

# Map 1 - Earth-like

Thursday, May 4, 2017 3:06 PM

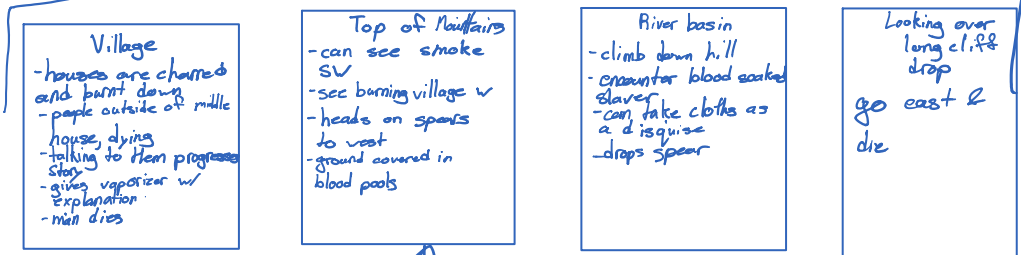
- Overgrown Earth

- Starting weapon based on class  
- Fast replenishes health



village

Mountains



**Village**  
- houses are charred and burnt down  
- people outside of middle house, dying  
- talking to them progresses story  
- gives vaporizer w/ explanation  
- man dies

**Top of Mountains**  
- can see smoke SV  
- see burning village w heads on spars to west  
- ground covered in blood pools

**River basin**  
- climb down hill  
- encounter blood soaked slaver  
- can take cloths as a disguise  
- drops spear

**Looking over long cliff drop**  
go east & die

**Shed**  
- nothing inside  
- bear attacks on exit

**Forest Entrance**  
- recall you saw smoke to SW (or south now)  
- see shed west  
- slaver village is south

**Start in a clearing**  
- forest to west  
- flattened wheat field  
- Cliff to south  
- path to north

**Locke**  
- In lake or fish chest in lake, jug  
- machete and pistol w/ ammo  
- villagers dropped crate when crash landing

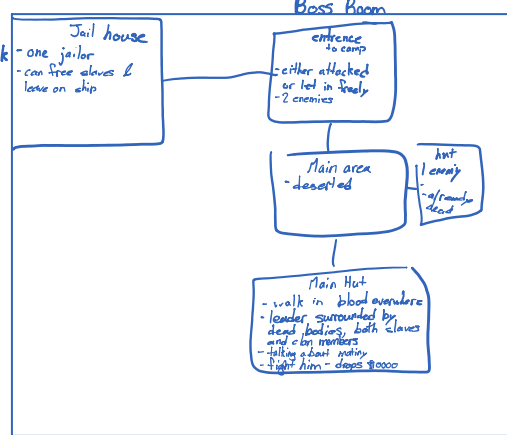
**Cave shelter in cave**

**Outside cave**

Machete

attracted on sight if doesn't have disguise

If in disguise can either attack or free slaves (stealthy & only need to fight one person)



**Jail house**  
- one jailor  
- can free slaves & leave on ship

**entrance to camp**  
- either attacked or let in freely  
- 2 enemies

**Main area**  
- deserted

**hut**  
- 1 enemy  
- 1 friend, 1 dead

**Main Hut**  
- walk in blood everywhere  
- leader surrounded by dead bodies, both slaves and crew members  
- talking a dead body  
- fight him - drops \$10000

**Outcrop**  
- tough enemies  
- carries intergalactic fadora

battle on exit  
need bomb

**Shelter**  
- leather armor  
- rusty knife  
- rusty sword  
- crumbling wall west