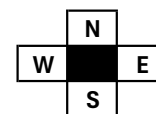


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A0	Player A Initial
A1	Player A Start
B0	Player B Initial
B1	Player B Start
C0	Player C Initial
C1	Player C Start

D	Door to Canteen
P	Poison
D	Disoriented
T	Triggered
H	Happy

	Bridge
	Wall
	Floor
	Starting Area
St	Stair
Po	Pole