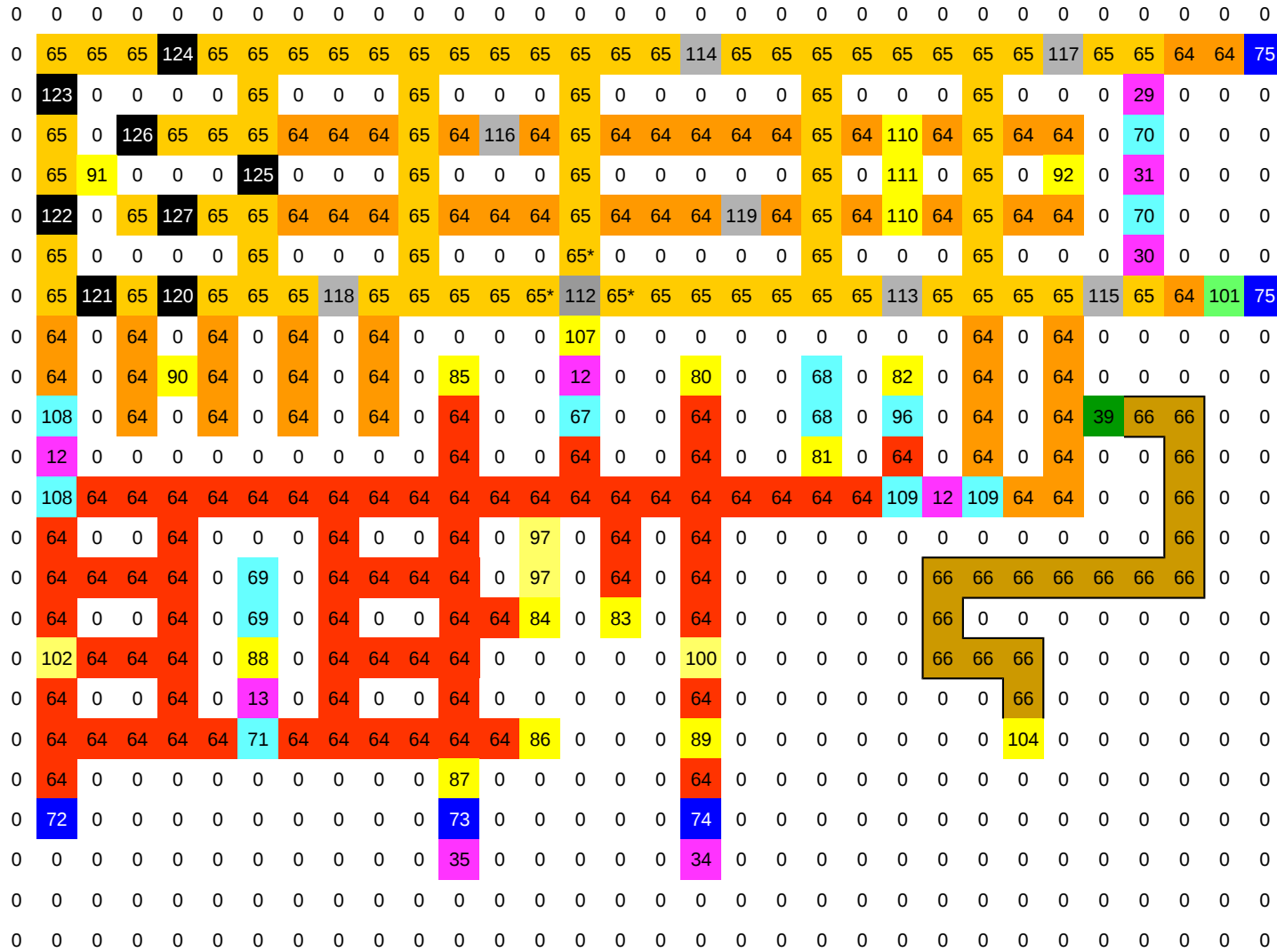


Third revision



Key

- 0 Solid rock.
- 64 Empty corridor.
- 65 Pipes only.
- 66 Unusual passage.
- 67 Draftdr C. (exp.capt.)
- 68 Dormitory (exp.capt.)
- 69 D. Brown (exp.capt.)
- 70 Comprsr. (exp.capt.)
- 71 Compr. S (exp.capt.)
- 72 Blast door (welded.)
- 73 Gen. door (pressure.)
- 74 Blast door (wedged.)
- 75 Vehicle door (strong.)
- 12 Draft door (pressure.)
- 13 Card access door.
- 80 Roamers & X-80 room.
- 81 Dormitory (entrance.)
- 82 Bin store.
- 83 Sick bay.
- 84 Kitchen (GJ croutons.)
- 85 Abandoned studio.
- 86 Switchgear.
- 87 Diesel generator.
- 88 Deep Brown.
- 89 Air Handling Unit.
- 90 Abandoned car.
- 91 Vortex.
- 92 Ventilation shaft.
- 29 Heat exchanger (N.)
- 30 Heat exchanger (S.)
- 31 Coolant control.
- 96 Filthy floor.
- 97 Canteen.
- 98 Automated turret.
- 34 (No access.)
- 99 Slippery steps.
- 35 (No access.)
- 100 Deceased soldier.
- 101 Live soldier.
- 102 Goujons.
- 39 Magic wall.
- 104 Explosion Faerie.
- 105 Unconscious monster. (Replaces 71 on exp.)
- 106 Blocked exit.
- 234 (Requires triggering.)
- 107 N. roamer awakens.
- 108 Draftdr E. (exp.capt.)
- 109 Draftdr W. (exp.capt.)
- 110 Lift car debris.
- 111 Lift car crater.

- 112 "Flesh is weak."
- 113 "He is coming."
- 114 "Taste them."
- 115 "Join us."
- 116 (Skittering.)
- 117 (Muffled fart.)
- 118 (Banging pipes.)
- 119 (Figure in distance.)
- 120 Anomaly (crab smells.)
- 121 Anomaly (warp.)
- 122 Anomaly (fake reset.)
- 123 Anomaly (block exits.)
- 124 Anomaly (sexy comp.)
- 125 Anomaly (snow effect.)
- 126 Anomaly (knock joke.)
- 127 Anomaly (Cranetron.)