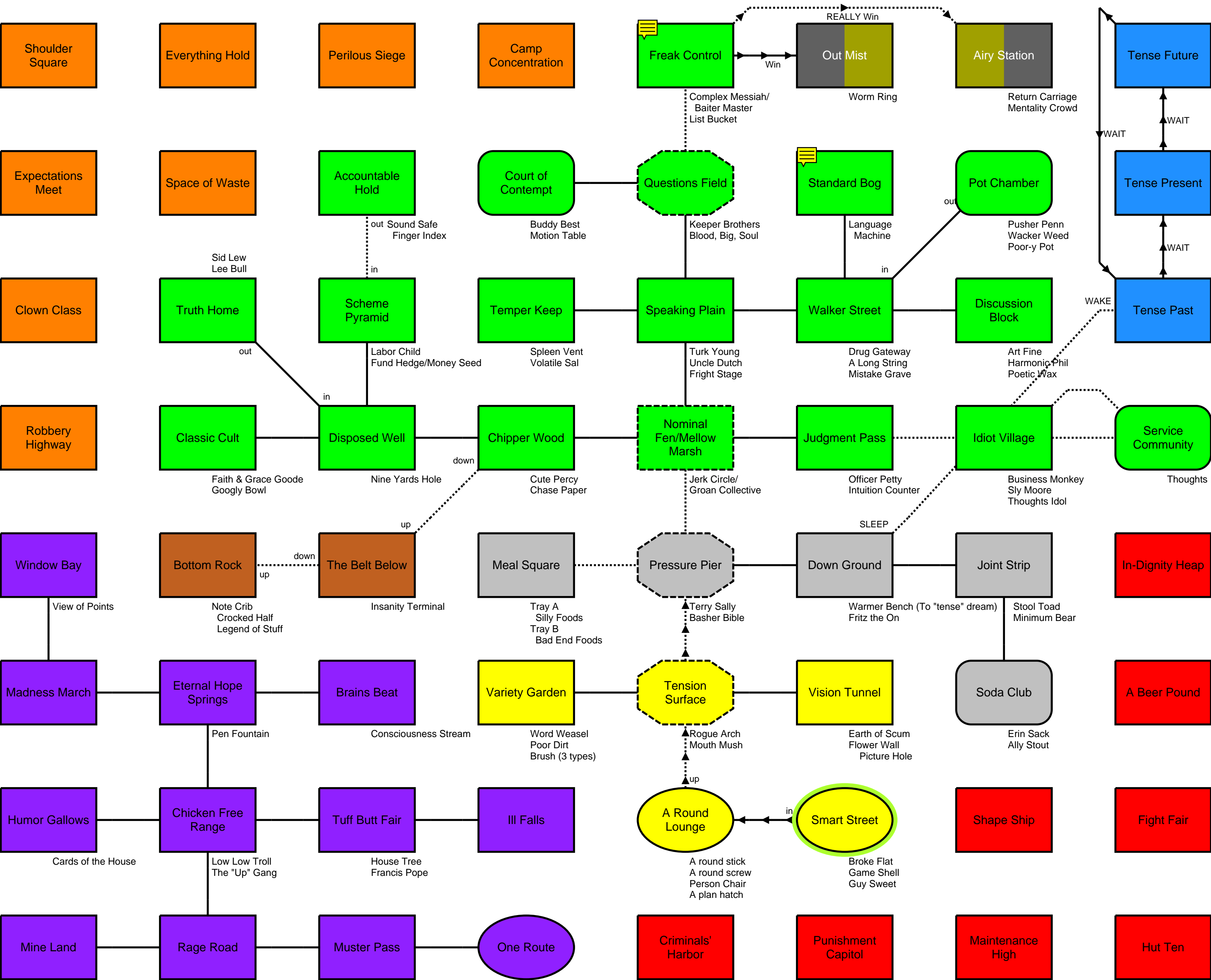


Green = main area, purple = director's cut rooms, orange = "almost" rooms, Red = "you died" rooms, Yellow/Grey = intro rooms, Brown = optional puzzle, Ellipse=starting, Rounded=blocked later in game, dashed=can jump to



Punishment Corporal