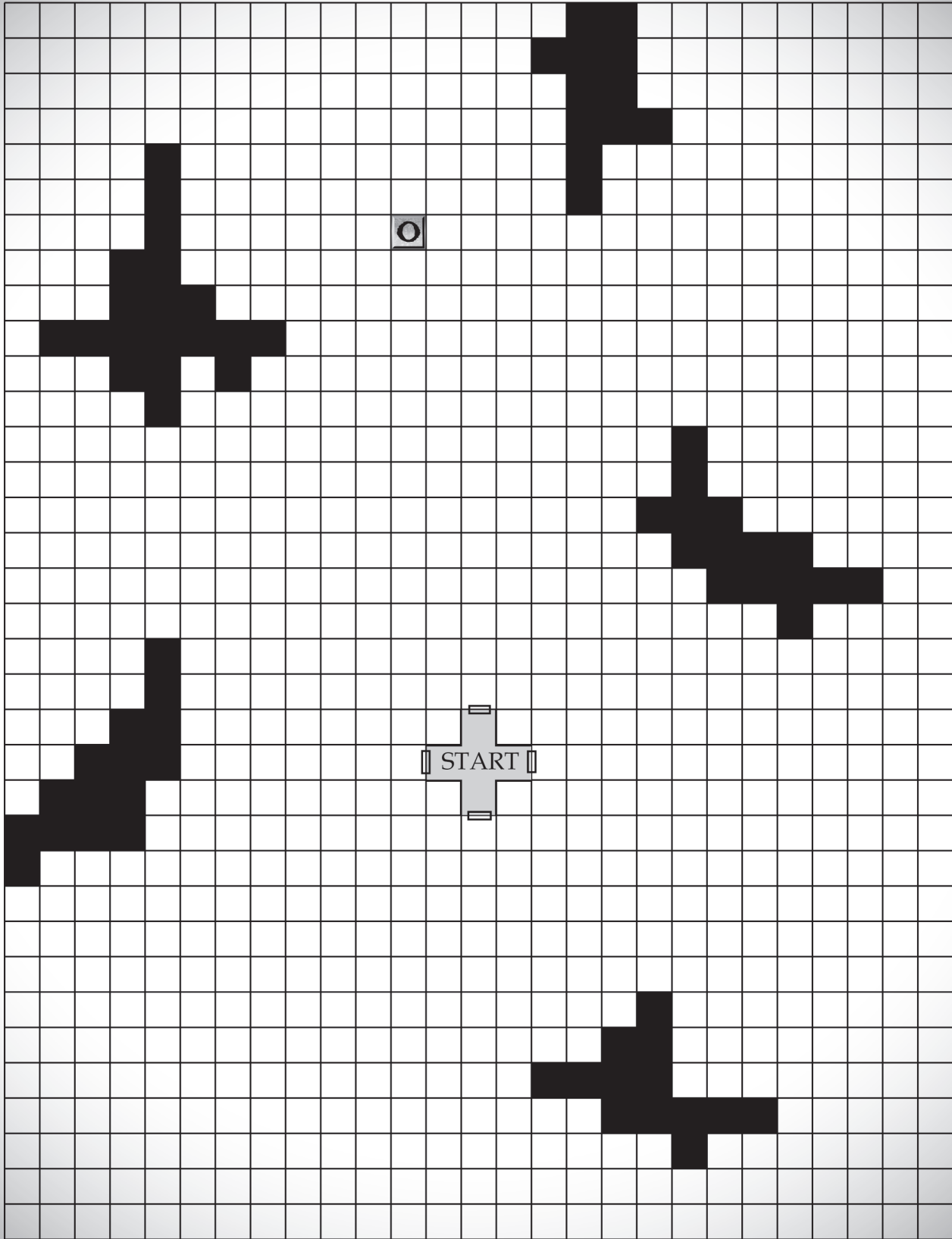


Level II: THE RUINS



WANDER

WANDER

LEGEND ■ = collapsed walls ○ = objective