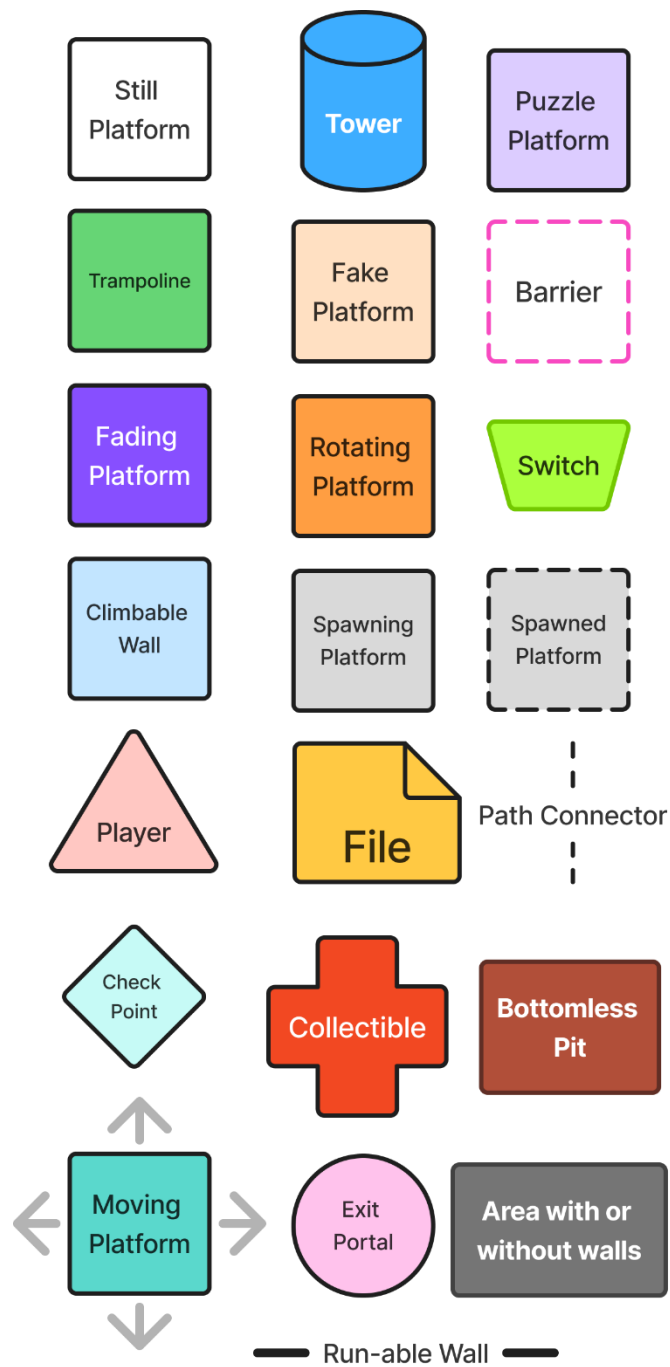


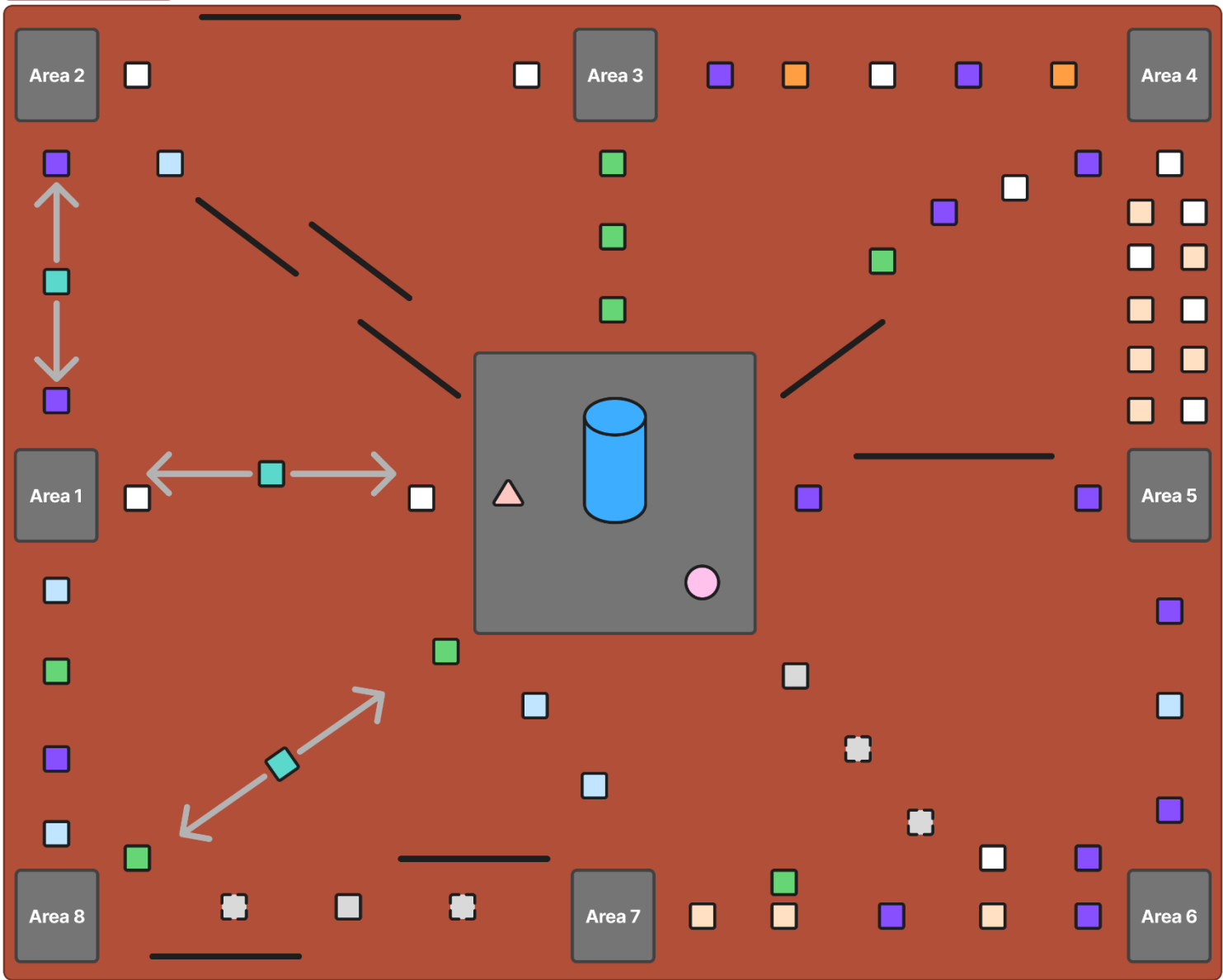
These are the layout key for all the maps



Note that the maps below are not set in stone and will not reflect the final version of the game

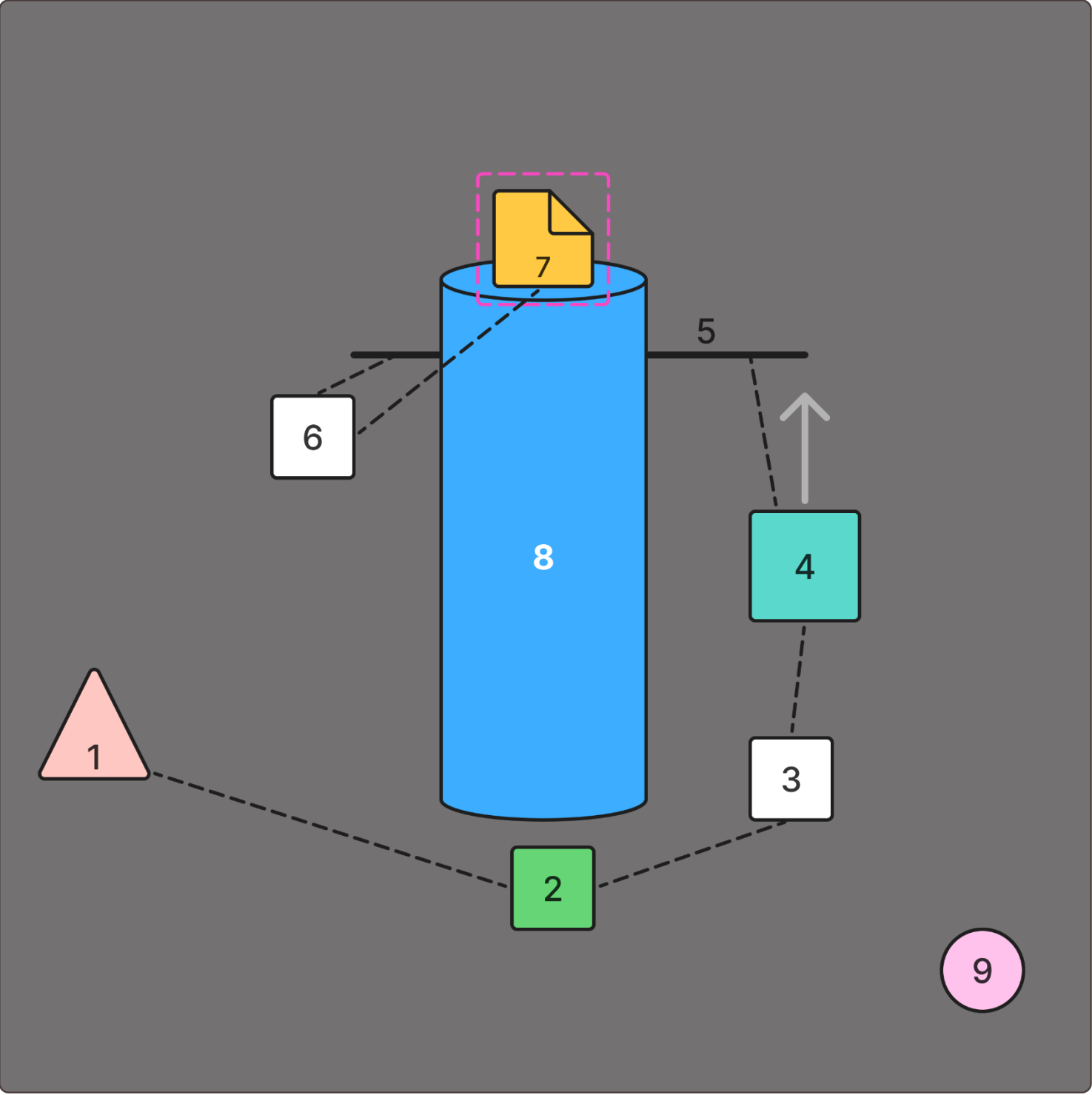
Area Connectivity Map

Area Conectivity Layout



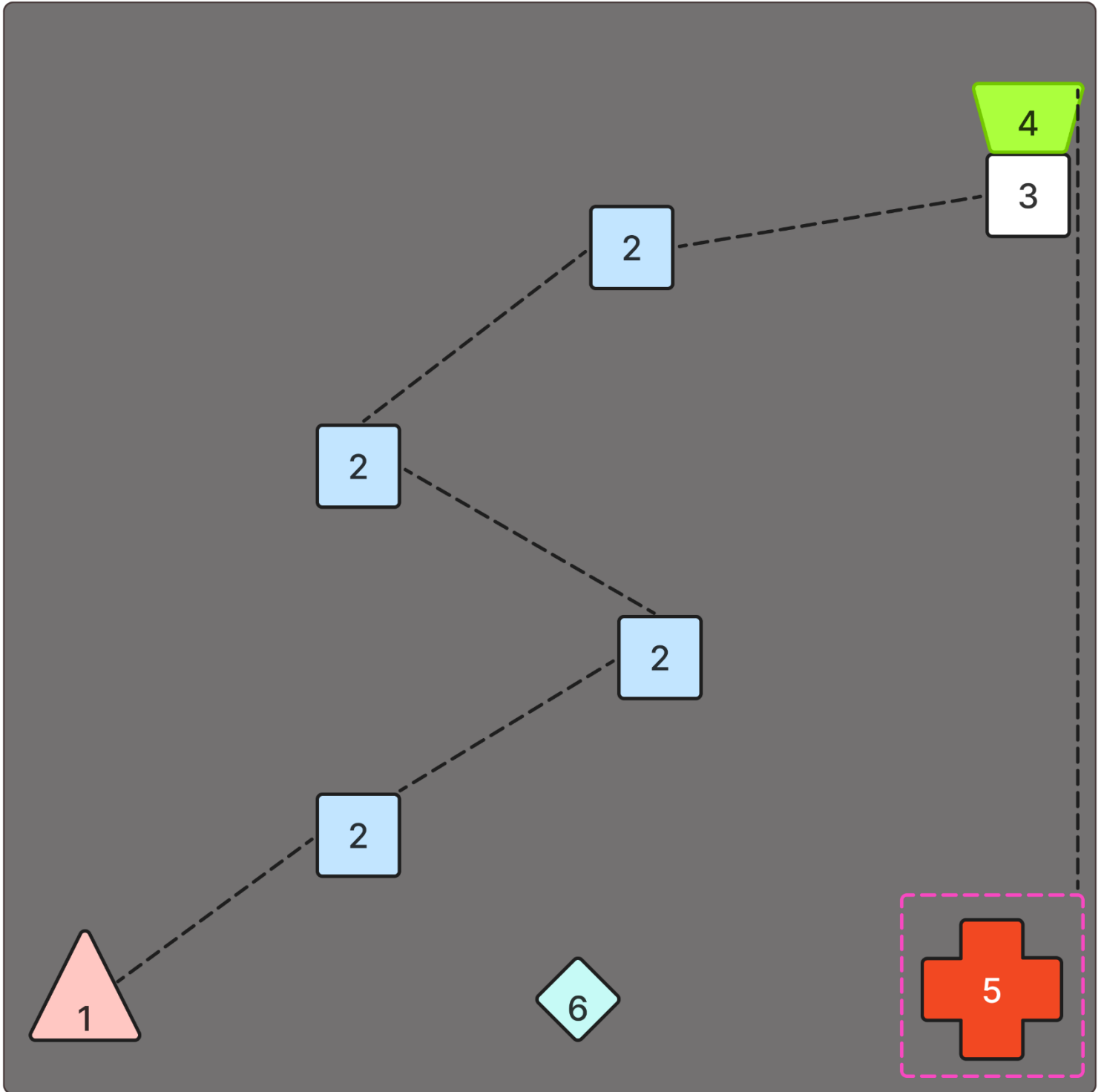
The Main Area Map

Main Area



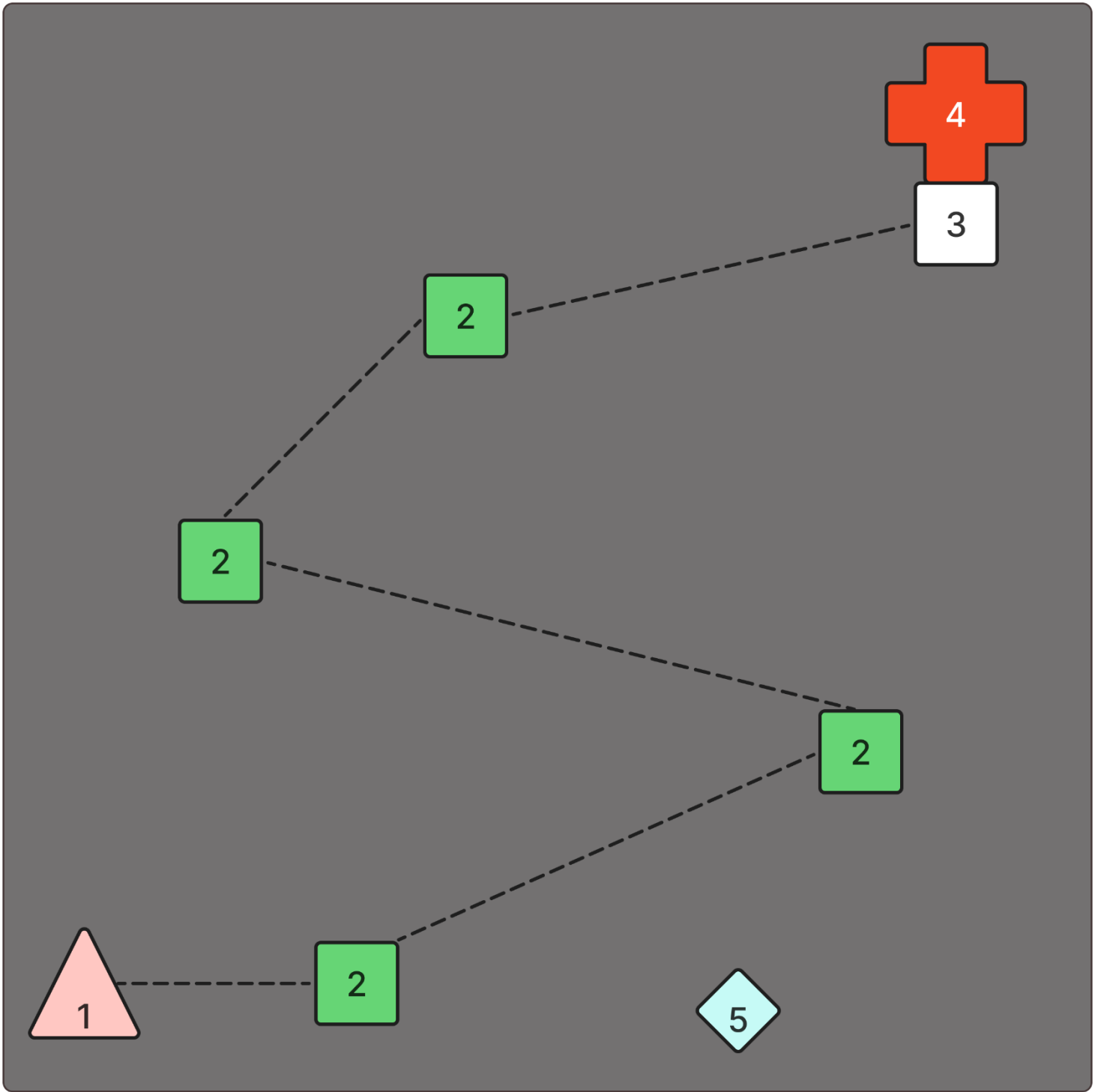
Area 1 Map

Area 1



Area 2 Map

Area 2

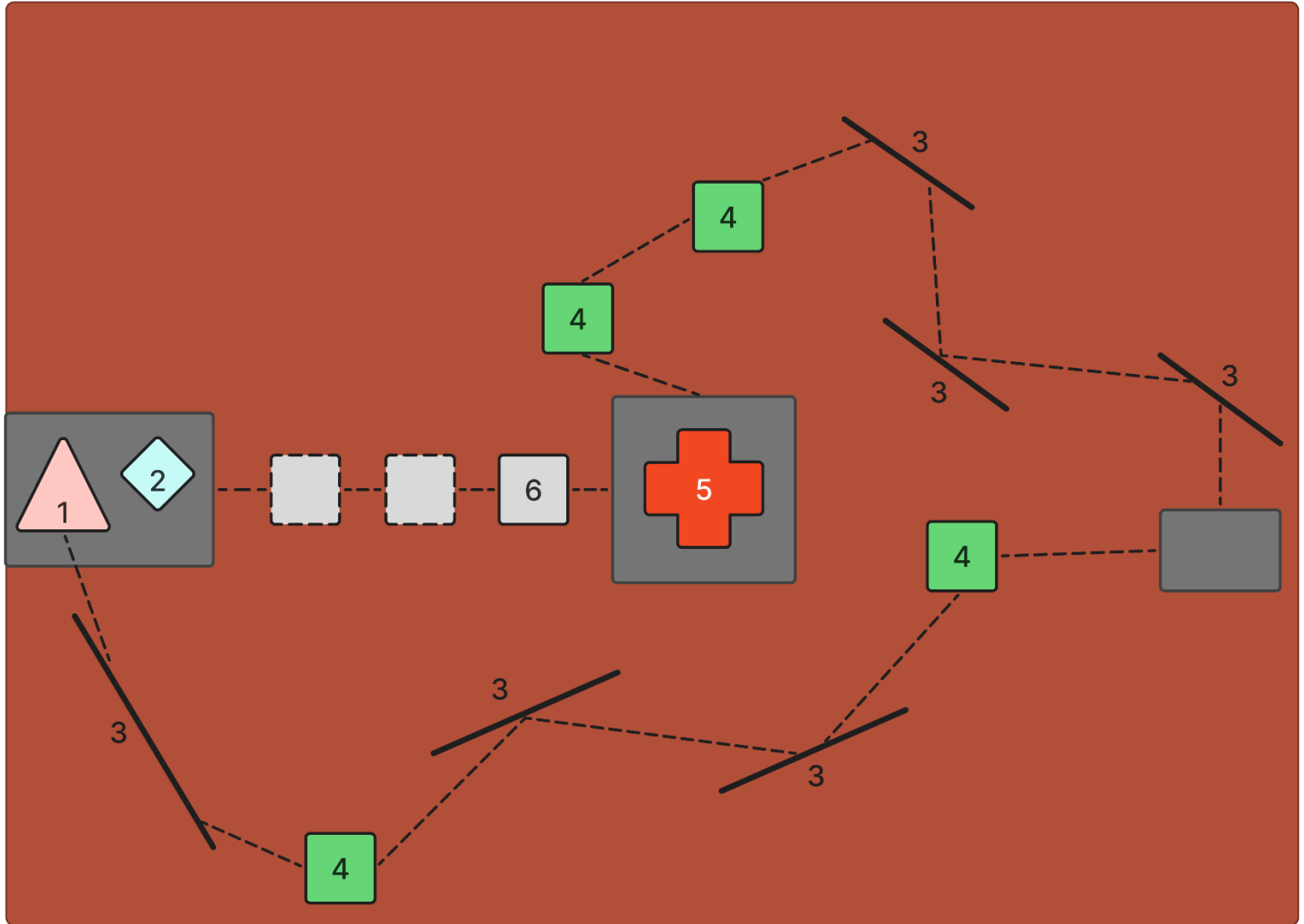


[illegible]

Area 3

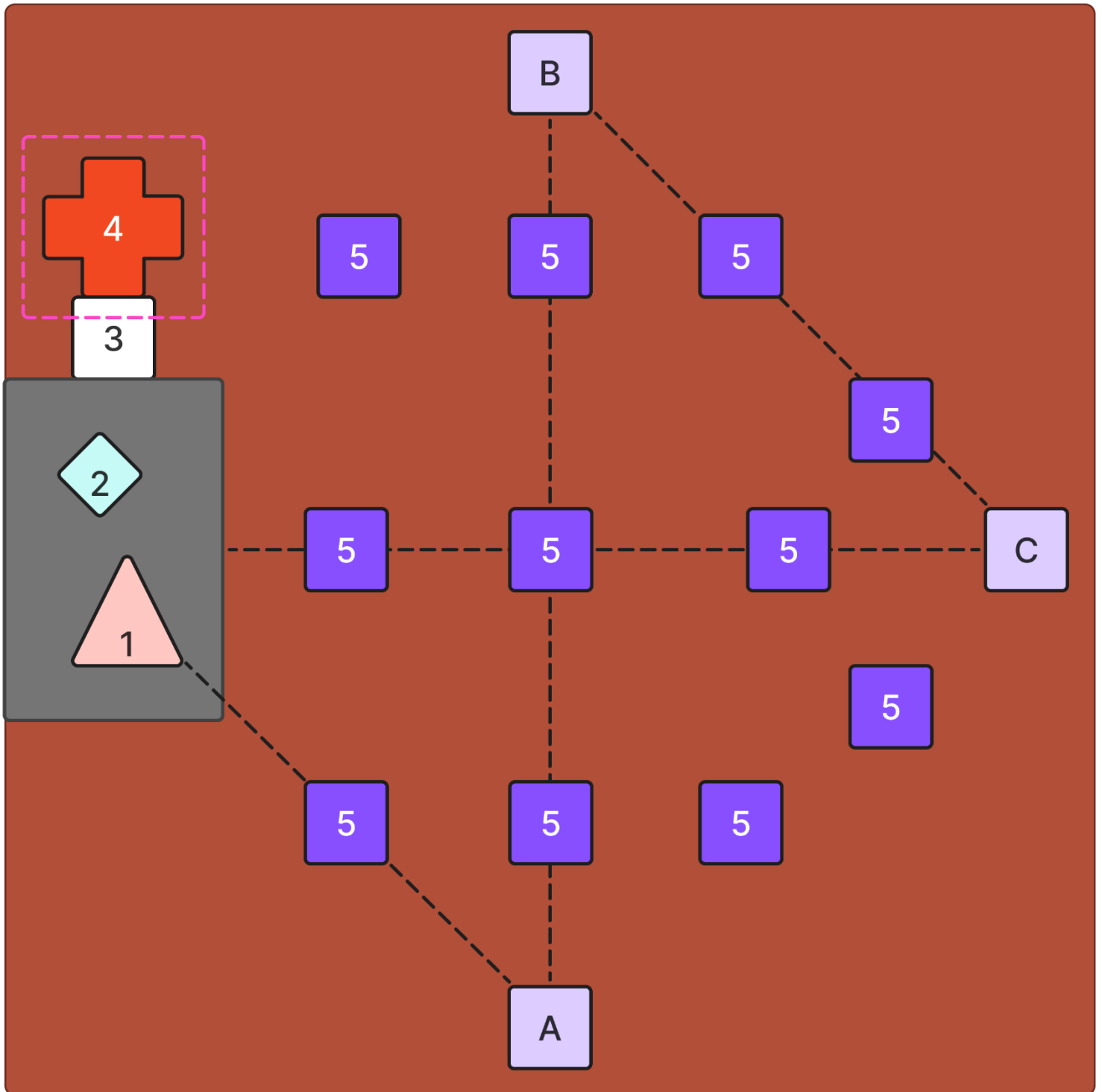
Area 4 Map

Area 4

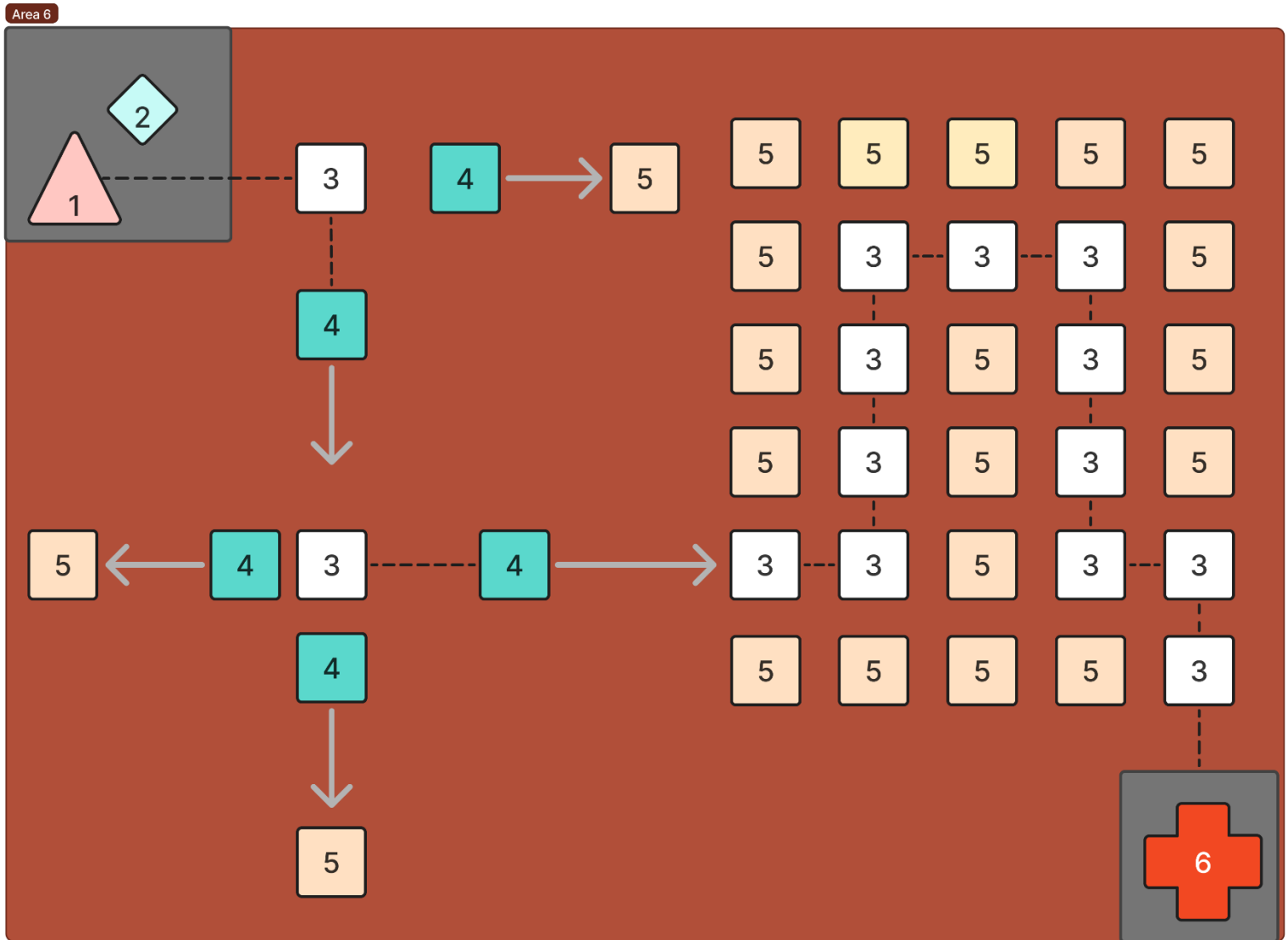


Area 5 Map

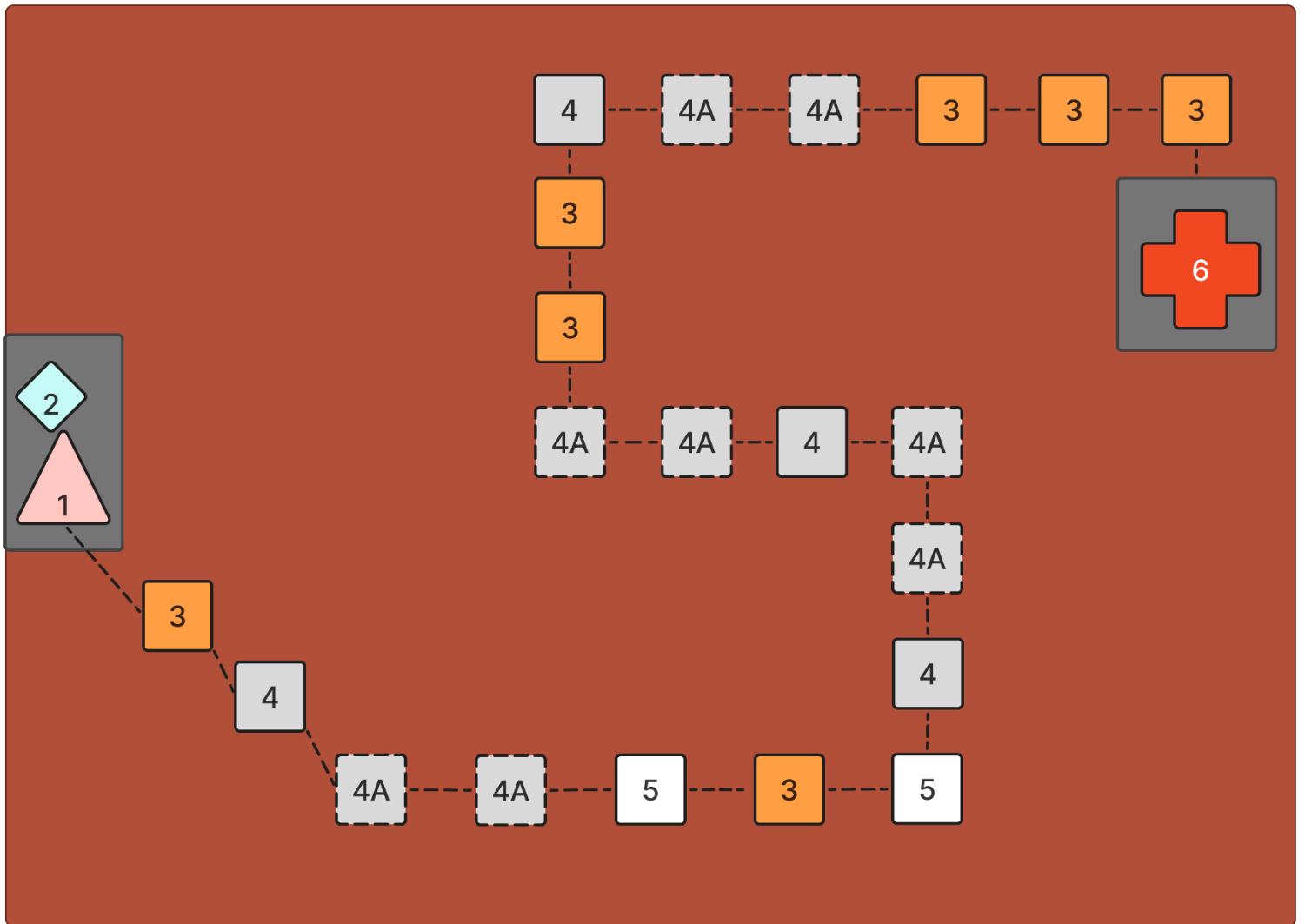
Area 5



Area 6 Map



Area 7



Area 8 Map

Area 8

