GAME BOARDS RULES

1 ◇ SEWERS
2 ◇ GCPD

1 ◇ SEWERS
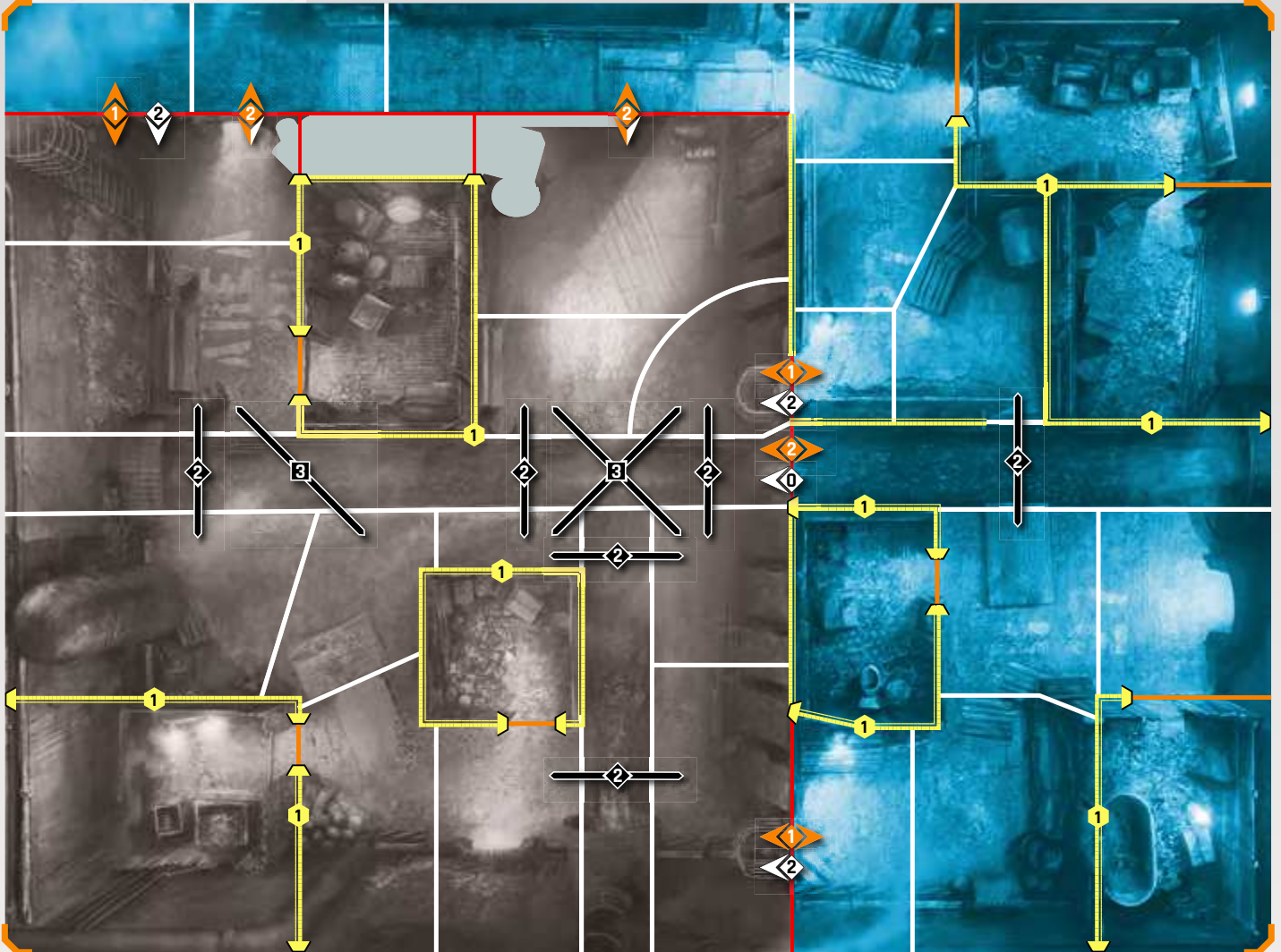
ELEVATION LEVELS

■	Elevation level 0
■	Elevation level 2

AREA BOUNDARIES

▬	Orange area boundaries
▭	White area boundaries
▬	Special area boundaries
▬	Wall
◄ X ►	Level X wall

SPECIAL MOVES

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

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 either direction, up or down.
The **fall** can be performed following the white arrow's direction.