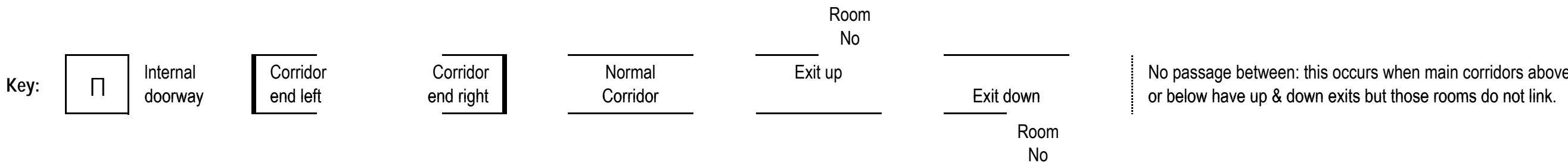
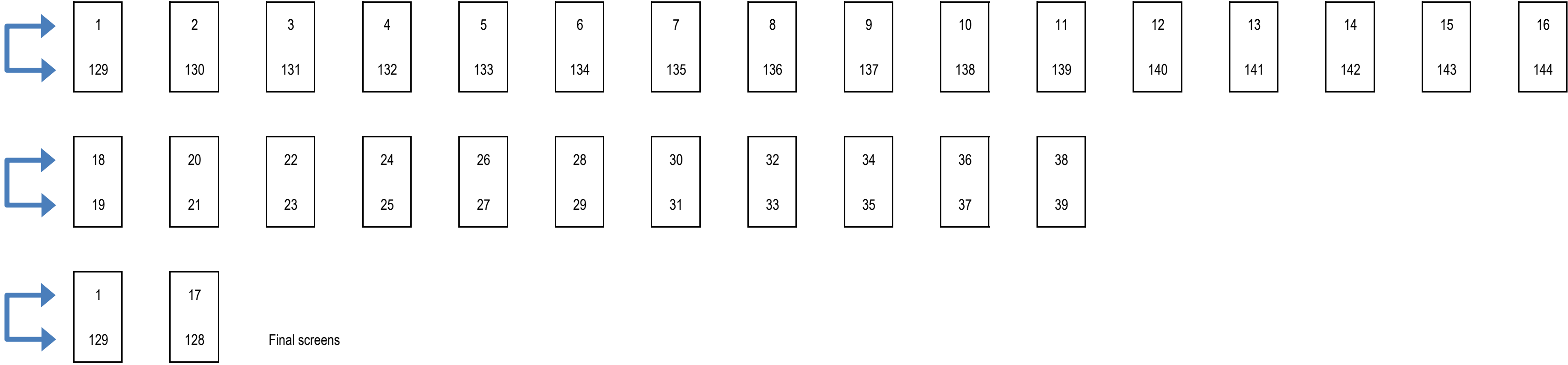


Internal doorways: in & out



Please note! This is a game with a convoluted & messy map. Significant corridors have been mapped along with one vertical exit along the main corridors - some vertical exits will have more than one room above or below but have not been marked as they will appear in a longer corridor normally.

To see the room you are in during play: Poke 35190,7 prior to selecting '0' to start the game.

To be used in conjunction with the full colour screenshot map.