Open Normal/Cave Frame or Locked Door (Clock, Bookcase, Barrel)

|  |  |  |  |
| --- | --- | --- | --- |
| **Orientation** | **D1** | **?** | **D2** |
| Top | 34 = 0011 0100 | 04 = 0000 0100 | 56 (Screen9=57) |
| Bottom | 34 = 0011 0100 | 04 = 0000 0100 | 06 = 0000 0110 |
| Left | 34 = 0011 0100 | 06 = 0000 0110 | 03 = 0000 0011 |
| Right | 34 = 0011 0100 | B7 (Screen28=AF) | 03 = 0000 0011 |

Big Frame

|  |  |  |  |
| --- | --- | --- | --- |
| **Orientation** | **D1** | **?** | **D2** |
| Bottom | 38 = 0011 1000 | 16 = 0001 0110 | 08 = 0000 1000 |
| Left | 74 = 0111 0100 | 08 = 0000 1000 | F5 = 1111 0101 |

Open Trap Door

|  |  |  |  |
| --- | --- | --- | --- |
| **Orientation** | **D1** | **?** | **D2** |
| Top | 34 = 0011 0100 | 24 = 0010 1000 | E4 = 0111 0100 |

Exit Door

|  |  |  |  |
| --- | --- | --- | --- |
| **Orientation** | **D1** | **?** | **D2** |
| Left | C4 = 1100 0100 | 08 = 0000 1000 | D6 = 1101 0110 |
| Right | C4 = 1100 0100 | BA = 1011 1010 | D6 = 1101 0110 |

Table

|  |  |  |  |
| --- | --- | --- | --- |
| **Orientation** | **D1** | **?** | **D2** |
| Top | 00 | CC = 1100 1100 | 49 = 0100 1001 |

Room 5 = 26, 38, 47, 113, 114

Room 8 = 28