



# FULL LAYOUT

- \* spawn point
- A locked door
- K Key
- H hidden door

- |              |               |
|--------------|---------------|
| ① cell       | ⑥ Heath       |
| ② cell       | ⑦ Puzzle Room |
| ③ cell       | ⑧ Treasure    |
| ④ guard room | ⑨ Armor       |
| ⑤ weapon     | ⑩ Boss        |

# PATH FLOW

