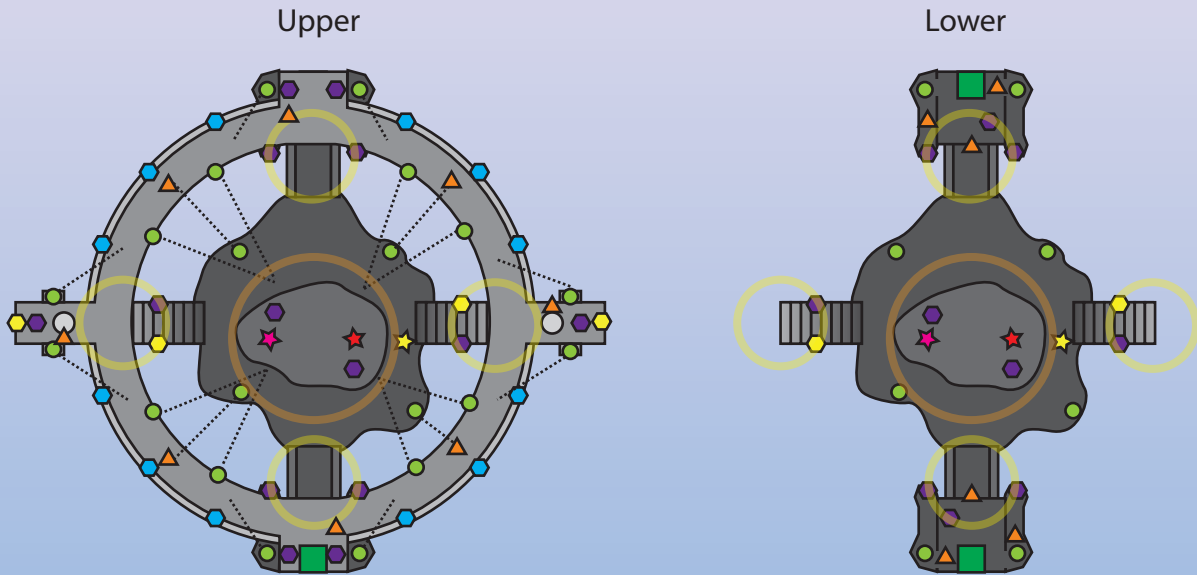


Lost Haven

Darryl Spratt GD16



- Elevator
- Jump Pad
- Berserker
- Damage Amp
- Shield Belt
- Point of Conflict
- Weapon
- Armor
- Health
- Player Start
- High Elevation
- Low Elevation

Scale: 256 x 256
(Size of elevator)

Players: 4-8
6 is the most balanced
8 is fun if you want mayhem
4 is slower paced
(There are 14 path nodes)

A once sacred floating island was destroyed by humans, as they built towers into the island to harvest it's energy.