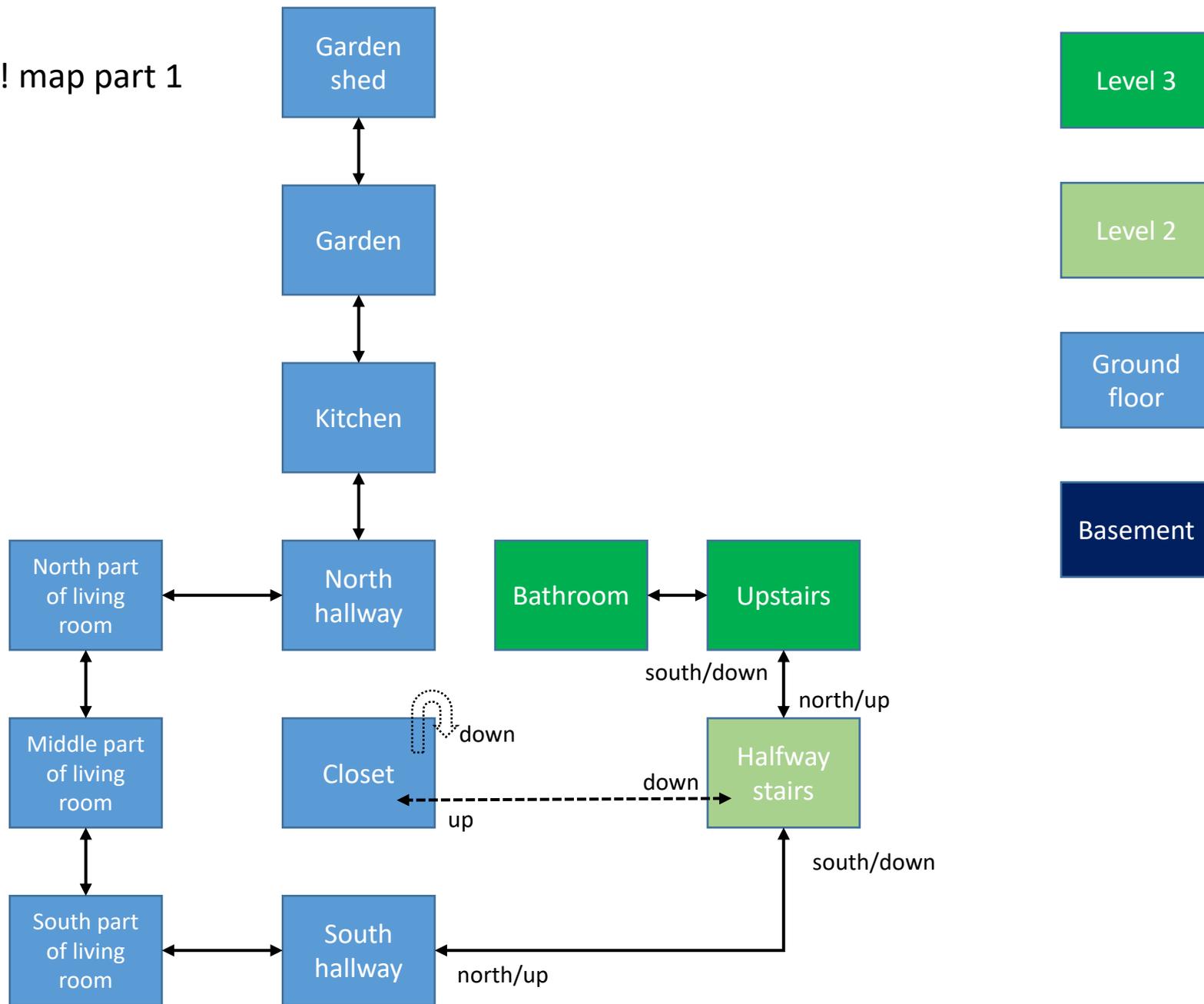


# Escape! map part 1



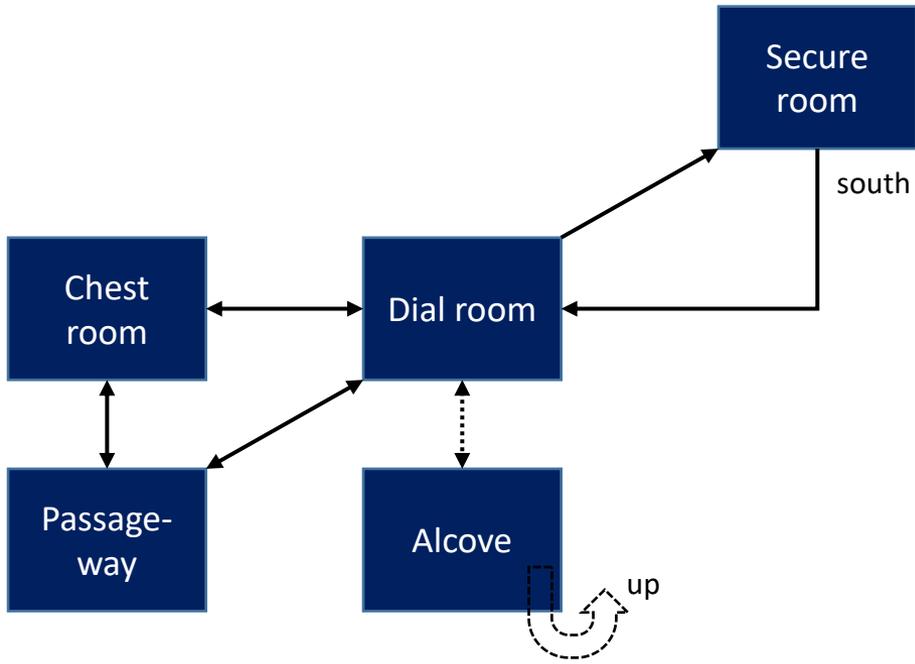
# Escape! map part 2

Level 3

Level 2

Ground floor

Basement



# Escape! map part 3

