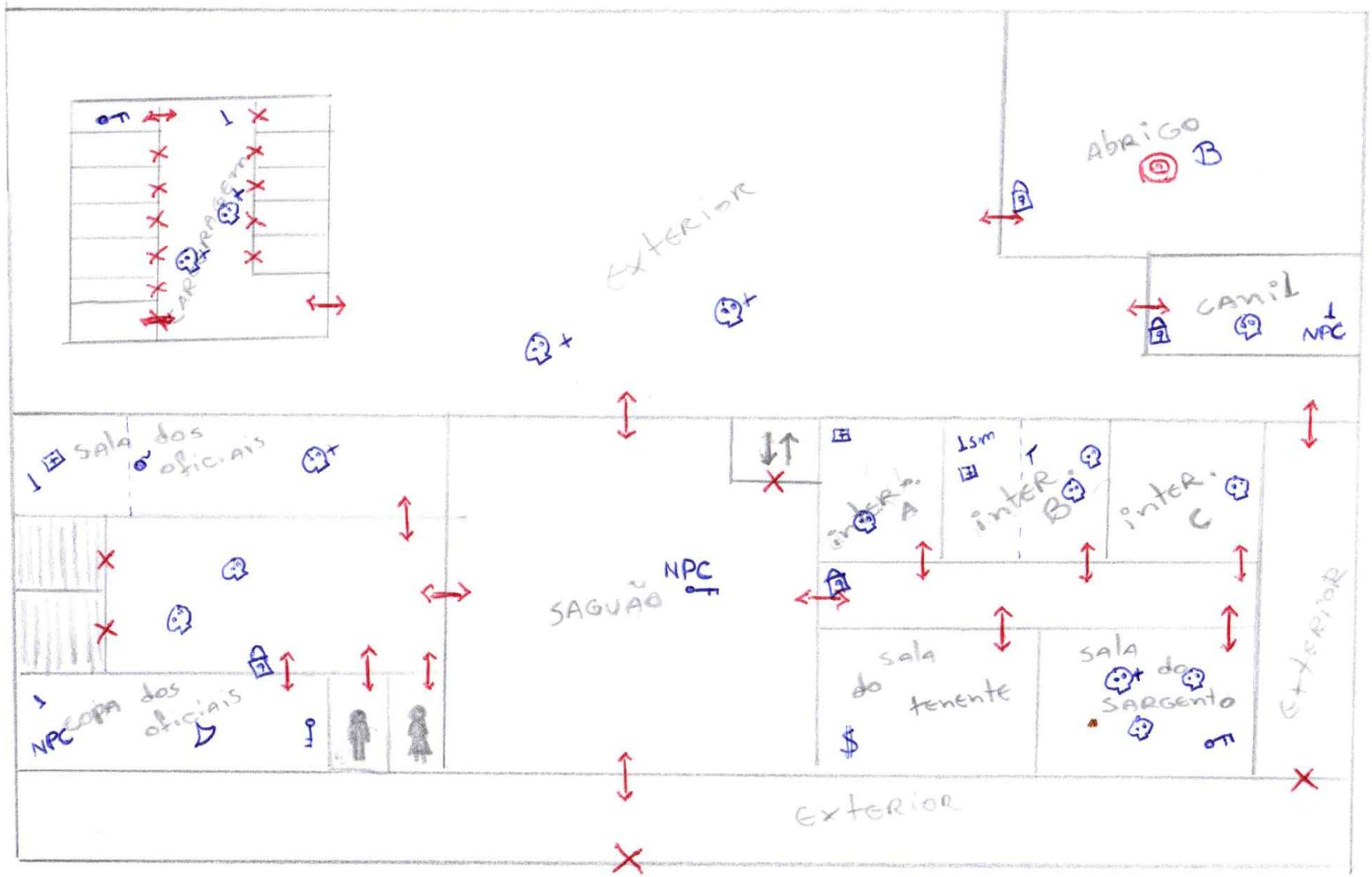
Deliver me to Jatahell - Demo Concept (map) level design

05-08-22



elevador ↕ | porta ↔ | NPC NPC | B boss
1 | porta intransponível ✕ | NPC c/ chave | Arm. bomba
⊞ | trancado | objetivo | $ loja | Arm. tiro
1SM | chave | zumbi | Arm. pendulo
NPC NPC | zumbi forte