNGEON-TYPE NIL
  :ELEMENT WOOD
  :FIELD-TYPE NIL
  :FLAGS NIL
  :LATEX NIL
  :LEVEL 80
  :LOWEST-FLOOR (3)
  :NAME (OMEGA SORROWFUL DESPARED NEW-TRUTH)
  :TIME afternoon
  :WEATHER nil)
#S(AREA
  :DUNGEON-TYPE NIL
  :ELEMENT NIL
  :FIELD-TYPE NIL
  :FLAGS NIL
  :LATEX NIL
  :LEVEL NIL
  :LOWEST-FLOOR NIL
  :NAME (OMEGA INCESSANT DESTROYERS PILGRIMAGE)
  :TIME NIL
  :WEATHER NIL)
#S(AREA
  :DUNGEON-TYPE NIL
  :ELEMENT FIRE
  :FIELD-TYPE NIL
  :FLAGS (AURORA-FEATHER WOOD-MAIDEN
JEALOUS-COBRA
HELLSTORM
ROCK-N-ROLL
THE-HANGED-MAN
RESURRECT
ENJA
SNAKEY-CACTUS
SPRING-OF-MIST
SOUJN
SPLATTER-AXE
BLOODY-EGG
INFERNO-STRIKE
THE-DEATH
GOLDEN-EGG
BLAZING-SPEAR
THE-LOVERS
HACHIYOU
HEALING-POTION
RECOVERY-DRINK
RESTORATIVE
INFERNO-STRIKE
CONQUEROR
RAVEN-CREST

```

RUBY-BROOCH  
 ANTIDOTE  
 ALUCARD  
 DRILL-IDOL  
 BURNING-OIL  
 ARTISANS-SOUL)  
 :LATEX NIL  
 :LEVEL 72  
 :LOWEST-FLOOR (4)  
 :NAME (OMEGA DAZZLING GOLDEN GIANT)  
 :TIME NIL  
 :WEATHER NIL)  
 #S(AREA  
 :DUNGEON-TYPE CASTLE  
 :ELEMENT WATER  
 :FIELD-TYPE NIL  
 :FLAGS (CORDYCEPS AURORA-FEATHER  
 DRILL-IDOL  
 BEARCAT-EGG  
 CONQUEROR  
 PURE-WATER  
 ANTIDOTE  
 RESTORATIVE)  
 :LATEX NIL  
 :LEVEL 73  
 :LOWEST-FLOOR (4)  
 :NAME (OMEGA SICKENED IMPRISONED WIDOW)  
 :TIME NIL  
 :WEATHER (EVENING))  
 #S(AREA  
 :DUNGEON-TYPE NIL  
 :ELEMENT FIRE  
 :FIELD-TYPE NIL  
 :FLAGS NIL  
 :LATEX NIL  
 :LEVEL 69  
 :LOWEST-FLOOR NIL  
 :NAME (SIGMA ABRASIVE FALSE TRAGEDY)  
 :TIME NIL  
 :WEATHER NIL)  
 #S(AREA  
 :DUNGEON-TYPE NIL  
 :ELEMENT WATER  
 :FIELD-TYPE HUMUS  
 :FLAGS (SPRING-OF-MIST THIS-DUNGEON-IS-HUGE)  
 :LATEX NIL  
 :LEVEL 81  
 :LOWEST-FLOOR (5)  
 :NAME (OMEGA BEAUTIFUL ORANGE 500-LOHAN)  
 :TIME NIL

```

:WEATHER (RAIN EVENING))
#S(AREA
:DUNGEON-TYPE CASTLE
:ELEMENT WOOD
:FIELD-TYPE HUMUS
:FLAGS (DARK-STARFISH MUSHROOM DRYGON PUMPKIN-HEAD PAZUZU FIRE-MAIDEN)
:LATEX NIL
:LEVEL 85
:LOWEST-FLOOR NIL
:NAME (OMEGA ANCIENT SOUL FOOTSTEP)
:TIME NIL
:WEATHER (NIGHT))
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT FIRE
:FIELD-TYPE NIL
:FLAGS NIL
:LATEX NIL
:LEVEL 70
:LOWEST-FLOOR NIL
:NAME (SIGMA SCREAMING WIND-SANDS FATE-CASTLE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT WATER
:FIELD-TYPE SNOW
:FLAGS (FLOATING-RED-EYEBALL)
:LATEX ("Piros invites Kite to this area.")
:LEVEL 72
:LOWEST-FLOOR NIL
:NAME (SIGMA UNMATCHED WORSE ABYSS)
:TIME afternoon
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT WOOD
:FIELD-TYPE JUNGLE
:FLAGS NIL
:LATEX NIL
:LEVEL 17
:LOWEST-FLOOR NIL
:NAME (DELTA LONELY FATAL SECRET-TOWER)
:TIME afternoon
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT FIRE
:FIELD-TYPE NIL
:FLAGS NIL

```

```

:LATEX NIL
:LEVEL 17
:LOWEST-FLOOR NIL
:NAME (DELTA DYING SNARING CORE)
:TIME NIL
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT EARTH
:FIELD-TYPE WASTELAND
:FLAGS NIL
:LATEX NIL
:LEVEL 86
:LOWEST-FLOOR NIL
:NAME (OMEGA PREDATORY CONFUSED TWINS)
:TIME afternoon
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE NIL
:ELEMENT FIRE
:FIELD-TYPE SCORCHING-1
:FLAGS (ALUCARD)
:LATEX ("Corroded: PRTY = P, Field = Desert 1, Portals = Many,
      OBT = Start

      Reborn: PRTY = Q, Dun = +7, Wtr = Evening, OBT = Start

      Great Seal: PRTY = F, Field = Scorching 1, Wtr = Night,
      OBT = Event

      So I predict Scorching 1, Night.")
:LEVEL 75
:LOWEST-FLOOR 4
:NAME (OMEGA CORRODED REBORN GREAT-SEAL)
:TIME NIGHT
:WEATHER NIL)
#S(AREA
:DUNGEON-TYPE castle
:ELEMENT WATER
:FIELD-TYPE snow-1
:FLAGS (heavy-metal thousand-trees water-witch guardian cordyceps stone-tuttle)
:LATEX ("Vaguely: Prty = P, Dun = +1, Wtr = Rainy Night

      Betrayed: Prty = B, Field = Snow 1

      Fort-Walls: Prty = F, Field = Wilderness 1, Wtr = Cloudy")
:LEVEL 14
:LOWEST-FLOOR 2
:NAME (delta vaguely betrayed fort-walls)
:TIME nil

```

```

:WEATHER cloudy)
#S(AREA
:DUNGEON-TYPE castle
:ELEMENT WATER
:FIELD-TYPE snow-1
:FLAGS (cordyceps menhir scarlet-king arrow-fish onimusha)
:LATEX ("Resonating: Prty = J, Wtr = Evening

        Soul: Prty = Q, Field = Night

        Excavation: Prty = Q

        I'm not entirely certain the field type is
        SNOW-1.")
:LEVEL 17
:LOWEST-FLOOR 2
:NAME (delta resonating soul excavation)
:TIME nil
:WEATHER cloudy)
#S(AREA
:DUNGEON-TYPE stone-wall
:ELEMENT thunder
:FIELD-TYPE grassland
:FLAGS (ogre cursed-blades mu-guardian grandpa red-scissors goil-menhir hell-hound)
:LATEX ("Great: Prty=D

        Agonizing: Prty=Q, Field=Scorching 1

        Twin-Hills: Prty=F, Field=Grassland, Wtr=Stormy Afternoon")
:LEVEL 28
:LOWEST-FLOOR 3
:NAME (delta great agonizing twin-hills)
:TIME afternoon
:WEATHER stormy)
#S(AREA
:DUNGEON-TYPE stone-wall
:ELEMENT thunder
:FIELD-TYPE grassland
:FLAGS (ironball-freak grandpa armor-shogun lead-snakoid snappy-grass hammer-shark cannib
:LATEX ("Greedy: Prty=P Time=Night

        Confused: Prty=H Wtr=Cloudy

        Twin-Hills: Prty=F, Field=Grassland, Wtr=Stormy Afternoon")
:LEVEL 25
:LOWEST-FLOOR 5
:NAME (theta greedy confused twin-hills)
:TIME night
:WEATHER stormy)
#S(AREA

```

```

:DUNGEON-TYPE castle
:ELEMENT water
:FIELD-TYPE nil
:FLAGS (nobunaga-soul lamia-assassin druid-witch moonlighter big-eyes)
:LATEX ("")
:LEVEL 41
:LOWEST-FLOOR 5
:NAME (lambda lightless imprisoned code)
:TIME nil
:WEATHER nil)
#S(AREA
:DUNGEON-TYPE cave
:ELEMENT thunder
:FIELD-TYPE humus
:FLAGS (drygon madam-niagara pandoras-box grandpa cerberus hell-slicer psyche-vision)
:LATEX ("Many monsters in this field \\& this dungeon have
        physical tolerance. It might be best to take two
        wave masters.")
:LEVEL 92
:LOWEST-FLOOR 5
:NAME (omega chosen orange treasure-gem)
:TIME night
:WEATHER stormy)
#S(AREA
:DUNGEON-TYPE stone-wall
:ELEMENT earth
:FIELD-TYPE wasteland
:FLAGS (swordmanoid goblin deadly-moth disco-knife well-water)
:LATEX nil
:LEVEL 2
:LOWEST-FLOOR 2
:NAME (delta chatting imprisoned fallen-angel)
:TIME noon
:WEATHER cloudy)
#S(AREA
:DUNGEON-TYPE castle
:ELEMENT water
:FIELD-TYPE snow-1
:FLAGS (earth-maiden napylon forest-hsien pure-water deadly-present skull-hero)
:LATEX ("Clean: prty=P field=snow-1"
""
"Imprisoned: prty=Q wtr=afternoon"
""
"Fallen-Angel: prty=0")
:LEVEL 53
:LOWEST-FLOOR 2
:NAME (sigma clean imprisoned fallen-angel)
:TIME afternoon
:WEATHER clear)

```

;;; --- end of file ---



# Appendix B

## Source code

Here are the two files of Lisp which produced the reports.

### B.1 x.lisp

```
;;; -*- Mode: Lisp -*-
;;; $Header: /home/gene/library/website/docsrc/dhn/RCS/x.lisp,v 395.1 2008/04/20 17:25:46 gene Exp $
;;;
;;; Copyright (c) 2005 Gene Michael Stover. All rights reserved.

(defun mappend (fn &rest the-lists)
  "Apply FN to each element of the lists and append the results."
  (apply #'append (apply #'mapcar fn the-lists)))

(defstruct area
  dungeon-type
  element
  field-type
  flags
  latex
  level
  lowest-floor
  name      ; list of (server part-a part-b part-c)
  time
  weather)

(defun area-name-string (area)
  (format nil "$\\~:(~A~)$~{ ~A~}"
    (first (area-name area))
    (rest (area-name area))))

(defun area-label (area)
  (format nil "area~{-~A~}" (area-name area)))
```

```

(defun db ()
  "Return a copy of the databank, *DB*, so it can be sorted
without fear of breaking things."
  (with-open-file (strm "areas.lisp")
    (labels ((next () (read strm nil strm)))
      (do ((x (next) (next))
          (lst () (cons x lst)))
          ((eq x strm) lst)
          (format t "~&(file-position ~A) is ~A" (truename strm)
                  (file-position strm))
          (force-output))))))

(defun area-field-less-p (x y)
  (string-lessp (area-field-type x) (area-field-type y)))

(defun area-level-less-p (x y)
  (let ((xx (if (numberp (area-level x))
                (area-level x)
                0))
        (yy (if (numberp (area-level y))
                (area-level y)
                0)))
    (< xx yy)))

(defun area-name-less-p (x y)
  "Compare two area by their names. Area name is list of
four symbols: server, a-part, b-part, & c-part."
  (declare (type area x y))
  (let ((nx (area-name x))
        (ny (area-name y)))
    (or (string-lessp (second nx) (second ny))
        (and (string-equal (second nx) (second ny))
              (string-lessp (third nx) (third ny)))
        (and (string-equal (second nx) (second ny))
              (string-equal (third nx) (third ny))
              (string-lessp (fourth nx) (fourth ny))))))

(defun make-report (filename print &key lessp (key #'identity)
                  (prefix "") (postfix ""))
  (declare (type string filename)
           (type function print)
           (type (or function symbol) lessp)
           (type function key)
           (type string prefix)
           (type string postfix))
  (with-open-file (strm (make-pathname :name filename :type "tex"
                                       :version :newest)
                   :direction :output
                   :element-type 'character
                   :if-exists :supersede)

```

```

:if-does-not-exist :create)
  (format t "~&Creating report in ~A." (truename str))
  (force-output)
  (format str "~&% ~A" filename) (force-output str)
  (format str "~&~A" prefix) (force-output str)
  (mapc #'(lambda (area)
    (format t "~&Print ~S" area) (force-output)
    (funcall print area str) (force-output str)))
  (if lessp
    (sort (db) lessp :key key)
    (db))
  (format str "~&~A" postfix)
  (format str "~&"))))

(defun print-area-detail (area str)
  (format str "%\\subsection{~A}" (area-name-string area))
  (format str "%\\label{~A}" (area-label area))
  (format str "%\\begin{tabular}{r} \\")
  (format str " \\")
  (format str "%{\\bf level} & ~A" (area-level area))
  (format str " \\")
  (format str "%{\\bf element} & ~A" (area-element area))
  (format str " \\")
  (format str "%{\\bf field type} & ~A" (area-field-type area))
  (format str " \\")
  (format str "%{\\bf dungeon type} & ~A" (area-dungeon-type area))
  (format str " \\")
  (format str "%{\\bf lowest floor} & ~A" (area-lowest-floor area))
  (format str "%\\end{tabular}")
  (format str "%\\noindent {\\bf Flags} ~A" (area-flags area))
  (format str "%")
  (format str "~{~A~}" (area-latex area)))

(defvar *level-field-name-prefix*
  (with-output-to-string (str)
    (format str "~&\\begin{tabular}{|r|r|r|r|r|r|r|} \\")
    (format str "~&{\\bf server}")
    (format str " & {\\bf A part}")
    (format str " & {\\bf B part}")
    (format str " & {\\bf C part}")
    (format str " & {\\bf level}")
    (format str " & {\\bf field type}")
    (format str " & {\\bf section}")
    (format str " \\ \\hline")))

(defvar *level-field-name-postfix* (format nil "~&\\end{tabular}"))

(defun print-area-level-field-name (area str)
  (format str "~&$\\~:(~A~)$" (first (area-name area)))
  (format str " & ~A" (second (area-name area)))

```

```
(format strm " & ~A" (third (area-name area)))
(format strm " & ~A" (fourth (area-name area)))
(format strm " & ~A" (area-level area))
(format strm " & ~A" (area-field-type area))
(format strm " & \\ref{~A}" (area-label area))
(format strm " \\ \\ \\ \\hline")

(defun latex-safe (x)
  "Given a character, return that character or a string
  which will be safe to print to a LaTeX file."
  (case x
    (#\# "\\#")
    (#\& "\\&")
    (#\_ "\\_")
    (#\\ "\\ \\")
    (otherwise x)))

;;; --- end of file ---
```

## B.2 report.sh

```
#!/bin/sh

clisp -x "(load \"report.lisp\")"
```

## Appendix C

# Other File Formats

- This document is available in multi-file HTML format at [./](#)<sup>1</sup> .
- This document is available in Pointless Document Format (PDF) at [dhn.pdf](#)<sup>2</sup> .

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<sup>1</sup><http://cybertiggyr.com/gene/dhn/>

<sup>2</sup><http://cybertiggyr.com/gene/dhn/dhn.pdf>



# Bibliography

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<http://www.CyberTiggyr.COM/gene/htdocs/dhack-i/>.