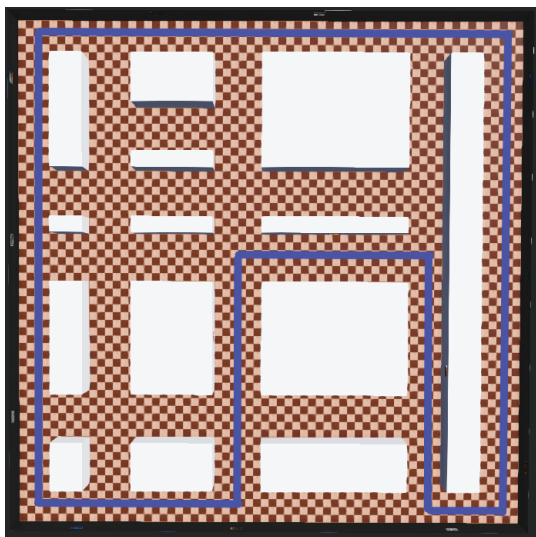
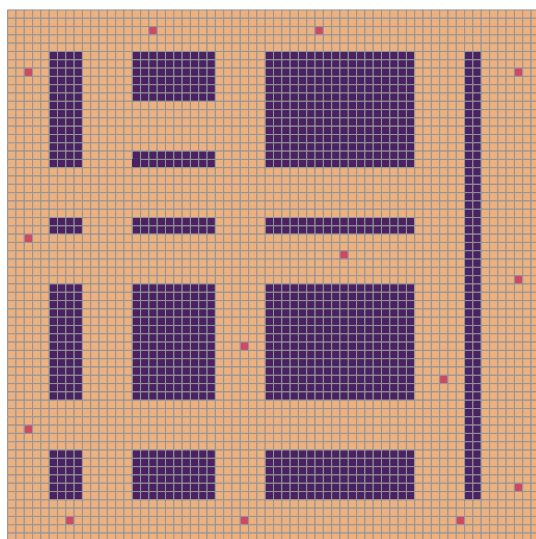


A

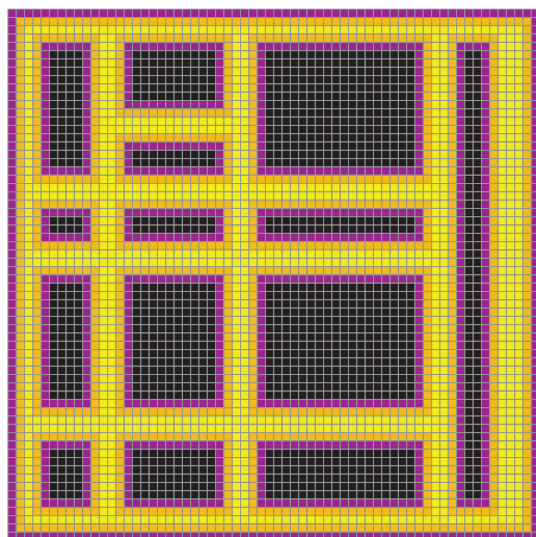


B



- Hallways
- Goal locations
- Unpassable terrain

C



Cost

- 1s
- 4s
- 240s
- 400s