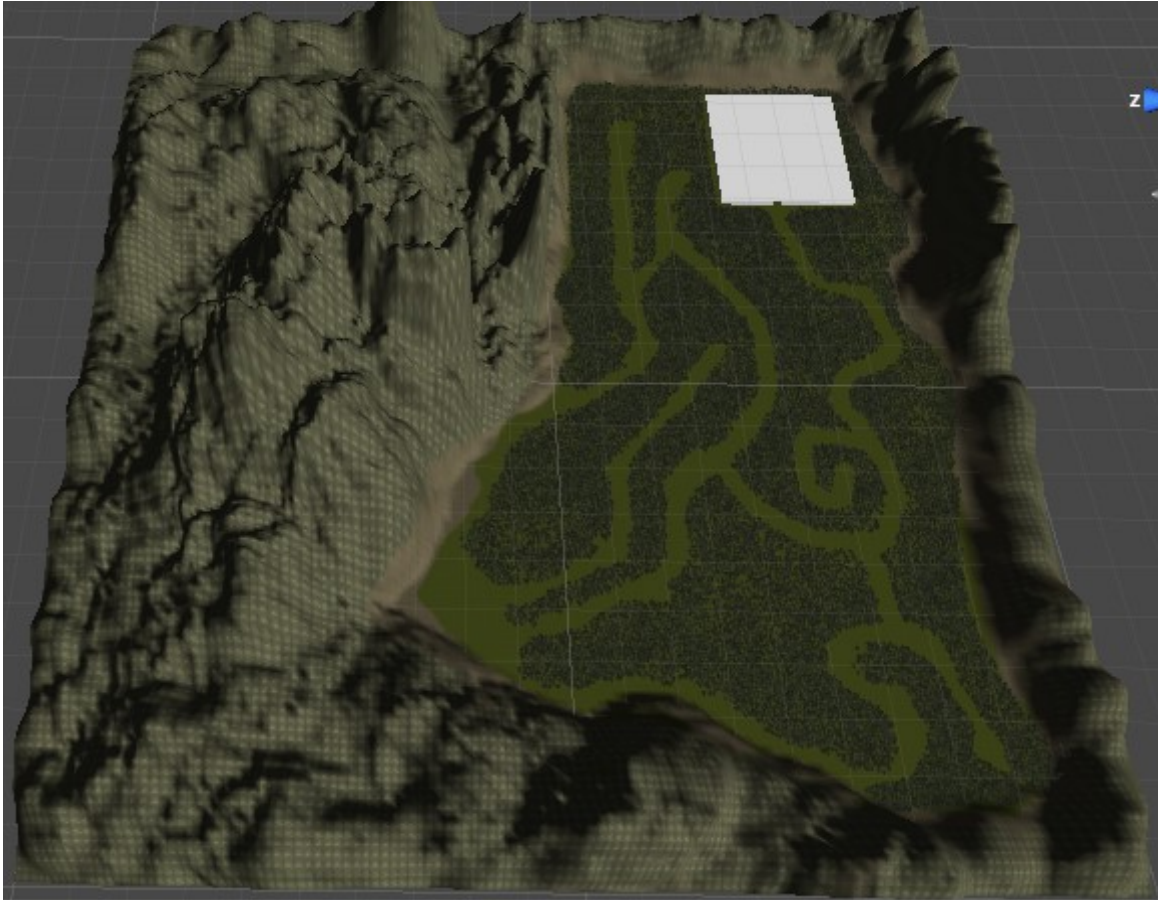
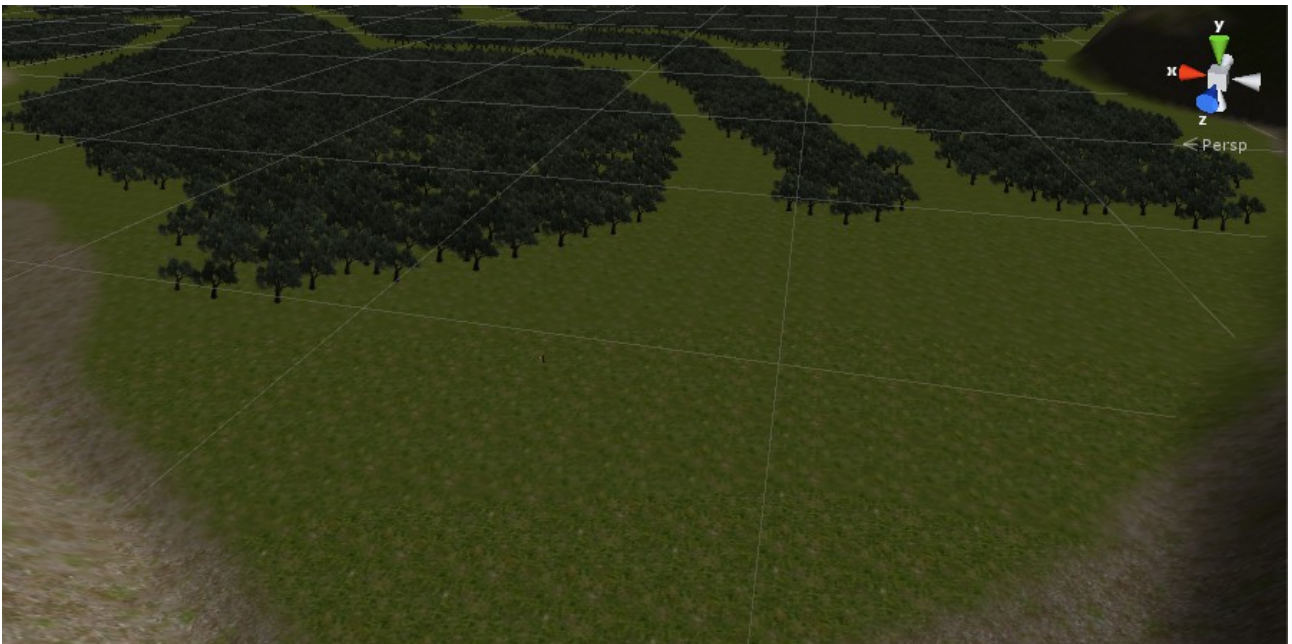


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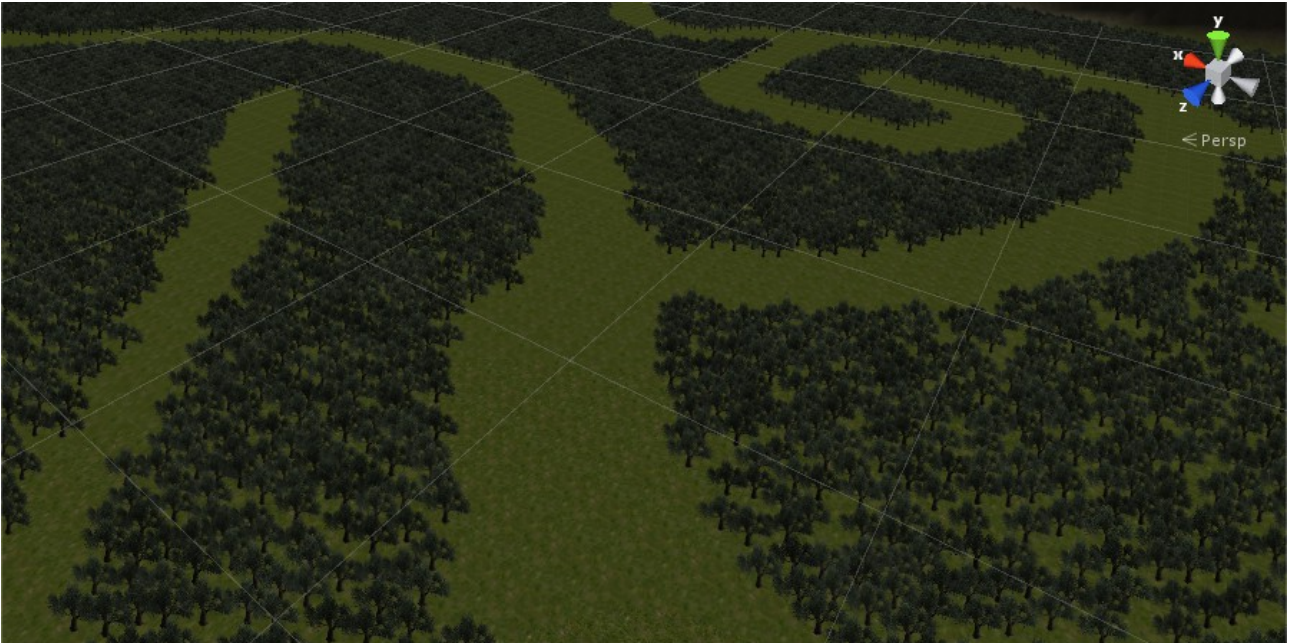


*Global view*

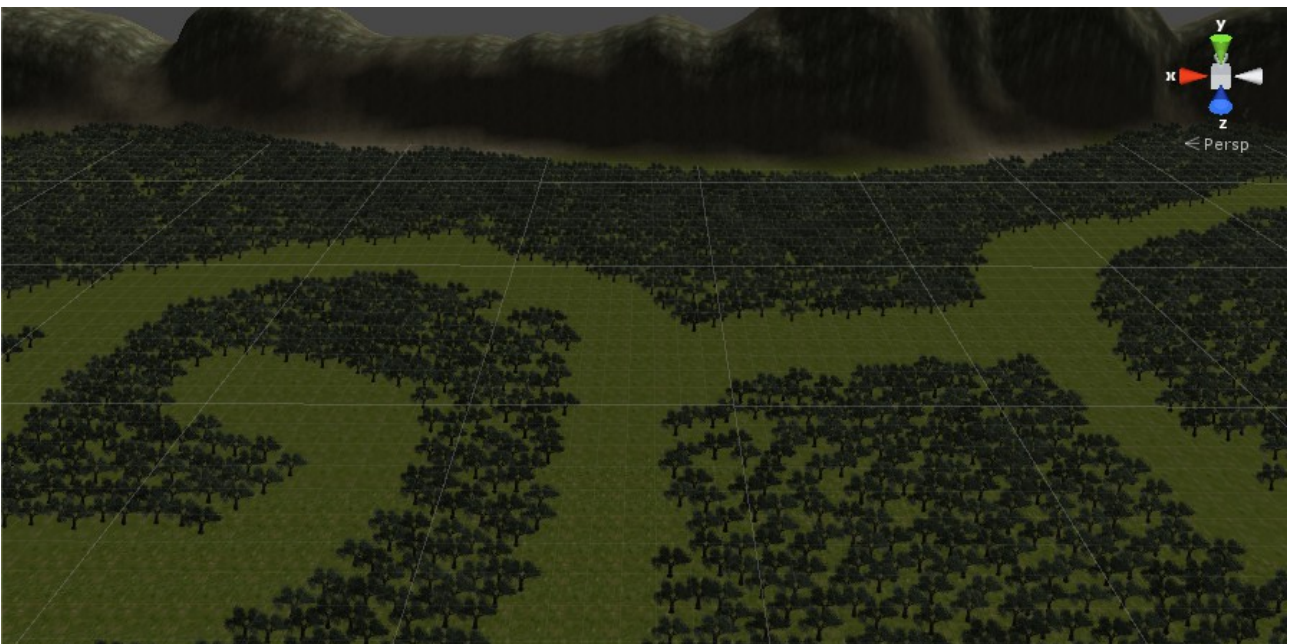


*Starting view (Third Person View)*

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*First principal junction (on the center)*

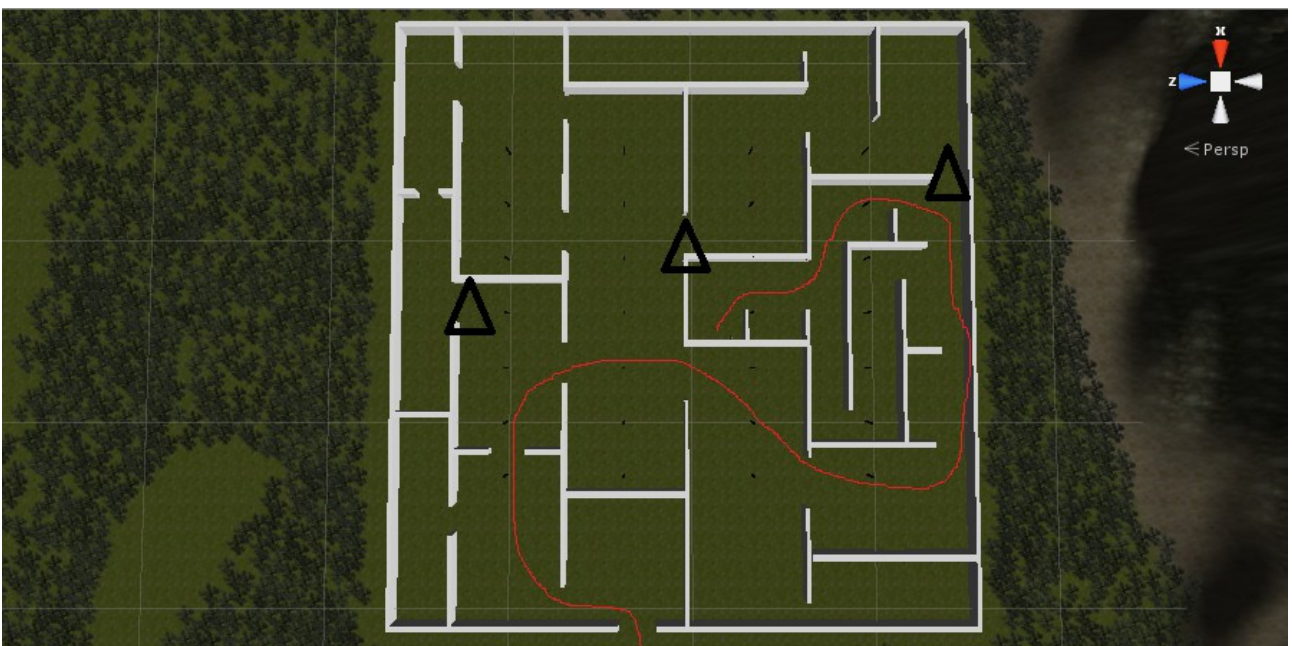


*Second principal junction (on the center)*

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*Internal structure of the building (imagine a warehouse with shelves instead of texture-less walls). In red : goal to reach. Enter on the bottom.*



*Ideal path in red. Black triangles represent bad choices that can make the player lost in the labyrinth.*