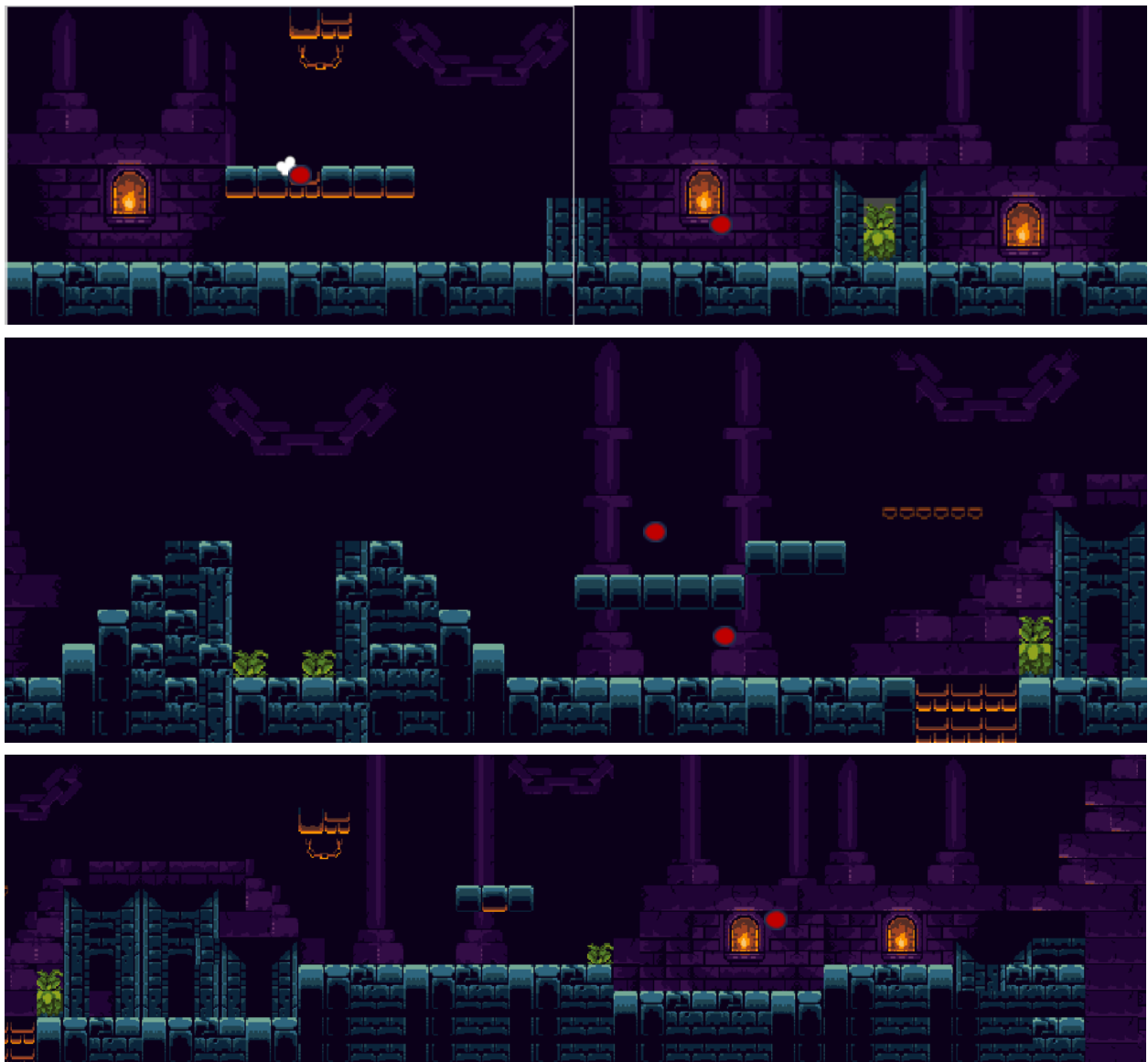
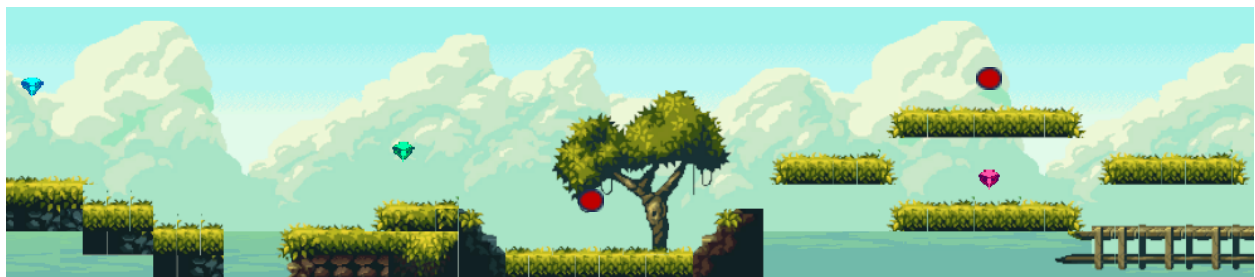
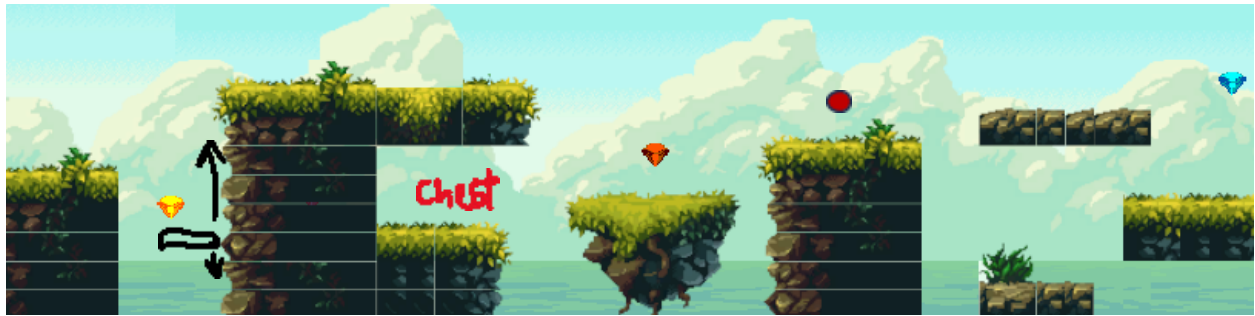


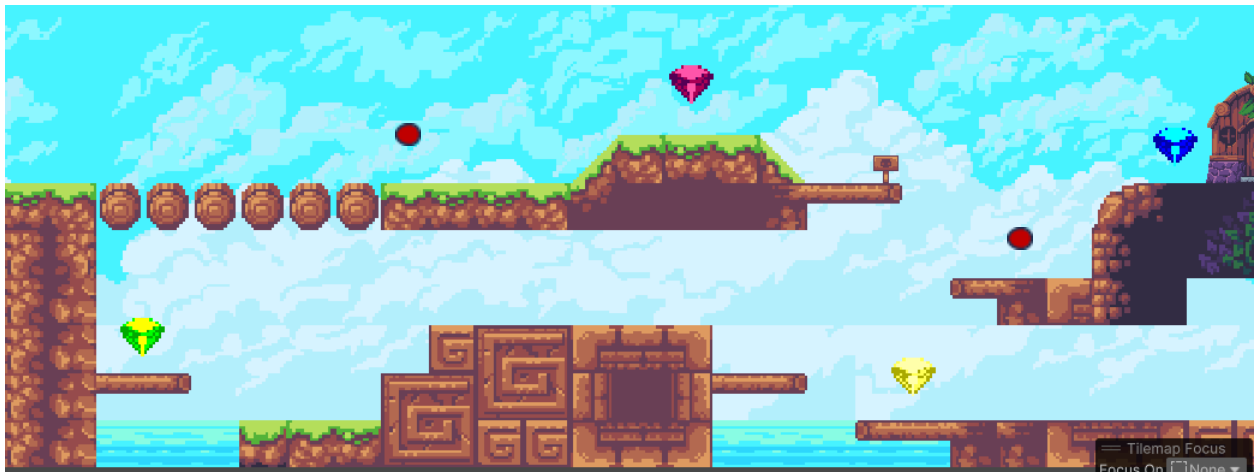
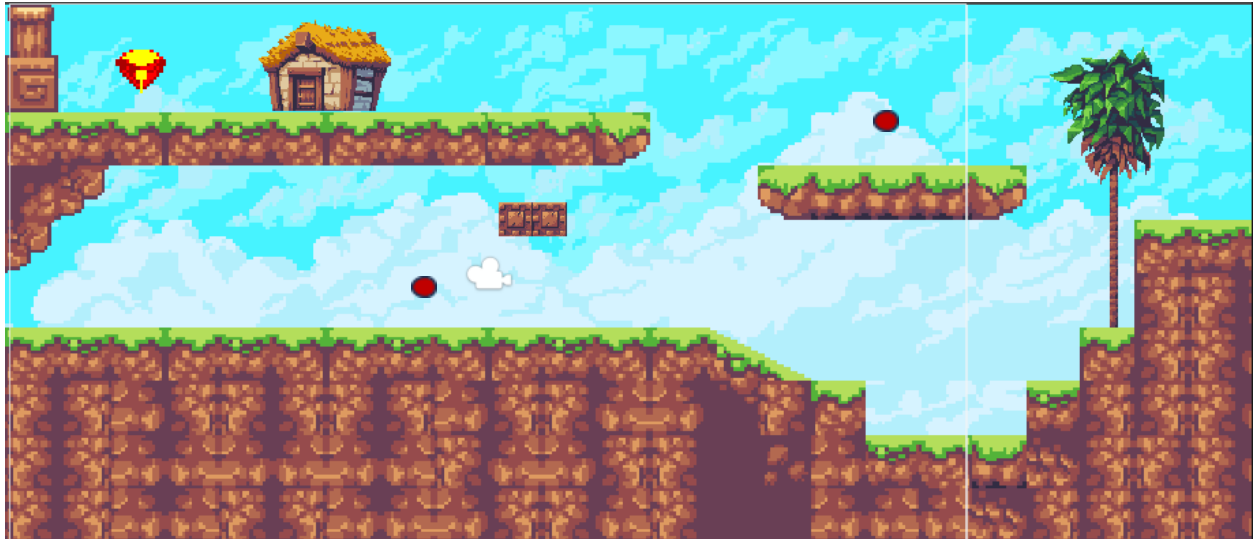
Level 1 Enemy Locations:

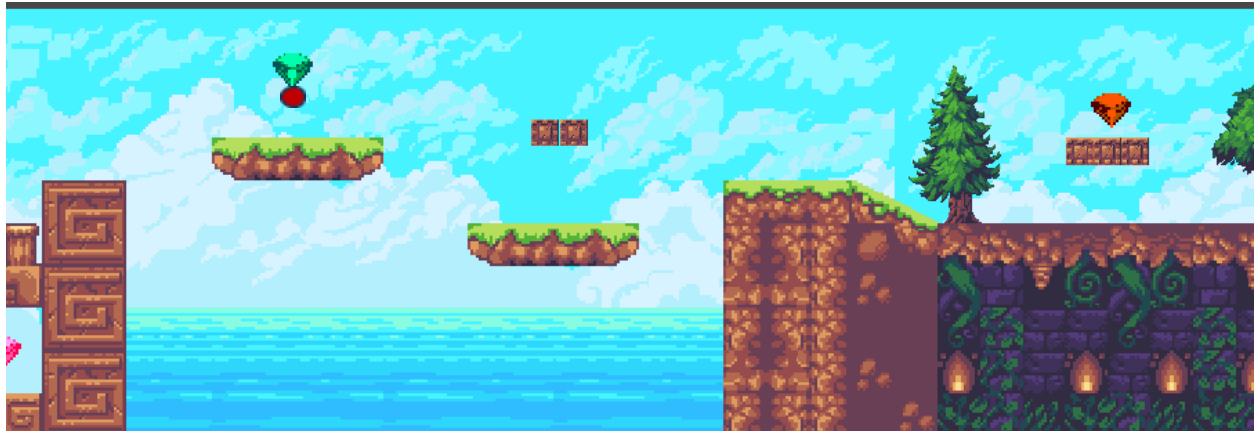


Level 2: Chest and enemy location:



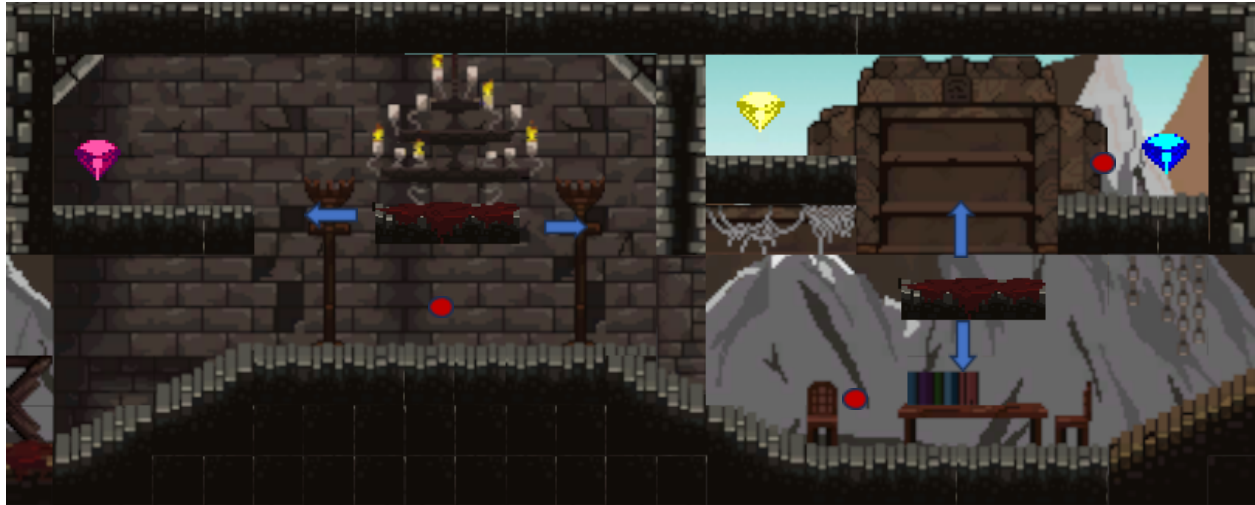
Level 3 and enemy positions:





Level 4 with enemies' position:







Level 5 with enemies' location: (water will move player in downward direction and stairs in upward)

