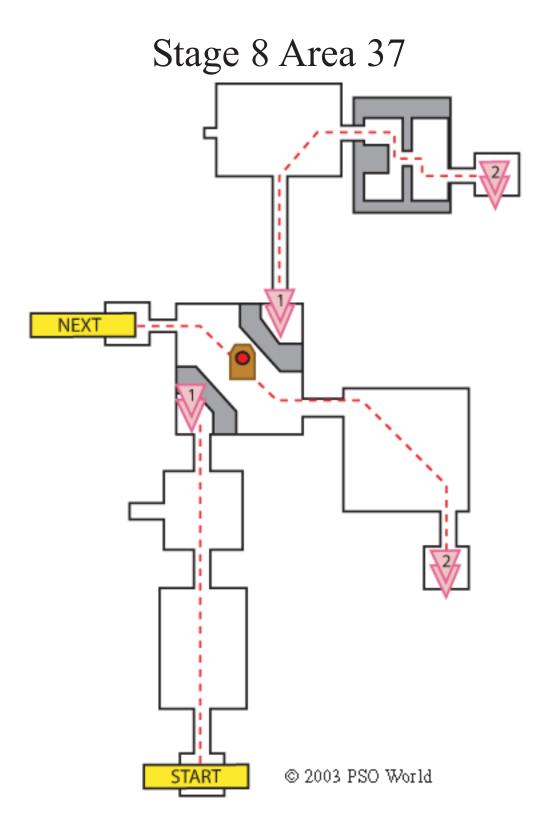
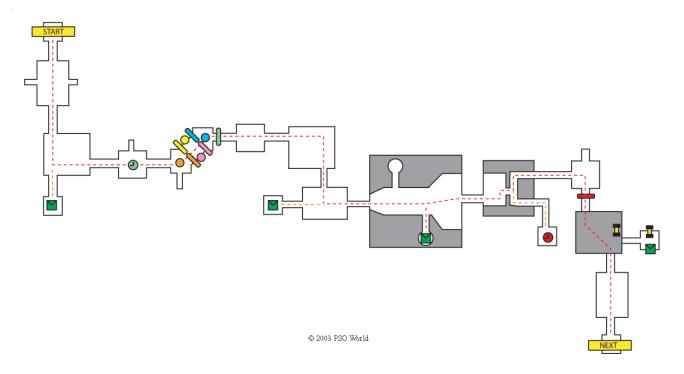
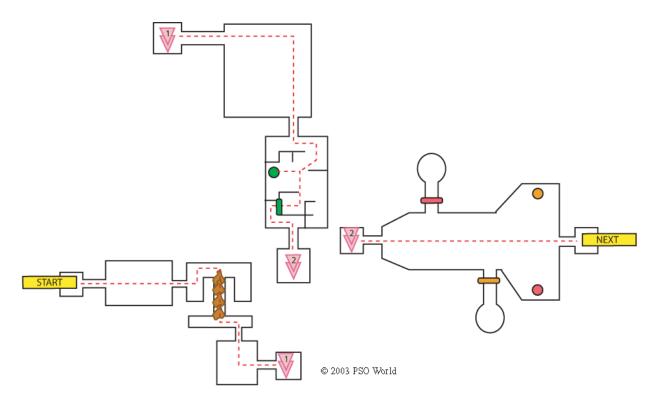
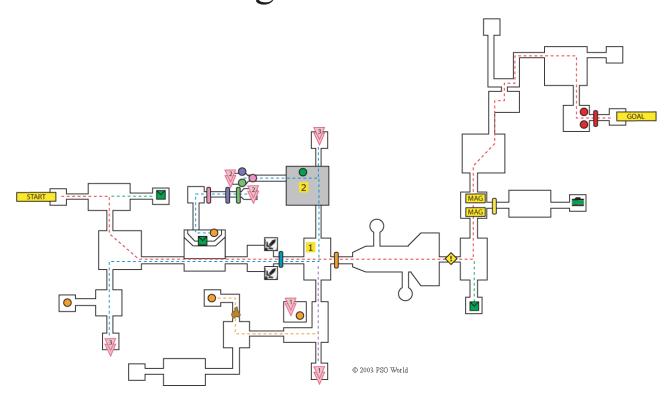


Here you have to make a decision. The room to the north has a shortcut, but you need four weapons in order to unlock the door. If the team has found a total of 2 weapons at this point, considering having two players (The FOrce and one other) giving up their weapons. Note that you'll commonly see players say a number aftering clearing the first and second rooms respectively; this is to indicate the number of weapons they have found.









- 1 The strongest player should go south while the other 3 go north.
- One player should stand on the switch in order to activate the light. The room will be dark, have boxes, and a switch pad in the middle. Stepping on the switch will activate traps. After clearing the room, 2 players should proceed to the left while the other take the teleport.