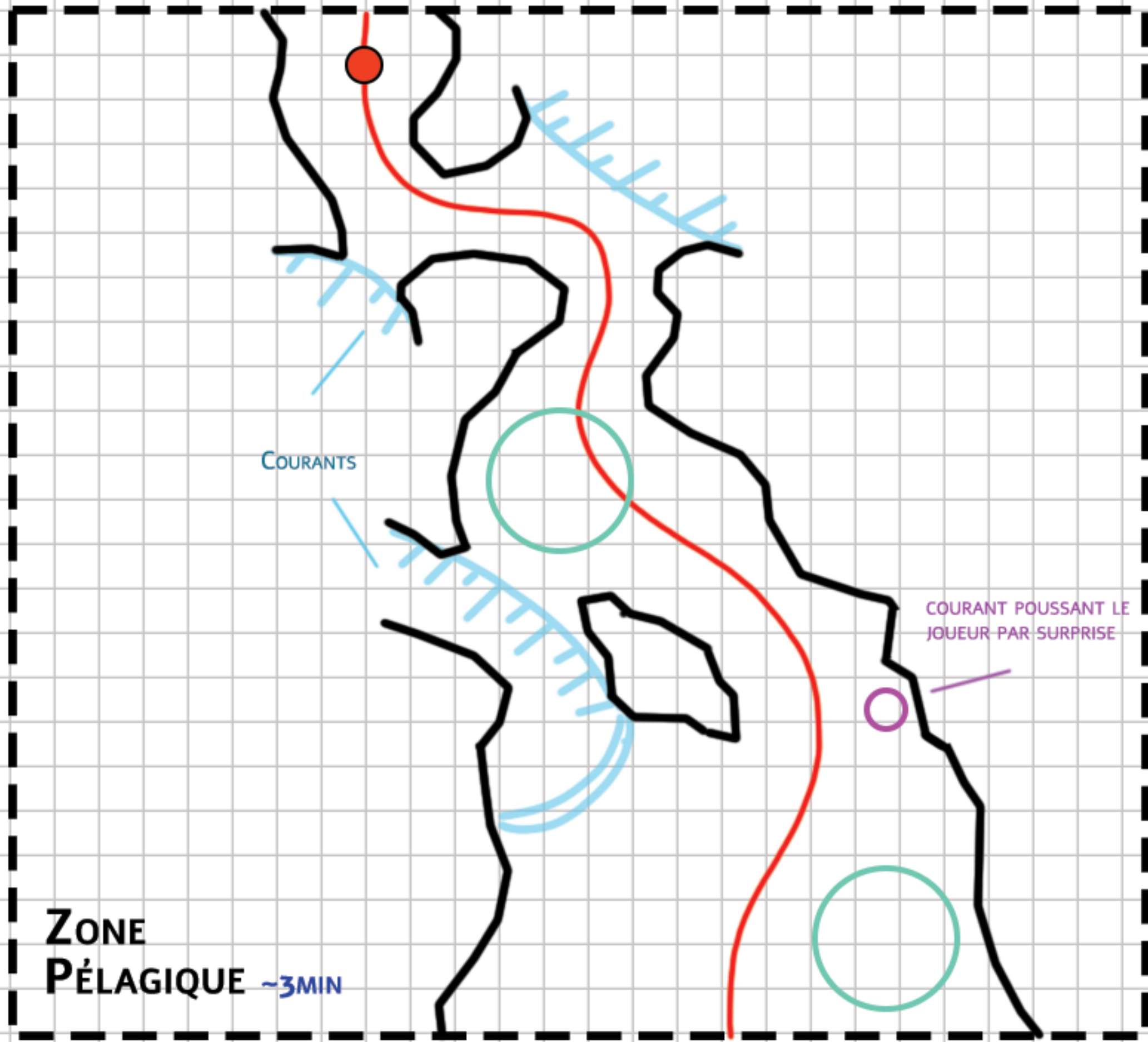
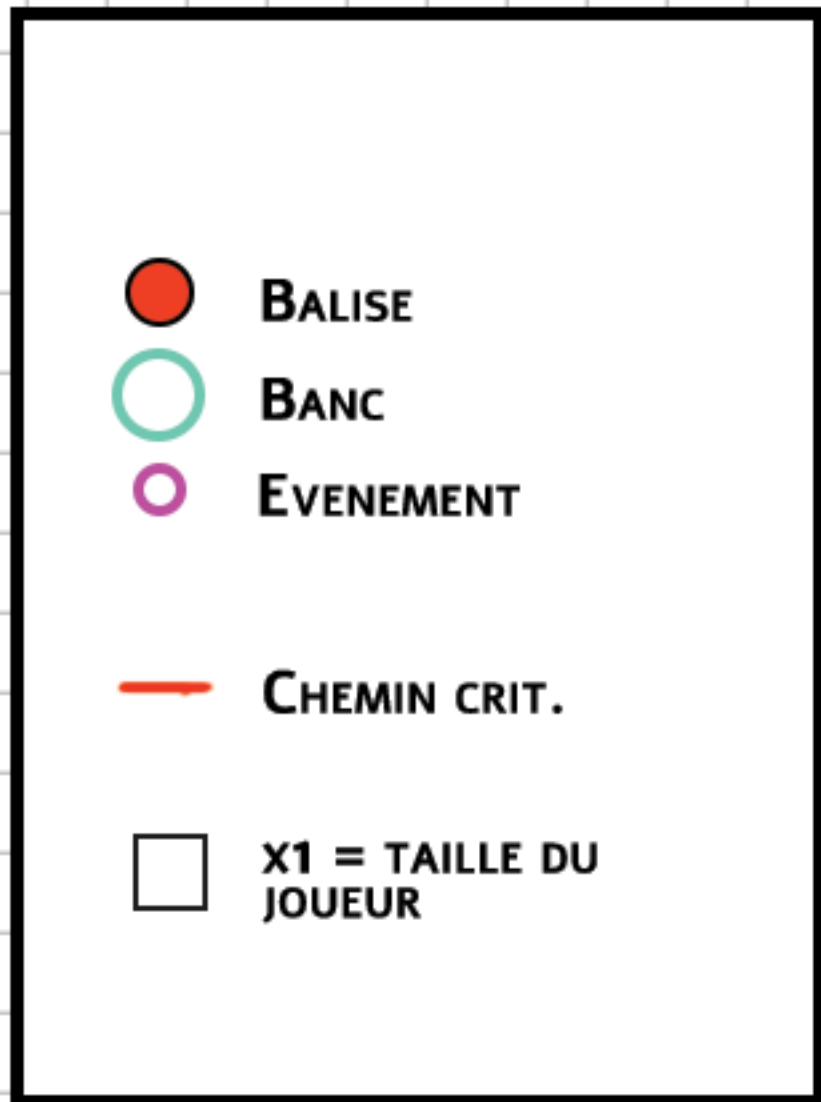
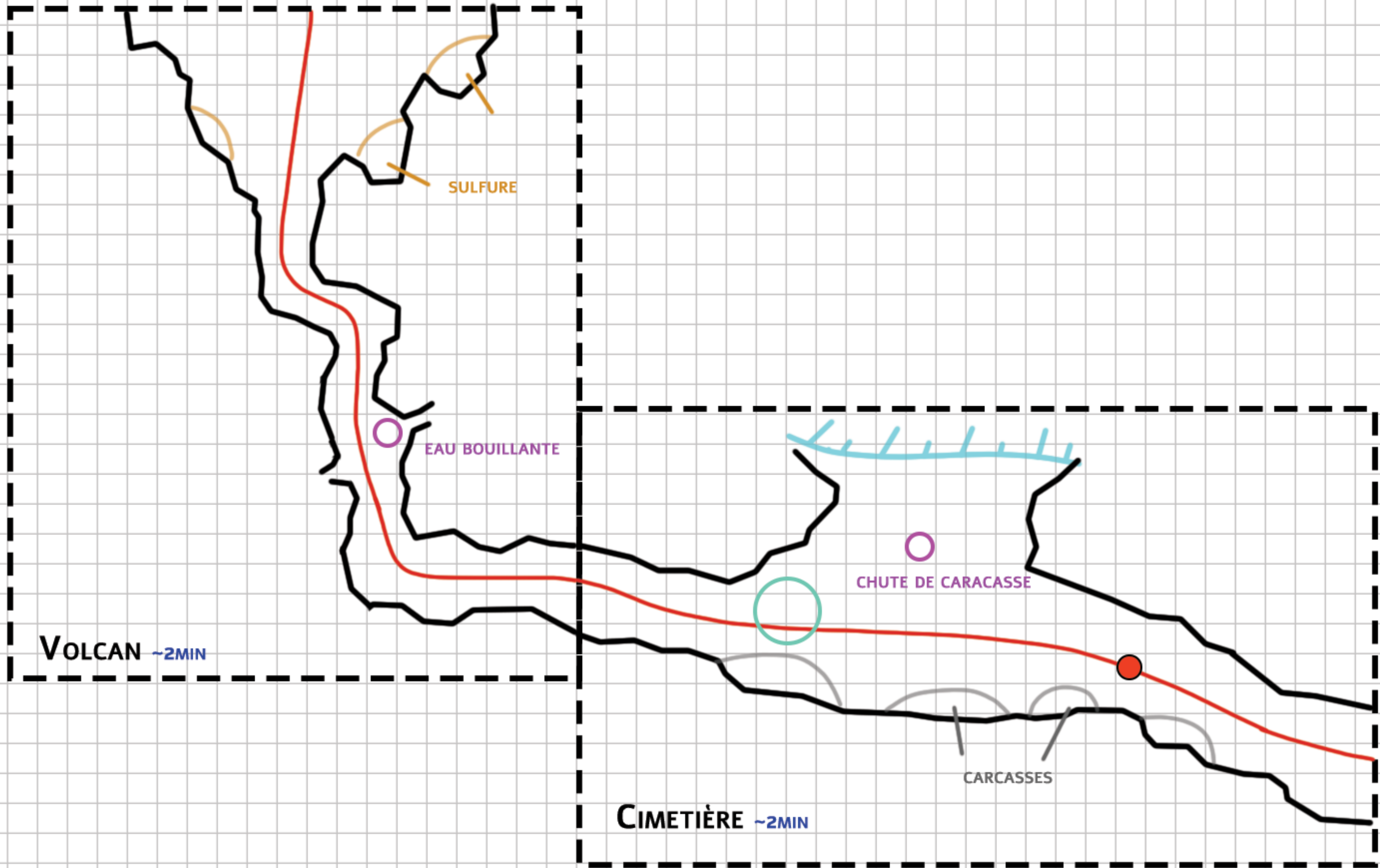
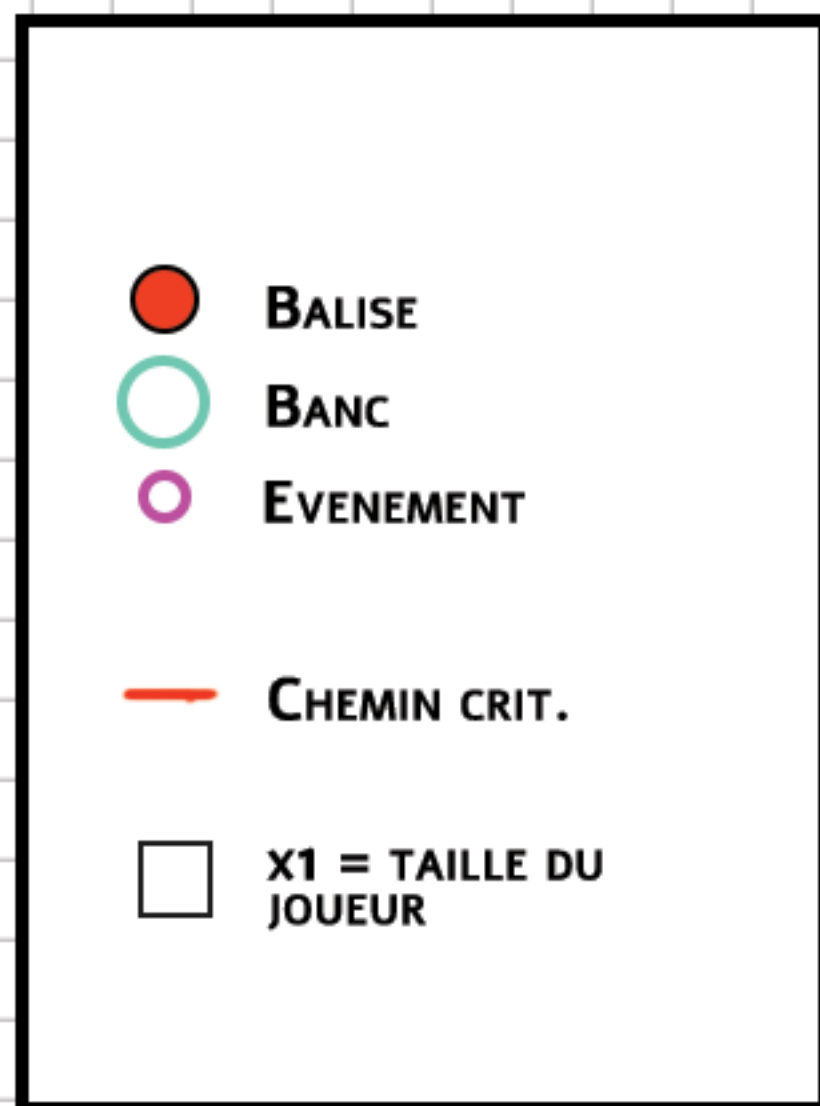


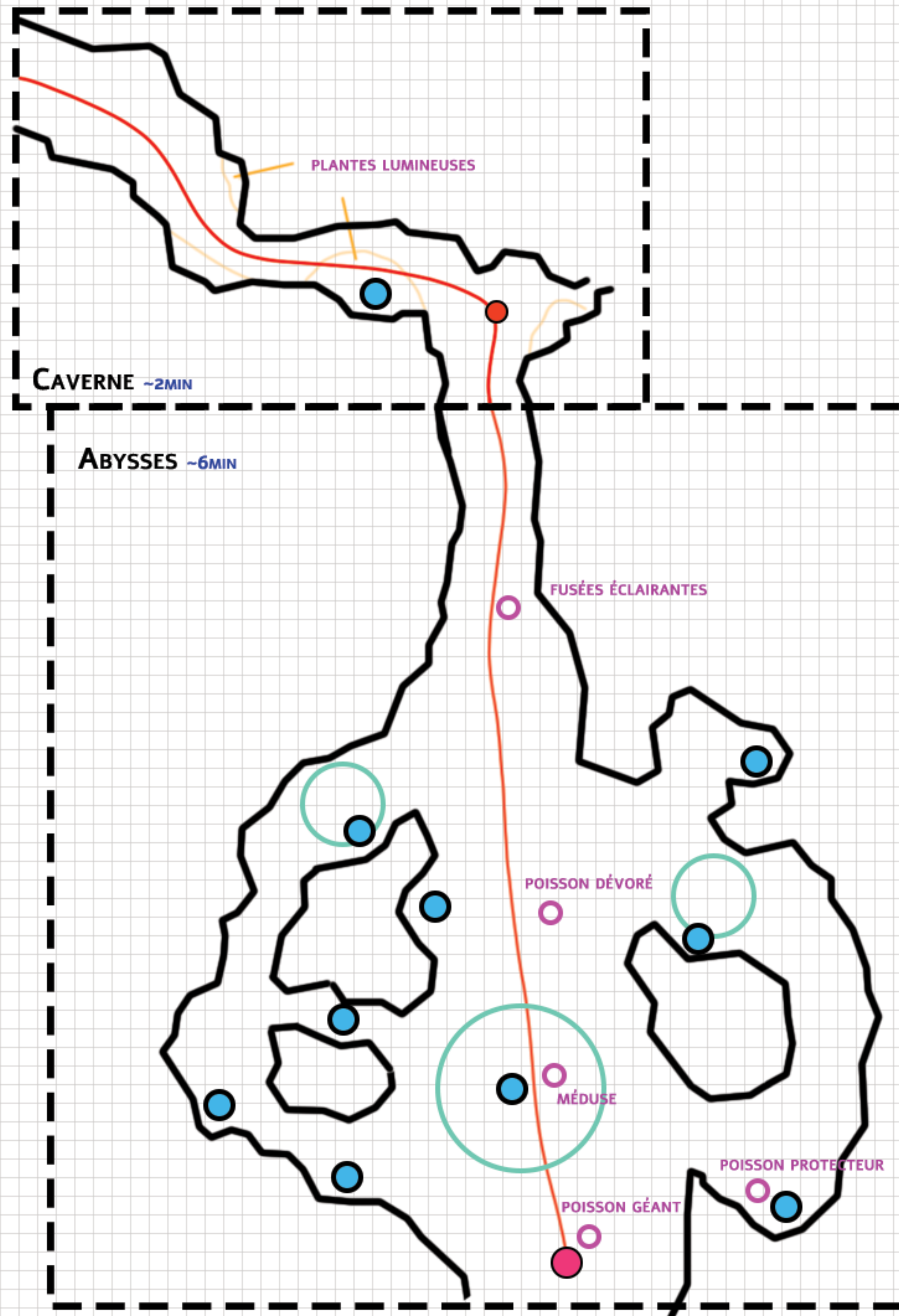
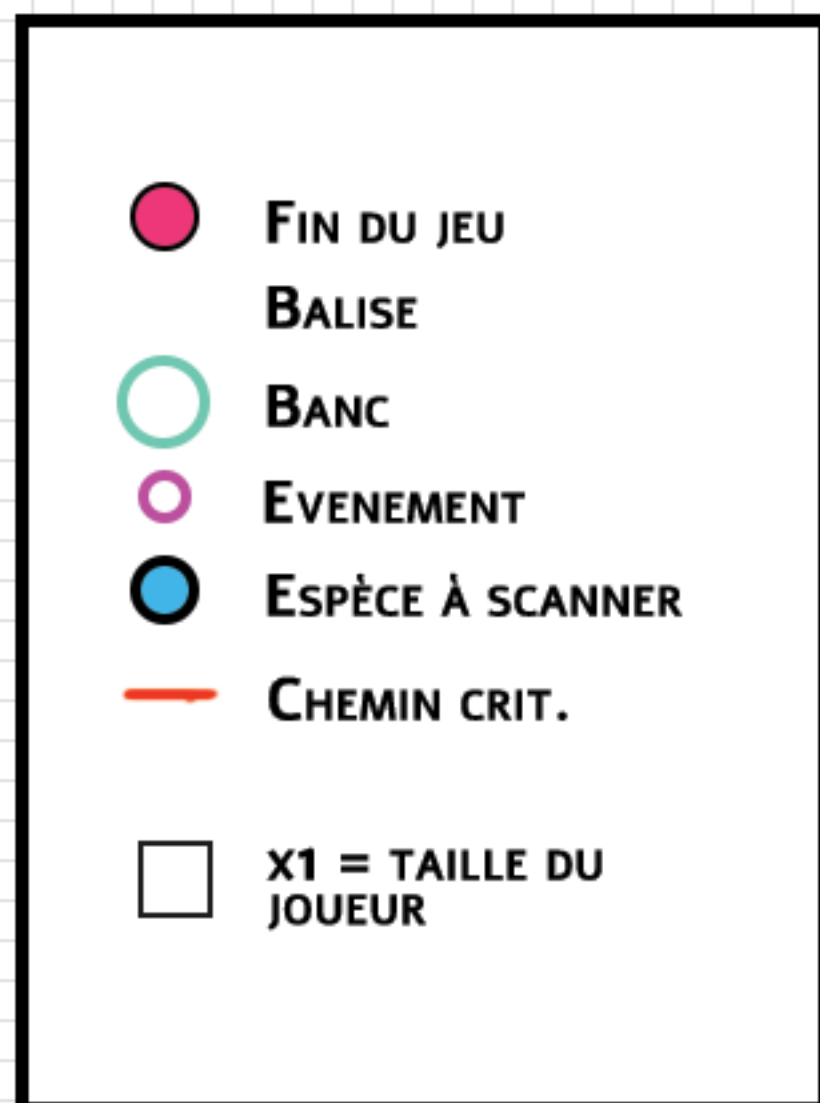
- POINT DE DÉPART
- BALISE
- BANC
- EVENEMENT
- CHEMIN CRIT.
- X1 = TAILLE DU JOUEUR

UNCOVERED LEVEL DESIGN





UNCOVERED LEVEL DESIGN



UNCOVERED LEVEL DESIGN