

**MATEUSZ SKUTNIK'S**

# **SUBMACHINE 4**

**THE LAB**

**GODMAP - LEGACY VERSION**

There are people who question the  
validity of subnet exploration.  
They say any mapping effort is futile  
since it's been proven that not only  
particular rooms, but entire regions can  
shift during the phase change.

**BY**

**WALDORFRETV**

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Lab location | 0-0-1

<valve>

CHIMNEY

<gas handle>

<lab key>

<naphthalene>

<rubber tube>  
<attic key>

<chimney brush>

PC

<lighter>

<empty beaker>

<iron trioxide>

<screwdriver>  
<empty vial>  
<acidioxide>

<soap>  
<beaker with water>  
<vial with water>

<data disc>

<funnel>

BELL 1  
GRATING CONTROL

PORTAL

DOORS

SECRET TARGET 2

**Lighthouse digouts location | 4-6-2**

Diagram showing the layout of Lighthouse digouts location | 4-6-2. The layout consists of five rectangular boxes connected by horizontal lines. The second box from the left is red and labeled "BELL TARGET". The third box is green and labeled "PORTAL". The fifth box is white and labeled "PIPE <turbine>". The first and fourth boxes are white and empty.

```

graph LR
    S[STATUE] === P[PORTAL]
  
```

### Tomb location 2 | 0-4-3

```
graph LR; A[BELL 4] --- B[GLOW THING <br> <golden scepter>]; B --- C[PORTAL]
```

### Brick room location | 5-5-1

```
graph LR; A[FLOW CONTROL] --- B[PORTAL]
```

A diagram showing a blue box labeled "FLOW CONTROL" connected by a double line to a green box labeled "PORTAL".

**Monolith location 2**

The diagram shows a horizontal sequence of four squares connected by double lines. From left to right, the squares are white, green, white, and orange. A blue arrow points upwards to the green square.

### Ancient location | 1-0-4

```
graph TD; SL["SPOT LIGHT<br><4-5-2>"] --- EC["<empty coil>"]; EC --- P["PORTAL"]; P --- TD["<tile D>"]; TD --- TC["<tile C>"]; TD --- TB["<tile B>"]; TD --- L["LEVERS"]; L --- SK["<stone key>"]; L --- B2["BELL 2<br><knife><br><stone blockade>"]; L --- S["STATUE"]; S --- ST1["SECRET TARGET 1"]; ST1 --- L6["Layer 6"];
```

Lab location 2

GRATING CONTROL

A diagram showing a box labeled "GRATING CONTROL" connected by a double line to a green square box. A blue arrow points from the top right corner of the diagram to the green square box.

## Looping traps loc. | 6-9-0

```

graph TD
    T1["<orb>"] === T2["0|-1"]
    T2 === T3["1|-1"]
    T1 === M1["COORD MACHINE"]
    T2 === M2["PORTAL"]
    T3 === M3["1|0"]
    M1 === B1["-1|1"]
    M2 === B2[" "]
    M3 === B3[" "]
    B1 === B2
    B2 === B3
    style M2 fill:#90EE90
    style B2 fill:#FFB6C1
    style B3 fill:#ADD8E6
  
```

**Ship location | 8-0-0**

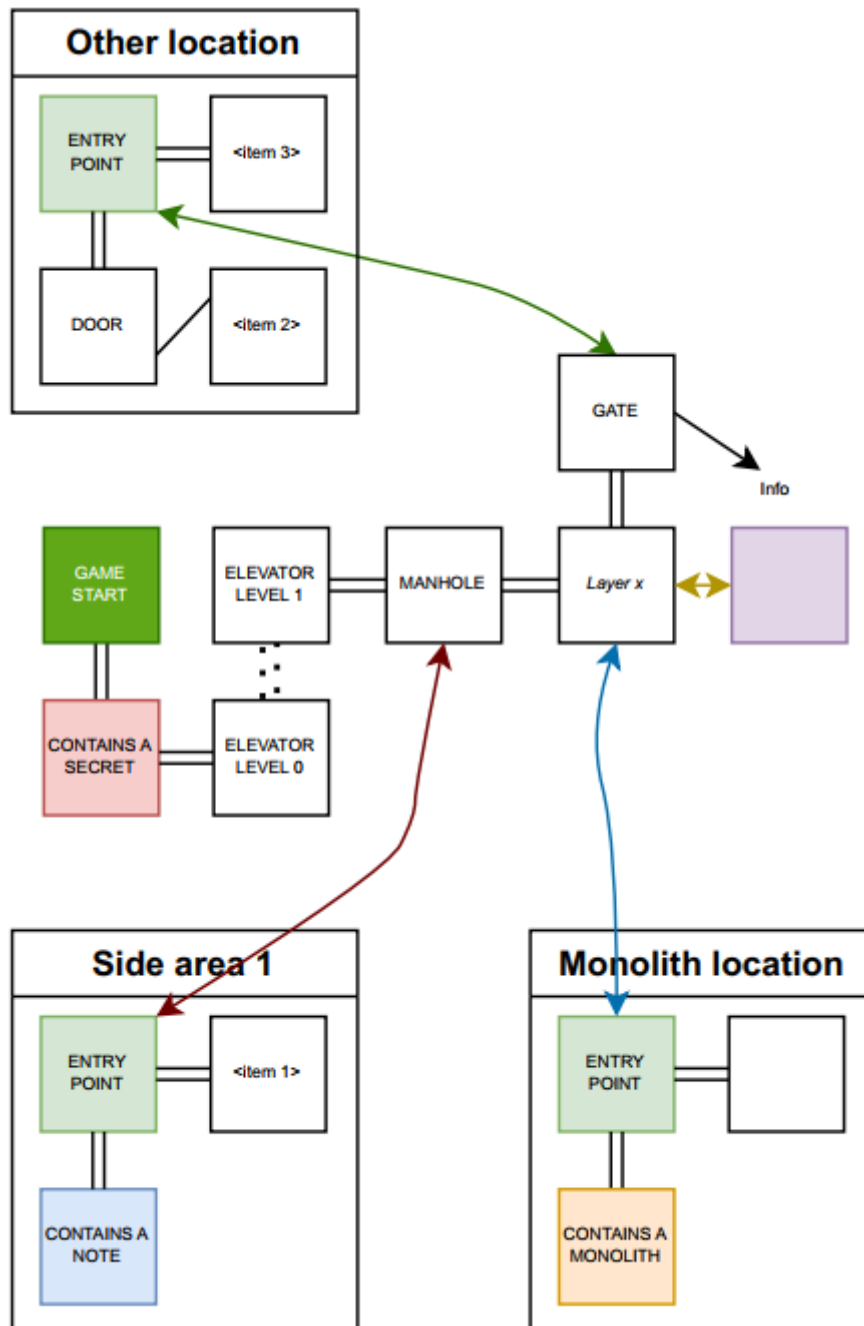
```

graph TD
    A[TURBINE TARGET] --- B[ ]
    B --- C[ ]
    C --- D[CHEST <golden arm>]
    C --- E[PORTAL]
    C --- F[ ]
    F --- G[ ]
  
```

Monolith loc. 1

The diagram shows three stacked squares. The top square is white, the middle square is green, and the bottom square is orange. A blue arrow points to the green square.

# HOW TO READ THE MAP



# EXPLANATION:

## BOXES:

All boxes represent rooms or screens, sometimes even screen sections in the game. Some may be found coloured (two colours are also possible):

- Green: Your spawn at the beginning of the game
- Light green: Your starting point after switching or teleporting to another location
- Red: Contains a secret (stabilizer)
- Blue: Contains a note or more
- Orange: Here you find a monolith
- Purple: Will be used in maps for later Submachine parts

## TEXT:

- Words written with uppercase letters are for orientation, like telling you a significant item or machine in that room
- Lowercase words in <> brackets tell you which items you can find in that room
- Words written in italics tell you which layer to change to

## LINES:

- Horizontal double-lines between rooms mean horizontal movement (vertical vice versa)
- Diagonal single-lines represent moving along the 3<sup>rd</sup> dimension in- or outwards of the screen or turning your view
- Double-dotted lines show that the room you're in itself is moving (e.g. an elevator)
- A single-dotted line (although rarely used) points to an accessible place your current location only allows a view of

## ARROWS:

- Black: These point towards some info text or a picture
- Blue: These connect two screens via a karma portal
- Green: These connect two screens via a (karma) gate
- Red: These ones only come into use when the 2d map reaches its limits representing three dimensions, when it simply runs out of space or for clear arrangement purposes
- Golden: These indicate travelling through a solid wall using a light sphere (only in "Submachine 10")

RETV-Godmap for "Submachine Legacy" made by WaldorfRETV (2023)

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