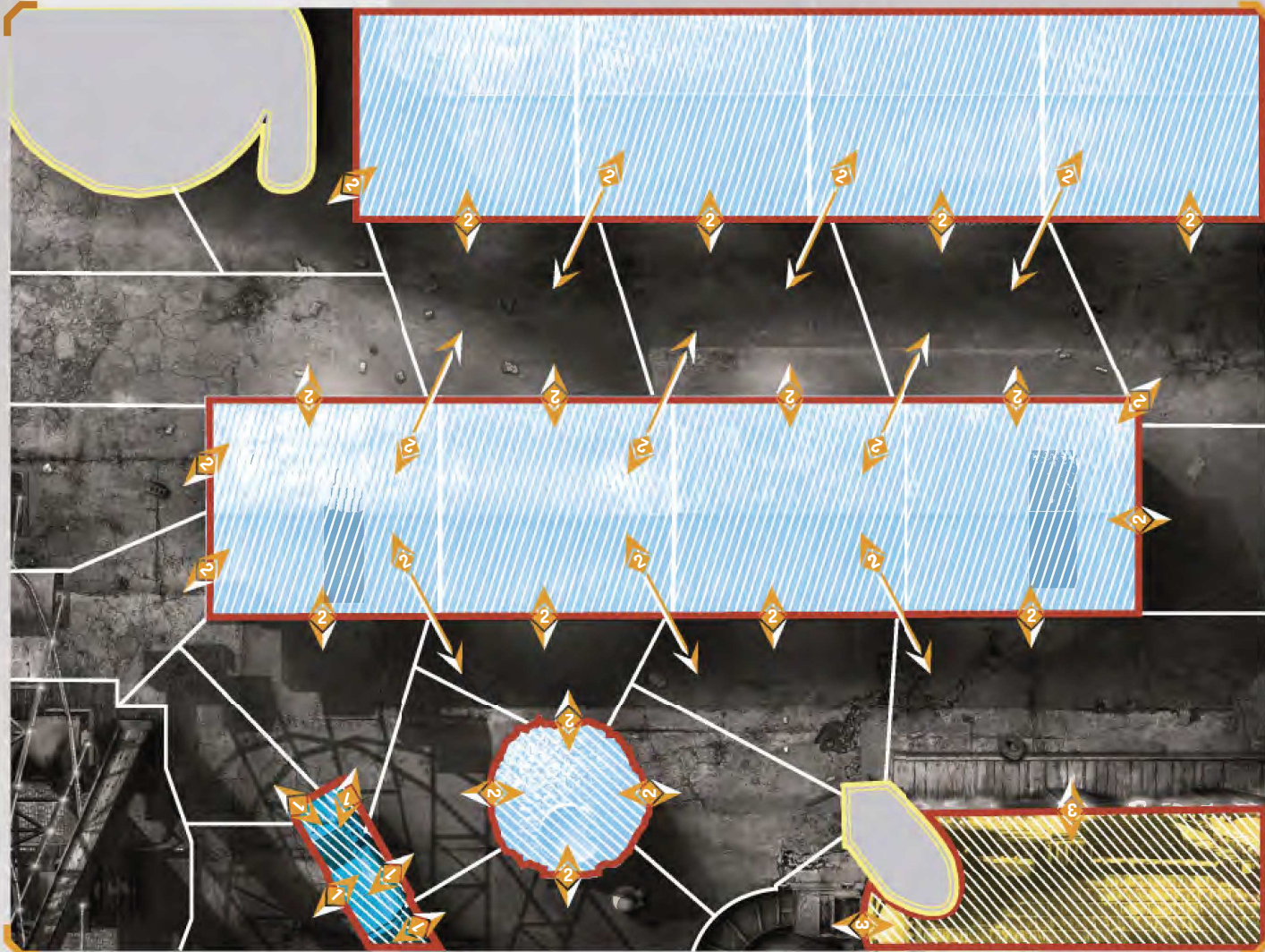


2 ♦ THE JOKER FUNHOUSE



ELEVATION LEVELS

-  Elevation level 0
-  Elevation level 1
-  Elevation level 2
-  Elevation level 3

AREA BOUNDARIES

-  White area boundary
-  Wall
-  Special area boundary

AREAS



Promontory

SPECIAL MOVES



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



A **level X climb and fall** 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.




3 ◆ ATTRACTION TILES




Each attraction has 1 or 2 areas. These attractions may have their own rules. If so, these rules are described in the mission's Special Rule. No special movement can be performed to access the attractions.

ELEVATION LEVELS

 Elevation level 0

AREA BOUNDARIES

 Level X wall

 Orange area boundary