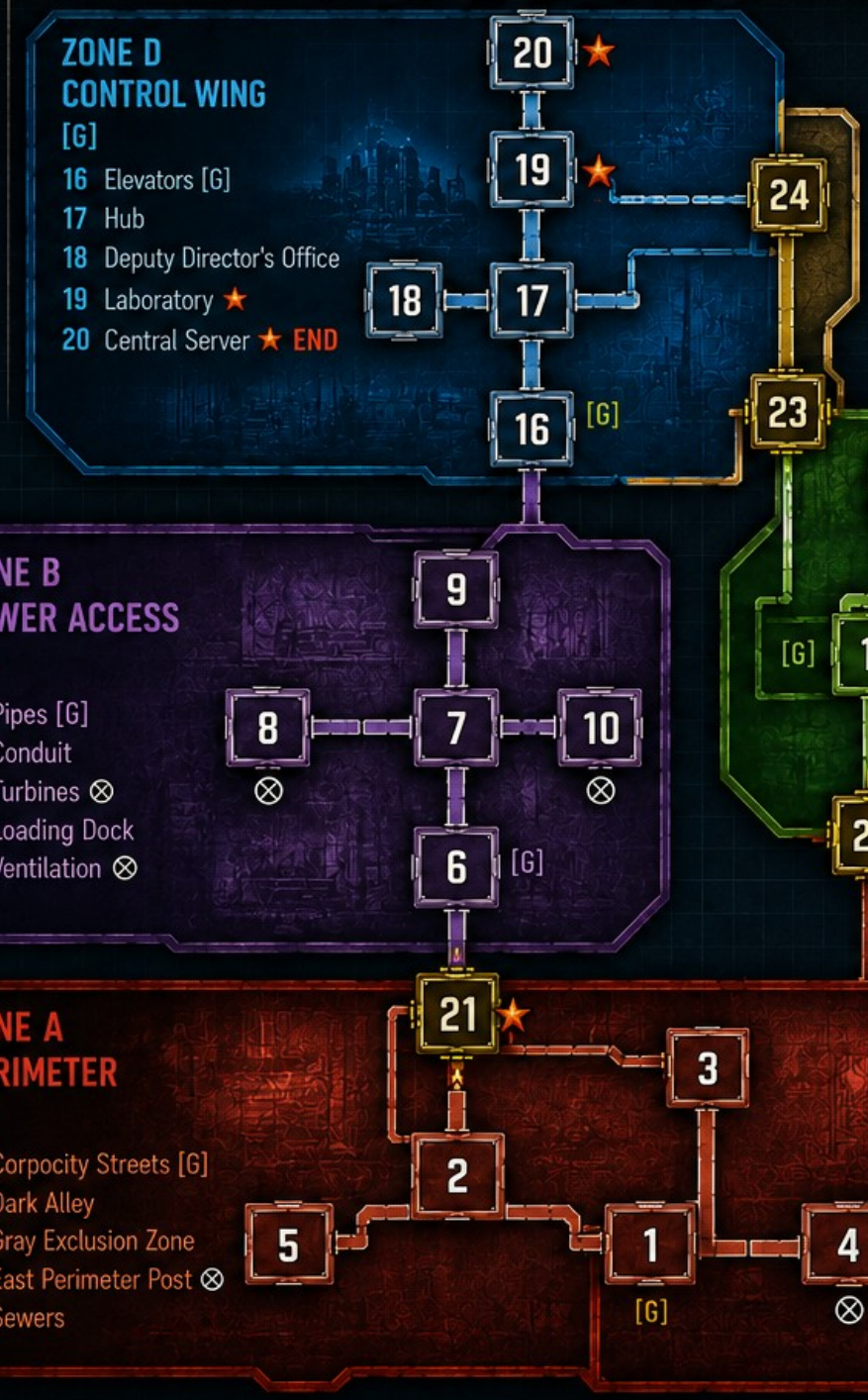
CRITICAL CHOICE

PART I

SIDE A

COMPLETE MAP – PART I SIDE A



UPPER NEXUSES

23 Service Stairwell
24 Technical Hallway

Nexuses connect different zones.
They have no graphics.

MAP COORDINATES (X,Y SYSTEM)

Each tile has a unique position in the grid.



N = y−1 S = y+1 E = x+1 W = x−1

ZONE C
FILTER SECTOR
[G]

11 Extractors [G]
12 Locker Room
13 Decontamination ★
14 Atrium ★ (use keycard)
15 Bio Scanner

LABYRINTH MAP

Explore the depths of the corporate city, overcome the challenges and reach the Central Server.

LEGEND

- [G] SCENE WITH GRAPHIC
- [NEXUS] CONNECTION / LINK (NO GRAPHIC)
- ★ GAME MILESTONE
- ⊗ DEAD END (ONE WAY BACK)

HOW TO READ THE MAP



N = North (up)
S = South (down)
E = East (right)
W = West (left)

Each direction takes you to the adjacent tile.

⚠ AGENT WARNING:

Some routes have no exit. Plan your path and use your key items to move forward.

KEY ITEMS

- ★ Flashlight (obtained in 21)
- Access Card (obtained in 14)
- Communications Pass (Dropped by NEOEXECUTIVE)
- Final Objective: 20 Central Server

OBSERVE. PLAN. EXPLORE. ONLY THE CORRECT PATH WILL LEAD YOU TO THE HEART OF CORPOCITY.

CORPOCITY SYSTEMS