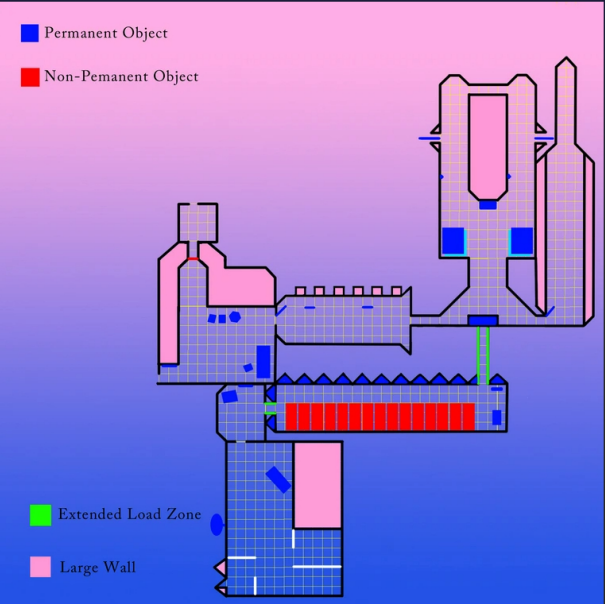


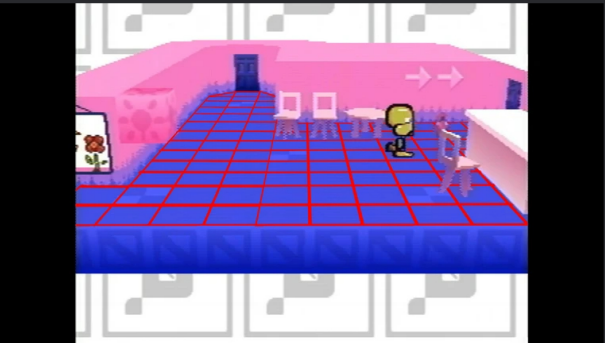


1:1 Map of Even/Odd Care

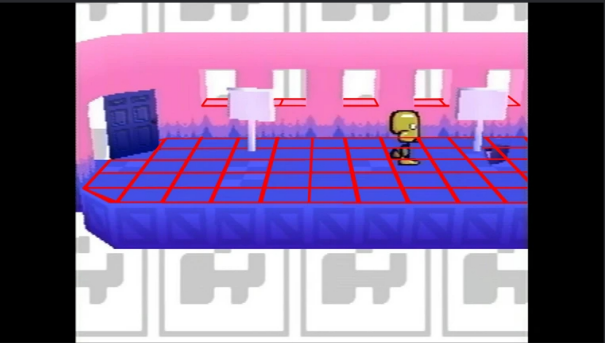
755 Views • September 3 2018



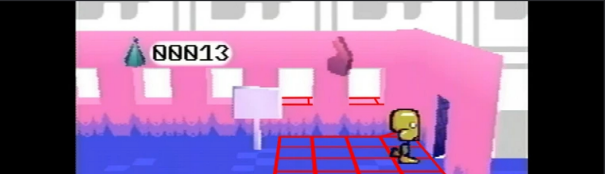
This map was harder to create than Marvin's house as the layout of the areas didn't make entire logical sense and overlapped if lined up next to each other. I tried to make this map as i did last time (<https://imgur.com/a/F0fiDxU> - Previous map) by aligning the adjoining area doors next to each other. However liberties had to be taken, you can see them highlighted in green, where i had to extend loading zone paths for the world to make sense. Finally the Cyan bits in Amber's room (under the blue objects) represent the placement of the aforementioned objects in Petscop 13, as it seems to have moved. The grids i used to make this are below. p.s i didn't just use these grids (as they don't show everything), i constantly cross-referenced with the videos (petscop1,9,13).



"Reception" area with grid

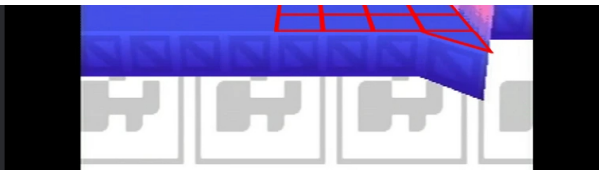


Hall (Left side) with grid.
Notice that the lack of roof over the windows indicates that they are more like port holes, this is reflected in the topographical map.

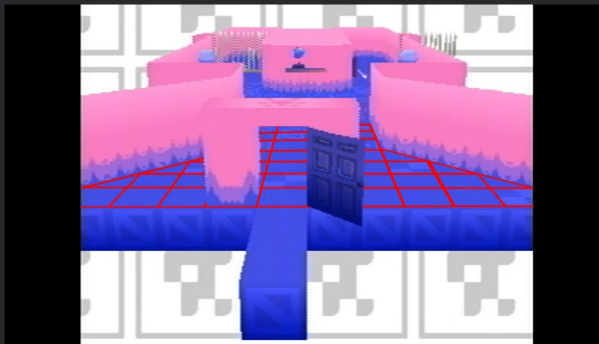


NEWEST IN MOST VIRAL

-
- Dump's like a truck, truck, truck
-
- It is Wednesday
-
- Returning stolen goods pt 86



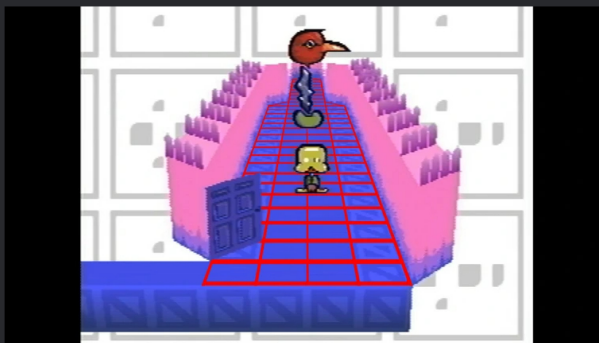
Hall (Right side) with grid.



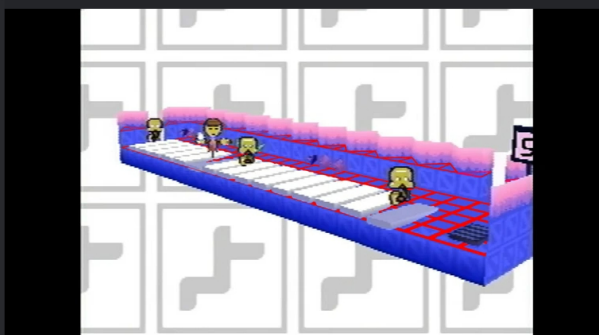
Amber's Room (entrance) with grid.



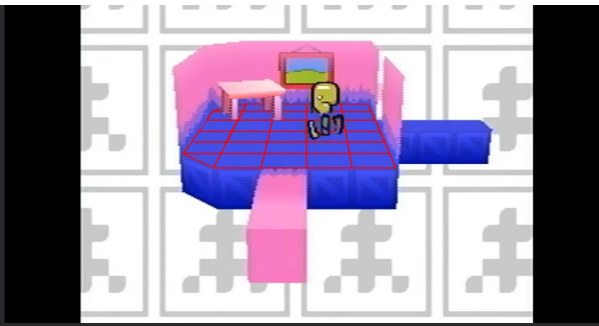
Amber's Room with grid.
When there wasn't any doors for reference I used the patterns on the floor.
A single pattern block is the size of a door way so it's still the same measurement



Roneth's Room with grid.
I know it's been mentioned before elsewhere on the Sub but to expand on it, I theorize that if a map of the Quitters room, the ridge outside the Quitters room and the area directly to the right (with the stairs that lead up to the Newmaker plane) is overlapped with the topographical map, it would line up perfectly.
Amber's room would be the Quitters room, Amber's entrance would be the ridge outside and Roneth's Room would be the area directly to the right with the stairs.

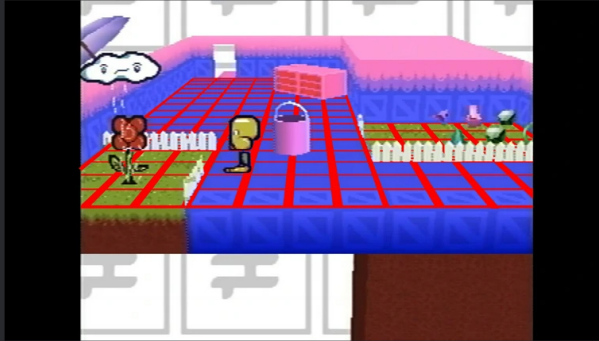


Pen's Room with grid.
Notice the pointy protrusions coming from the walls in this "Piano room".



Side Room with grid.

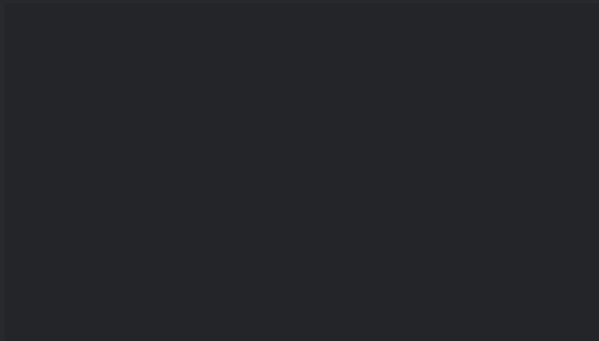
Though I think its a graphical glitch If you look at the entrance Paul enters from you can see the back ground become entirely pink, check out the video yourself, it's not just this frame.



Randice & Wavey's room with grid.

While making this i noticed in the left side dirt pen there is an indentation in the wall (can't see it here). I added what i thought it would look like to the topographical map.

While this room is exactly the same width and height when lined up with Marvin's house (leaving out Marvin and Care's Bedrooms) the right side dirt pen, which is meant to line up with the bathroom of Marvin's house, is 1 block too large and the garage area 1 block too small when overlapped with the previous map i made.



Odd-Care entrance with grid.

I think Paul looks cute in this picture, might delete later.