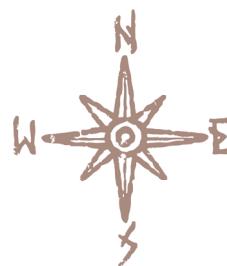


A MAP GUIDE CATALOGUE



B.BRUN

GAME NAME :

PLATFORM

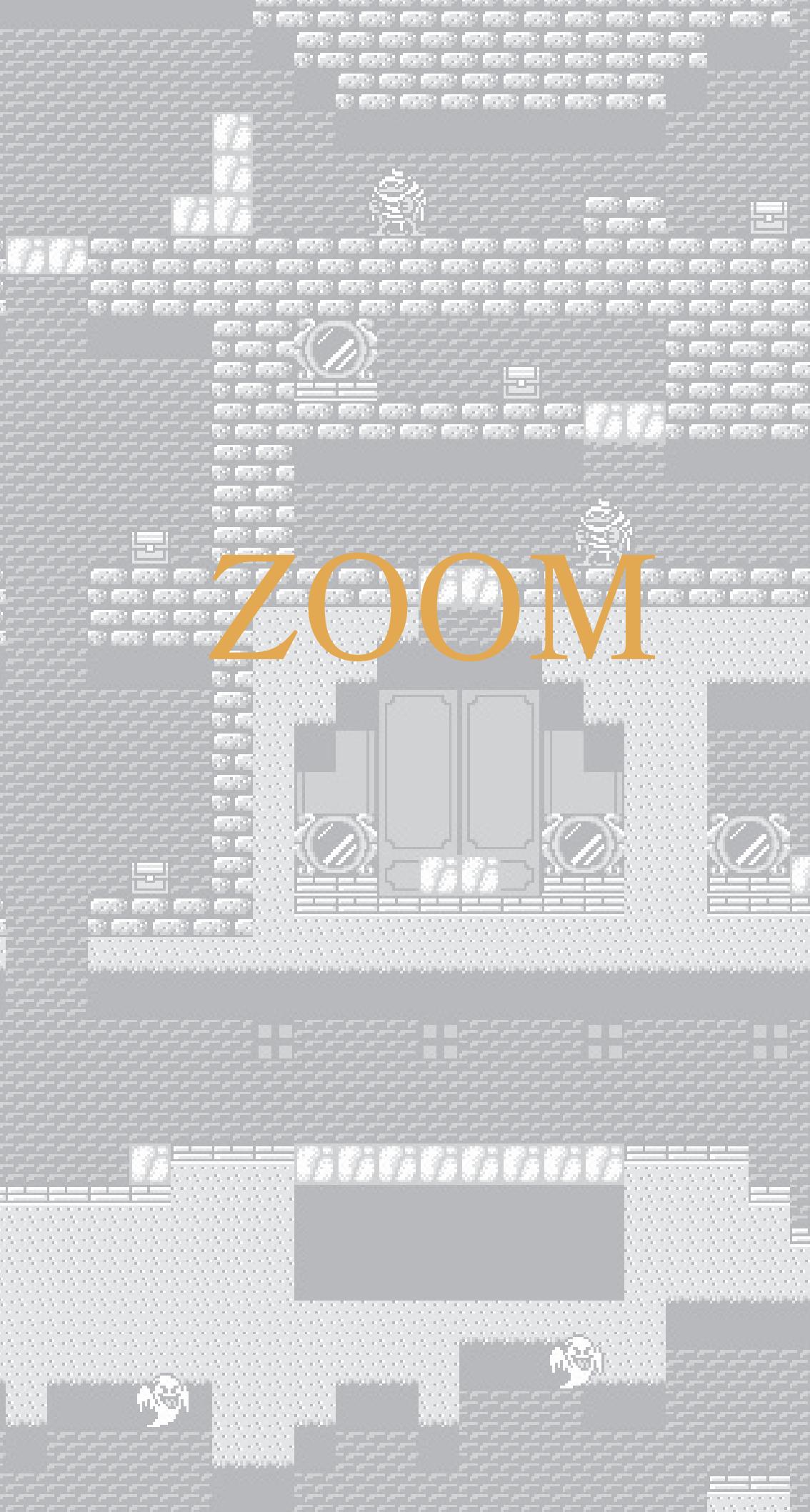
AND YEAR OF RELEASE :

MAP NAME:

TECHNIQUE :

AUTHOR :

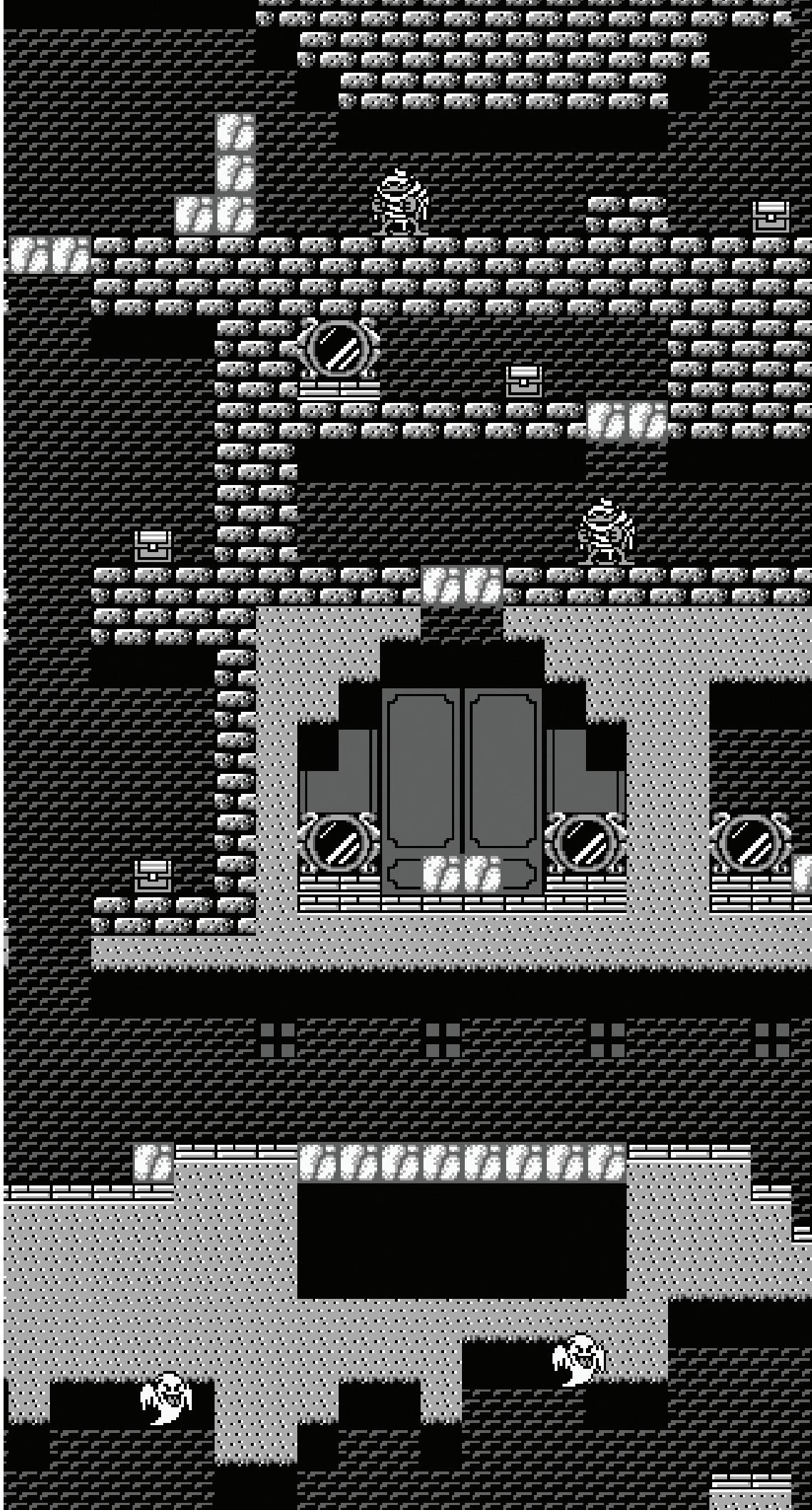
WEBSITE NAME :

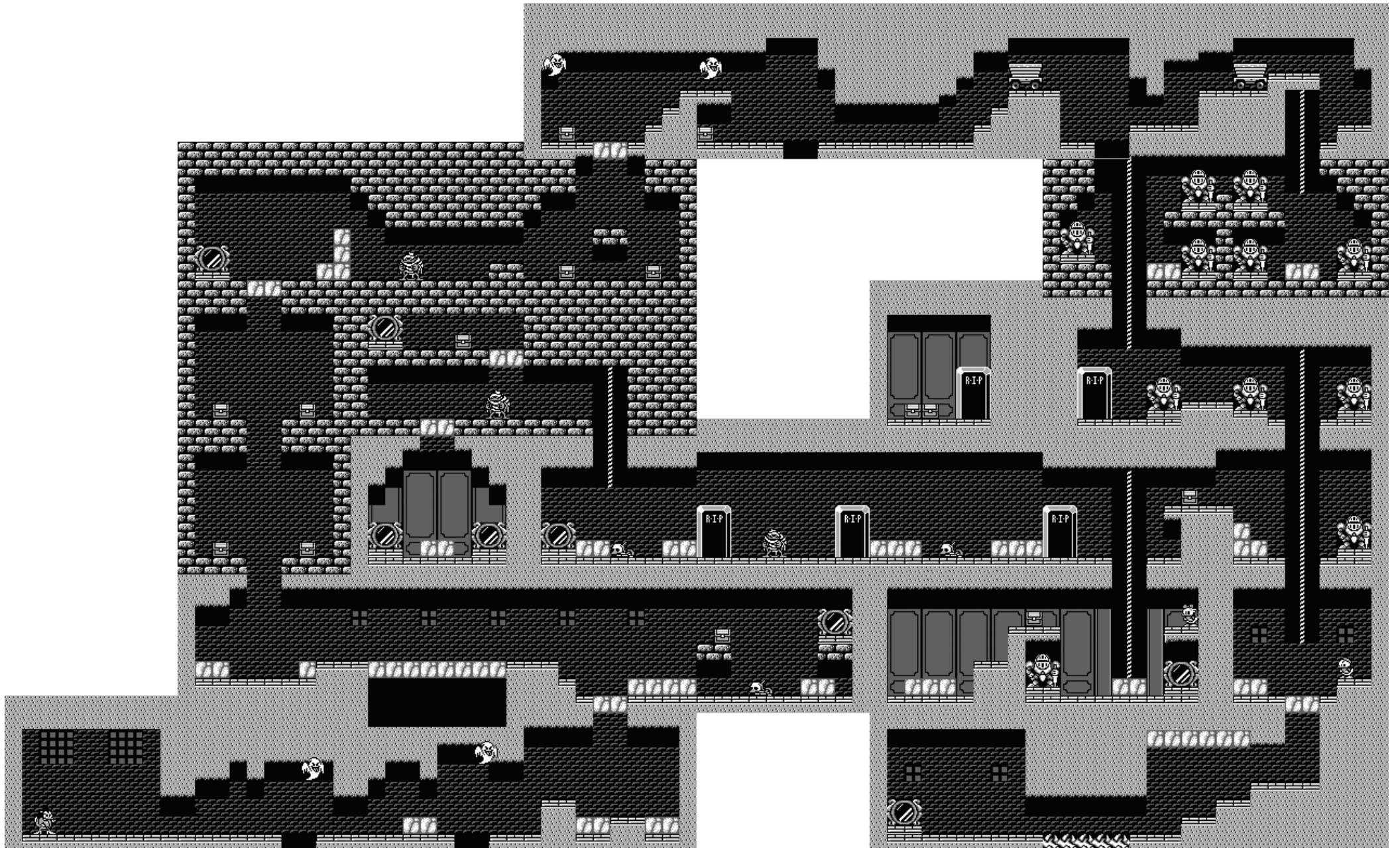


IMMERSIVE - EXPLICIT

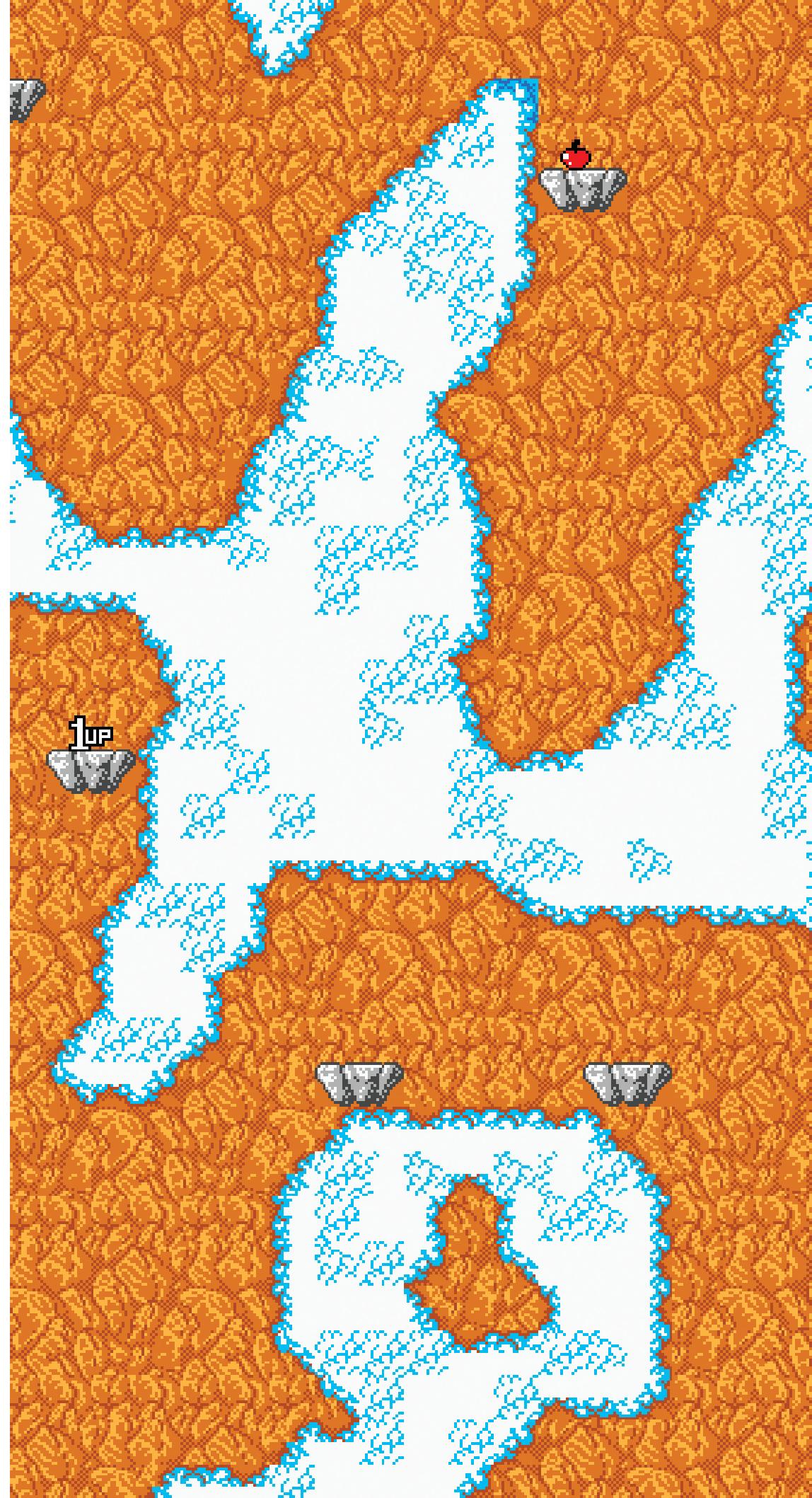


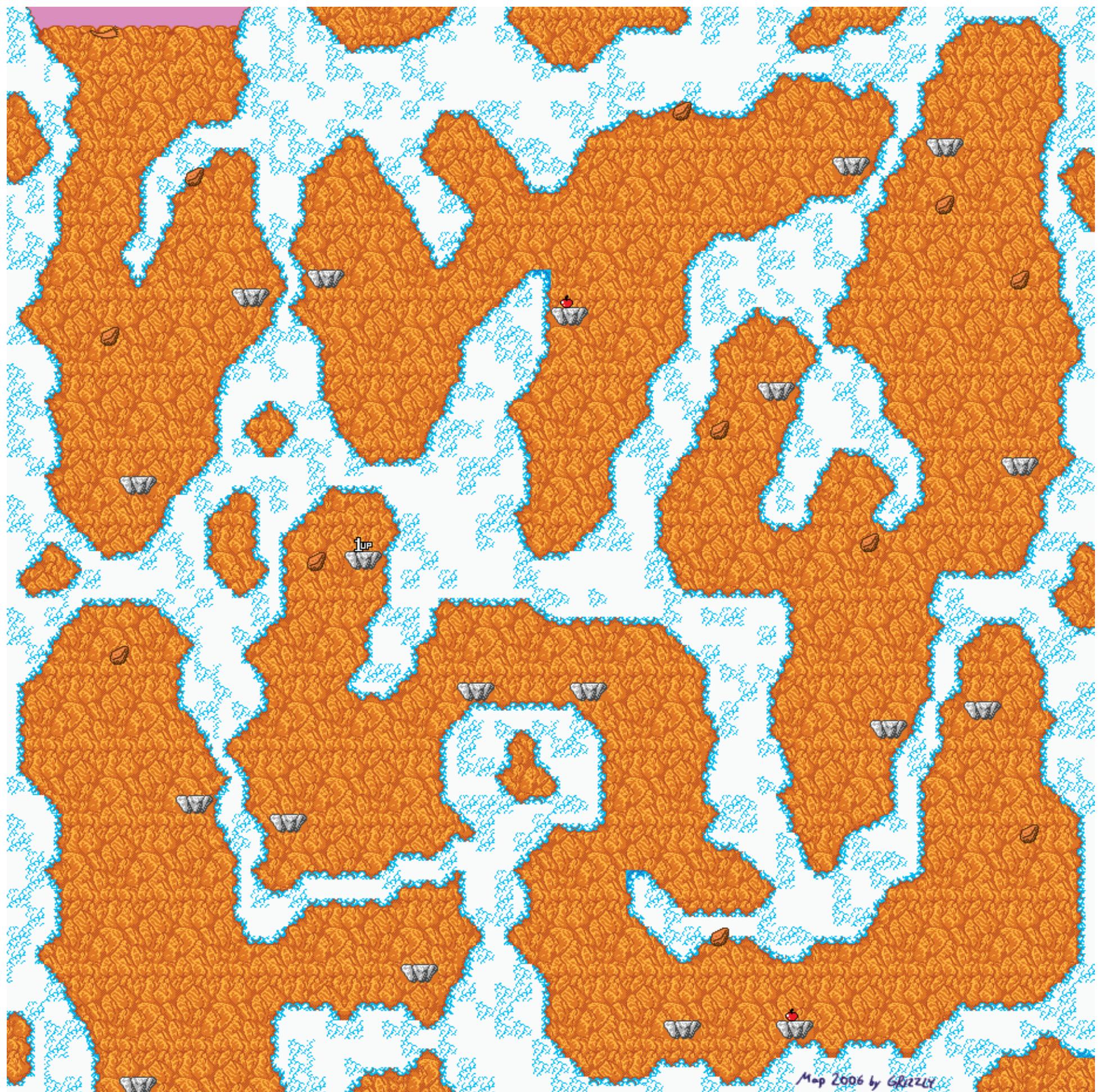
DUCK TALES
GAMEBOY - 1989
TRANSYLVANIA
COLLAGE
BY RYUMASTER
ON VGMAPS



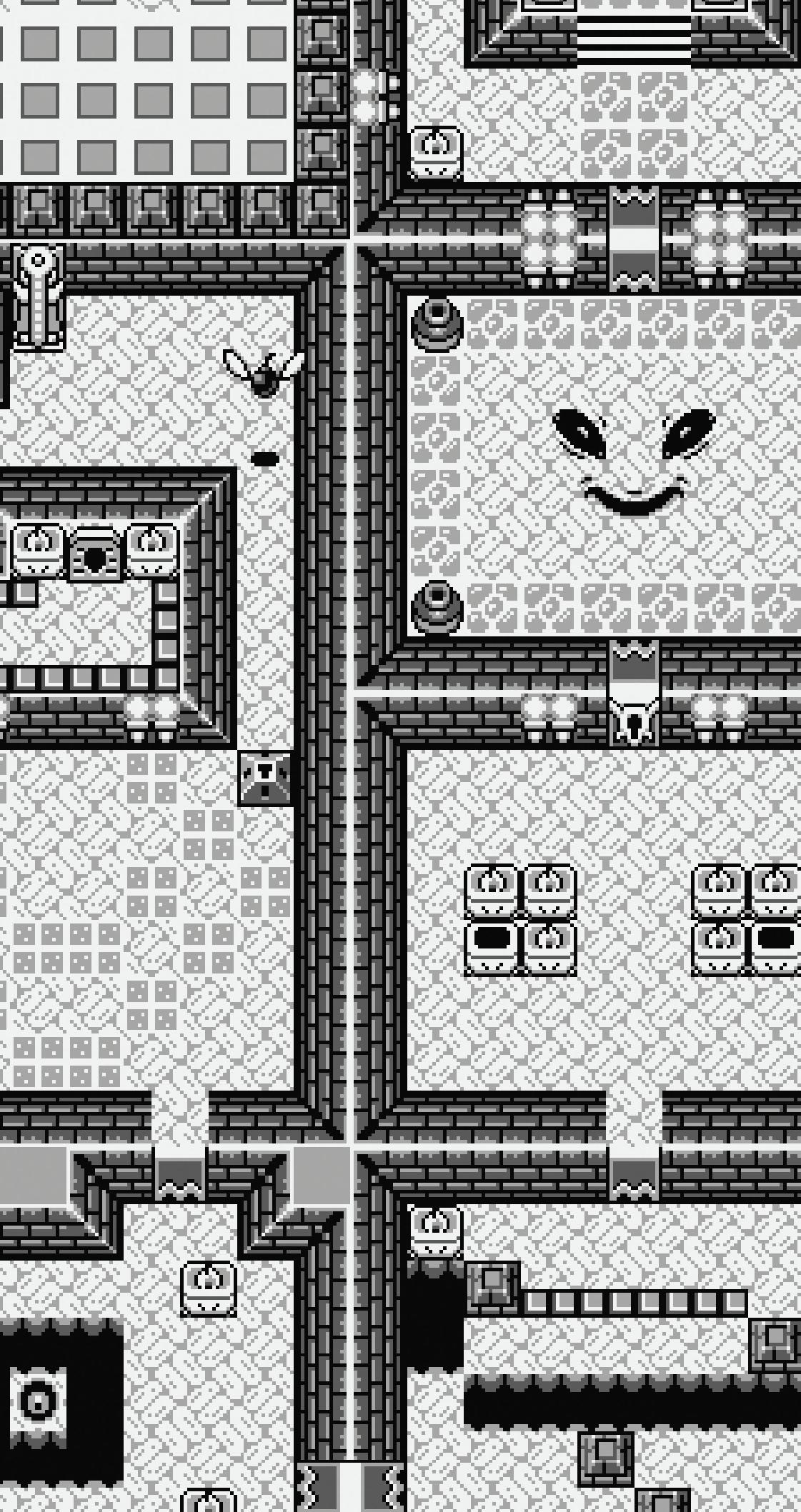


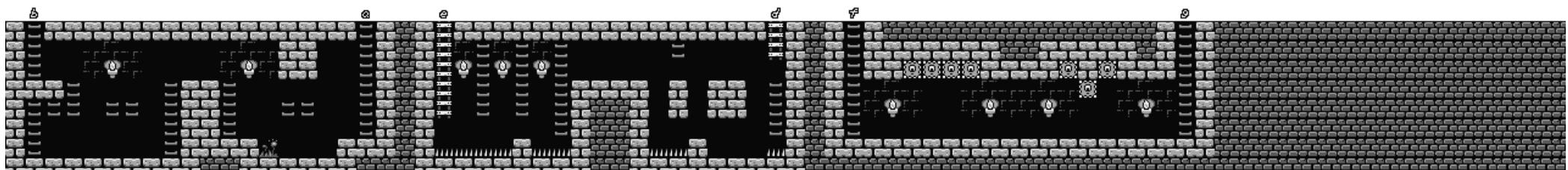
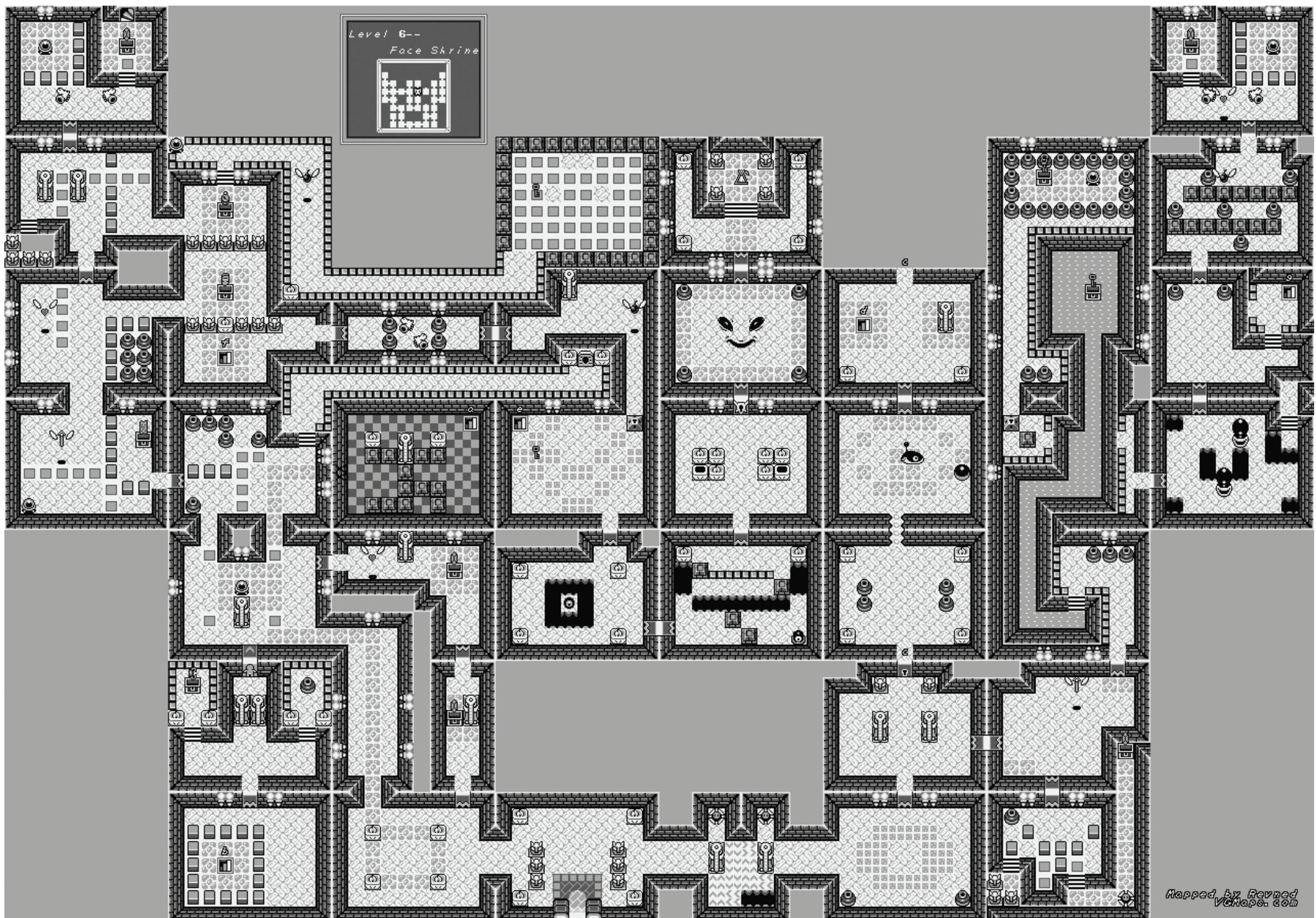
TINTIN IN TIBET
GAMEBOY COLOR - 2001
MOUNTAIN WALL
COLLAGE
BY GRIZZLY
ON VGMAPS



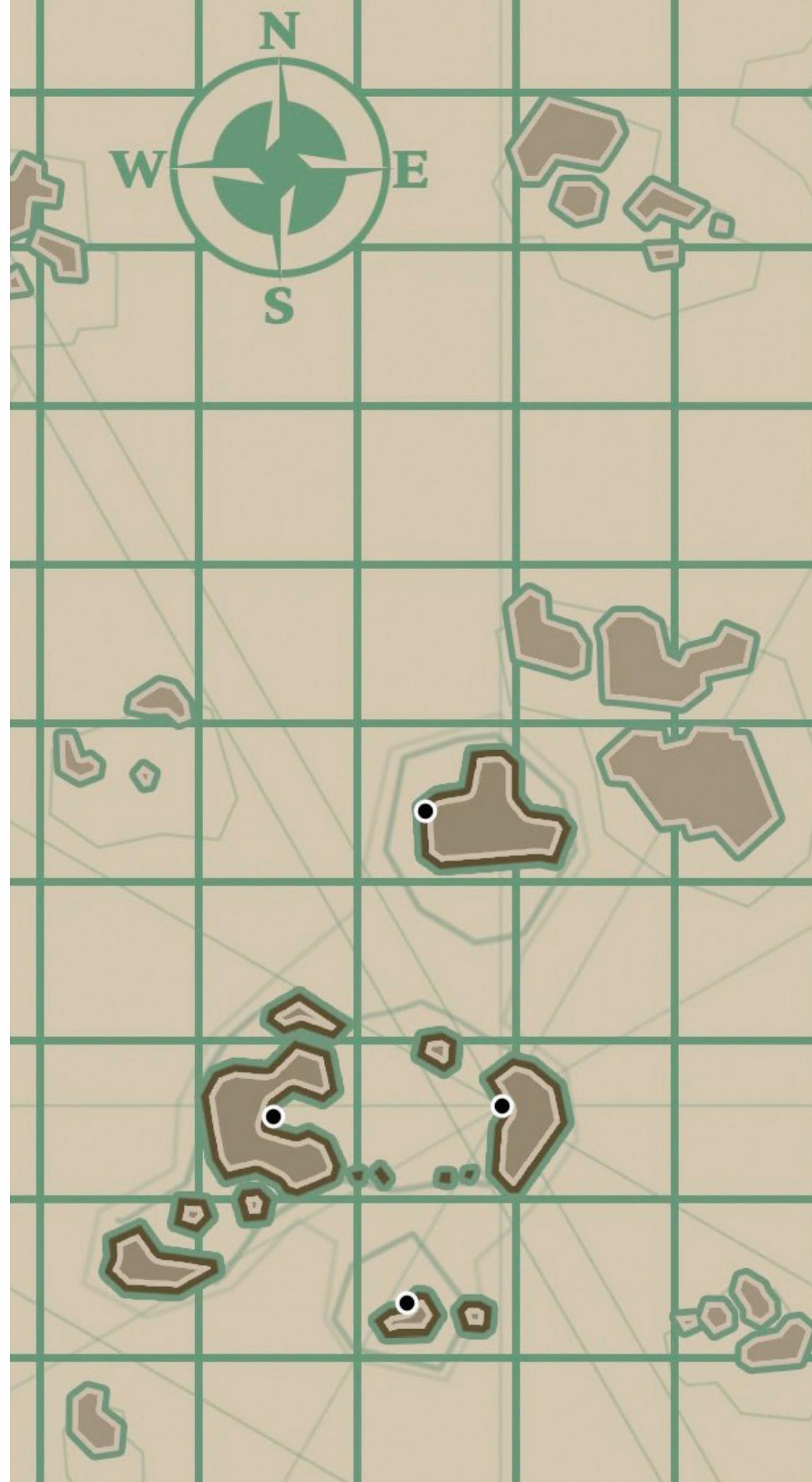


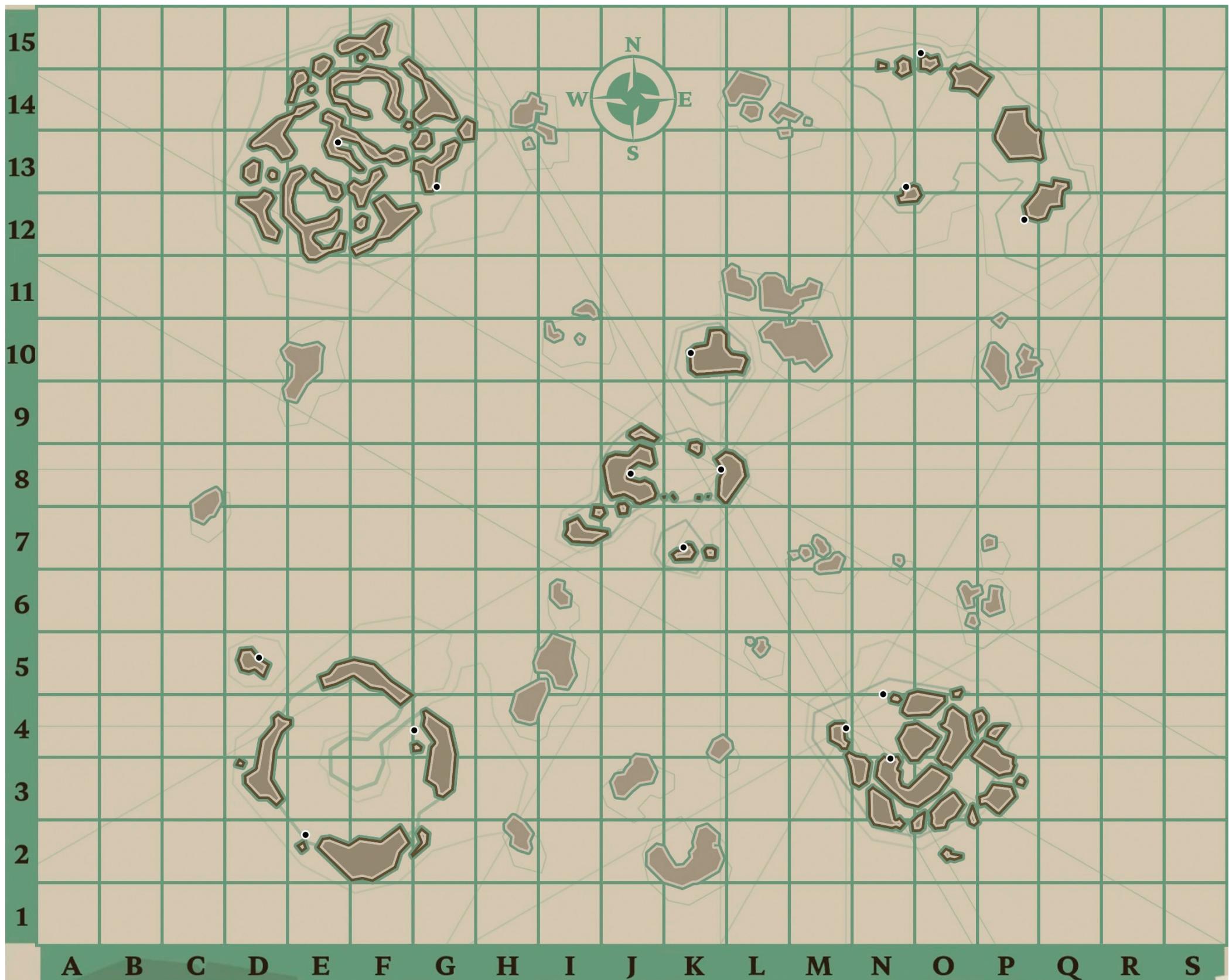
**THE LEGEND OF ZELDA :
LINK'S AWAKENING**
GAMEBOY - 1993
FACE SHRINE
COLLAGE
BY REVNED
ON VGMAPS





DREDGE
CROSS-PLATFORM - 2023
WORLD MAP
SCREEN CAPTURE
BY FANDOM
ON DREDGE-WIKI

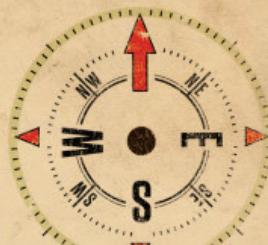




FIRE WATCH
CROSS-PLATFORM - 2016
TWO FORKS
OFFICIAL EXPORT
BY CAMPO SANTO
ON CAMPO SANTO
OFFICIAL WEBSITE



TWO FORKS REGION OVERVIEW



Produced by the United States Geological Survey
Controlled by USGS and NOS/NOAA

Compiled by photogrammetric methods from aerial

photographs taken in 1976. Field checked in 1976

Map edited in 1976

Based on 1:100,000-meter grid Universal

Transverse Mercator

To place on the predicted North American datum 1983

move the prediction line 7 meters south and

32 meters west as shown by dashed corner ticks

There may be private holdings within the boundary of

the area shown on this map

This area also contains 1:100,000-scale orthophotographs

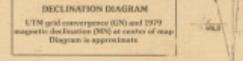
CONTOUR INTERVAL: 10 METERS

NATIONAL GRID UTM VERTICAL SCALE: 1:250,000

SCALE: 1:250,000 (LEADS NEARLY TO THE NEAREST 100 METER)

OTHER ELLIPTICONS SHOWN TO THE NEAREST 100 METER

THIS MAP COMPLIES WITH NATIONAL MAP ACCURACY STANDARDS



| 1 | 2 | 3 | Adjacent Regions |
|---|---|---|--|
| | | | 1: Red Top |
| 4 | | 5 | 2: Thorofare Lookout |
| 6 | 7 | 8 | 3: Spruce Lookout 4: Crescent Mountain 5: Moss Peak 6: Ramshorn Peak 7: Chimney Rock Lookout 8: Irish Rock |

FOR SALE BY U.S. GEOGRAPHICAL SURVEY
RESTON, VIRGINIA 22092

MEADOW / PLAIN
WOODLAND
ROCKY IMPASSE
TRAIL
TUNNEL / CAVE

LAKE / RIVER
FALLS
MARSH
CAMP SITE
TELEPHONE LINE



PROPERTY OF
UNITED STATES FOREST SERVICE
DEPARTMENT OF AGRICULTURE
Please Return To: TWO FORKS
Lookout

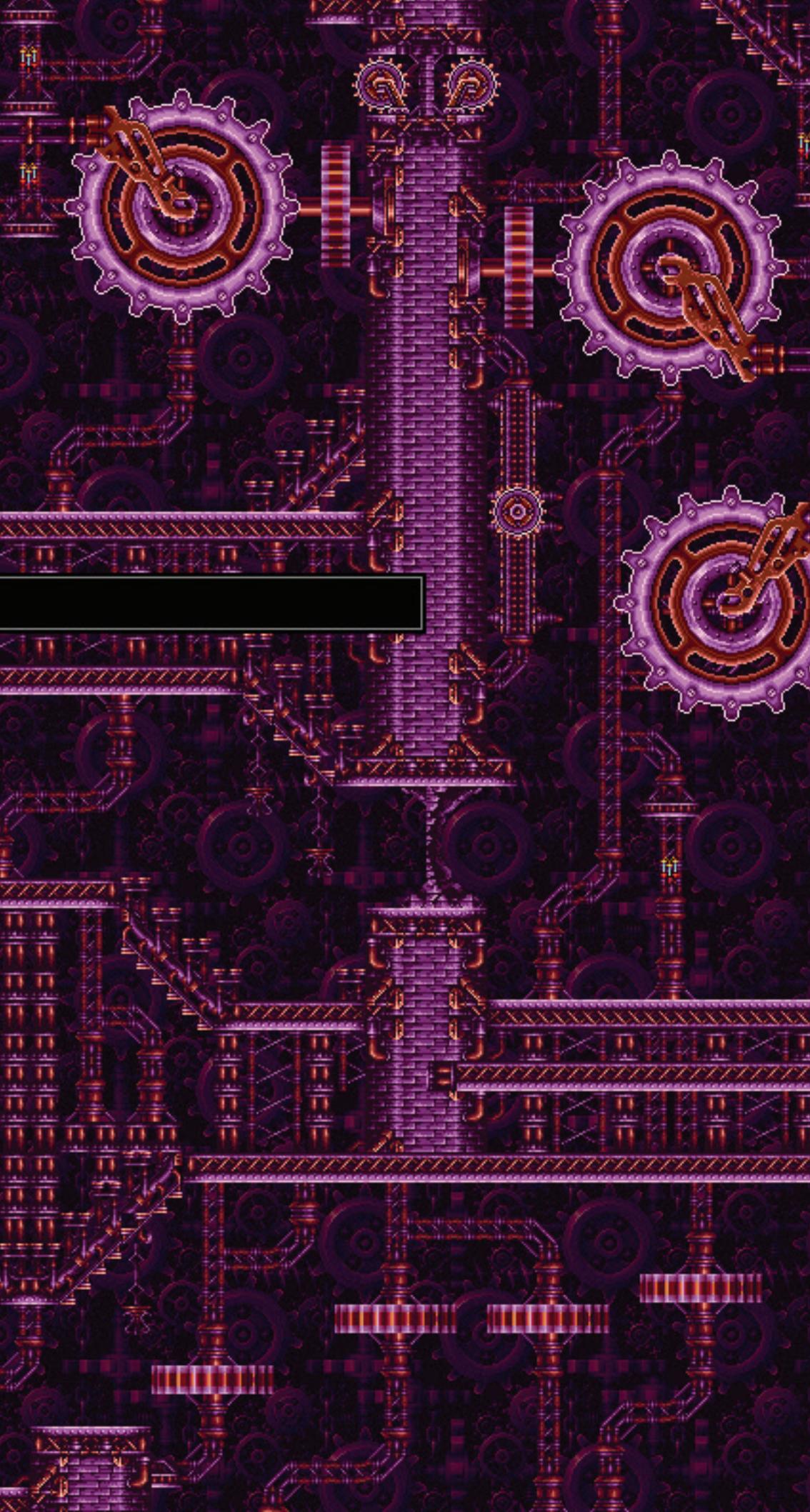
DELTARUNE
CROSS-PLATFORM - 2018
CASTLE TOWN
COLLAGE
BY FRISKDREEMUR5
ON REDDIT

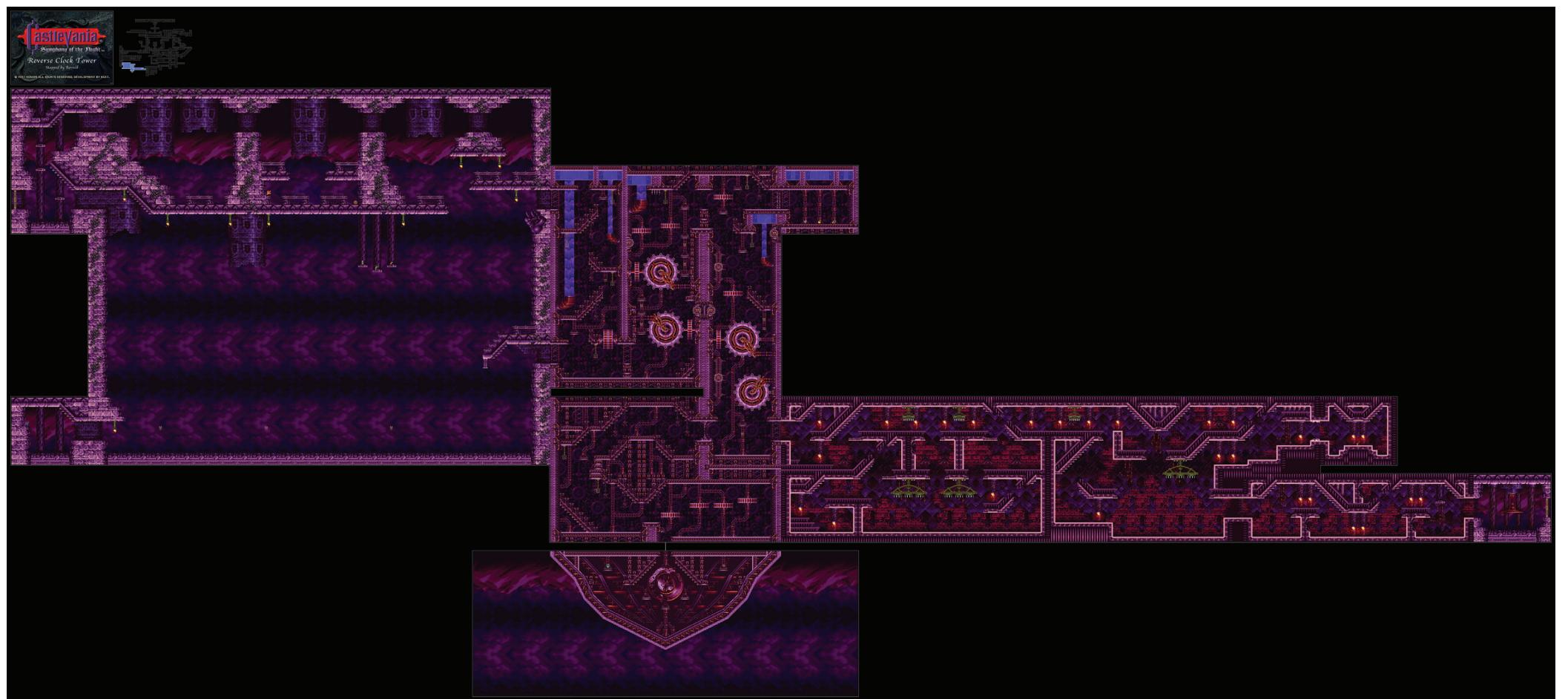


deltarune™



**CASTLEVANIA:
SYMPHONY OF THE NIGHT
PLAYSTATION 1 - 1997
REVERSE CLOCK TOWER
COLLAGE
BY REMNED
ON VGMAPS**



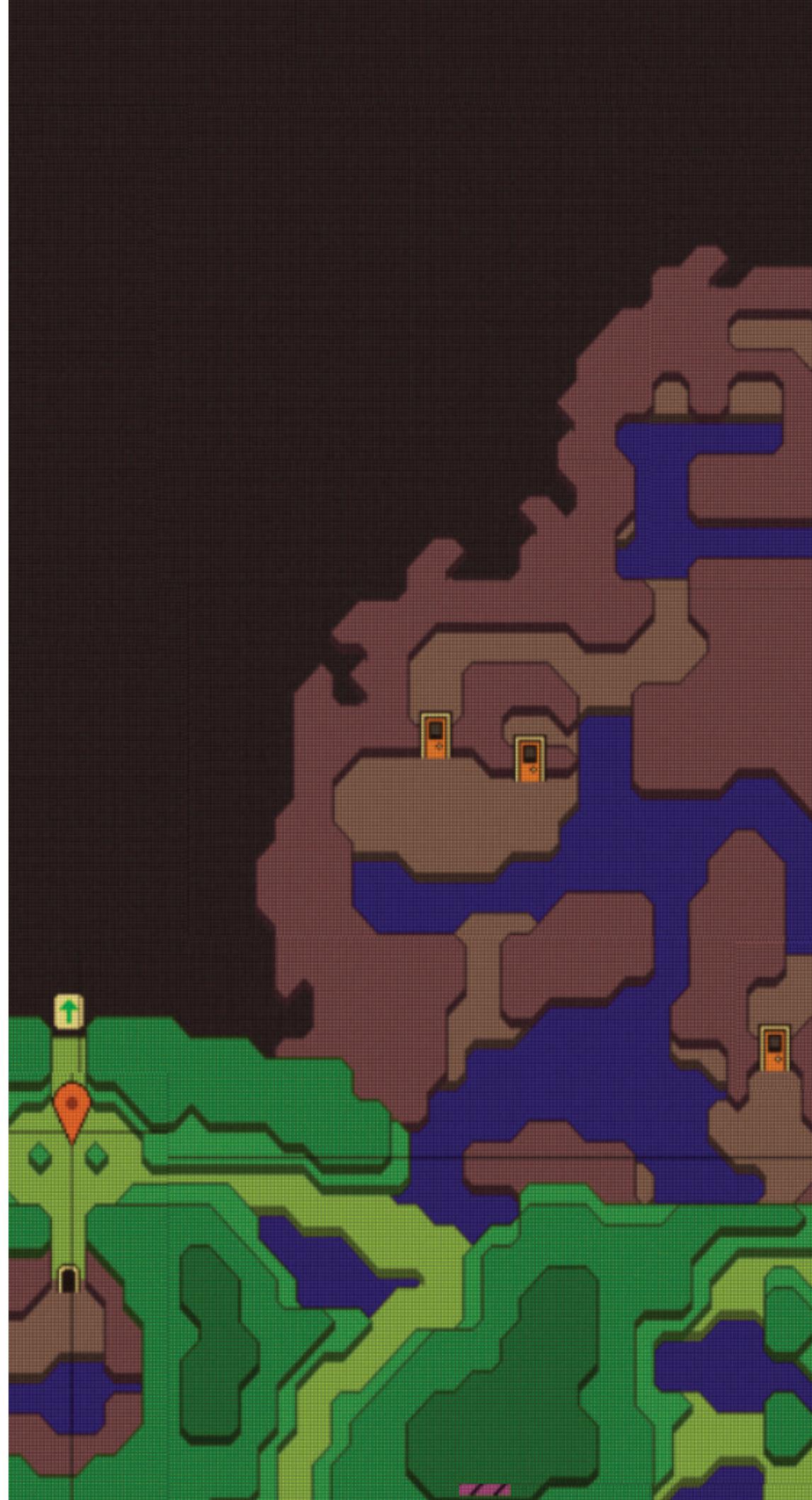


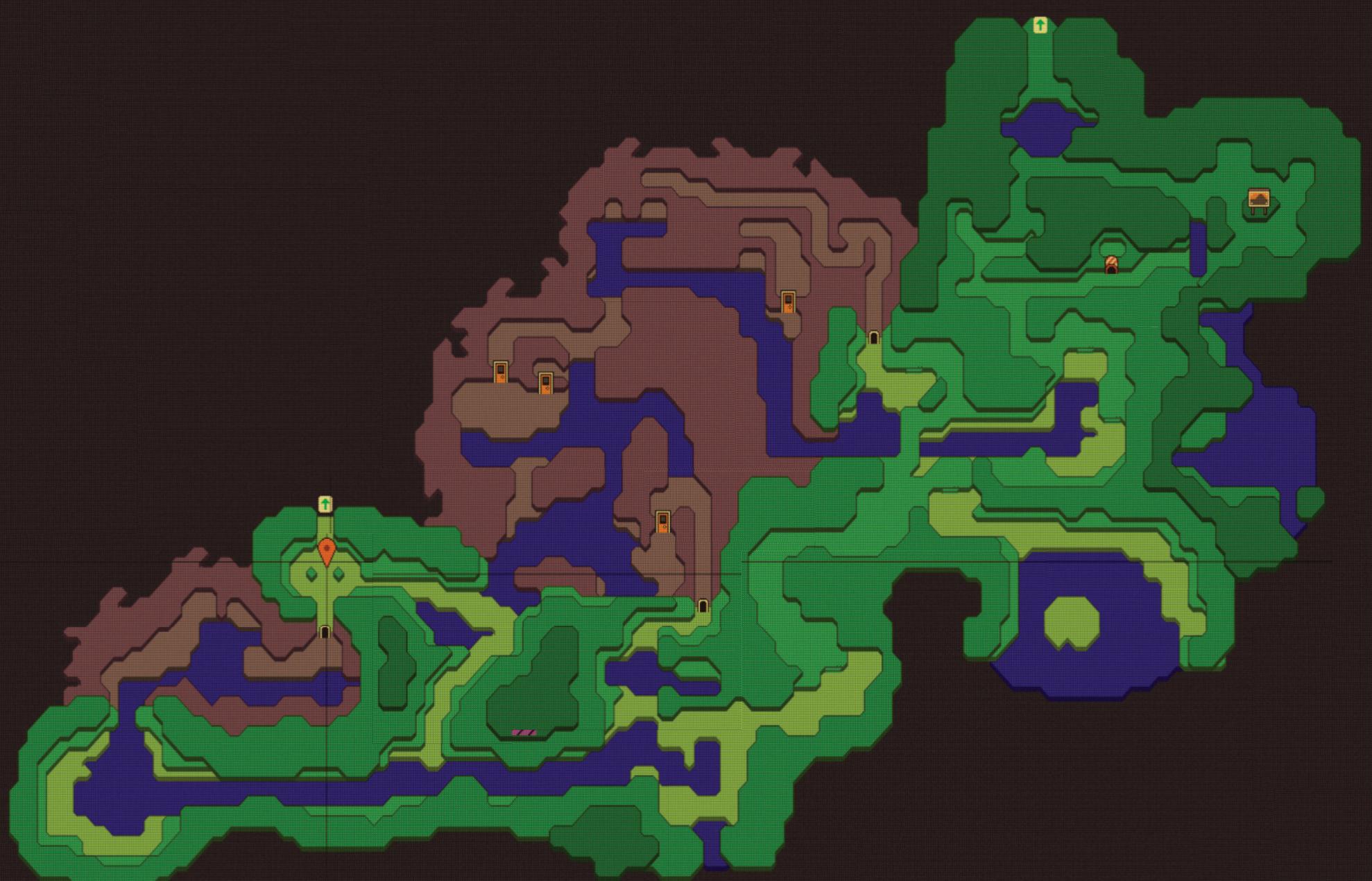
**DRAGONQUEST V:
HAND OF THE HEAVENLY BRIDE**
PLAYSTATION 2 - 2004
**WORLD
COLLAGE**
BY PACO
ON VGMAPS



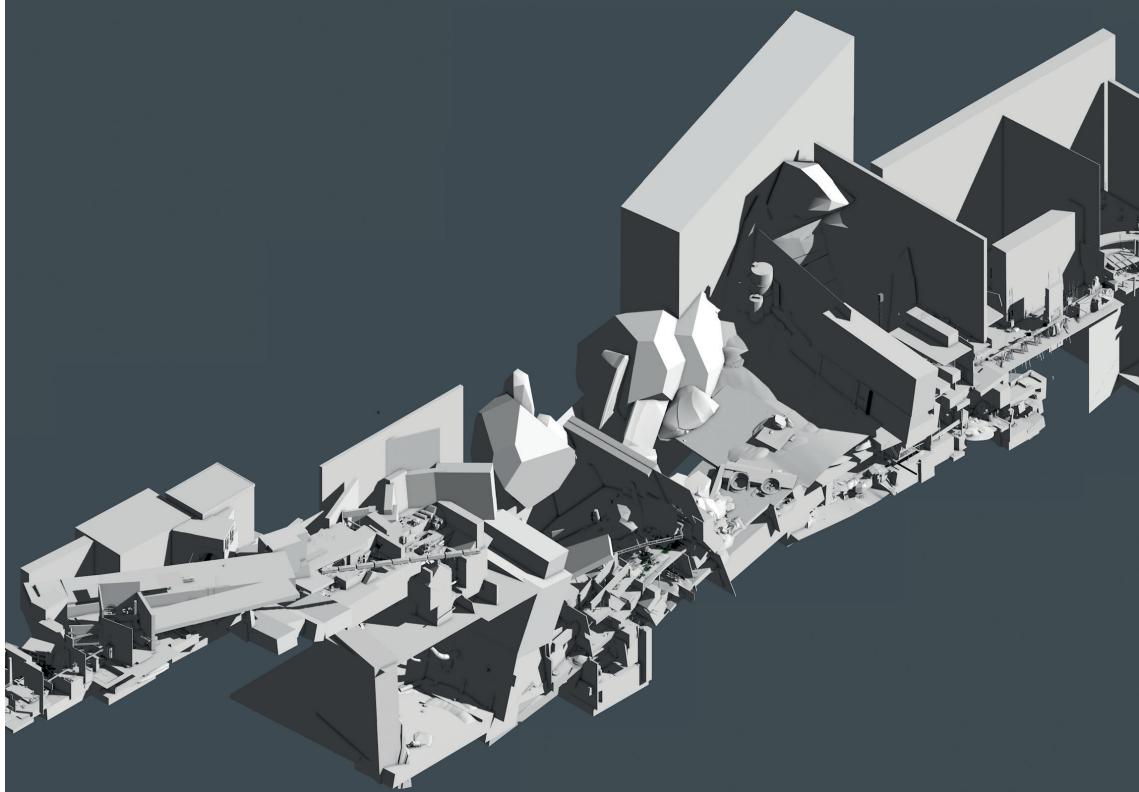


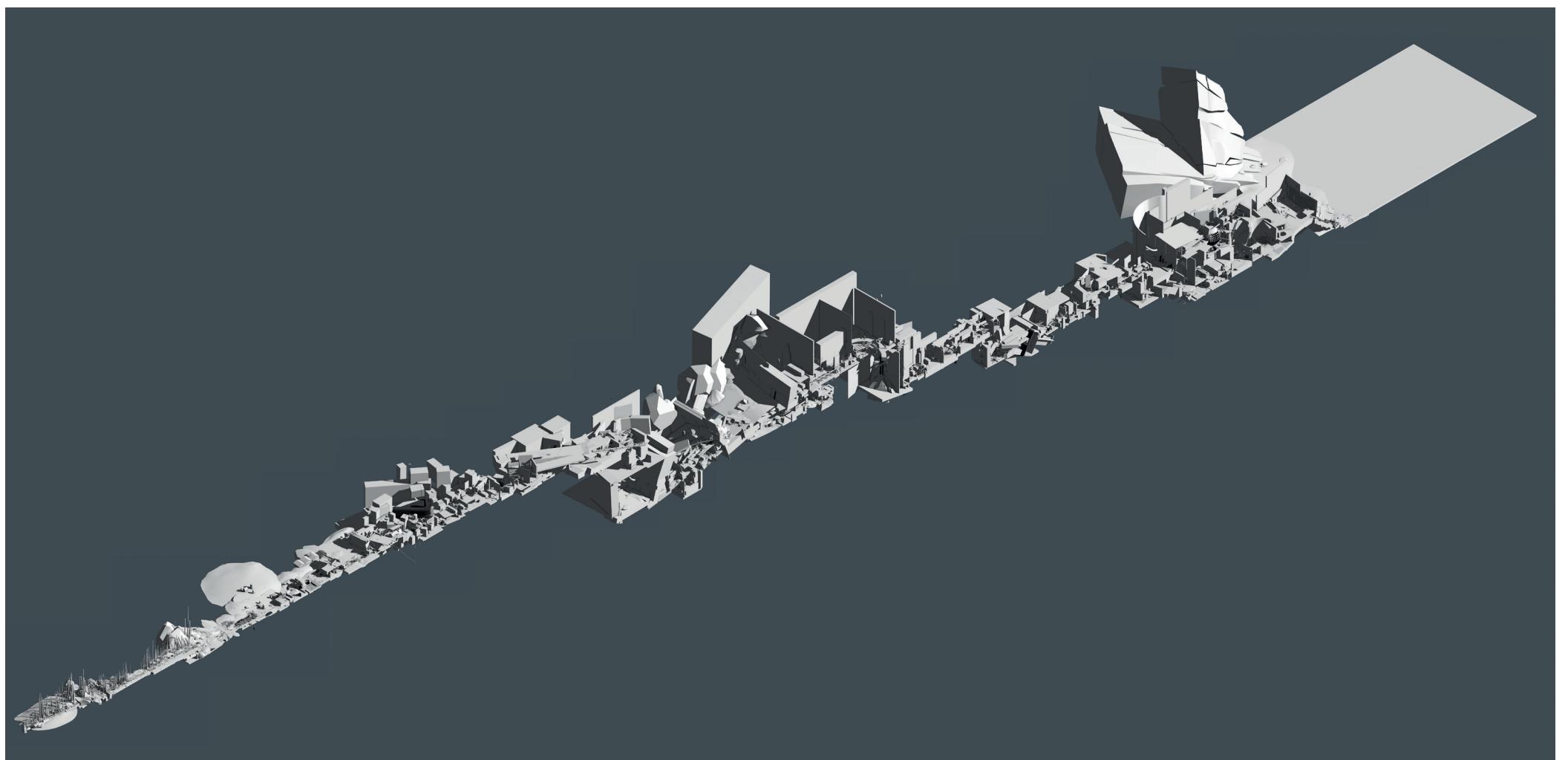
EASTWARD
CROSS-PLATFORM - 2021
STRANGE FOREST
SCREEN CAPTURE
BY KATZEUS
ON EASTWARD WIKI





INSIDE
CROSS-PLATFORM - 2016
COMPLETE LEVEL MAP
DATA EXTRACTION
BY GLUMOK
ON REDDIT





IMMERSIVE - COMPLEMENTARY



SILENT HILL 2
PLAYSTATION 2 - 2001
LAKE VIEW HOTEL
DATA EXTRACTION
BY VGCARTOGRAPHY
ON DEVIANTART

Mr. James Sunderland,
The videotape you forgot here
is being kept in the office on
the 1st floor.

1F



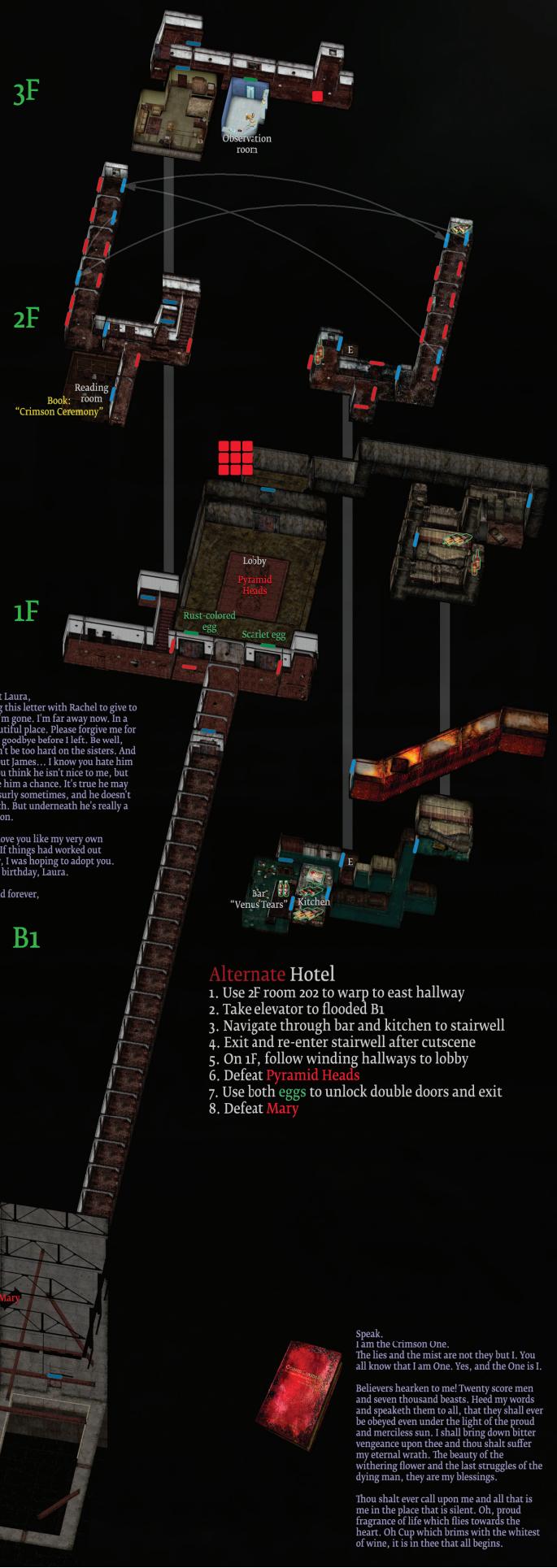
B1



SILENT HILL 2 Lake View Hotel

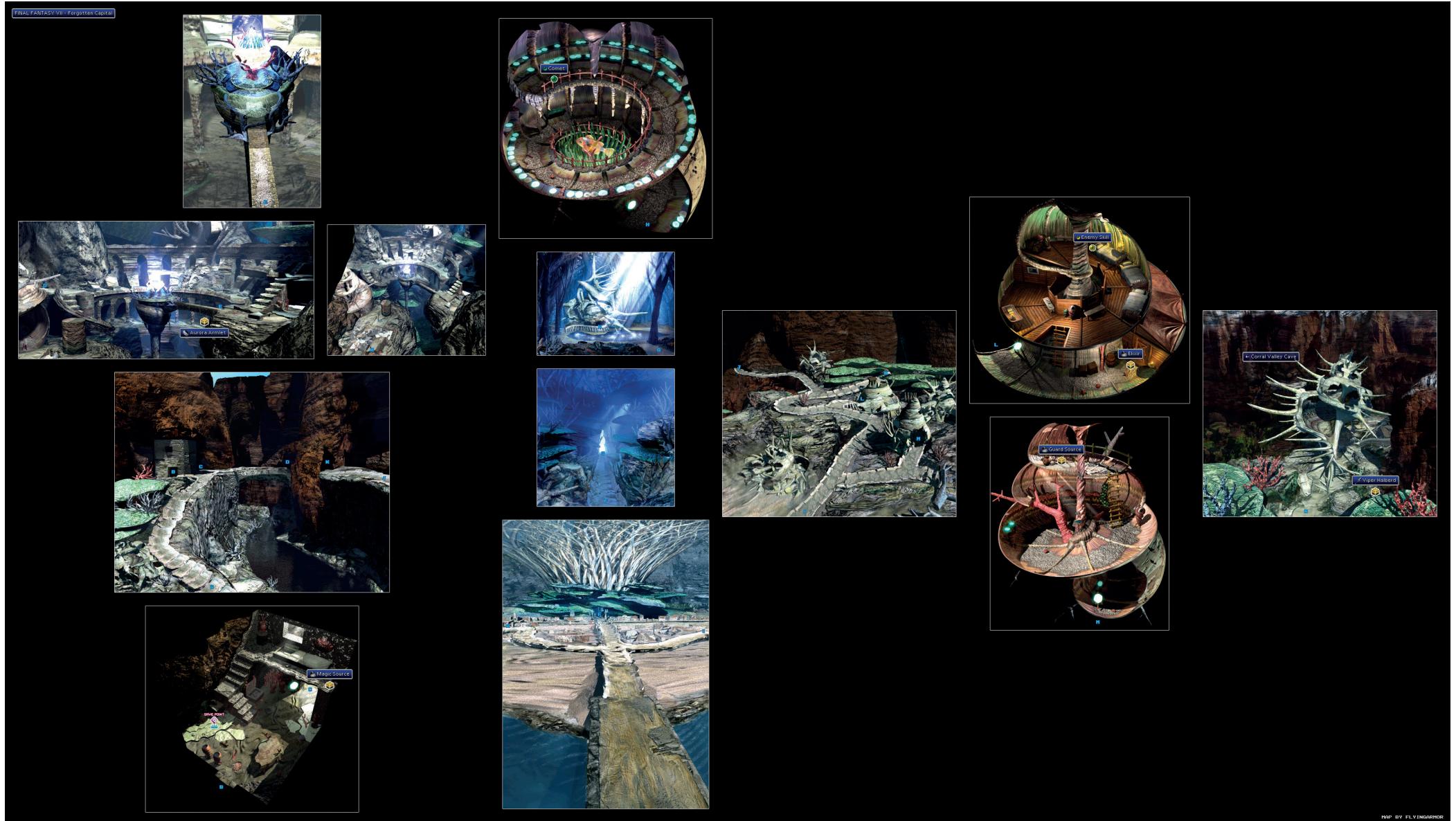
The Hotel

1. Get "Little Mermaid" music box and enter
2. Get "Fish" key and meet Laura in restaurant
3. Get Can of thinner from B1 elevator
4. Use key in Cloak room for Key to room 204
5. Get Employee elevator key from 204
6. Use thinner to open photo to reveal code
7. Unlock briefcase for "Cinderella" music box
8. Drop items on shelf near Employee elevator
9. Use elevator to reach 1F Pantry
10. Get "Snow White" music box
11. Get Videotape and Can opener from Office
12. Use stairs to get Bar key from B1 Boiler room
13. Get Light bulb from Kitchen can
14. Use bulb to unlock bar door and retrieve items
15. Place music boxes for Hotel stairway key
16. Watch tape in room 312

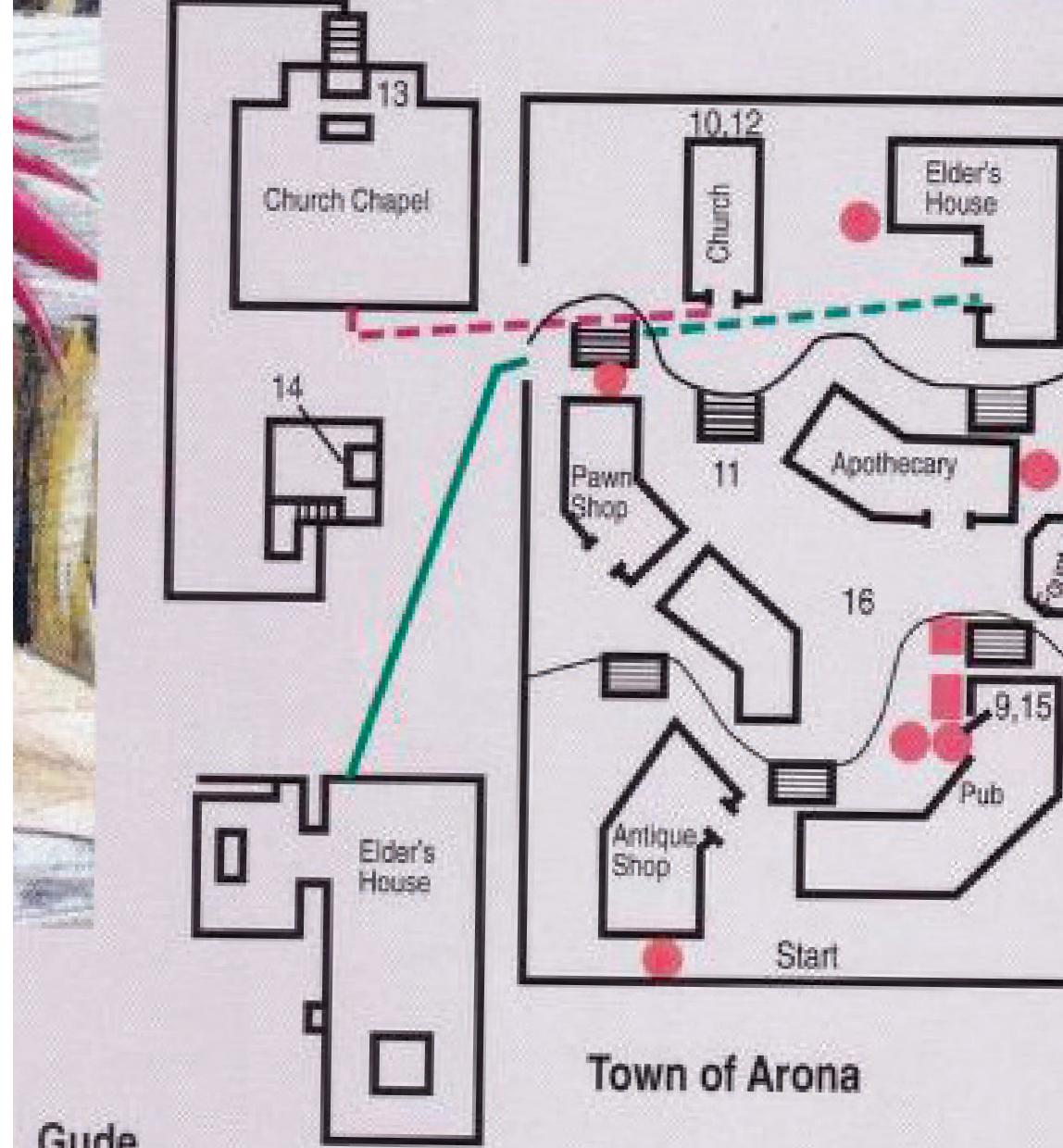


FINAL FANTASY VII
PLAYSTATION 1 - 1997
FORGOTTEN CAPITAL
SCREEN CAPTURE
BY FLYINGARMOR
ON VGMAPS





GRANSTREAM SAGA
PLAYSTATION 1 - 1997
EPISODE ONE
MAGAZINE
BY PRIMA GUIDE
ON INTERNET ARCHIVE



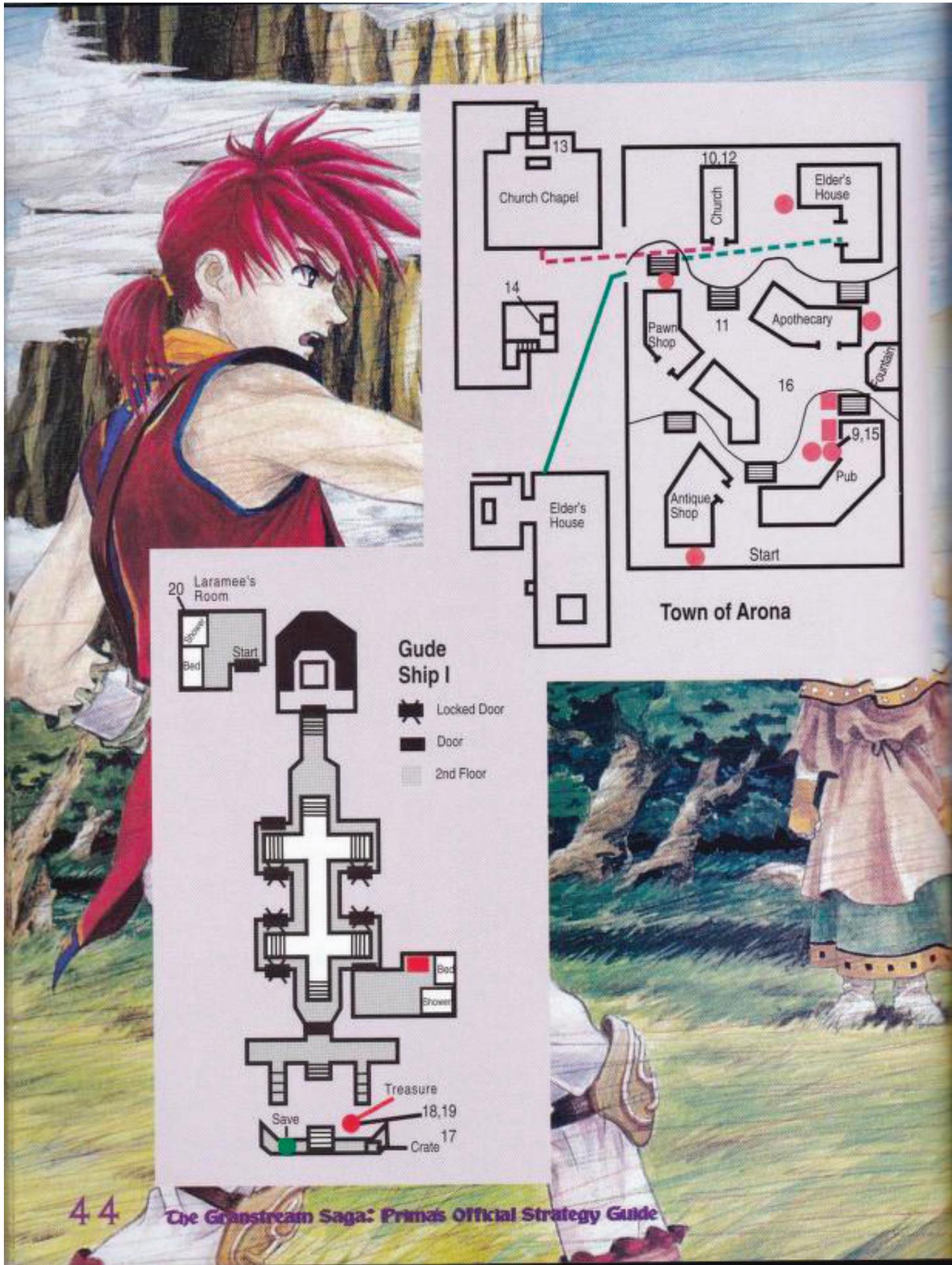
**Gude
Ship I**

Locked Door

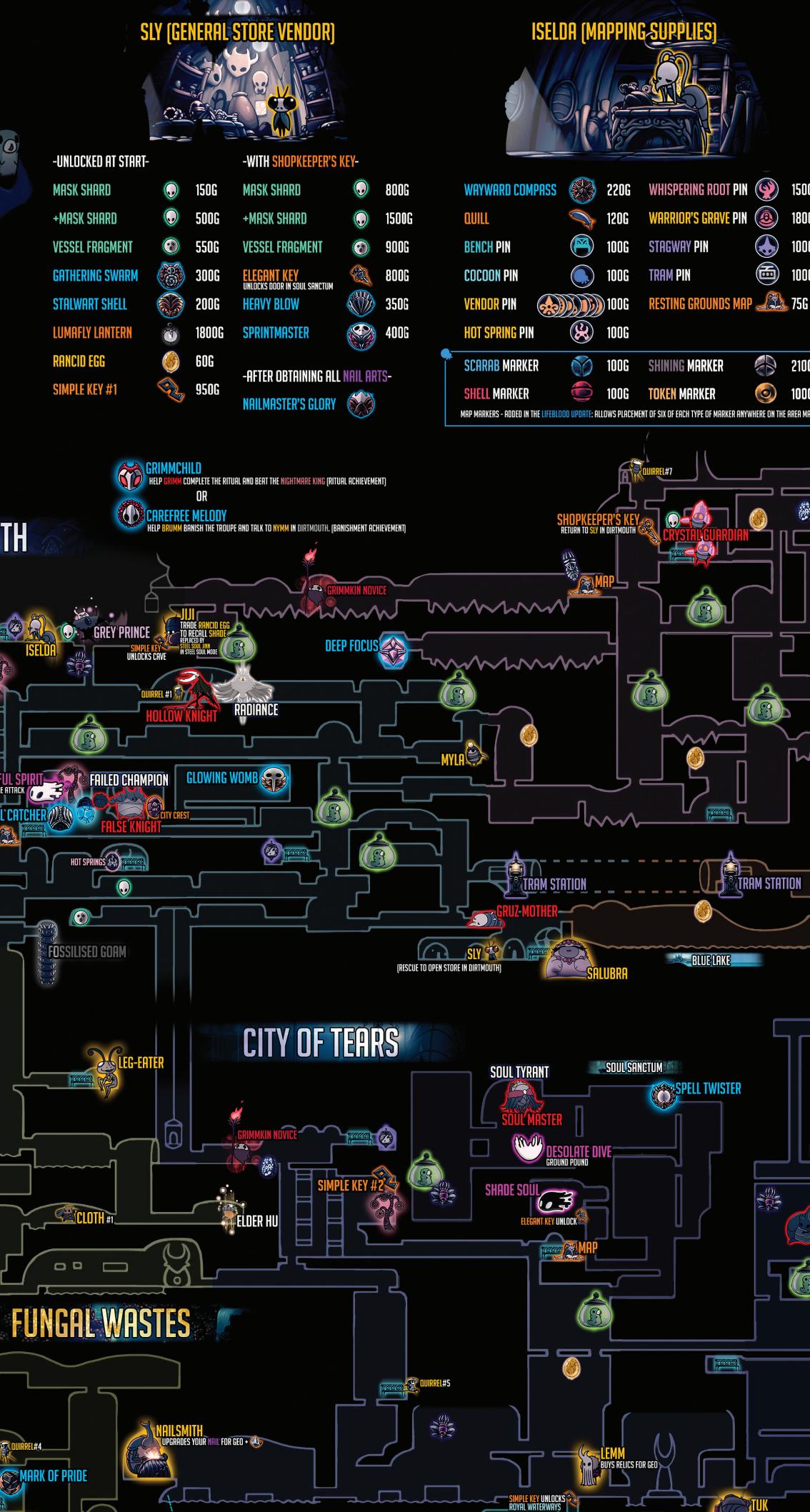
Door

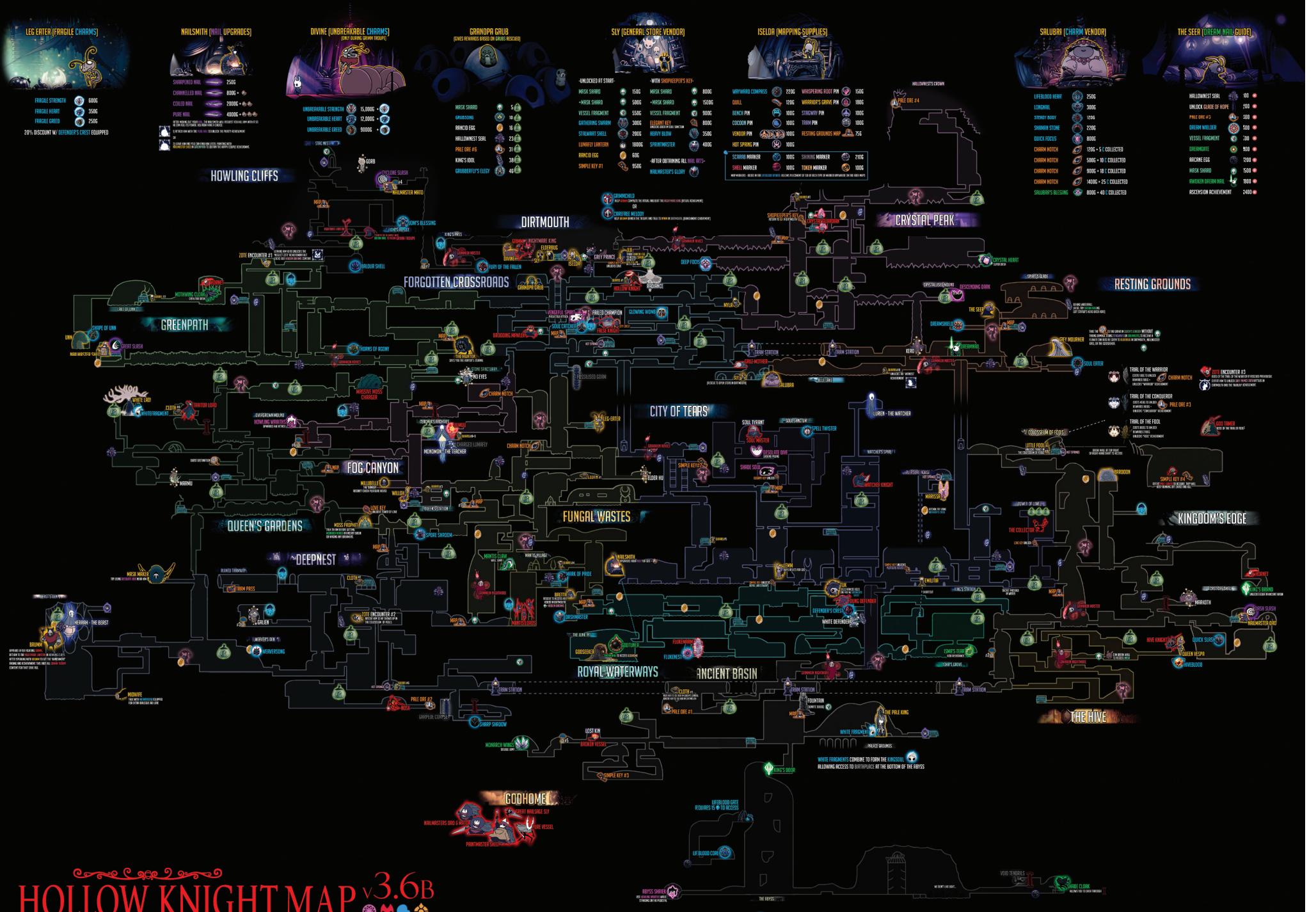
2nd Floor





HOLLOW KNIGHT
CROSS PLATFORM - 2017
HALLOWNEST
DIGITAL
BY DEMAJEN
ON DEMAJEN.CO





HOLLOW KNIGHT MAP v3.6B

BY DEMAJEN

a map of Hollownest for "Hollow Knight" © demajen 2023 ► no permission granted for use on your website
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WIZARDRY

APPLE II (REMAKE ON SWITCH)

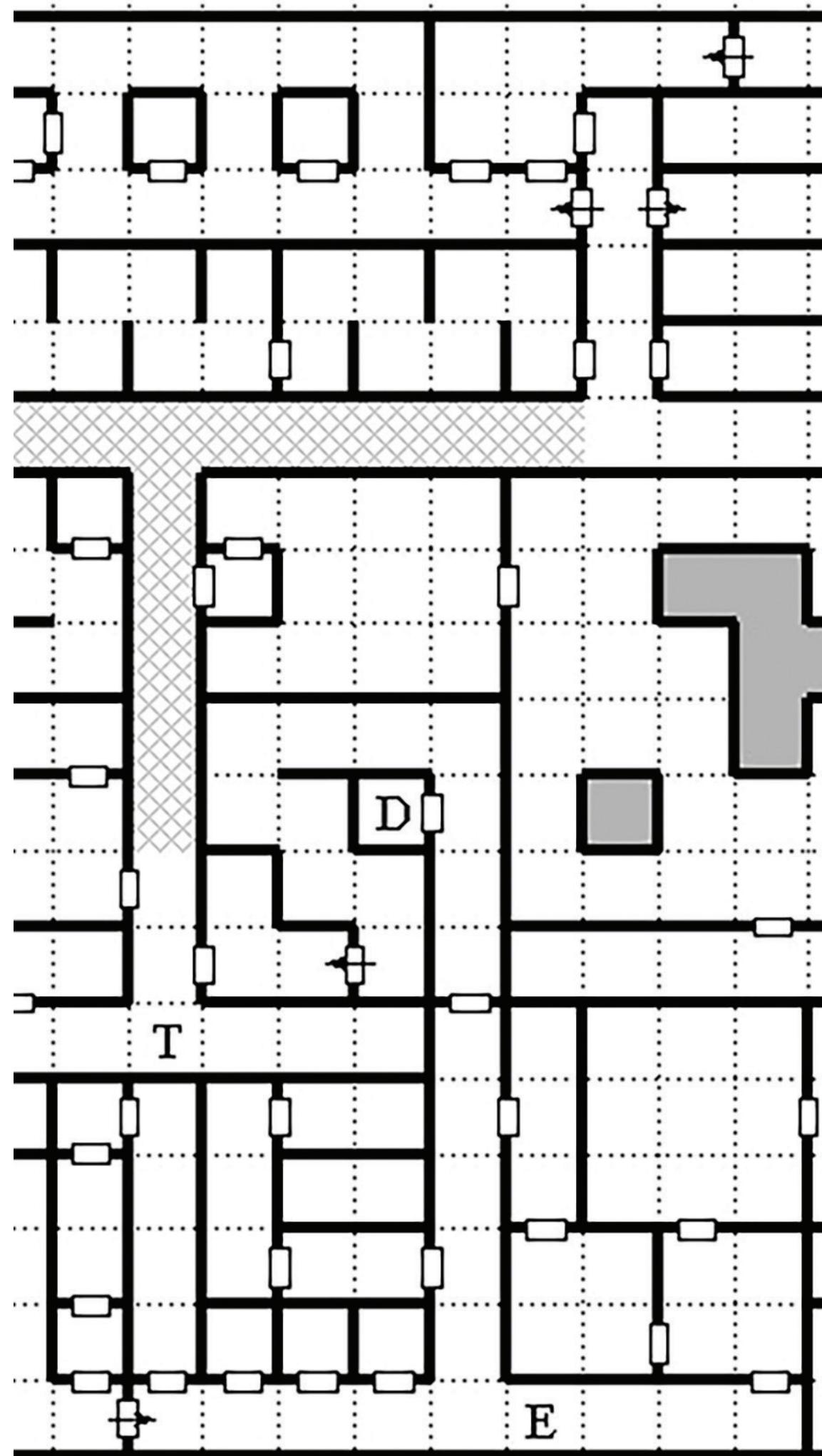
1981 & 2024

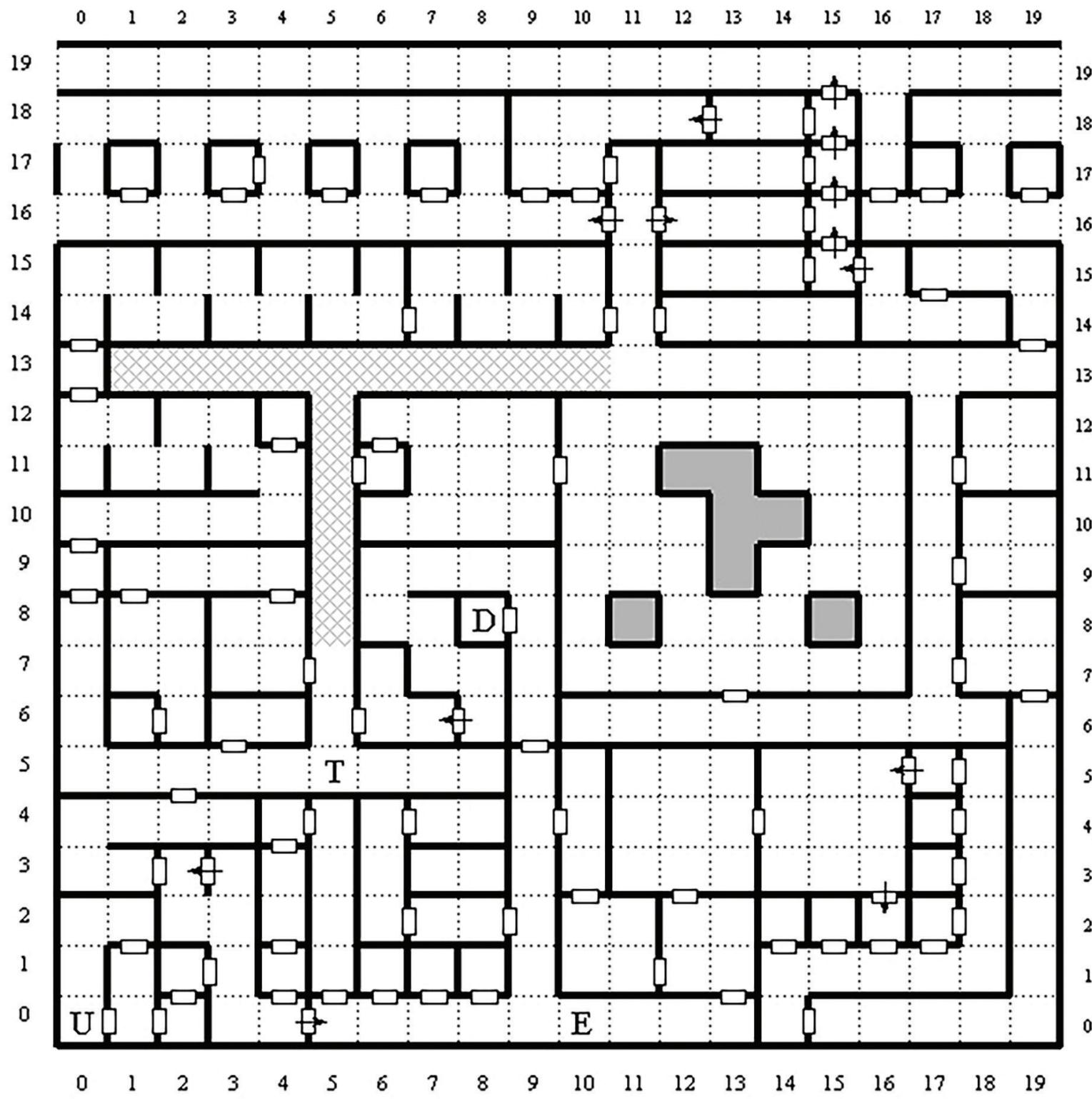
FLOOR 5

DIGITAL

BY TAKAYUKI FUKUSHIMA

ON WIZARDRY ARCHIVES



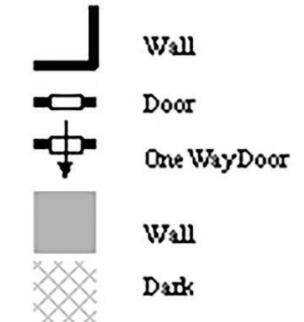


Floor : 5

Marks

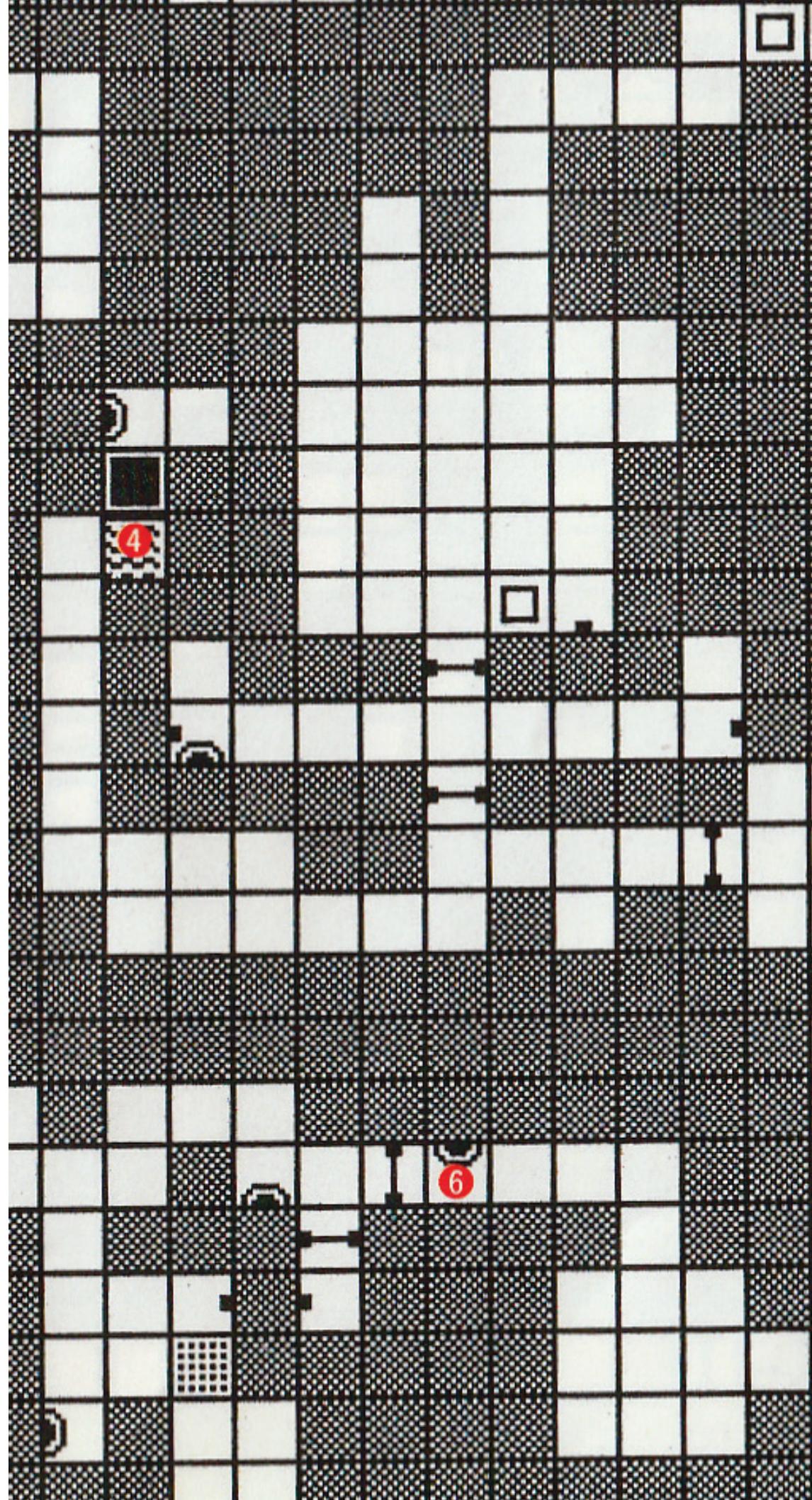
| | |
|---------|---------------------------|
| K | : Key Item |
| E | : Elevator |
| P | : Pit |
| D | : Down Stair |
| U | : Up Stair |
| X, X' | : Warp $X \rightarrow X'$ |
| T | : Tum Table |
| S | : Shoot |

Parts



Wizardry

DUNGEON MASTER
SUPER FAMICOM - 1991
FLOOR 5
SCAN / OFFICIAL BOOKLET
BY ME



マップの紹介

レベル2（地下1階）

①レベル2におりるとまっ暗。たいまつをともすか、マジック・トーチの魔法を唱えよう。

②扉ごしにマミーが……。武器がない時は、床にこん棒が落ちているので、とりあえずこれで倒すとよい。ダメージを受けてしまったら、一旦階段の上まで逃げてから眠り、体力を回復してから、再び戦うようにしよう。

また、壁にかくされたボタンも見落とさないように。

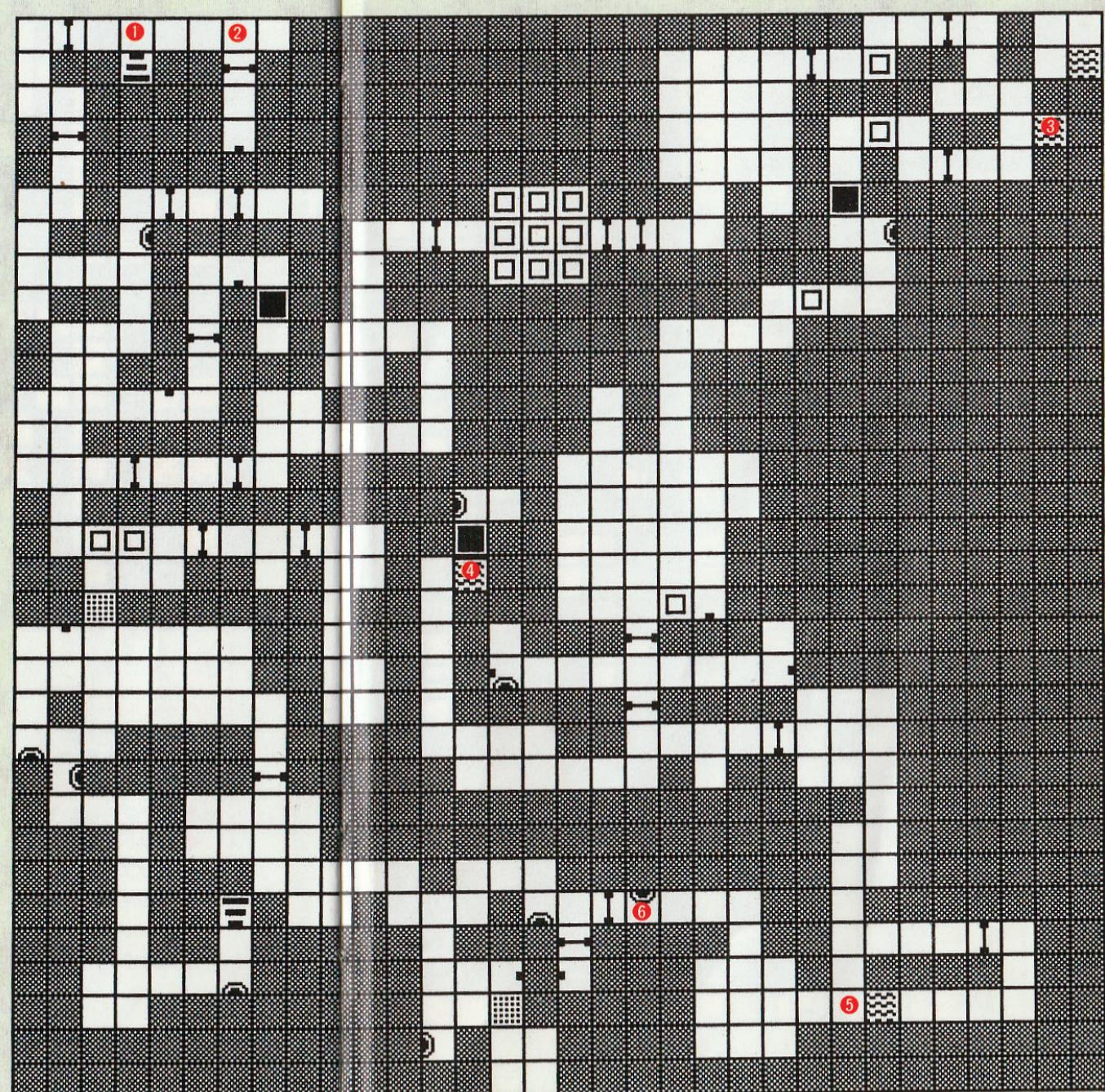
③青い霧で満たされたフォース・フィールド。ここに入るとカギのあるところにワープする。

④フォース・フィールドの中に入って、床になにか物を置いてみよう。すると、物は飛ばされ、ピット（穴）を閉じるスイッチを作動させる。

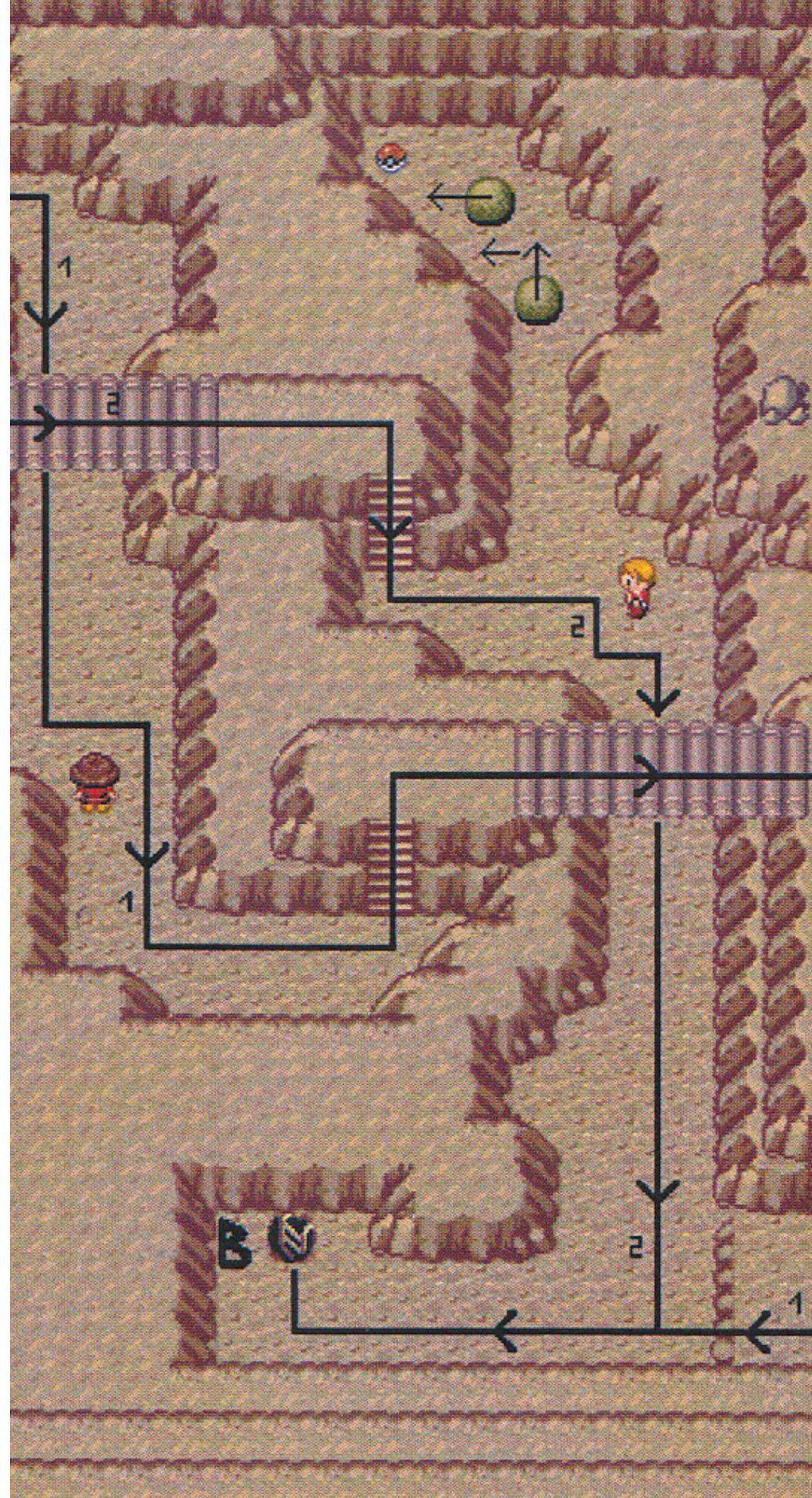
⑤フォース・フィールドごしに宝箱が見える。反対側から回って手に入れよう。扉は力づくで！

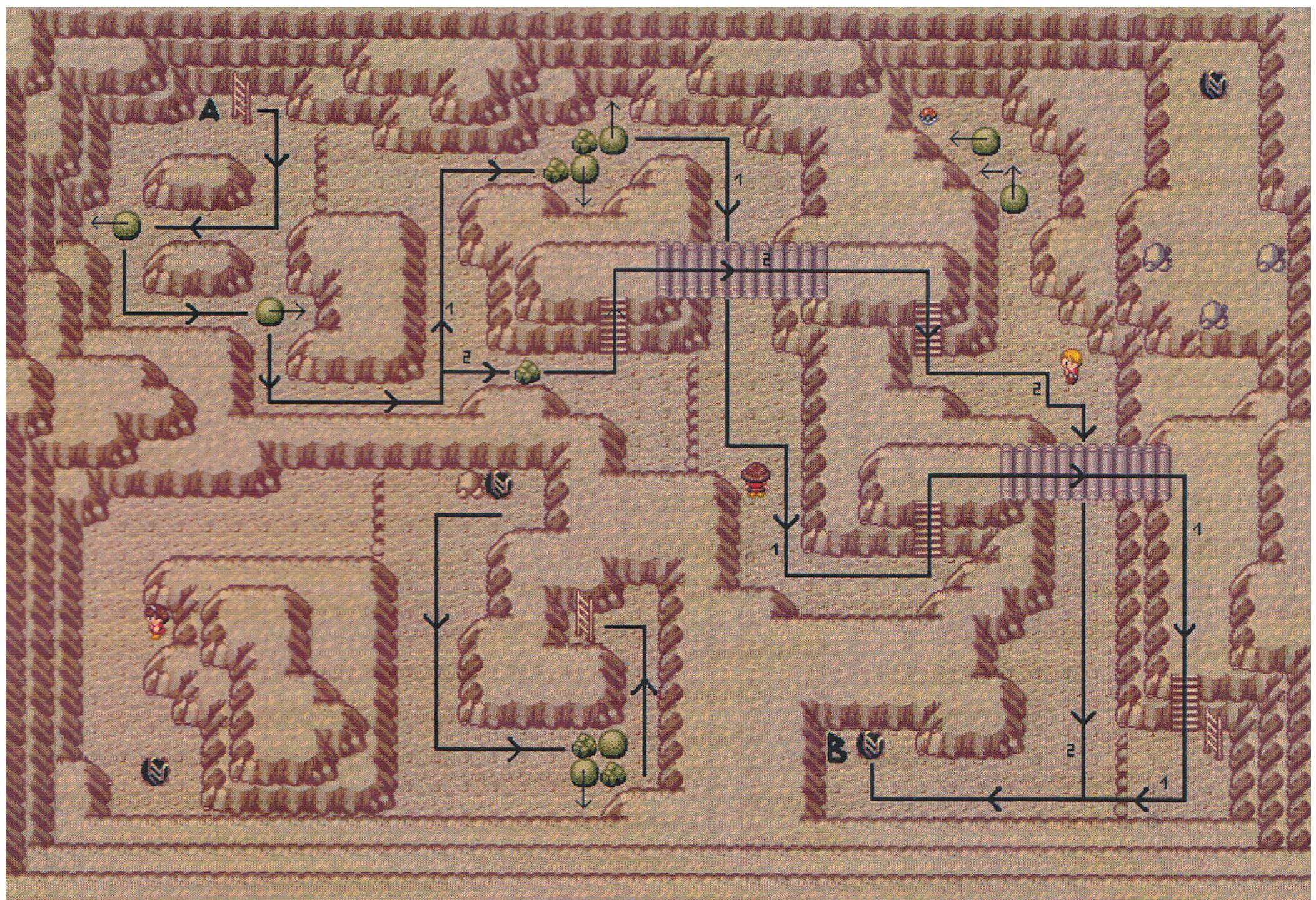
⑥壁に書かれたメッセージどうり、泉に銅貨を入れると……

LEVEL 2

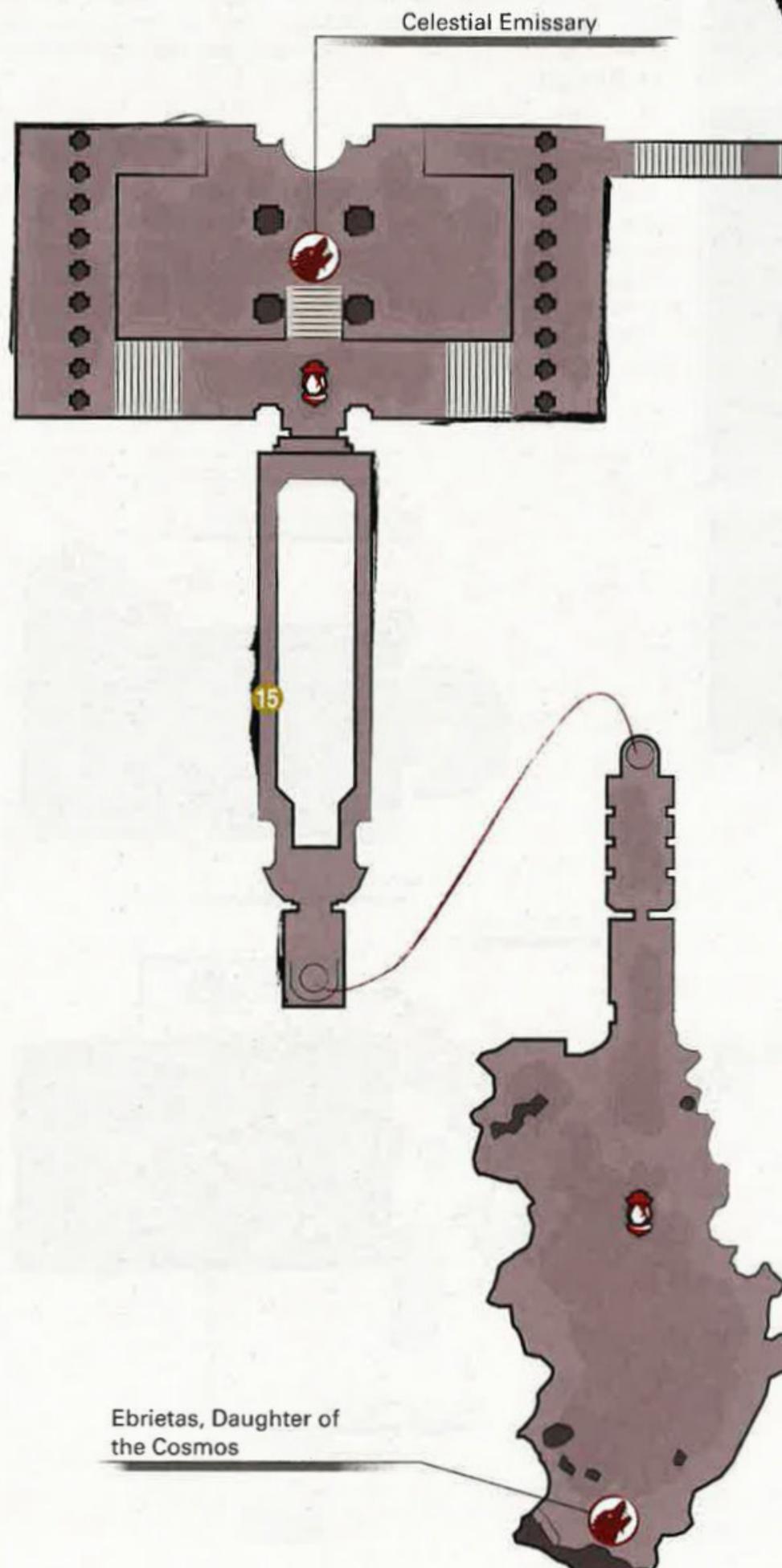


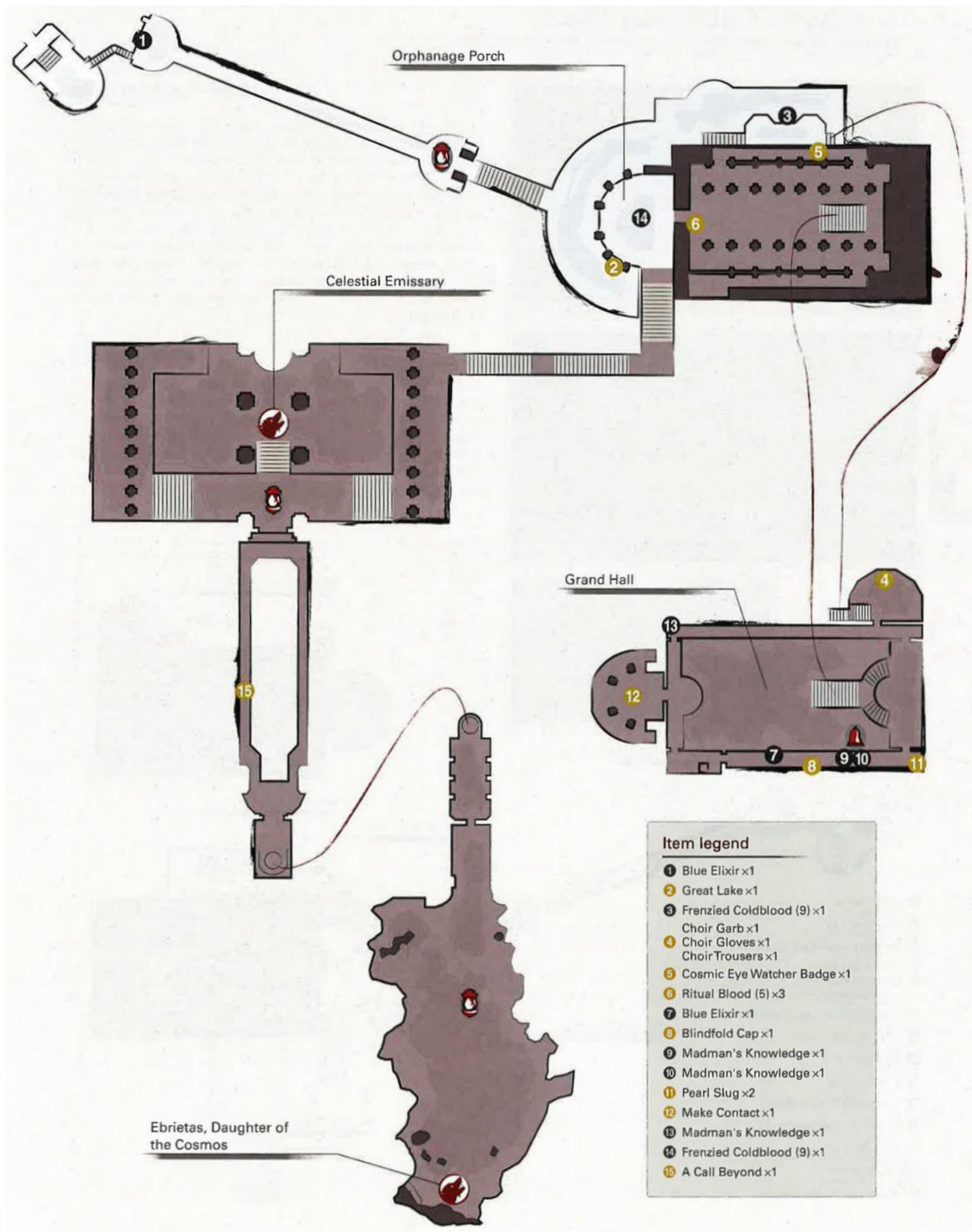
POKÉMON: RUBIS
GAME BOY ADVANCE - 2002
VITORY ROAD
SCAN
BY ME





BLOODBORNE
PLAYSTATION 4 - 2015
UPPER CATHEDRAL WARD
MIXED MEDIA
BY FEXTRALIFE
ON BLOODBORNE-WIKI





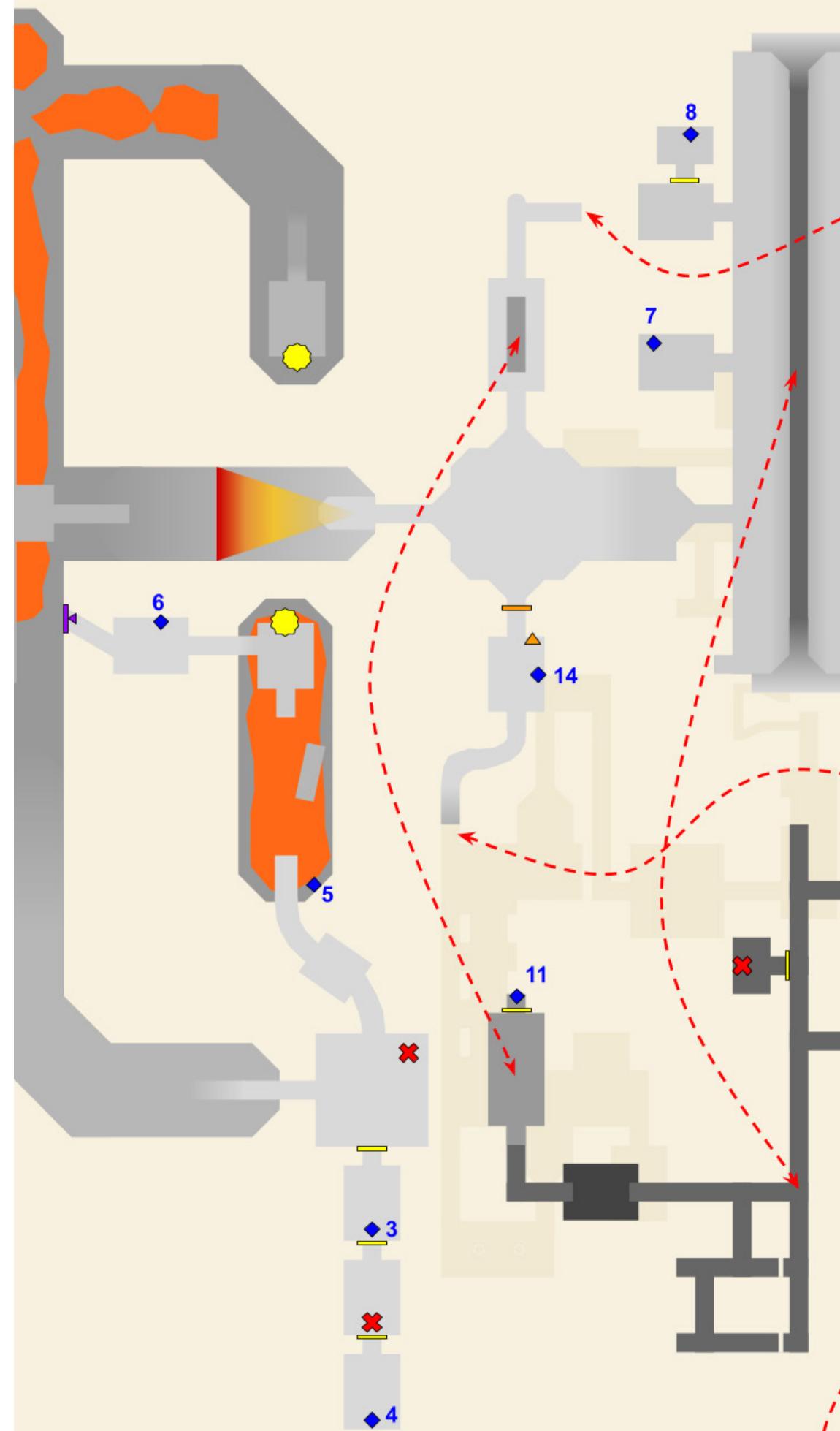
ELDEN RING
PLAYSTATION 5 - 2022
LEYNDELL ROYAL CAPITAL
GROUND FLOOR
DIGITAL
BY FEXTRALIFE
ON ELDENRING-WIKI



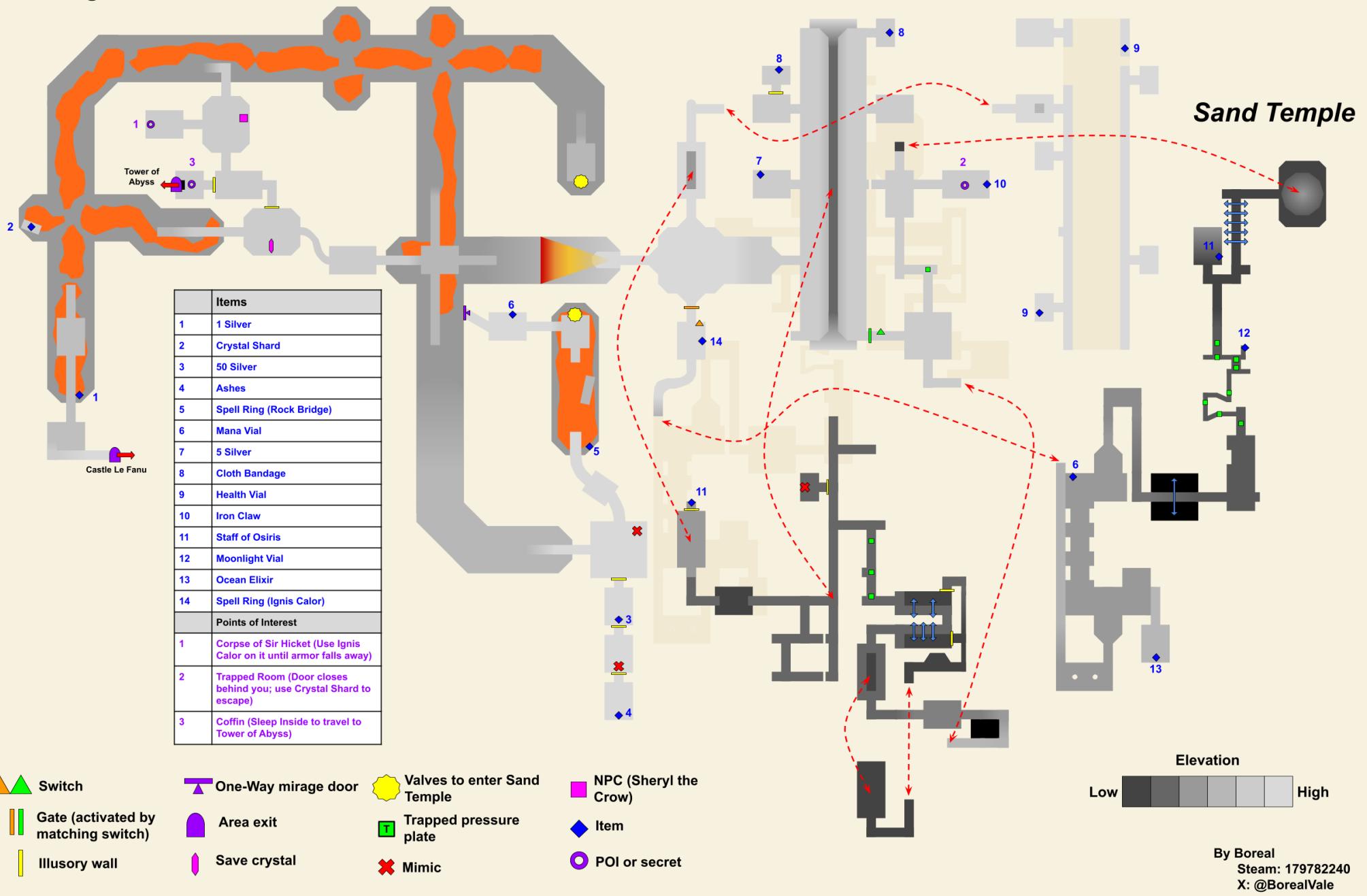
Leyndell Royal Capital Ground Floor



LUNACID
PC - 2023
BOILING GROTTO
DIGITAL
BY BOREAL
ON STEAM



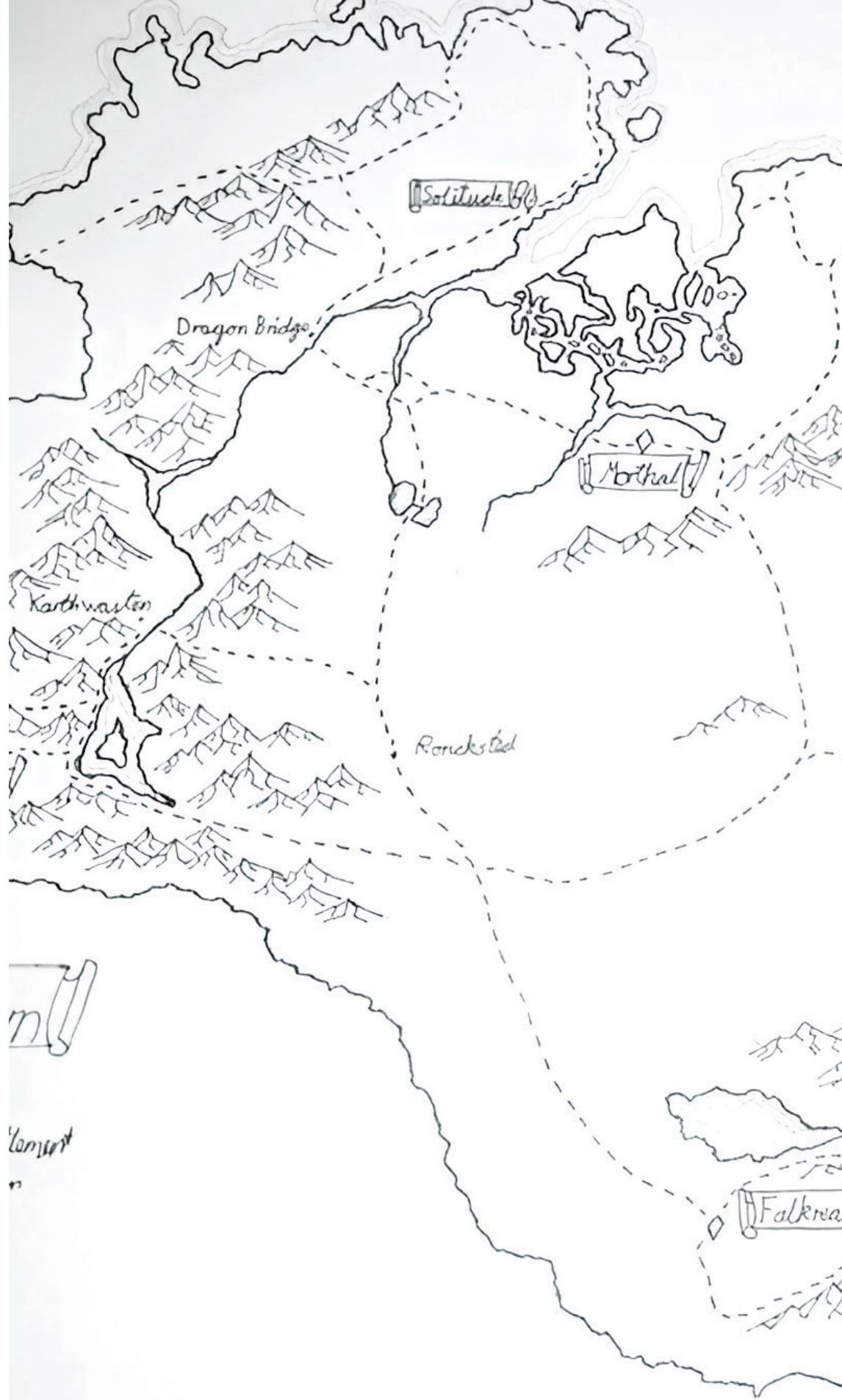
Boiling Grotto



INCOMPLETE-EMOTIONAL

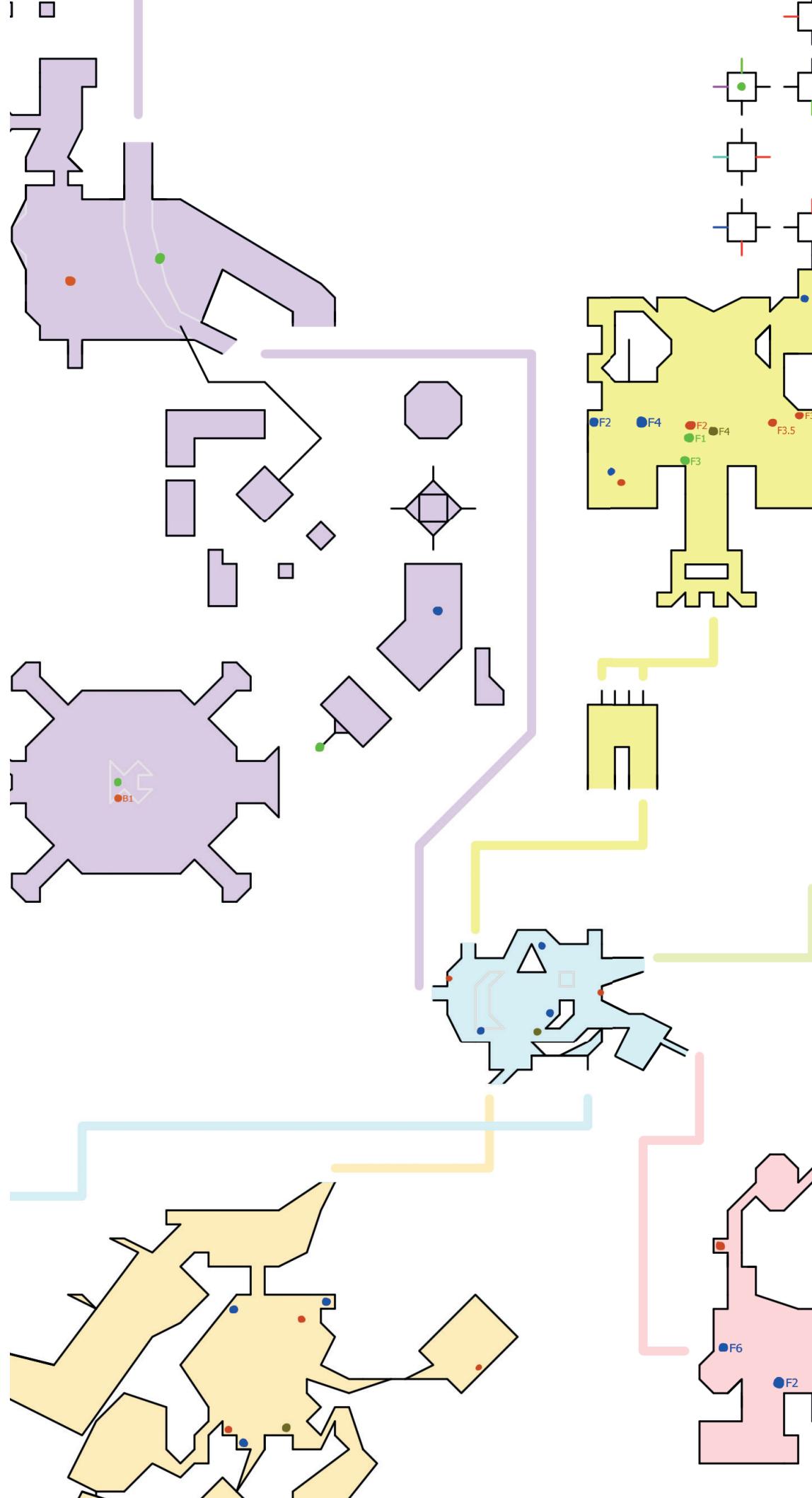


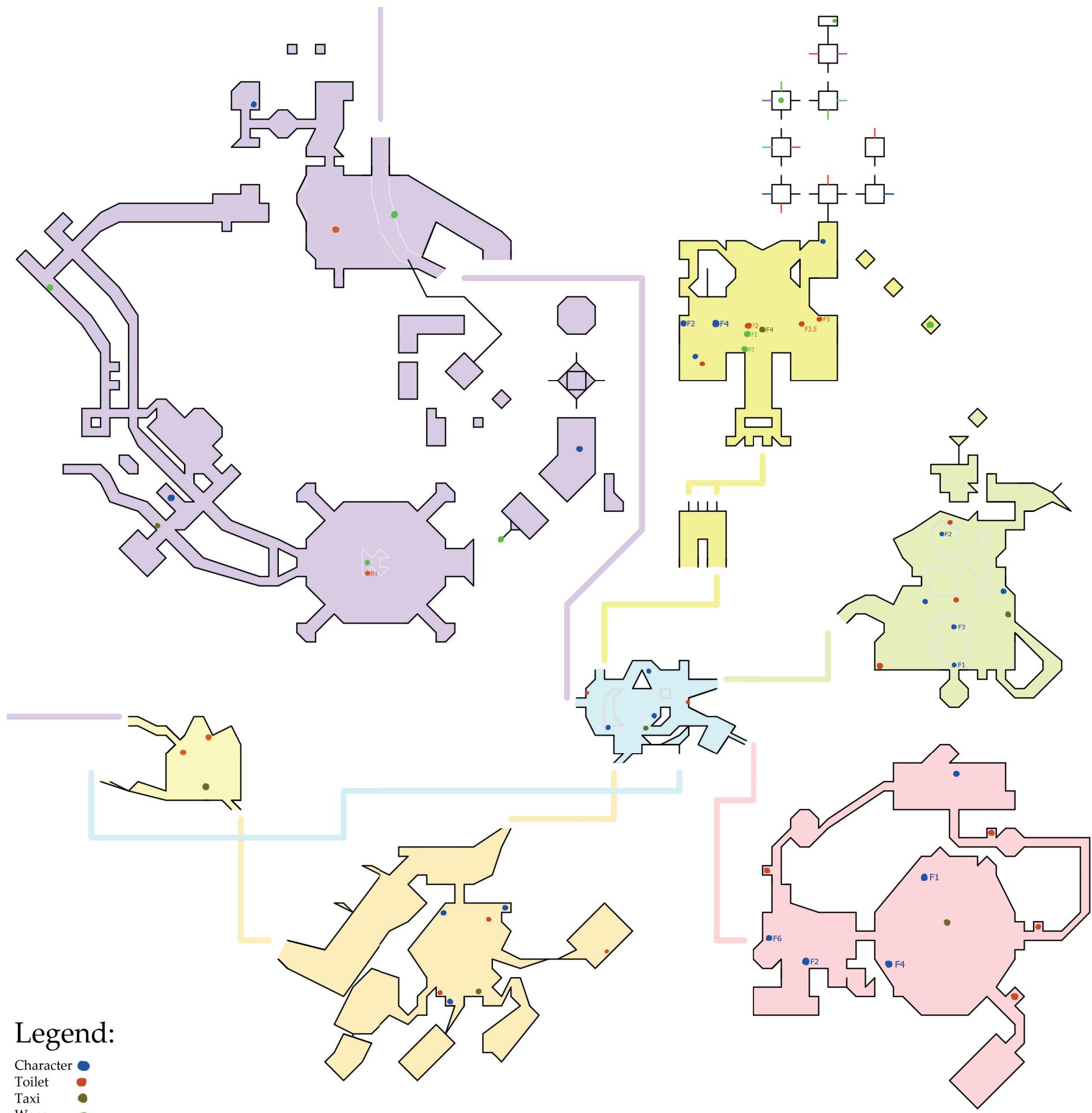
SKYRIM
CROSS-PLATFORM - 2011
WORLD
HAND DRAWN
BY THEGORILLA0FDESTINY
ON REDDIT





BOMB RUSH CYBERFUNK
MULTIPLATFORM - 2023
WORLD
DIGITAL
BY AMYSEL
ON STEAM



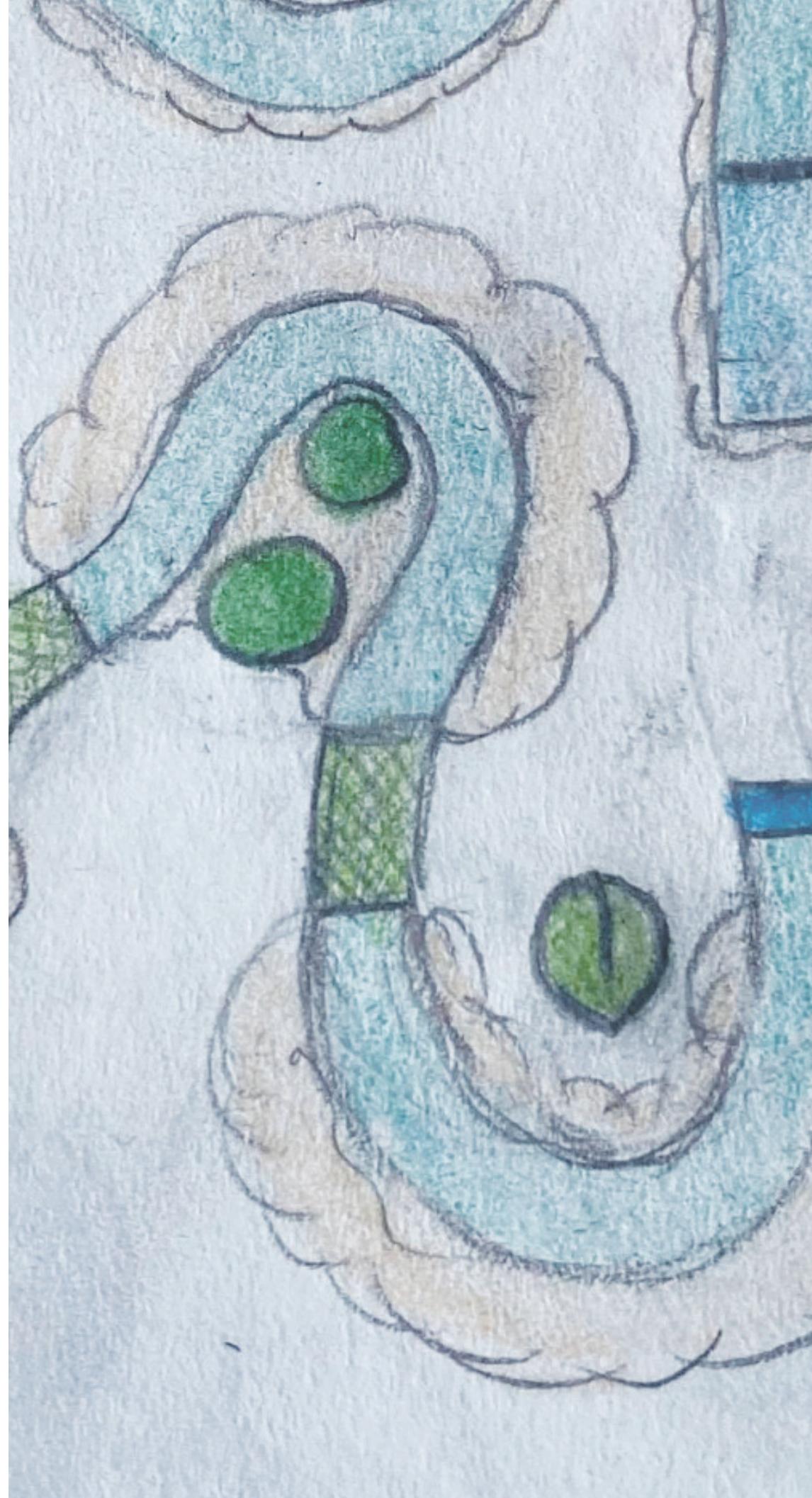


**THE LEGEND OF ZELDA:
A LINK TO THE PAST**
GAME BOY ADVANCE - 1991
WORLD
DIGITAL DRAWING
BY AMYSEL
ON STEAM

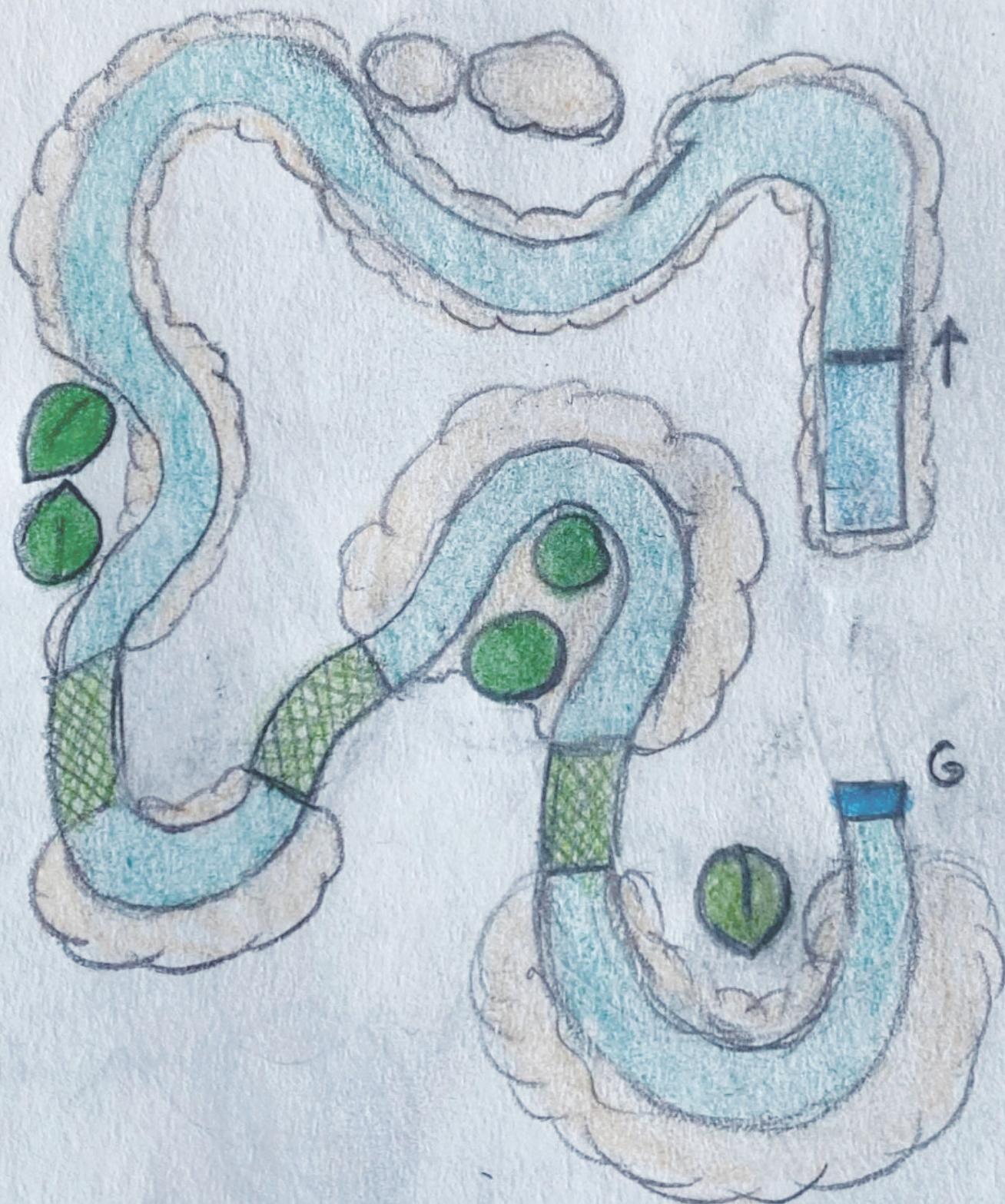




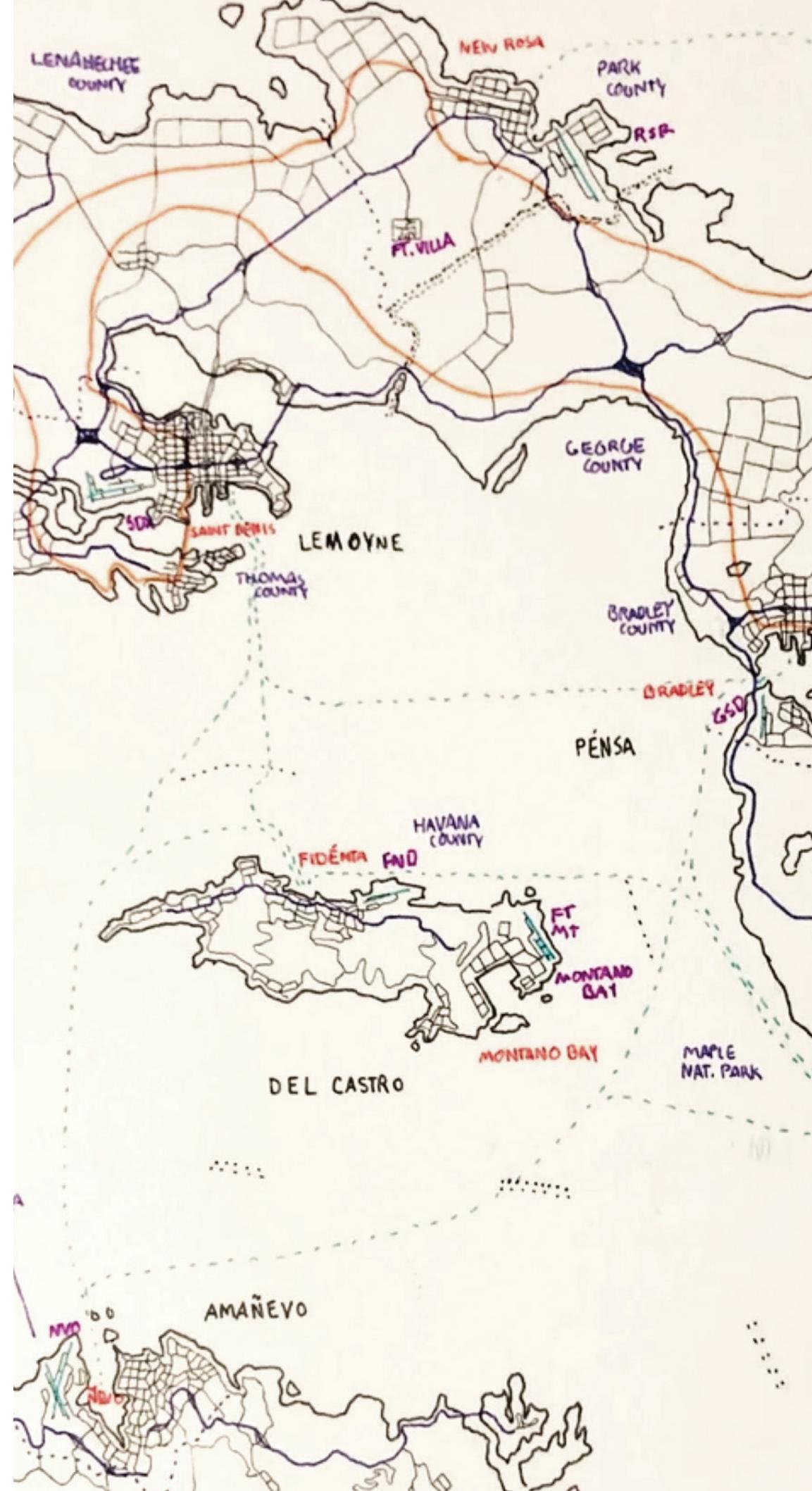
MARIO KART: SUPER CIRCUIT
GAME BOY ADVANCE - 2001
SKY GARDEN
HAND DRAWN
BY MARCUS4LIFE4
ON REDDIT

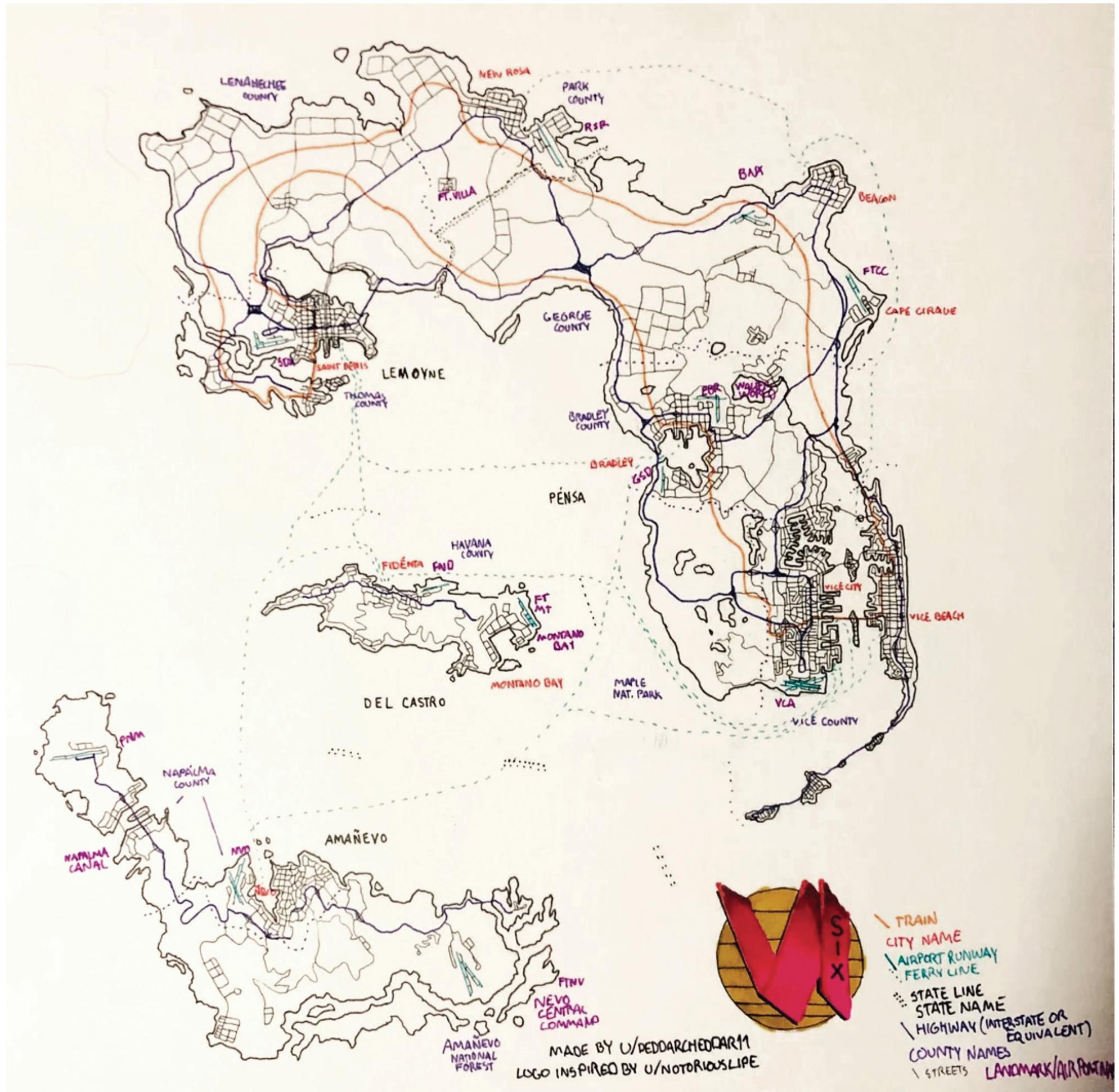


GBA Sky Garden

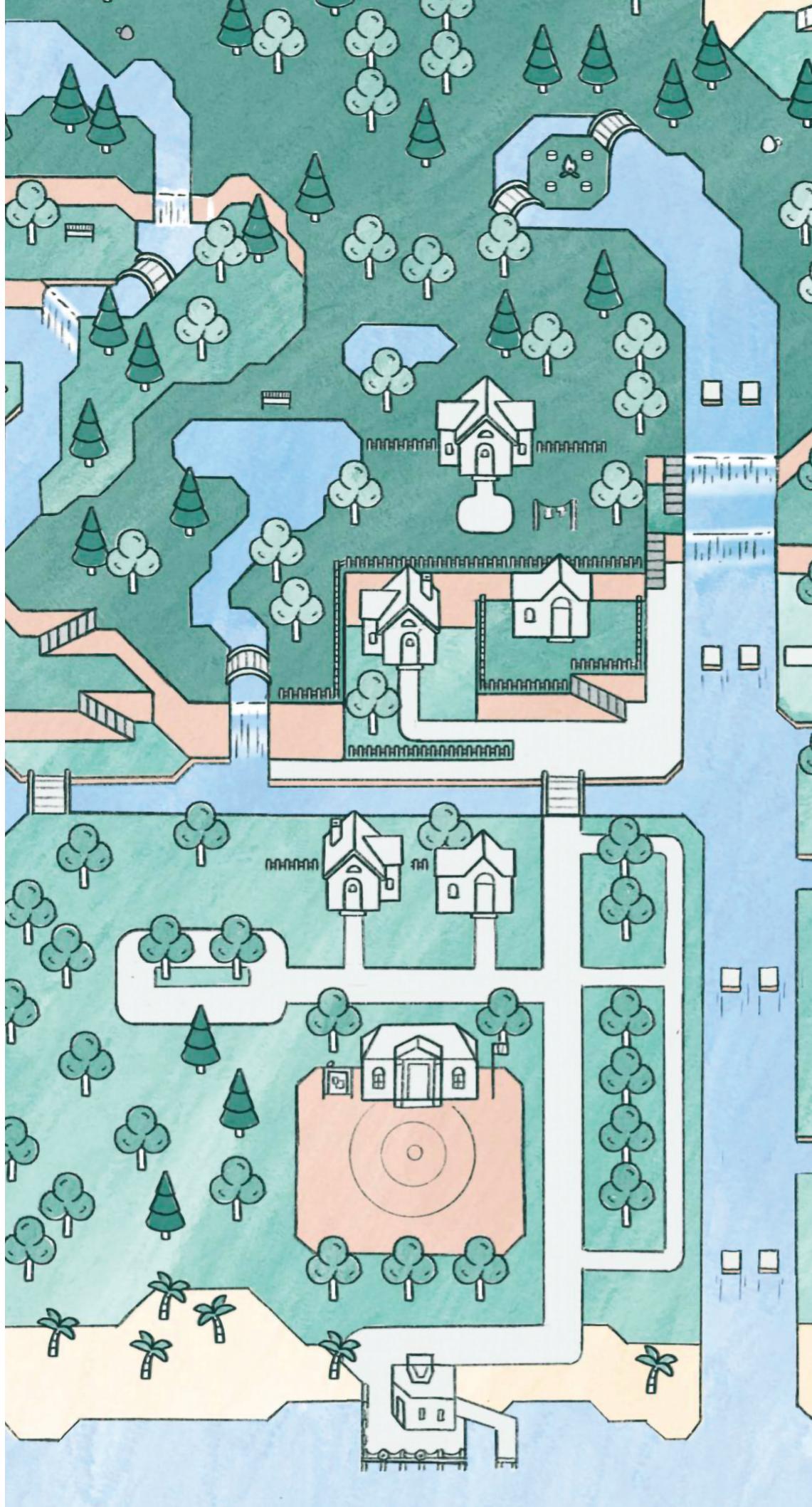


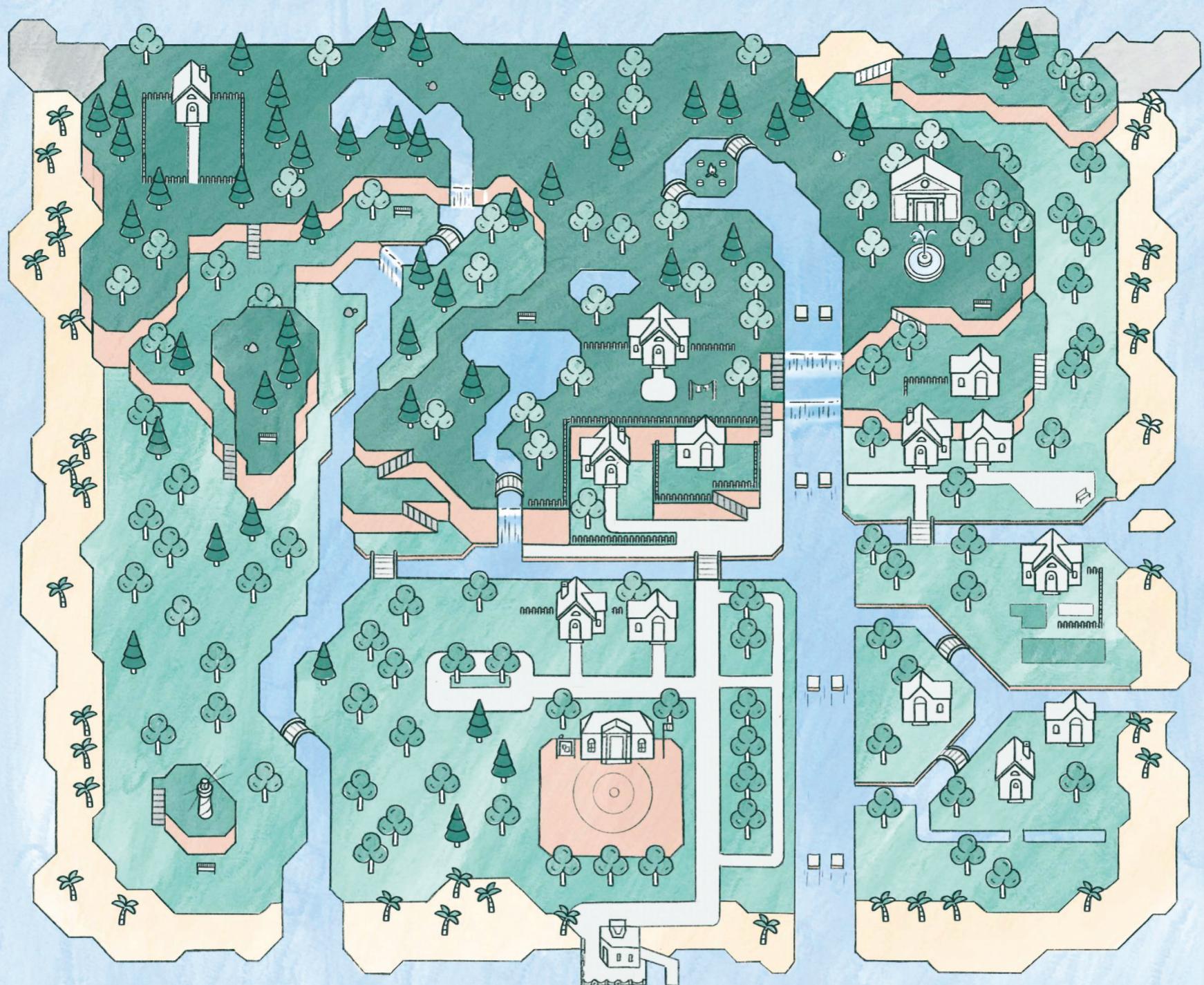
GTA VI
UNRELEASED YET - ????
SPECULATIVE MAP
HAND DRAWN
BY PEDDARCHEDDAR11
ON REDDIT





**ANIMAL CROSSING:
NEW HORIZON**
SWITCH - 2020
PERSONAL ISLAND MAP
DIGITAL DRAWING
BY THOMASHEYLEN
ON REDDIT

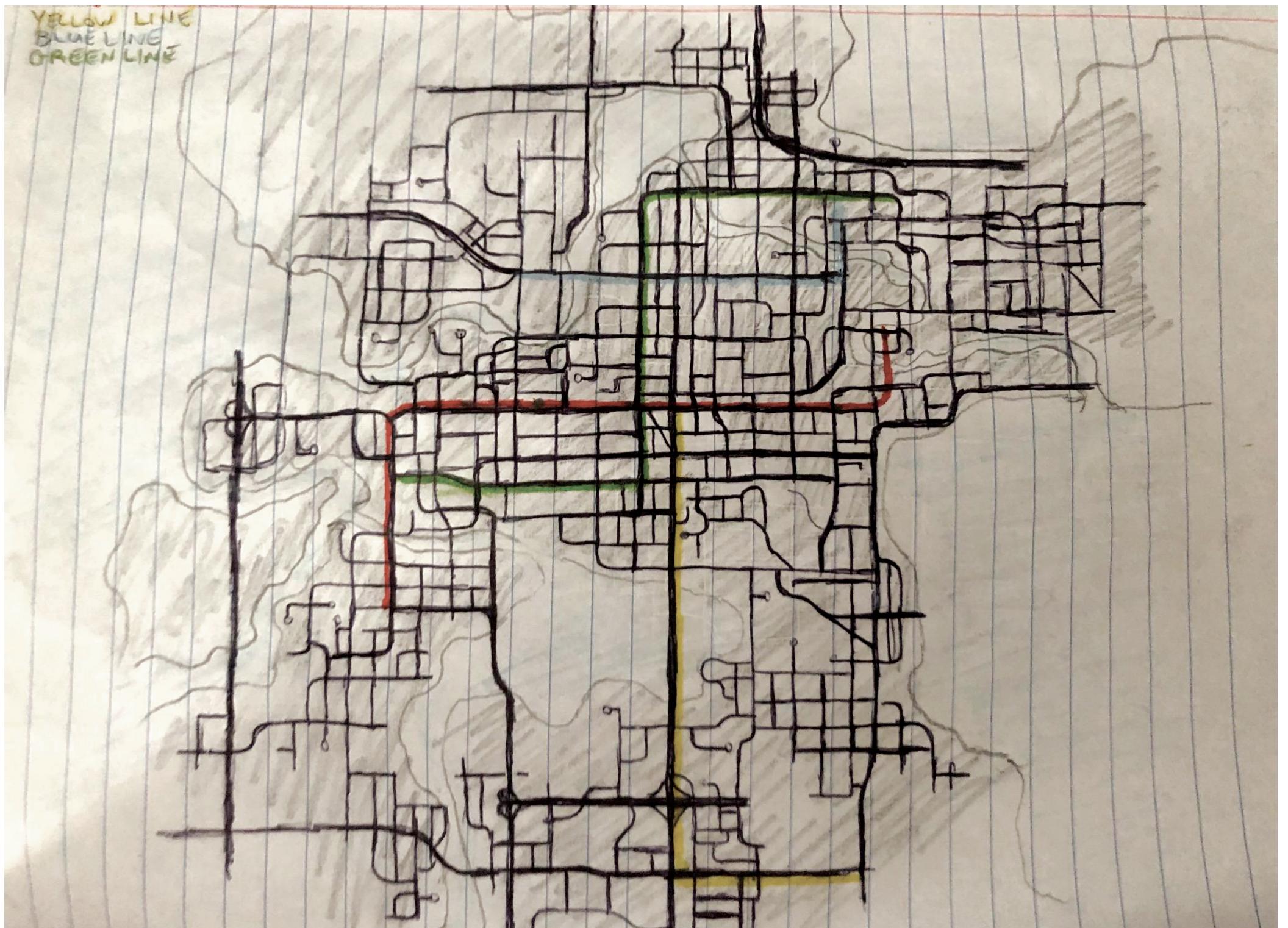




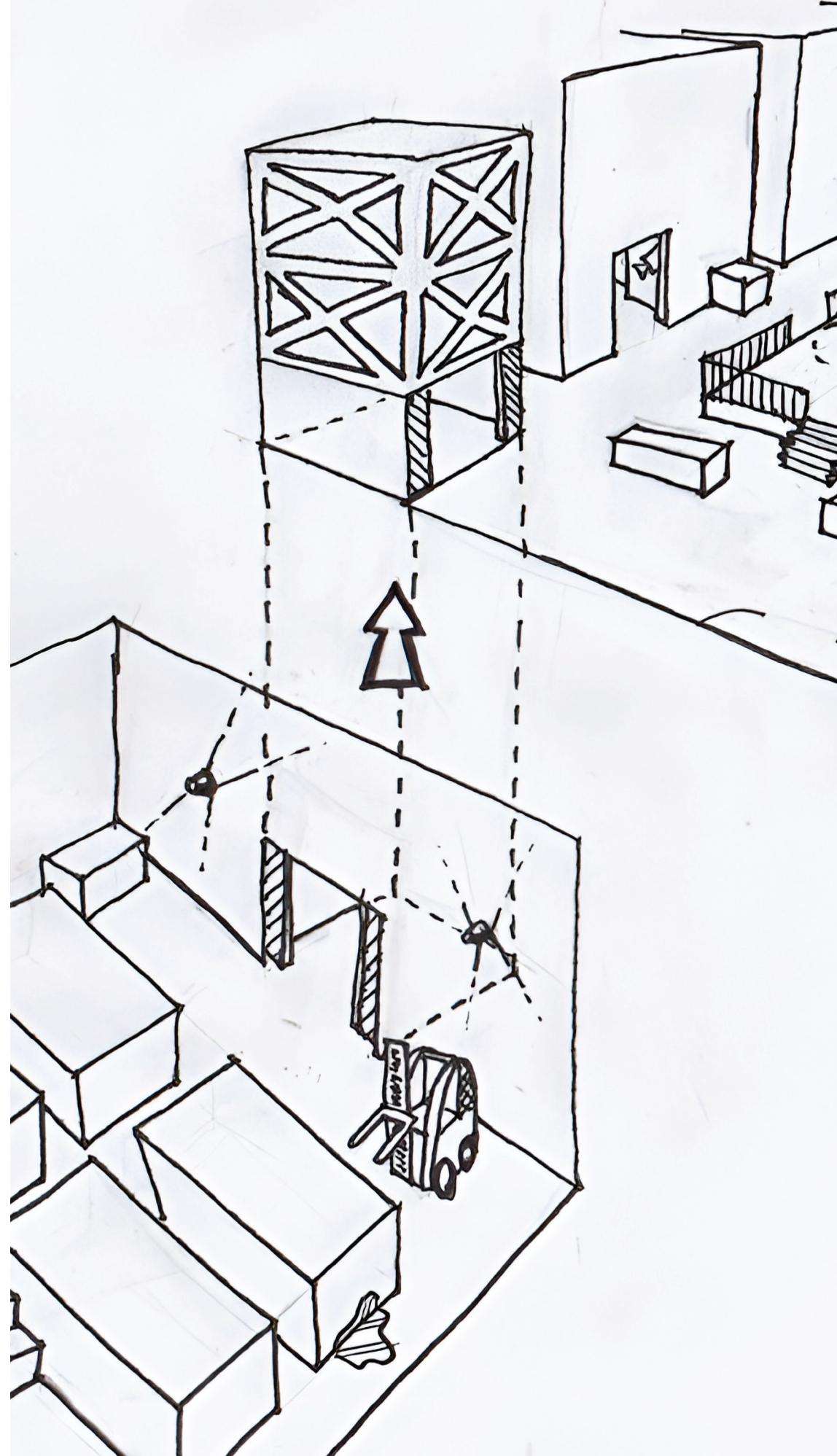
@thomasheylen

MINECRAFT
CROSS-PLATFORM - 2009
CITY PLAN
HAND DRAWN
BY UNKNOWN_USER
ON REDDIT

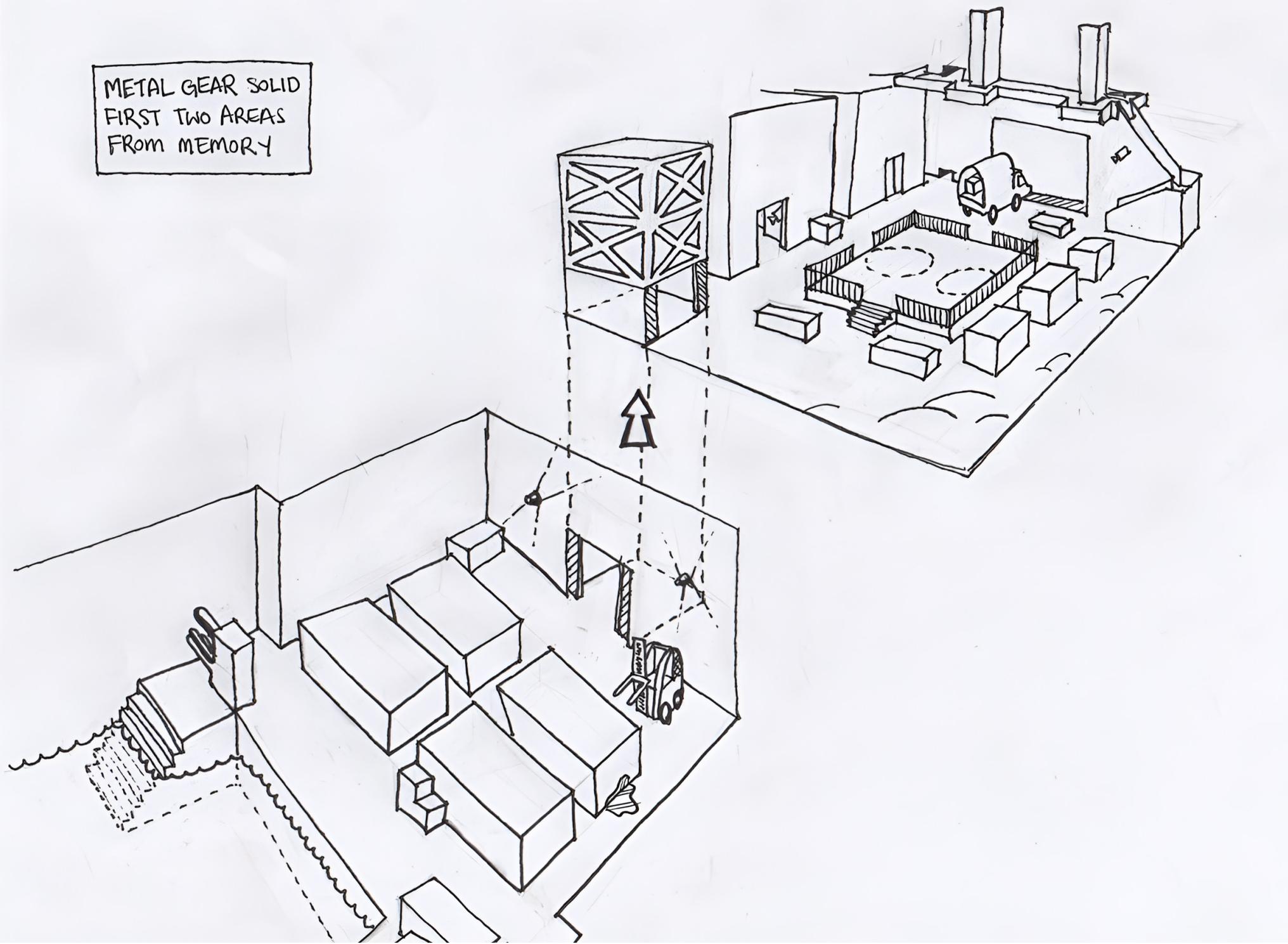




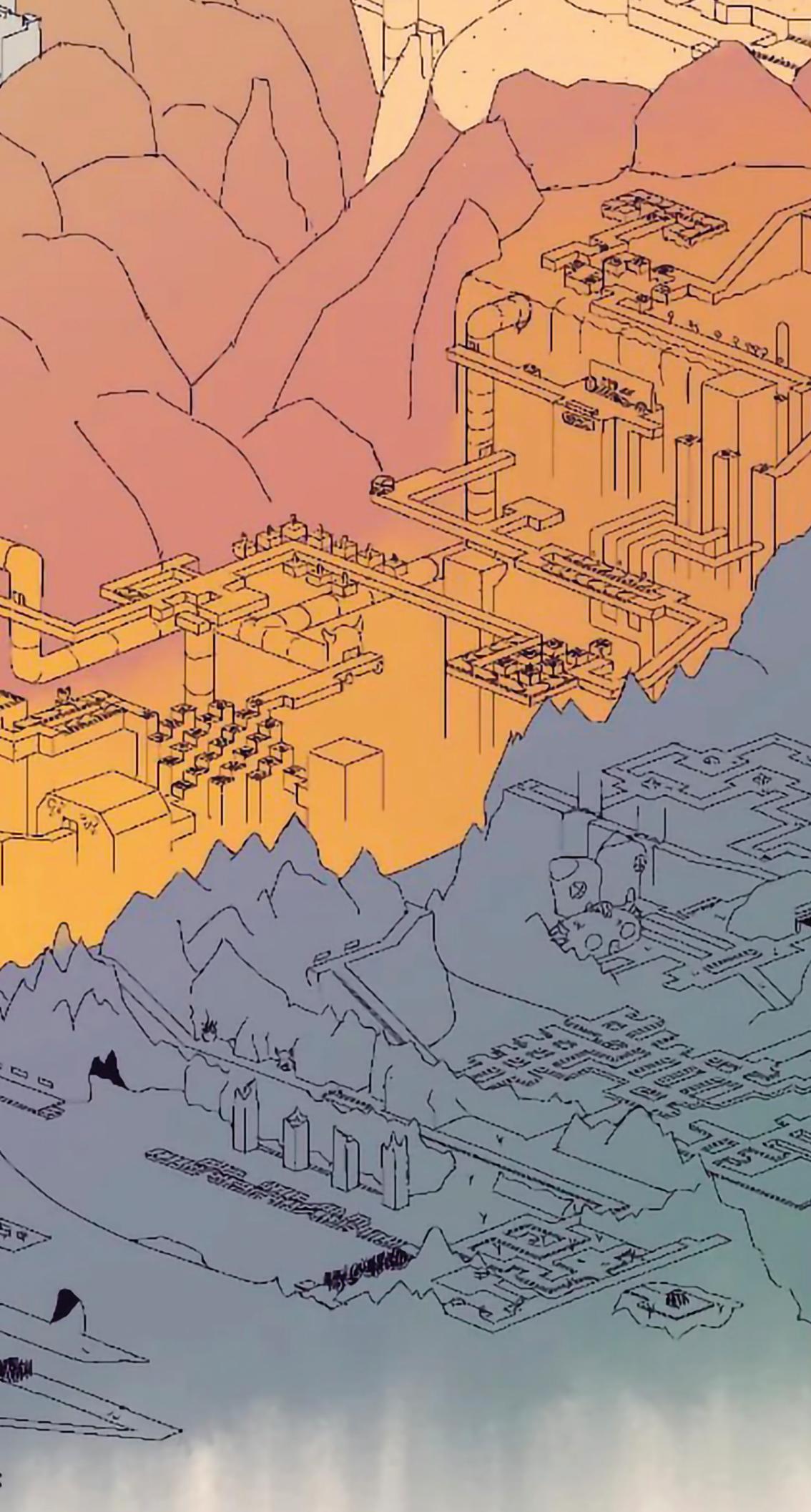
METAL GEAR SOLID
PLAYSTATION 1 - 1998
FIRST TWO AREA
HAND DRAWN
BY CHURL
ON TUMBLR



METAL GEAR SOLID
FIRST TWO AREAS
FROM MEMORY



UNDERTALE
CROSS-PLATFORM - 2015
UNDERGROUND
DIDITAL DRAWING
BY FLARINGK
ON REDDIT



The Legend

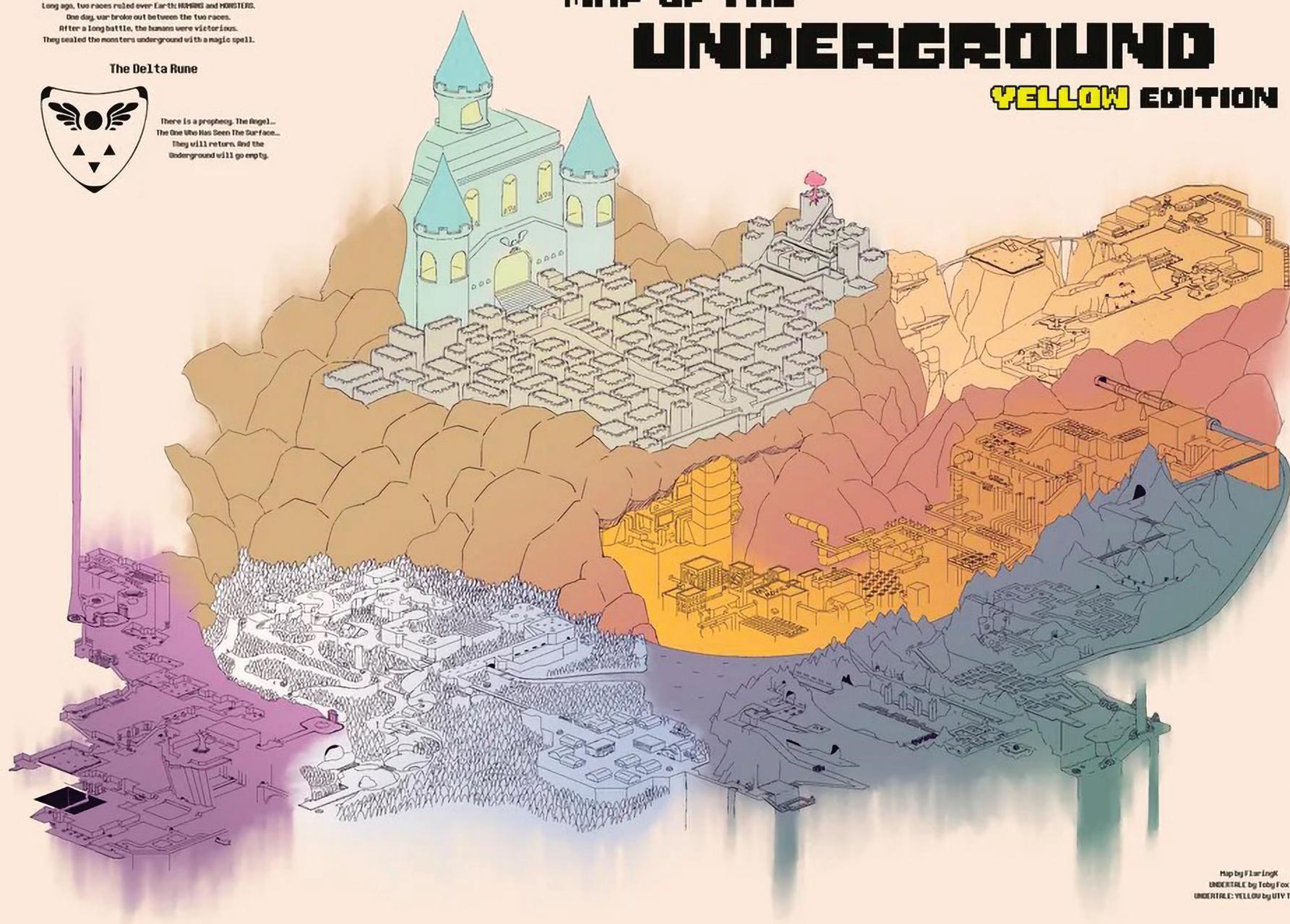
Long ago, two races ruled over Earth: HUMANS and MONSTERS.
One day, war broke out between the two races.
After a long battle, the humans were victorious.
They sealed the monsters underground with a magic spell.

The Delta Rune



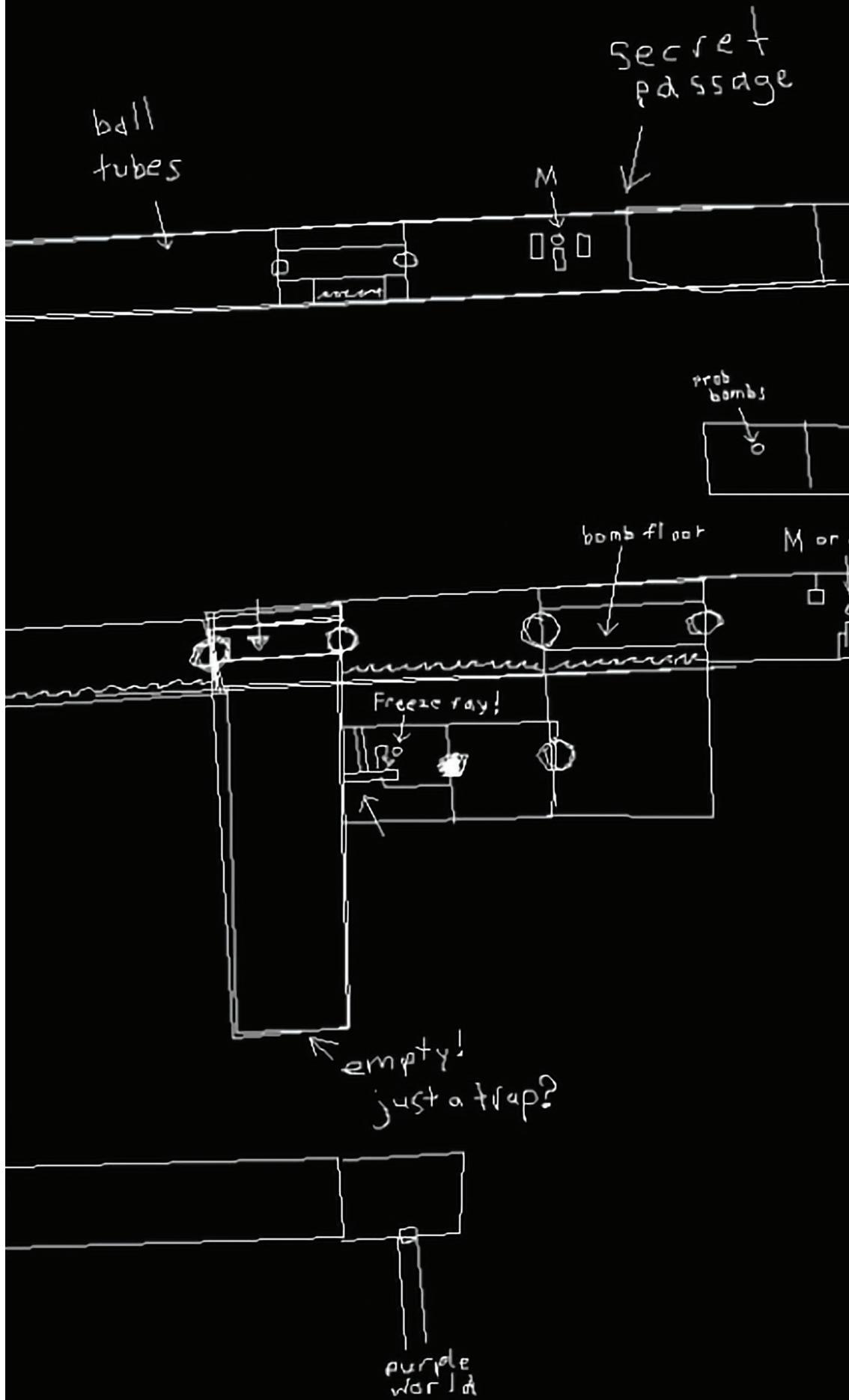
There is a prophecy. The Angel...
The One Who Has Seen The Surface...
They will return. And the
Underground will go empty.

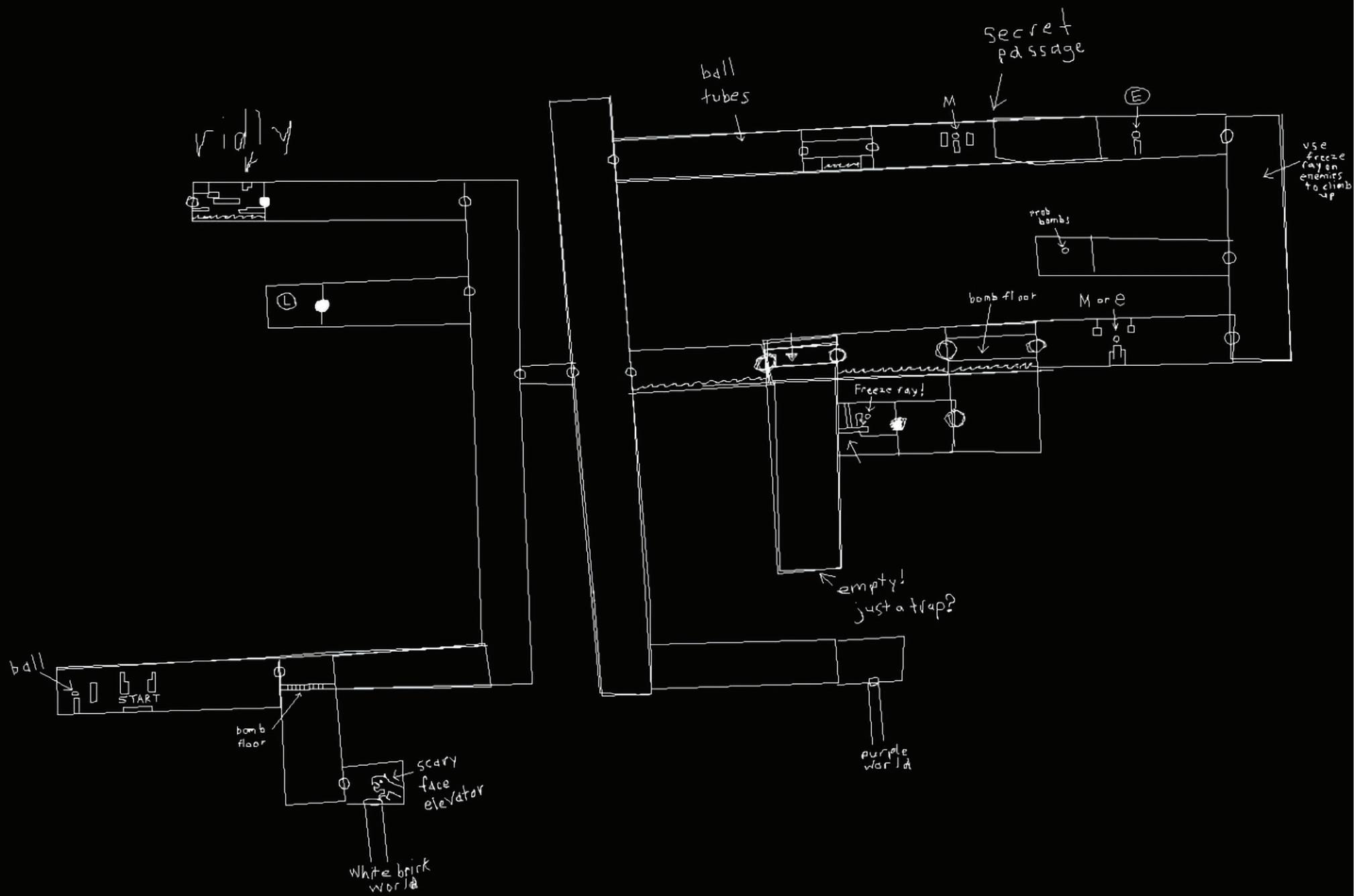
MAP OF THE UNDERGROUND YELLOW EDITION



Map by Flair LogK
UNDERTALE by Toby Fox
UNDERTALE: YELLOW by UTY Team

METROID
NES - 1986
OVERWORLD EXCERPT
DIGITAL DRAWING
BY DIBLS
ON TUMBLR





INTERPERSONAL - OPTIMIZED



SILENT HILL

0 15 30 75 100

CONVENIENCE
STORE 8

EL MOCETO
FOOD
AND LIQUOR

CAFE
STO 2

JEEN
BURGER

AM BAR
ICHIKA DRUGS

GHOUL
JIM BEAN

alkan
Church

ATION

BRIDGE
CONTROL
ROOM

KEY

SILENT HILL

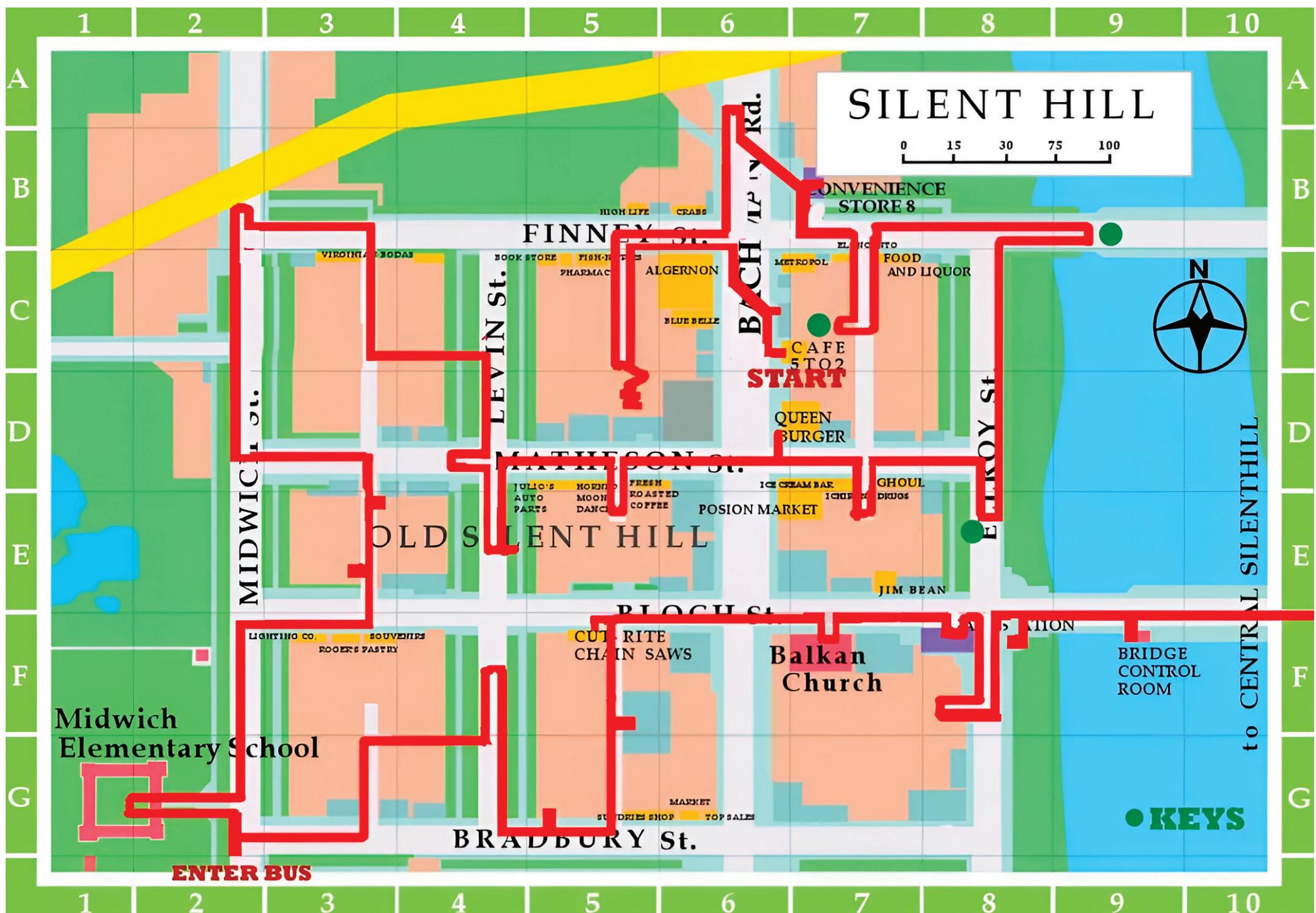
PLAYSTATION 1 - 1999

WORLD MAP

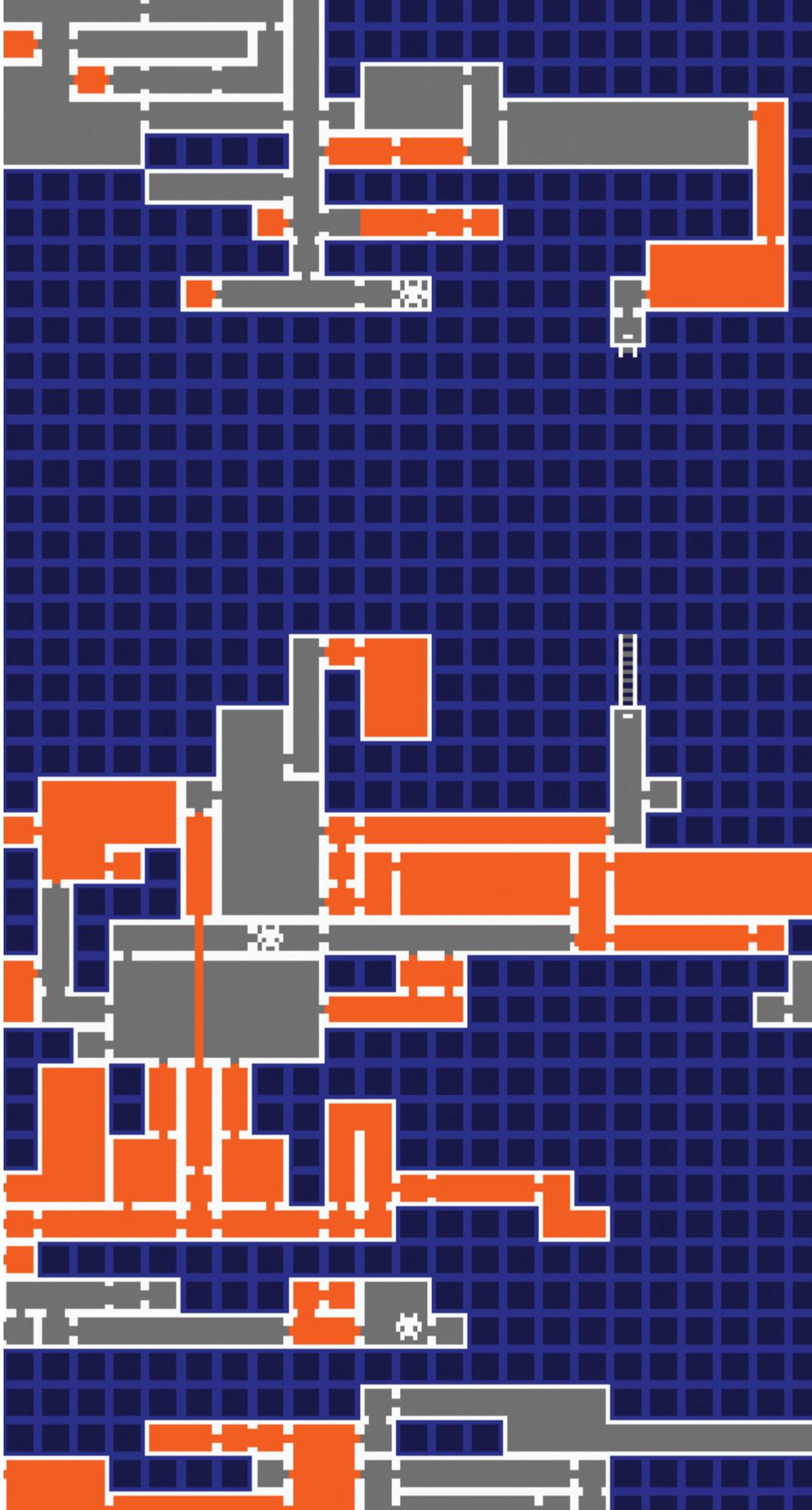
SCREENSHOTS AND ANNOTATION

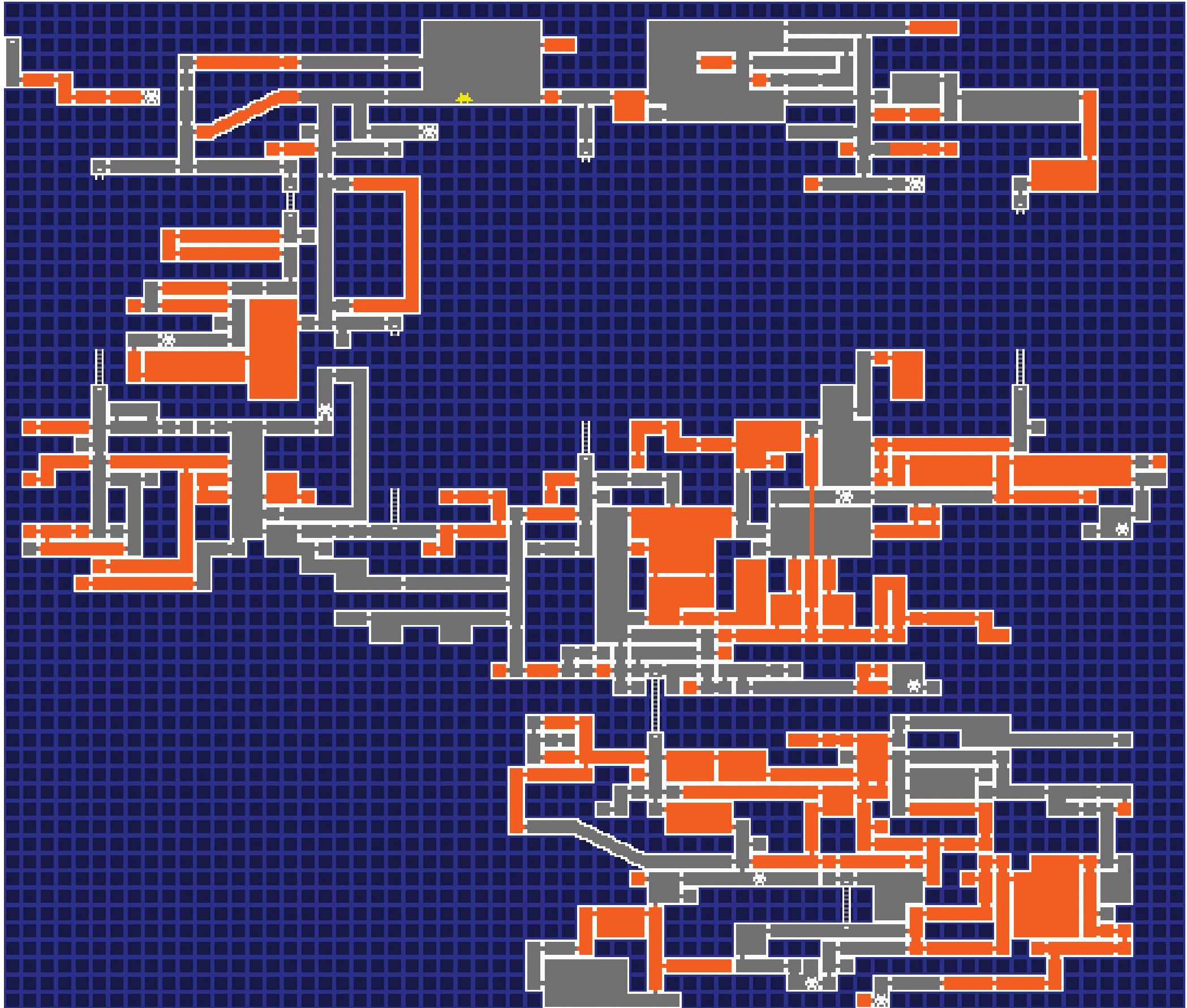
BY KEV MCG

ON FACEBOOK

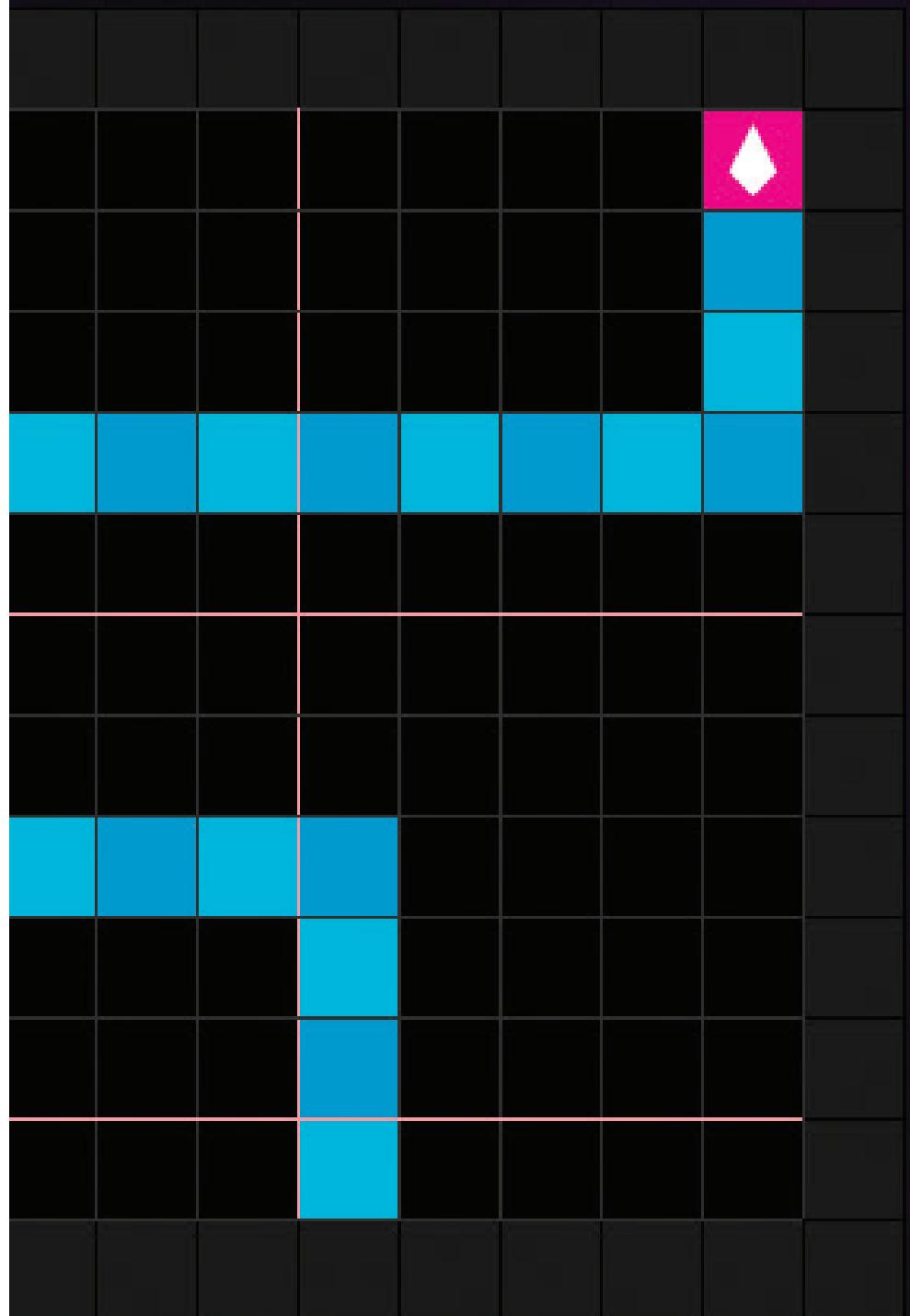


SUPER METROID
SUPER NINTENDO - 1998
SOUND CUE OPTIMISATION MAP
VECTOR DRAWING
BY ARAN;JAEGER
ON SUPER METROID WIKI





PHANTASY STAR
MASTER SYSTEM - 1987
DUNGEON MAPPER
CODE
BY ASHENFACTORY
ON DISCORD



Mode

Edit

Treasure

Add

Tooltip

e.g. Potion

Door

Add

Orientation

Full tile

Type

Normal

Tooltip

e.g. To Garden

Stair/Pit

Add

Type

Stair

Target

F2 4, -10

Unlink target

Floors

Add

F3

F2

► F1

B1

Add

The interface is a map editor with a sidebar containing various object creation and configuration tools. The main area is a 10x10 grid where objects like stairs, doors, and treasure chests can be placed. A vertical staircase and a corridor are visible on the right side of the grid.

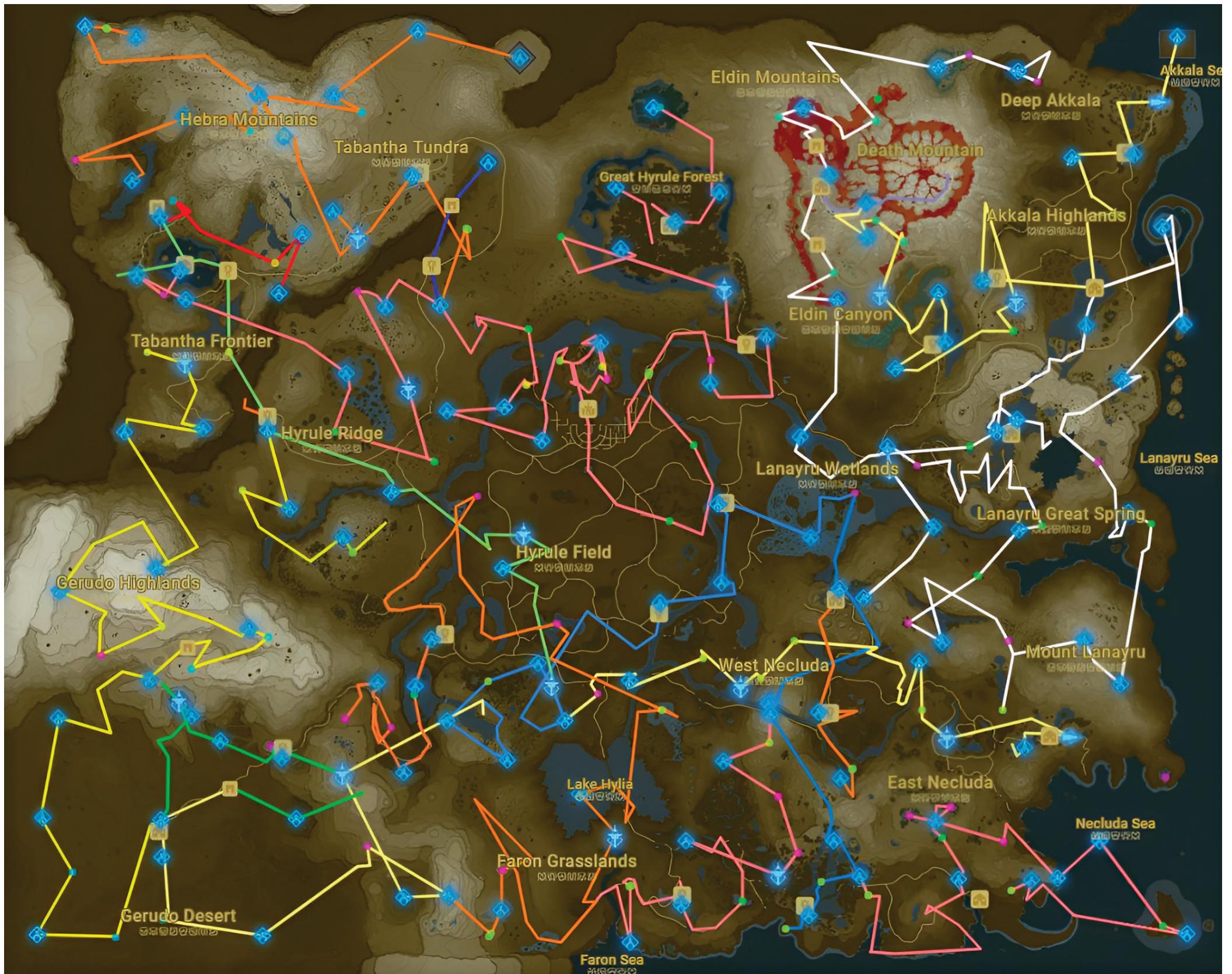
ASHEN
CROSS-PLATFORM - 2018
ANY% CURRENT ROUTE
COLLAGE
BY ANEMION
ON IMGUR





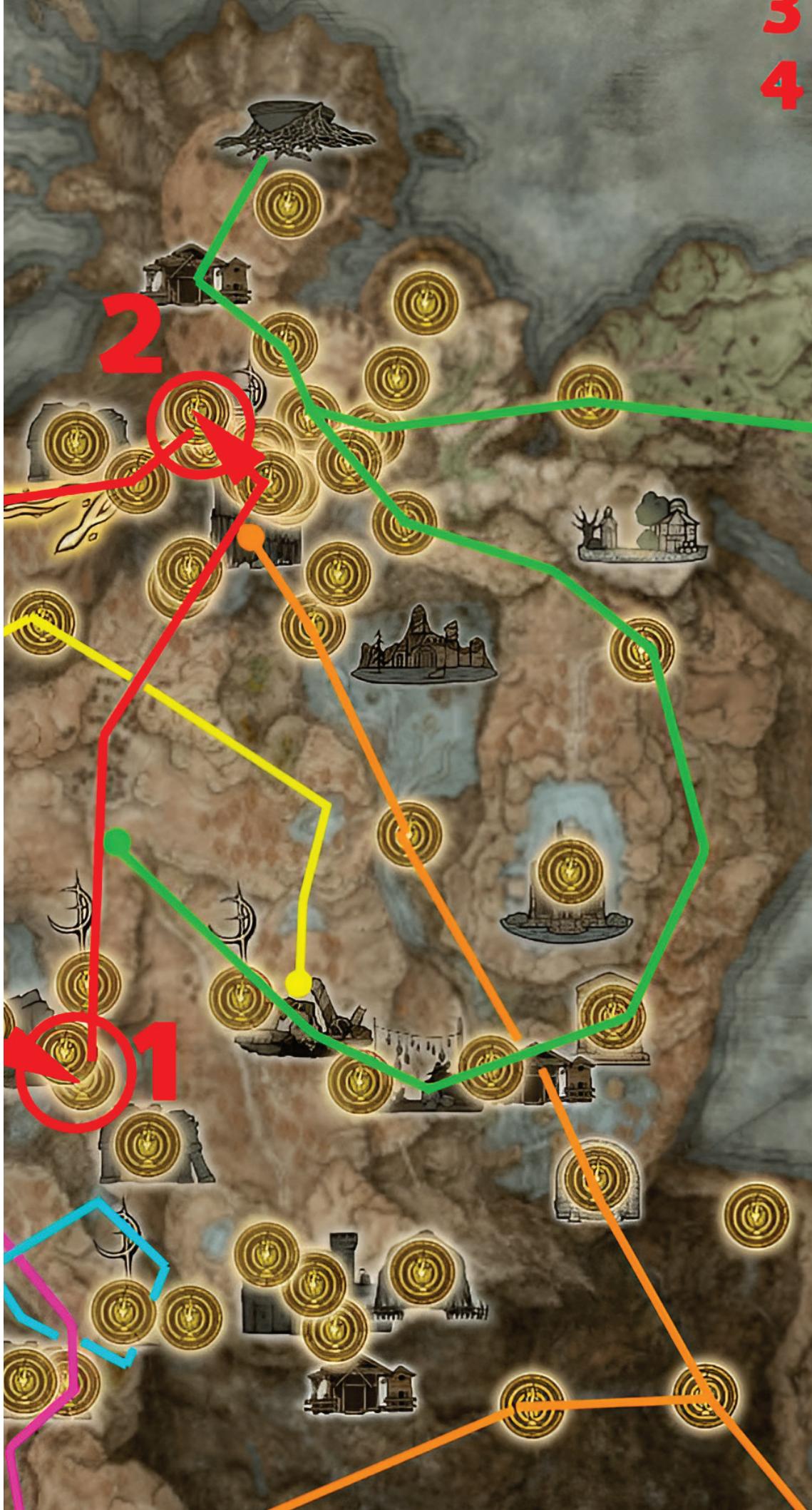
**THE LEGEND OF ZELDA:
BREATH OF THE WILD
SWITCH - 2017
SPEEDRUN ROUTE
VECTOR DRAWING
BY SPECSNSTATS
ON REDDIT**





3
4

ELDEN RING:
SHADOW OF THE ERDTREE DLC
CROSS-PLATFORM - 2024
WORLD MAP PATH
VECTOR DRAWING
BY ENHANCED
ON POWERPYX



RED = MAIN STORY (NUMBERS ARE MAIN BOSSSES)

GREEN = CHURCH DISTRICT

ORANGE = ABYSSAL WOOD

YELLOW = ANCIENT VALLEY

BLUE = CERULEAN COAST

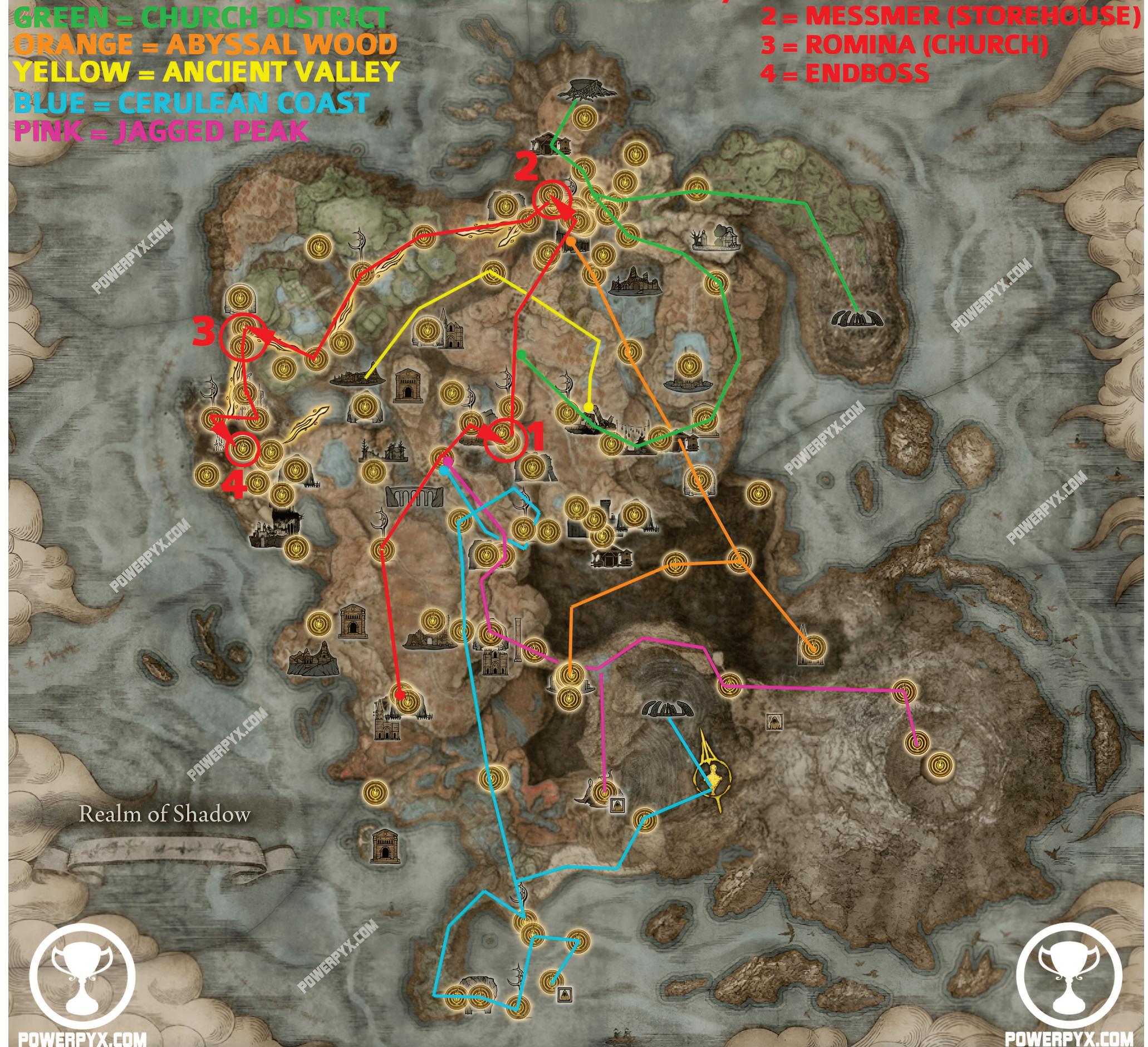
PINK = JAGGED PEAK

1 = RELLANA (ENSIS CASTLE)

2 = MESSMER (STOREHOUSE)

3 = ROMINA (CHURCH)

4 = ENDBOSS

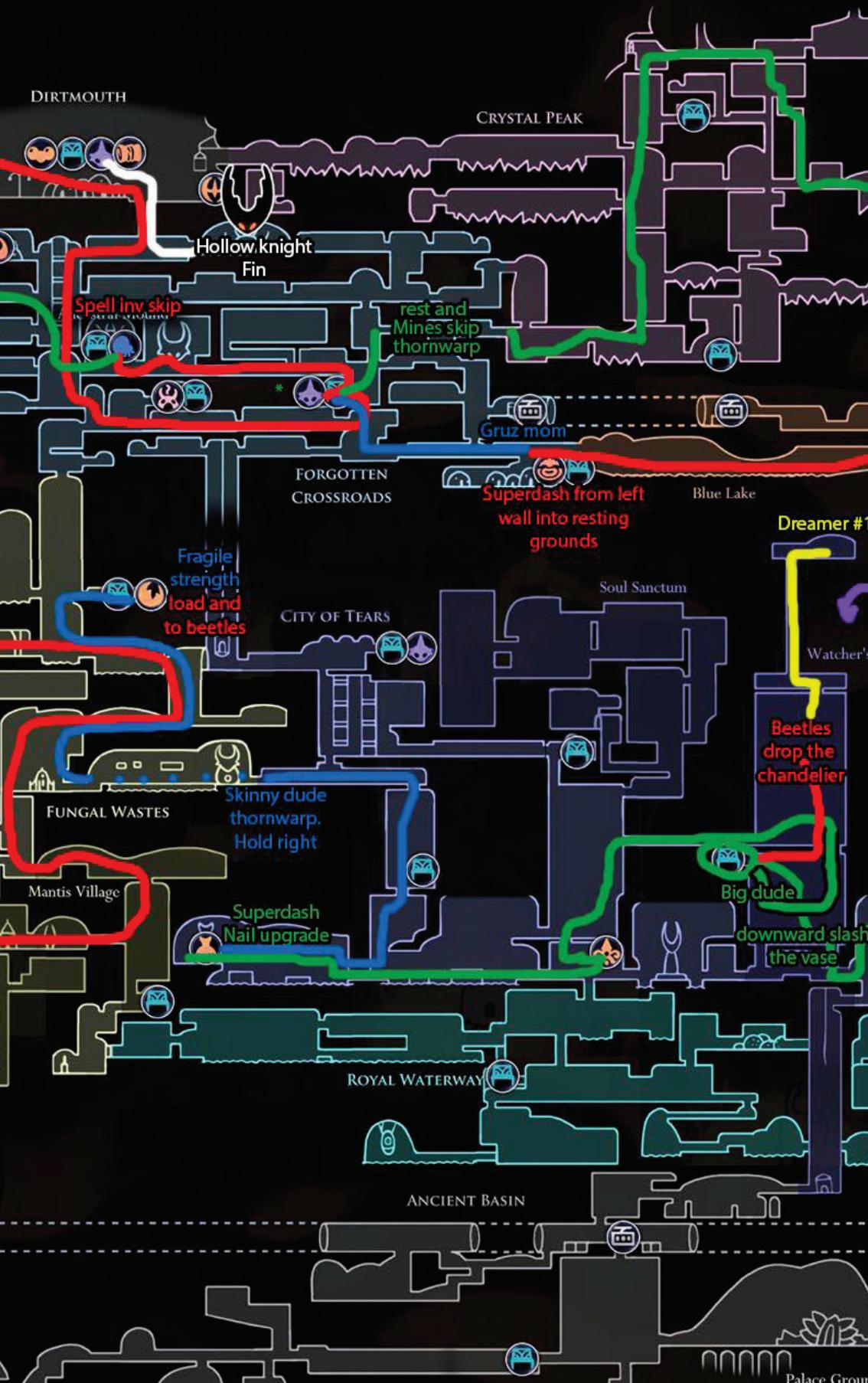


POWERPYX.COM

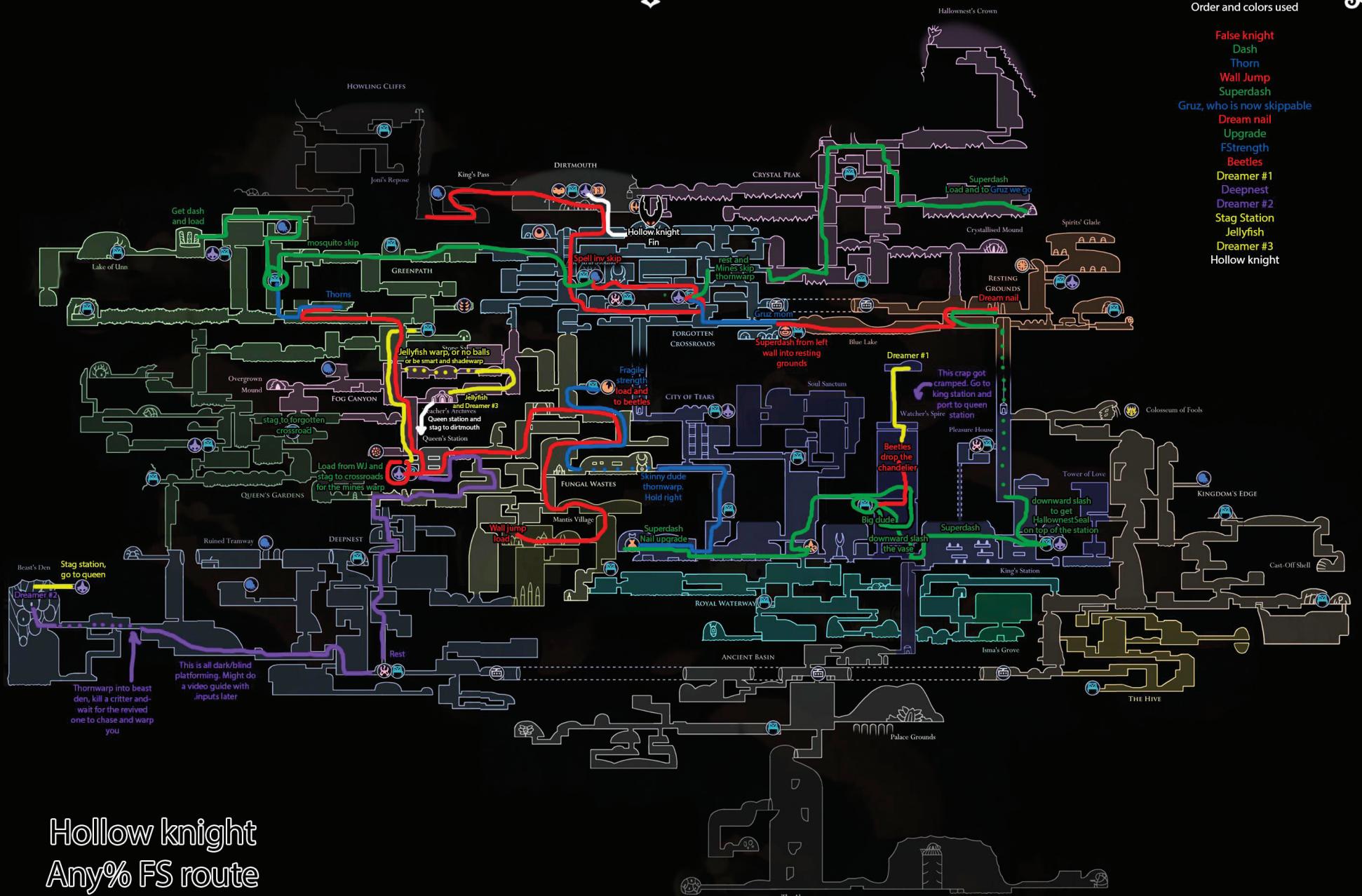


POWERPYX.COM

HOLLOW KNIGHT
CROSS-PLATFORM - 2017
ROUTE GUIDE
DIGITAL DRAWING
BY G3FO
ON REDDIT



Map

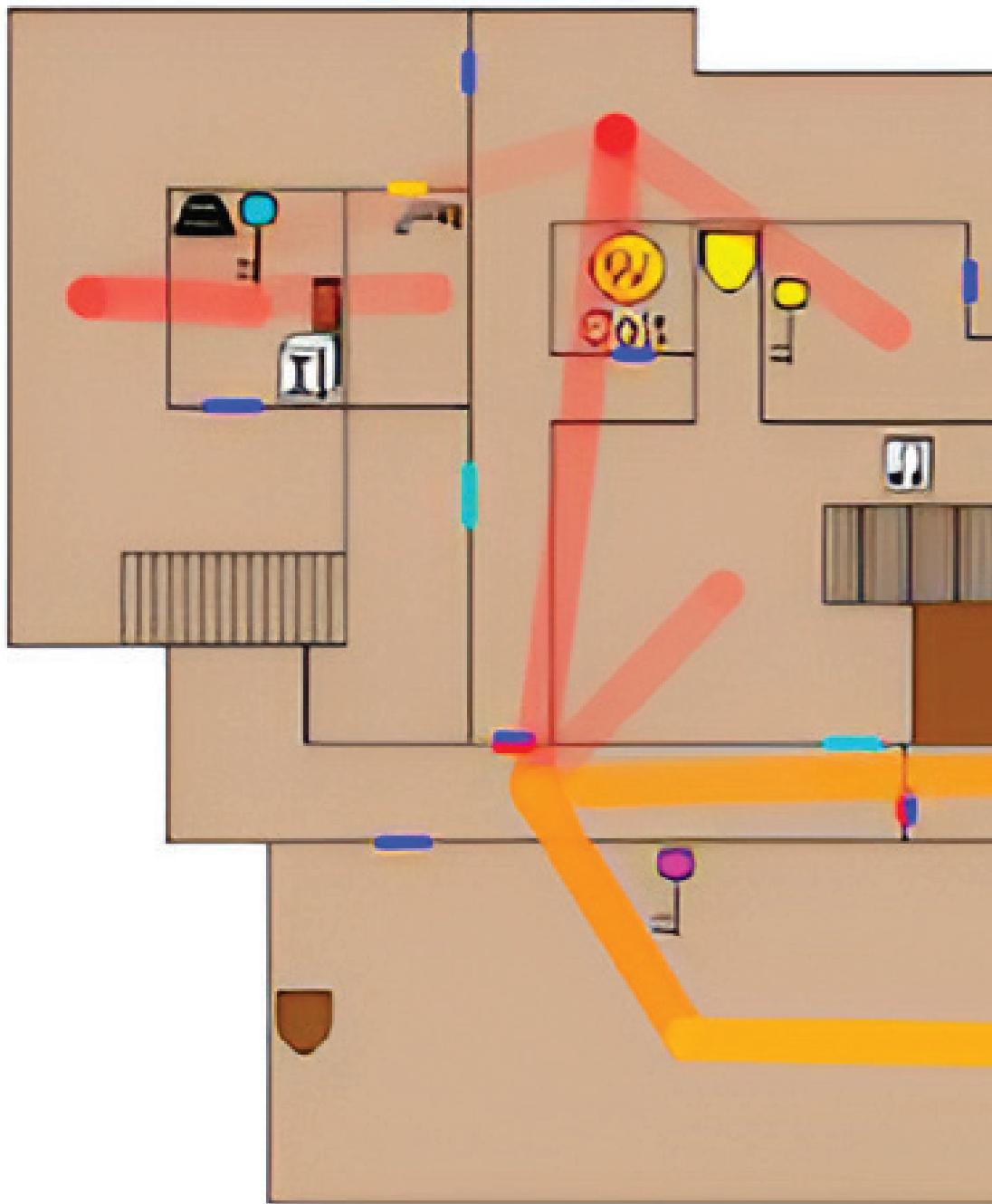


Hollow knight
Any% FS route
map/cheatsheet

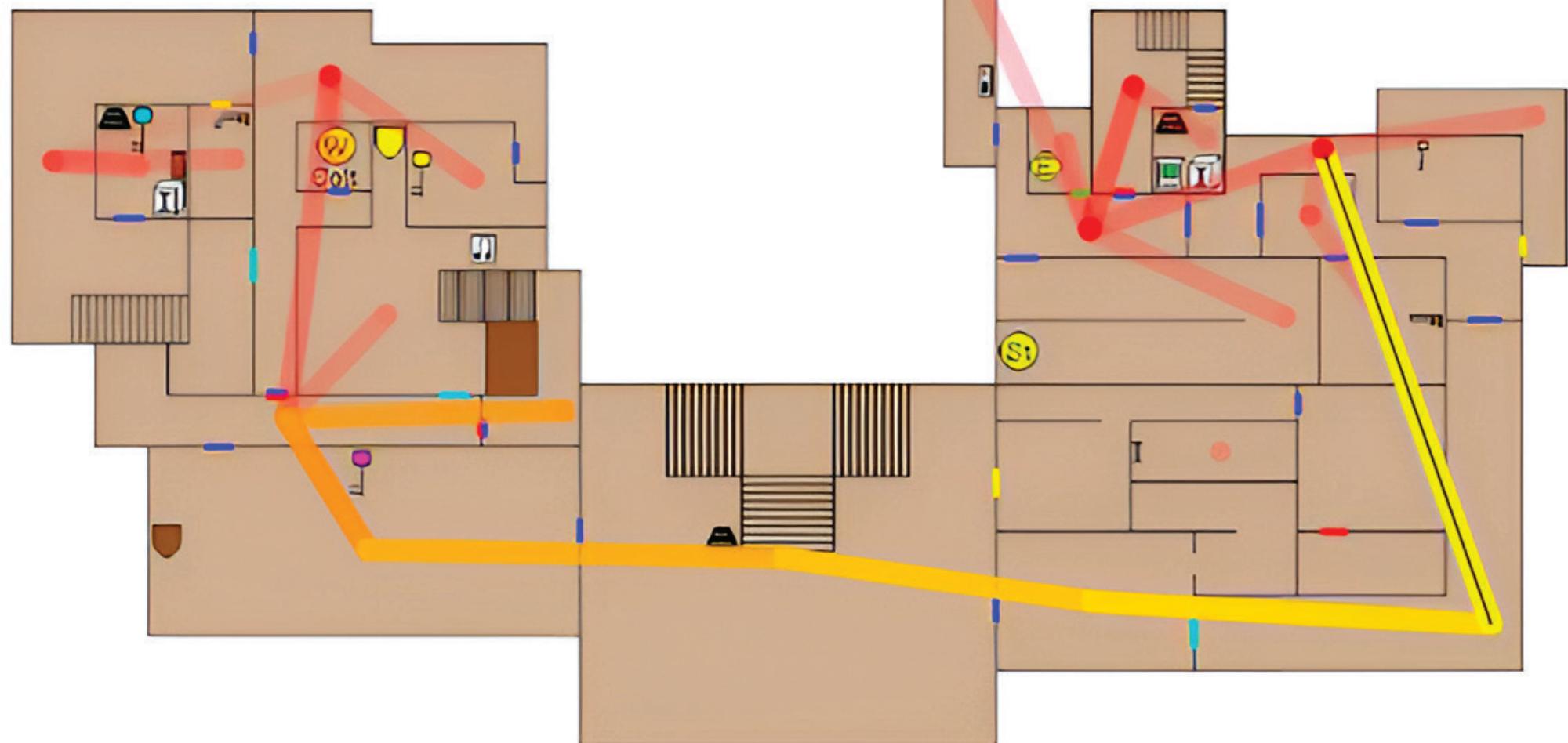
Made by Gefo
a below average runner

1F

RESIDENT EVIL
PLAYSTATION 1- 1996
DATA VISUALISATION
DIGITAL PAINTING
BY C_PRUETT
ON HORROR DREAMDAWN



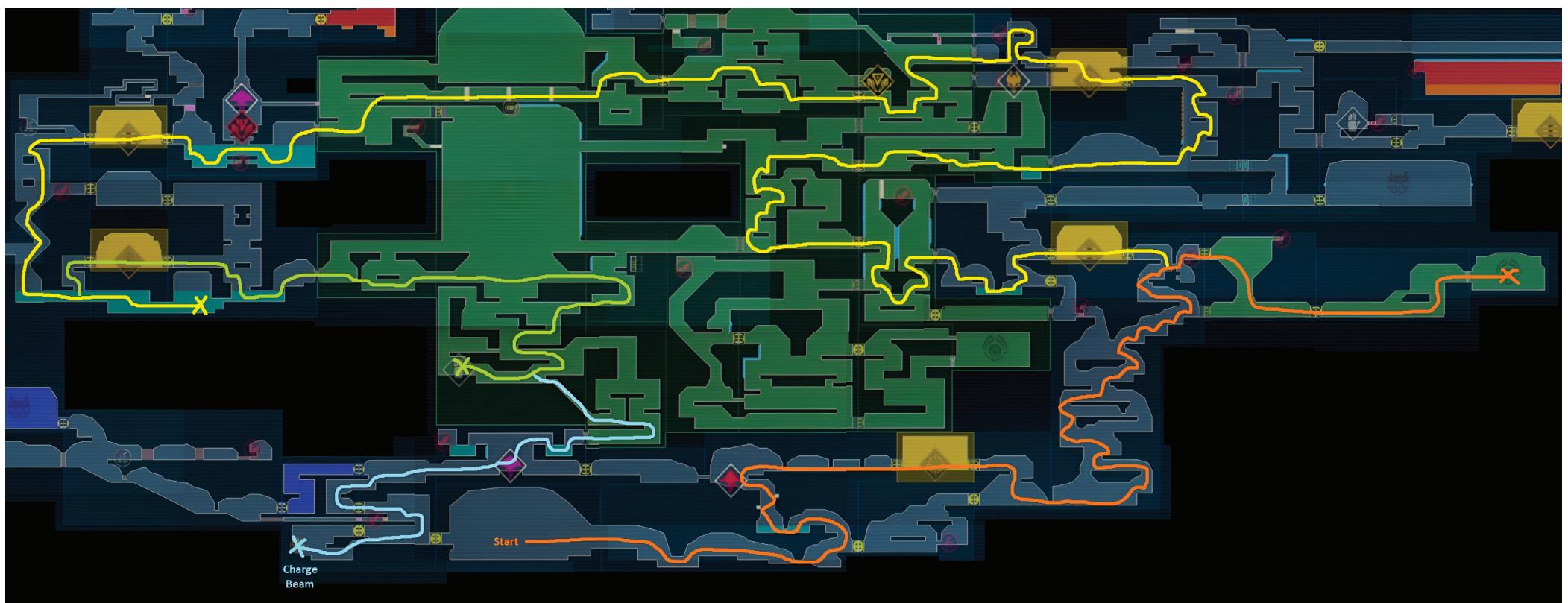
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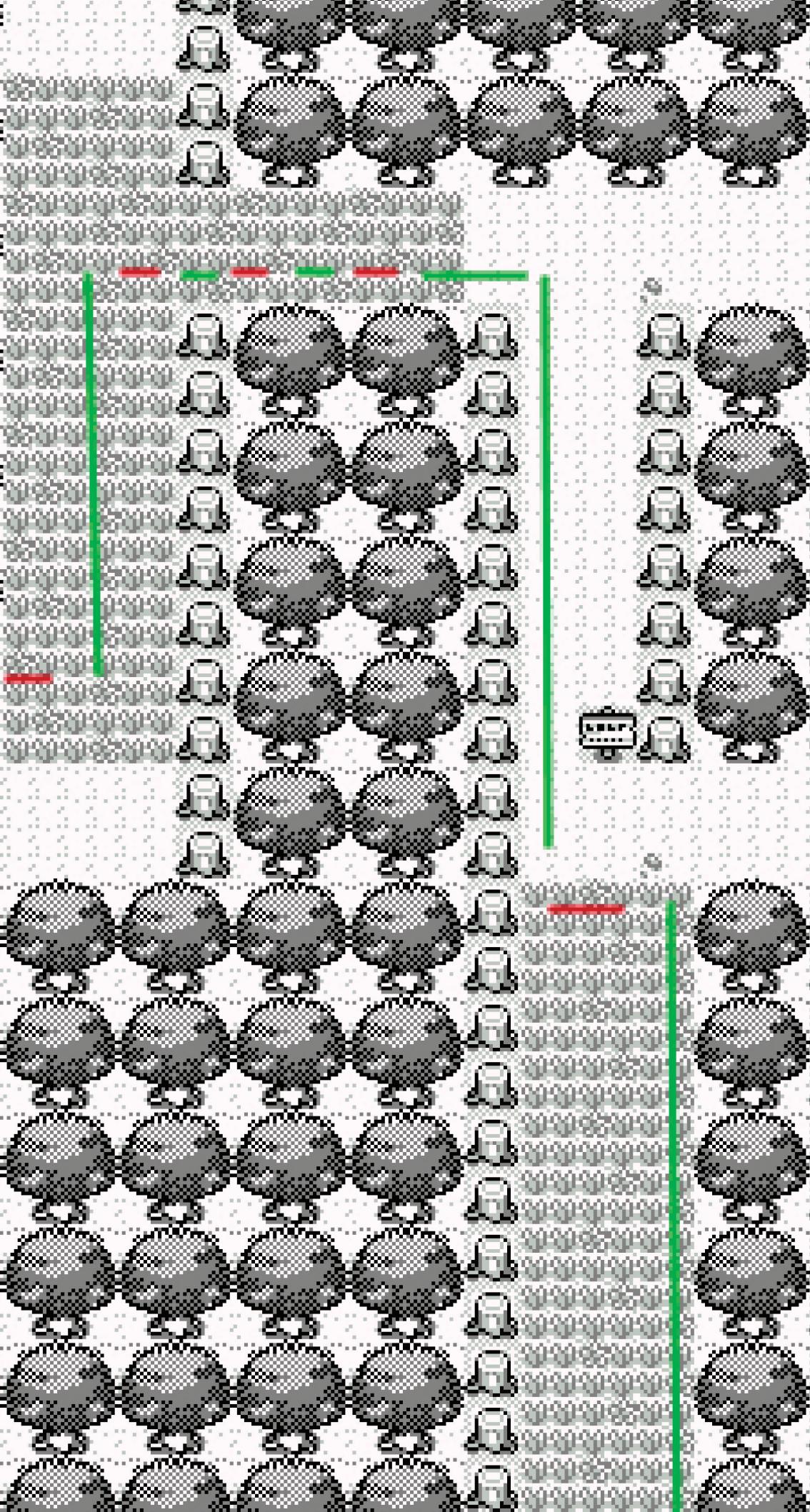
METROID DREAD
SWITCH - 2021
SPEEDRUN ROUTE
DIGITAL DRAWING
BY GENERICPHOTOPOSTER
ON IMGUR

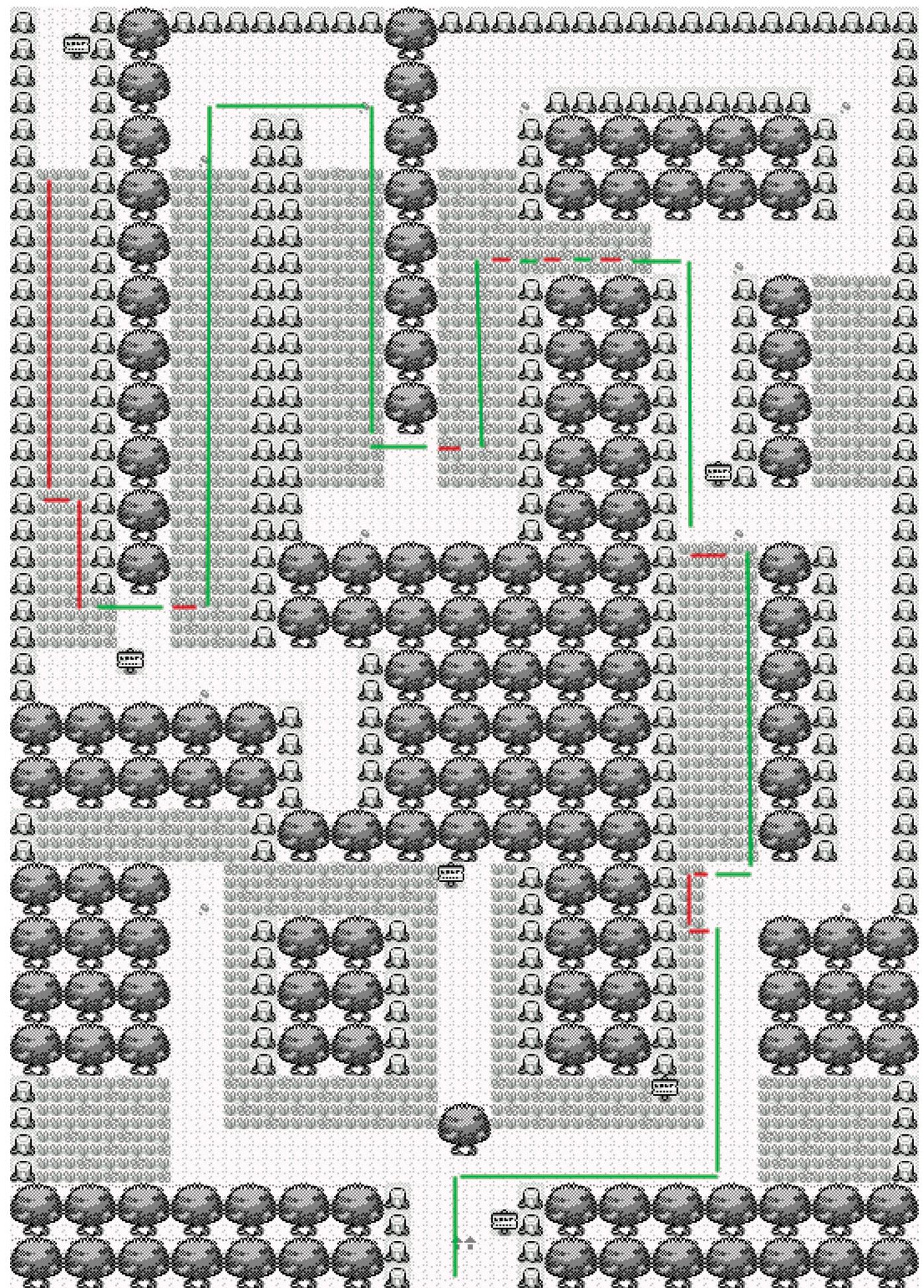
164





POKÉMON: RED/BLUE/YELLOW
GAMEBOY - 1999
SPEEDRUN ROUTE
VECTOR DRAWING
BY EXARION
ON SPEEDRUN

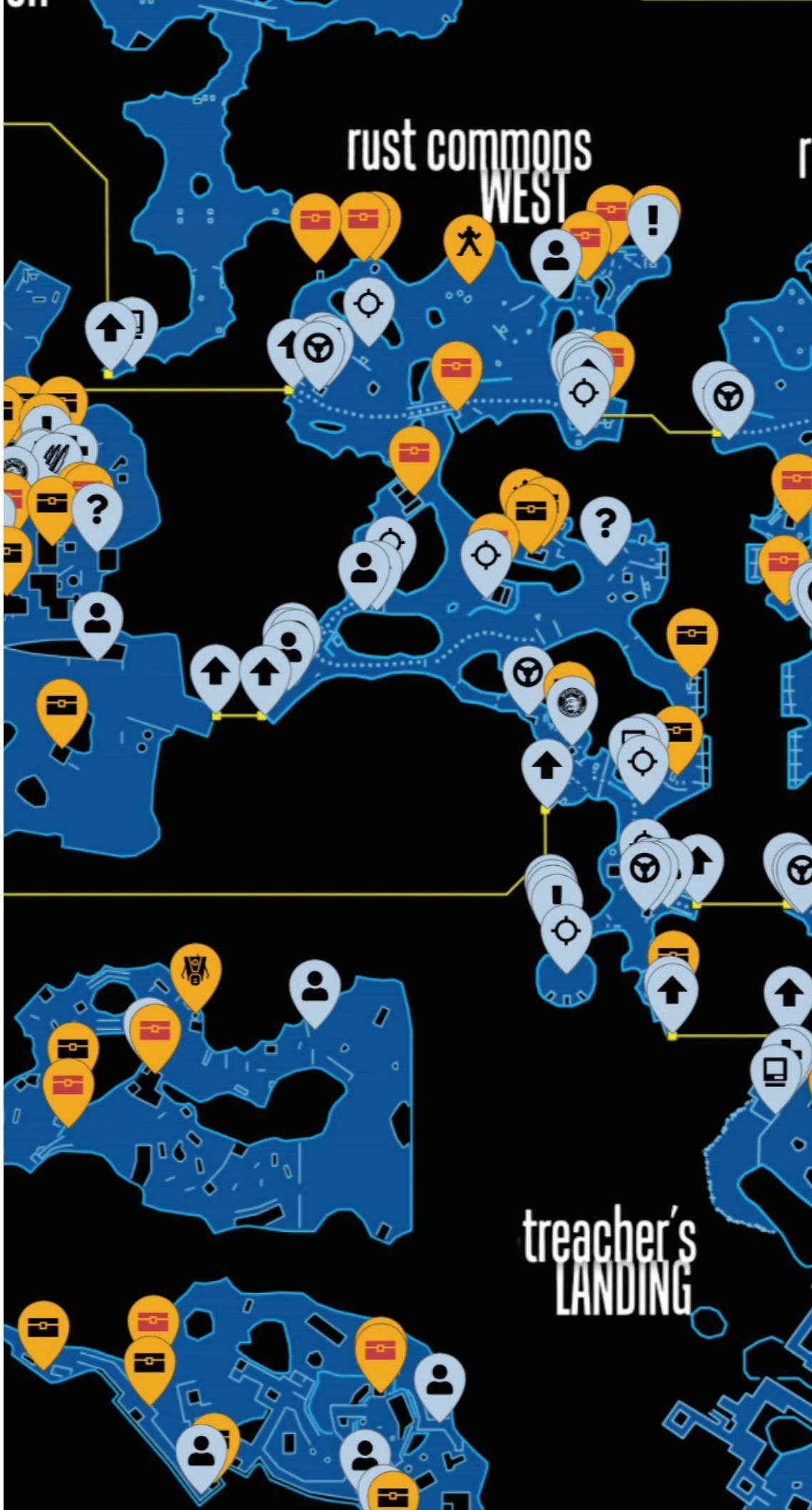


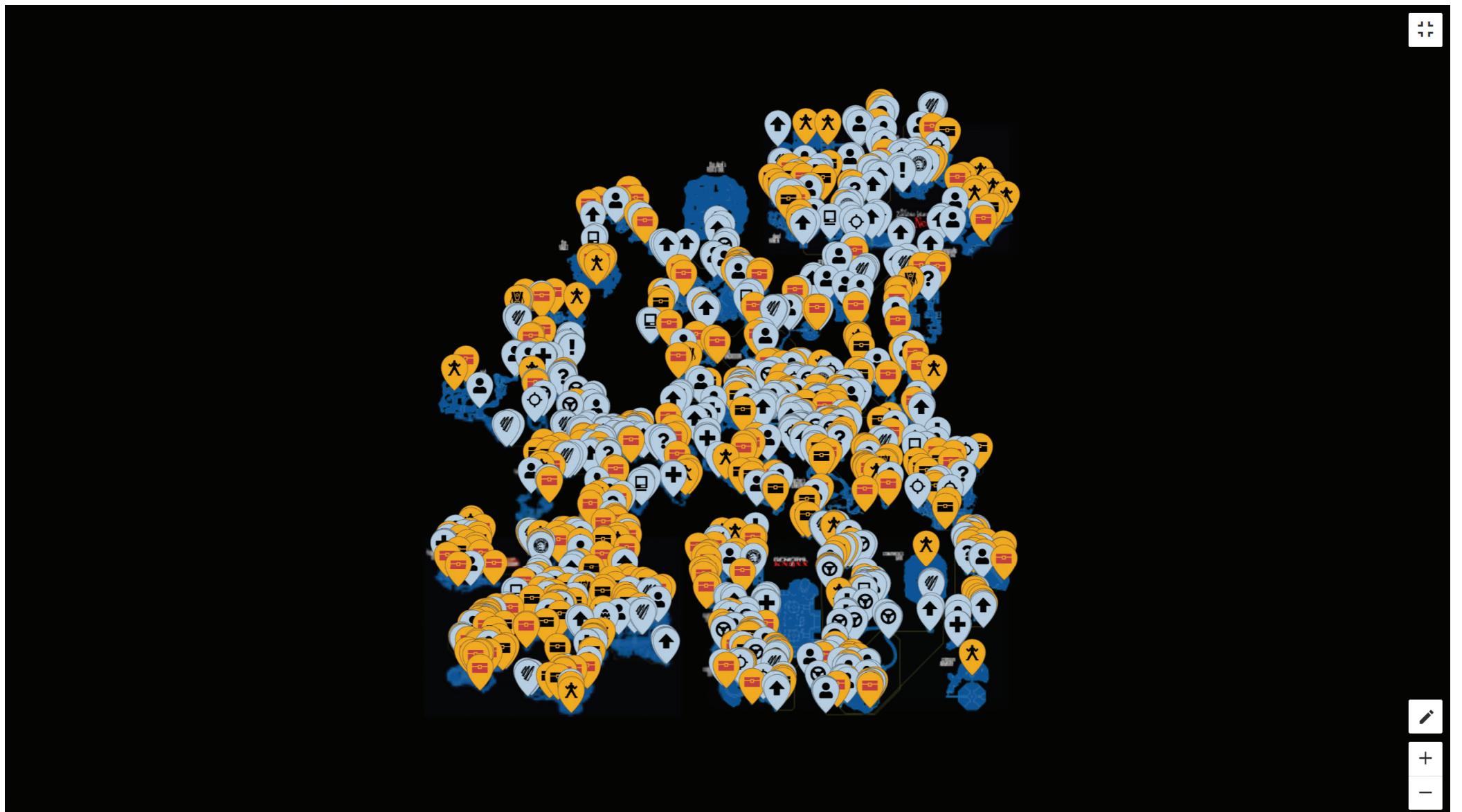


INTERPERSONAL
INTERACTIVE - NETWORKED



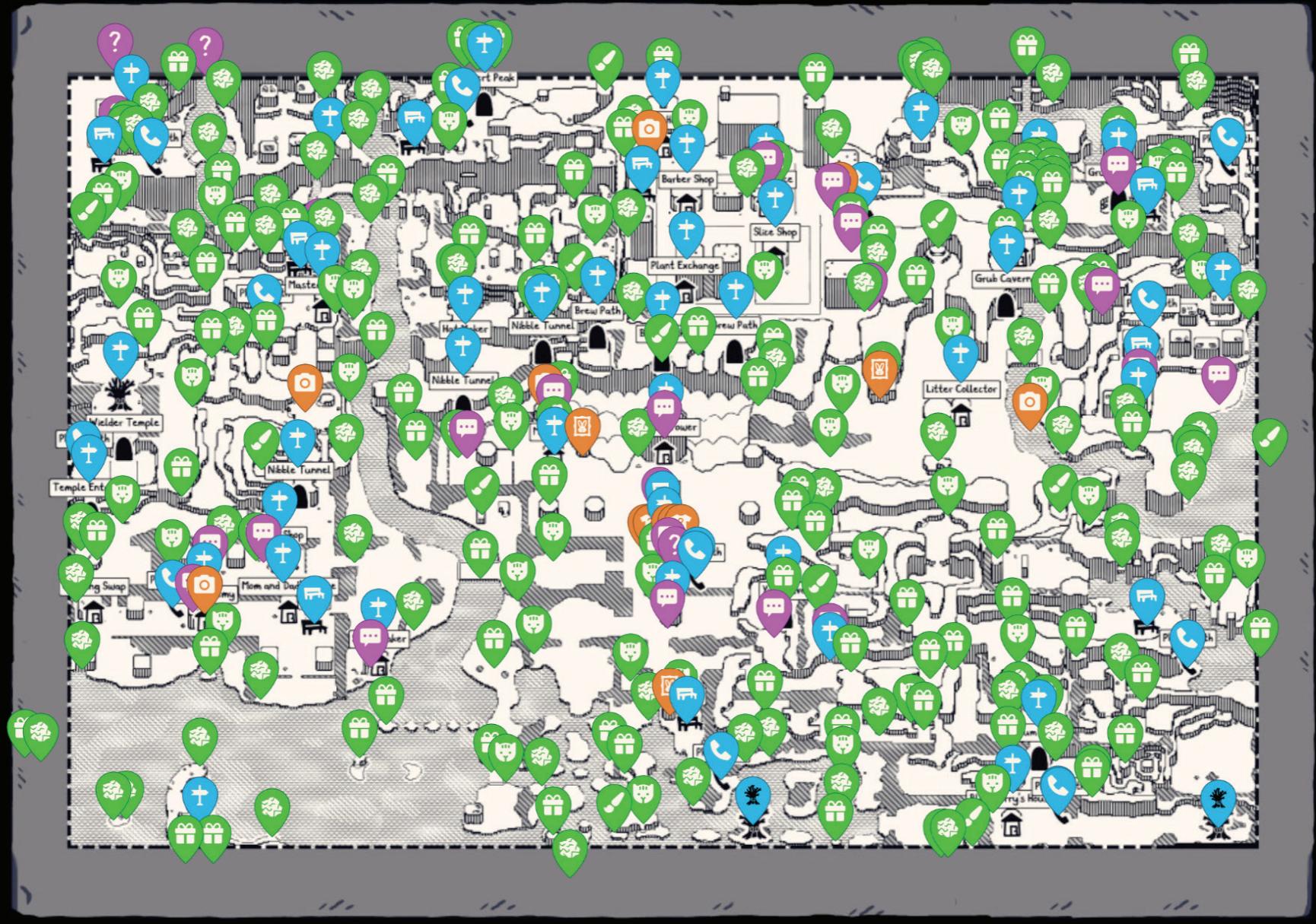
BORDERLANDS
CROSS-PLATFORM - 2009
INTERACTIVE MAP
WEB HOSTED
BY MULTI USERS
ON MAPGENIE



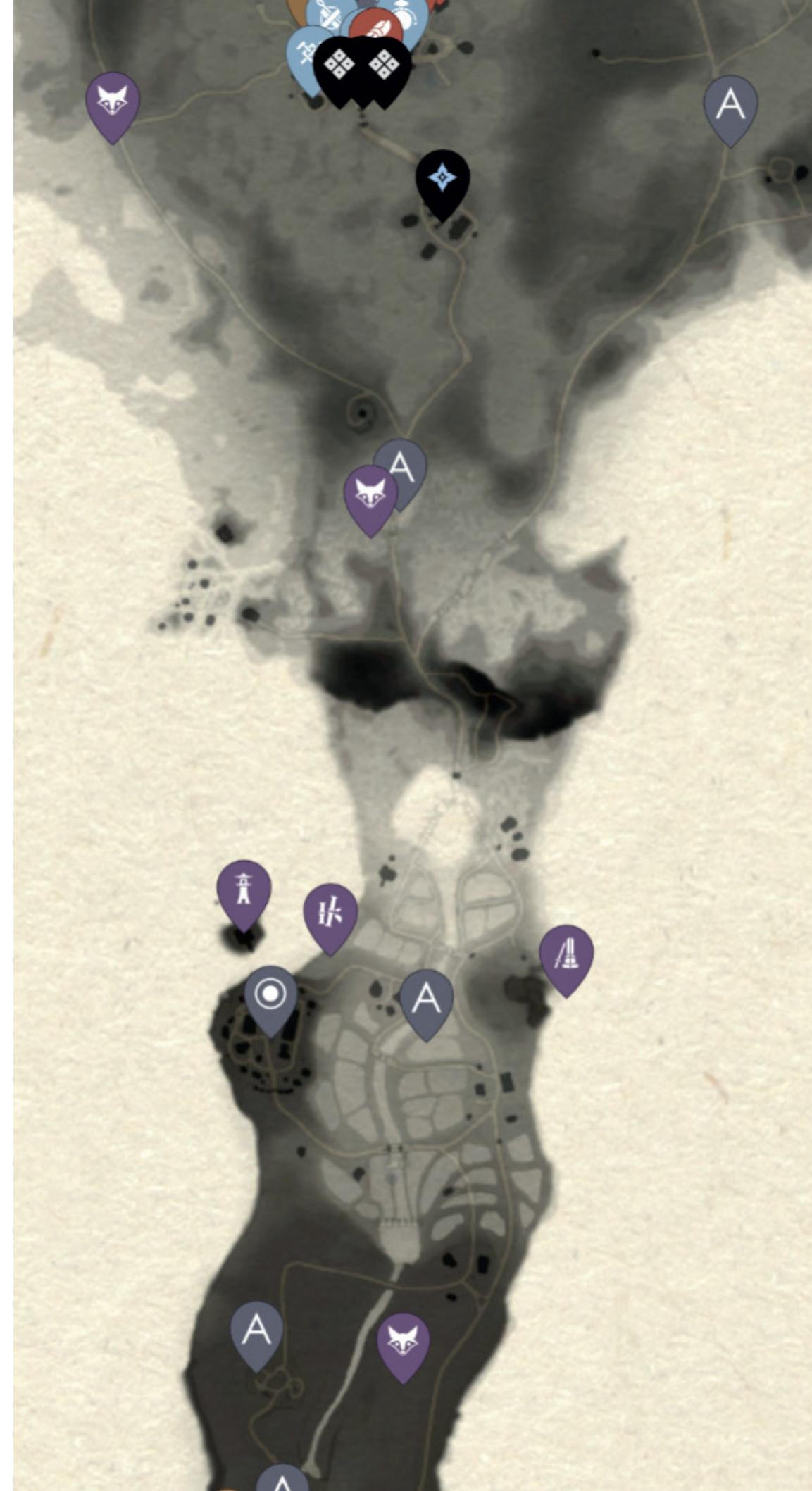


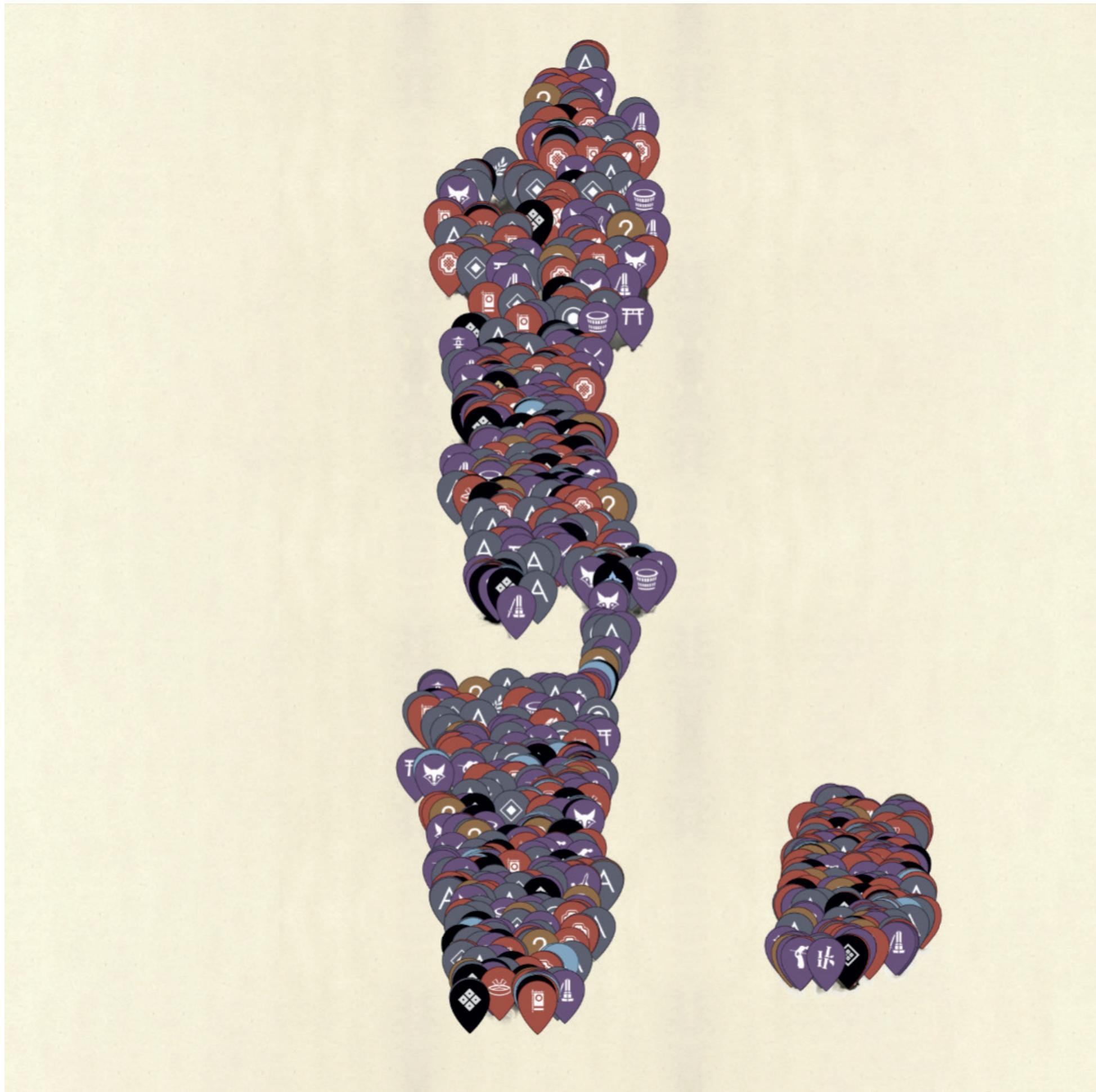
CHICORY: A COLORFUL TALE
CROSS-PLATFORM - 2021
INTERACTIVE MAP
WEB HOSTED
BY MULTI USERS
ON MAPGENIE



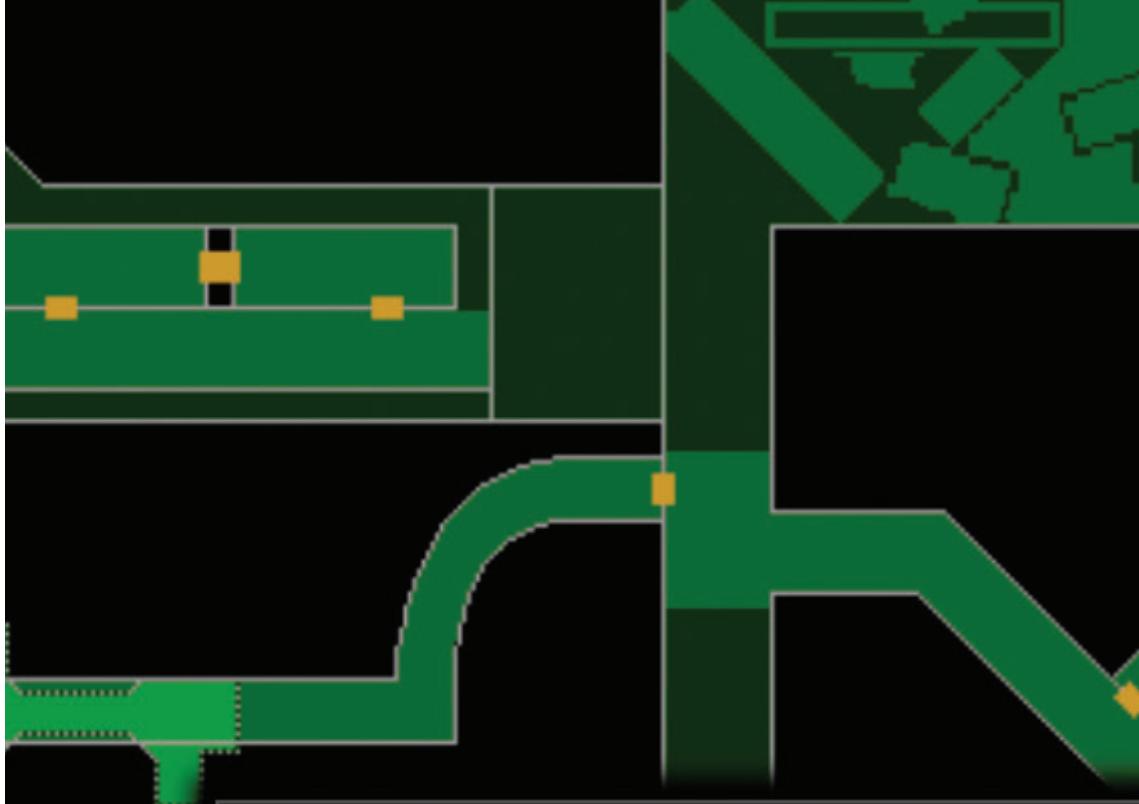


GHOST OF TSUSHIMA
PLAYSTATION 4 - 2020
INTERACTIVE MAP
WEB HOSTED
BY MULTI USERS
ON IGN





RESIDENT EVIL
PLAYSTATION 1 - 1996
INTERACTIVE MAP
WEB HOSTED
BY EVIL RESOURCE
ON EVIL RESOURCE



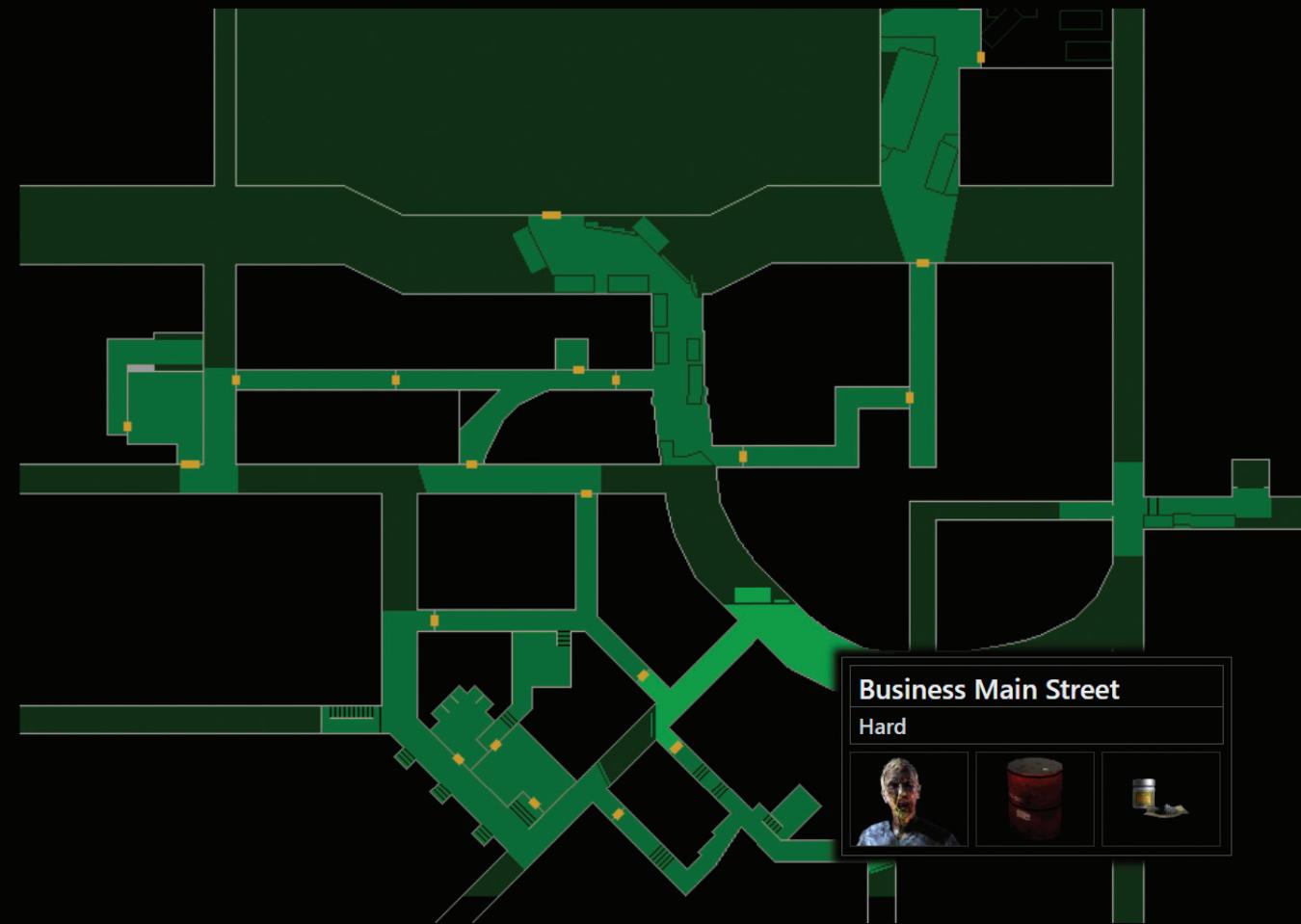
Lonsdale Underground Passage

Hard

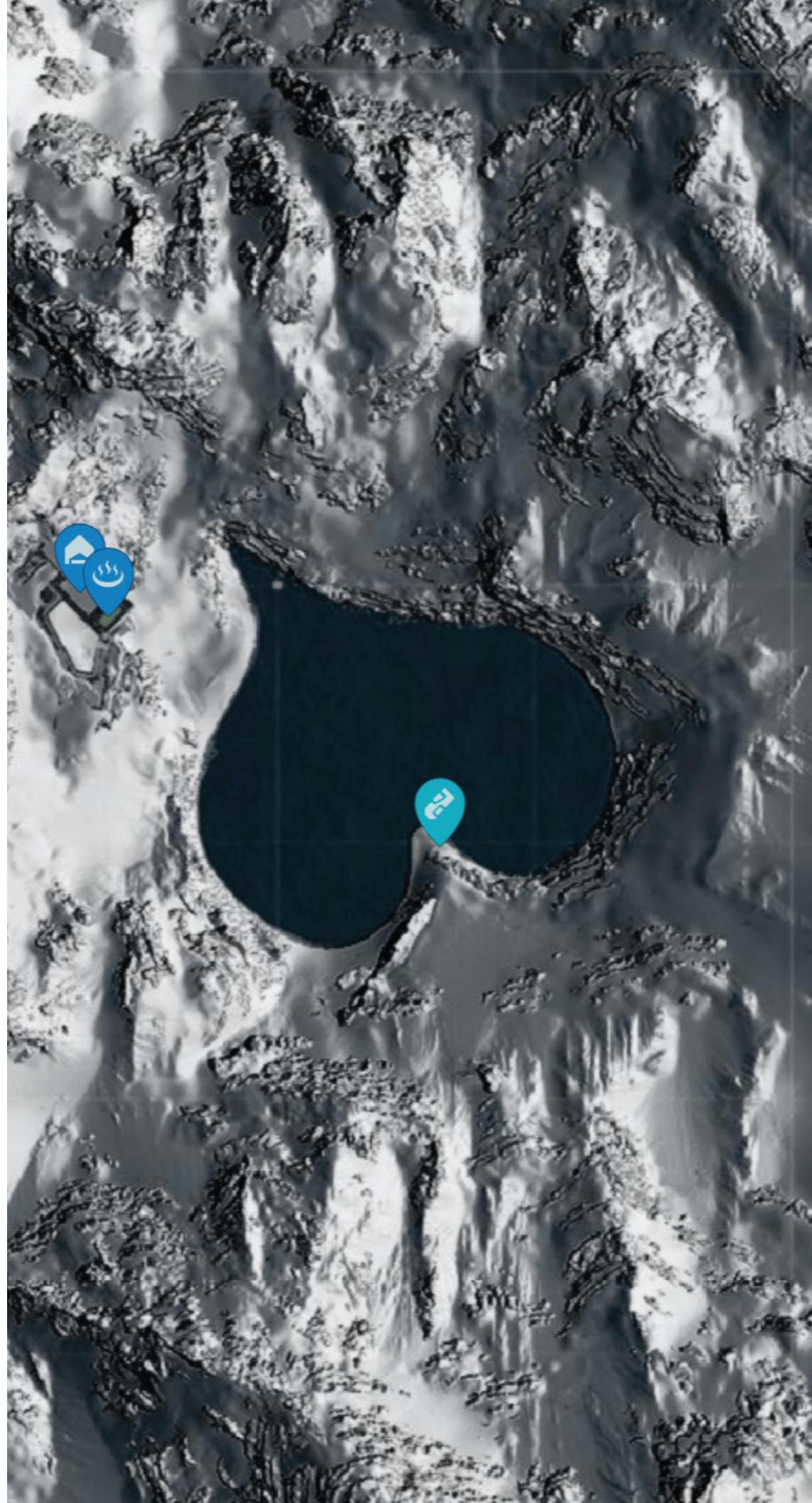


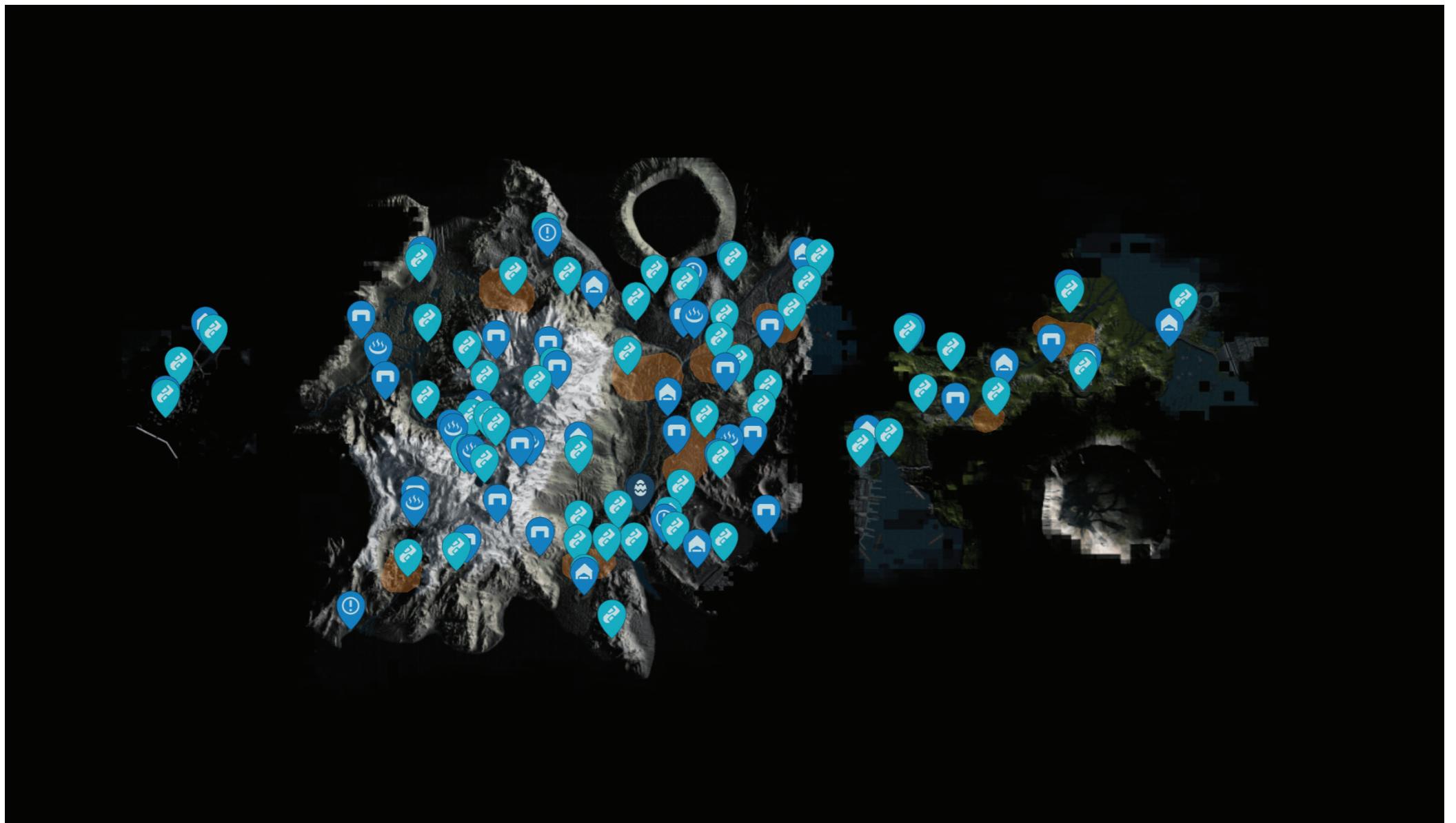
Contents for: Hard

Uptown



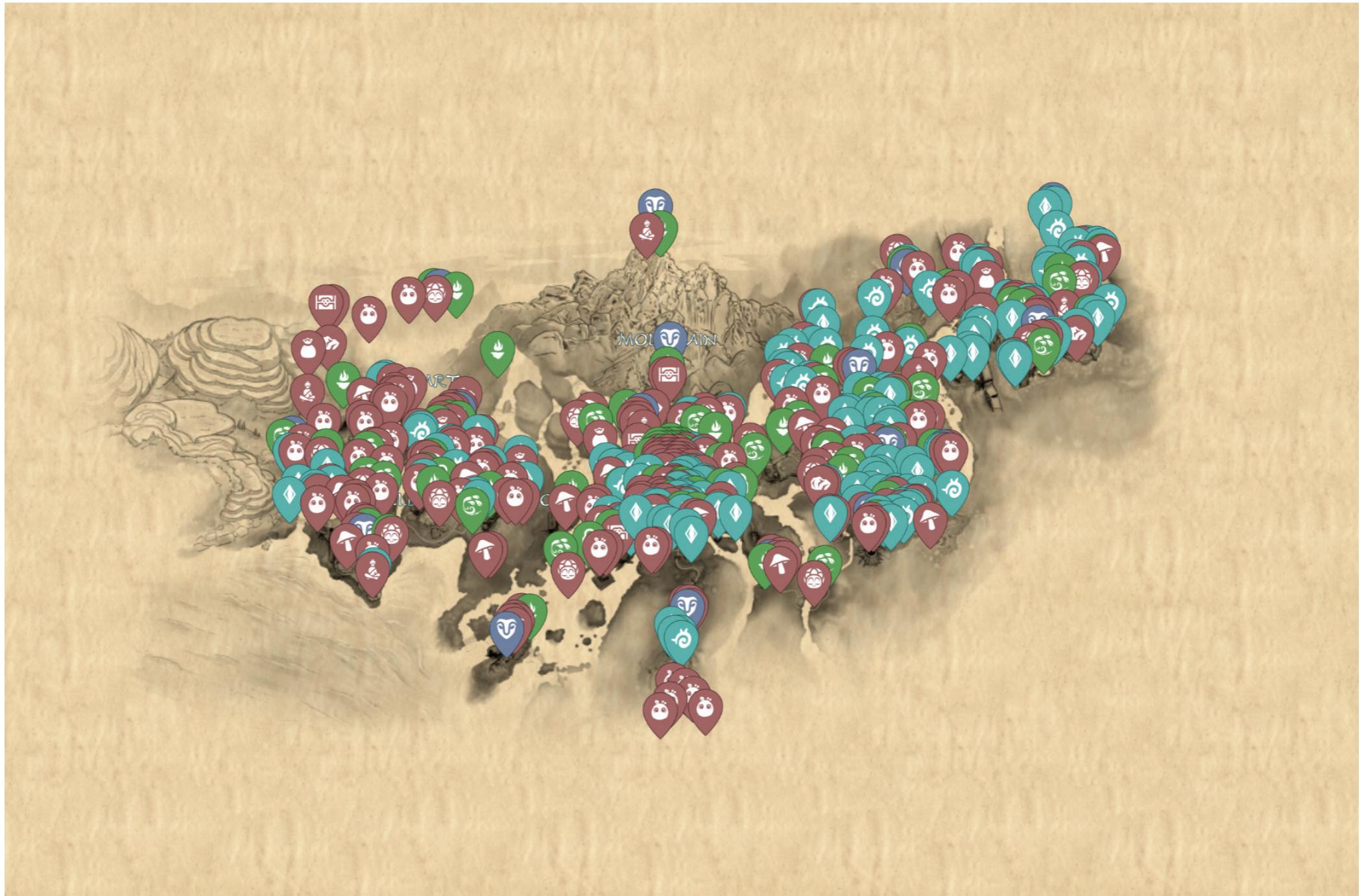
DEATH STRANDING
CROSS-PLATFORM - 2020
INTERACTIVE MAP
WEB HOSTED
BY MULTI USERS
ON MAPGENIE



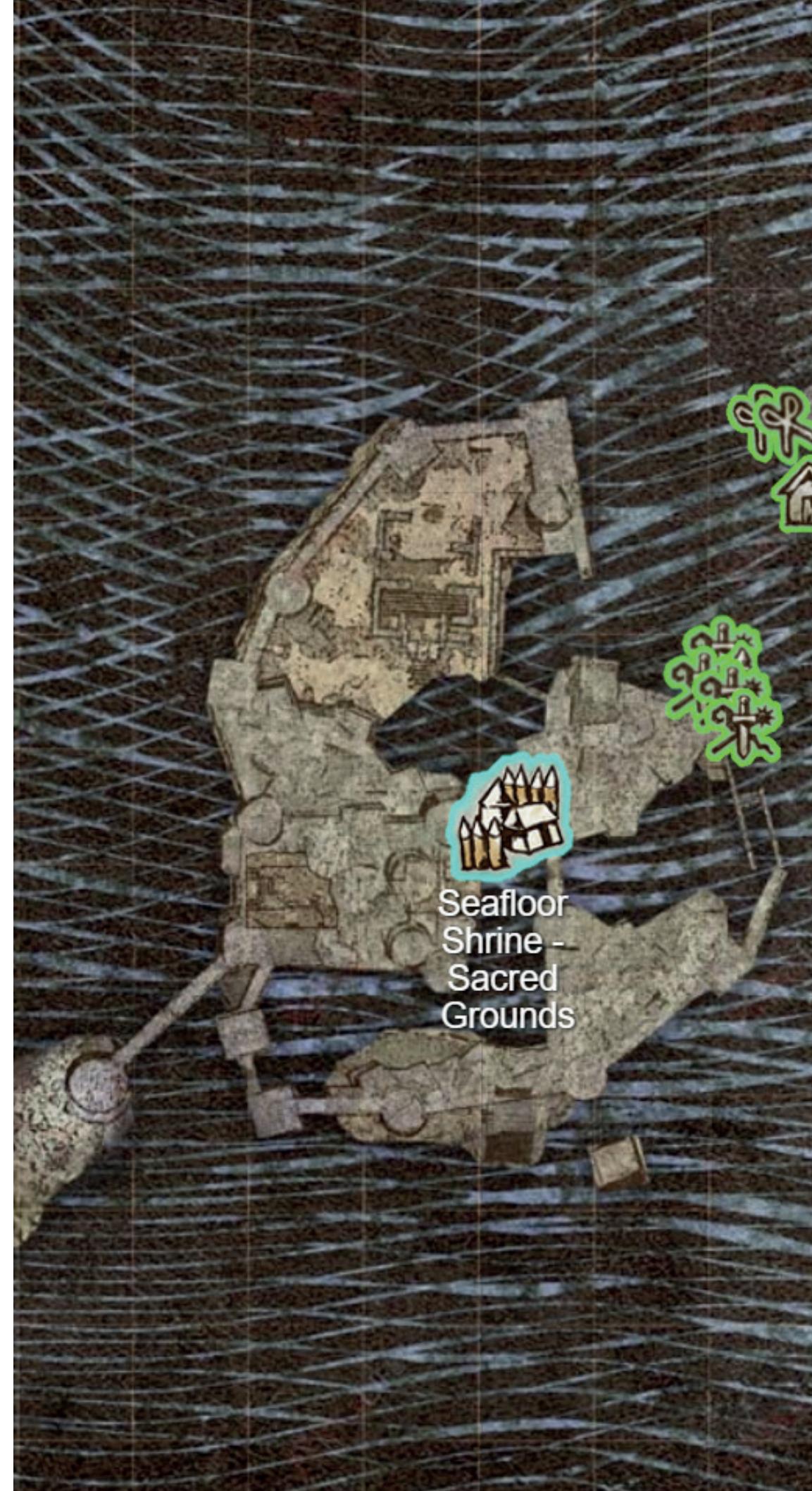


KENA
PLAYSTATION 4 - 2021
INTERACTIVE MAP
WEB HOSTED
BY MULTI USERS
ON MAPGENIE





DRAGON'S DOGMA II
CROSS-PLATFORM - 2024
INTERACTIVE MAP
WEB HOSTED
BY FEXTRALIFE
ON DRAGON'S DOGMA II WIKI



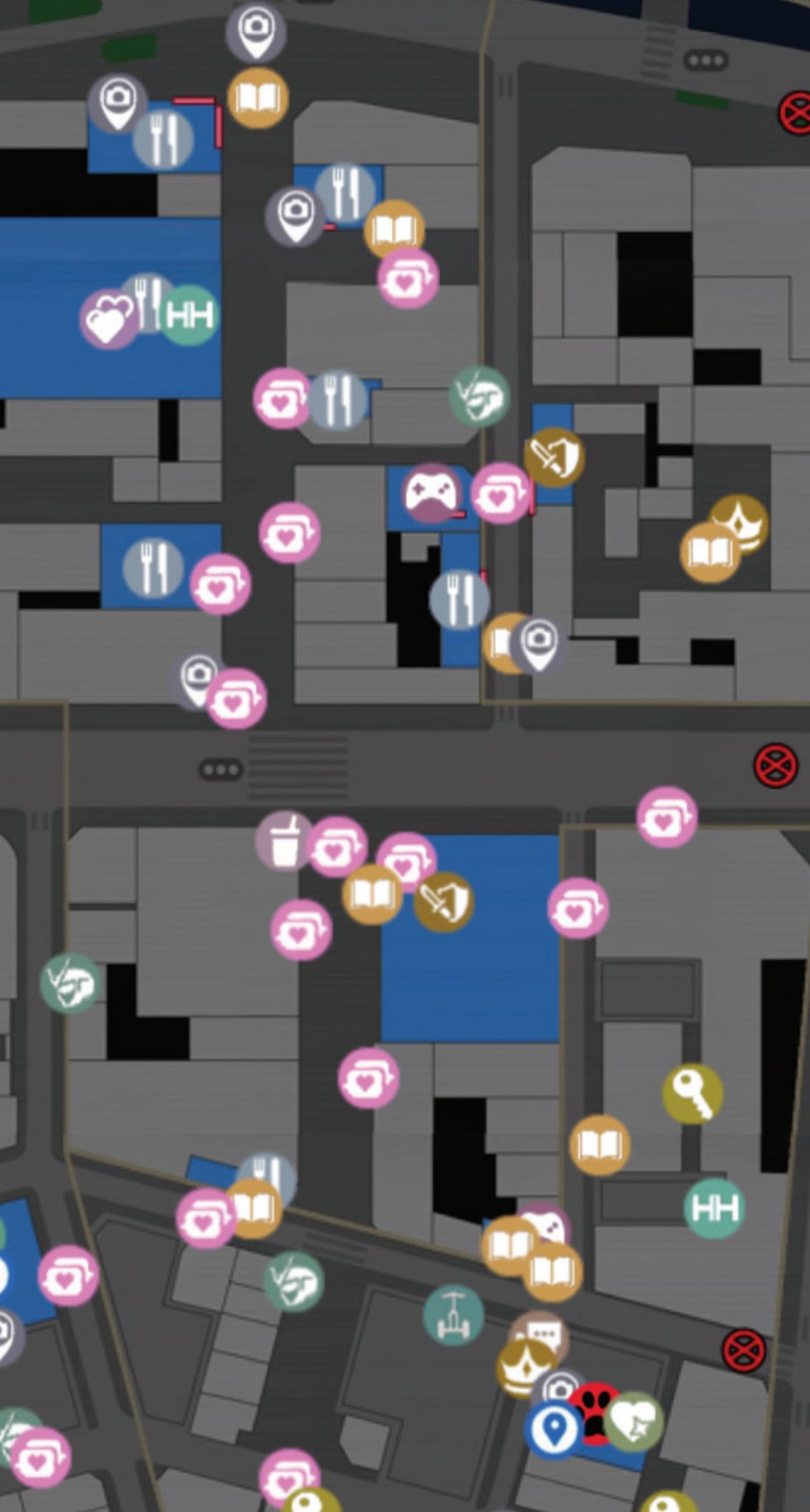


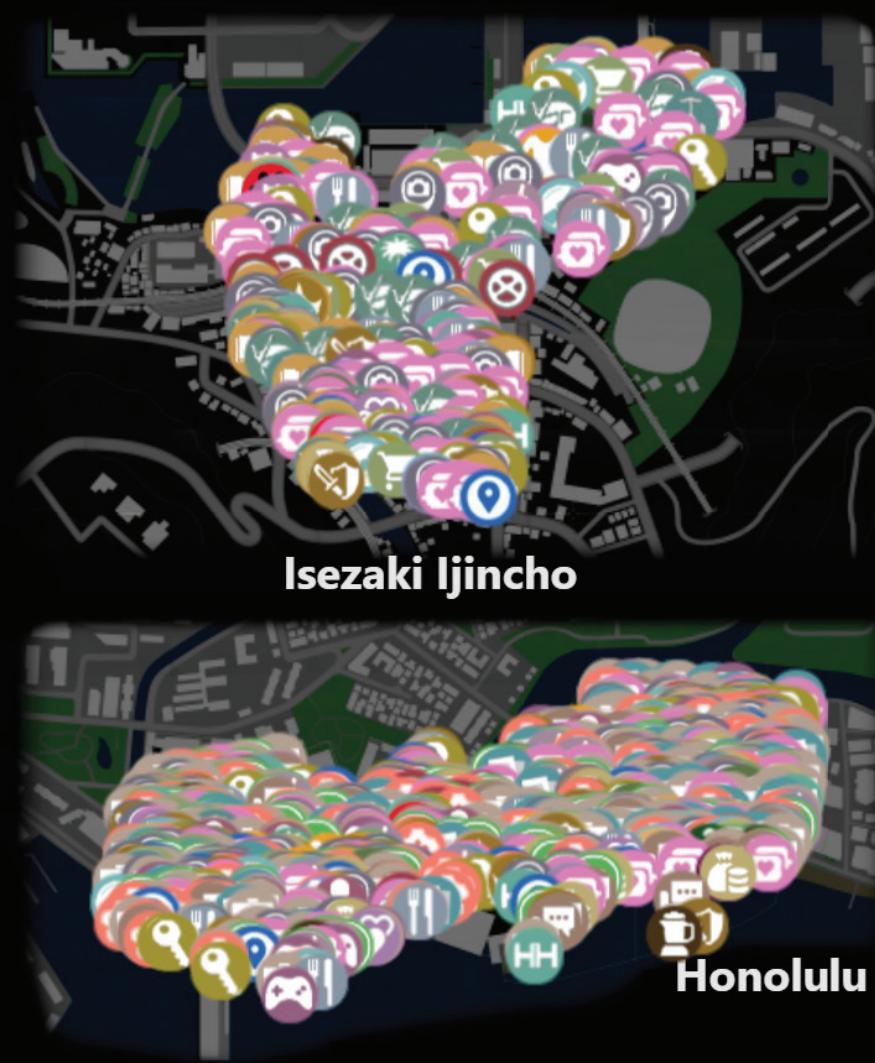
NI NO KUNI:
WRATH OF THE WHITE WITCH
CROSS-PLATFORM - 2011
INTERACTIVE MAP
WEB HOSTED
BY IGN
ON IGN



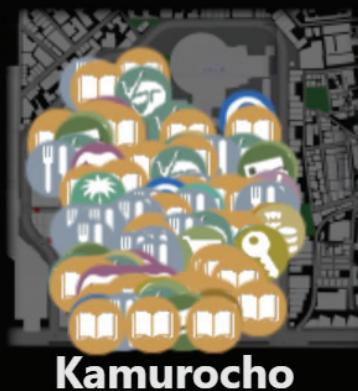


**YAKUZA: LIKE A DRAGON -
INFINITE WEALTH**
CROSS-PLATFORM - 2024
INTERACTIVE MAP
WEB HOSTED
BY MULTI USERS
ON GAMEPRESSURE





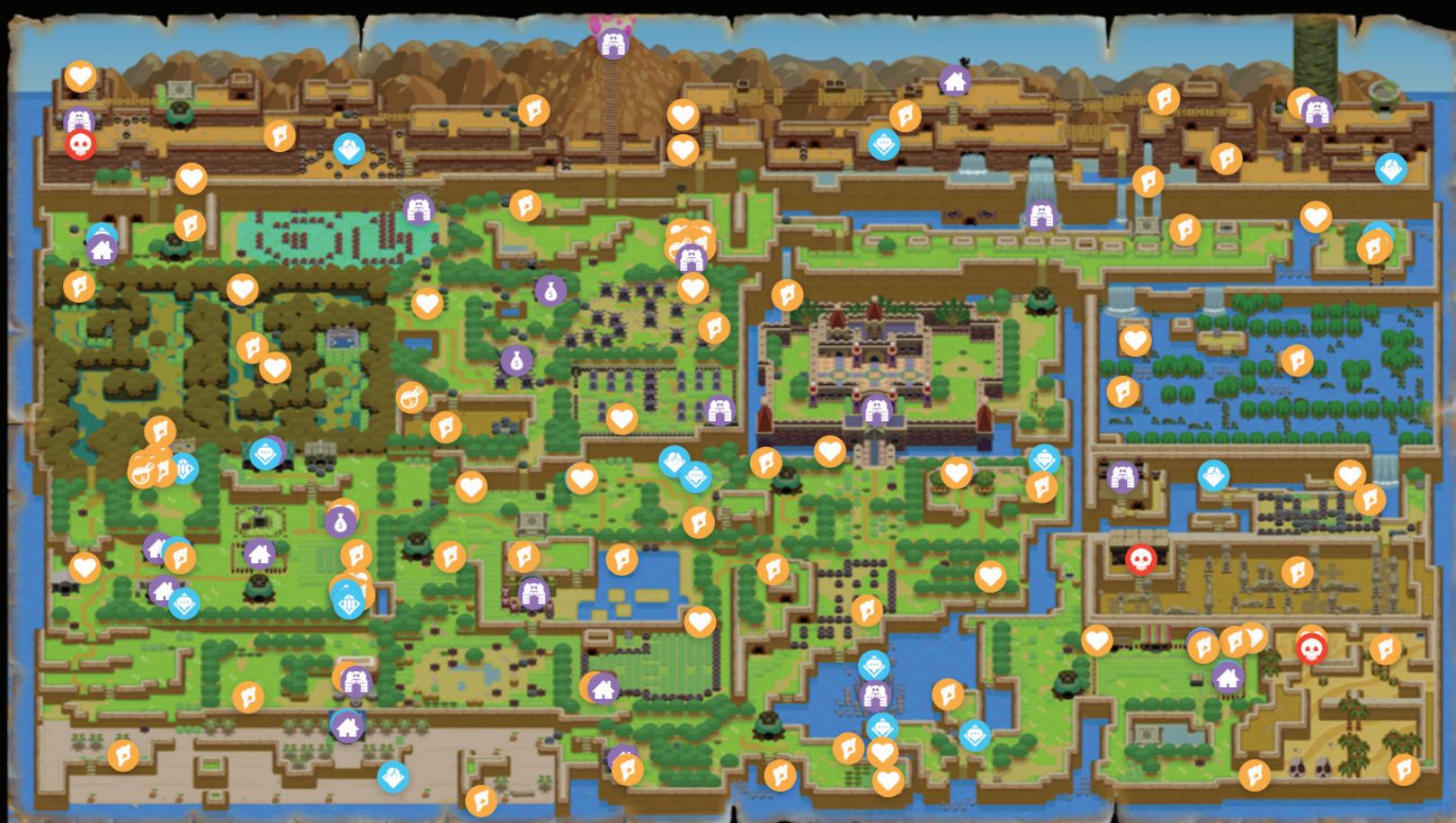
龍
力
LIKE A DRAGON
INFINITE WEALTH



Honolulu

**THE LEGEND OF ZELDA:
LINK'S AWAKENING - REMAKE**
SWITCH - 2019
INTERACTIVE MAP
WEB HOSTED
BY ZELDAMAPS
ON ZELDAMAPS





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Basile Brun

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