

# Wolf3 Map8



= wall  
 = wall with decoration, sign, banner, picture, etc.  
 = elevator walls or entrance elevator  
 == = locked door  
 <> = elevator door  
 o = object; table, lamp, well, bed, skeleton...etc.  
 a = ammunition  
 f = food  
 + = first aid  
 t = treasure  
 s = sphere  
 g = machine gun

c = The Big Gun!!!

yk, bk = yellow key; blue key

\* = starting position

? = secret passage

x = dead guard

- and ][ = doors

G1,G3,G4 = Guards (levels 1,3,4)

B1,B3,B4 = Blue Officers

D1,D2,D3 = Dogs

W1,W3,W4 = White S.S. Officers

R1,R3,R4 = Robot Guards; the green ones from episode 2

P = Pacman ghosts

V = Floating Vampire Hitler

M = The Big Guy