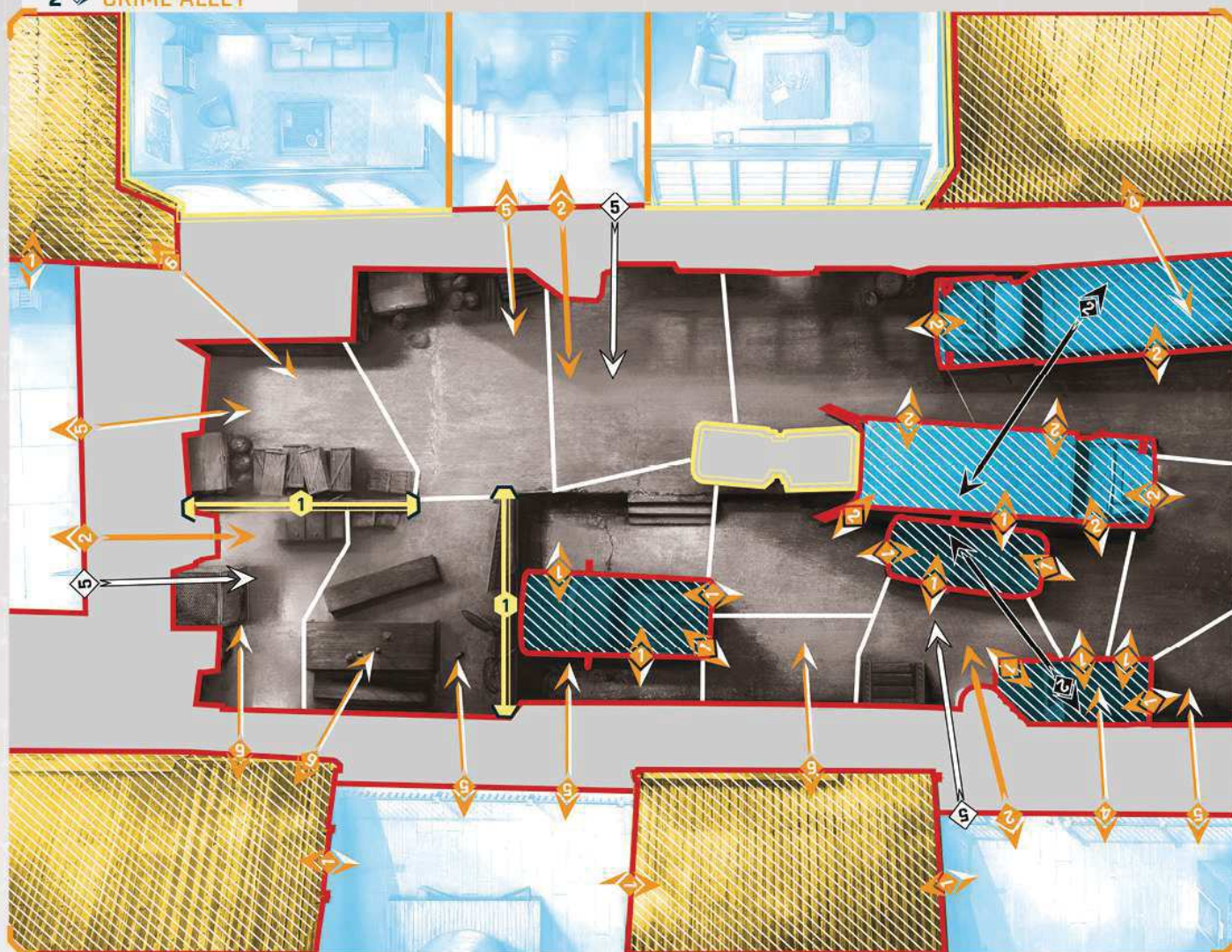


## 2 ◆ CRIME ALLEY



### ELEVATION LEVELS

- Elevation level 0
- Elevation level 1
- Elevation level 2
- Elevation level 5
- Elevation level 6

### AREA BOUNDARIES

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

### SPECIAL MOVES



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



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



Promontory