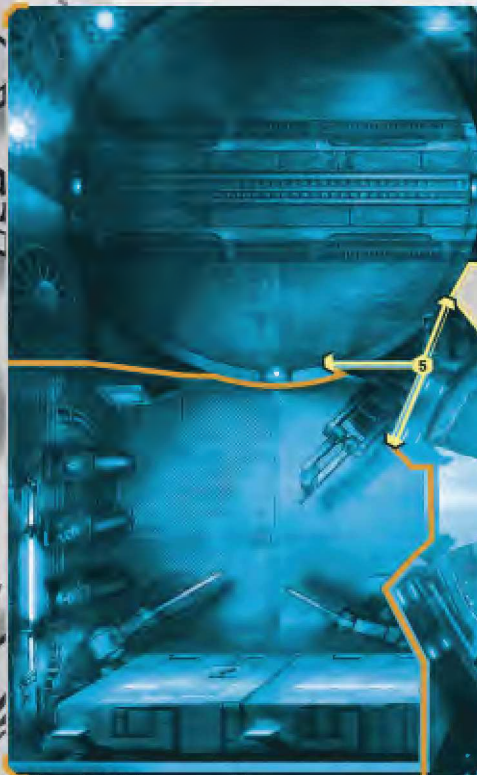


BAT-COMPUTER ROOM



5

3

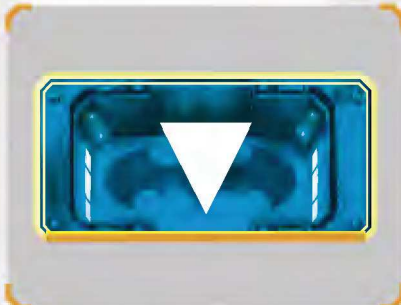
ARMORY



5



ELEVATOR

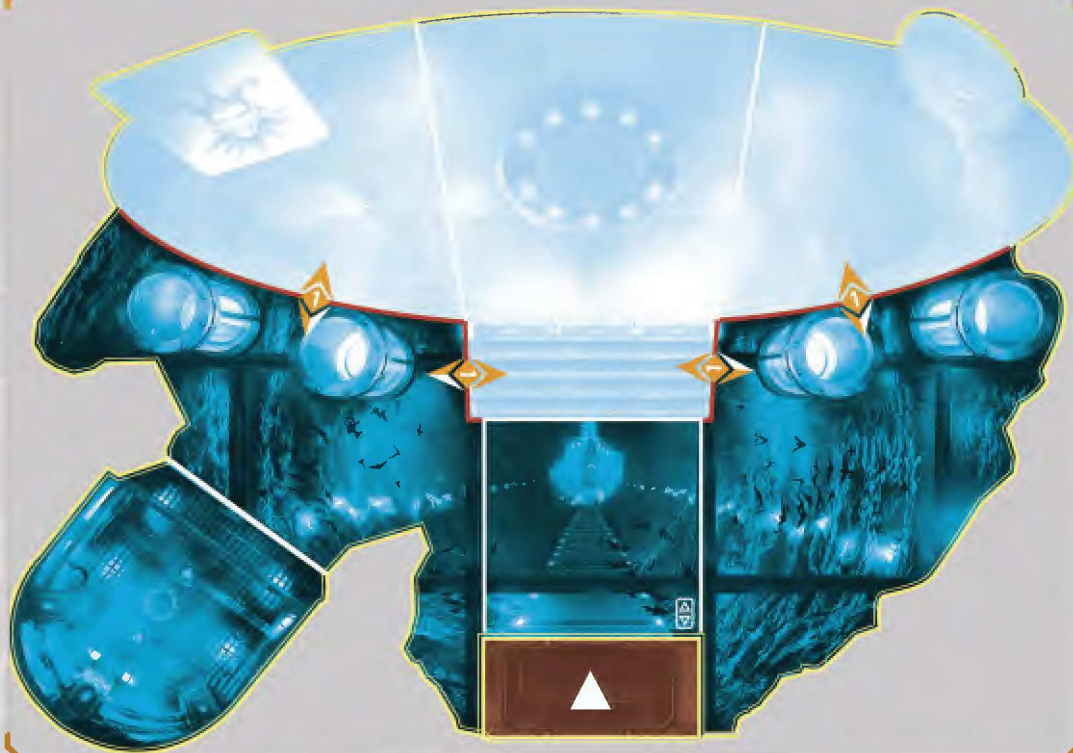


ELEVATION LEVELS

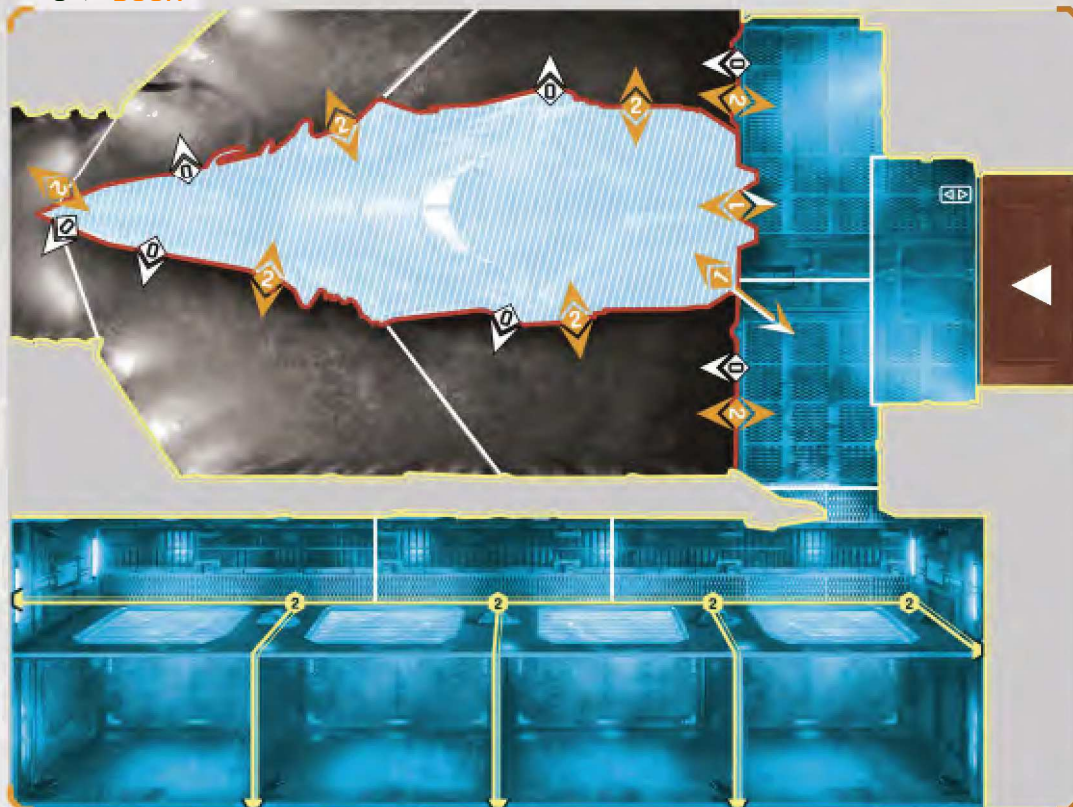
- Elevation level 0
- Elevation level 1
- Elevation level 2

AREA BOUNDARIES

- Orange area boundaries
- White area boundaries
- Special area boundaries
- Wall
- Level X wall



5 DOCK



SPECIAL MOVES



A **level X climb** can be performed between those two areas following the arrows' direction.



A **level X fall** can be performed between those two areas following the arrow's direction.



A **level X climbs and falls** can be performed between those two areas.
The **climb** can be performed in both ways.
The **fall** can be performed following the white arrow's direction.

AREAS



Elevator's entrance area.



Elevator shaft



Promontory



Indicates the elevator tile's orientation