

**MATEUSZ SKUTNIK'S**

# **SUBMACHINE**

**OPTIONAL TOMB: THE SAND**

**GODMAP - LEGACY VERSION**

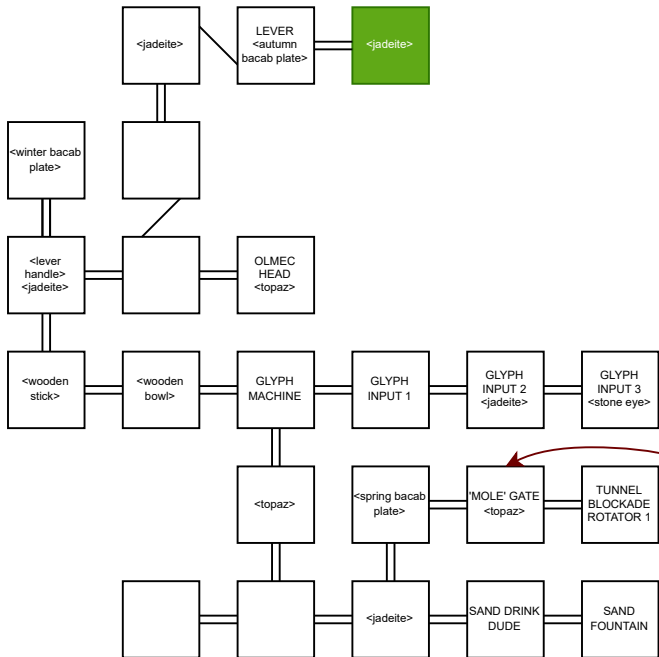
There are people who question the  
validity of subnet exploration.  
They say any mapping effort is futile  
since it's been proven that not only  
particular rooms, but entire regions can  
shift during the phase change.

**BY**

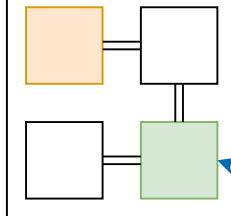
**WALDORFRETV**

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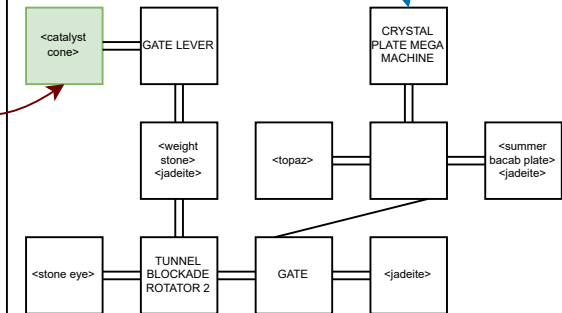
## Main location



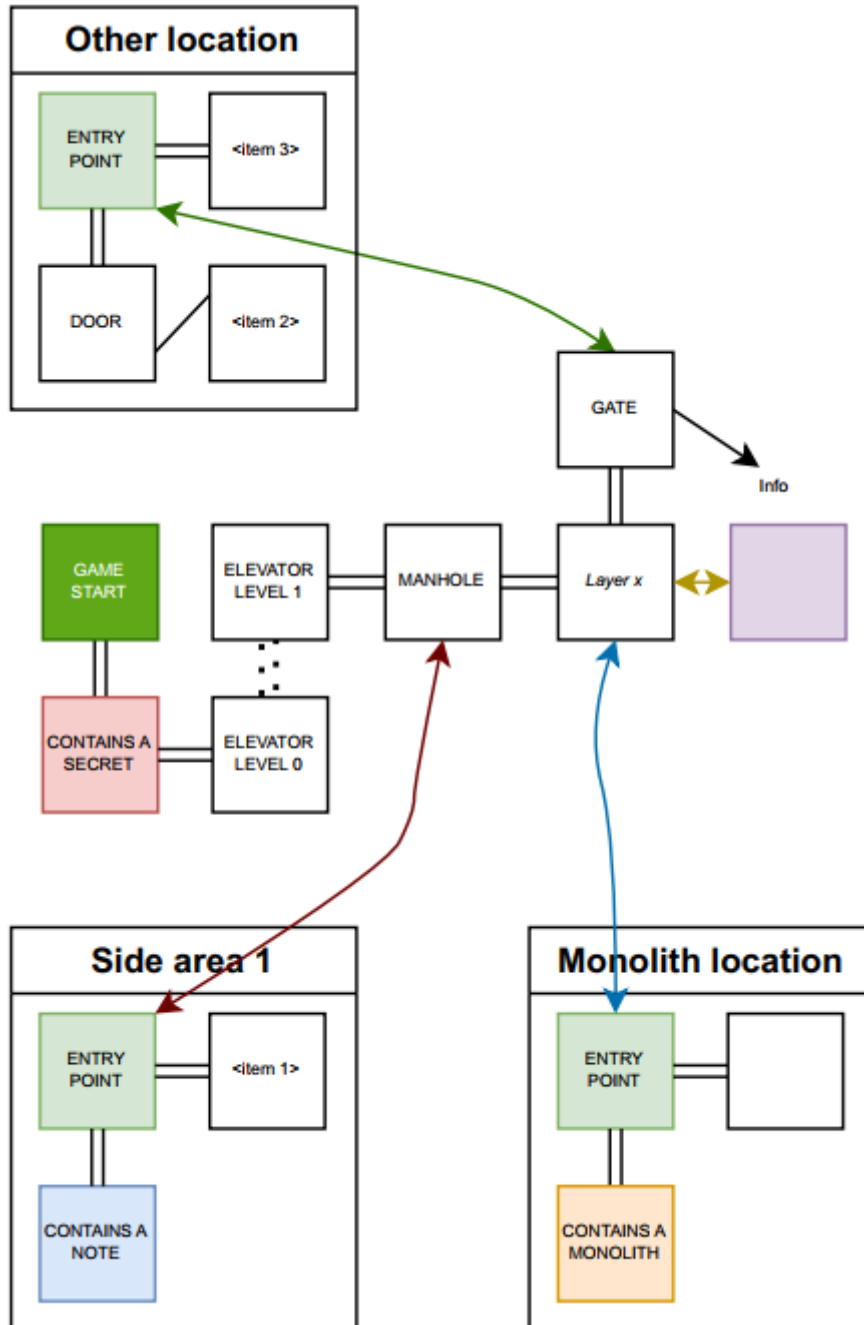
## Monolith location



## Mole 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: 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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