





Legend:


 = Button

 = Button activated door

~~ - Door only opens after all enemies in the room are defeated~~

 - Treasure!

 = Enemy spawner

 = NPC

Other lines are walls
and obstacles

note: obstacles can be jumped
over

Relic!

2nd floor is a hallway
enemies are constantly spawning
player must get to the end of
the hallway to find first relic

Spawn

Elevator
to 2nd
floor

1 2 3

Front
desk

Hotel Lobby

Spawn

Talk to the clerk
at the front desk
for clue to open door
press buttons
in correct order to proceed

If buttons are pressed
incorrectly
enemies spawn for 20
seconds