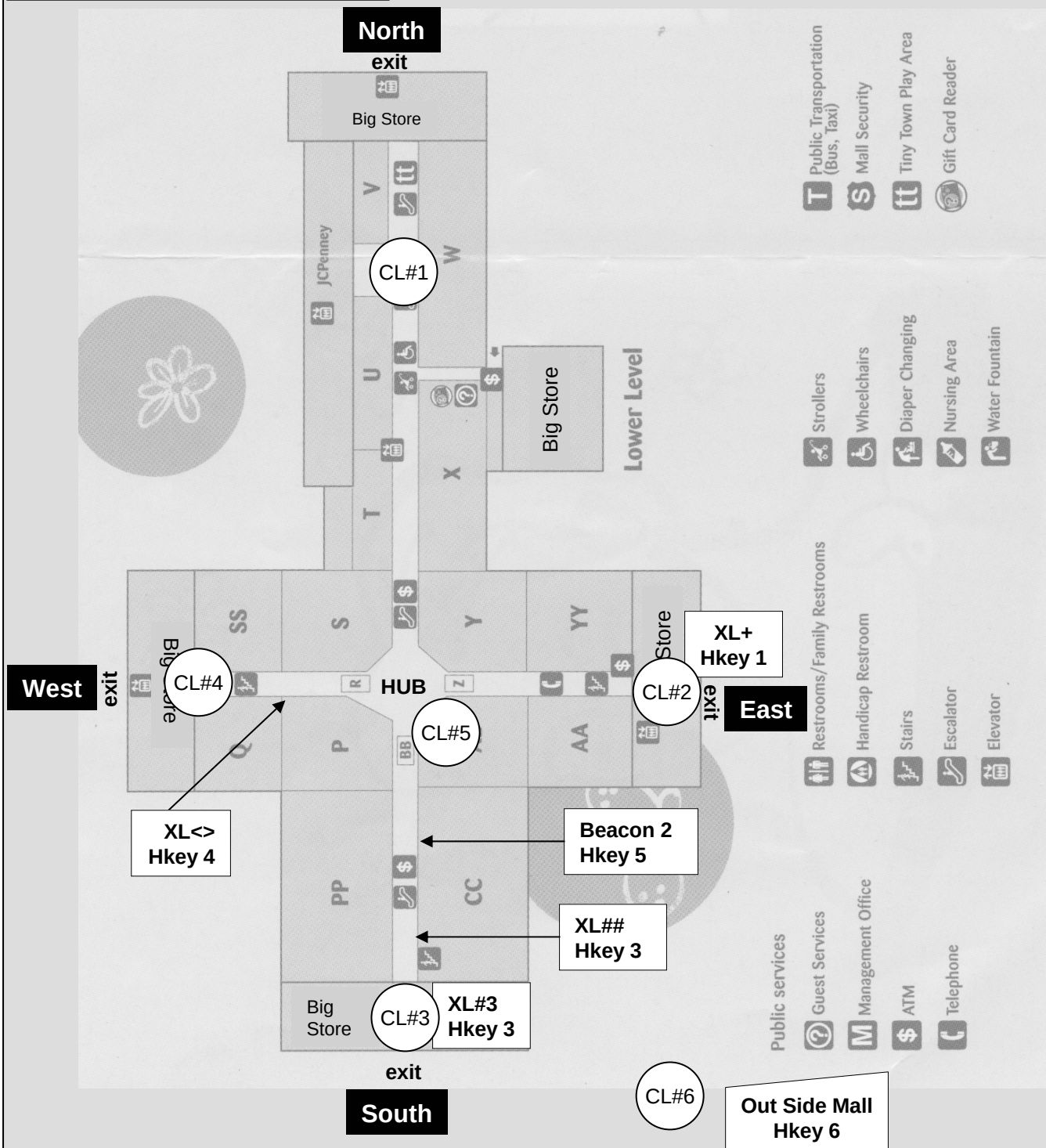


Session One Board



One inch = 100 yards = one minute

North Section MALL ENTERANCE (exit) / mid point CL #1

East Section at exit CL #2 / XL+ / Hkey 1

South Section exit CL #3, Beacon 2, XL #, Hkey 2 (go a few stores north) XL## Hkey 3 (further North) Beacon 2 Hkey 5

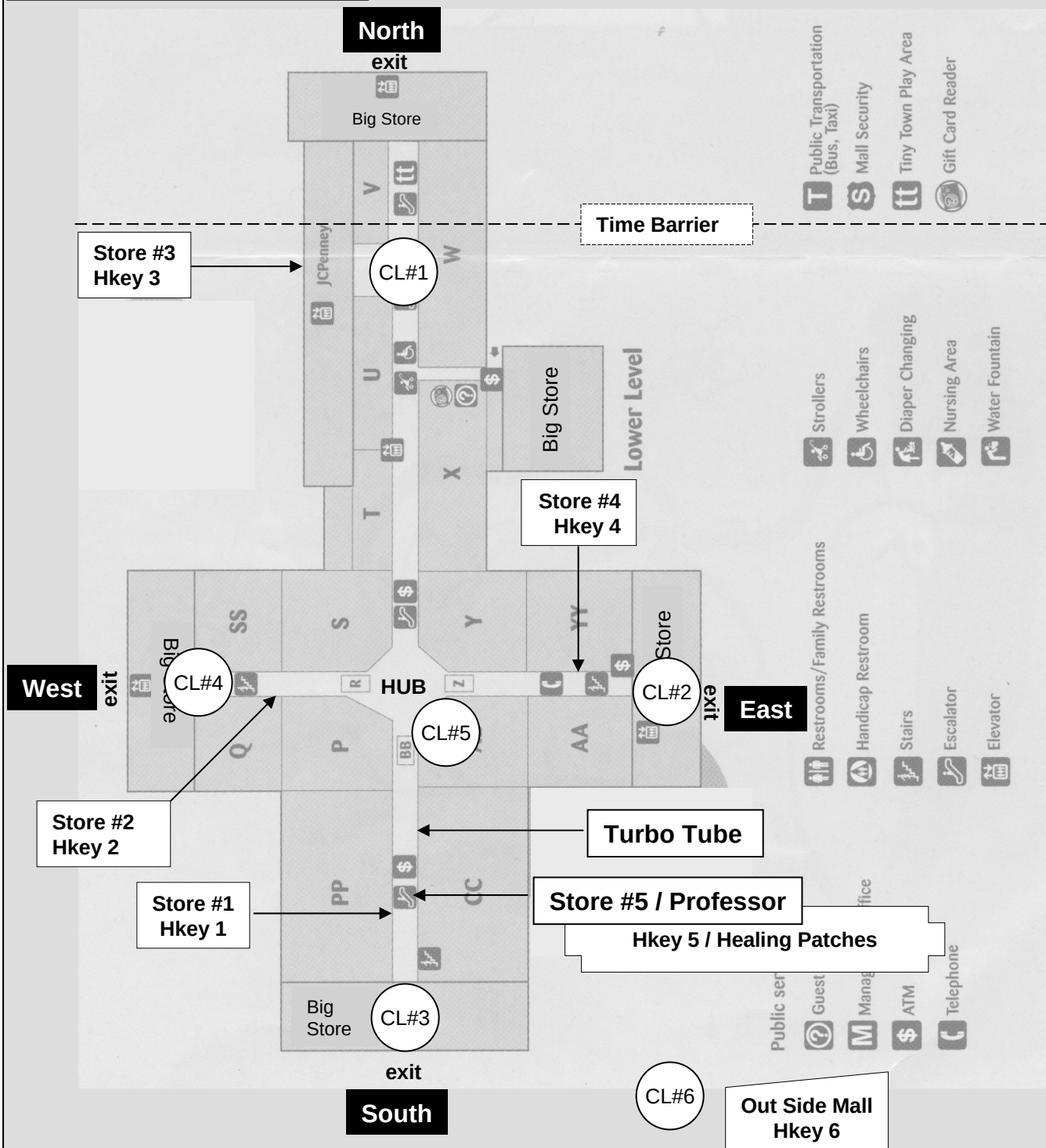
CL #6 (Out side Mall) Hkey 6

West Section exit CL #4 (mid way east) XL< > / Hkey 4

Hub CL #5

XL+ Starting from the N, E, S, W exit move inward. XL # 14 stores XL ## minus stores 7, XL< > N, E, S, W side of branch. From the exit south move towards hub seven stores (14-7) on the east side. South.

Session Two Board



Map Info in post able form.

North Section MALL ENTERANCE (exit) / Time Barrier Event / mid point CL #1 / Store 3 Hkey 3

East Section at exit CL #2 (go midway north) Store 4 Hkey 4

South Section exit CL #3, (go a few stores north) Store #5 / Hkey 5 has "Healing Patches" (further North) Store 1 Hkey1

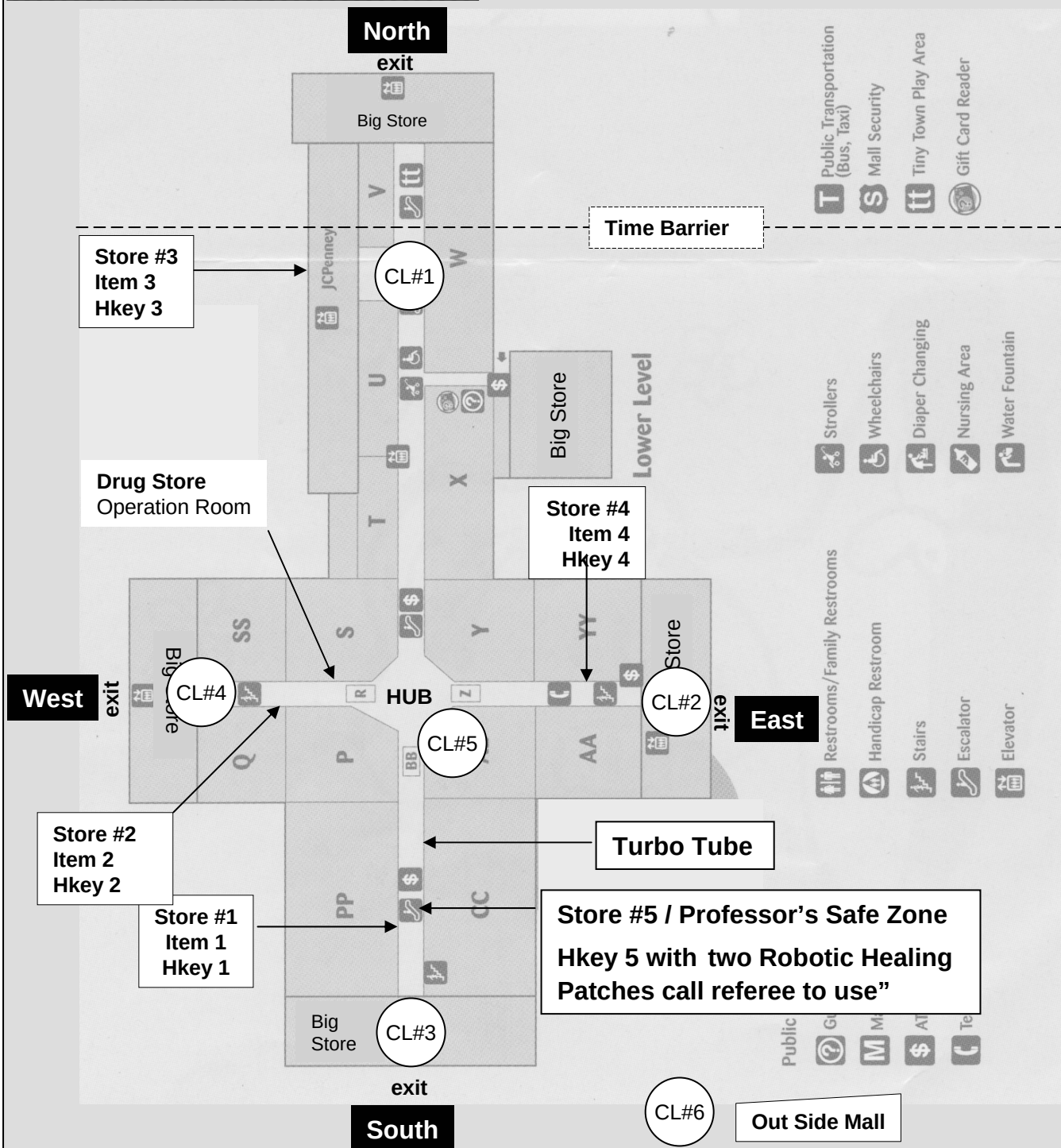
(further North) Turbo Tube

CL #6 (Out side Mall) Hkey 6

West Section exit CL #4 (mid way east) Store 2 / Hkey 2

Hub CL #5

Session Three Board



One inch = 100 yards = one minute

North Section MALL ENTERANCE (exit) / Time Barrier / mid point CL #1

East Section at exit CL #2 Store #4 Item 4

South Section exit CL #3 store #1 Item 1 / Store #5 & Professors Safe Zone / Turbo Tube

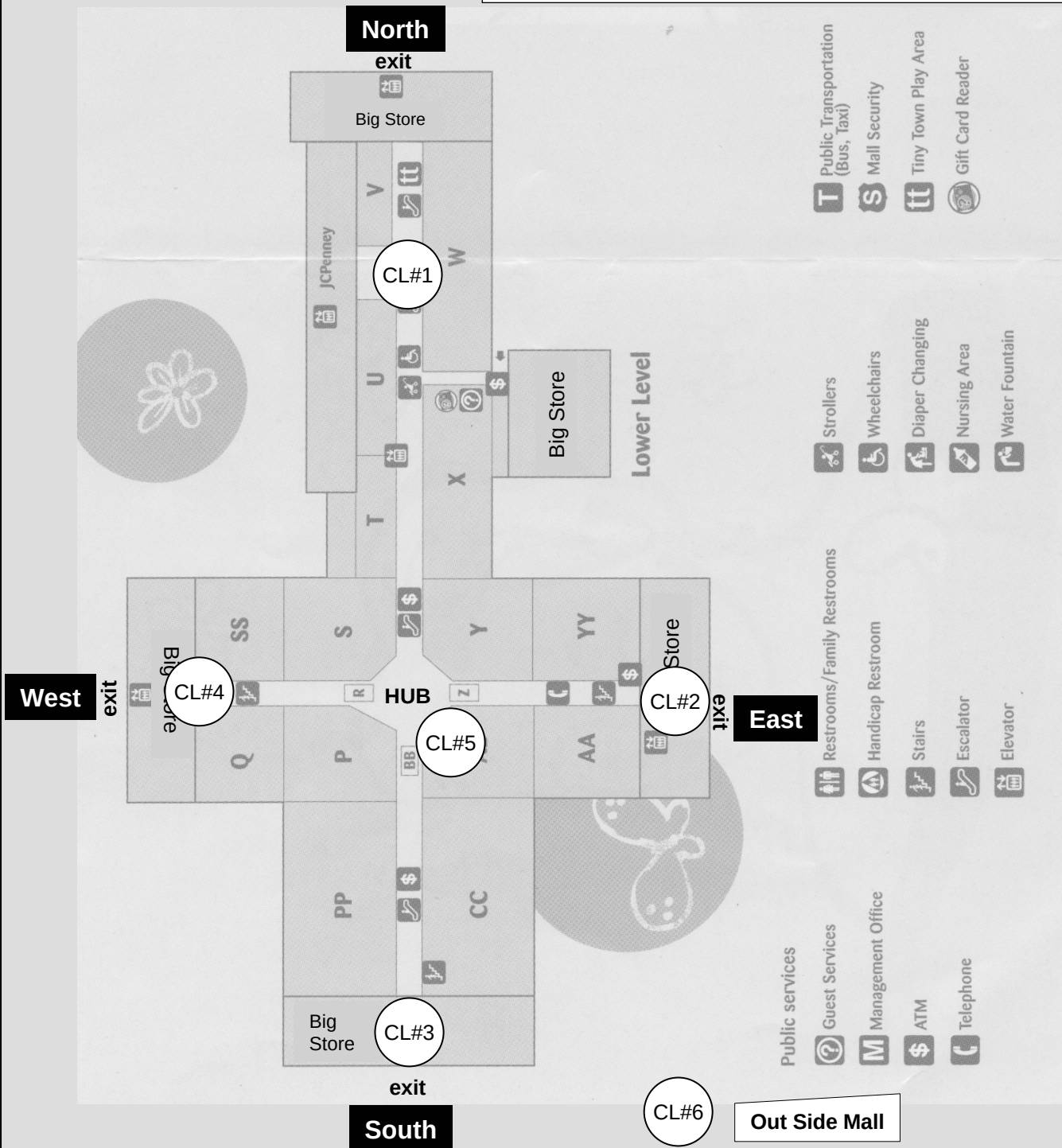
CL #6 (Out side Mall) Hkey 6

West Section exit CL #4 / Store #2 Item 2 / Drug Store (Operation Room)

Hub CL #5

Hkey 5 / Healing Patches

Blank Copy of Session 1 2 3 Board



One inch = 100 yards = one minute

North Section MALL ENTERANCE (exit) / mid point CL #1

East Section at exit CL #2

South Section exit CL #3
CL #6 (Out side Mall)

West Section exit CL #4

Hub CL #5