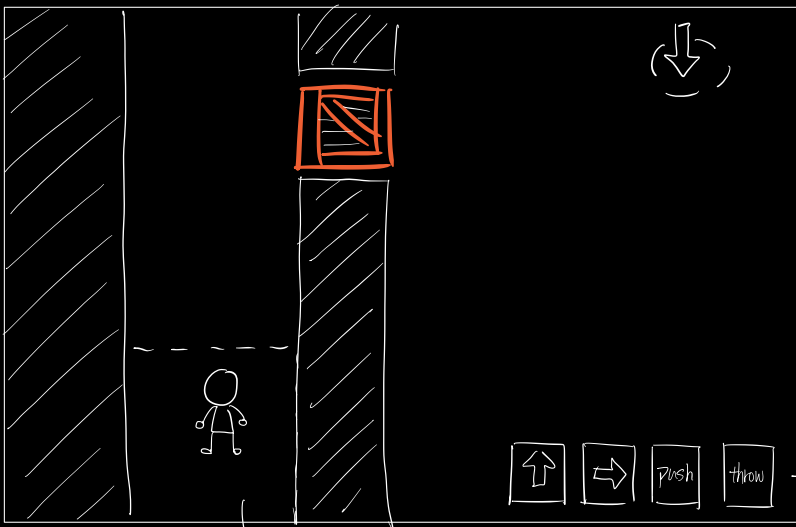


Goal

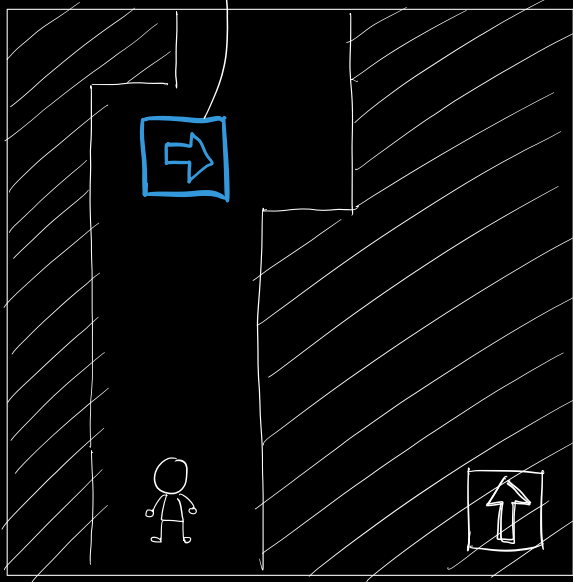


selected key

select keys here

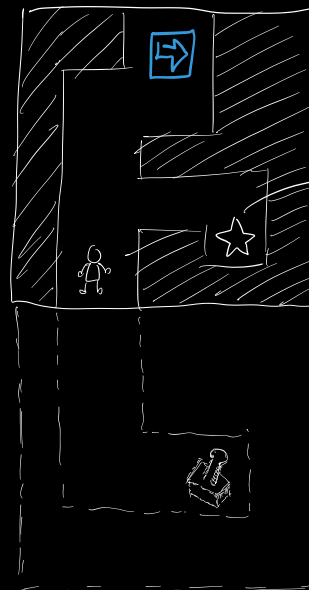
keys set unavailable

collect new keys along with your journey



LEVEL 1

possible design



hidden item requires

requires