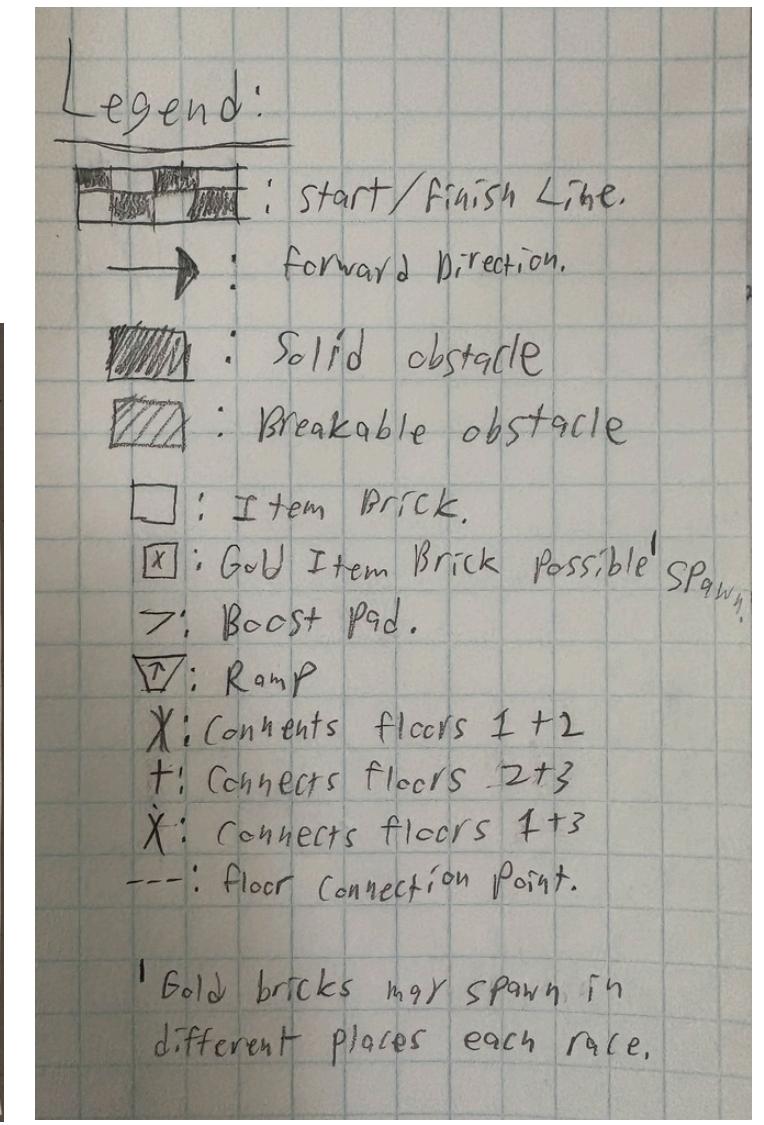
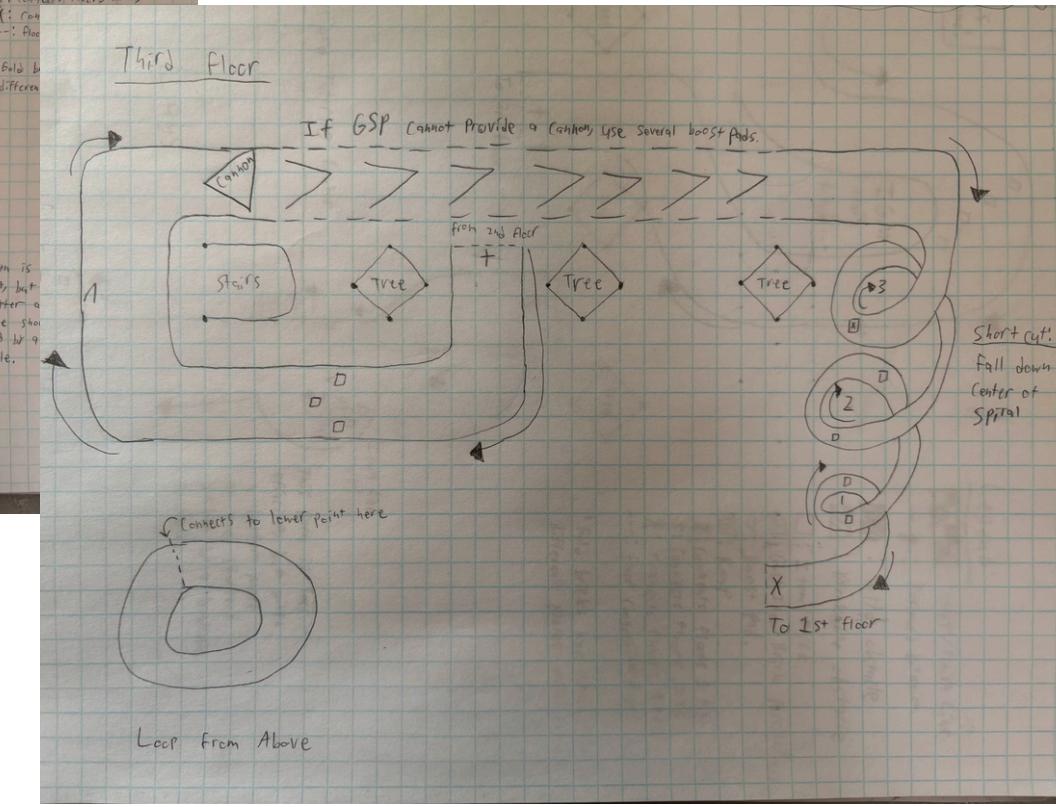
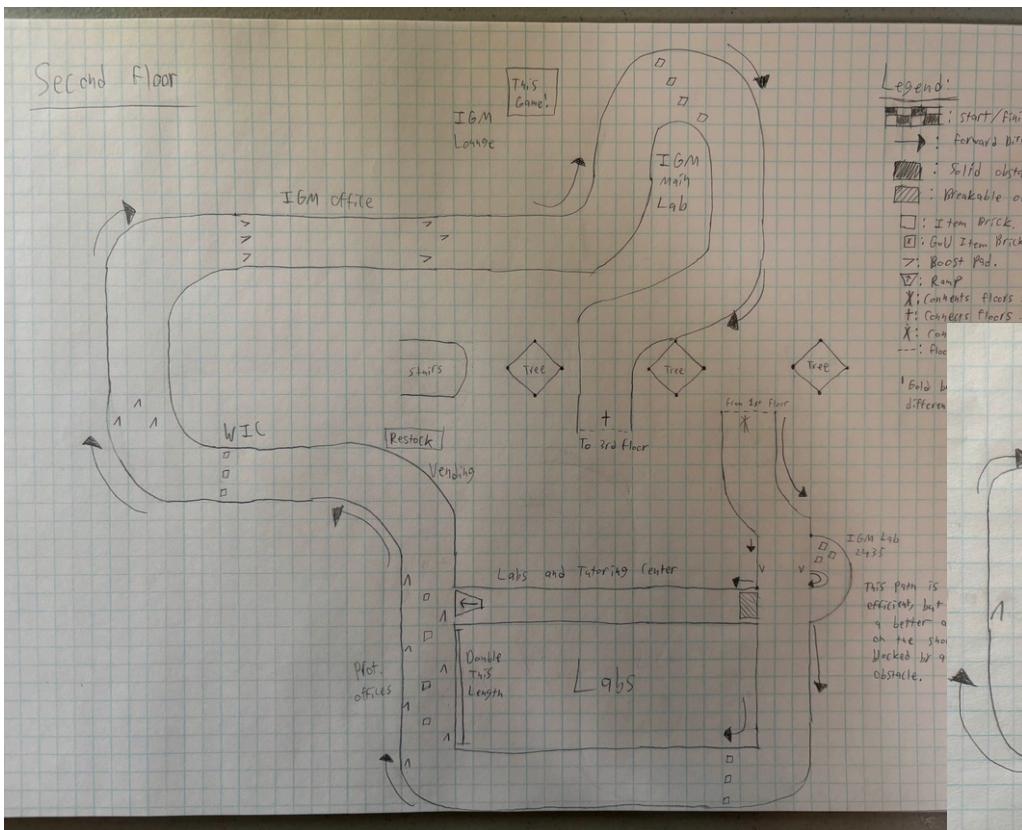
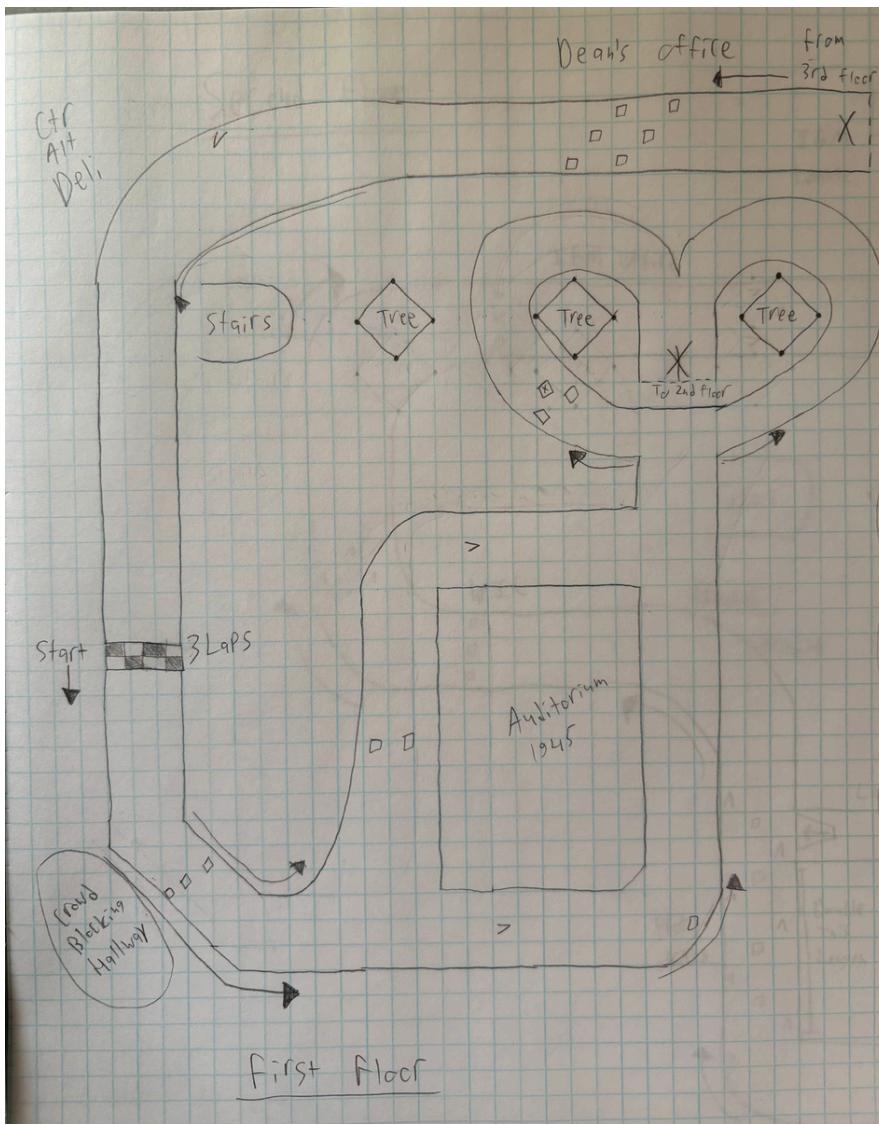


Golisano Hall

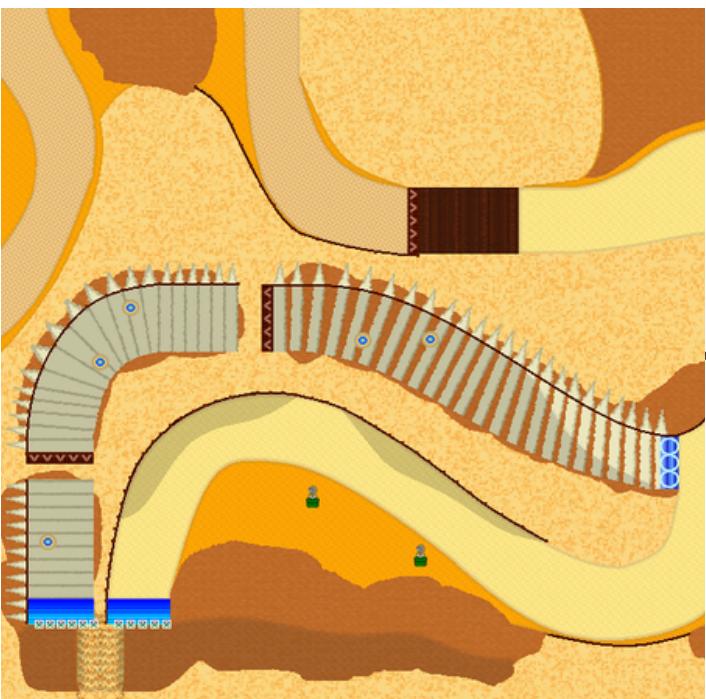
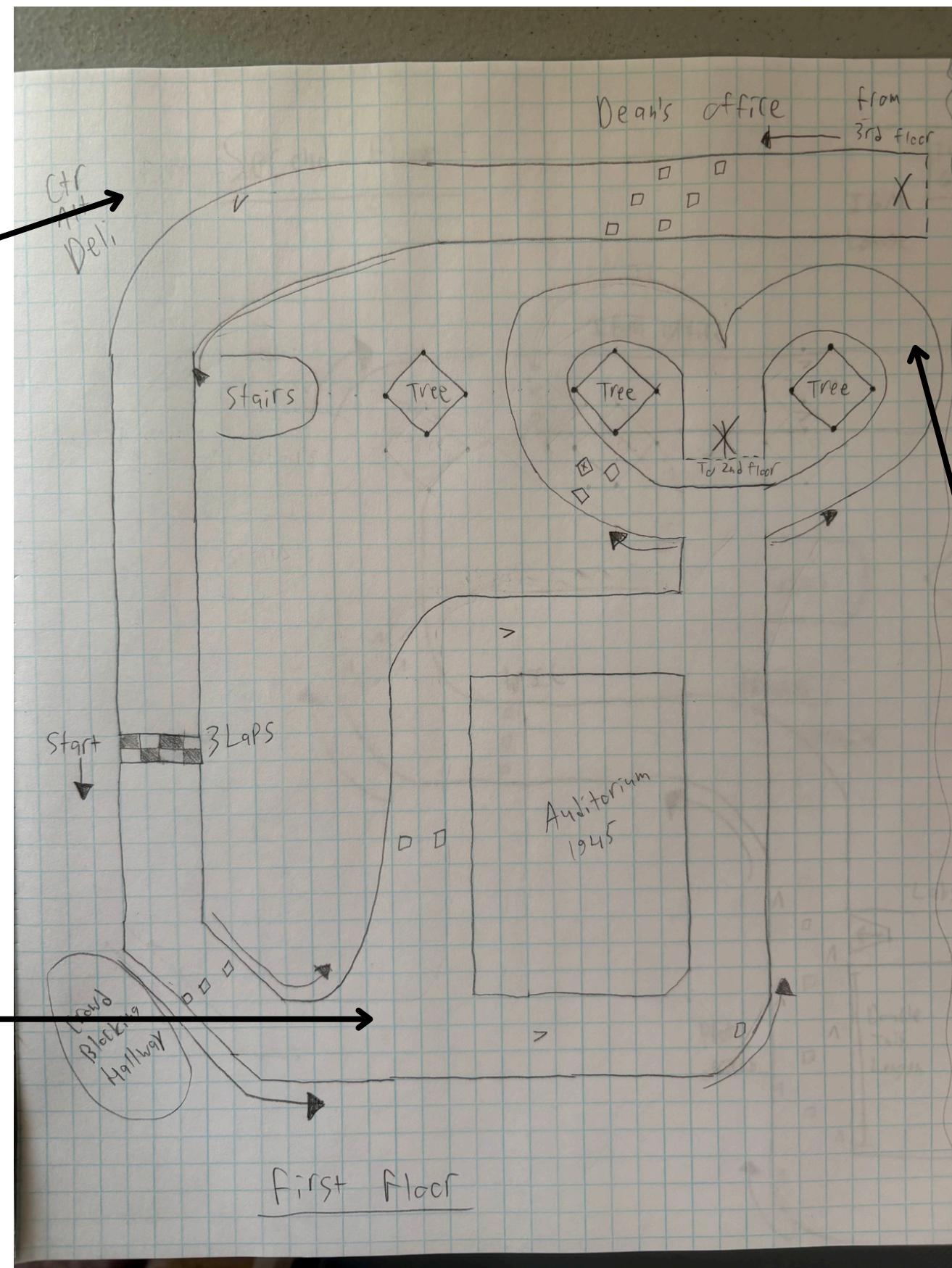
A track inspired by Golisano Hall, the main hub of IGM. Racers move up to higher floors and pass many familiar sights on floating pathways. More info about each floor on the following slides.

- Large, winding track through Golisano Hall
- Branching paths and shortcuts
- Familiar Sights
- Difficulty: Unique



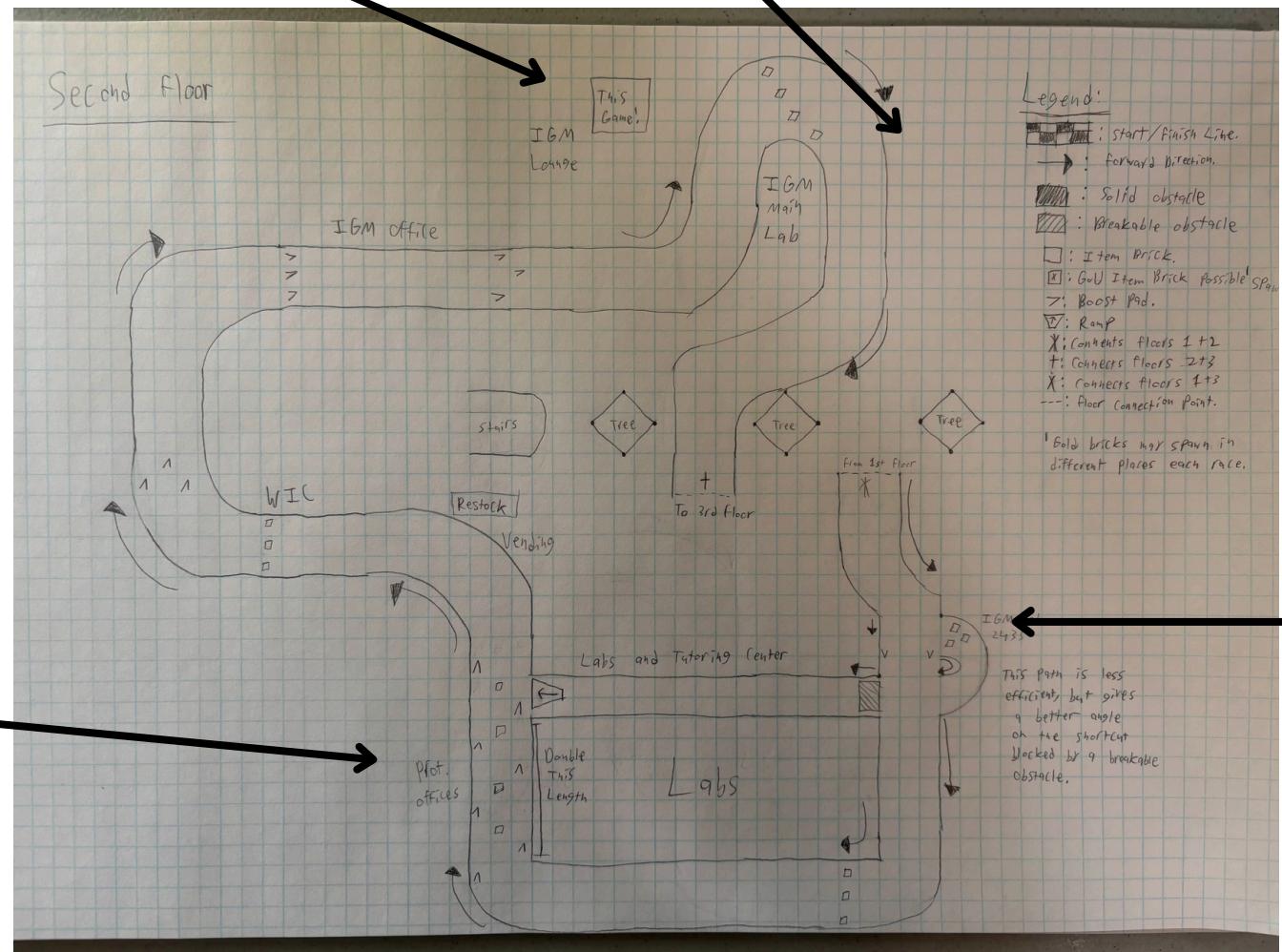
First Floor:

- Short with pair of branching paths.
- Both auditorium paths should be the same length.
- Left atrium path is longer, but has more items.
- Path slopes up to the 2nd floor.
- Reentry from outside spiral.



Second Floor:

- Emerge from first floor.
- Main path: loop around offices.
- Shortcut: break obstacle to access.
- Side route through computer lab is longer, but offers a better angle for breaking the obstacle.
- Drive though IGM main lab and up a slope to the third floor.





Third Floor:

- Emerge from second floor slope.
- Short loop around to the staircase.
- Cannon or straight path with boosts leads outside.
- Spiral path down the side of the building leads to first floor and finish line.

