

0,5m

lock

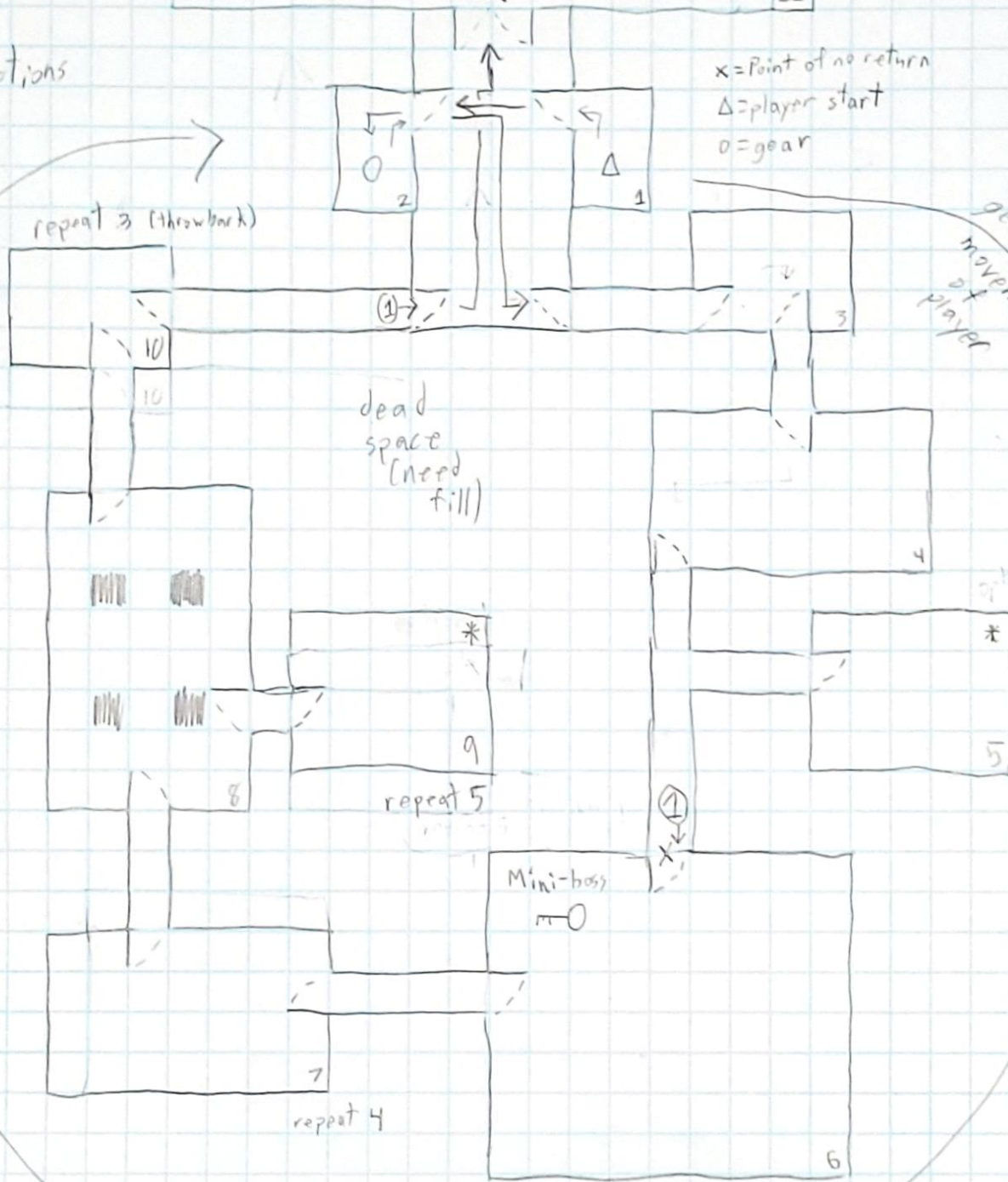
key

① → must go in arrow point for door to work

* optional

rooms should be made where an entrance can be from all 4 directions

x = Point of no return
 Δ = player start
 o = gear



(in future versions) (+ 9 flat with 8)
 may switch 6 & 7