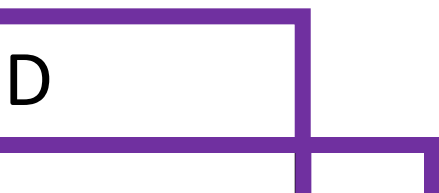


LakeWallID



D

useWall

Lake

LakeWallID

LakeWallID

LakePortRoomID

LakeBoatHouseWallID

Lak

LakeWallID

mID

LakeWal

Change to noDoorID once player finishes tutorial

0

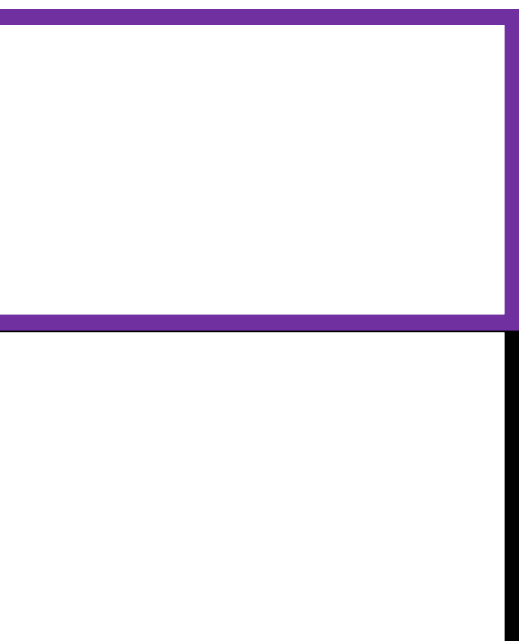
DetectiveOfficeWallID

SecurityWallID

SecuritySurveillanceWallID

WallID

GardenWallID



LakeBoatHouse

D

Lake

Lake

LakeBoatHouseRoomID

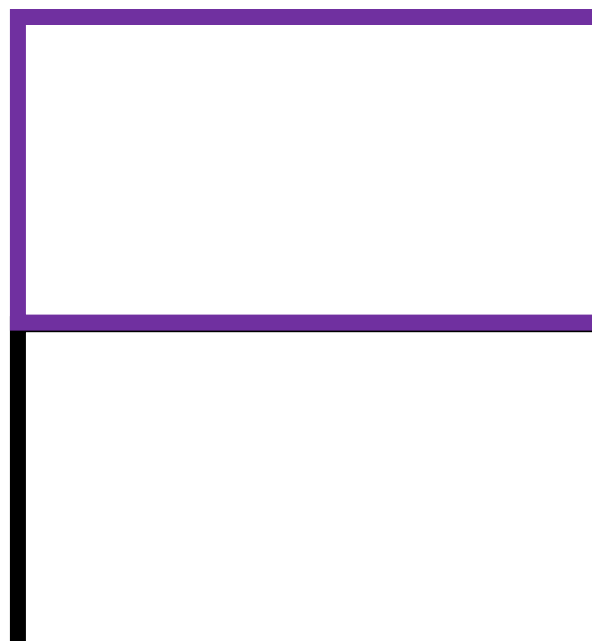
LakeBoatHouseDoorID

LakeWalkWayRoomID

LakeBoatHouseWallID

WalkWayWallID

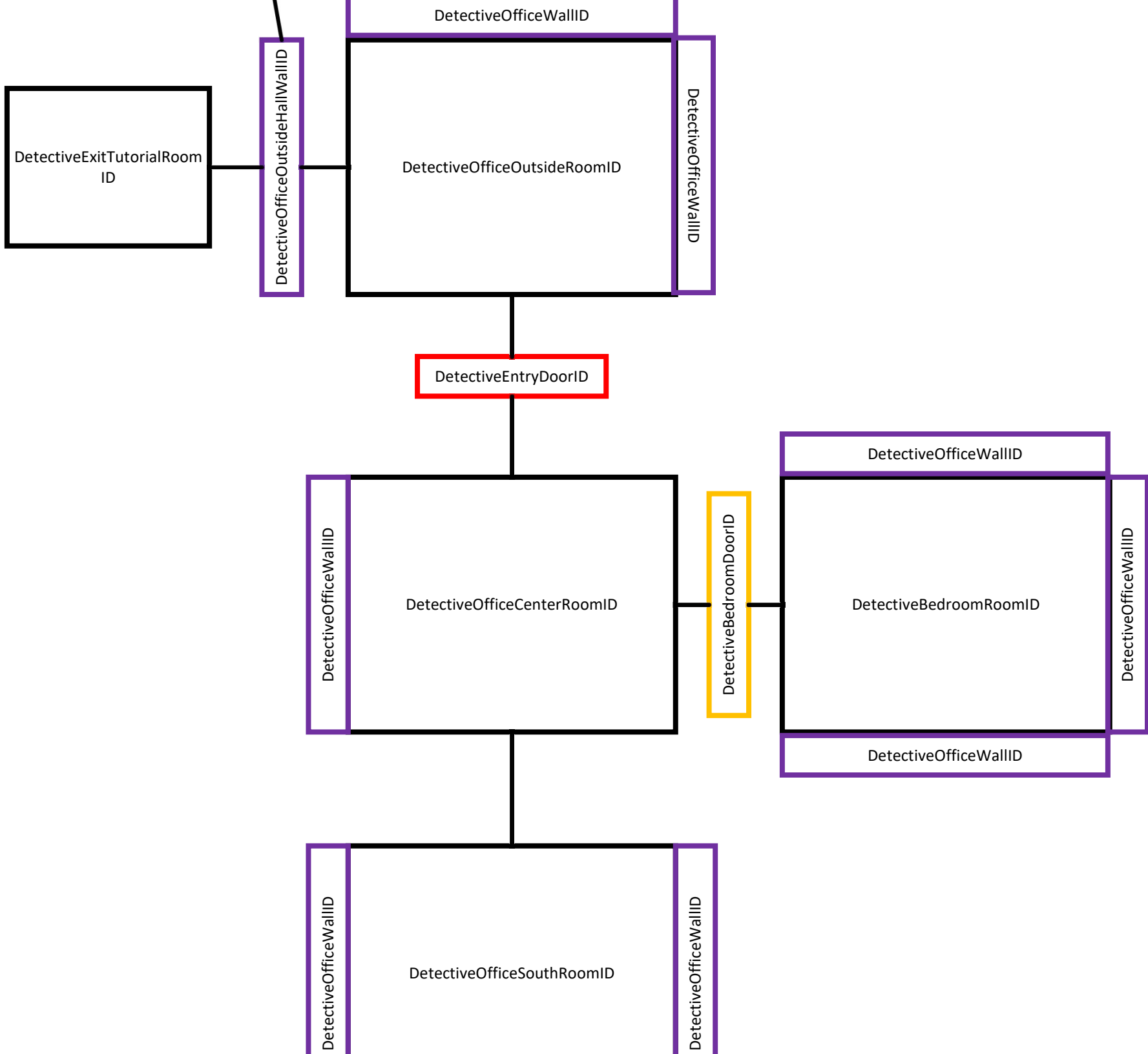
RoomID

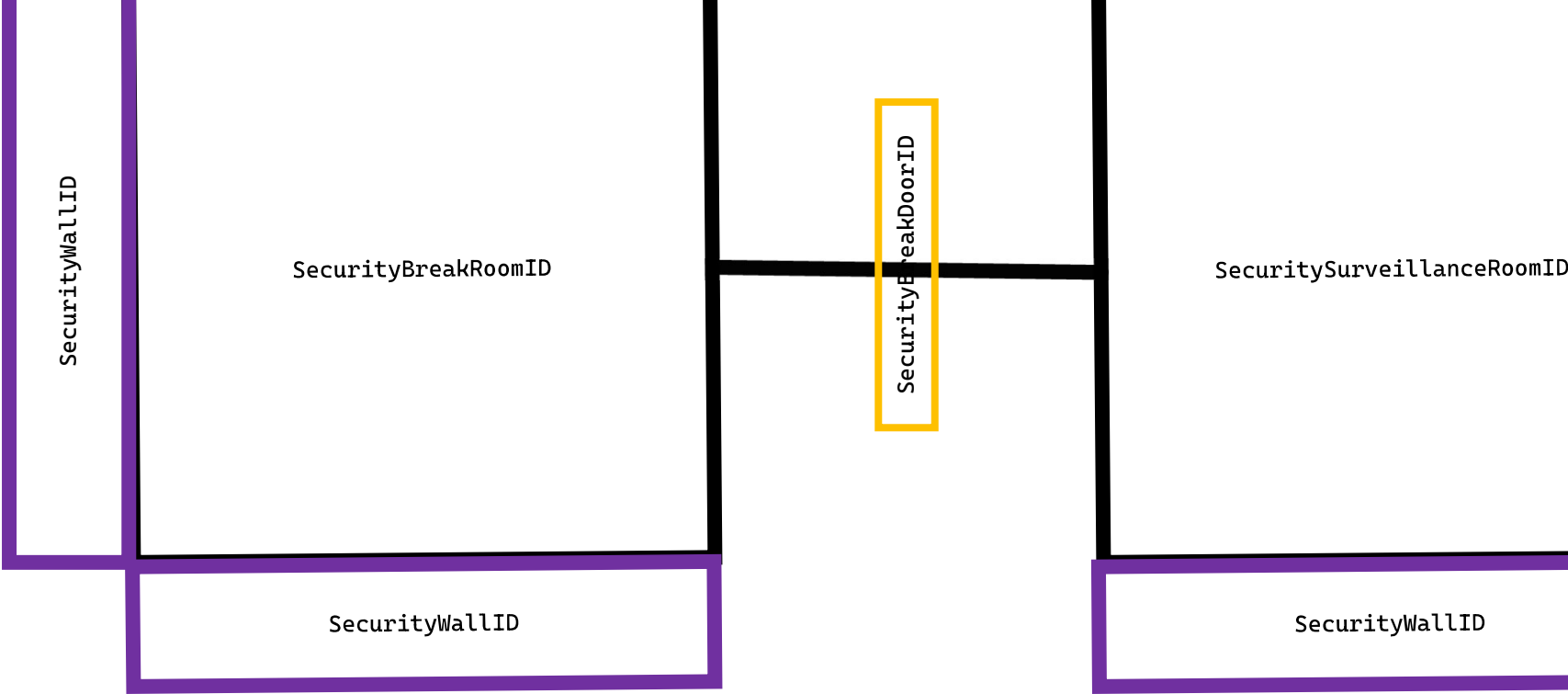


GardenWallID

GardenShedWallID

Gar





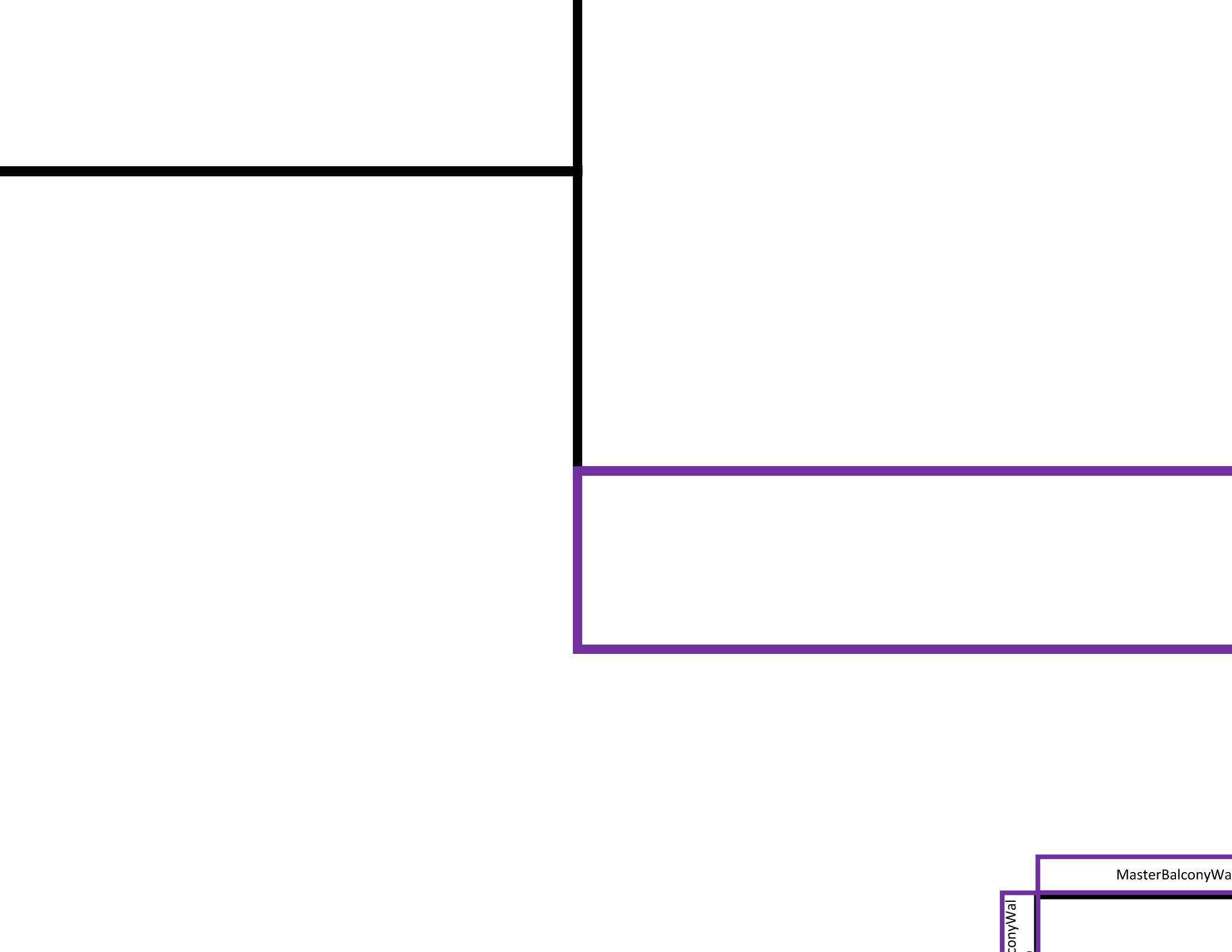
eRoomID

0

SecuritySurveillanceDo
orD

GardenNorthSideWestRoomI

omID



BalconyWal

MasterBalconyWal

GardenNorthSideCenter

MansionWallID

lconyWallID

lconyWal

enterRoomID

allID

MansionWa

Mallid



Garde

ardenNorthSideEastRoomID

GardenSideDoorID

GardenShedRoomID

GardenShedWallID

WorkshopWallID

GardenShedWallID



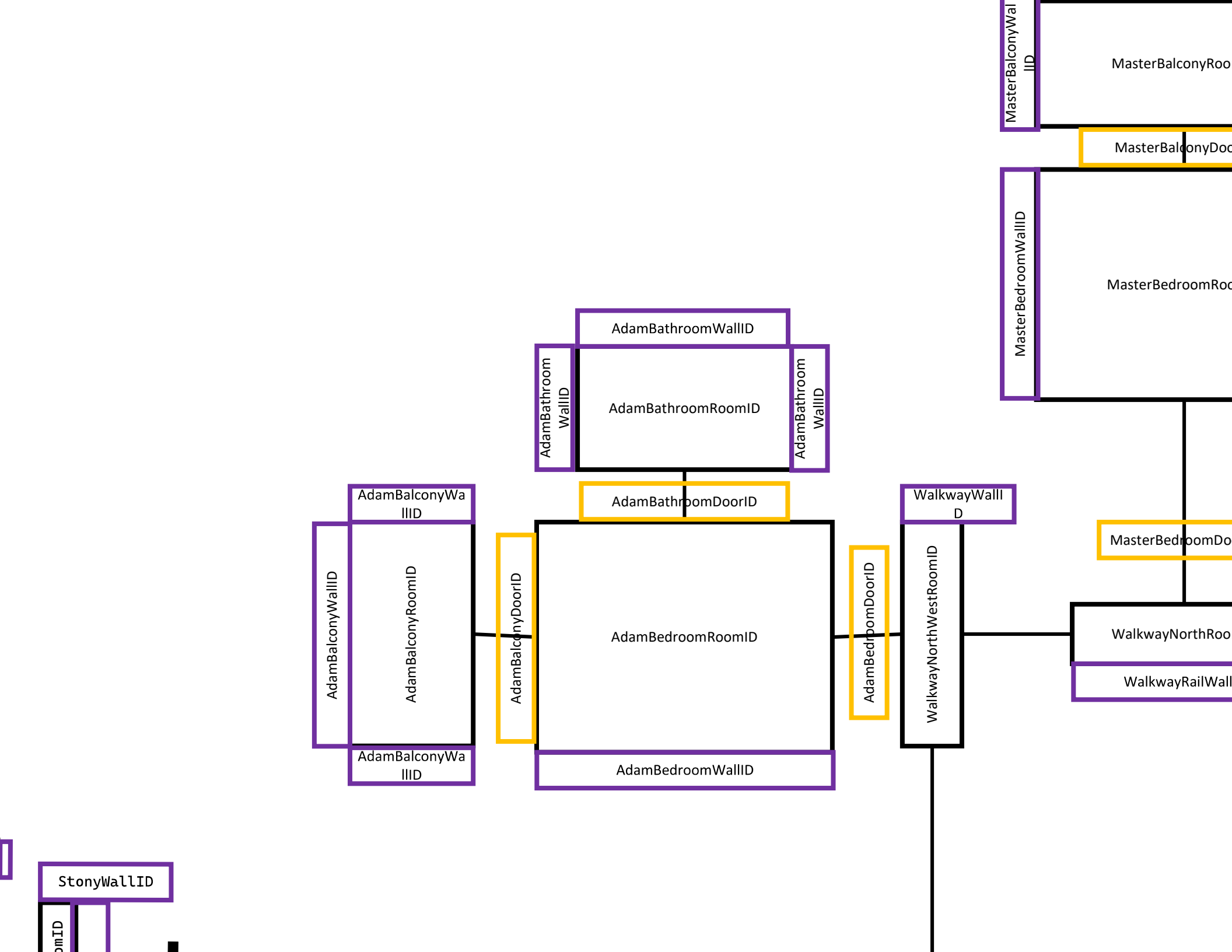
FenceWallID

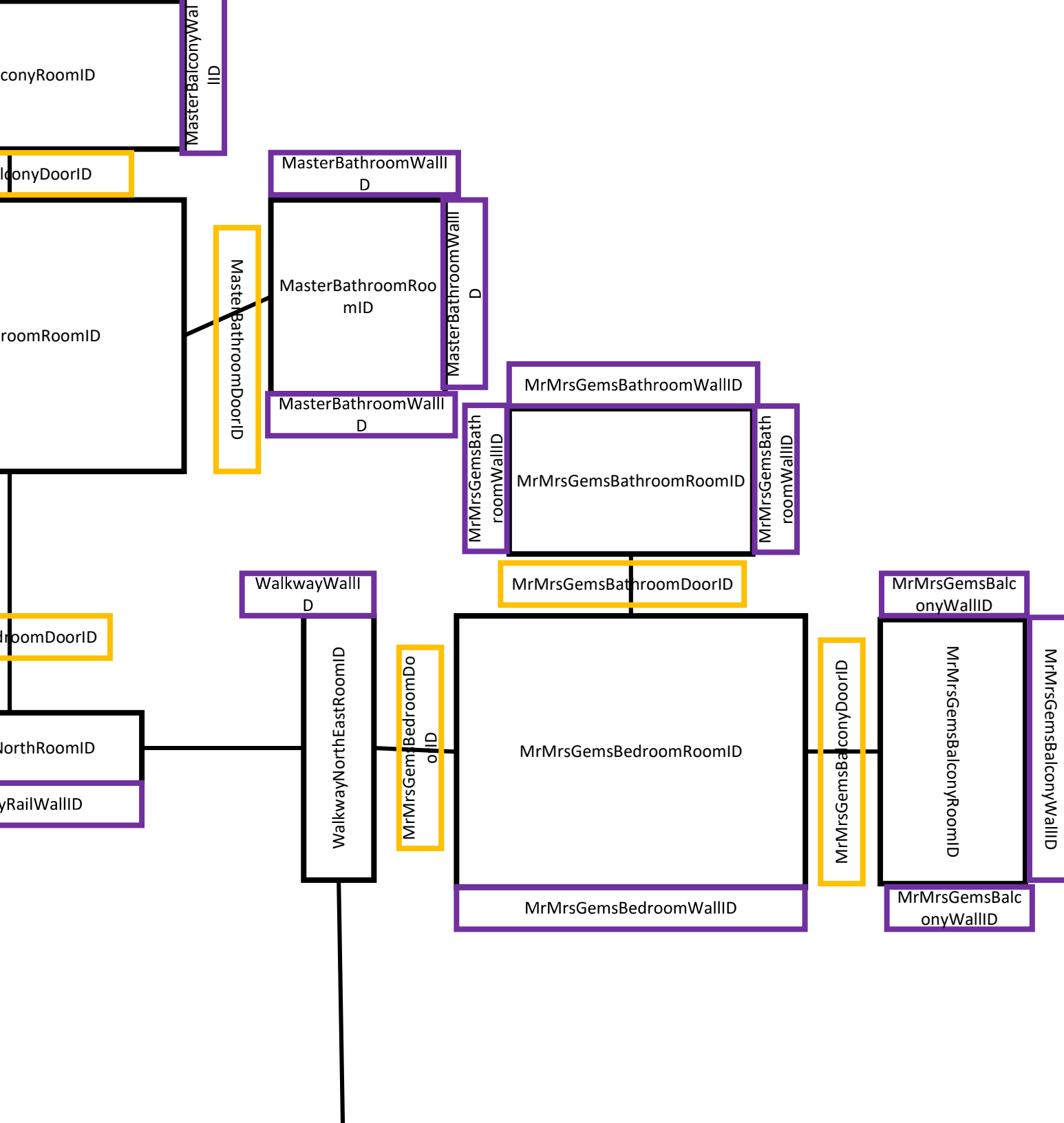
GardenWestSideNorthRoomI

omID

MansionWallID

2





MansionWa

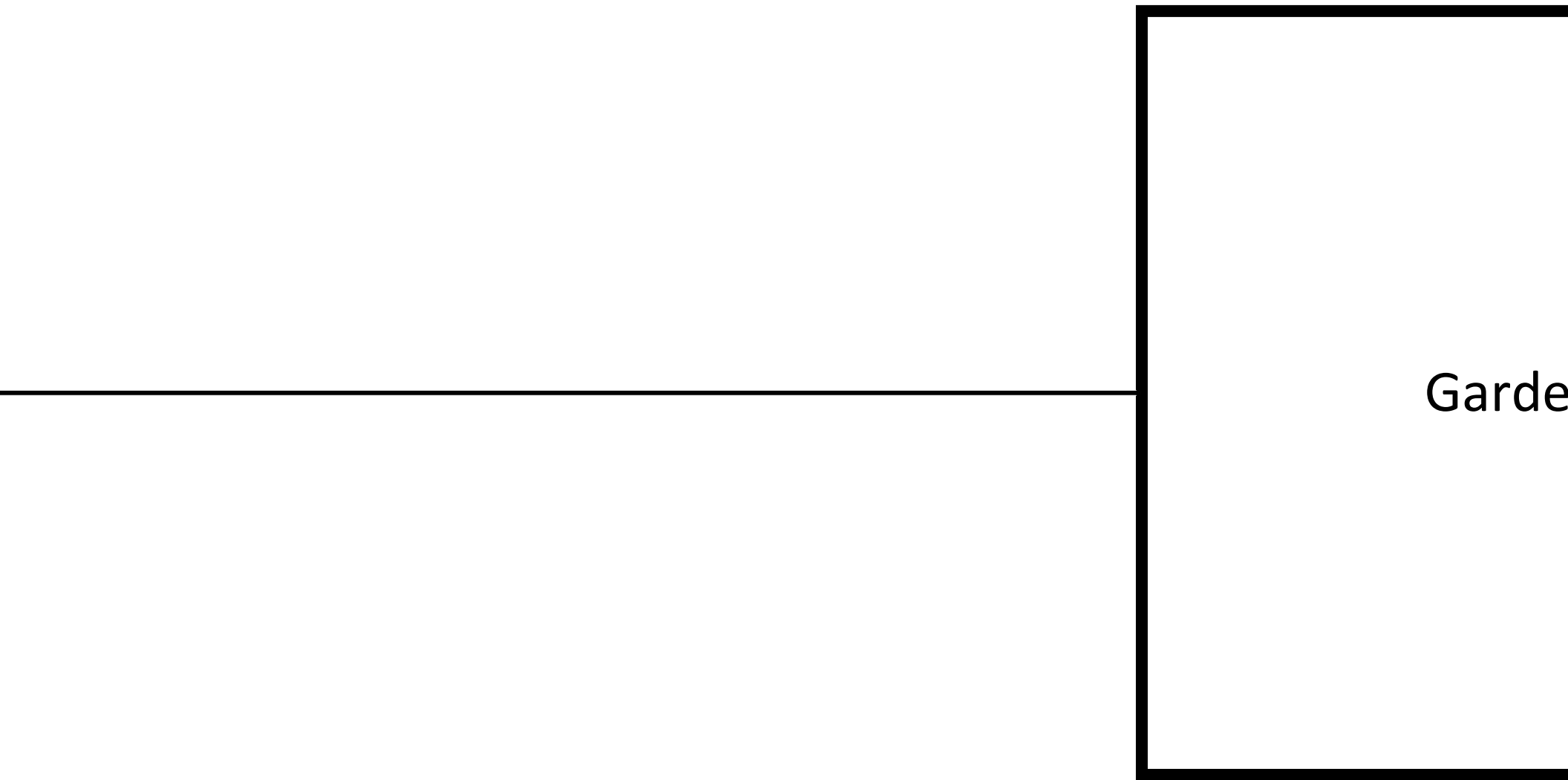
MansionWallID

GardenServantEntra

WallID

EntranceRoomID

North



ardenEastSideNorthRoomID

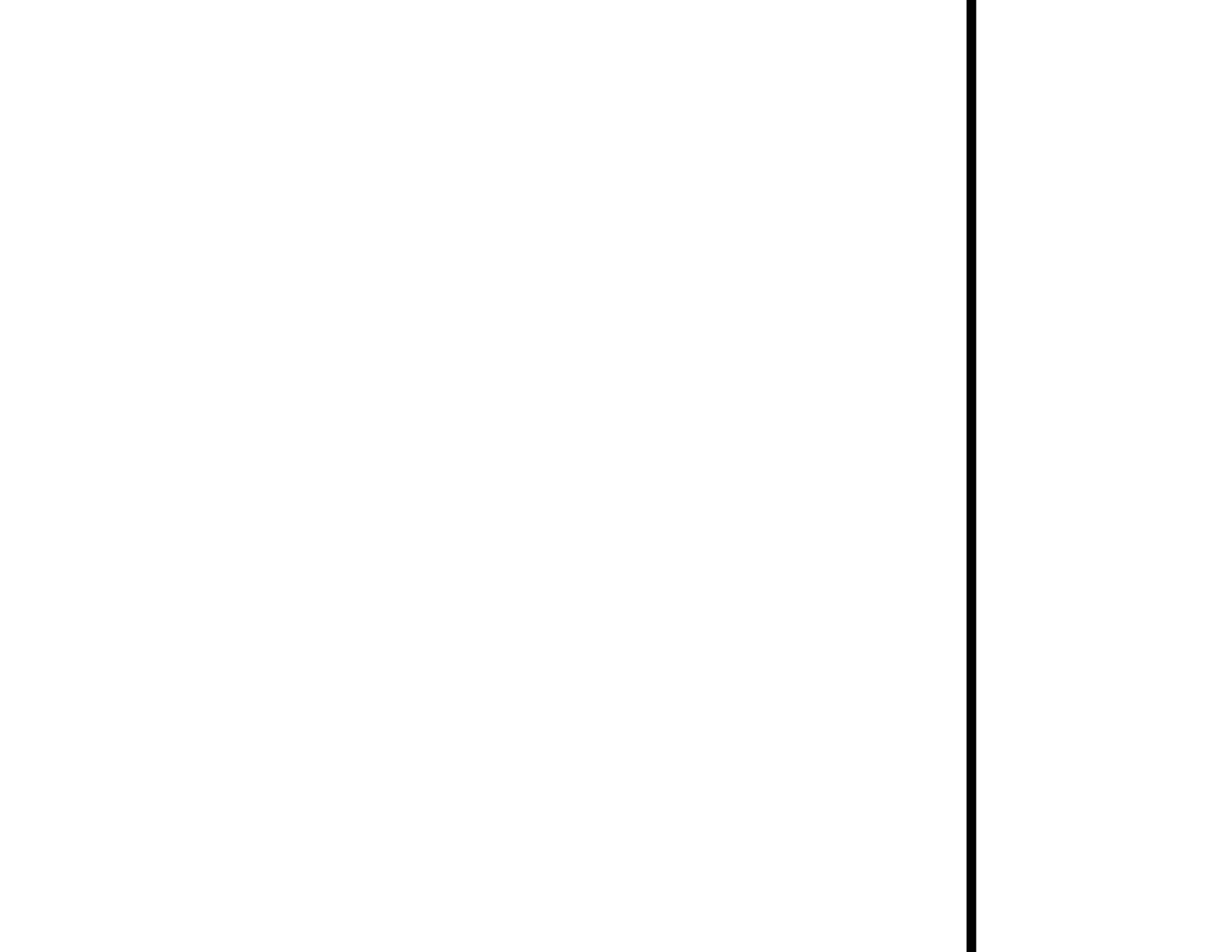
WorkShopDoorID

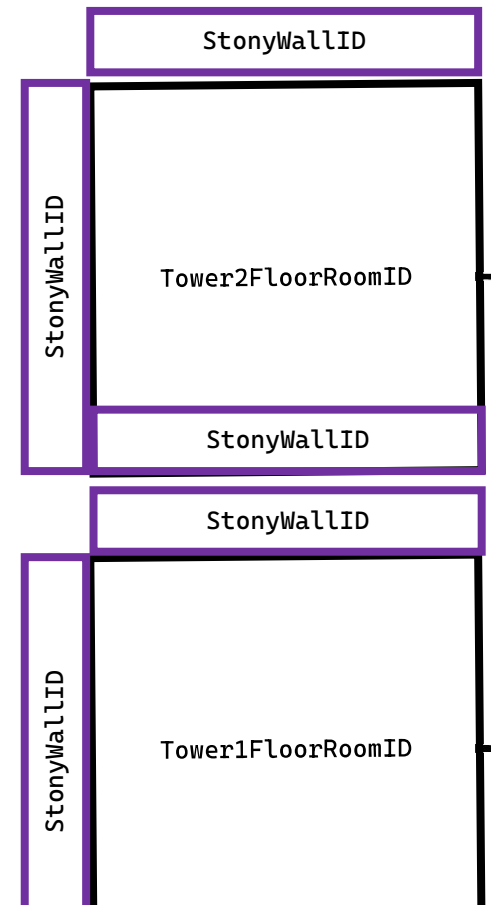
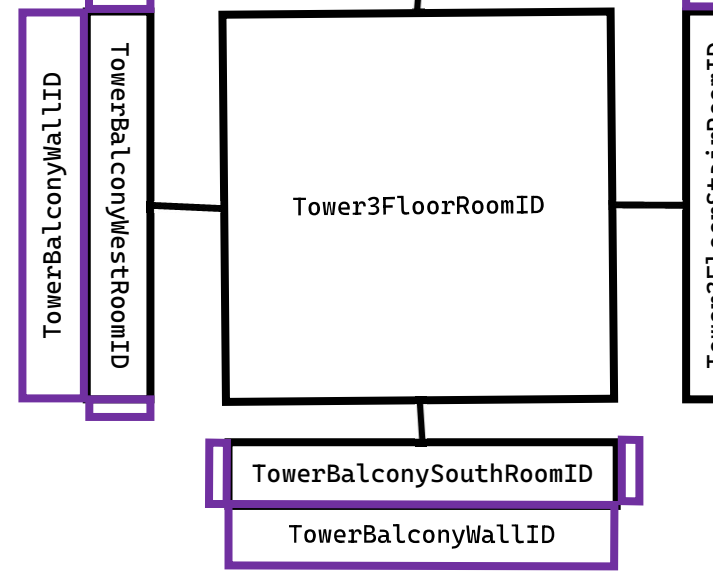
WorkshopWallID

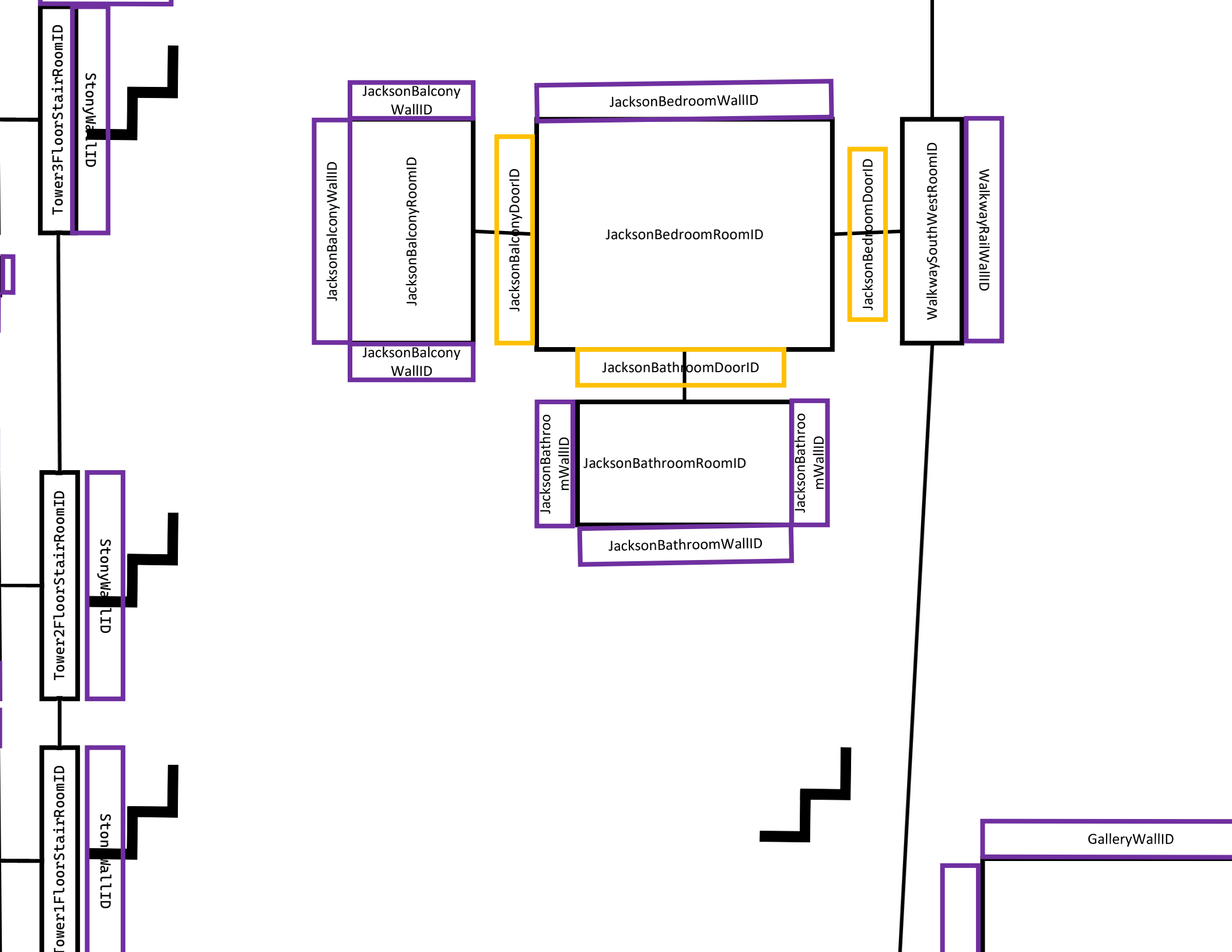
WorkShopRoomID

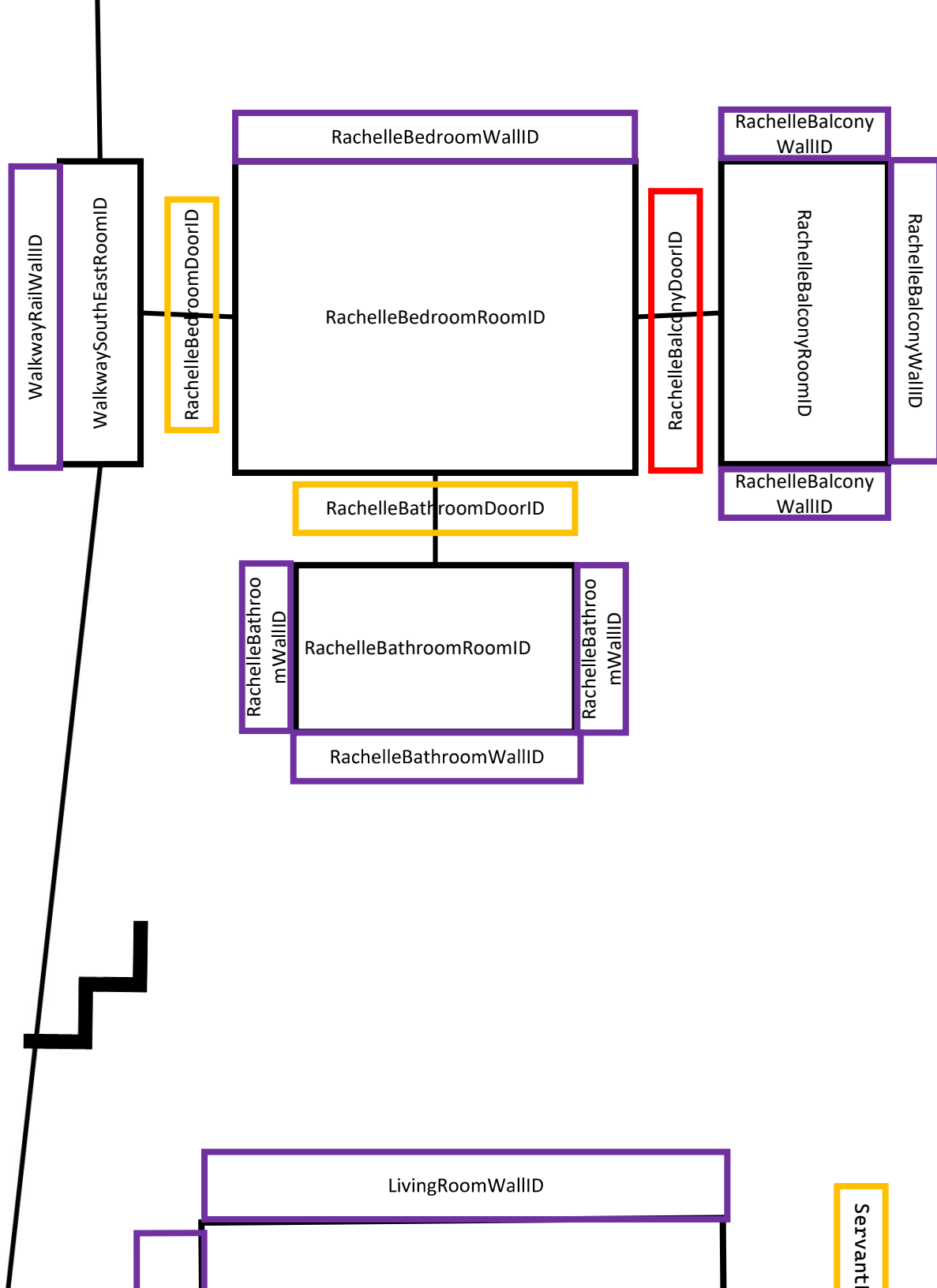
WorkshopWallID

WorkshopWallID



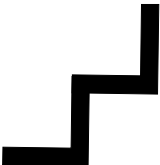
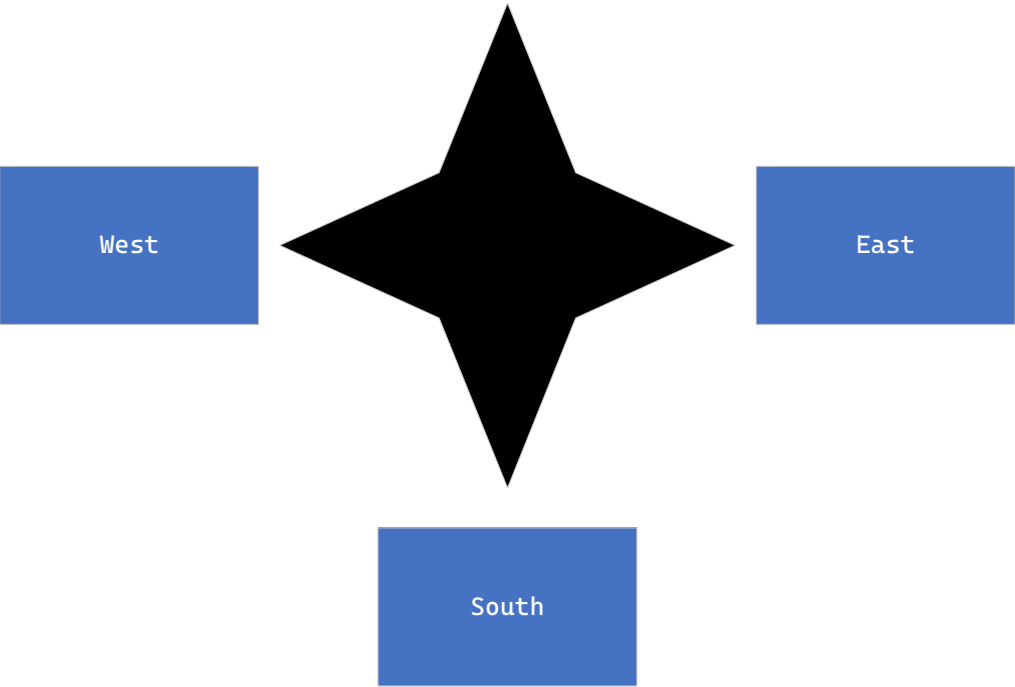
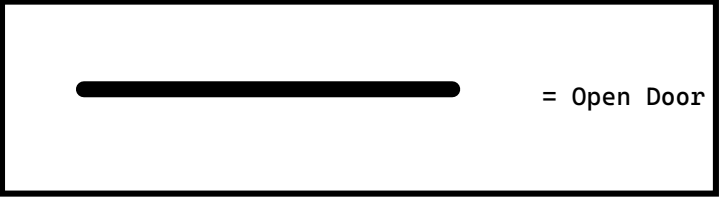






ServantHallOutsideDoor
ID

ServantsRoom



ServantsRoomsWallID

ServantsStairsWallID

ServantsRoomsWallID

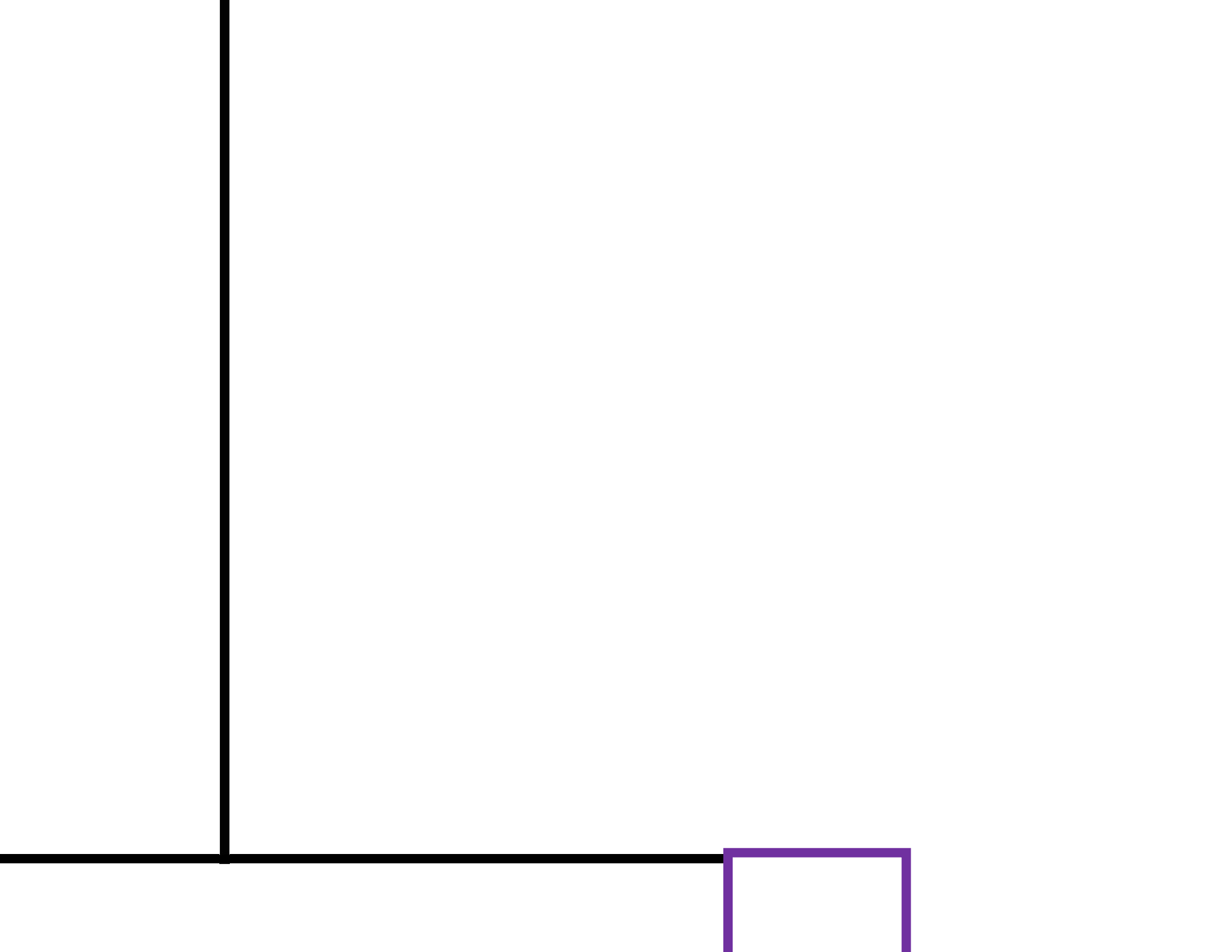
sRoomsWallID

ServantsRoomsWallID

Butler

Servants







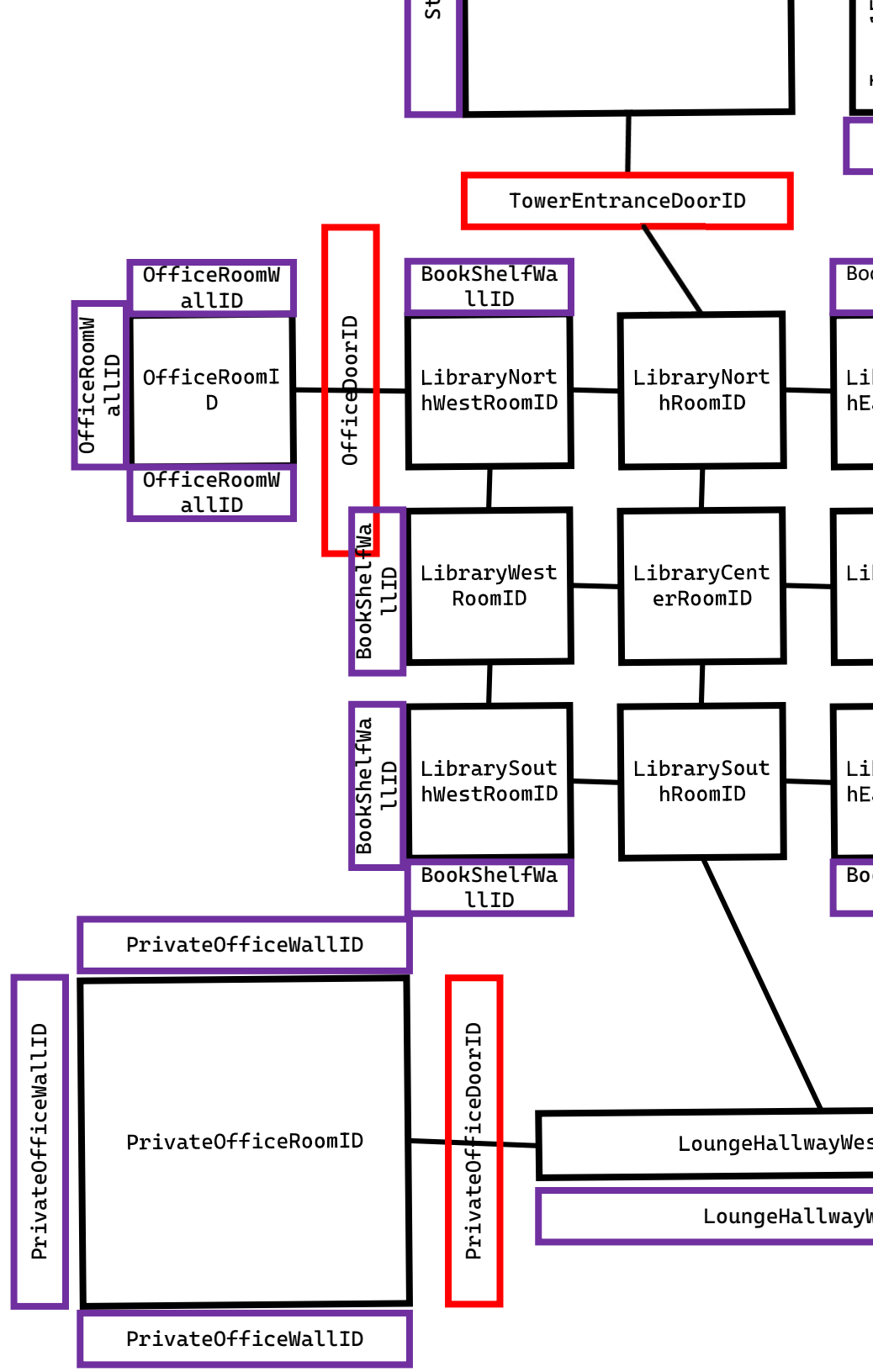


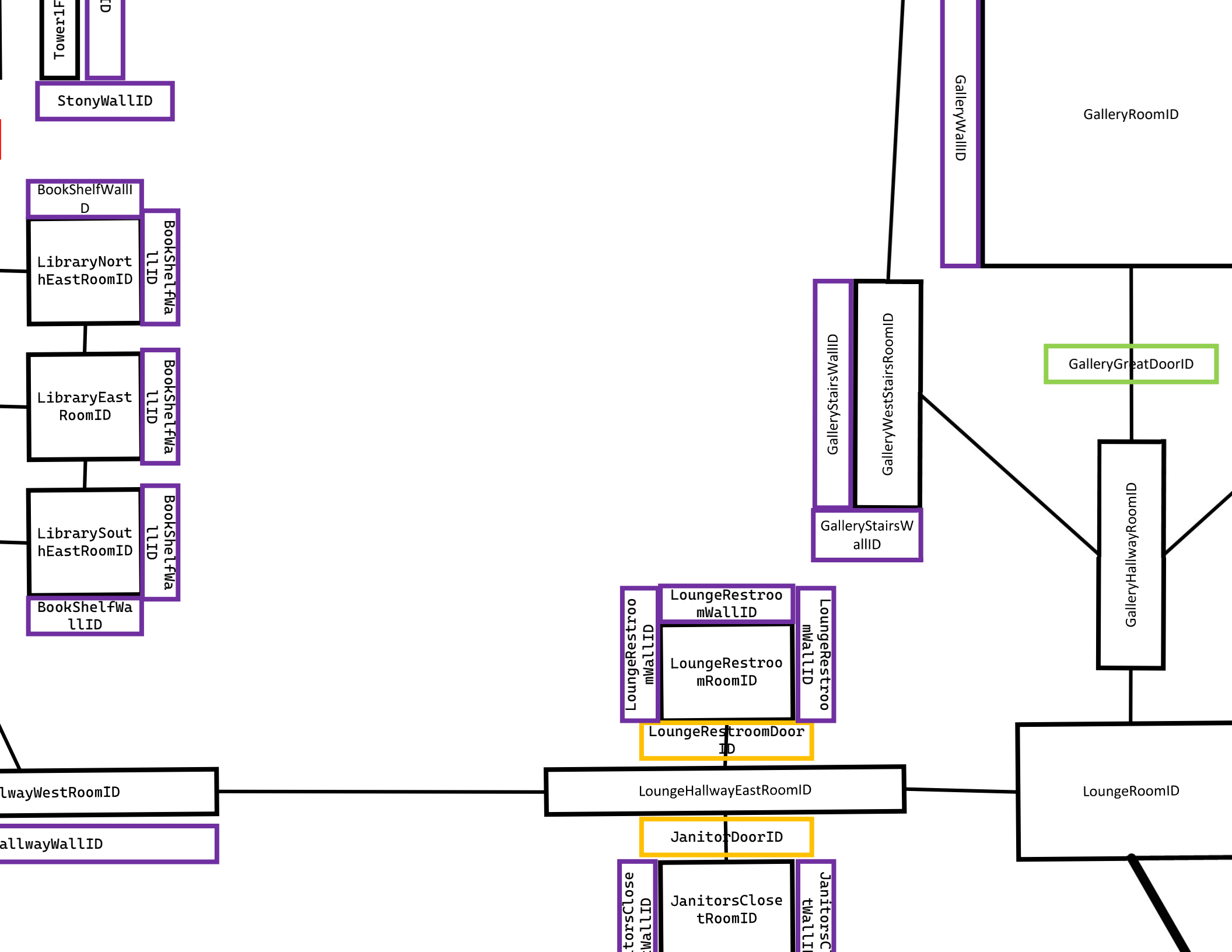
FenceWallID

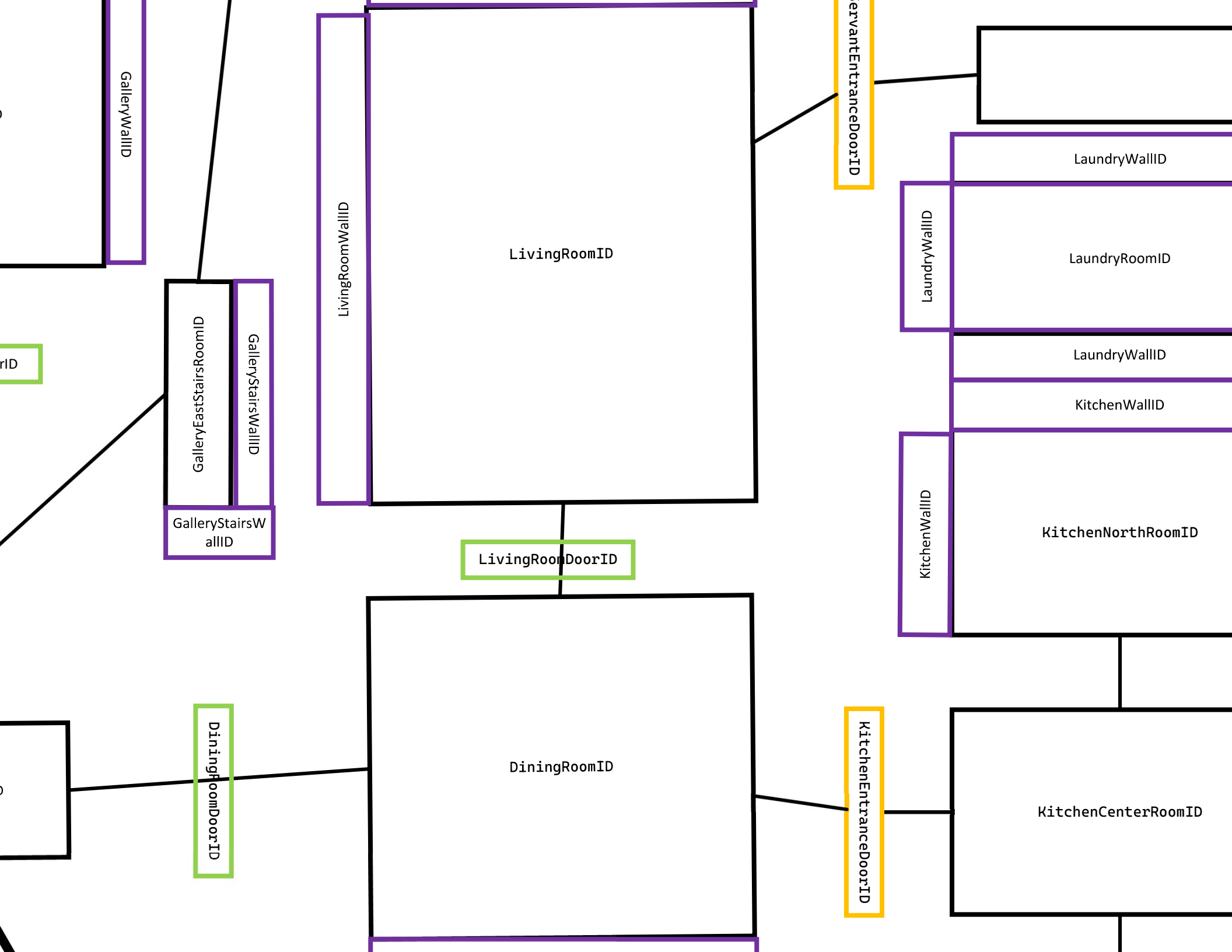
GardenWestSideSouthRoomI

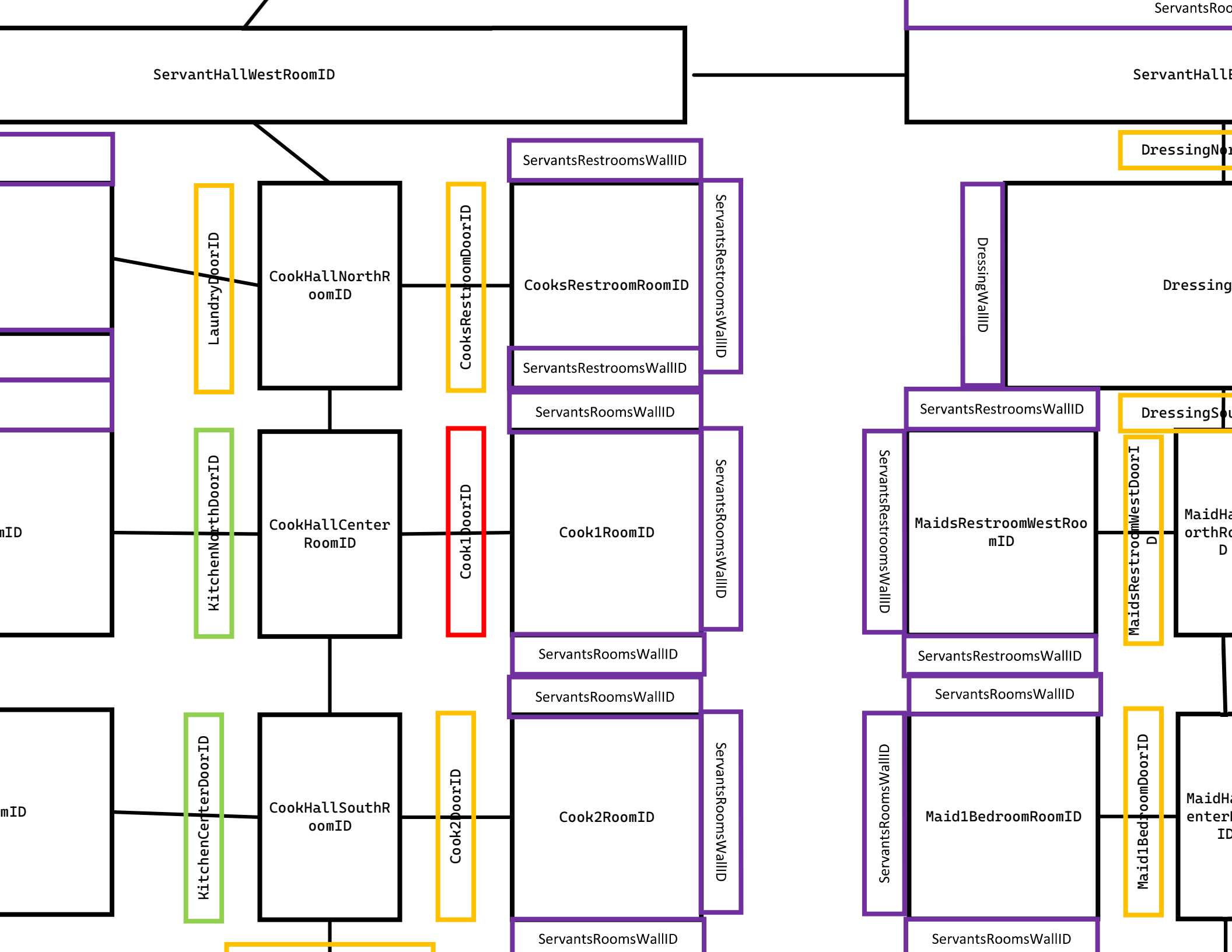
omID

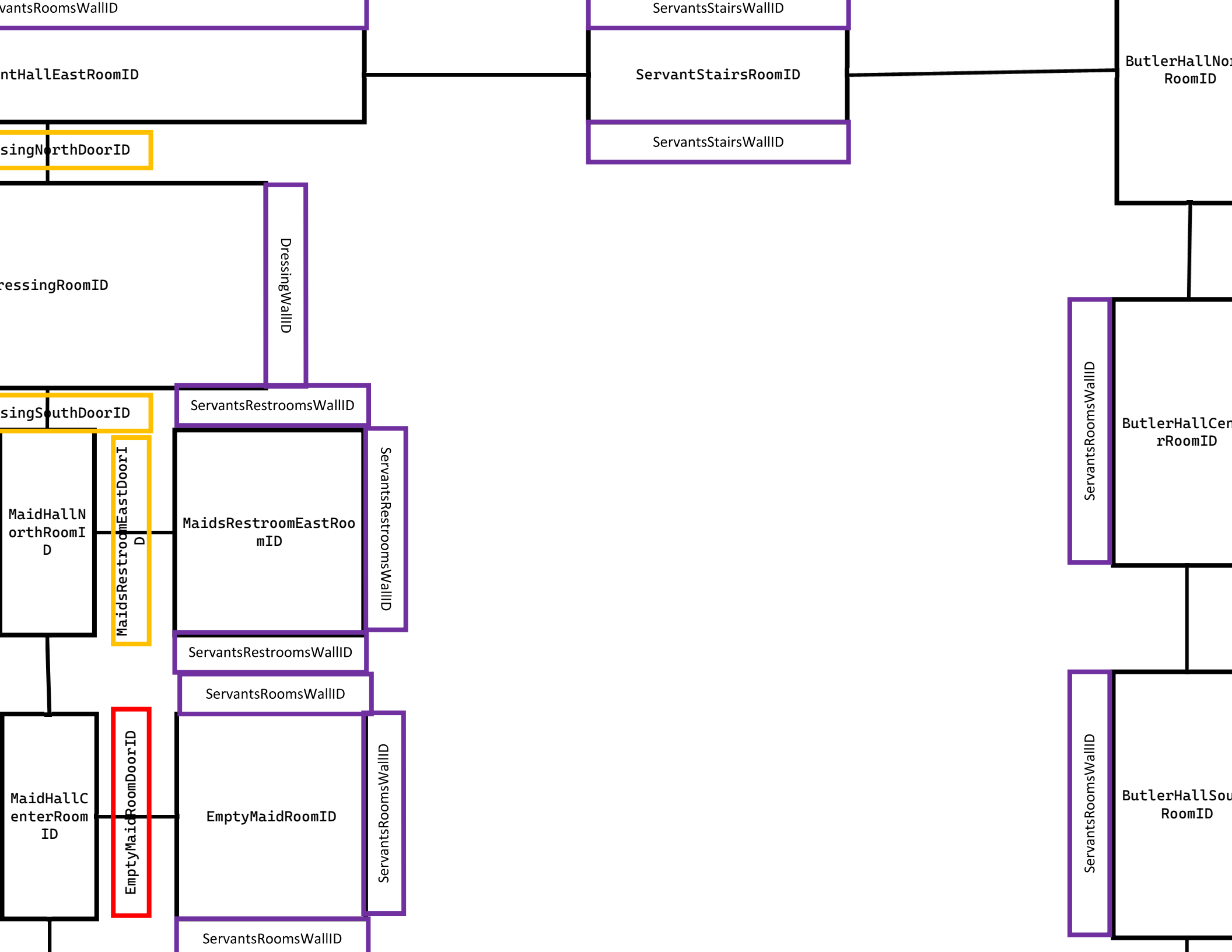
MansionWallID

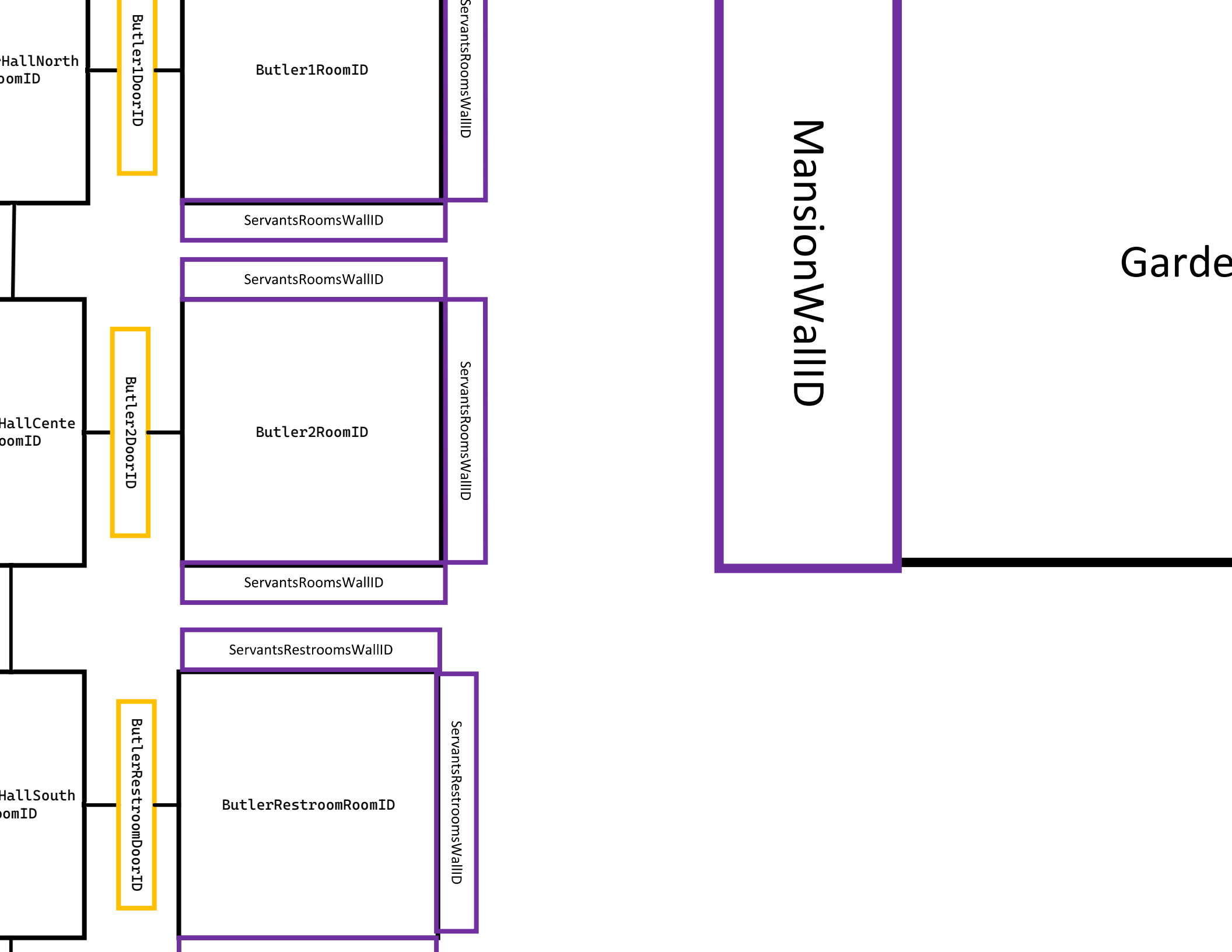






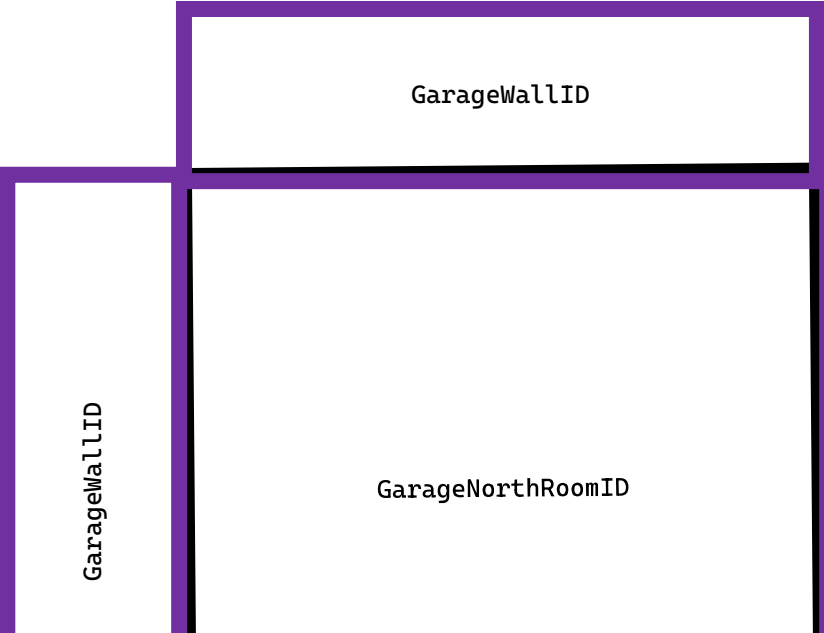






FenceWallID

ardenEastSideSouthRoomID



GarageWallID

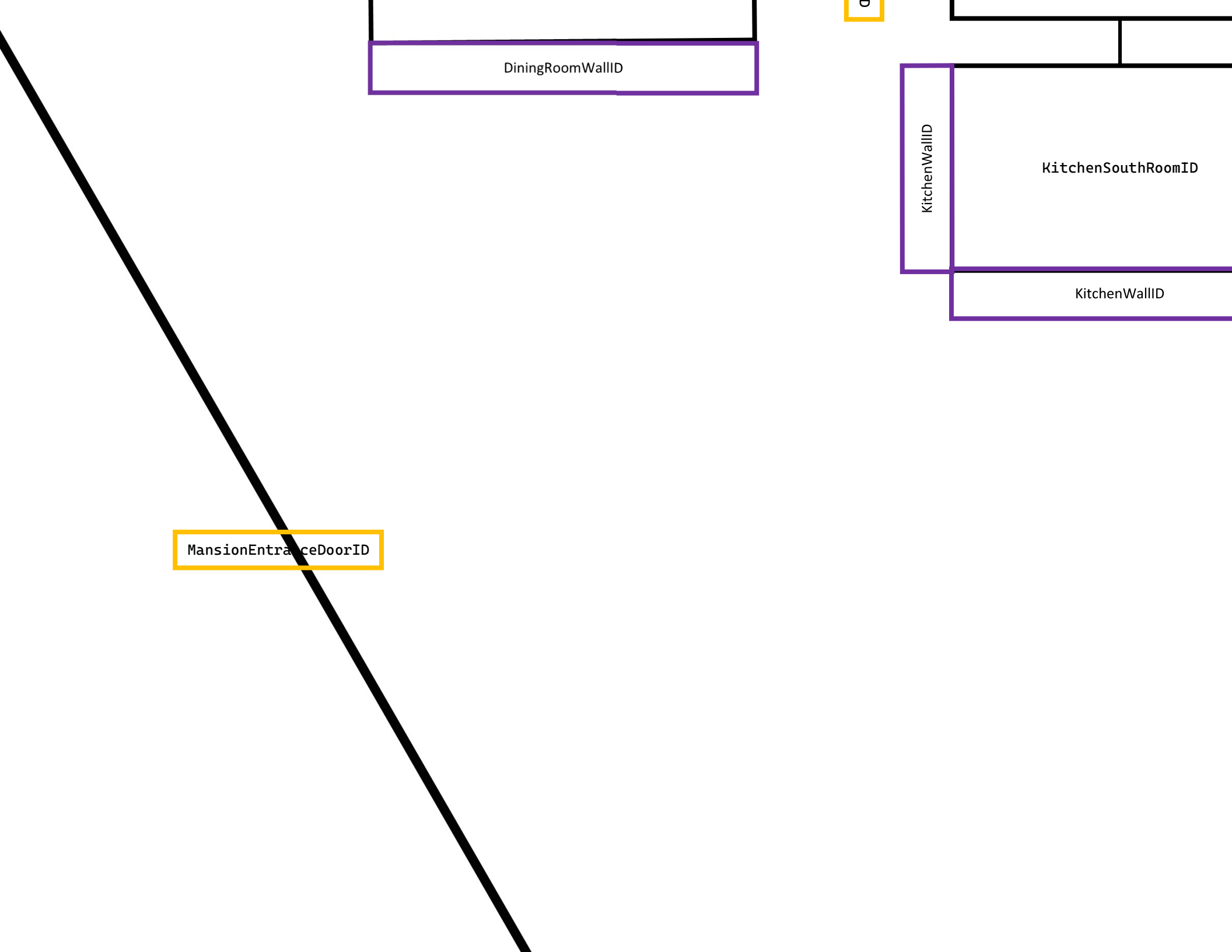
GarageWallID

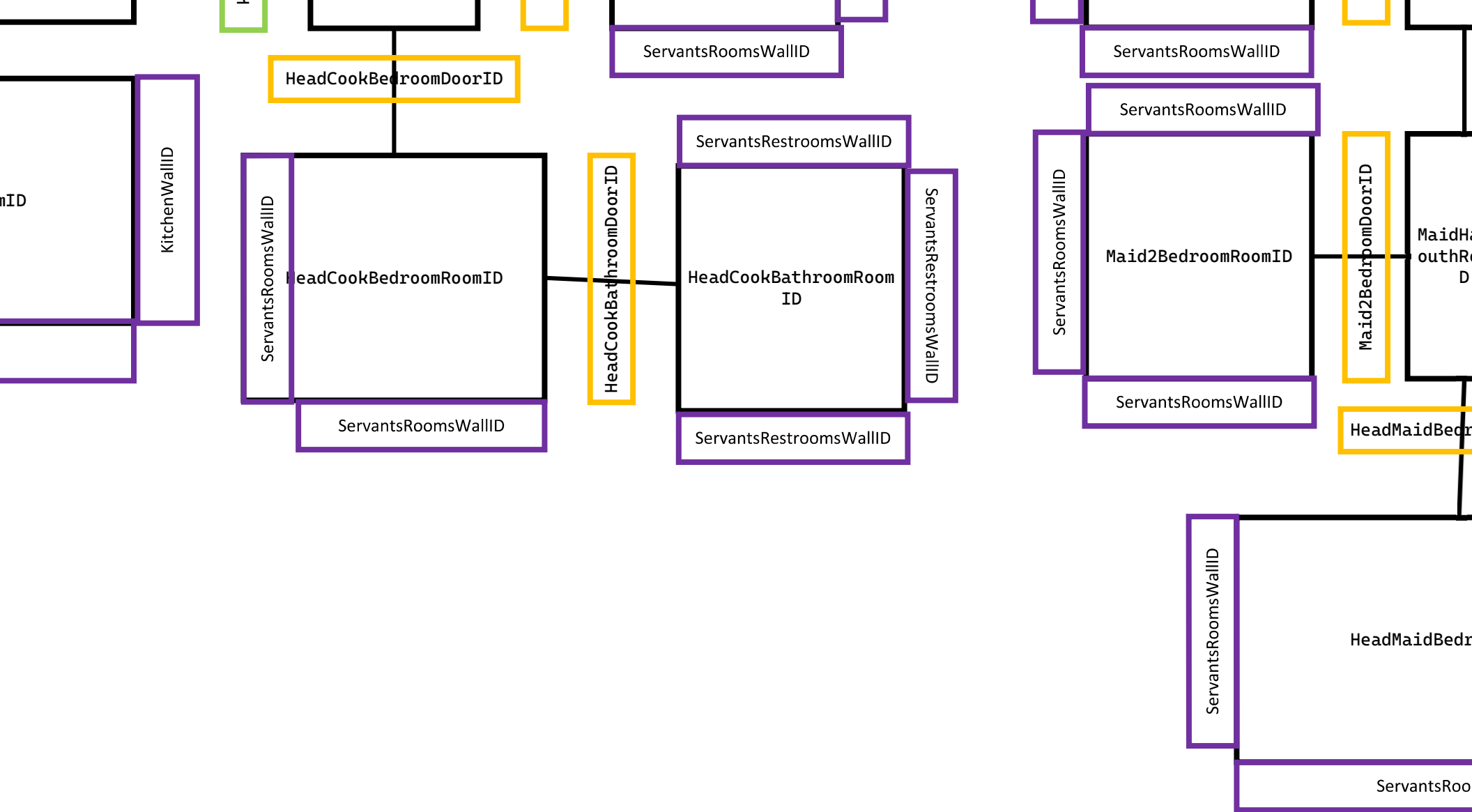
GarageNorthRoomID

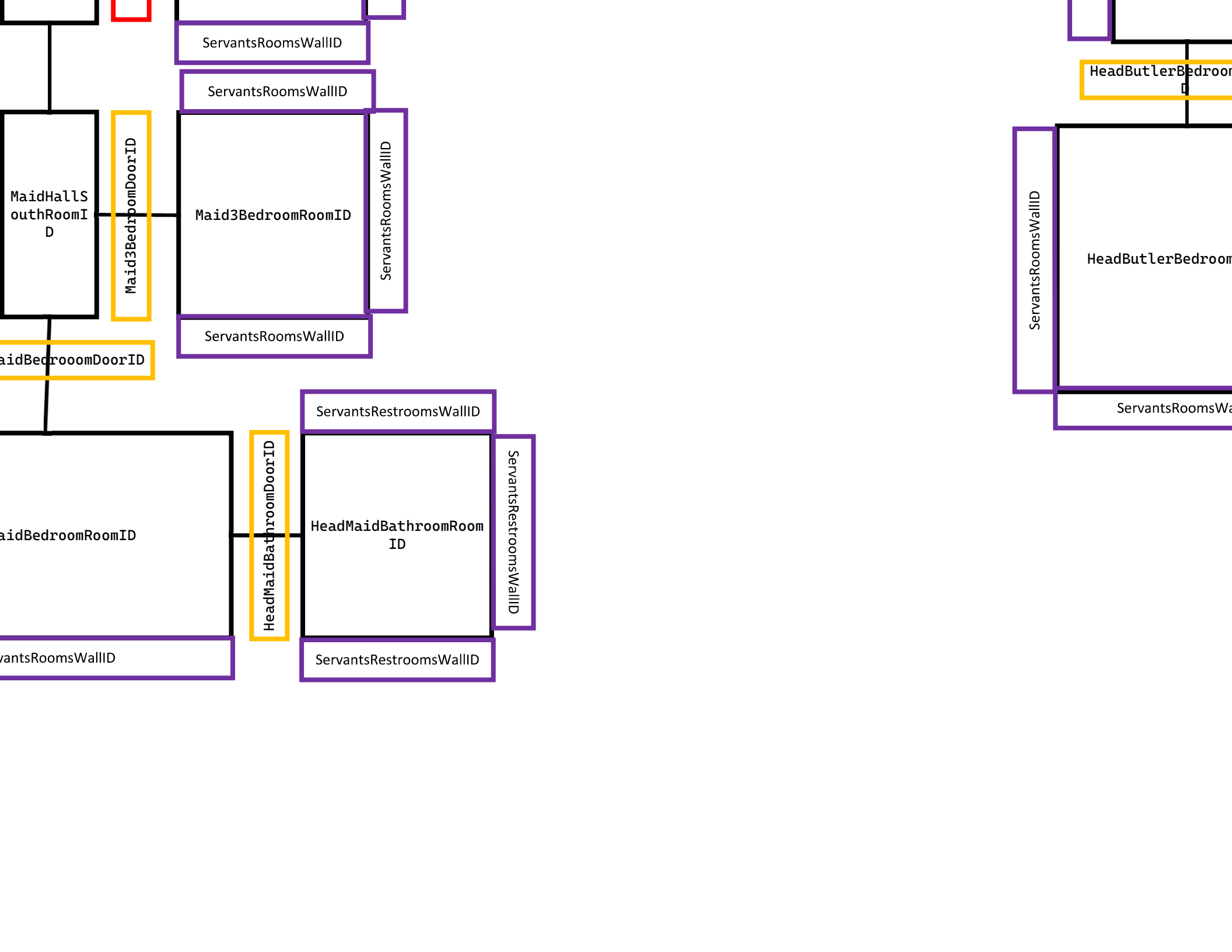
GarageWallID

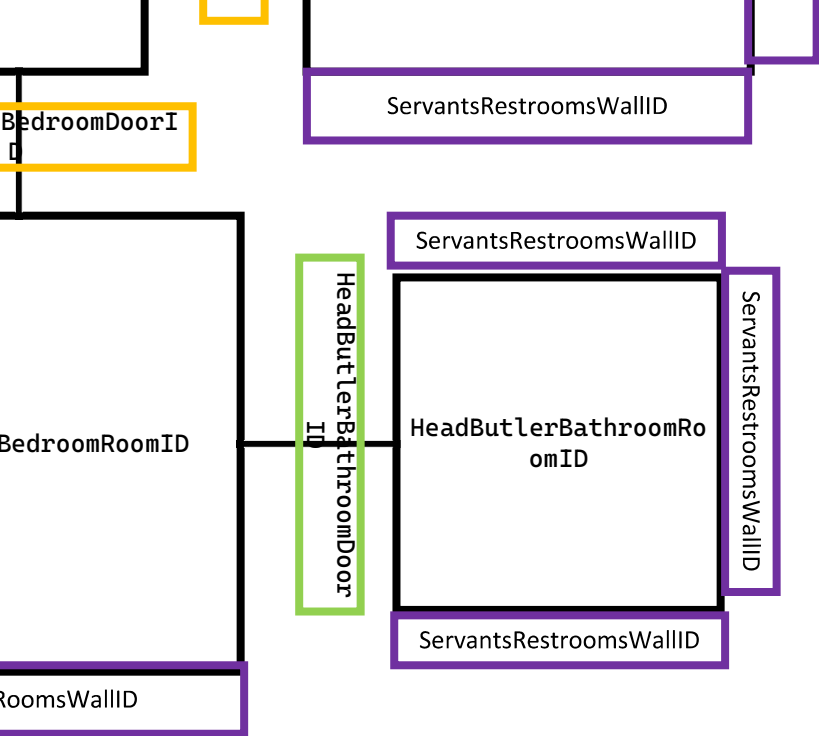
PrivateOfficeWallID

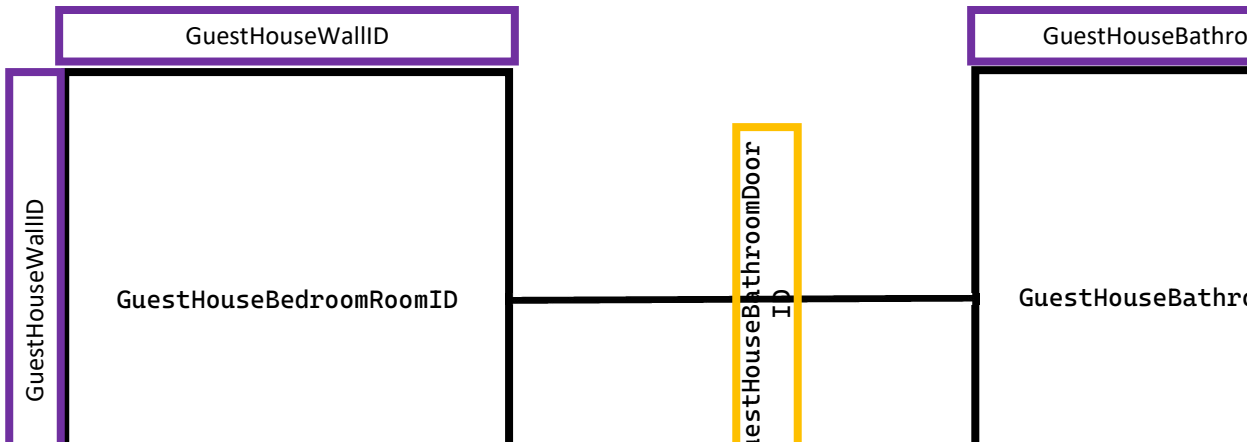
JanitorsClose tWallID	JanitorsClose tRoomID	JanitorsClose tWallID
	JanitorsClose tWallID	











seBathroomWallID

eBathroomRoomID

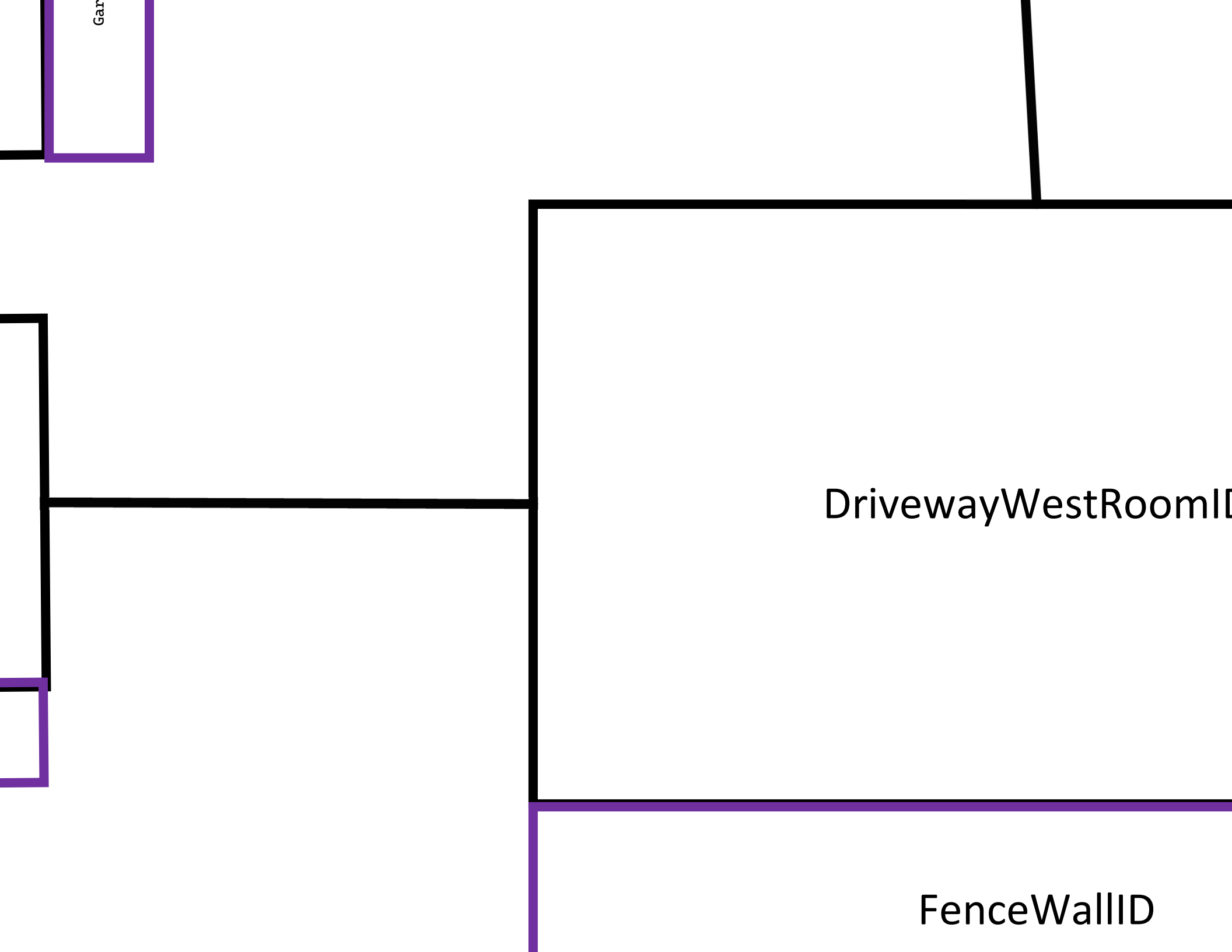
uestHouseBathroomWallID

Gar

GarageWallID

GarageSouthRoomID

GarageWallID

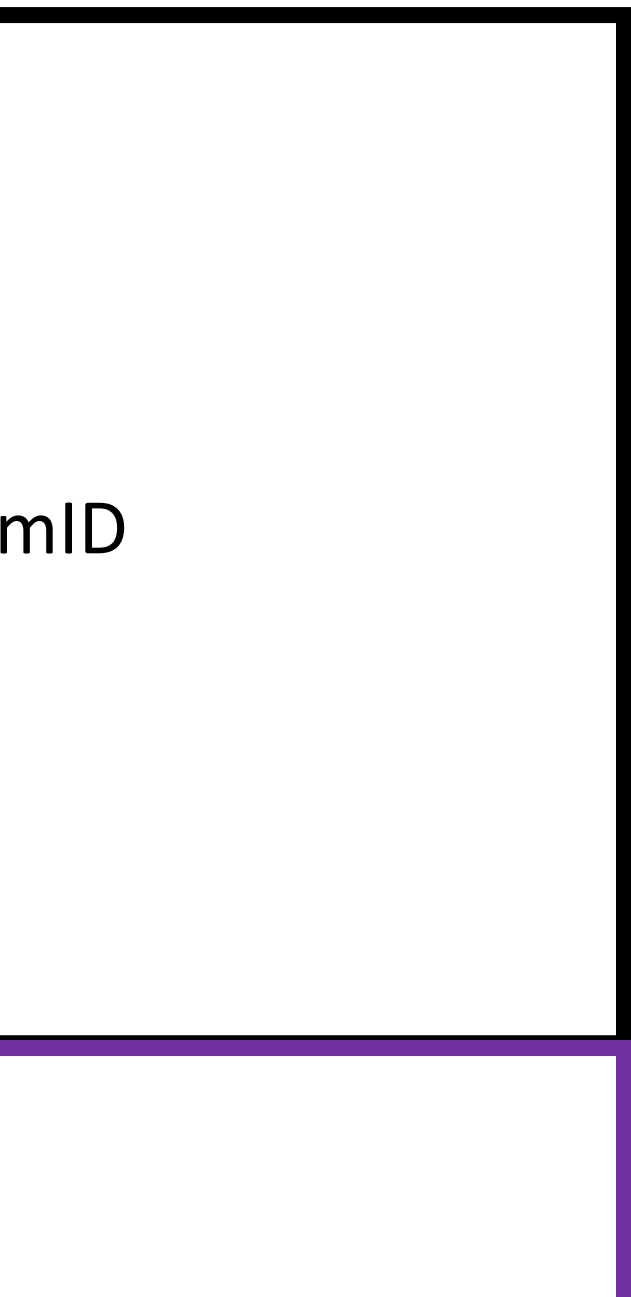


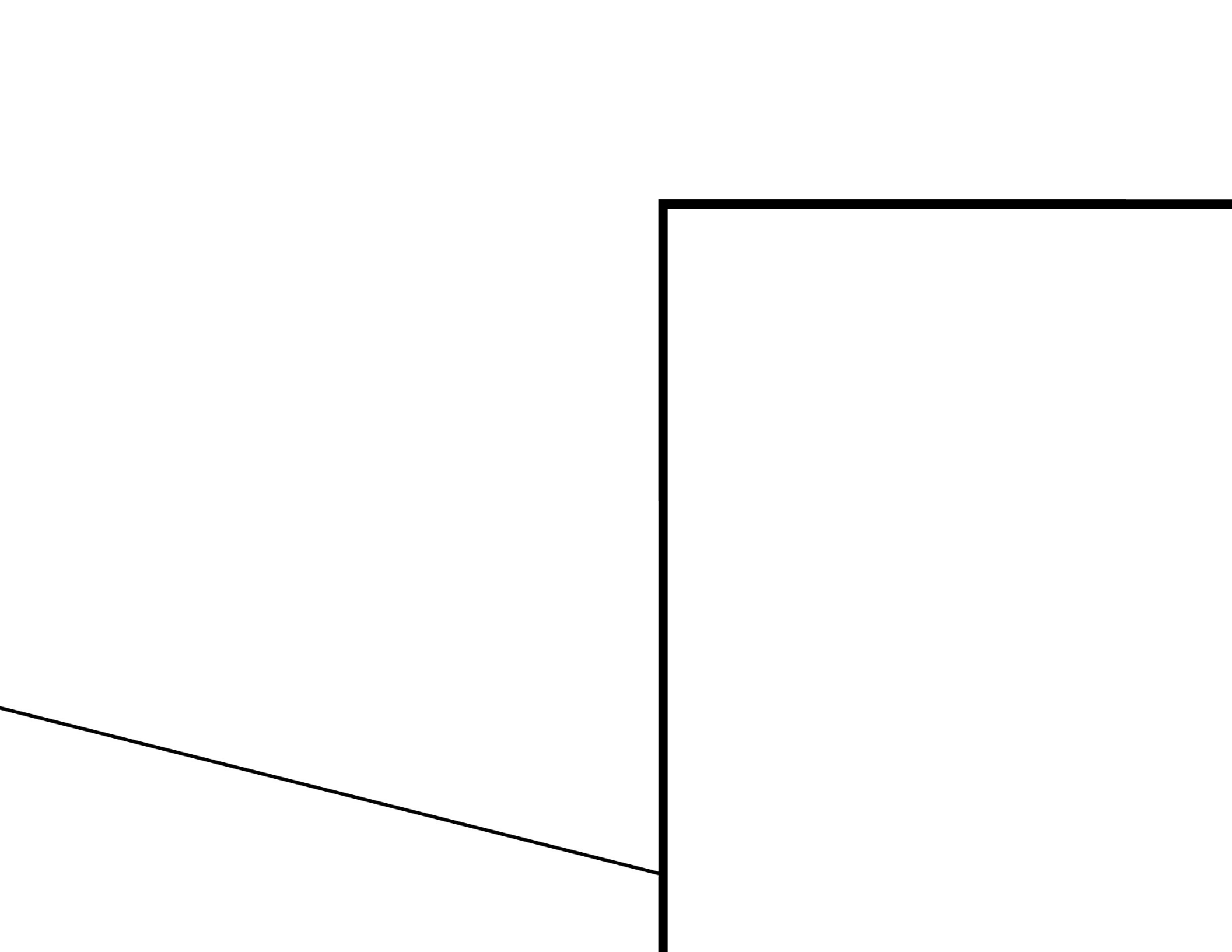
Gar

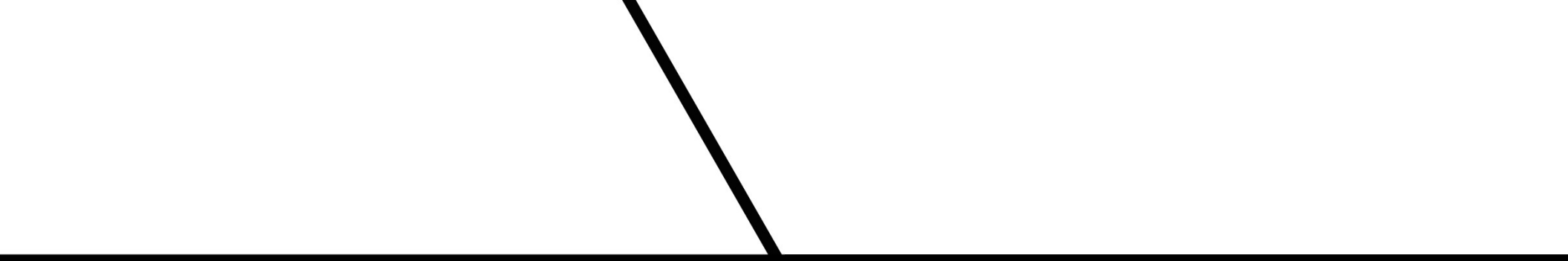
DrivewayWestRoomID

FenceWallID

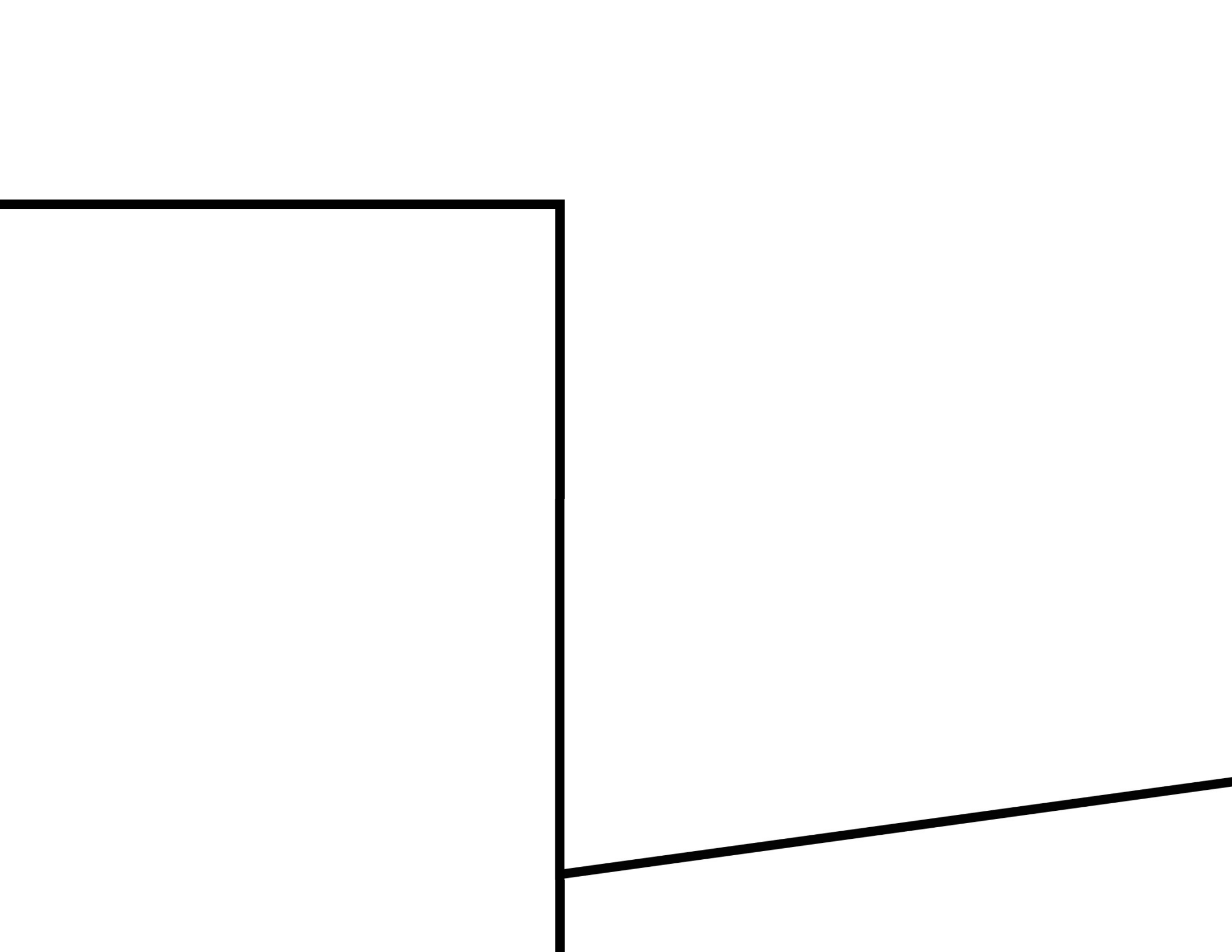
mID

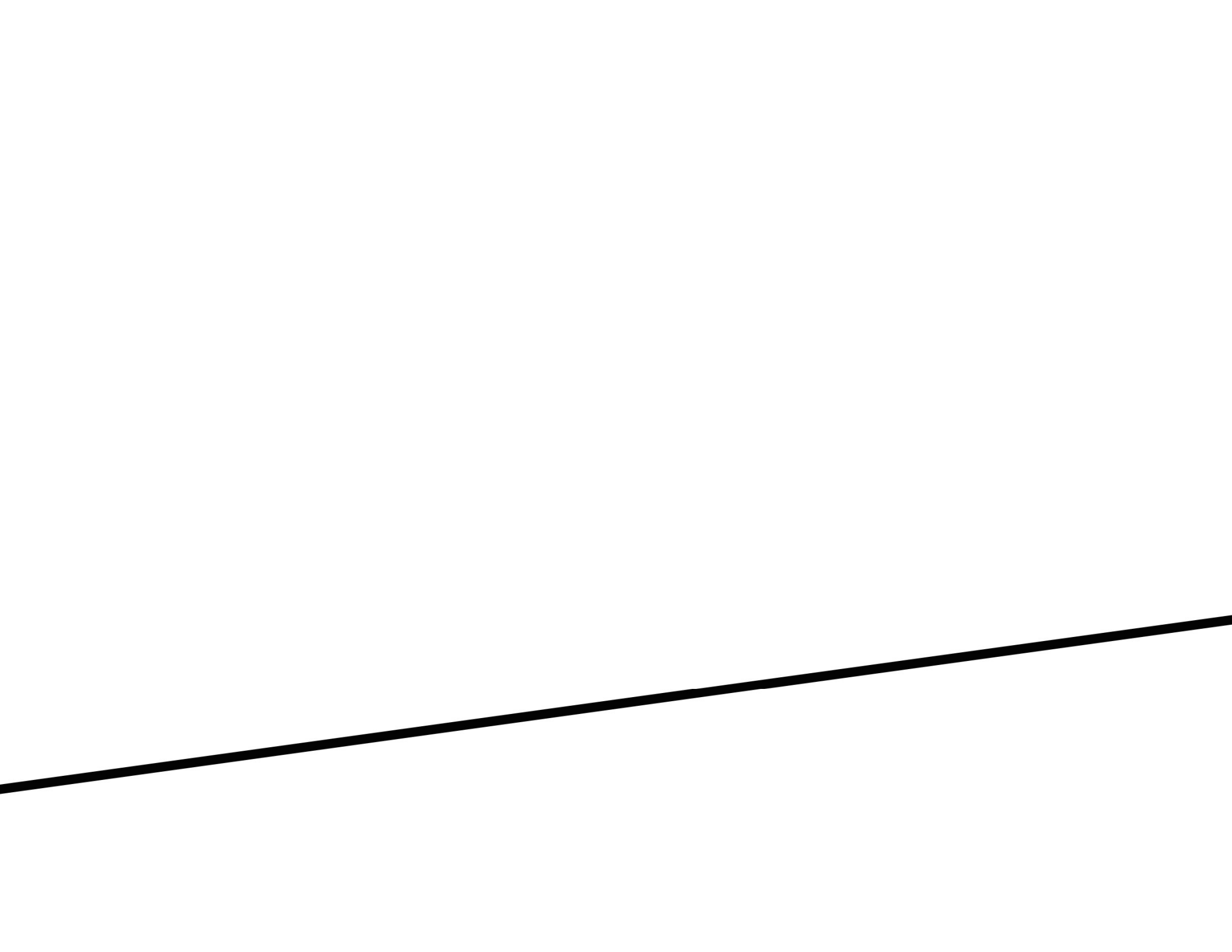


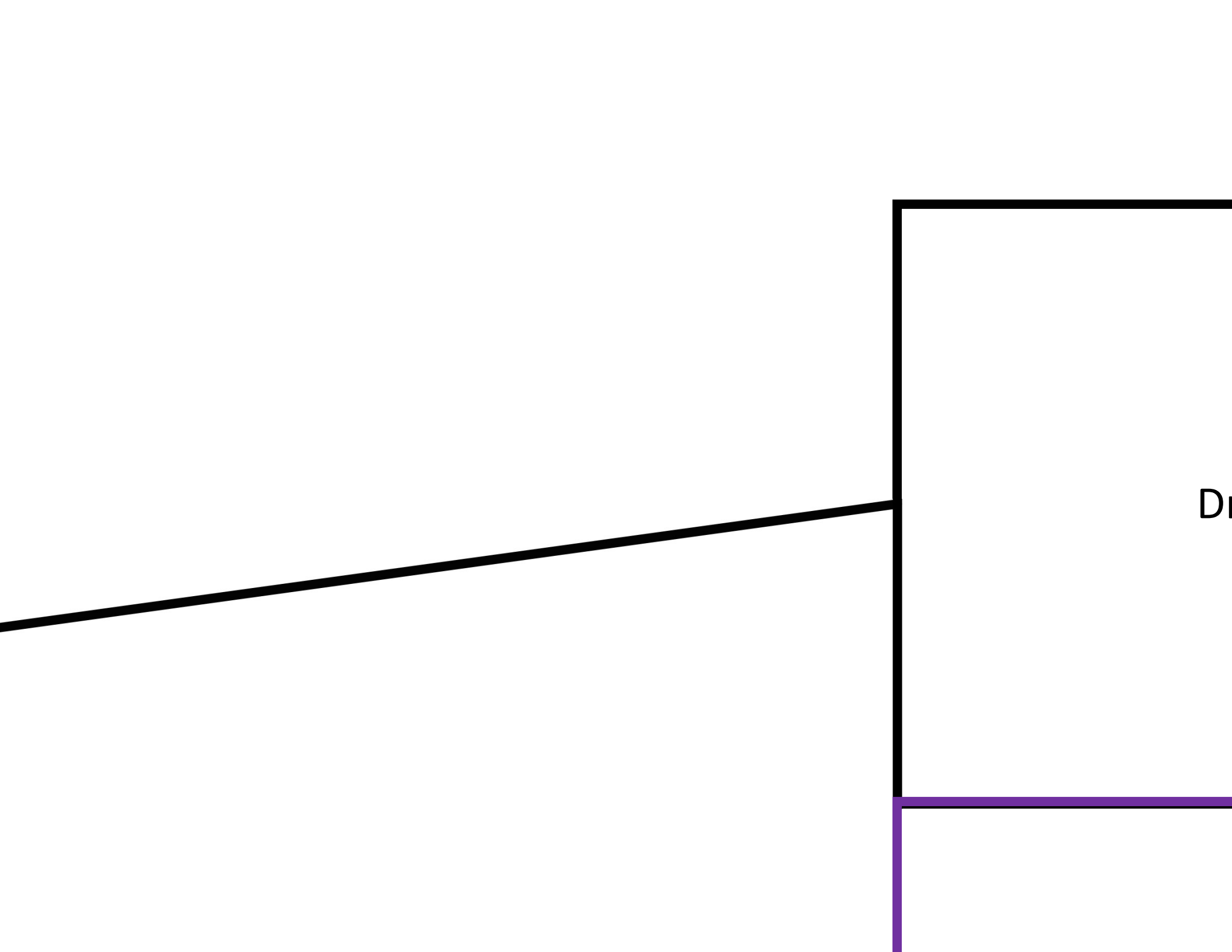


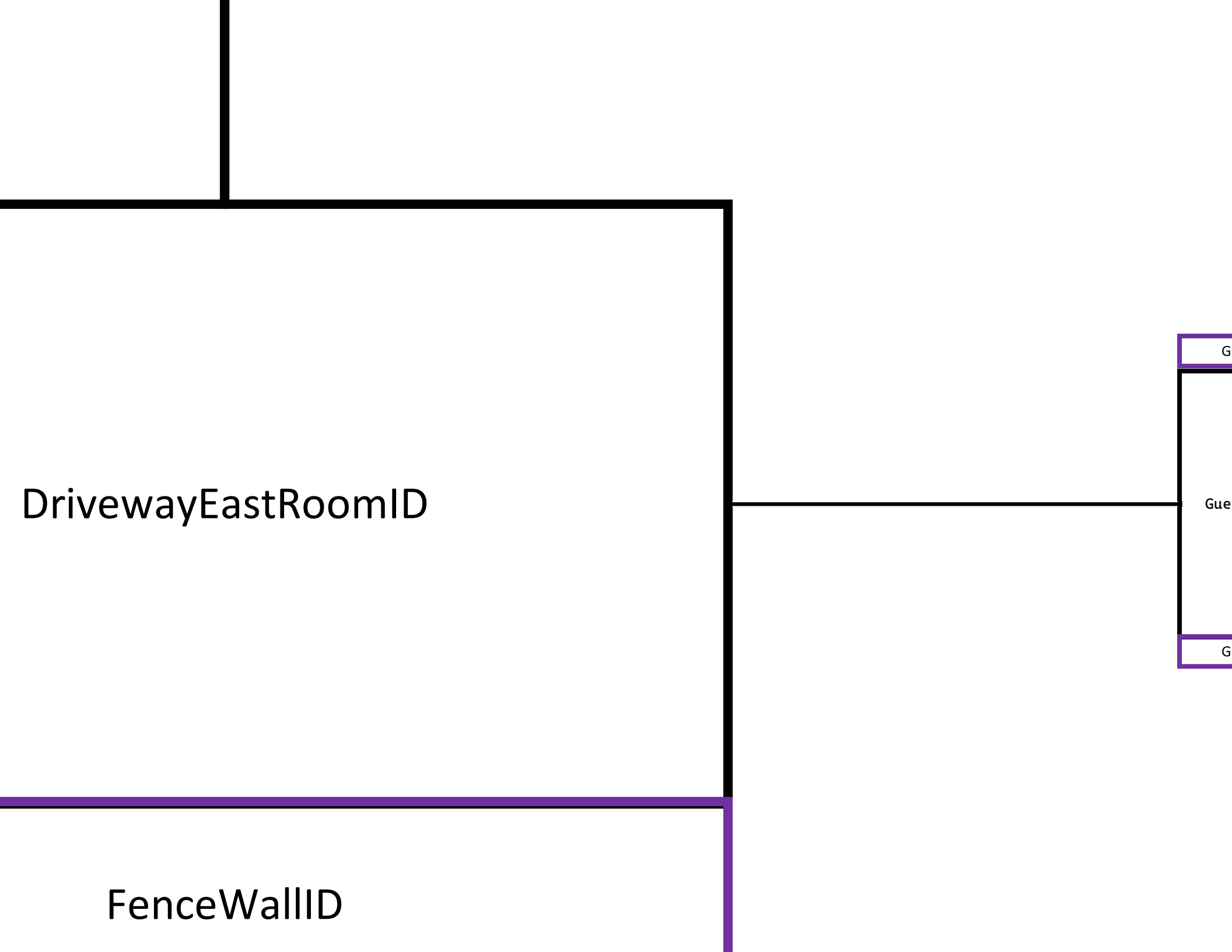


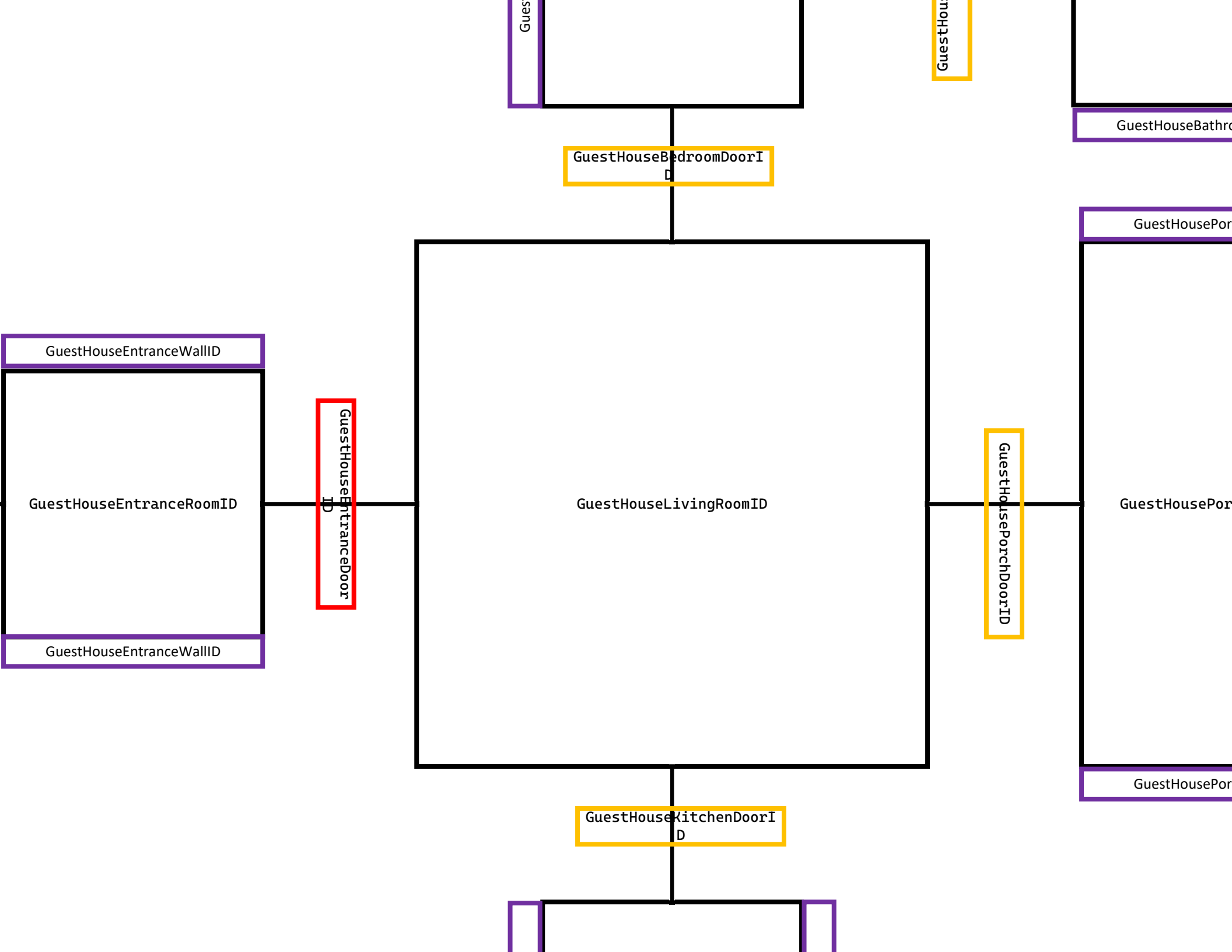
RoundAboutRoomID











	GuestHouseID
--	--------------

HouseBathroomWallID

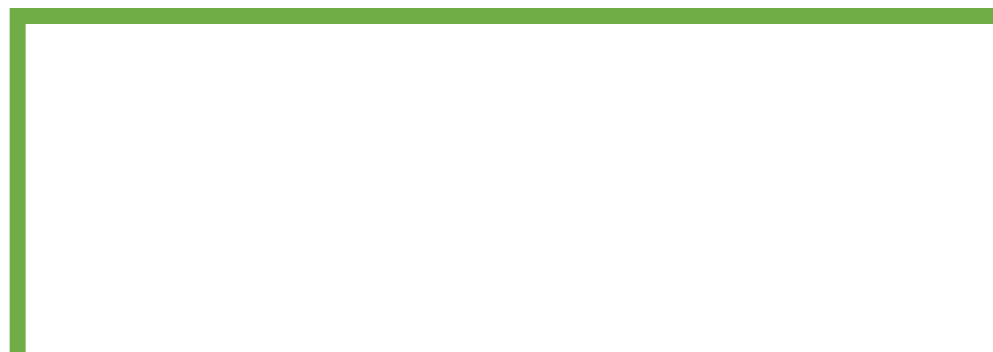
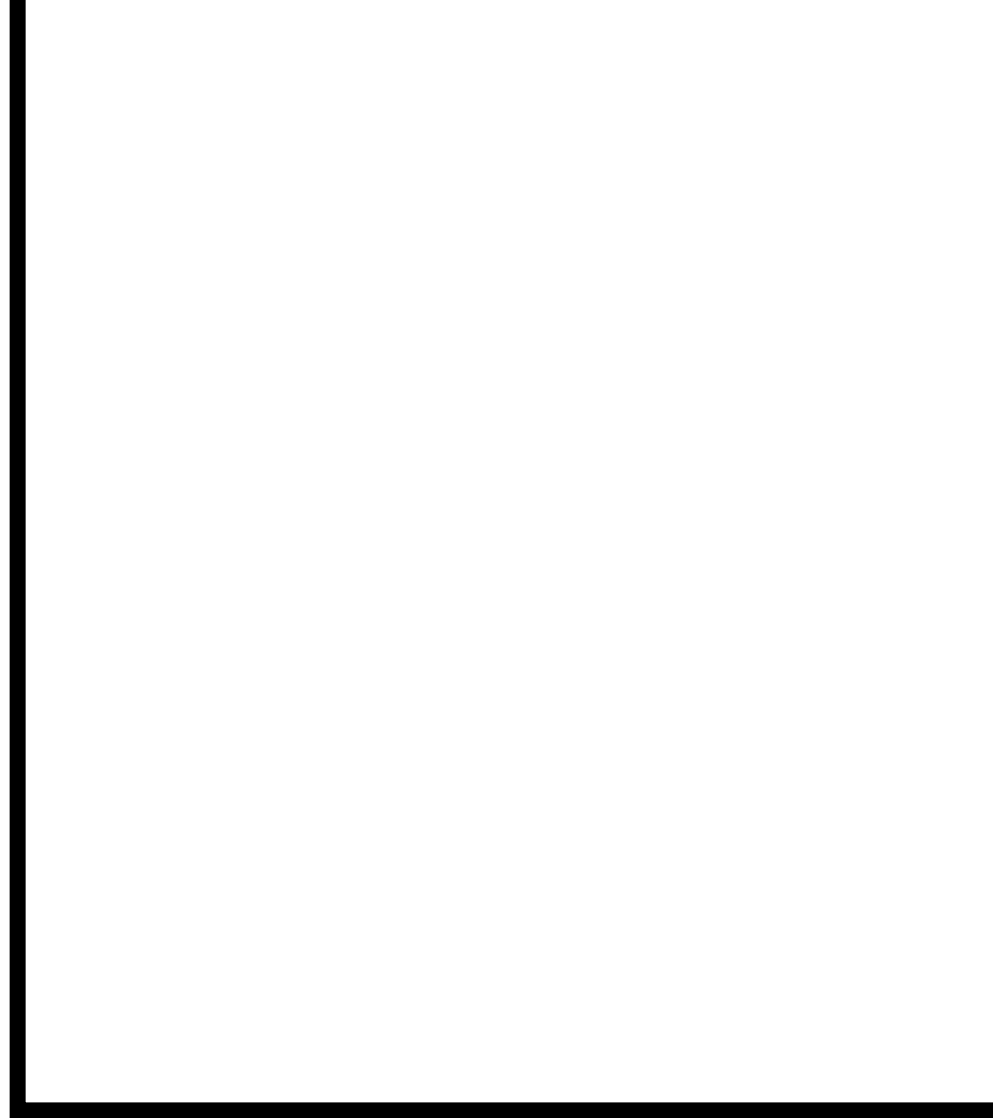
HousePorchWallID

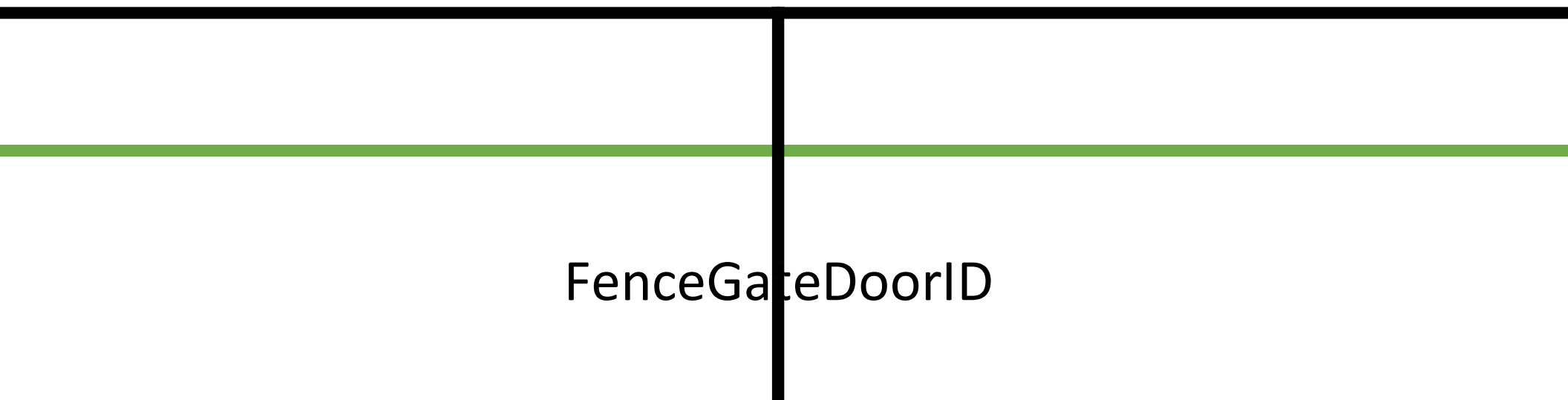
	GuestHousePorchWallID
HousePorchRoomID	

HousePorchWallID

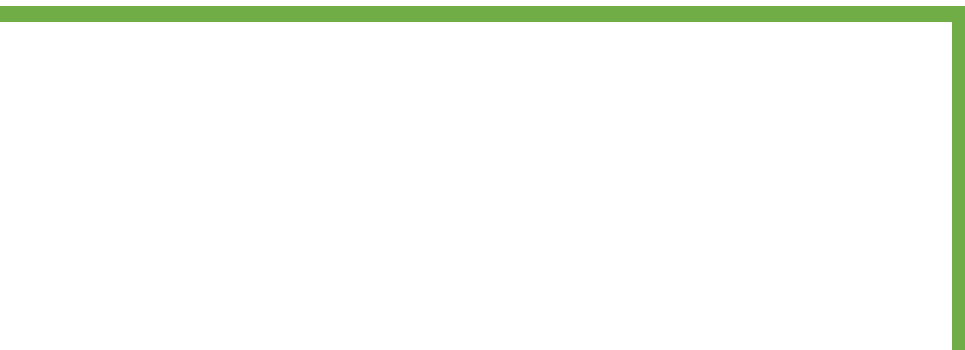
FenceWallID







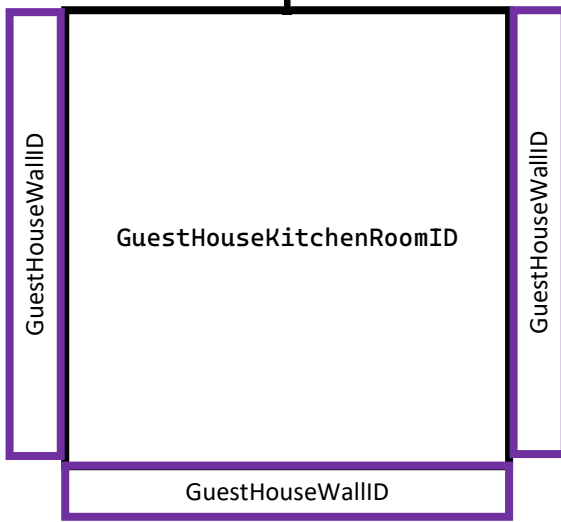
FenceGateDoorID

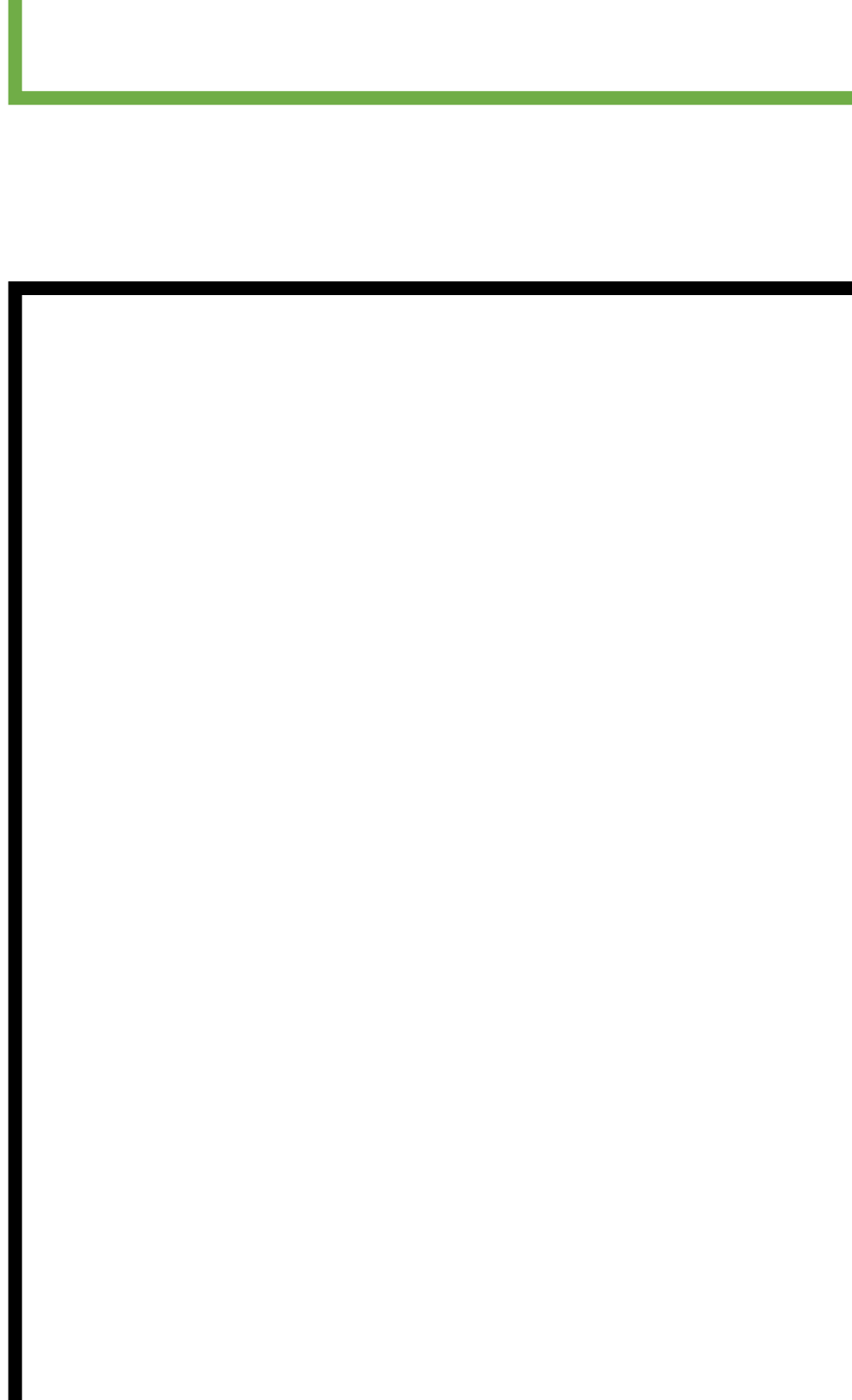




FenceWallID









OutsideTheGemMansionRoomID

