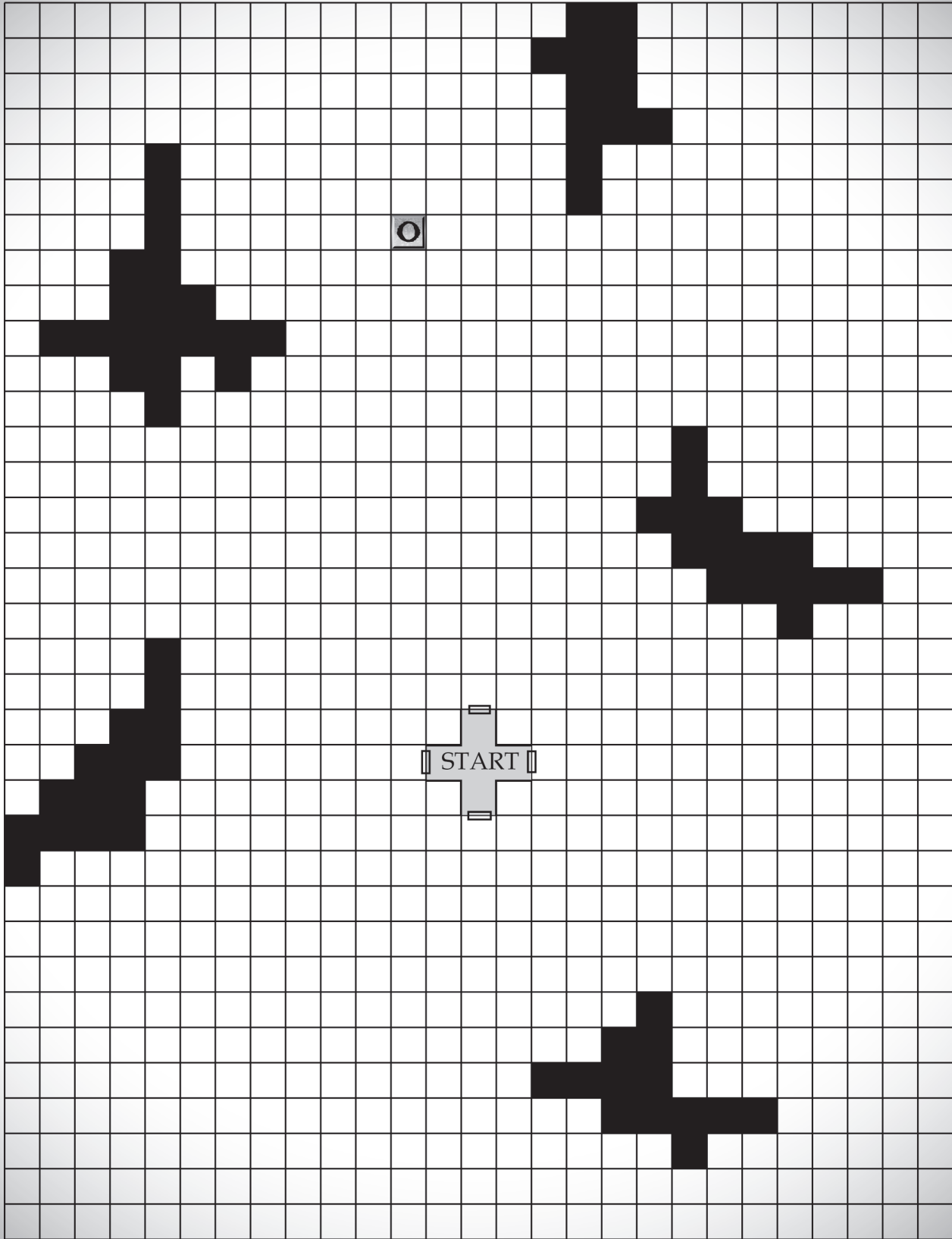


# Level II: THE RUINS



LEVEL II

LEVEL II

LEGEND ■ = collapsed walls ○ = objective