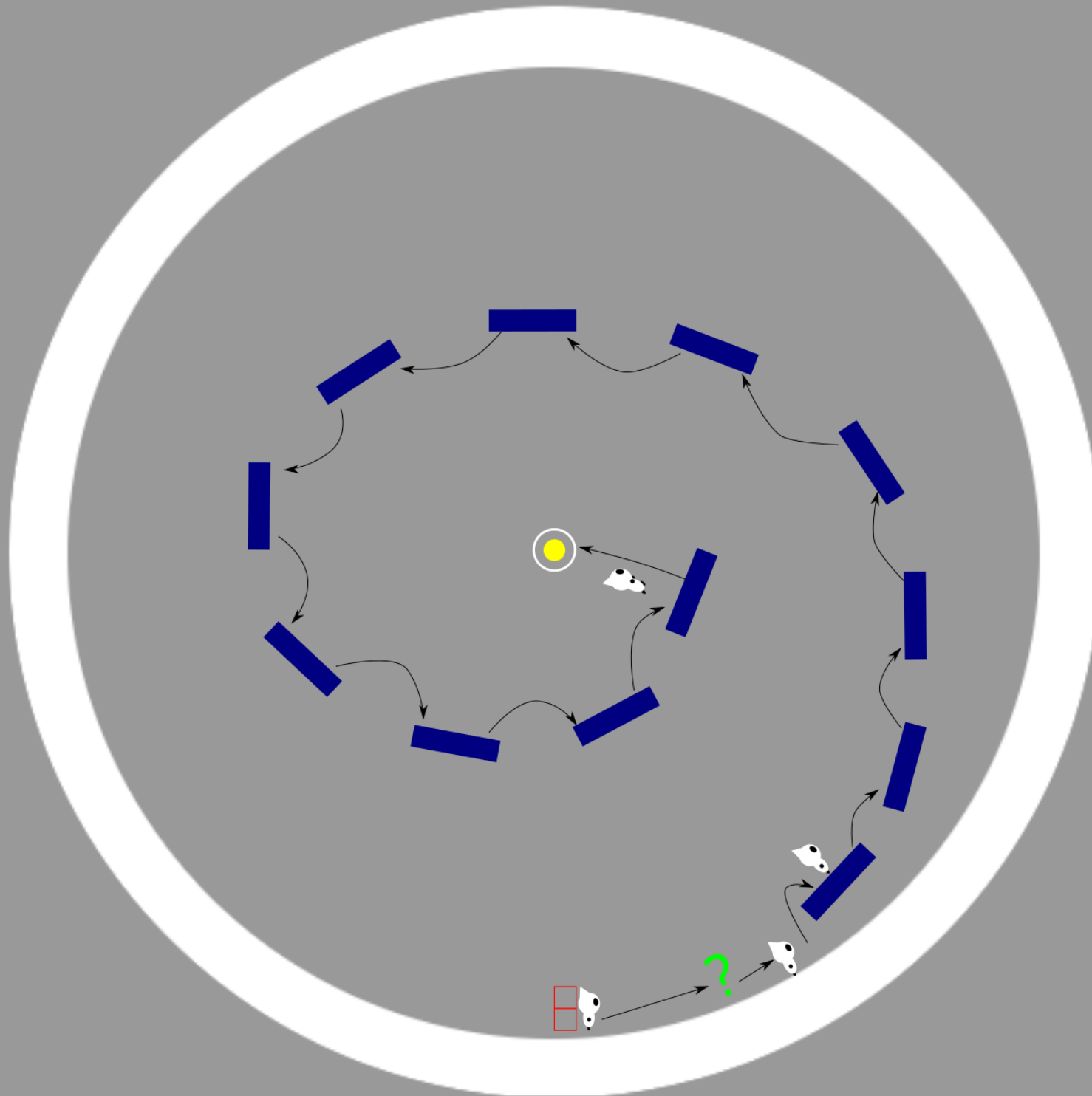


# Lvl1



■ = Platform

● = Goal

? = Hint

□ = Unit Height

→ = Player Movement