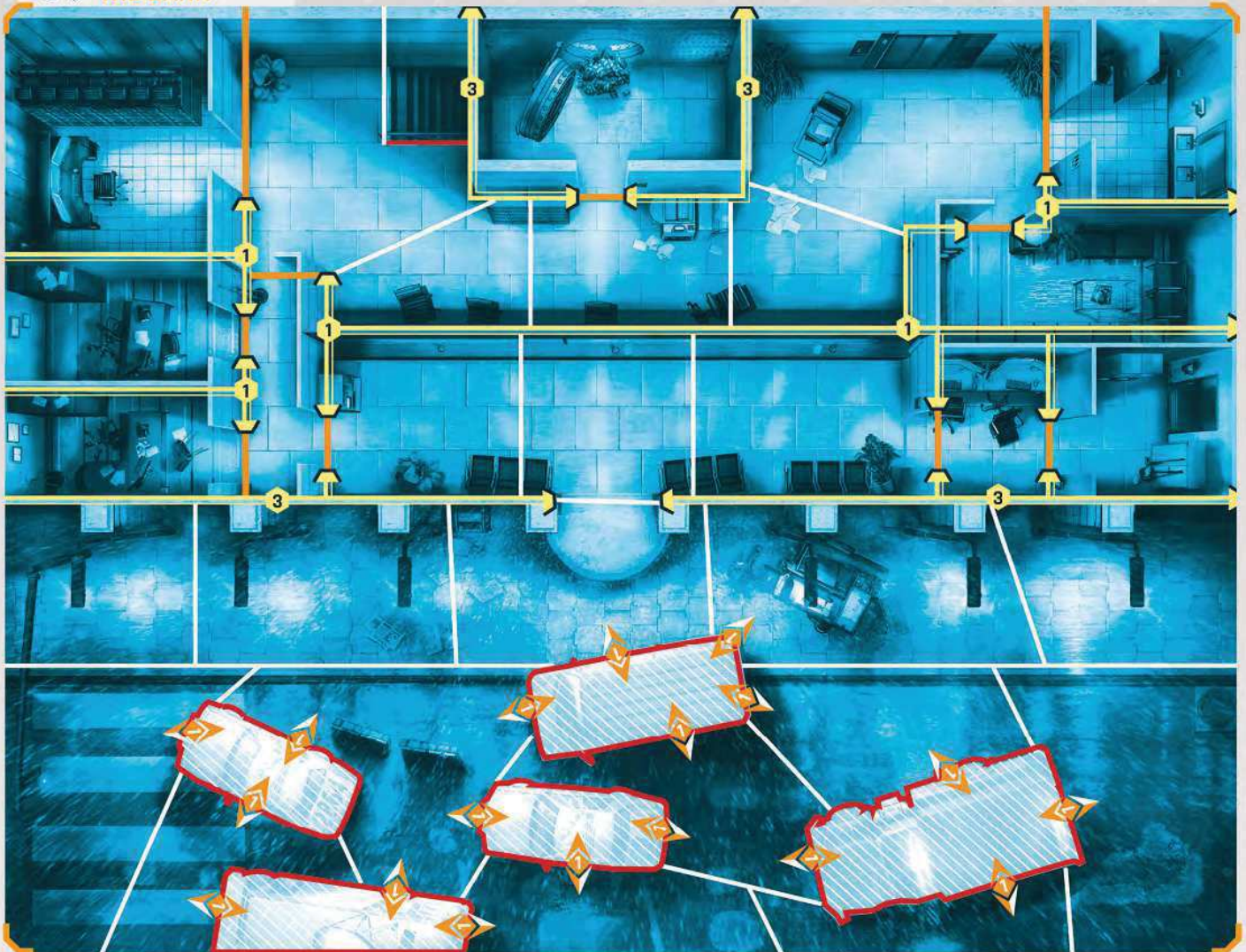


### 3 ♦ THE BANK



#### ELEVATION LEVELS

- Elevation level 1
- Elevation level 2

#### AREA BOUNDARIES

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

#### SPECIAL MOVES



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.