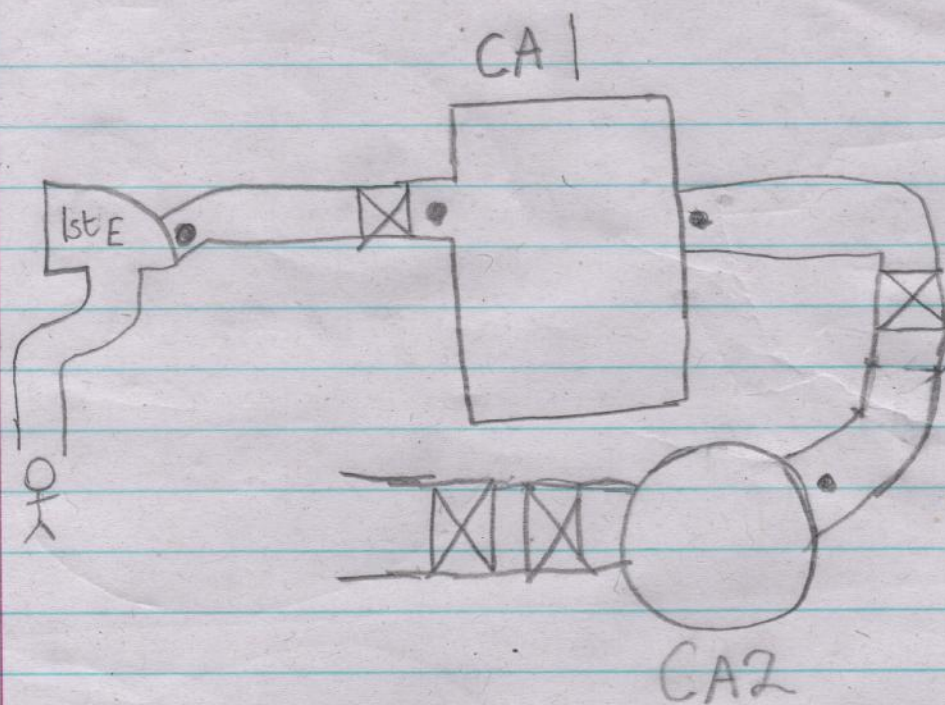


1st E:
1st encounter

⊠:
Trap encounter

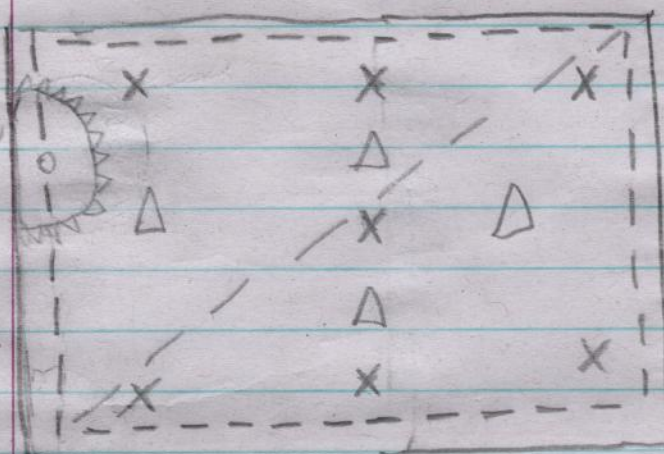
CA:
combat
arena



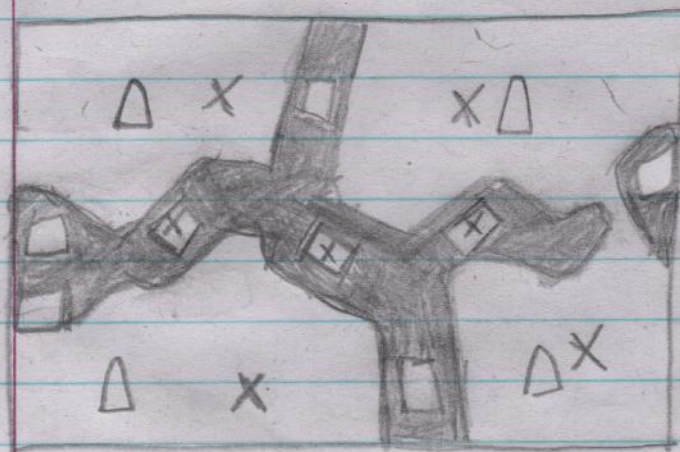
X = hostile
spawns

Δ = Air borne
hostile
spawns

Combat arena 1 Ideas



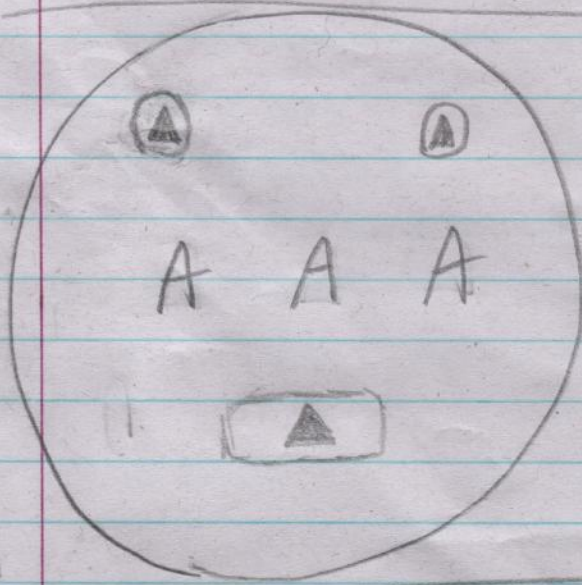
Moving Saw blade



Broken terrain

Shaded in part is
an area where the
player can fall to their
death or take damage

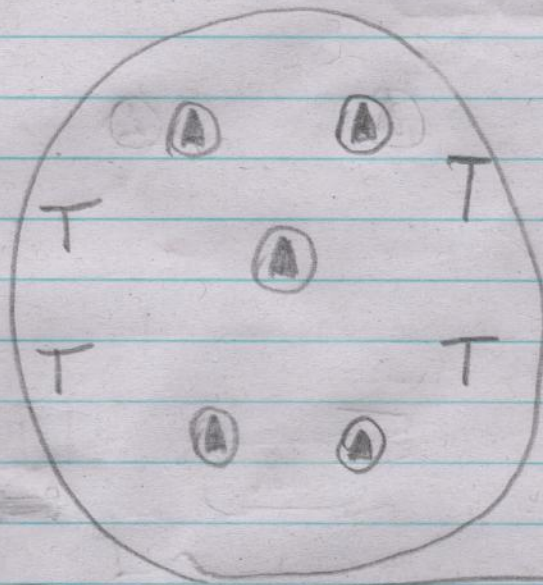
Floor 1



Floor 2

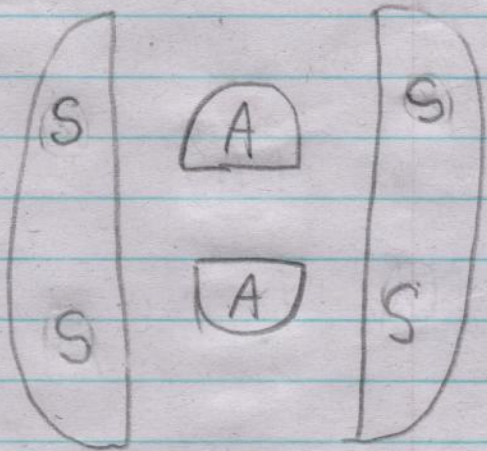


X = hostile
spawn



● = power
up

A = air-borne
hostile
spawn



S = Sniper
hostile
spawn

T = turret
hostile
spawn