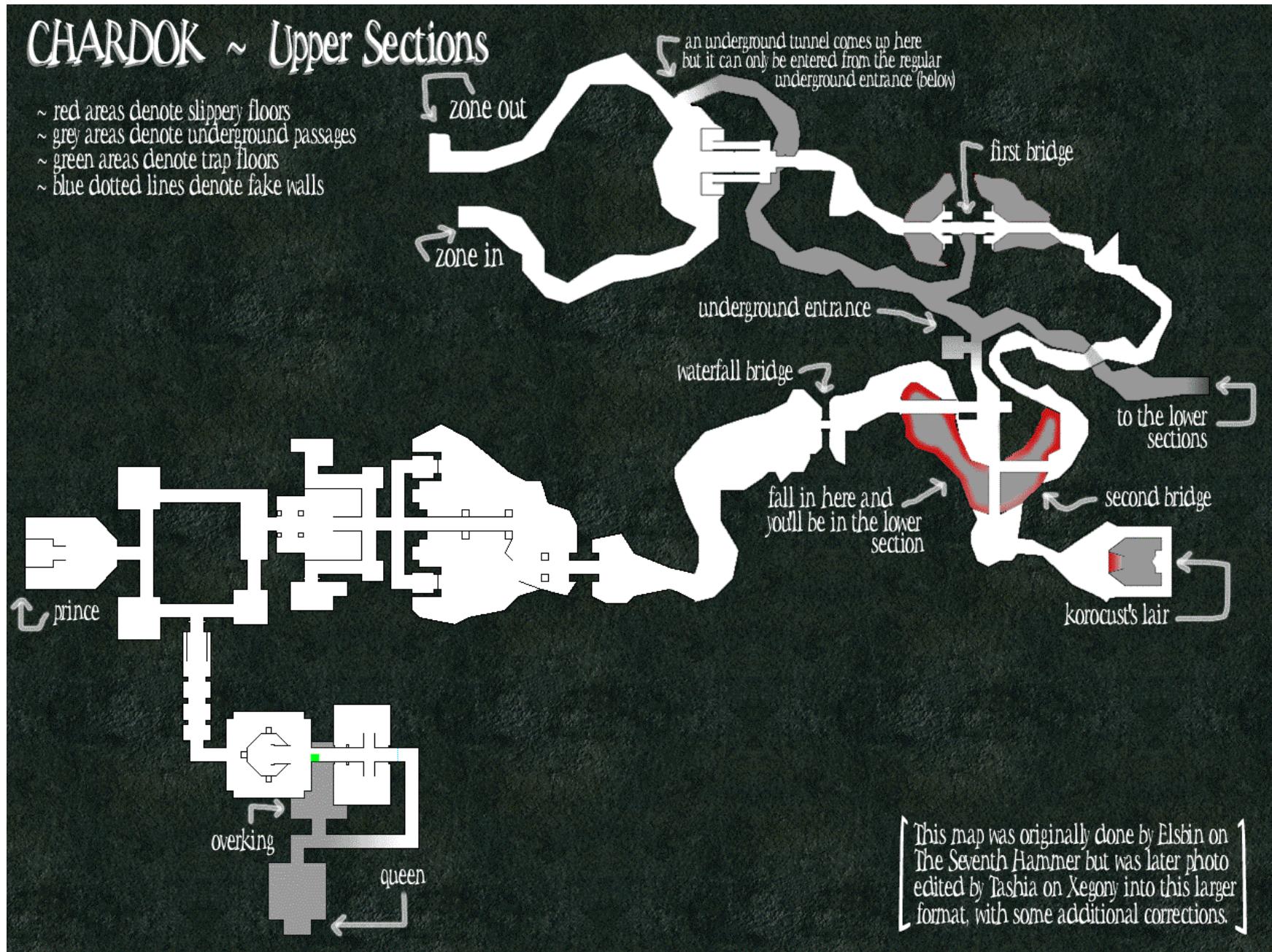


# CHARDOK ~ Upper Sections

- ~ red areas denote slippery floors
- ~ grey areas denote underground passages
- ~ green areas denote trap floors
- ~ blue dotted lines denote fake walls



# CHARDOK ~ Lower Sections

