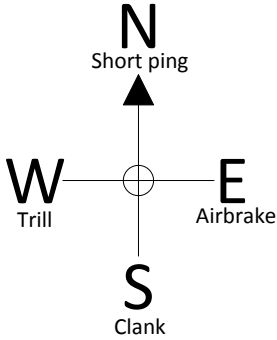


Selenitic Age

Mazerunner Map


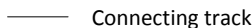
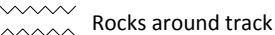
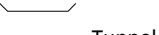
14/08/12 Lindsay Wilson



This was traced out with a bit of trial and error from the "realMYST" version of the game. I don't know if the original version has a different map or not.

Distances are not to scale. Connections between junctions often aren't straight in practice, but are drawn so here.

Legend

-  Junction stop. Numbers are my own reference and do not appear in the game. Red indicates a dead end.
-  Connecting track
-  Rocks around track
-  Tunnel

