

Urban Circuit Artifact Map (Floor 1) Date: 4/9/2020

# = Artifact ID X = Config 1 Artifact Y = Config 2 Artifact • = Artifact Location

**Artifact Legend** 

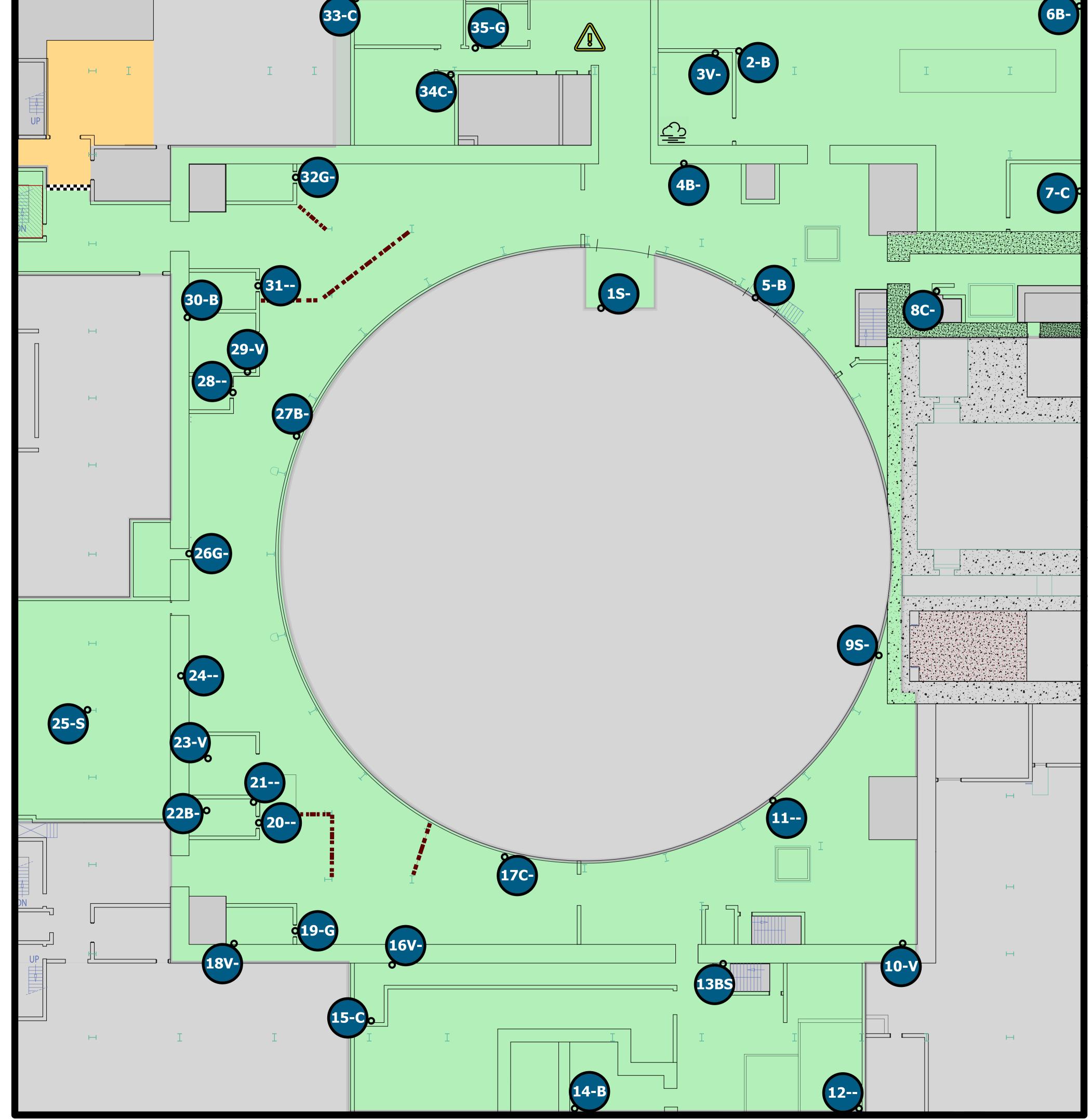
B = BackpackC = Cell Phone S = SurvivorG = GasV = Vent

- = No Artifact

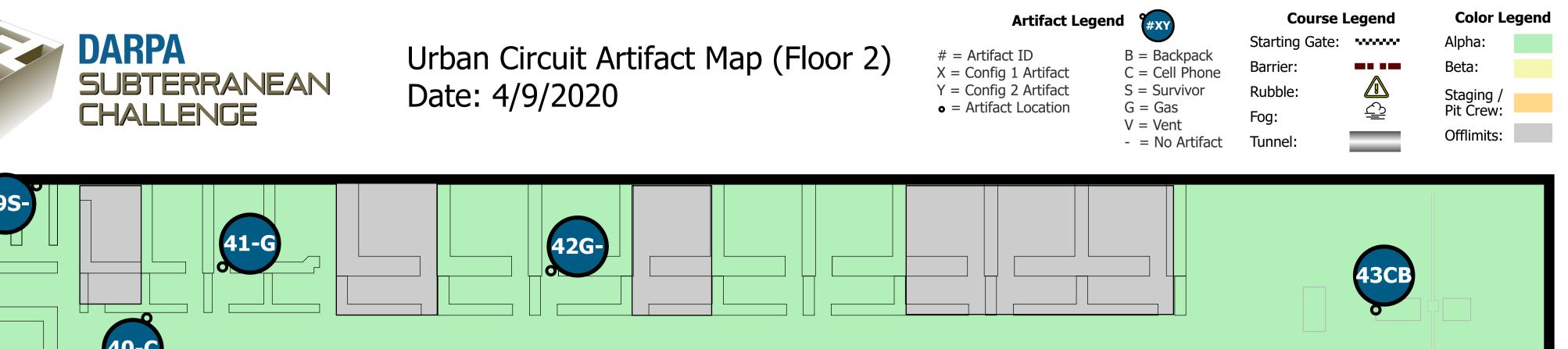
**Course Legend** Starting Gate: Barrier: Rubble: Fog:

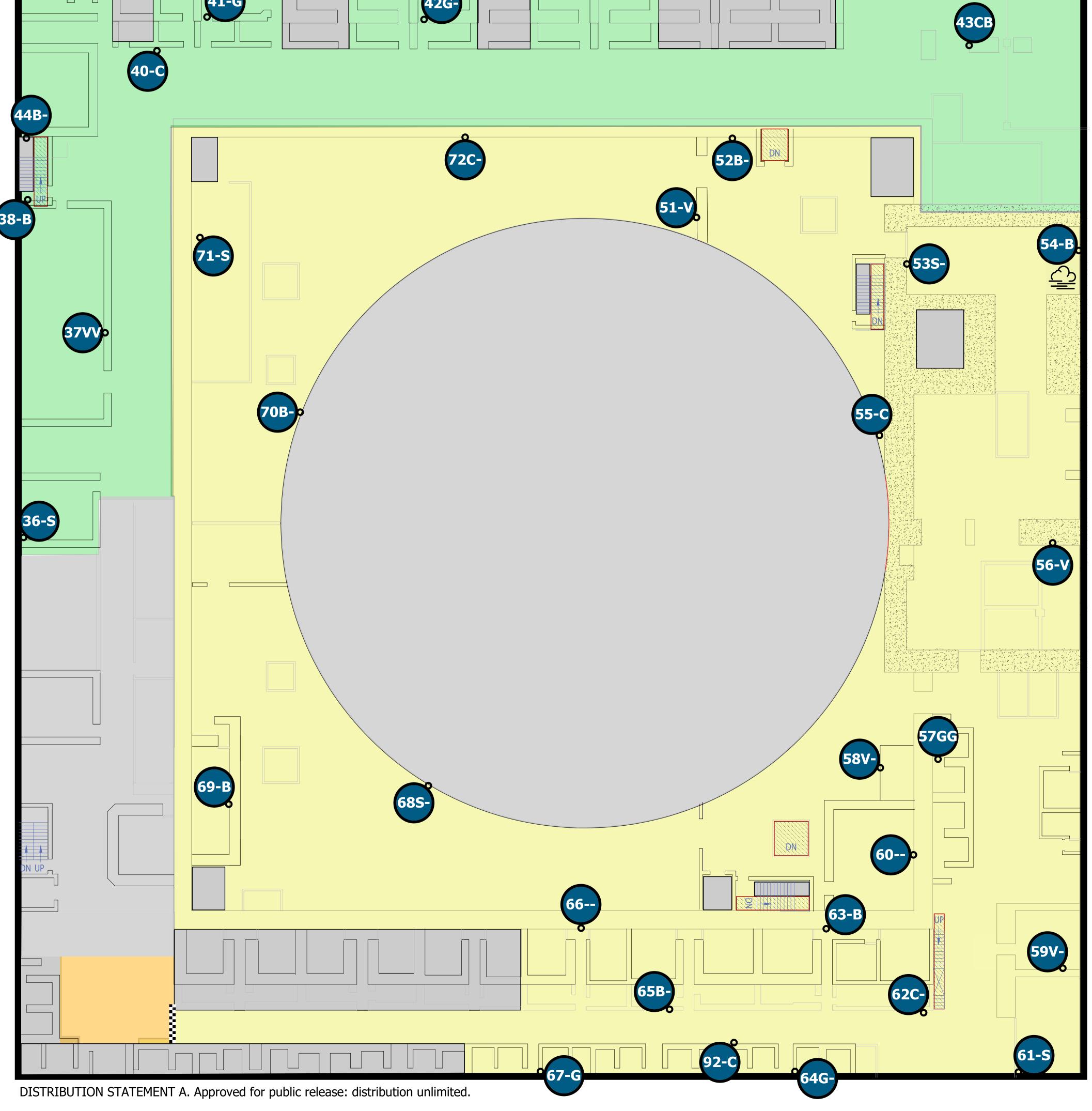
Tunnel:

**Color Legend** Alpha: Beta: Staging / Pit Crew: Offlimits:











Urban Circuit Artifact Map (Floor 3) Date: 4/9/2020

# = Artifact ID X = Config 1 Artifact

**Artifact Legend** 

B = Backpack C = Cell Phone S = Survivor

**Course Legend** Starting Gate: Barrier: Rubble: Fog:

Tunnel:

**Color Legend** Alpha: Beta: Staging / Pit Crew: Offlimits:



