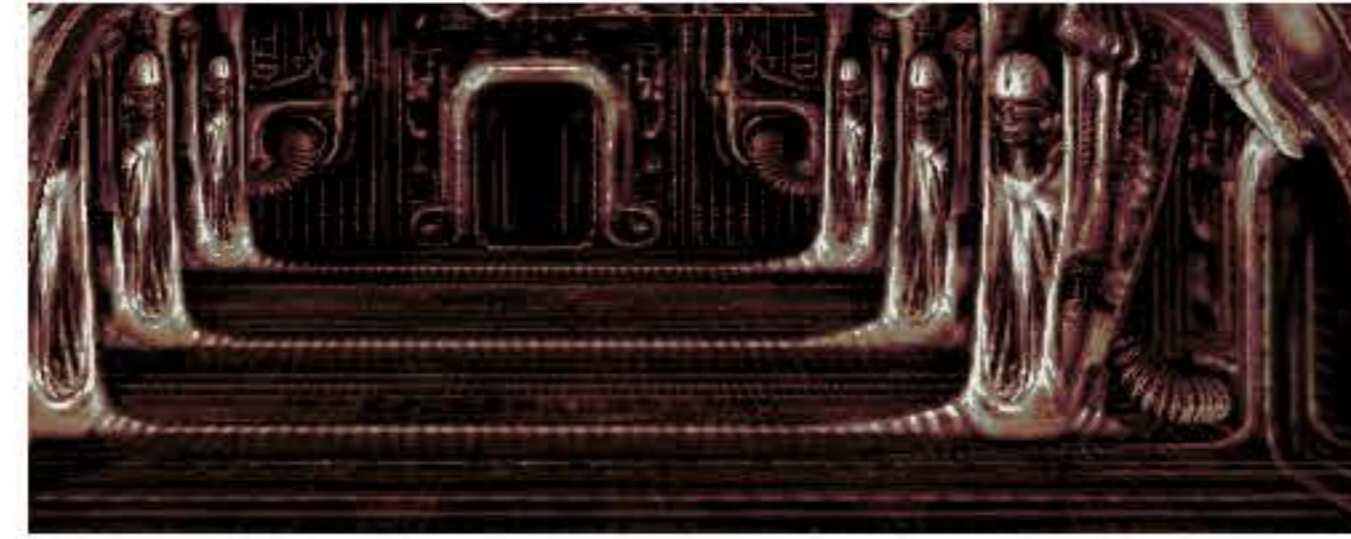
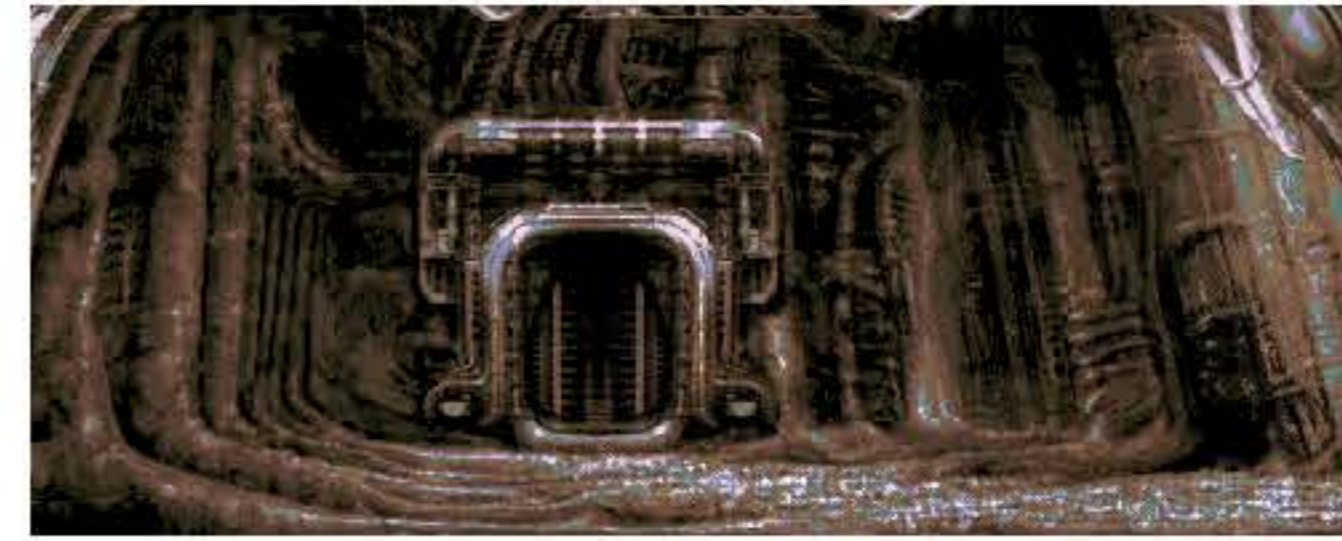




POWER



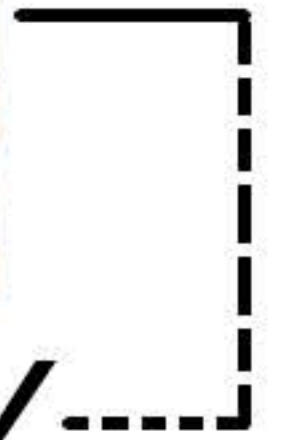
SUSP ANIM



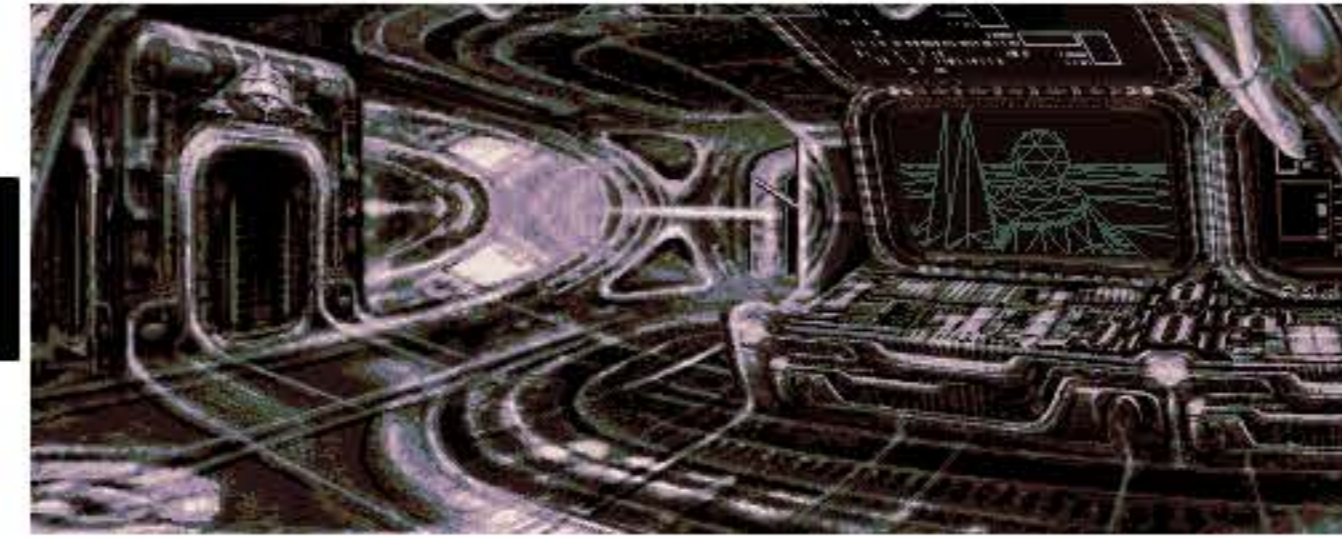
I/S CEM



O/S CEMETERY

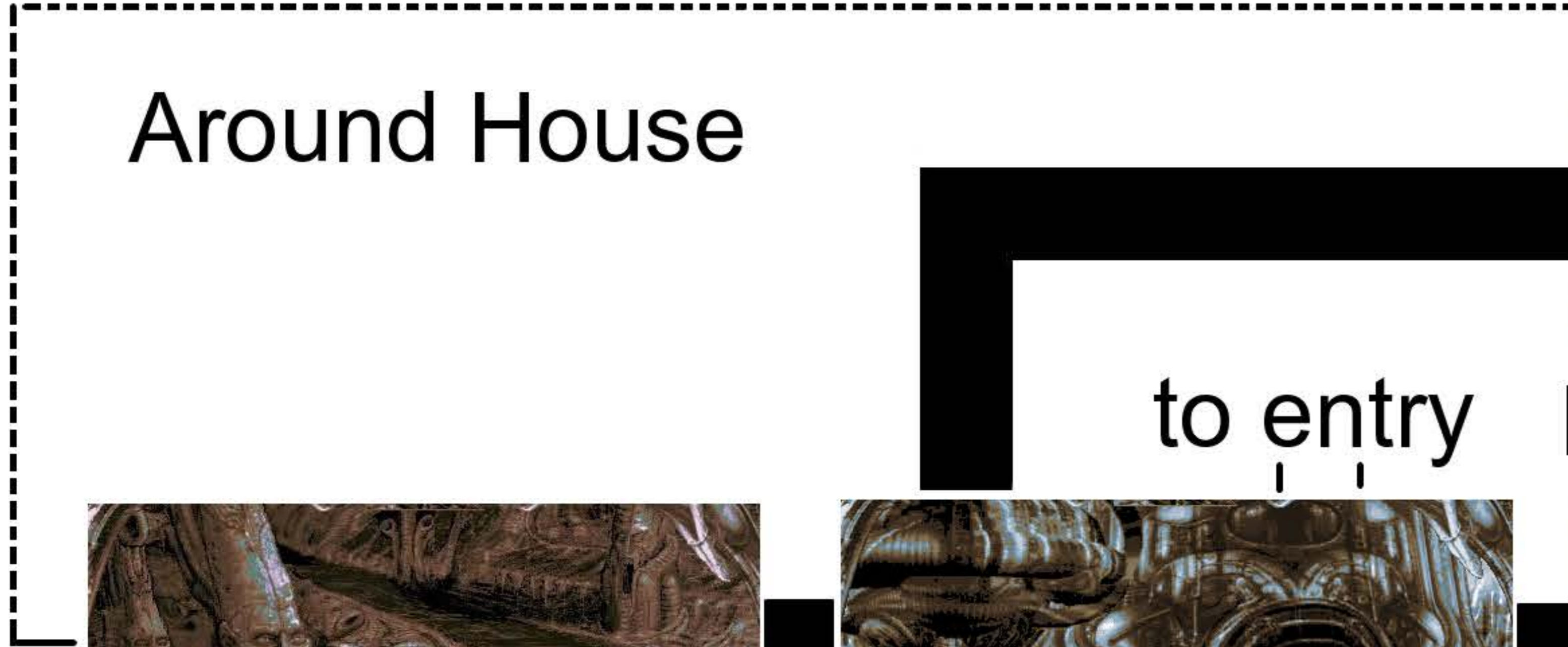


Around House

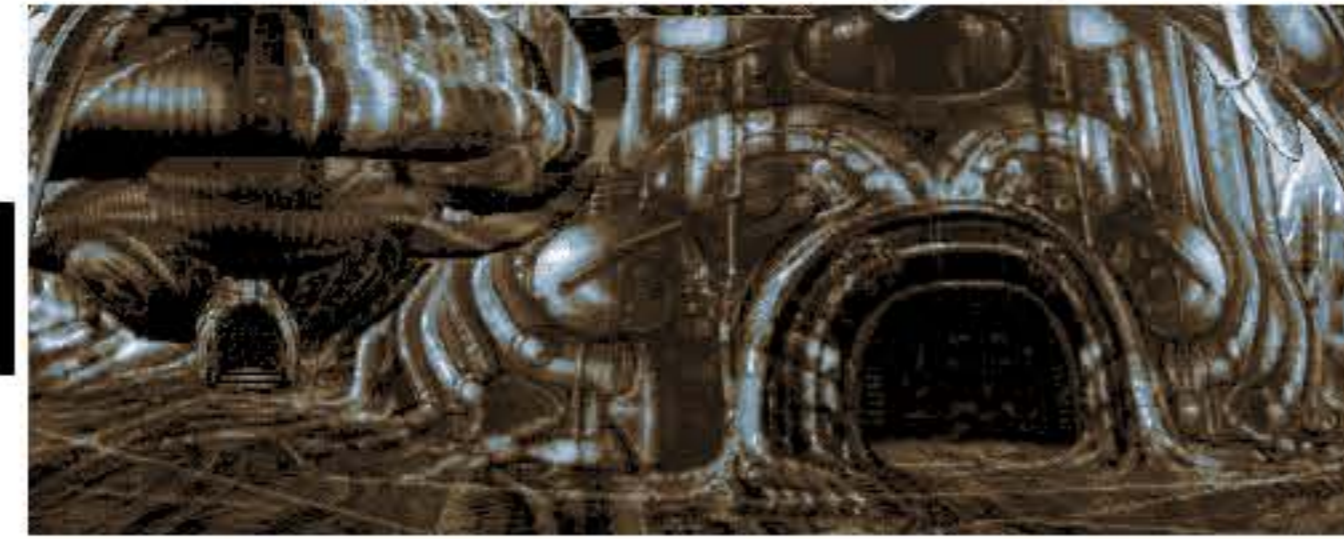


I/S SPACE SHIP

to entry



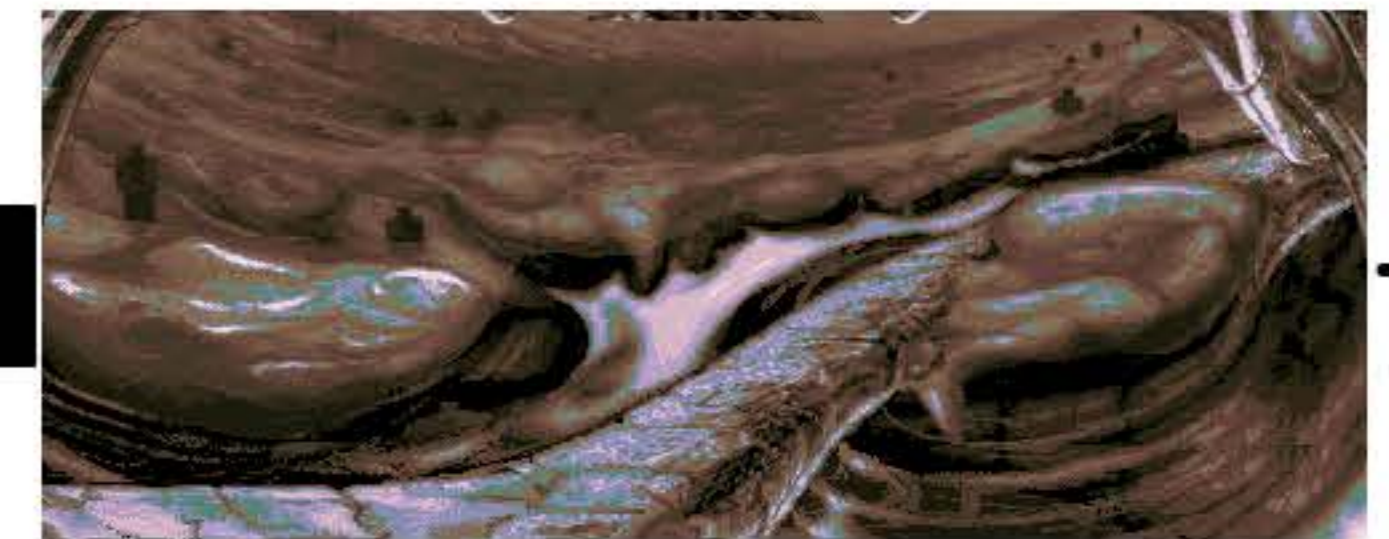
PETRIFIED



OUTSIDE EDIFACE



PARK

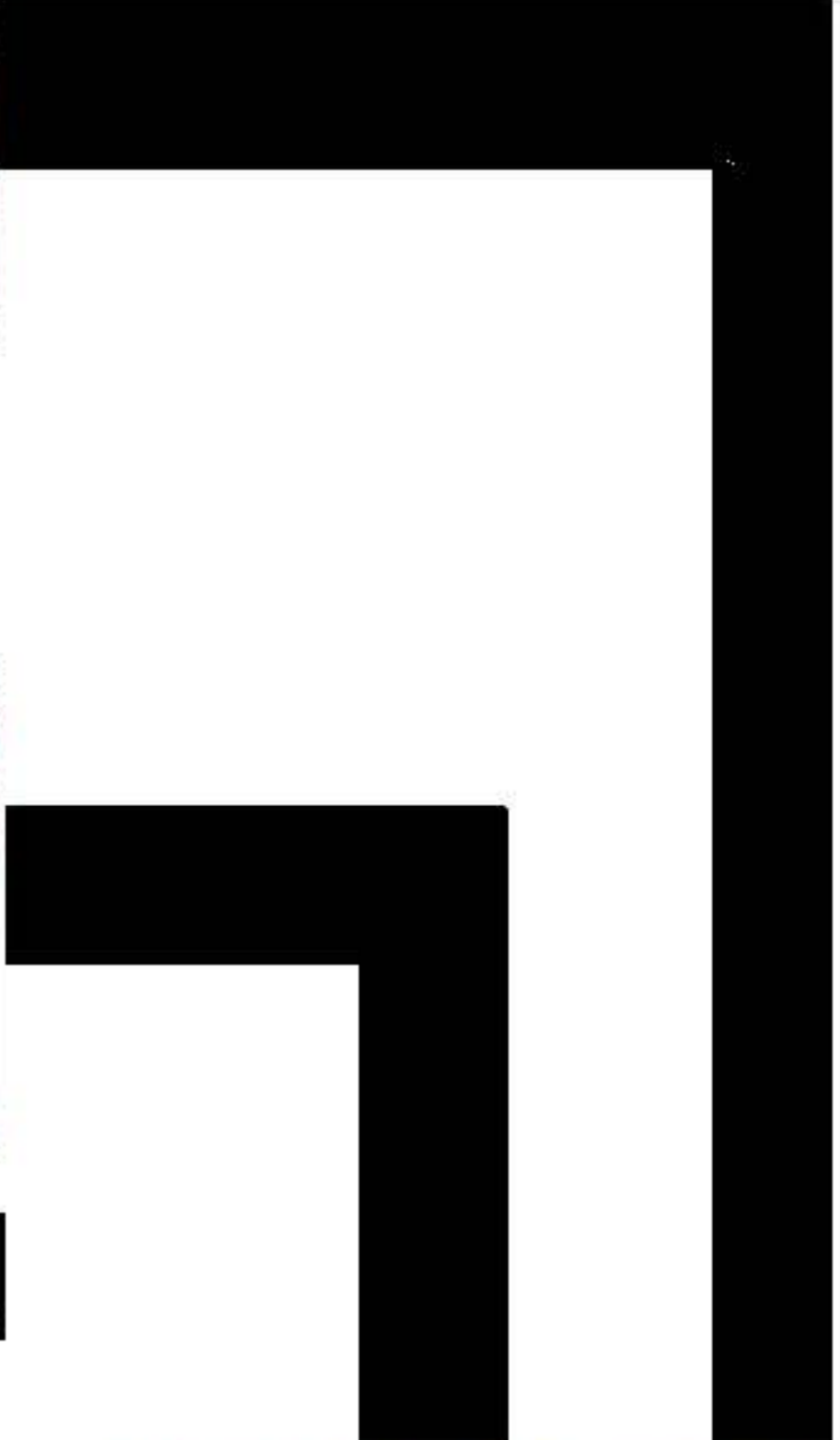


BRIDGE

to dark town

Dark House

to outside



TELEPORT

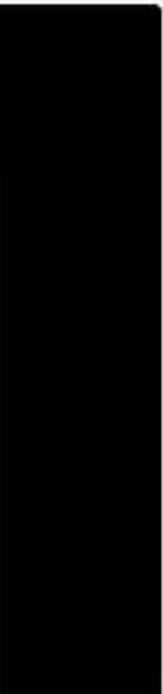
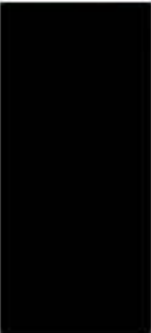
ENTRY



mirror to  
real world

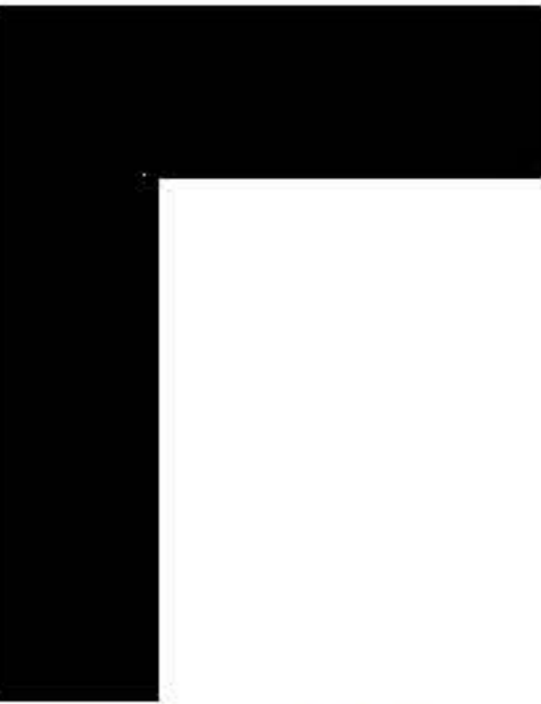
DESIGN

RESURECTION



TELEPORT (UPPER)

COCCONS

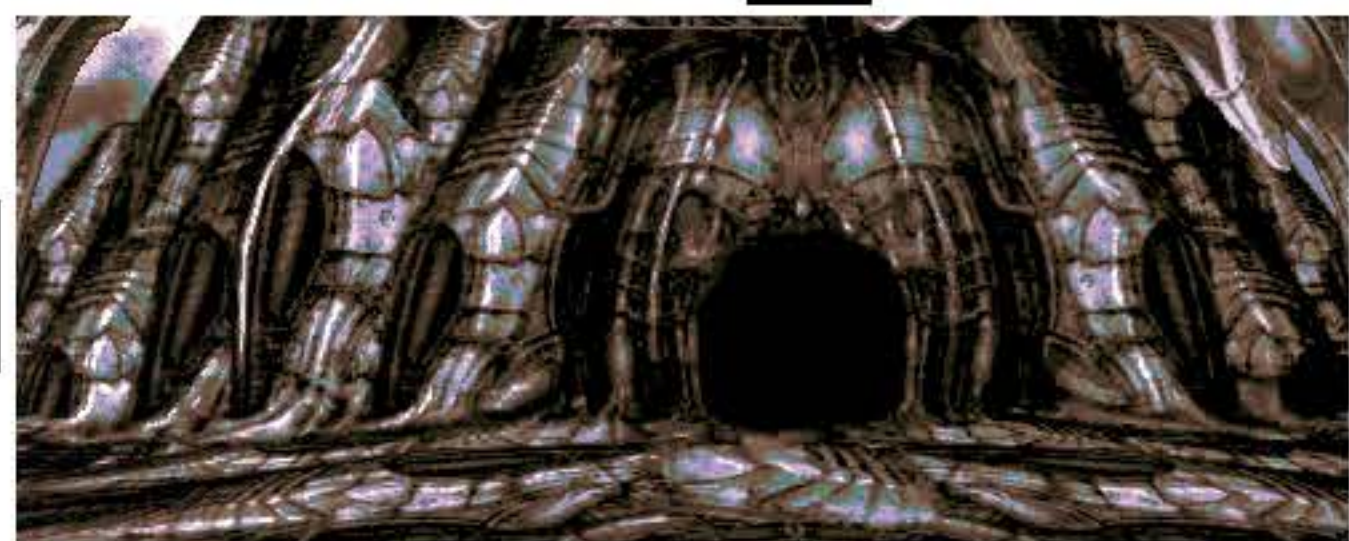


BALCONY

LEECH

# Dark Town

to  
house



O/S P.D.



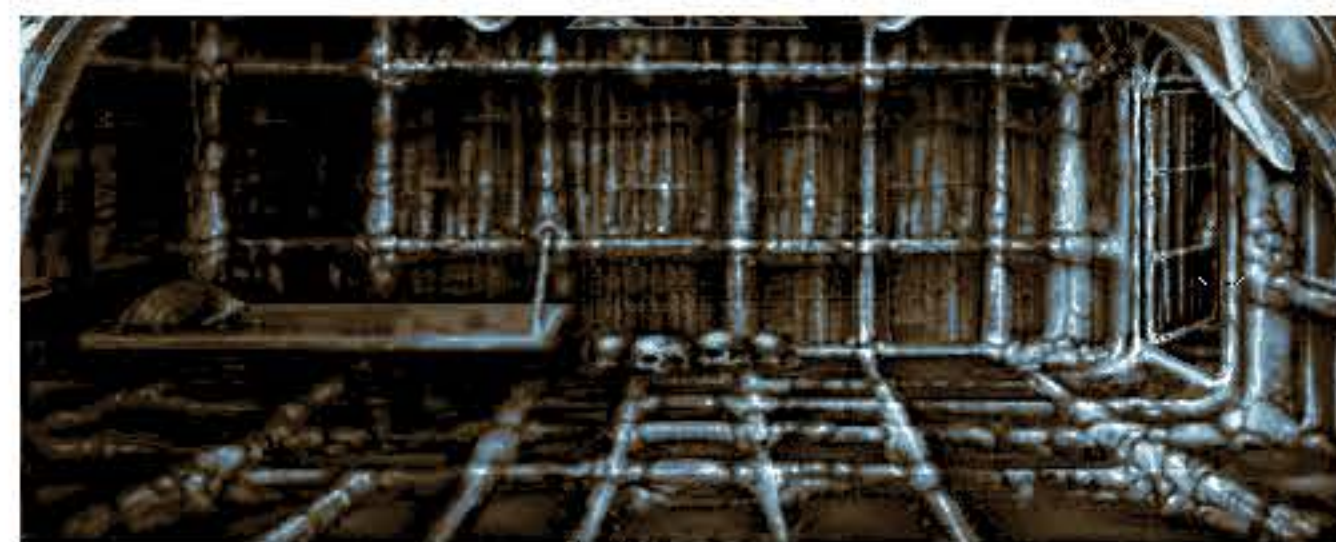
O/S RECRUIT



O/S ARCHIVES



P.D. LOBBY



JAIL

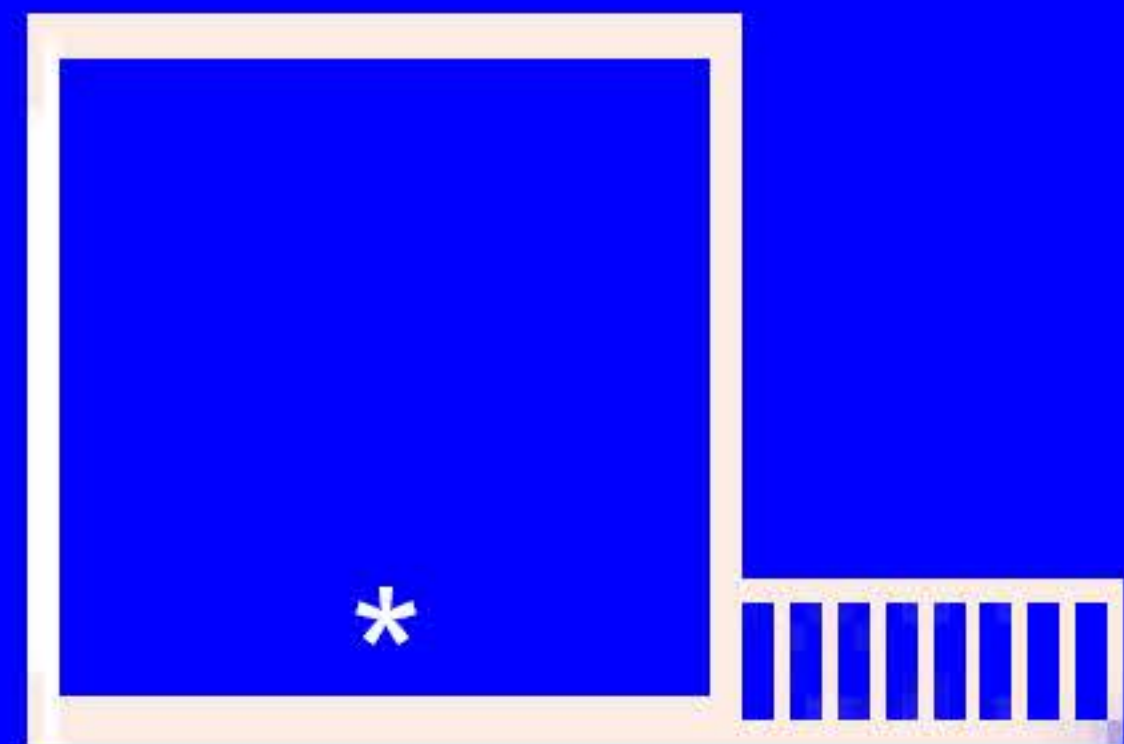
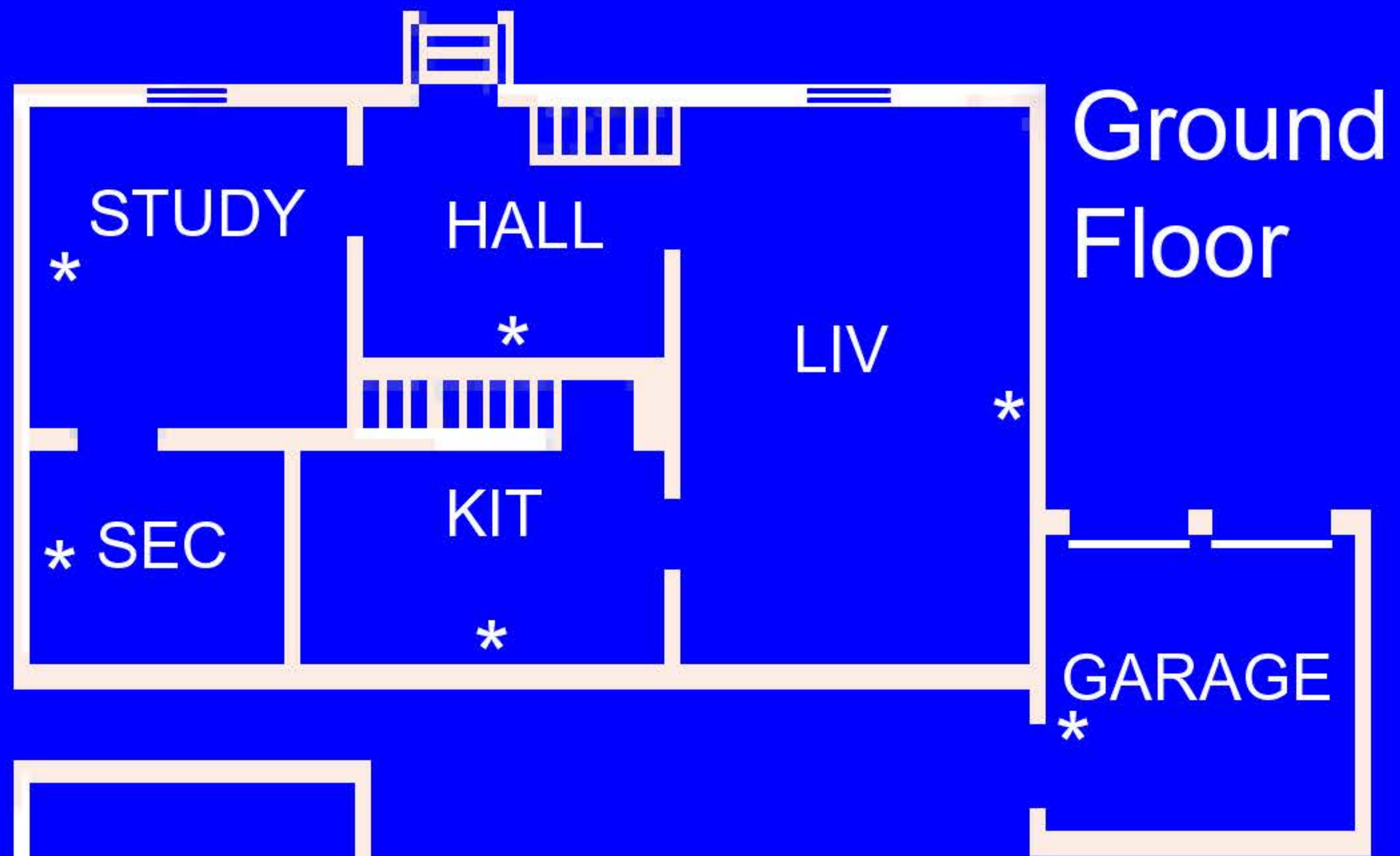


CORRIDOR



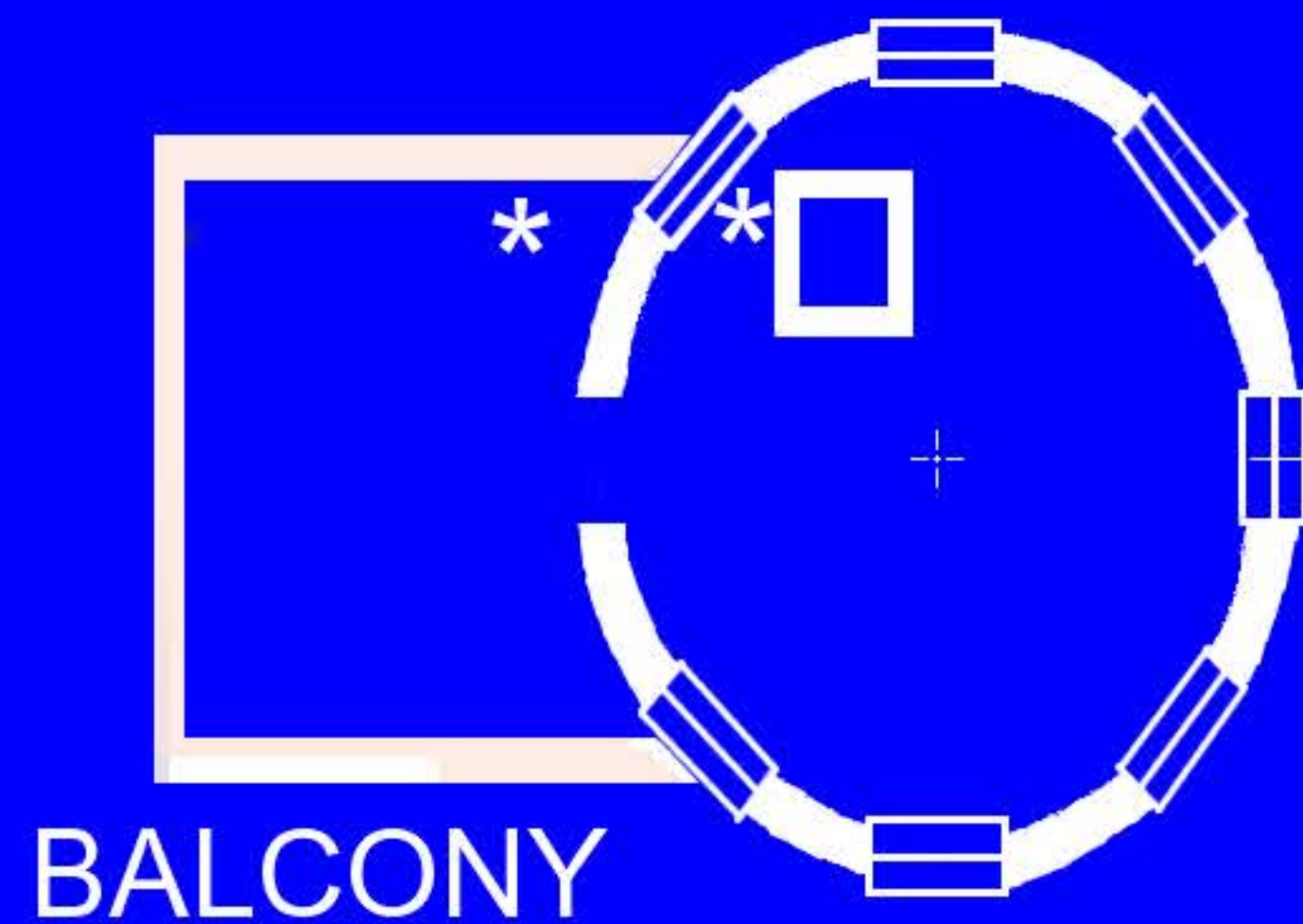
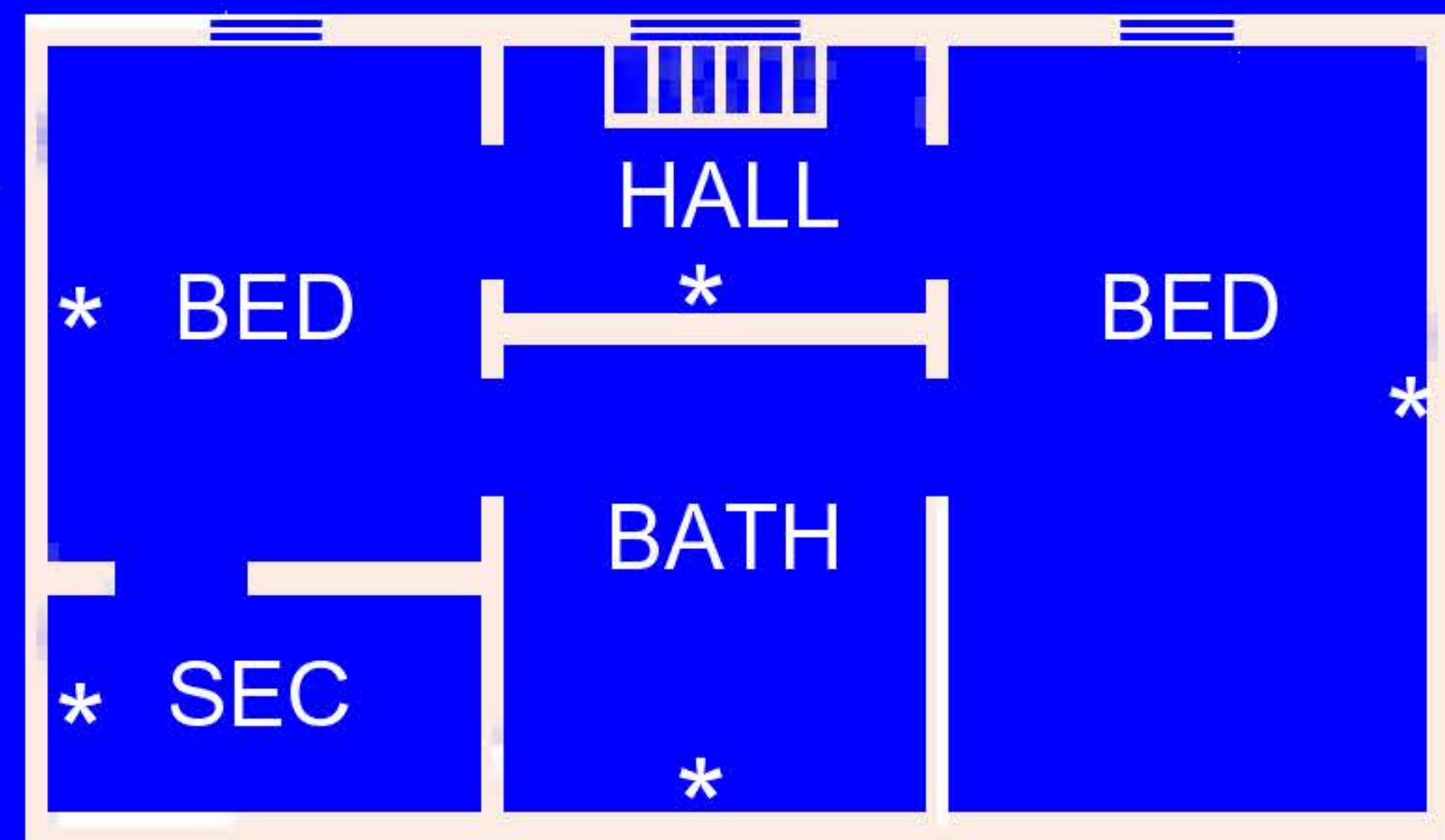
ARCHIVES





BASEMENT

2nd Floor



BALCONY

# Around House

13 ATTIC



14 BALCONY



CAR



6 GARAGE

down to hall

to entry

rope



YARD



NEIGHBOR



ROAD TO  
CEMETERY



OUT FRONT



ROAD TO TOWN

Cemetery



URNS



ROOF



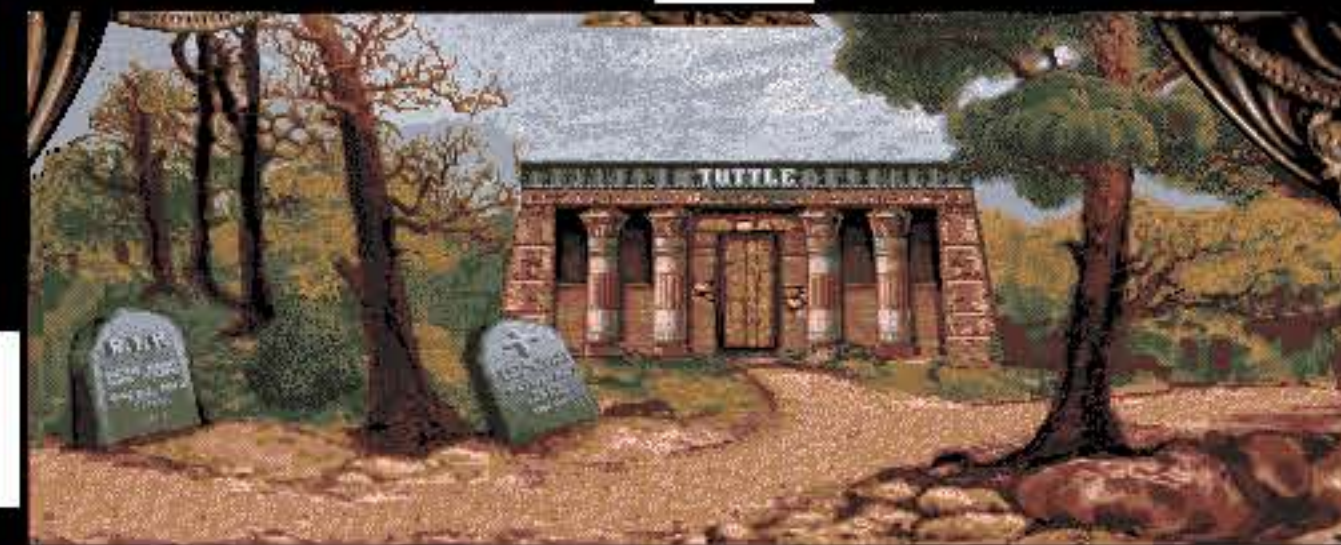
CRYPT



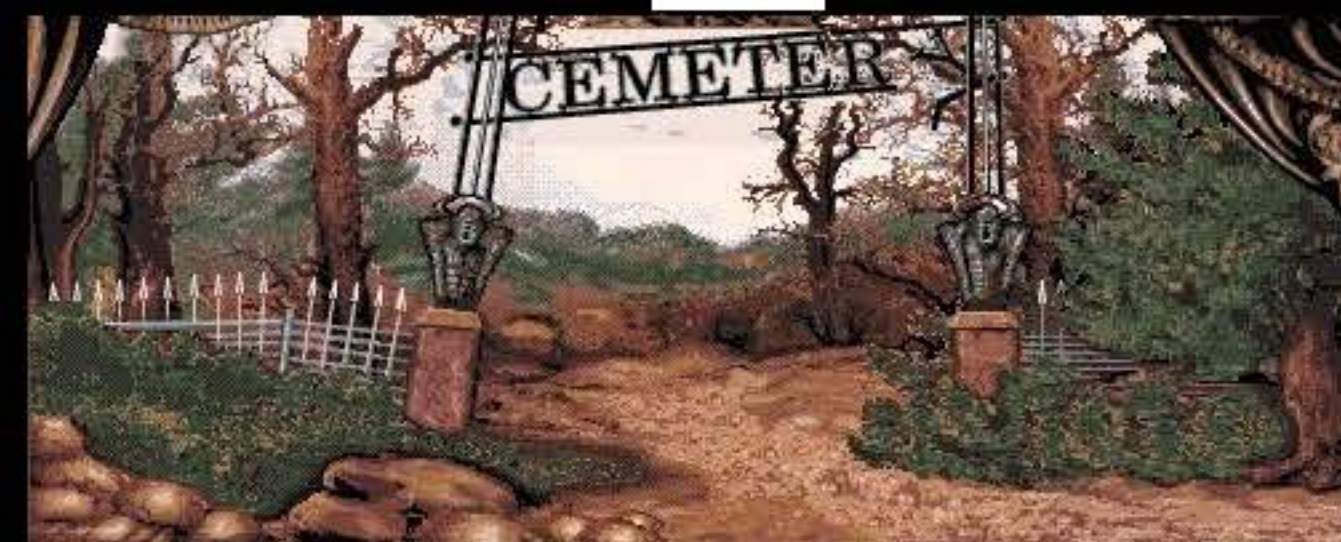
O/S MAUSOLEUM



I/S CEMETERY



BACK OF CEMETERY

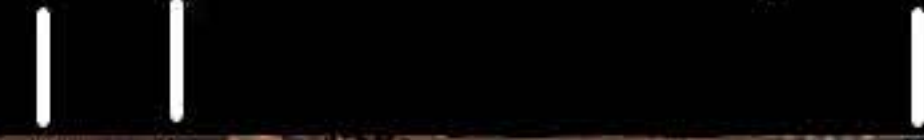


O/S CEMETERY

— to House

# House 1st floor

out front    up to hall



2 ENTRY



7 CELLAR

<---down



1 STUDY



5 SECRET

up to other  
secret passage



4 KITCHEN

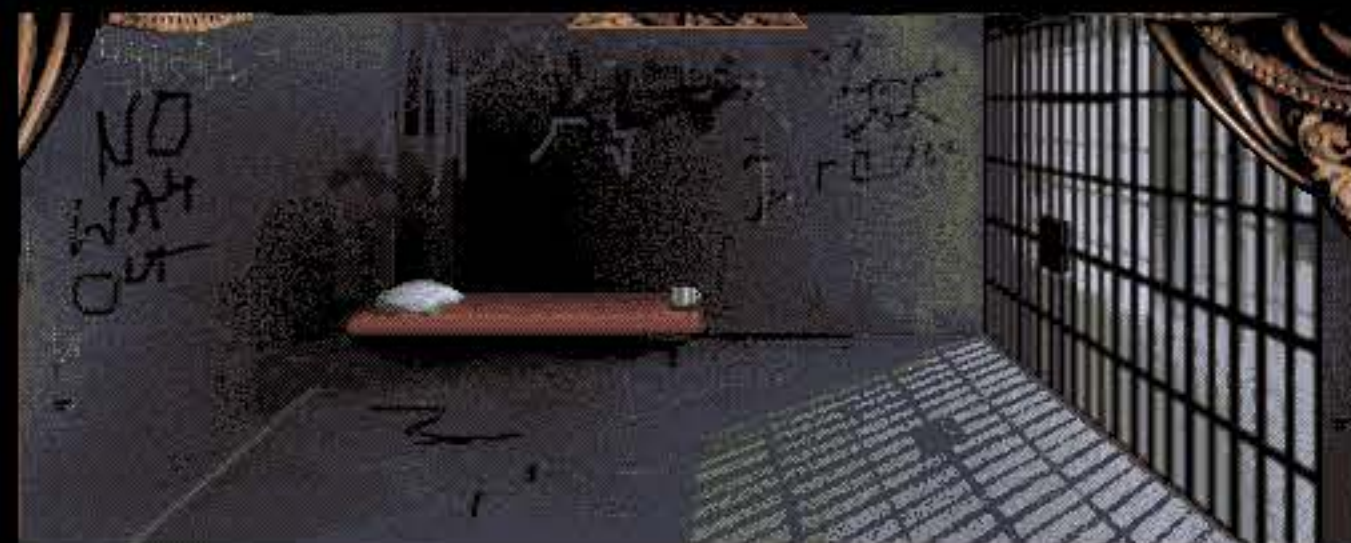


3 LIVING ROOM

mirror  
to  
dark  
world







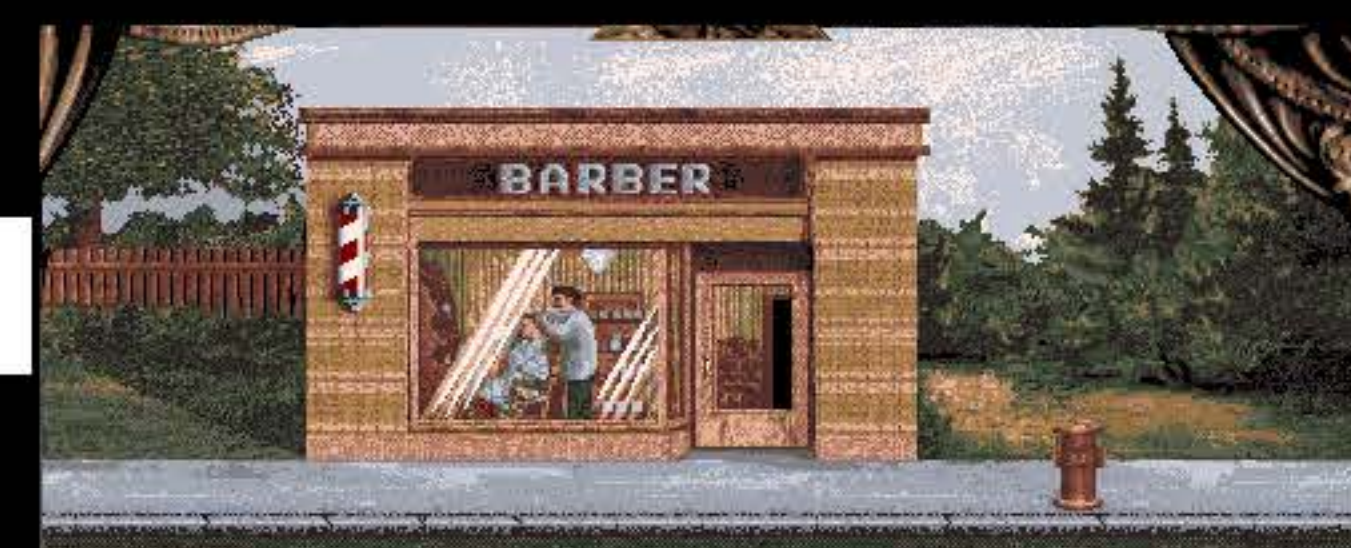
JAIL



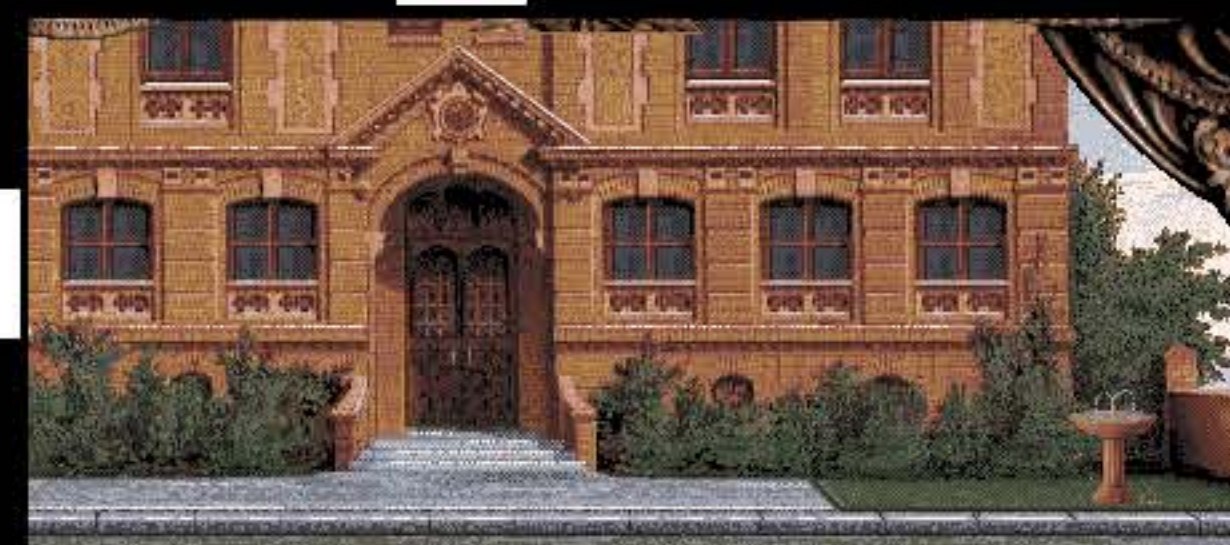
P.D. LOBBY



GEN STORE



O/S BARBER



O/S LIBRARY

by  
escort  
only



C



QUIET



LIBRARY  
LOBBY



SELDOM  
USED



TOWN

Map of Town