MATEUSZ SKUTNIK'S

SUBMACHINE 10

THE EXIT

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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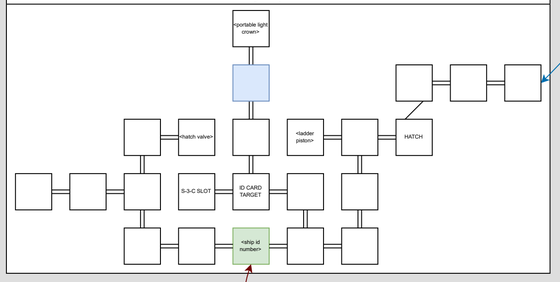
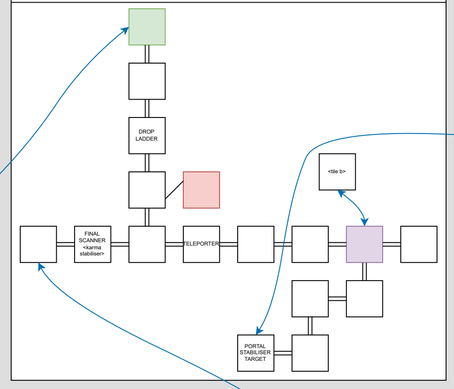
000 | Start / Docks / Ship / Angels / Basements / Lighthouse / Monolith 1

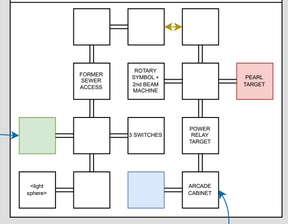
Mossy ship location



Angel ruins location

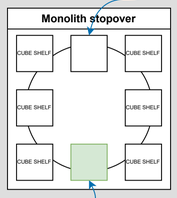


Lighthouse location

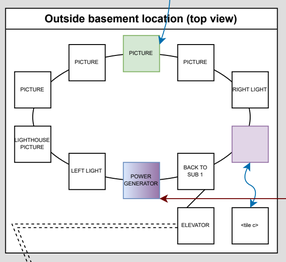


Monolith location 1

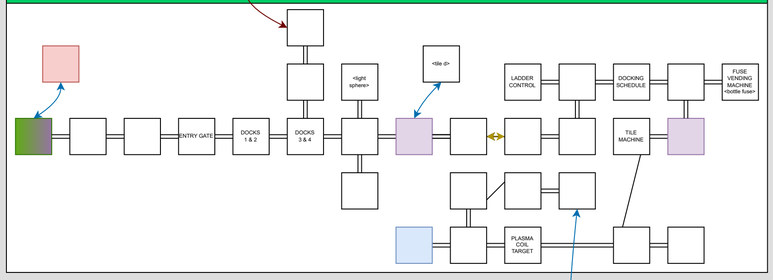
Monolith stopover



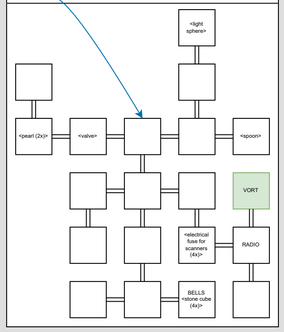
Outside basement location (top view)



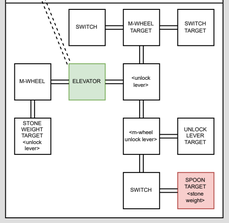
Northern garden docks location



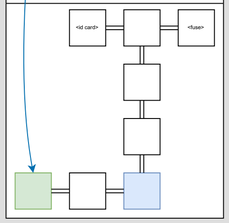
Basement location



Infernal basement location

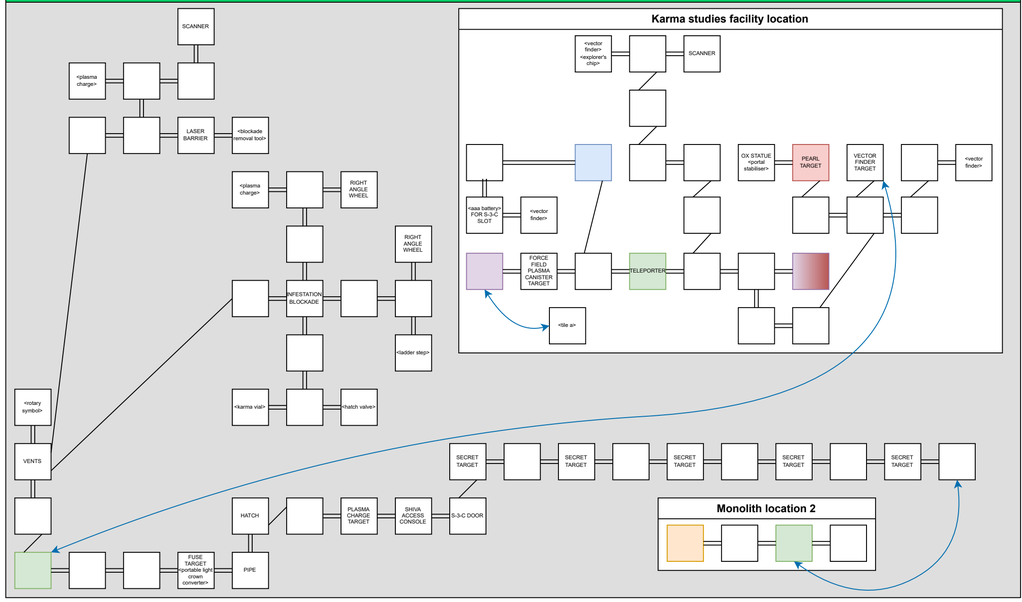


Lighthouse tower location



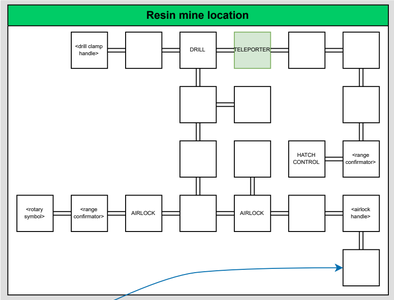
110 | Karma Studies Facility / The Edge / Monolith 2

Karma studies facility location

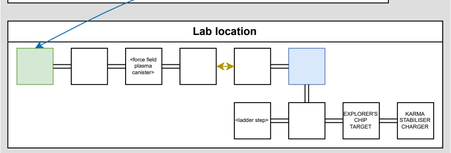


010 | Mine / Lab

Resin mine location

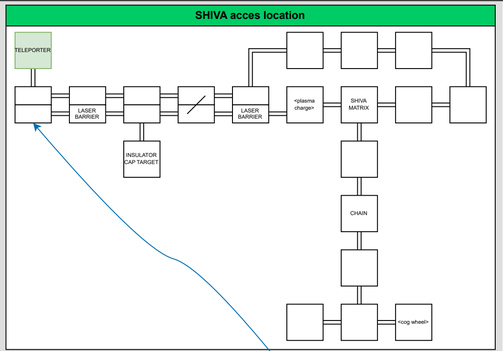


Lab location

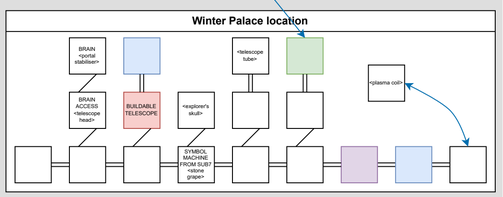


011 | SHIVA / Winter Palace

SHIVA acces location

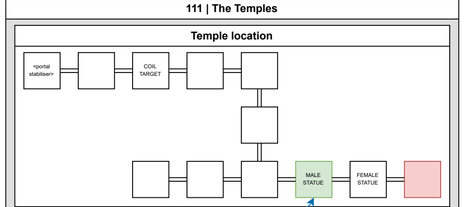


Winter Palace location

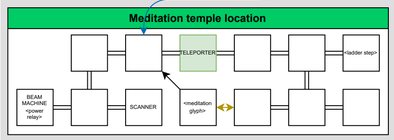


111 | The Temples

Temple location

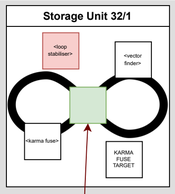


Meditation temple location

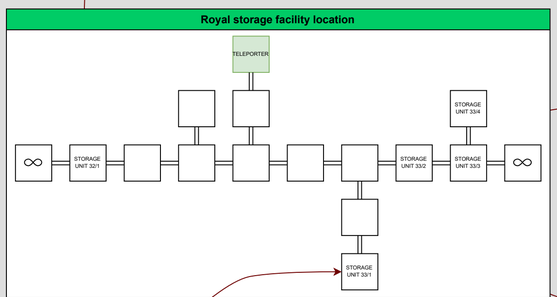


100 | Royal Loop Shenanigans

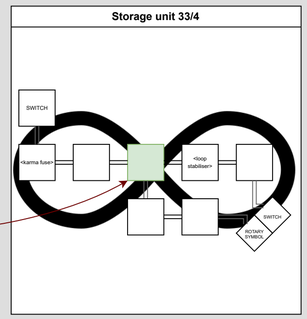
Storage Unit 32/1



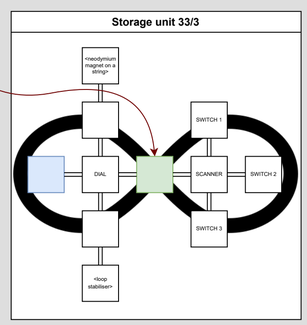
Royal storage facility location



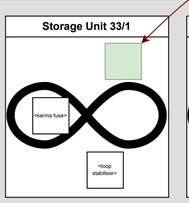
Storage unit 33/4



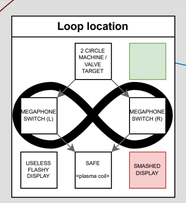
Storage unit 33/3



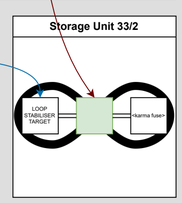
Storage Unit 33/1



Loop location

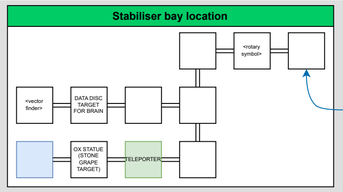


Storage Unit 33/2

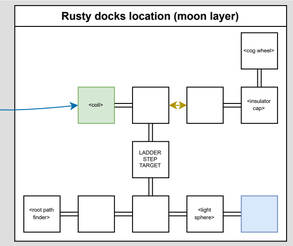


101 | Purple Disconcerting Area / Moon

Stabiliser bay location

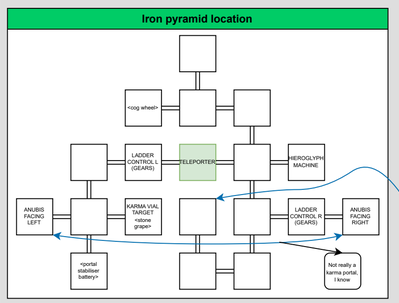


Rusty docks location (moon layer)

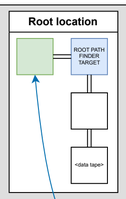


001 | Pyramid / Root

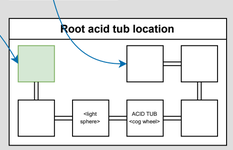
Iron pyramid location



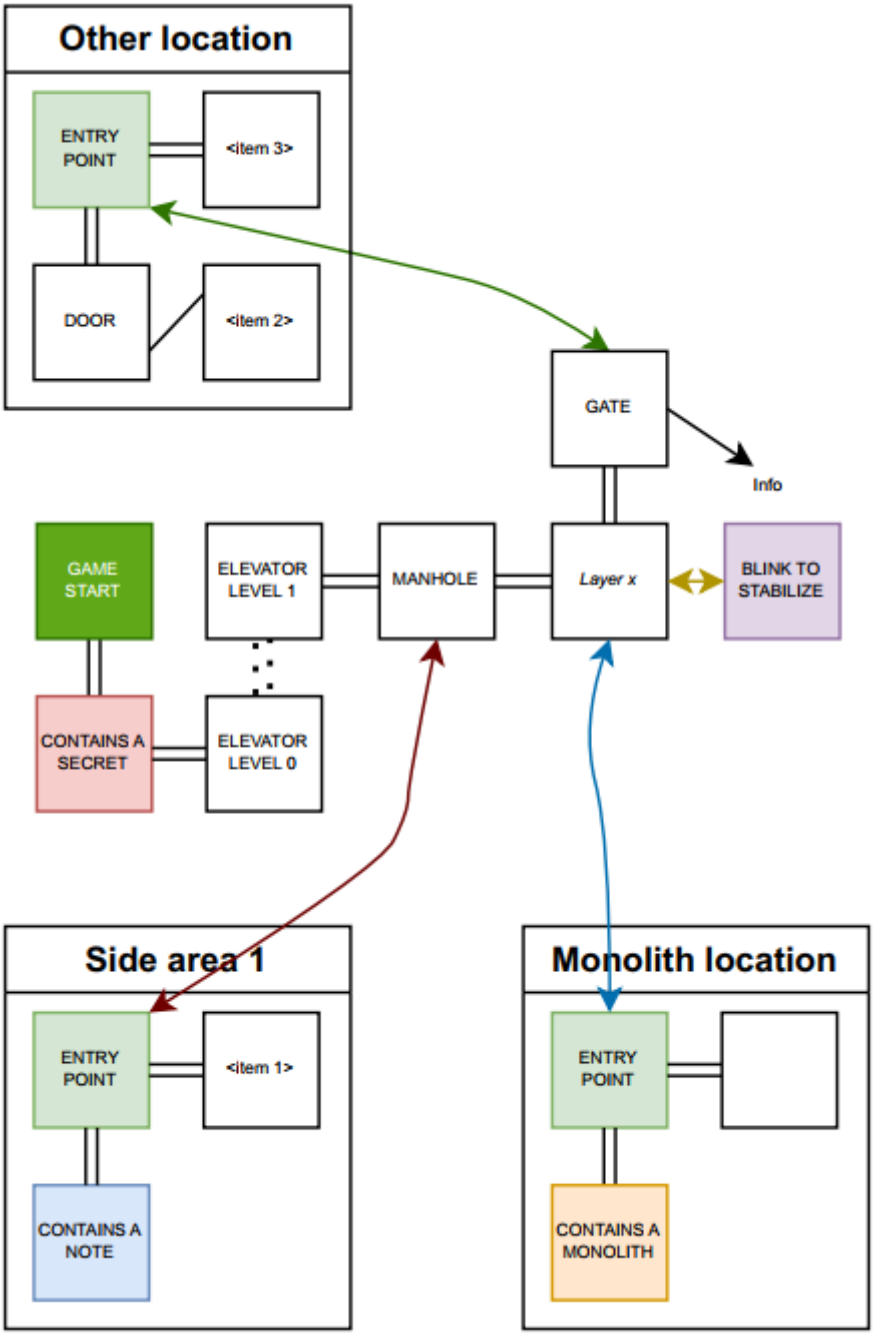
Root location



Root acid tub location



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: Shows a location with a blink to be stabilized (becomes a karma portal)

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 3rd 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")

Email: room.escape@gmail.com
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