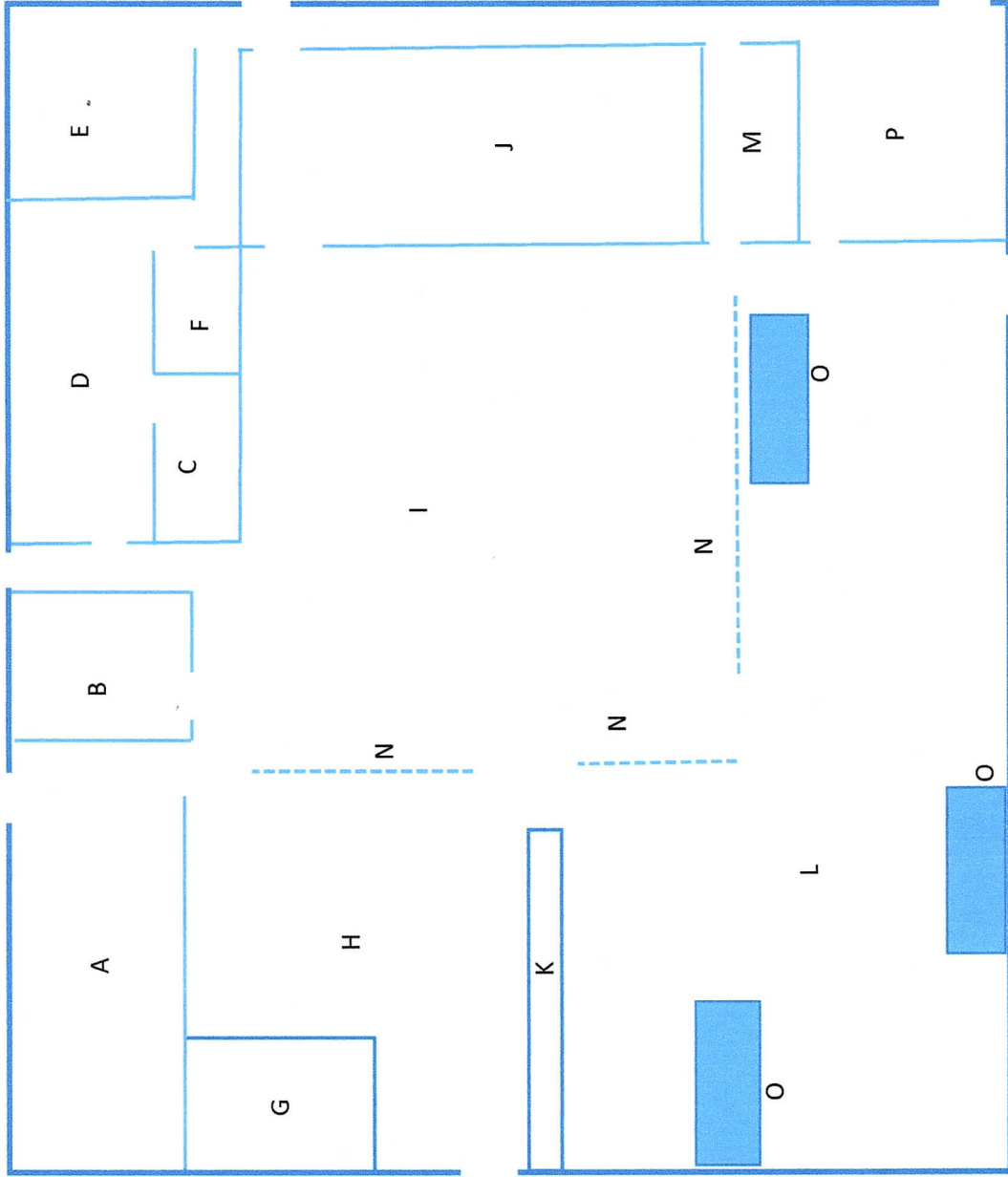
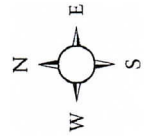
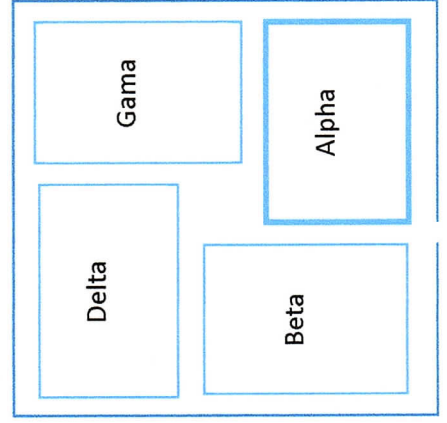


# The Hold



<b>A</b>	<b>Animal hold</b>
<b>B</b>	<b>Utility</b>
<b>C</b>	<b>Tech room</b>
<b>D</b>	<b>Defender Operation Room</b>
<b>E</b>	<b>Defender barracks</b>
<b>F</b>	<b>Commander Office</b>
<b>G</b>	<b>Kitchen</b>
<b>H</b>	<b>Mess hall</b>
<b>I</b>	<b>Yard</b>
<b>J</b>	<b>Infirmary</b>
<b>K</b>	<b>Borrowing shelf</b>
<b>L</b>	<b>Curtain area</b>
<b>M</b>	<b>Counselor</b>
<b>N</b>	<b>Fencing</b>
<b>O</b>	<b>Restroom/Showers</b>
<b>P</b>	<b>Storage</b>

## Complete Hold Area



Map is not to scale.