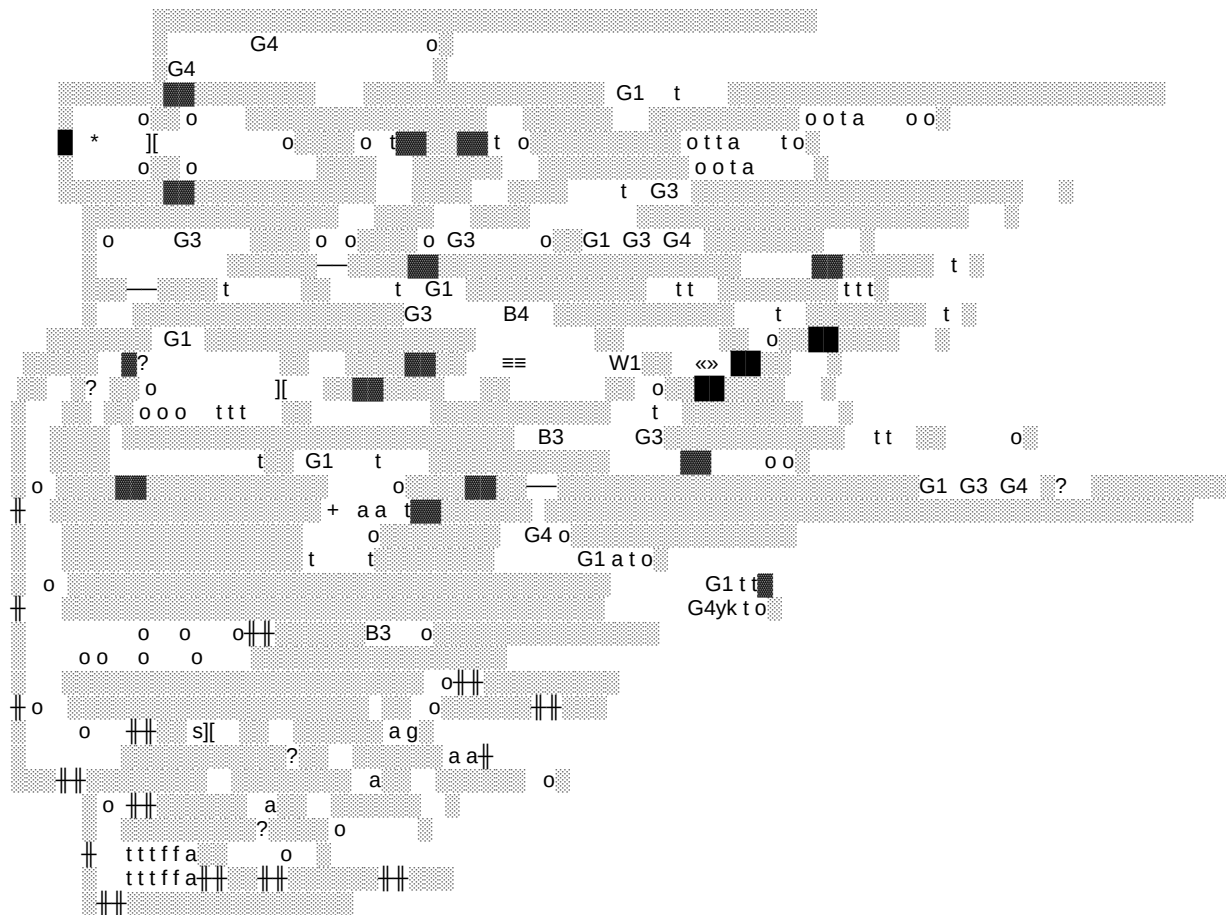


Wolf3 Map1



- = 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!!!

- y, 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