* Relocate most item spawners to combat area while some remains at safe place.

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| V. White Box | V. O.0 |
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* Redesign the 1F of Skull
  + New 1F of Skull provide better sight and open to surrounding areas

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* Redesign The COV Outpost
  + A not vary high 2F with covers and windows to shoot from.

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* Connection Between Skull and Cliff Ground
  + Provide additional route to Skull 2F

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