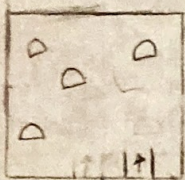
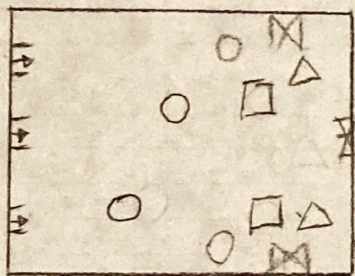


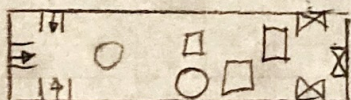
Glob Pit 2x2



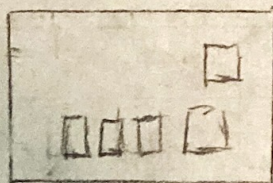
Sniper Room 4x3



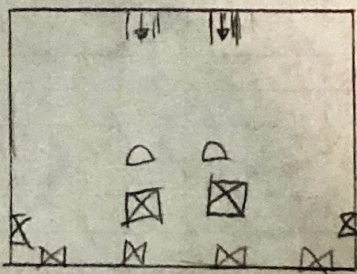
Long Hall 4x1



Armory\* 3x2



Bruiser Room 4x3



1/2" cube = 1 grid square



Enemies

Light - ○

Medium - □

Heavy - ⊠

Sniper - △

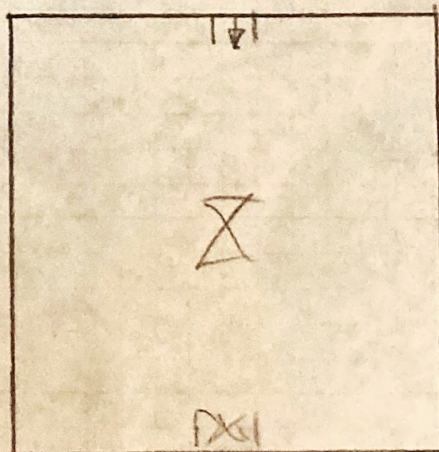
Glob - ○

Boss - X

⬇ - Possible Entrance

⊠ - Possible Exit

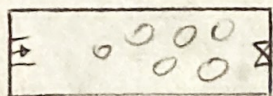
Boss Room 5x5 (4x4?)



Game-winning Exit



Short Hall 3x1



Long Hall 5x1

