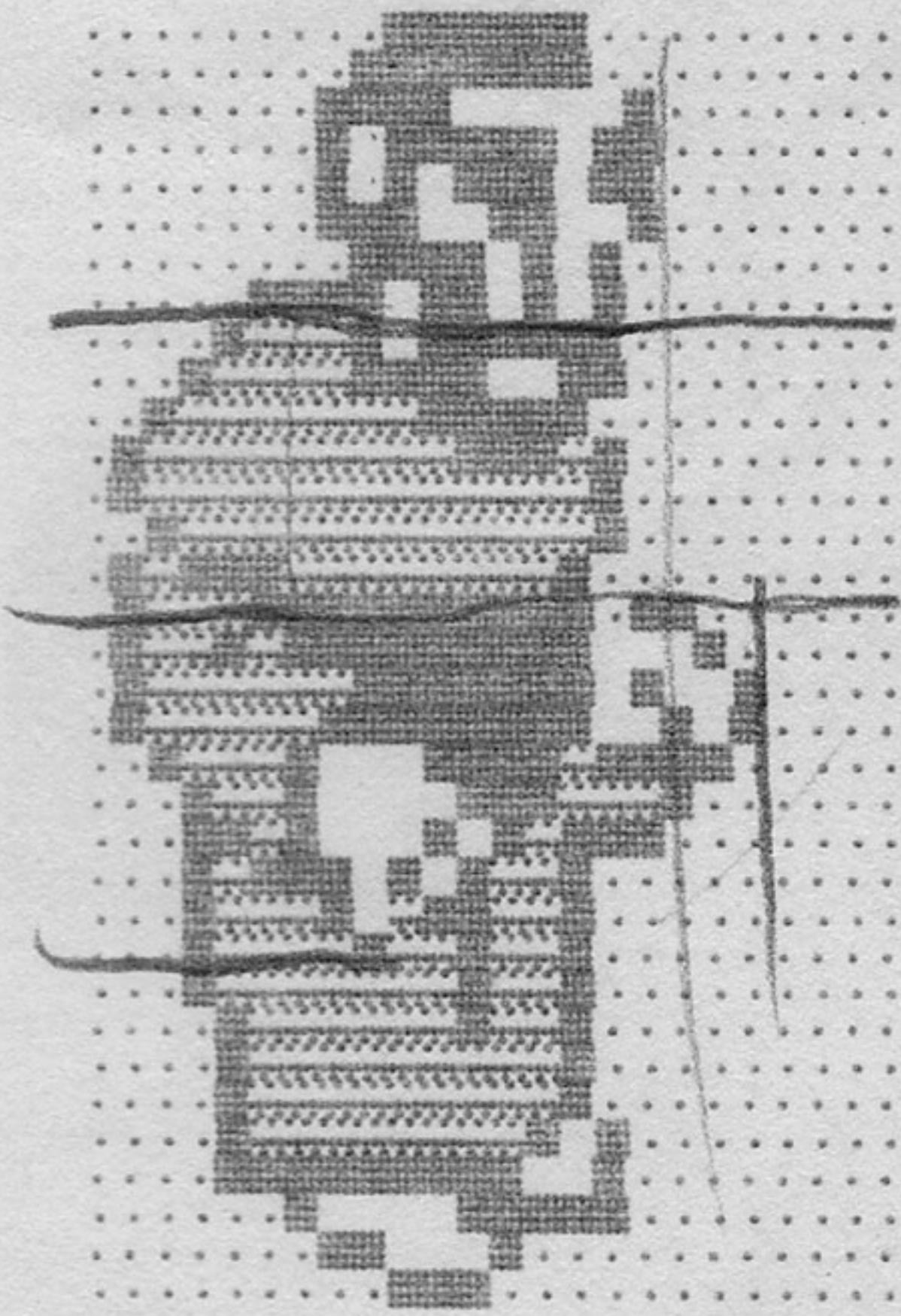
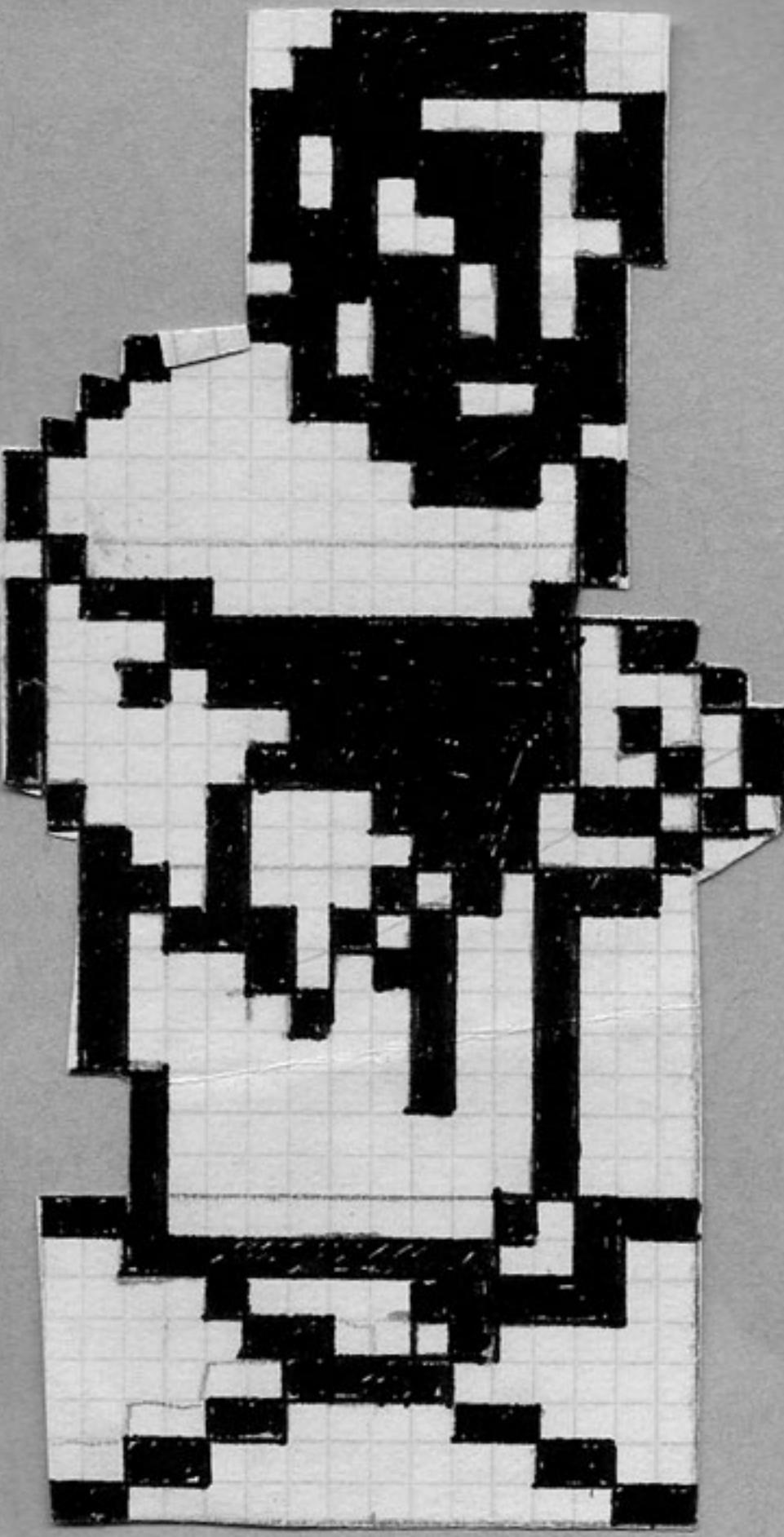
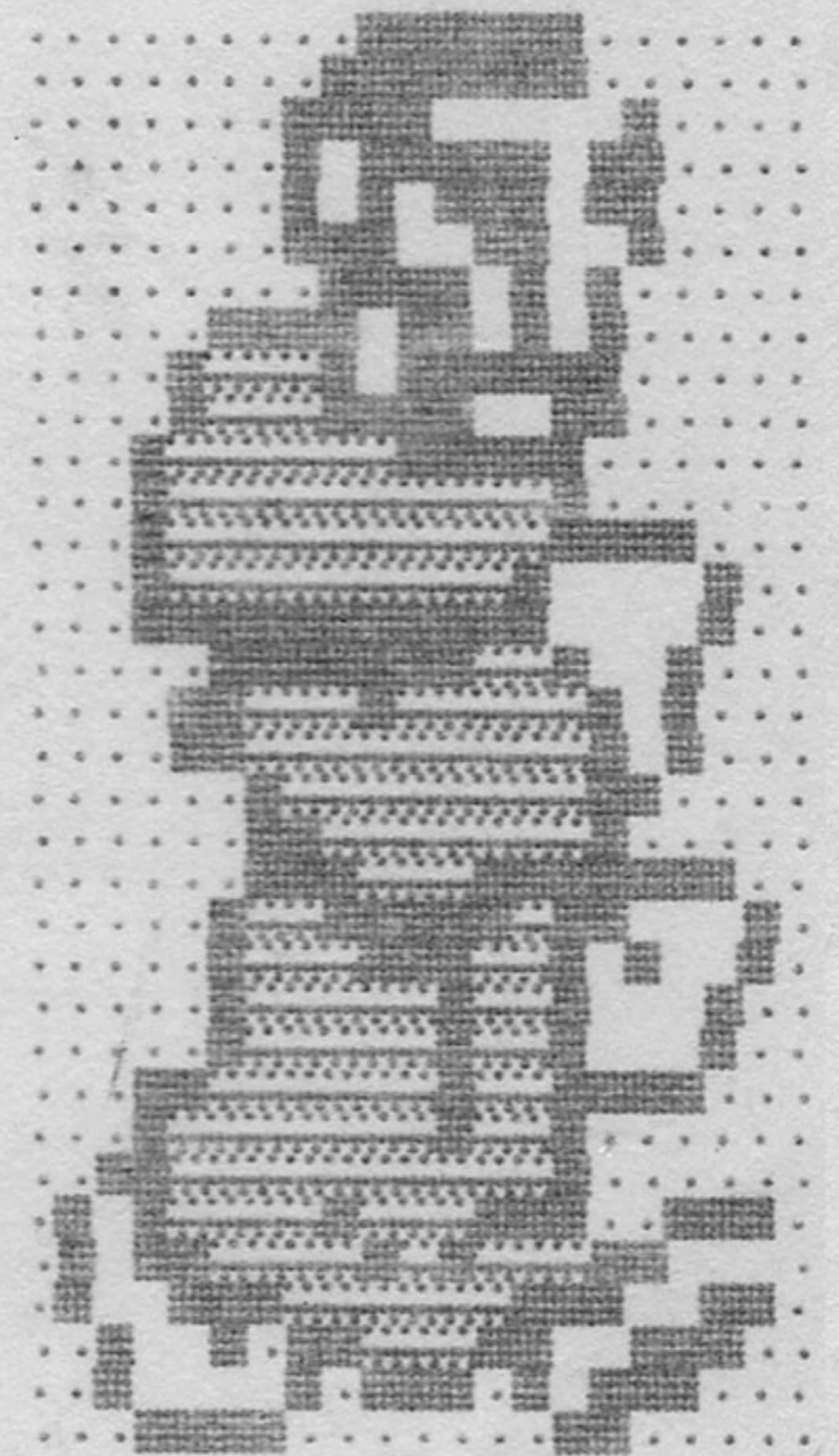
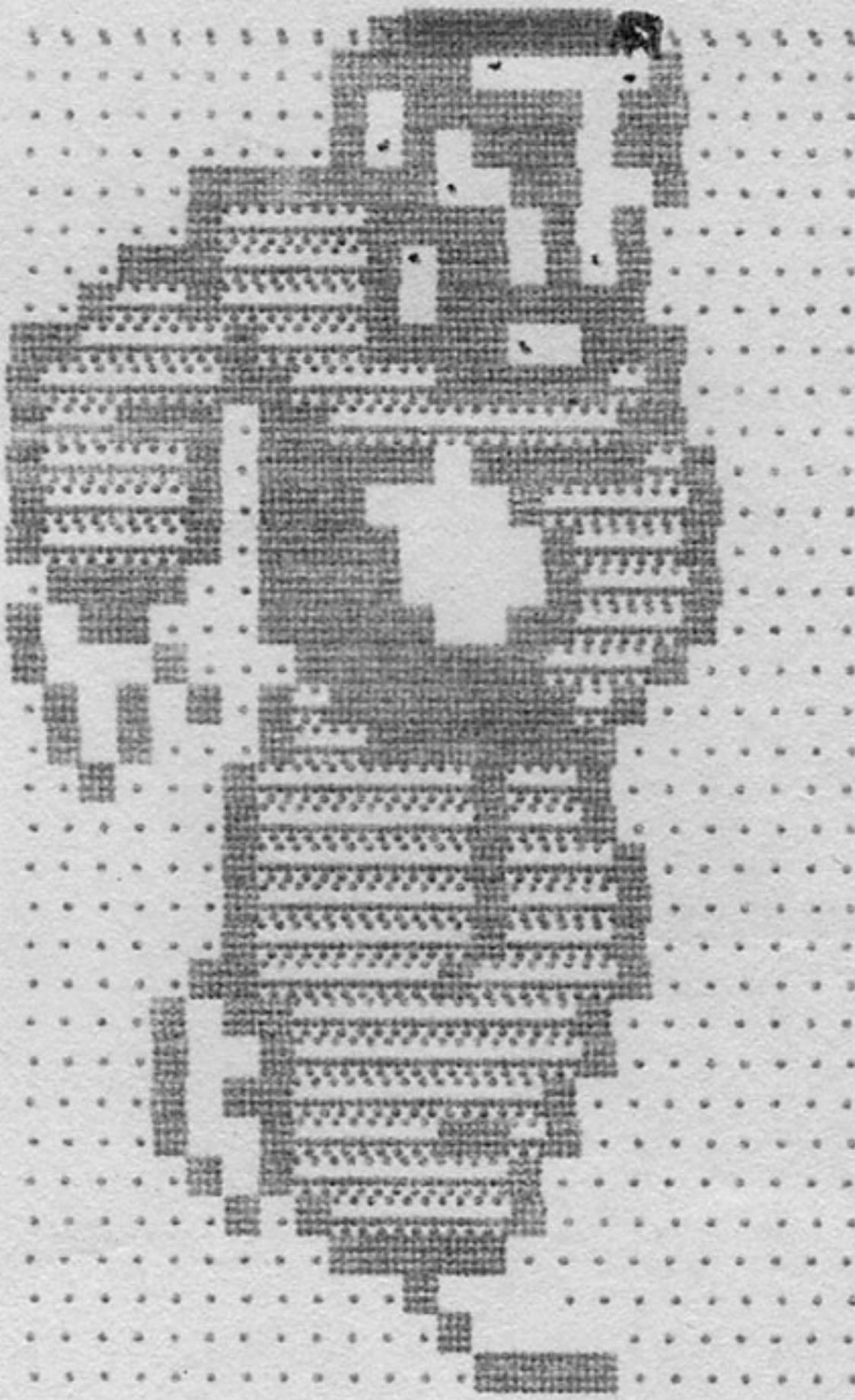
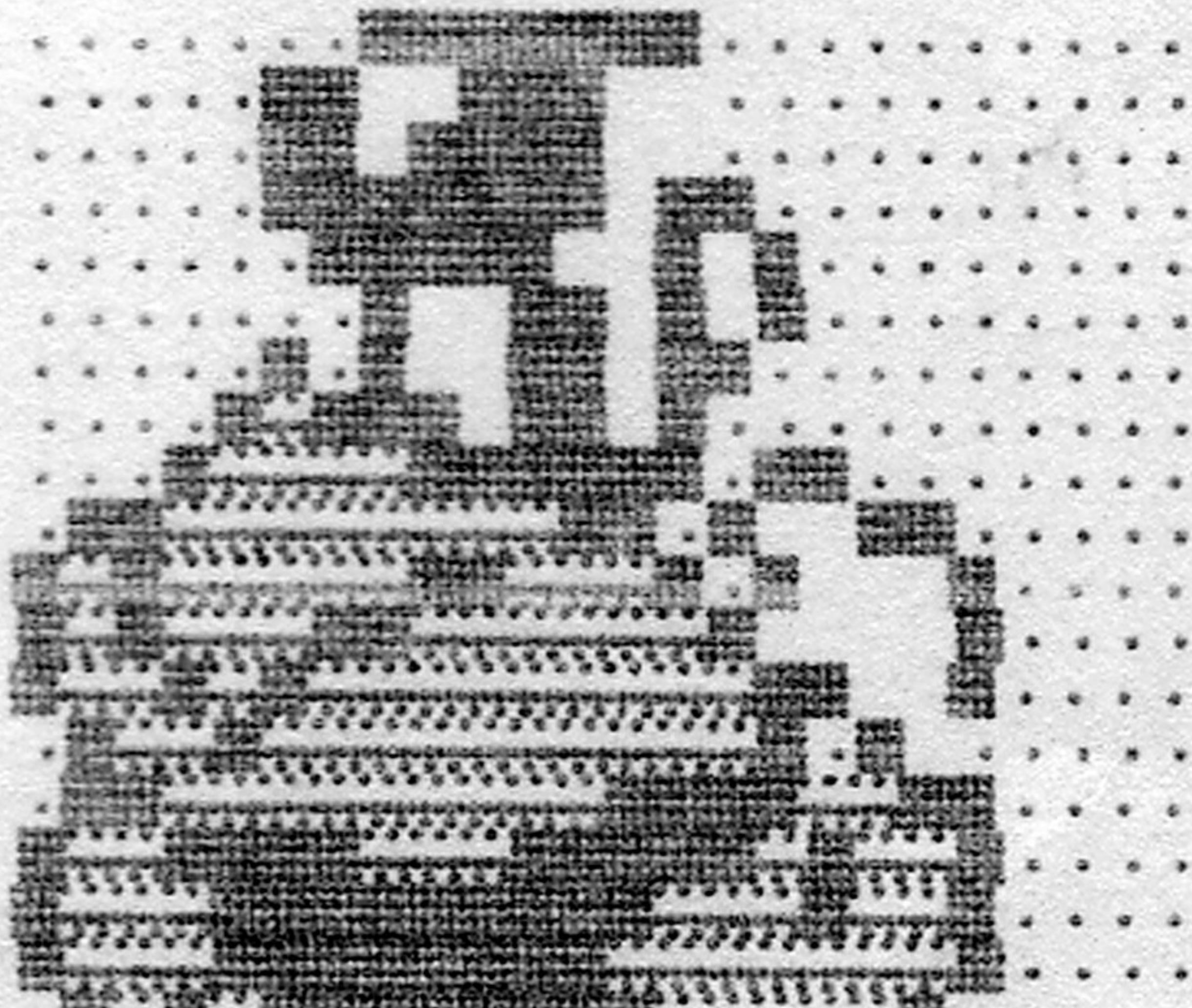


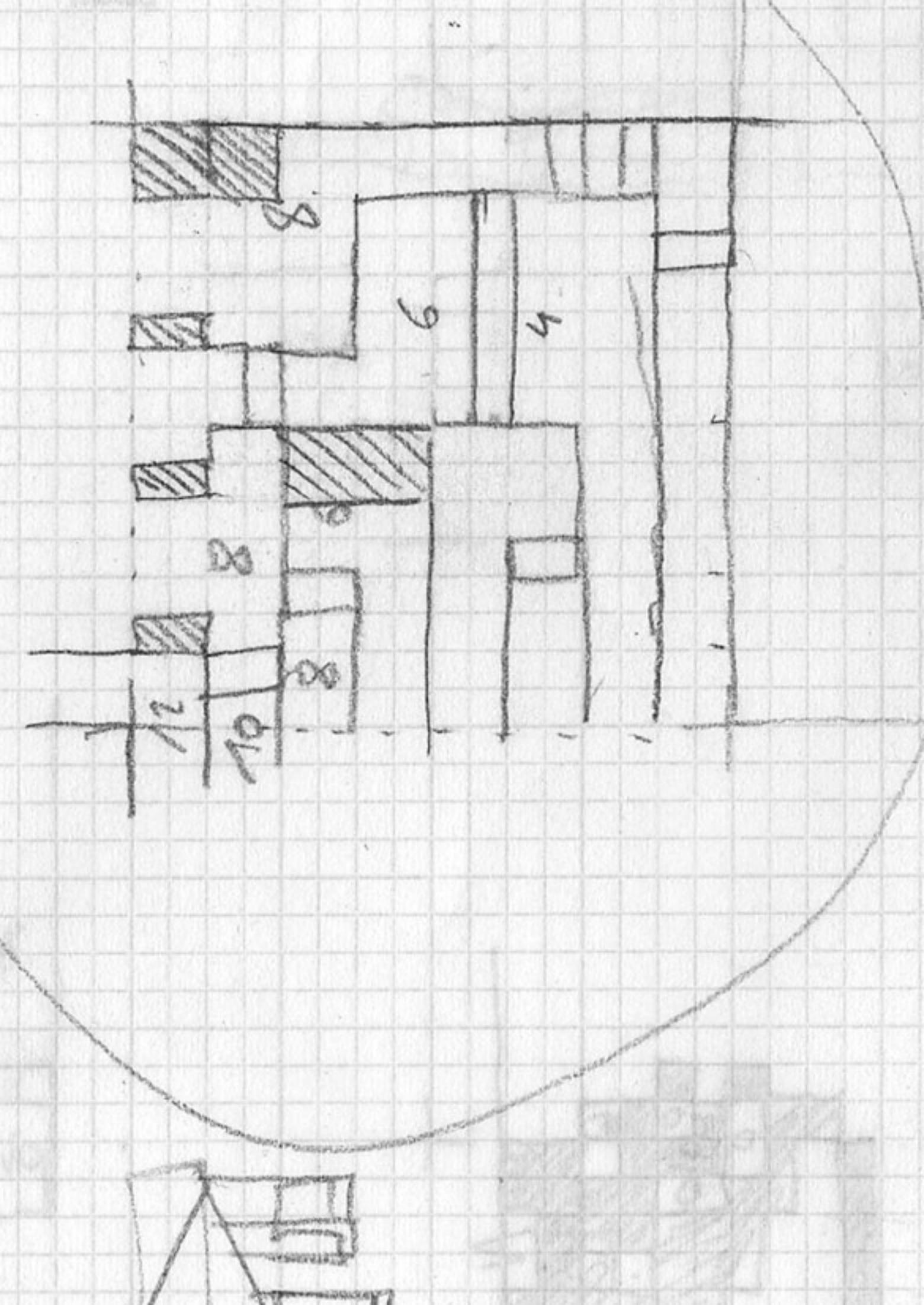
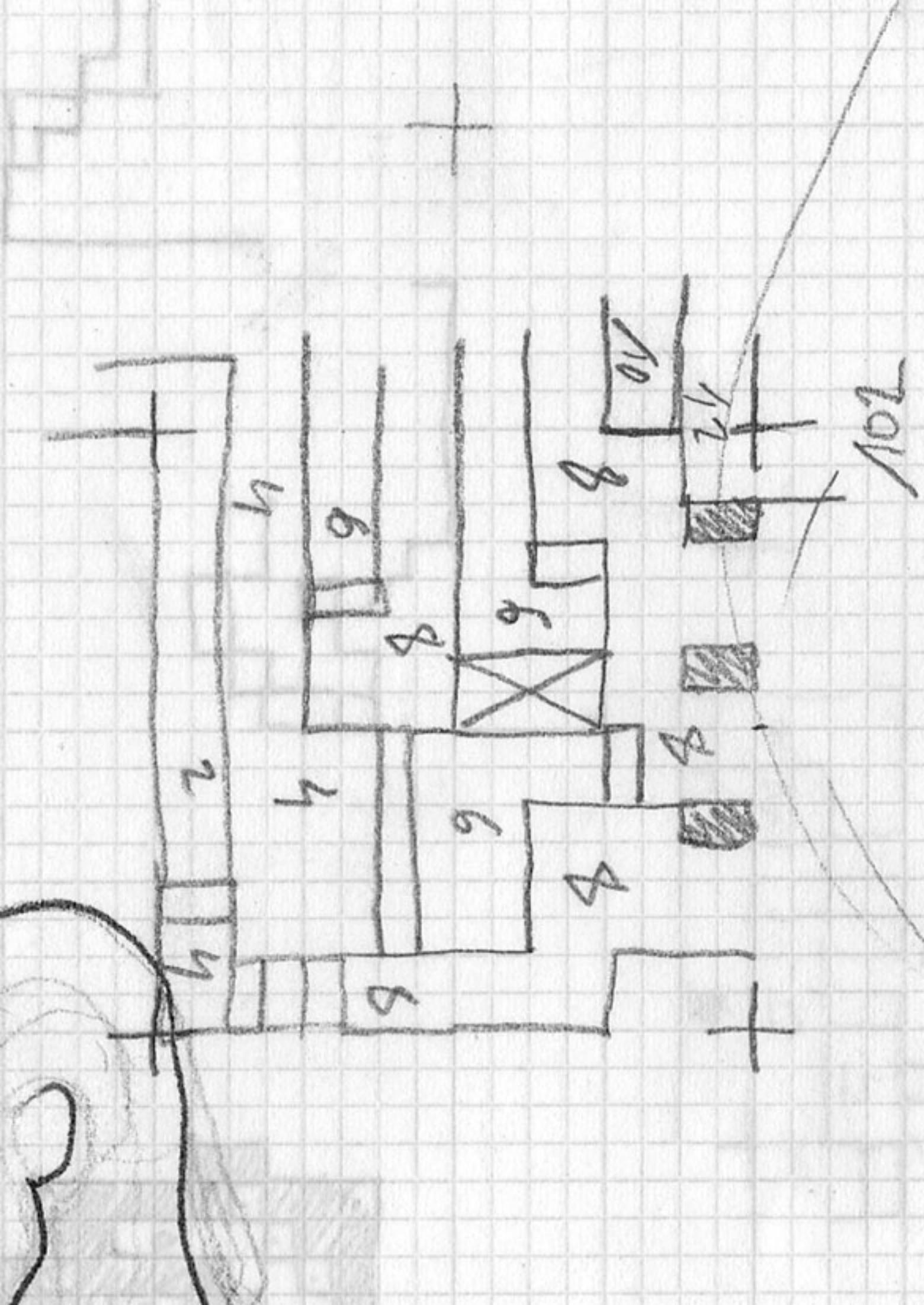
Original Sketches for the Video Game “La Abadia del Crimen” 1987

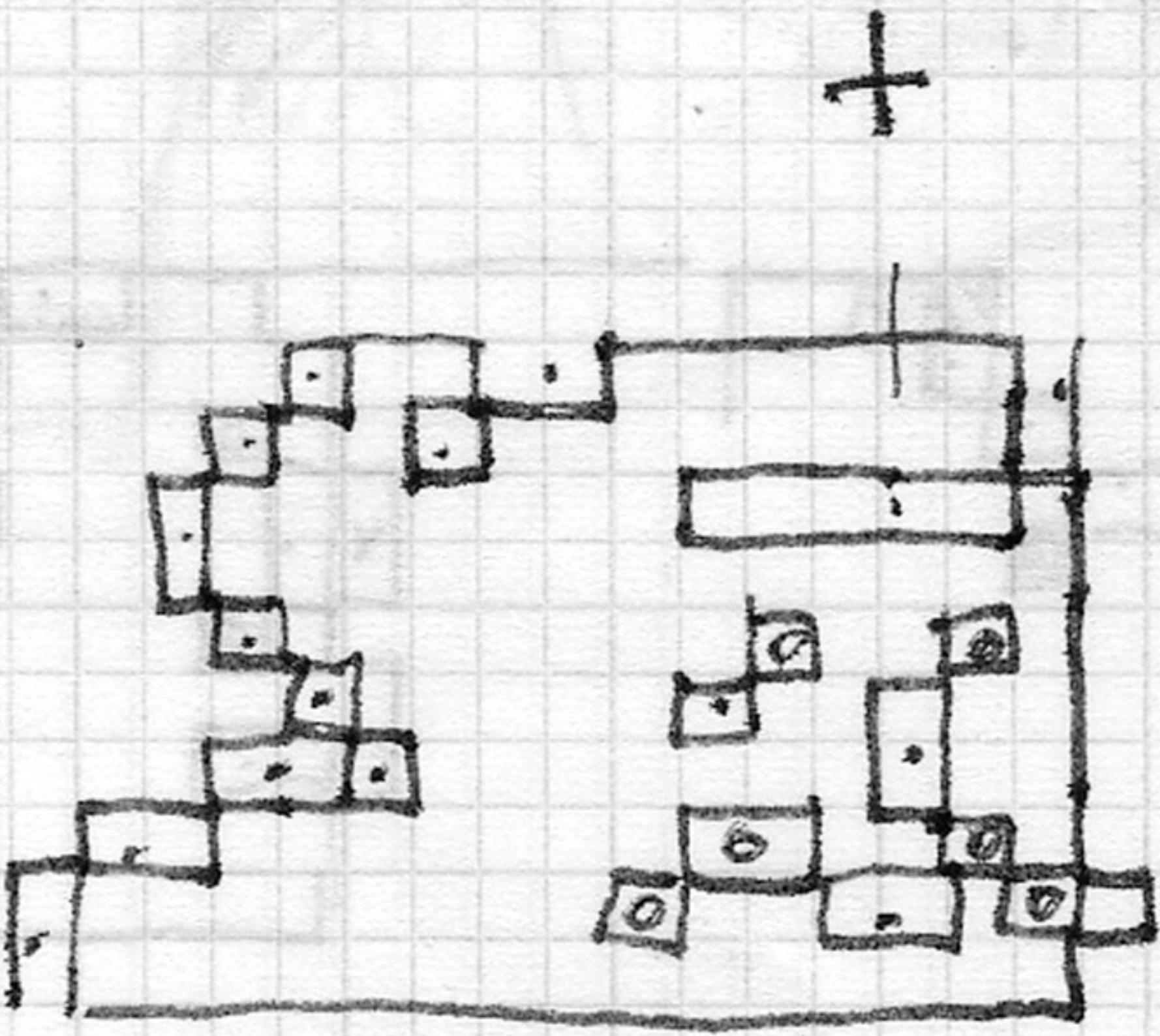
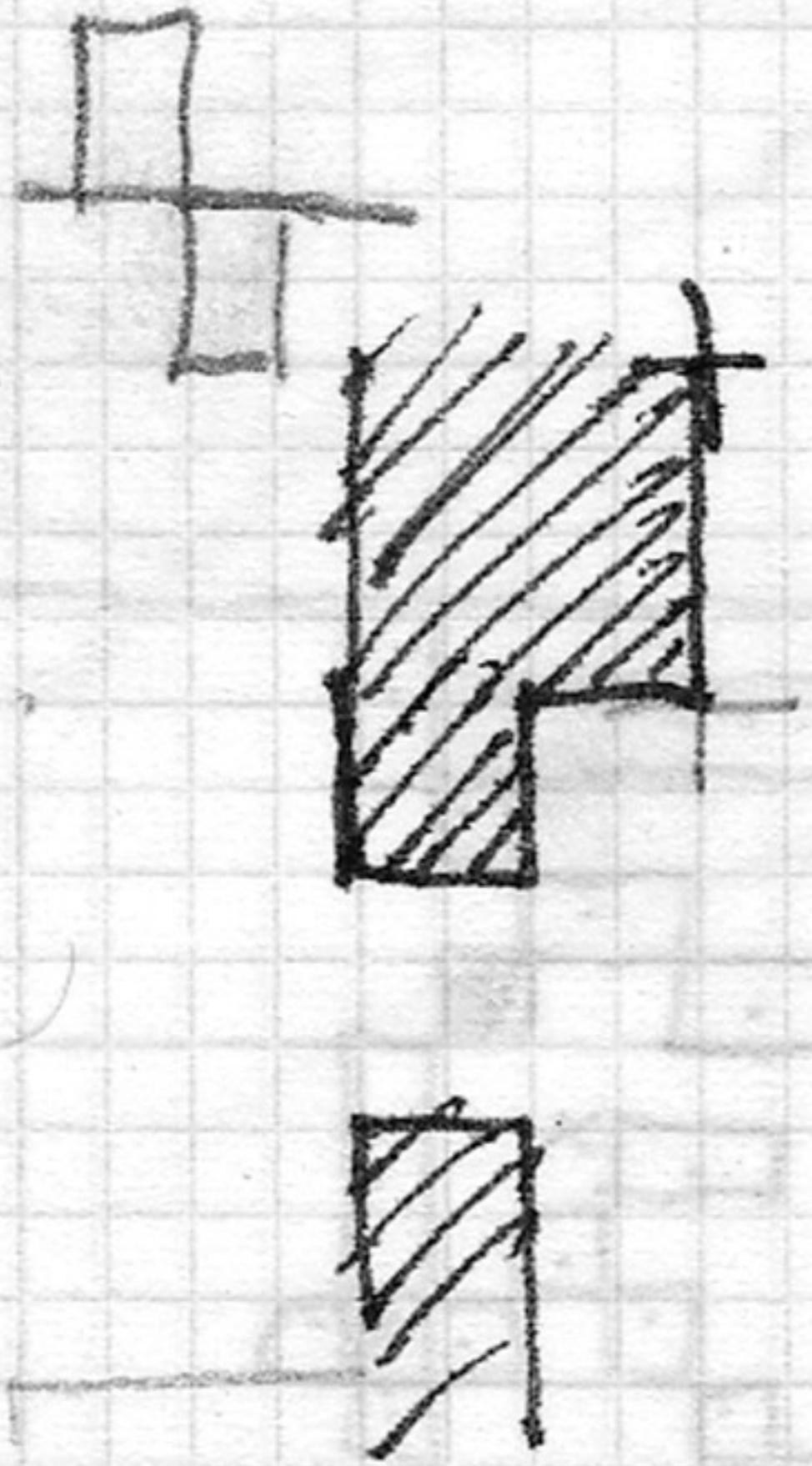


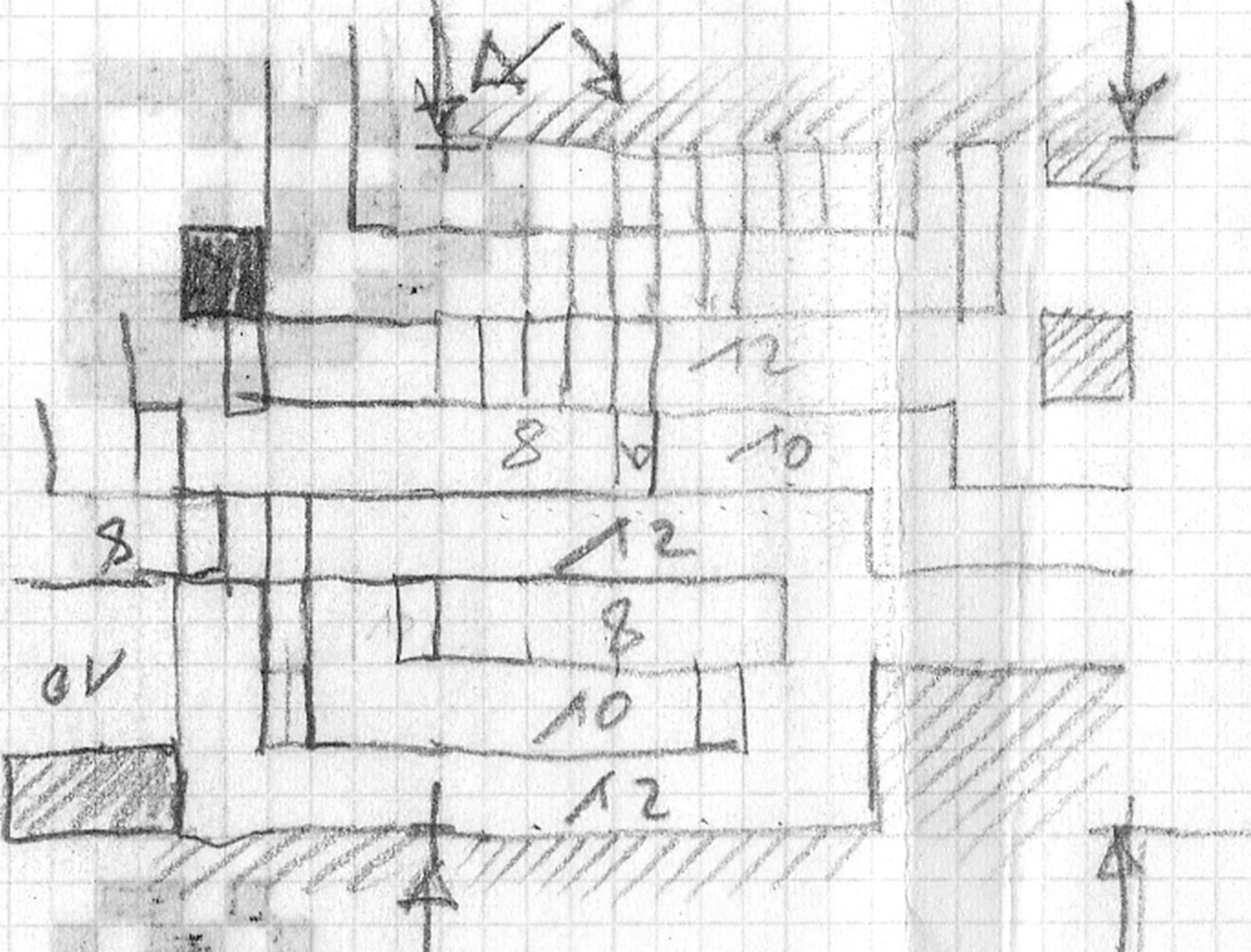


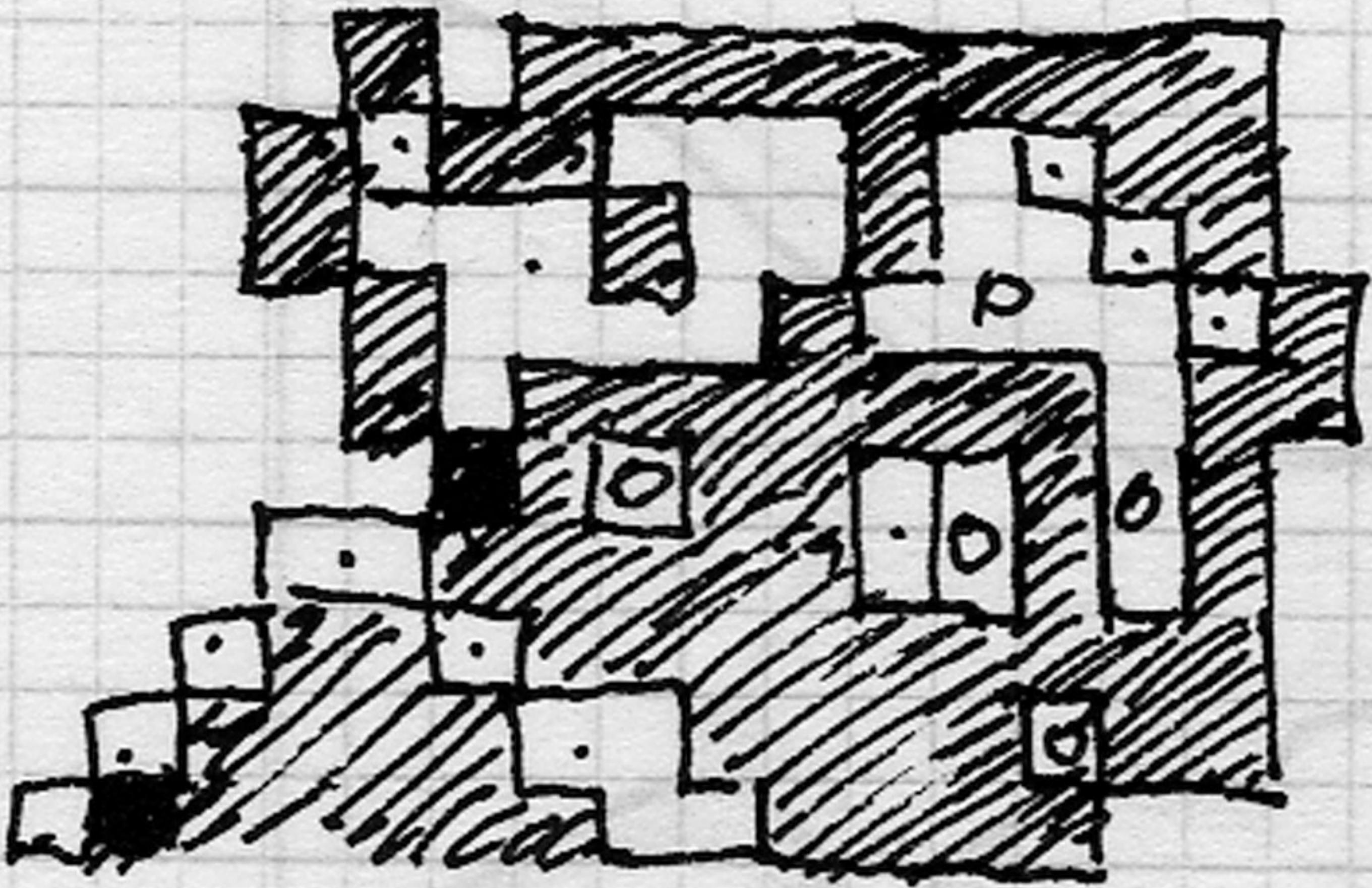


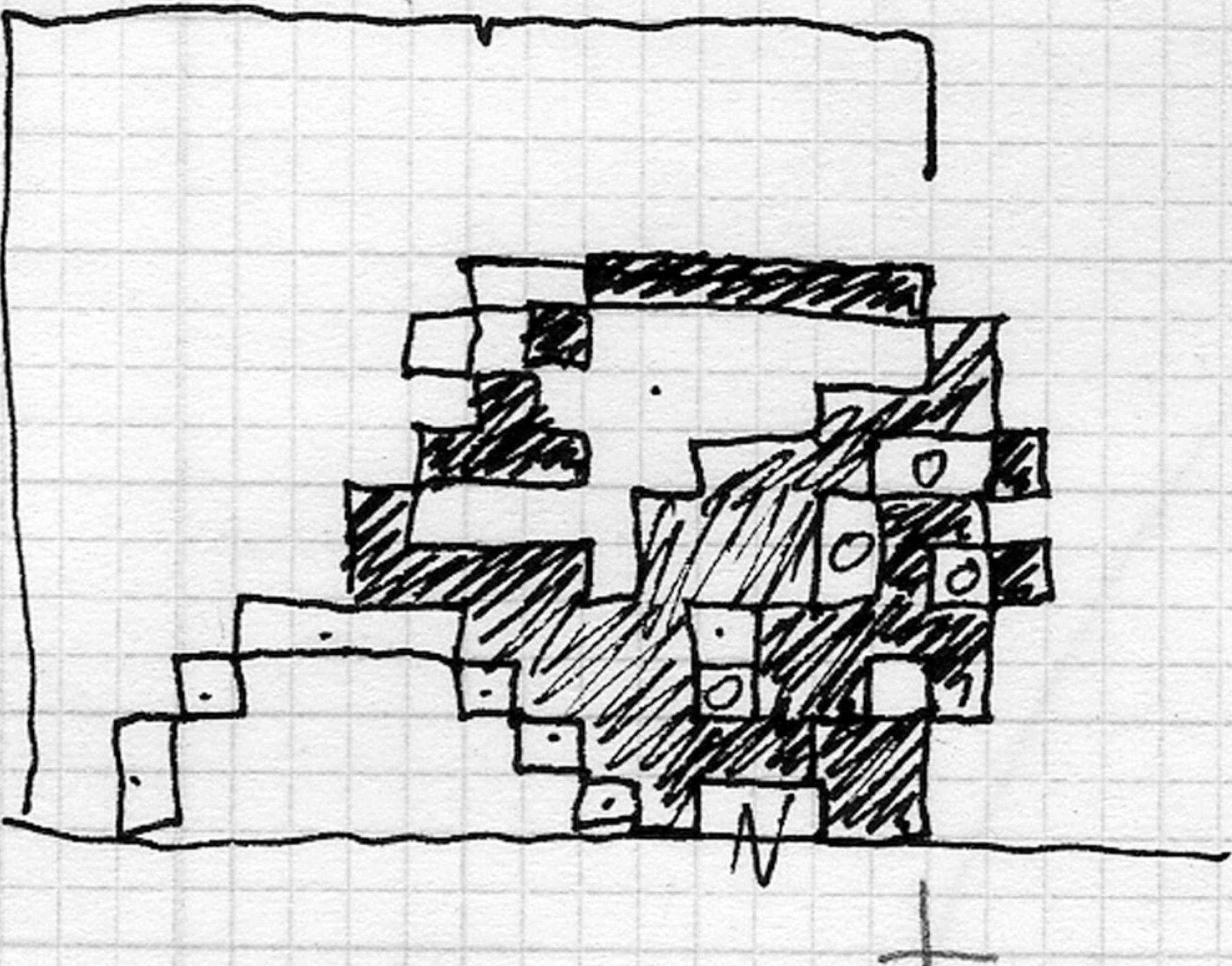




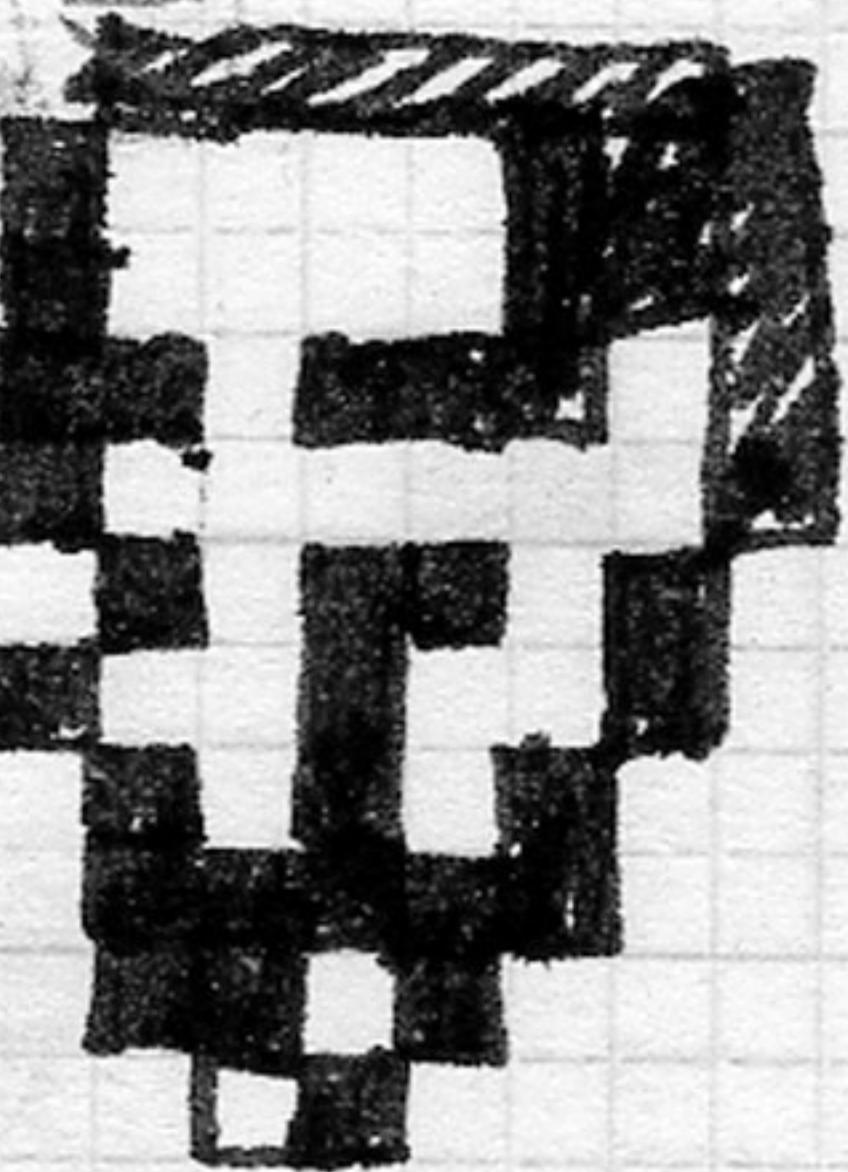




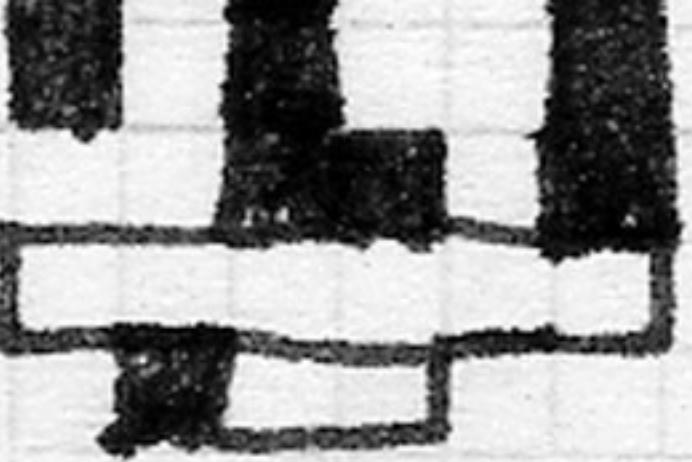




100%
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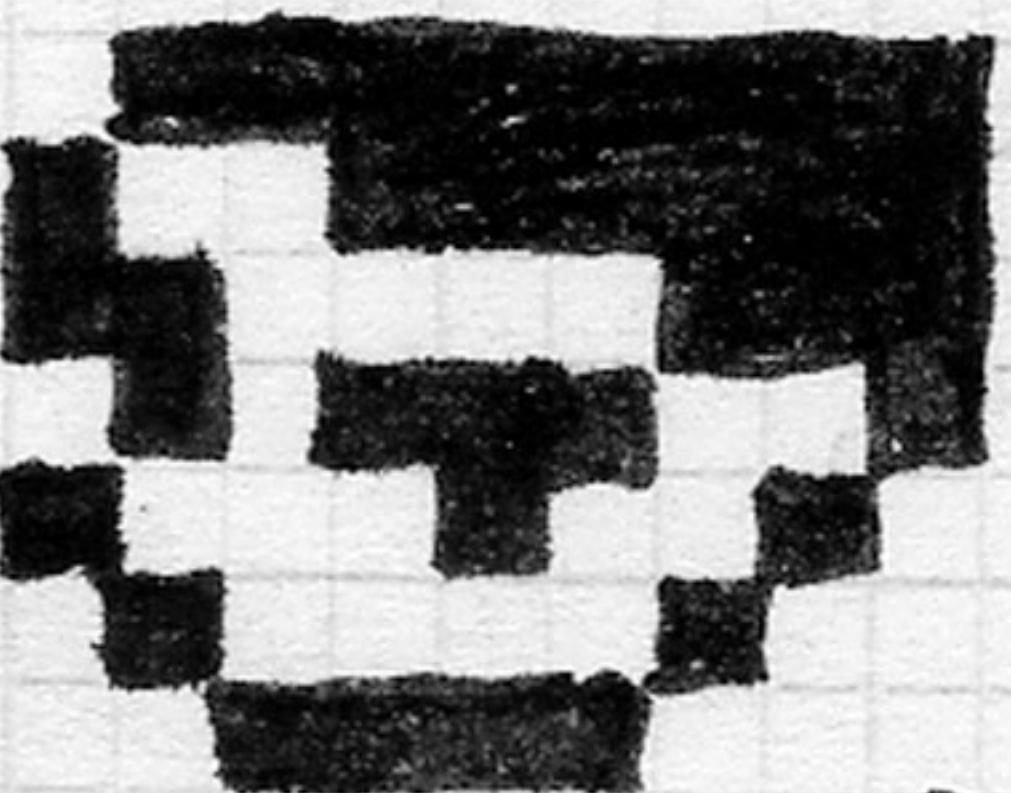
mon 3
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ab1

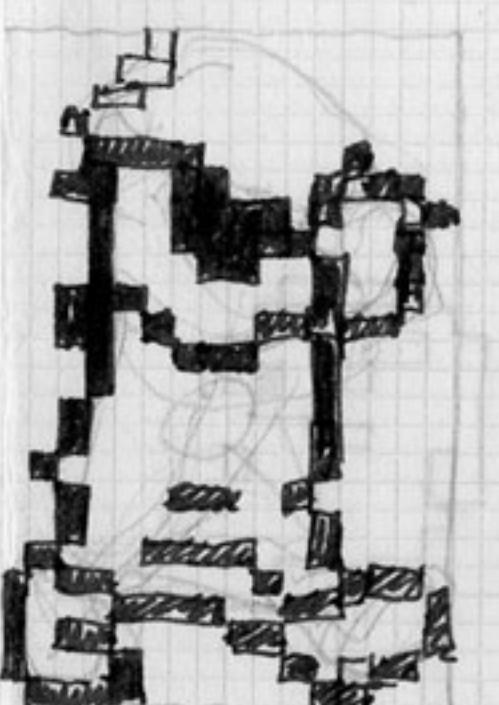
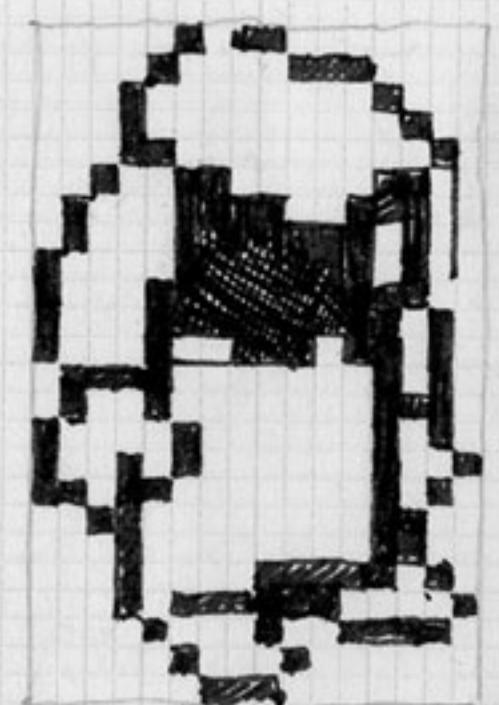
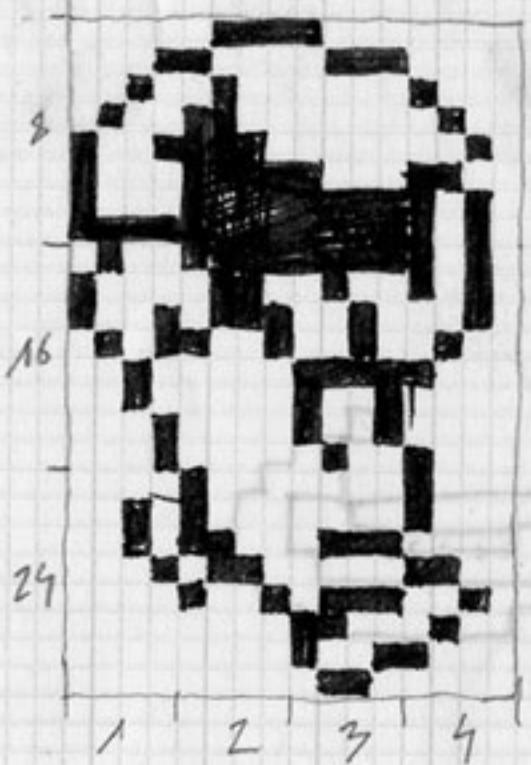
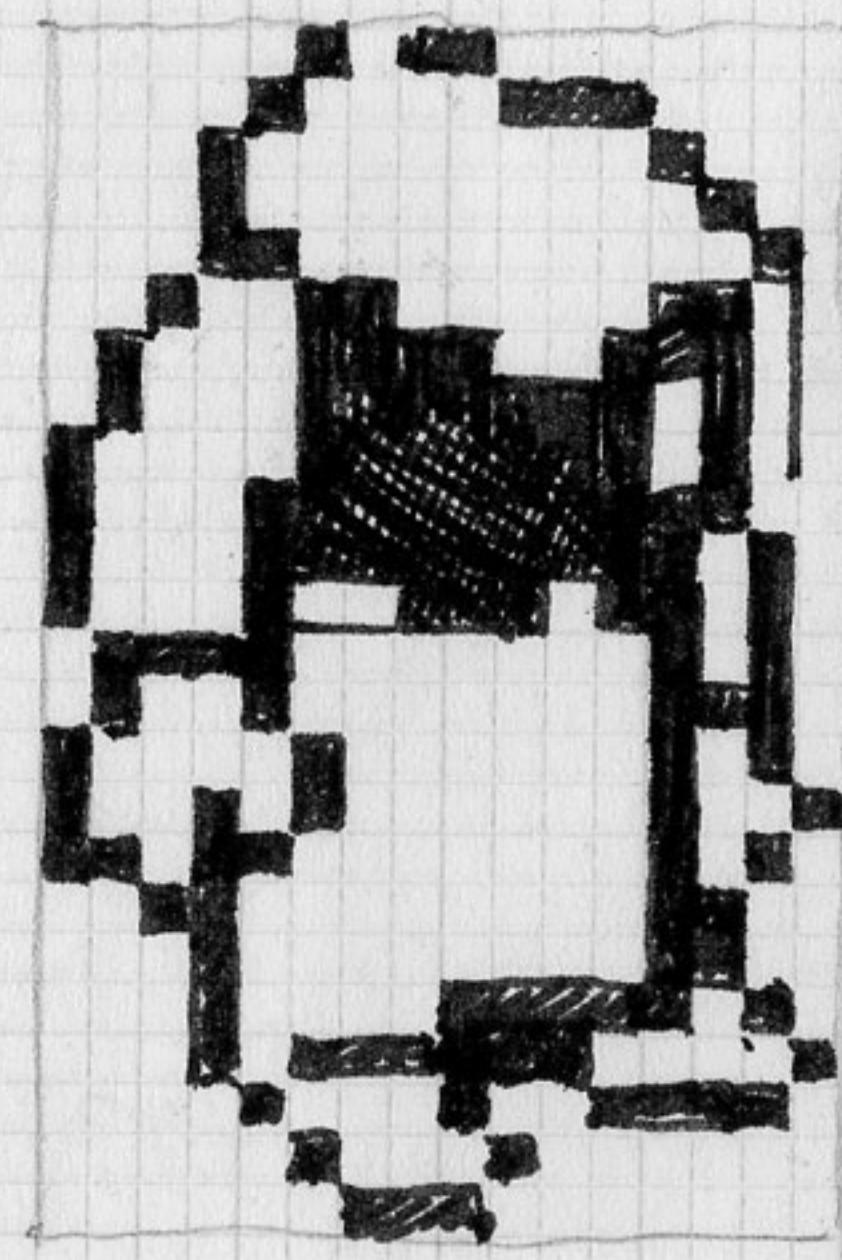
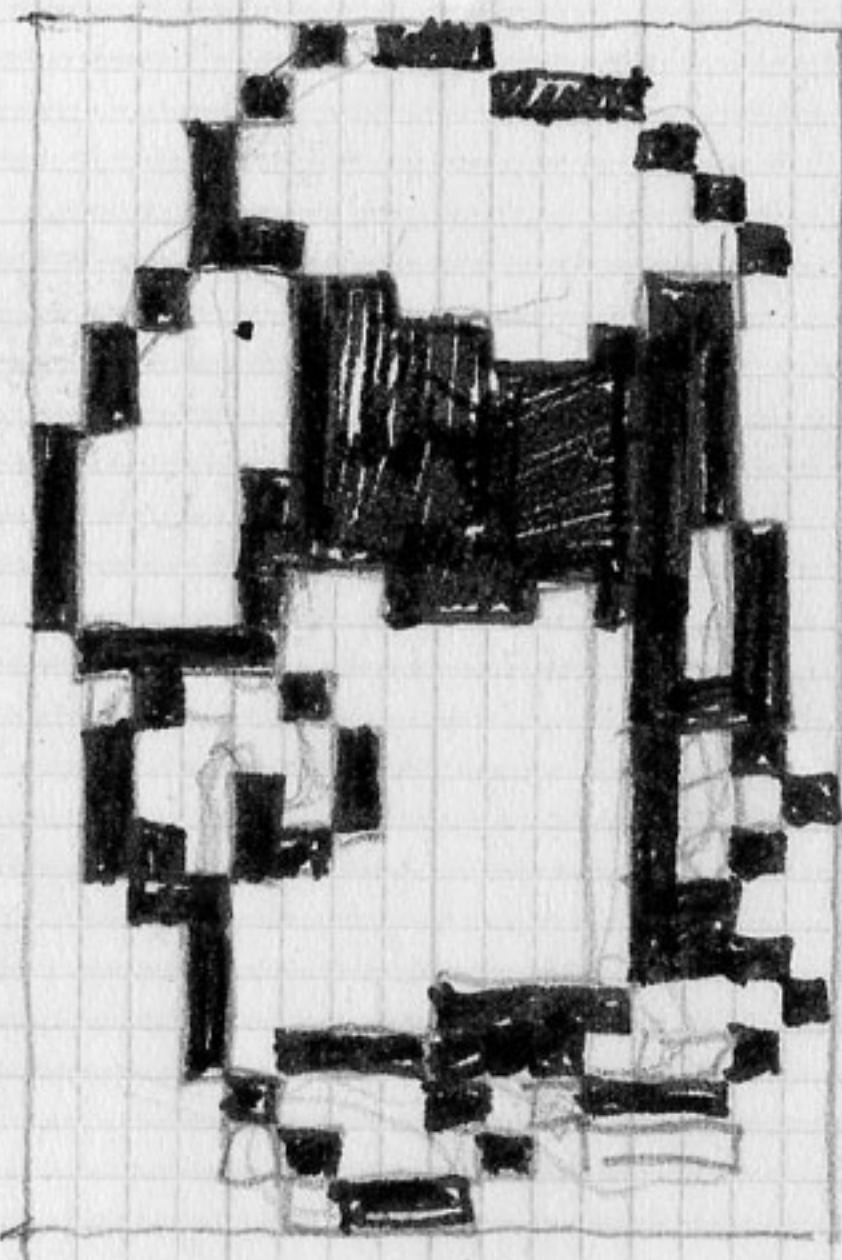
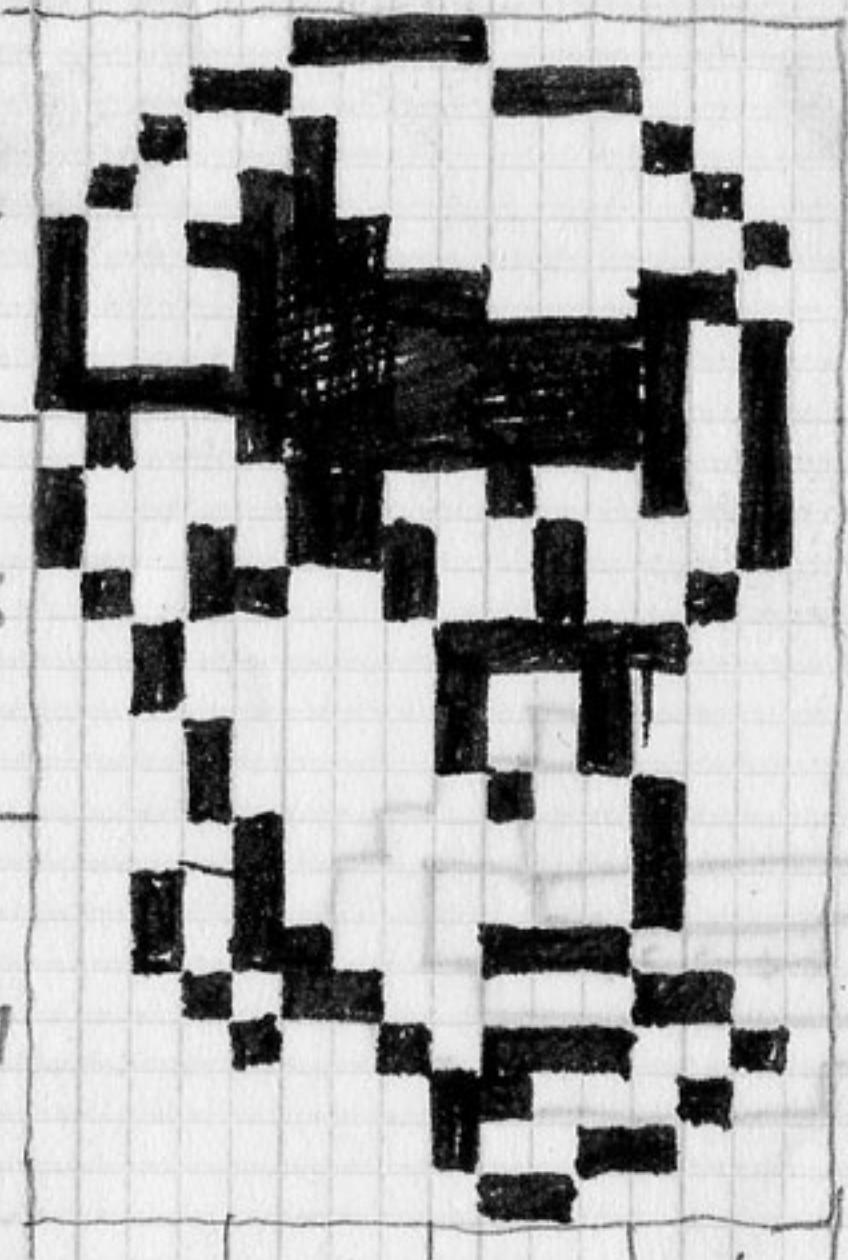
ab2

XI

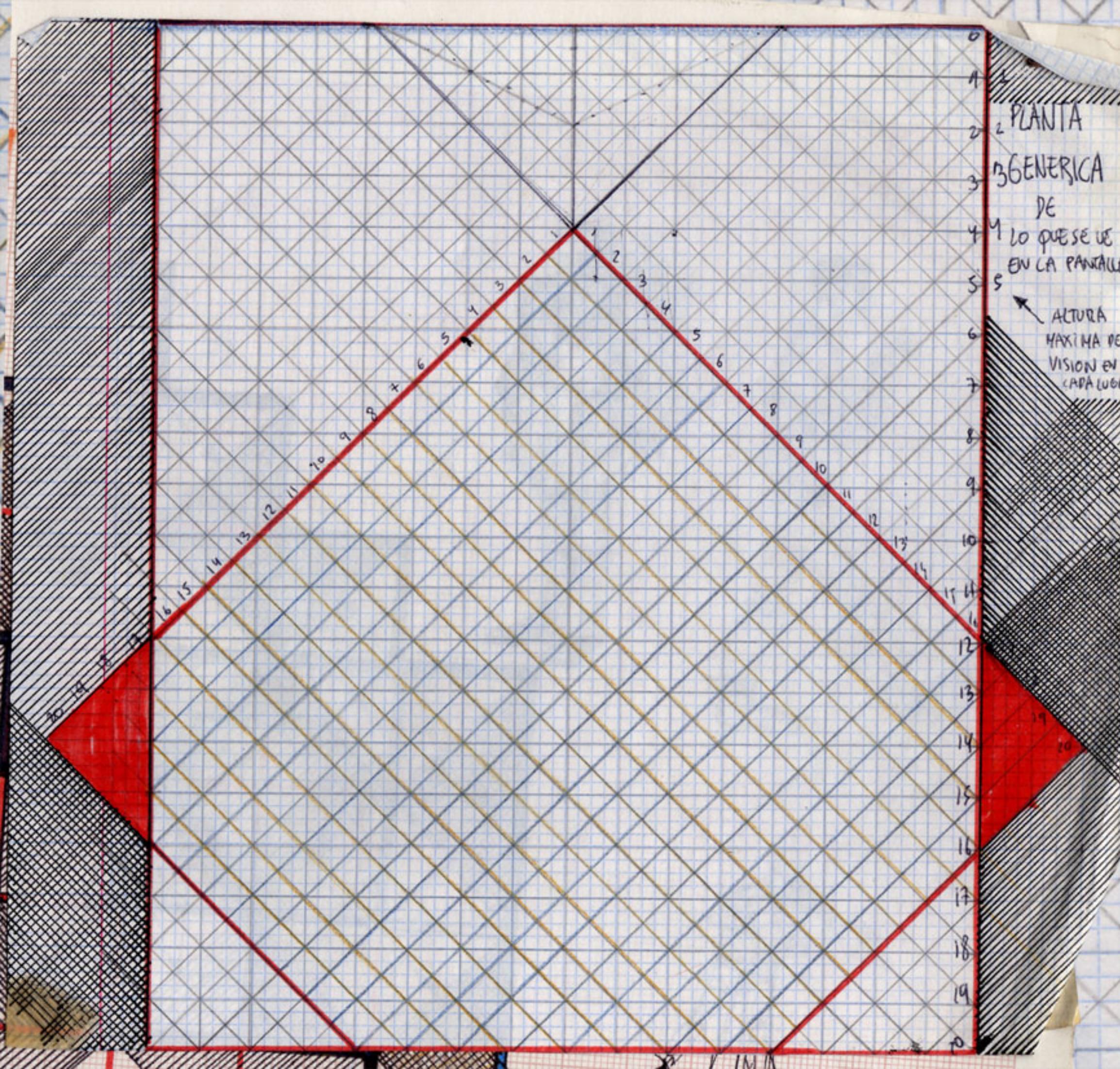


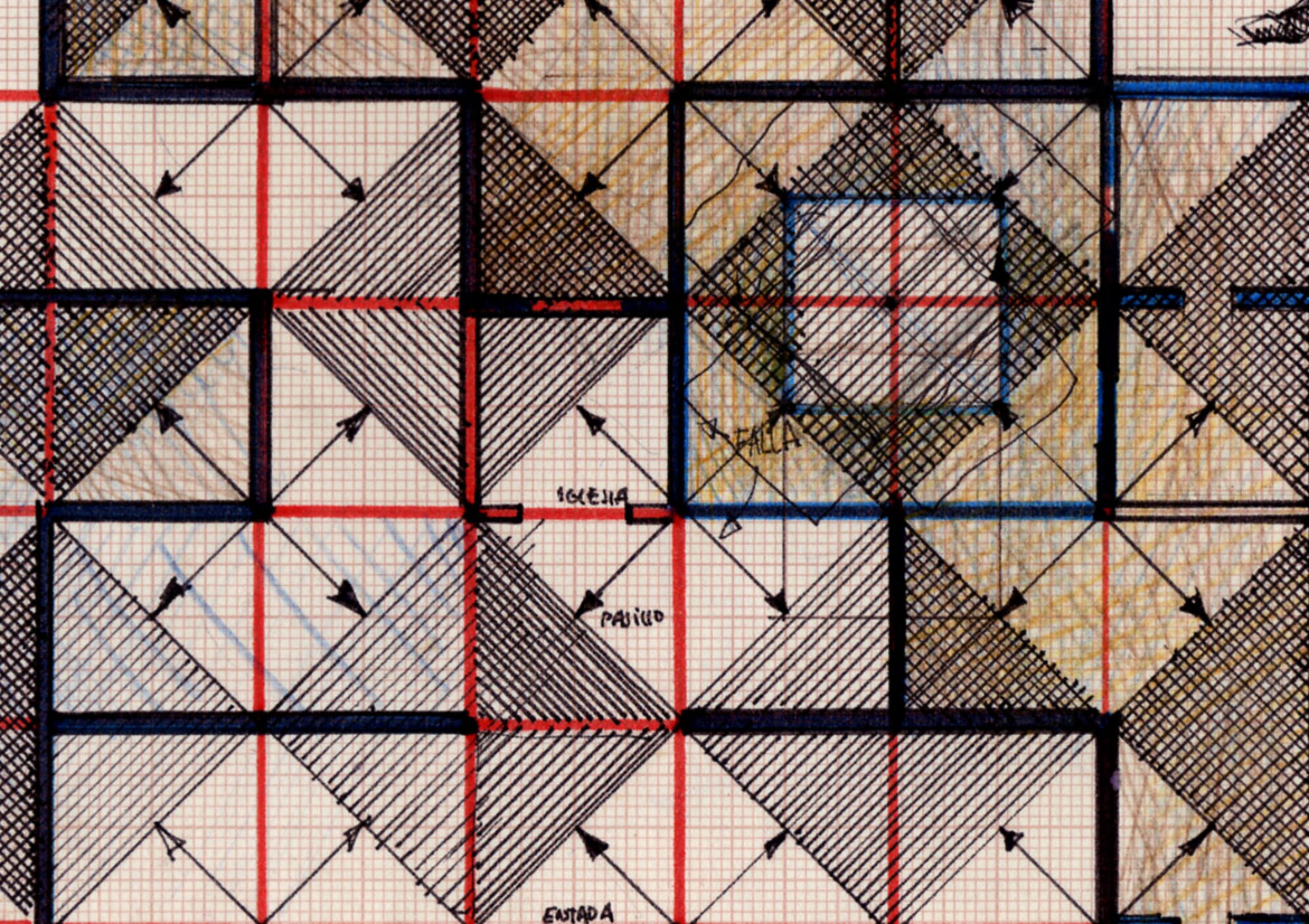
P1

P6



With this rendering I got a precise calculation of what would be visible in each screen, the red areas represent the blind spots.

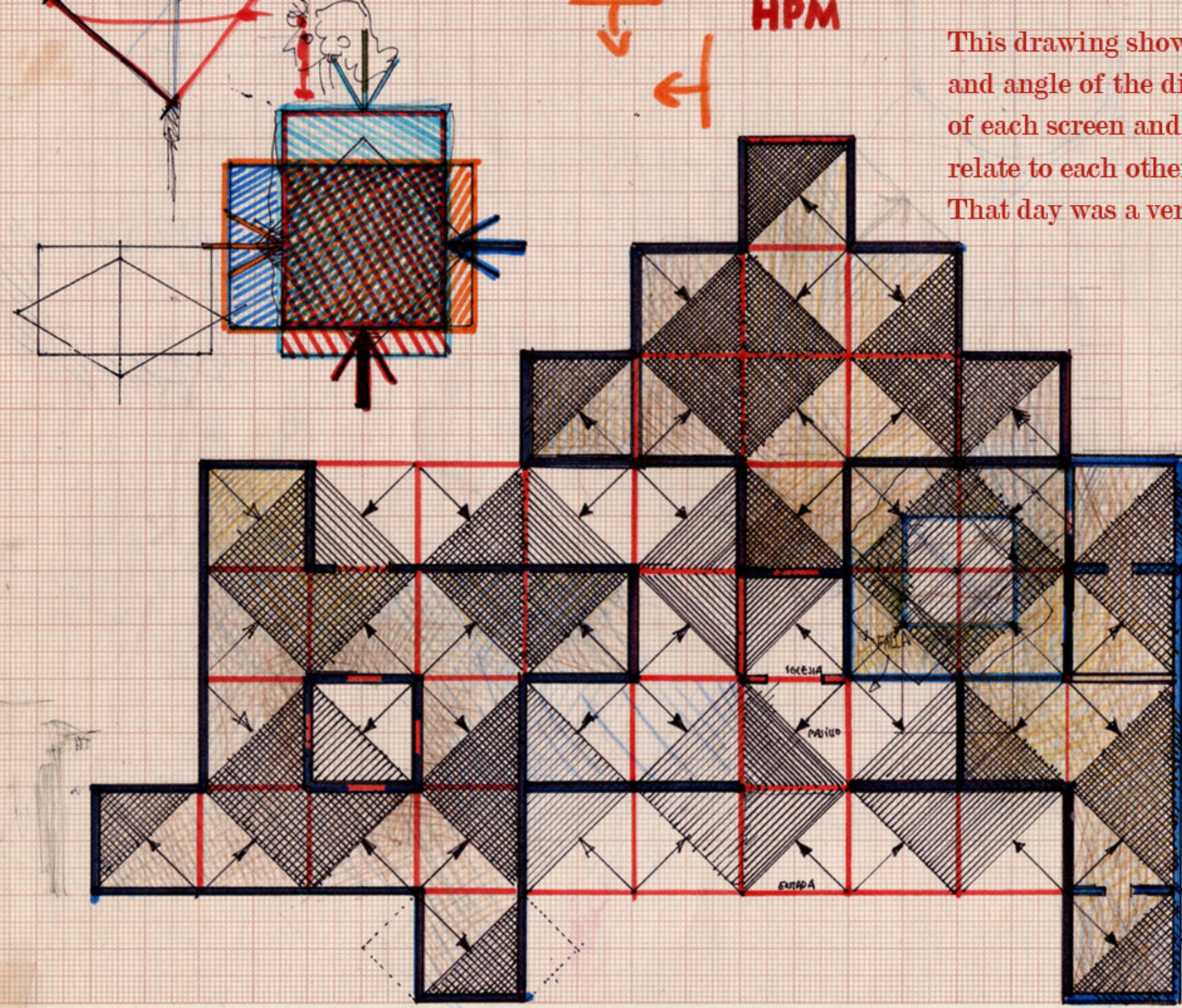


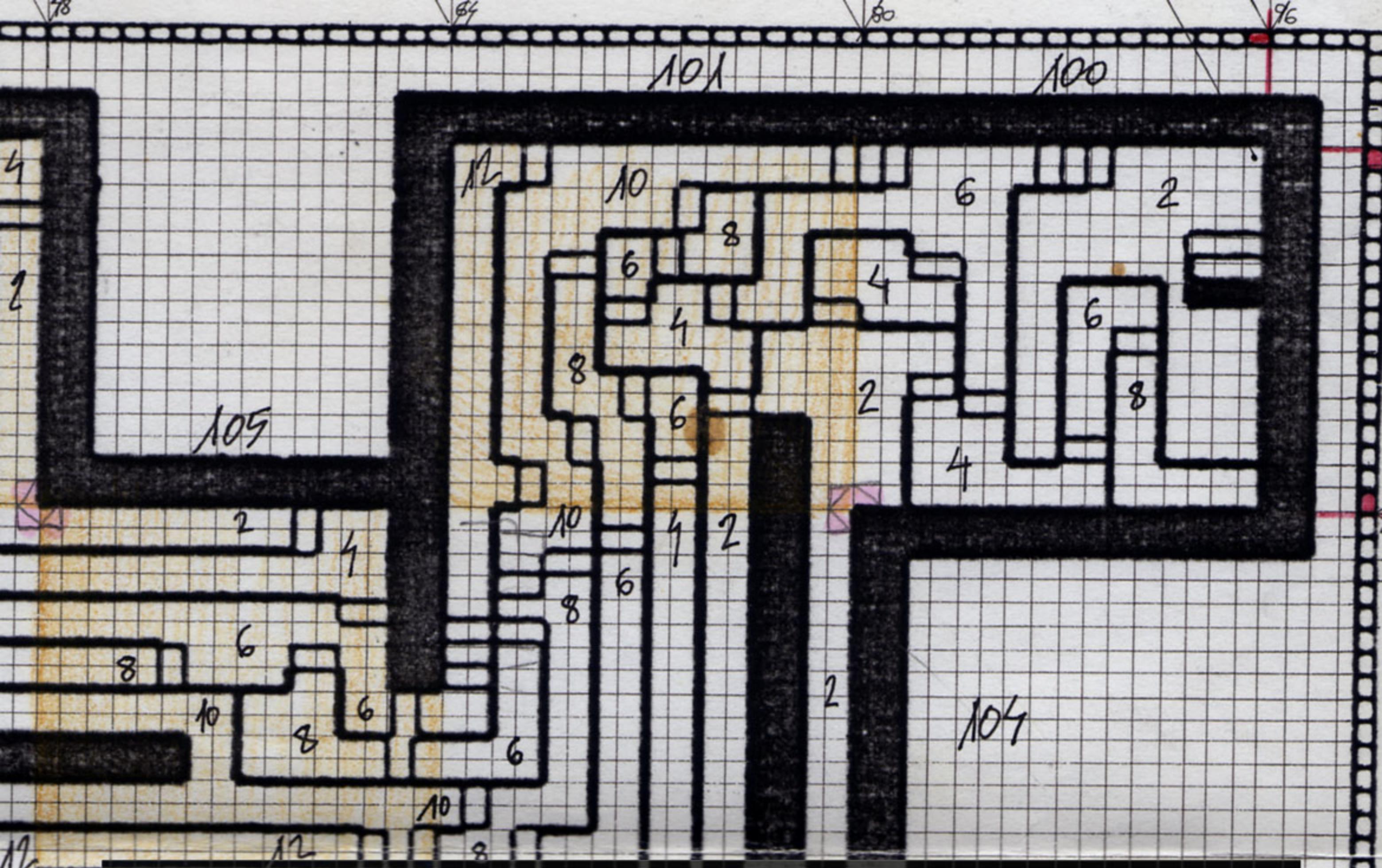


ENTRADA

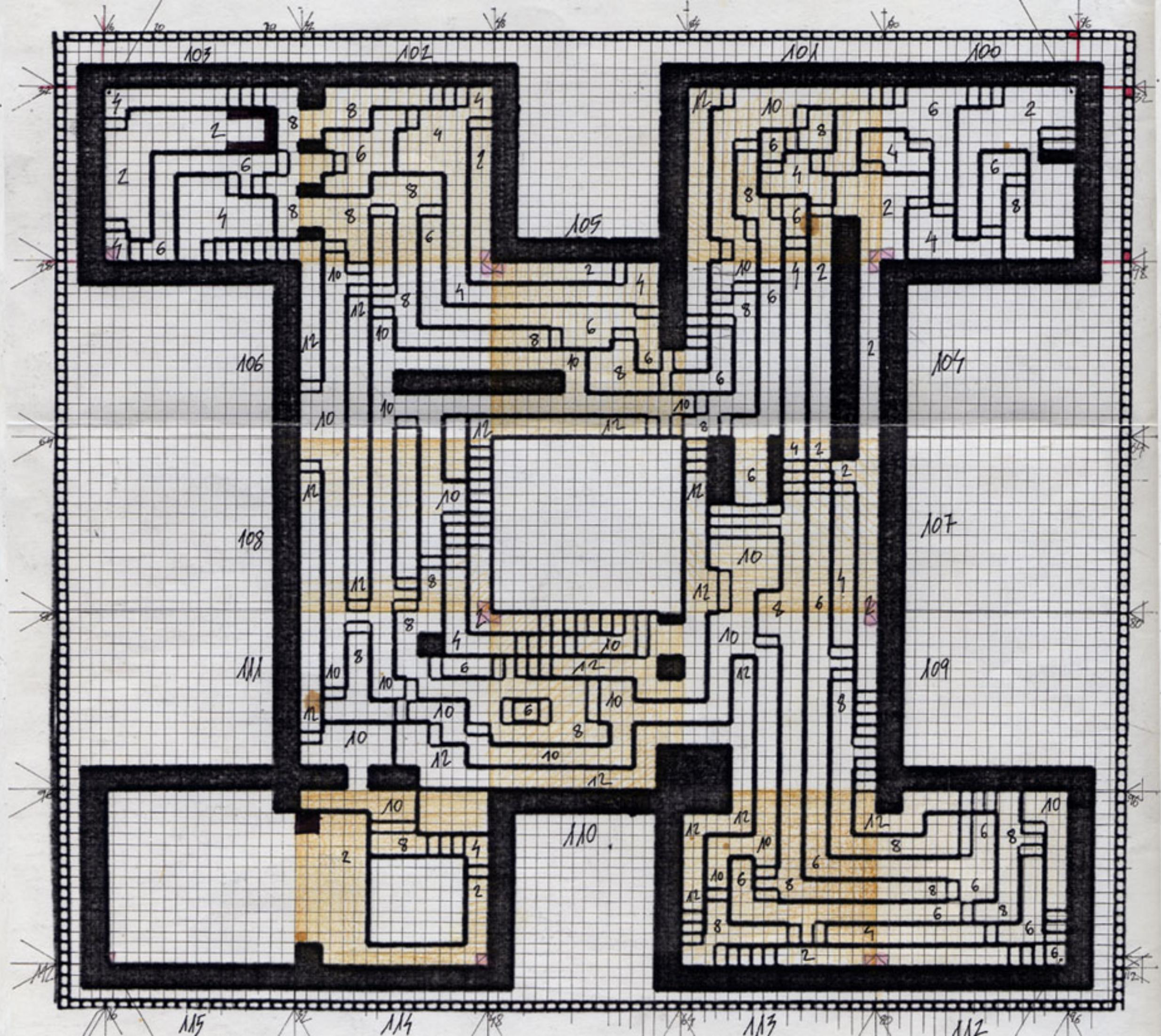
IGLESIA

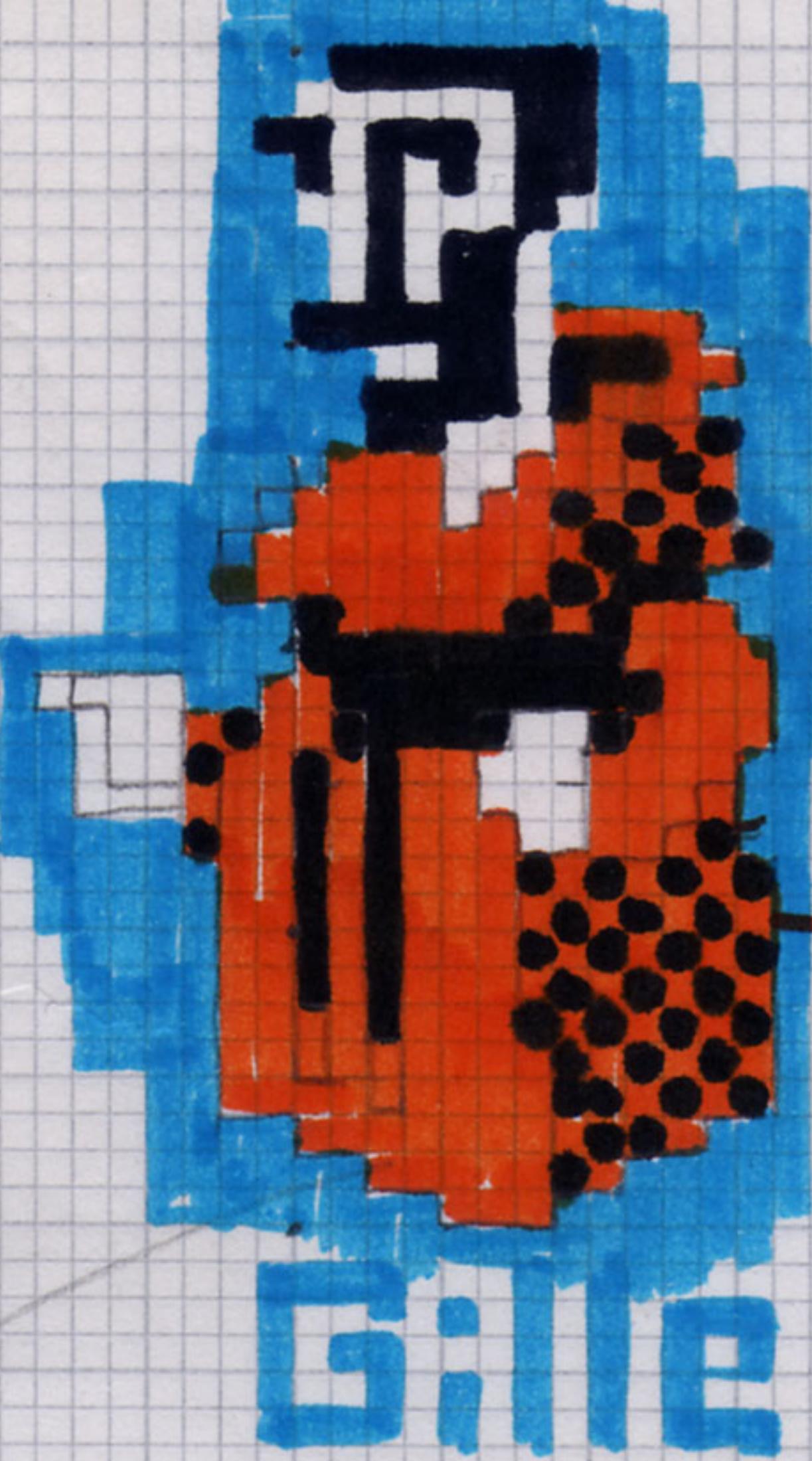
PUEBLO





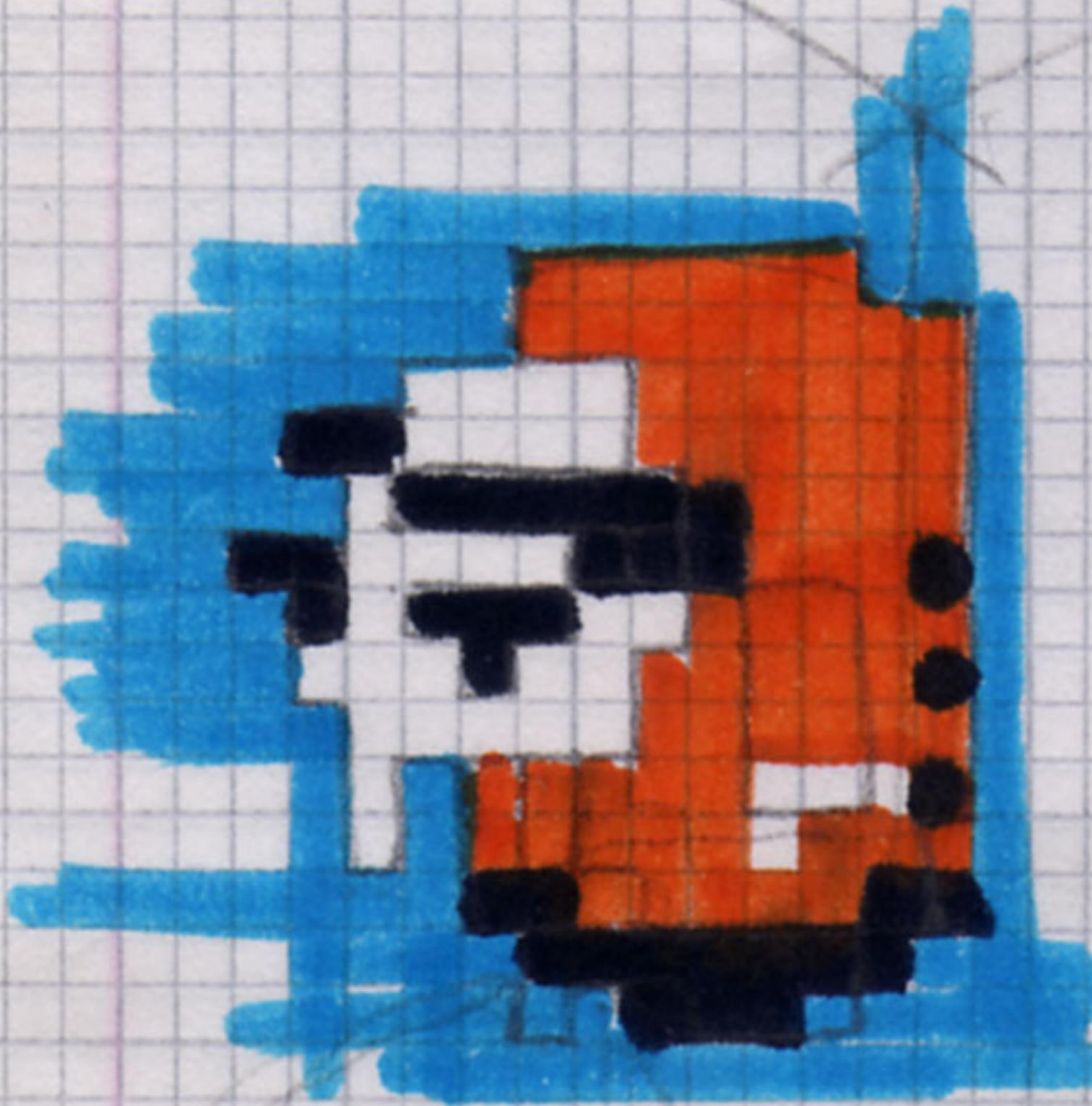
This is an unfinished rendering of the labyrinth the numbers represent the high of each surface.

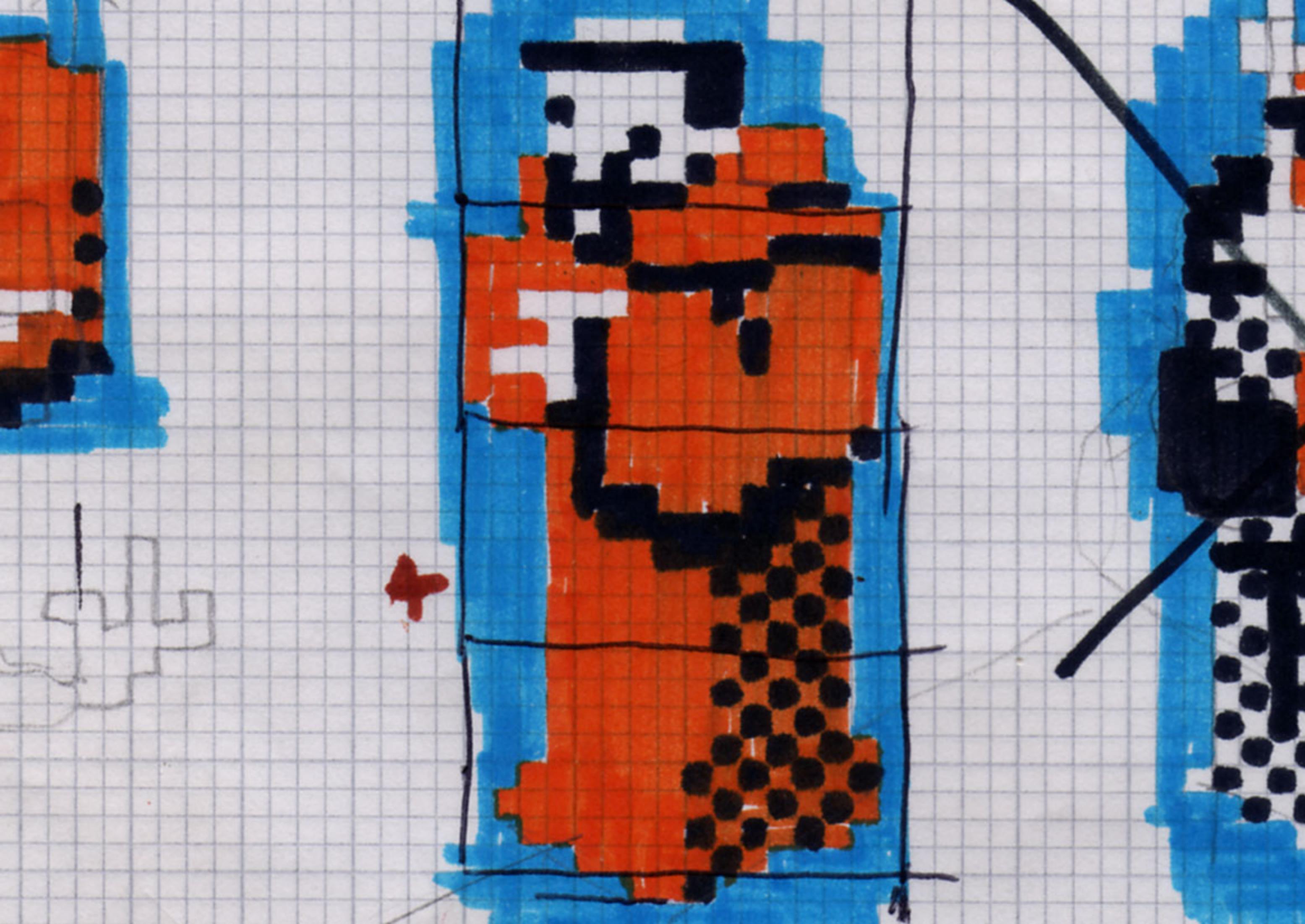




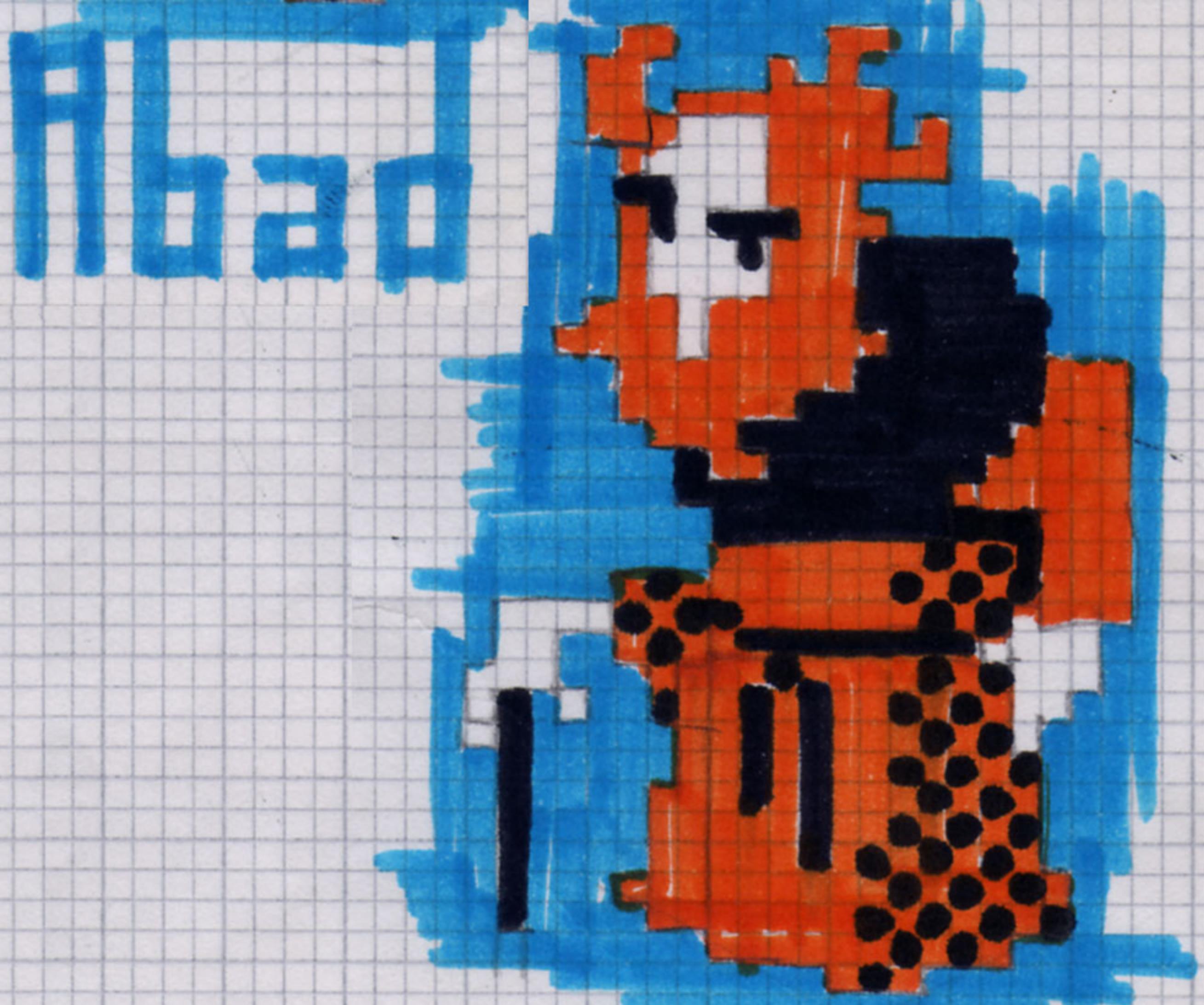


ANCHO
ALTO









ONCHO
ALTO





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