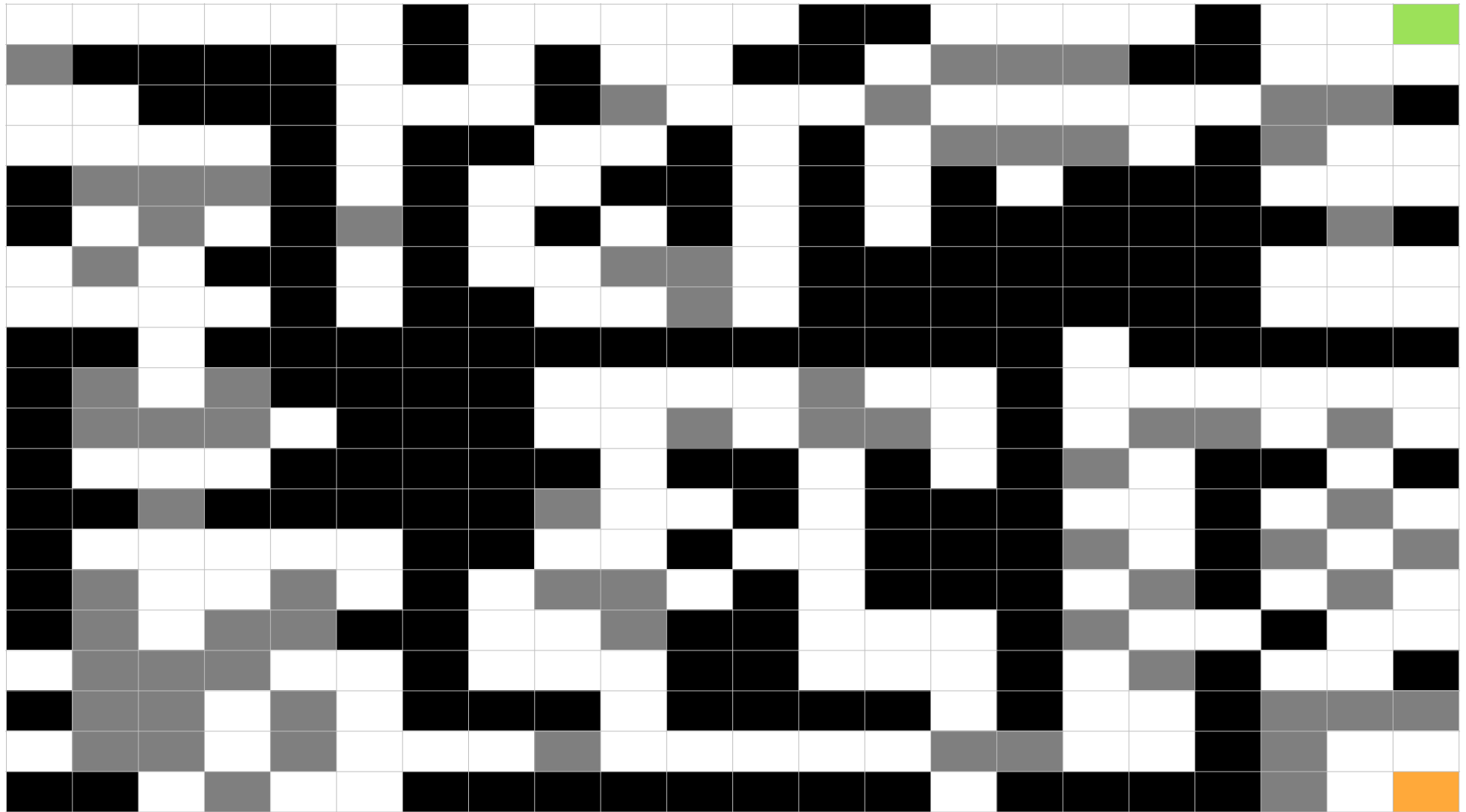


Level 1:

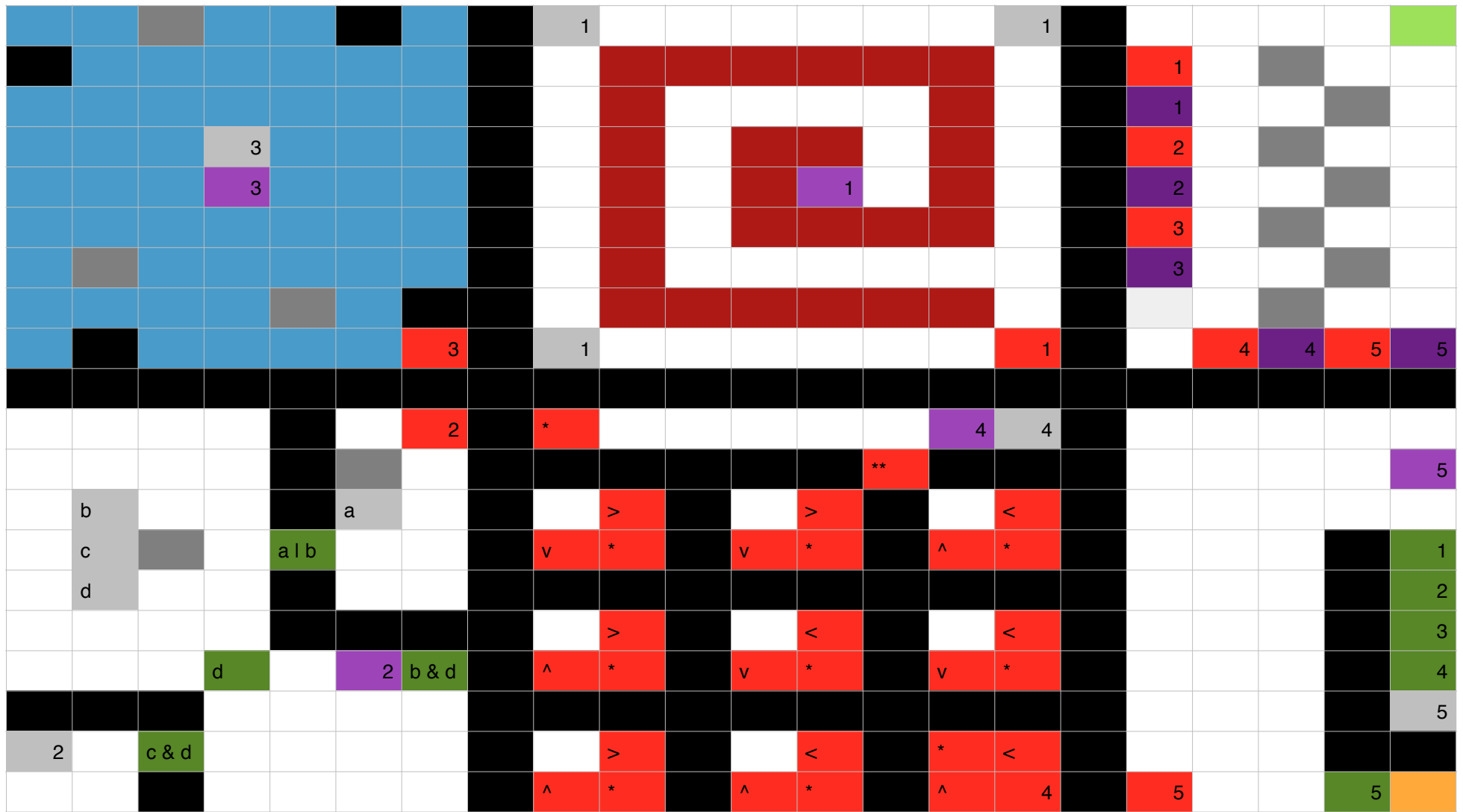


Level 2:



The image shows a 20x20 grid with various colored cells and numbers. The colors include black, white, blue, green, red, grey, and orange. Numbers are placed in some cells, ranging from 1 to 7. The grid is divided into several distinct regions by black cells. The top-left region is mostly black and white. The top-right region is mostly black and white. The middle-left region is mostly blue and white. The middle-right region is mostly black and white. The bottom-left region is mostly blue and white. The bottom-right region is mostly black and white. The grid is divided into several distinct regions by black cells. The top-left region is mostly black and white. The top-right region is mostly black and white. The middle-left region is mostly blue and white. The middle-right region is mostly black and white. The bottom-left region is mostly blue and white. The bottom-right region is mostly black and white.

Level 5:



* Diese Plattformen dienen als Empfangsstationen für die Teleporter mit Pfeilen. Sie sind unidirektional und teleportieren den Spieler somit nicht weg.

**** Dieser Teleporter bringt den Spieler wieder zum Start.**

Legende:

1. Start
2. Ziel
3. Unbewegbare Hindernisse
4. Bewegbare Hindernisse
5. Stacheln
6. Eisflächen
7. Personen Teleporter
8. Felsen Teleporter
9. Felsen Teleport-Empfangsstation
10. Druckplatten
11. Öffnende Durchgänge