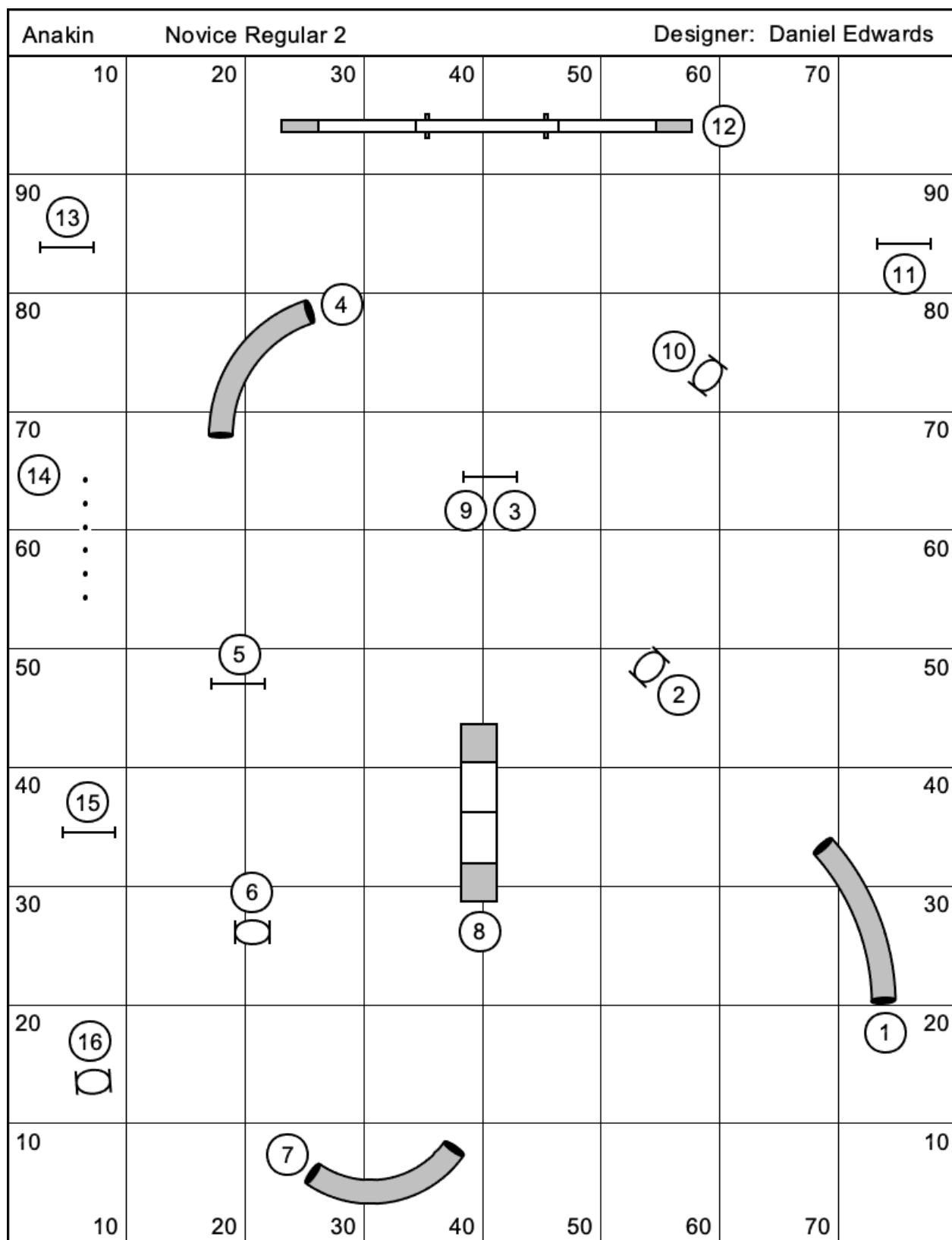
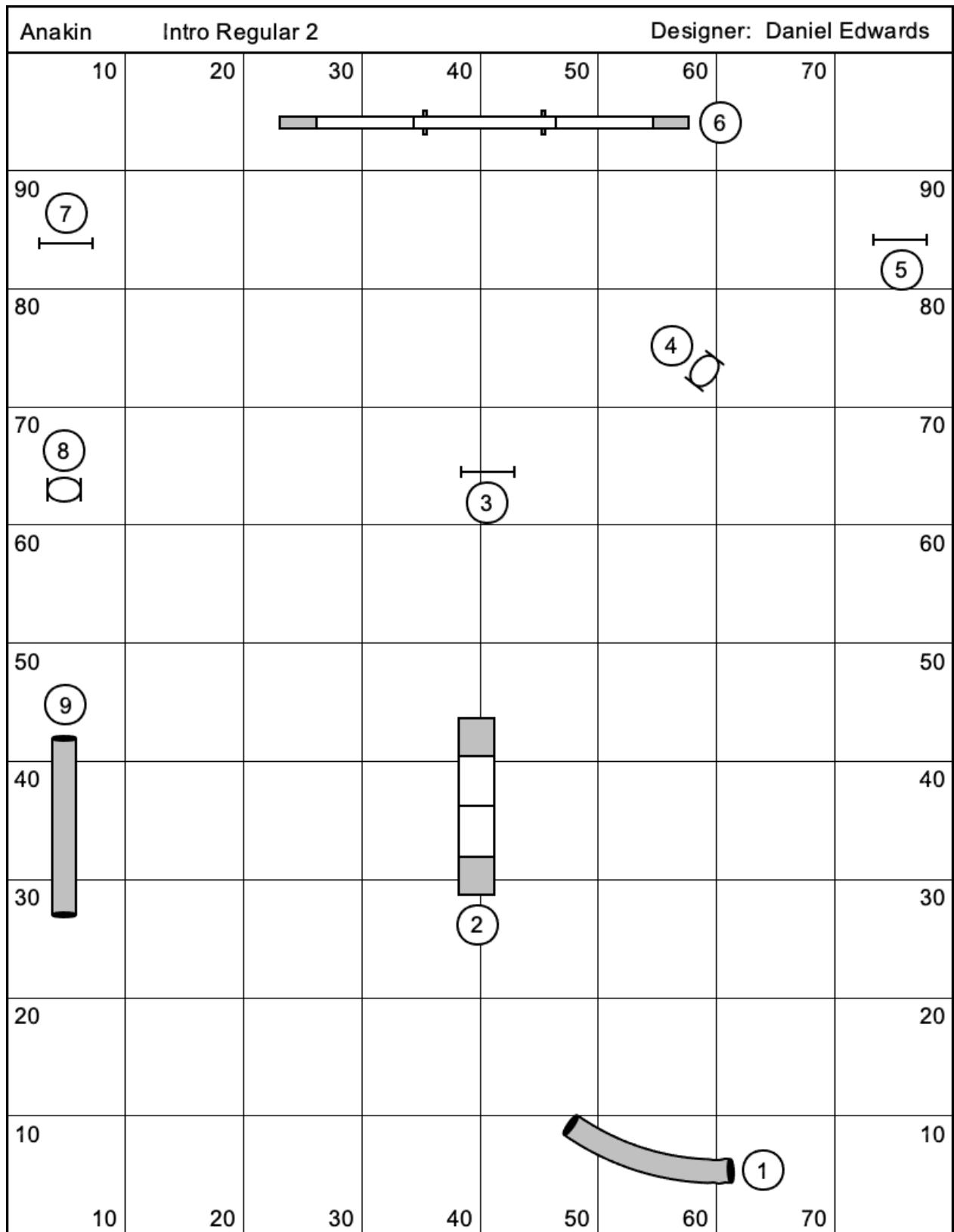
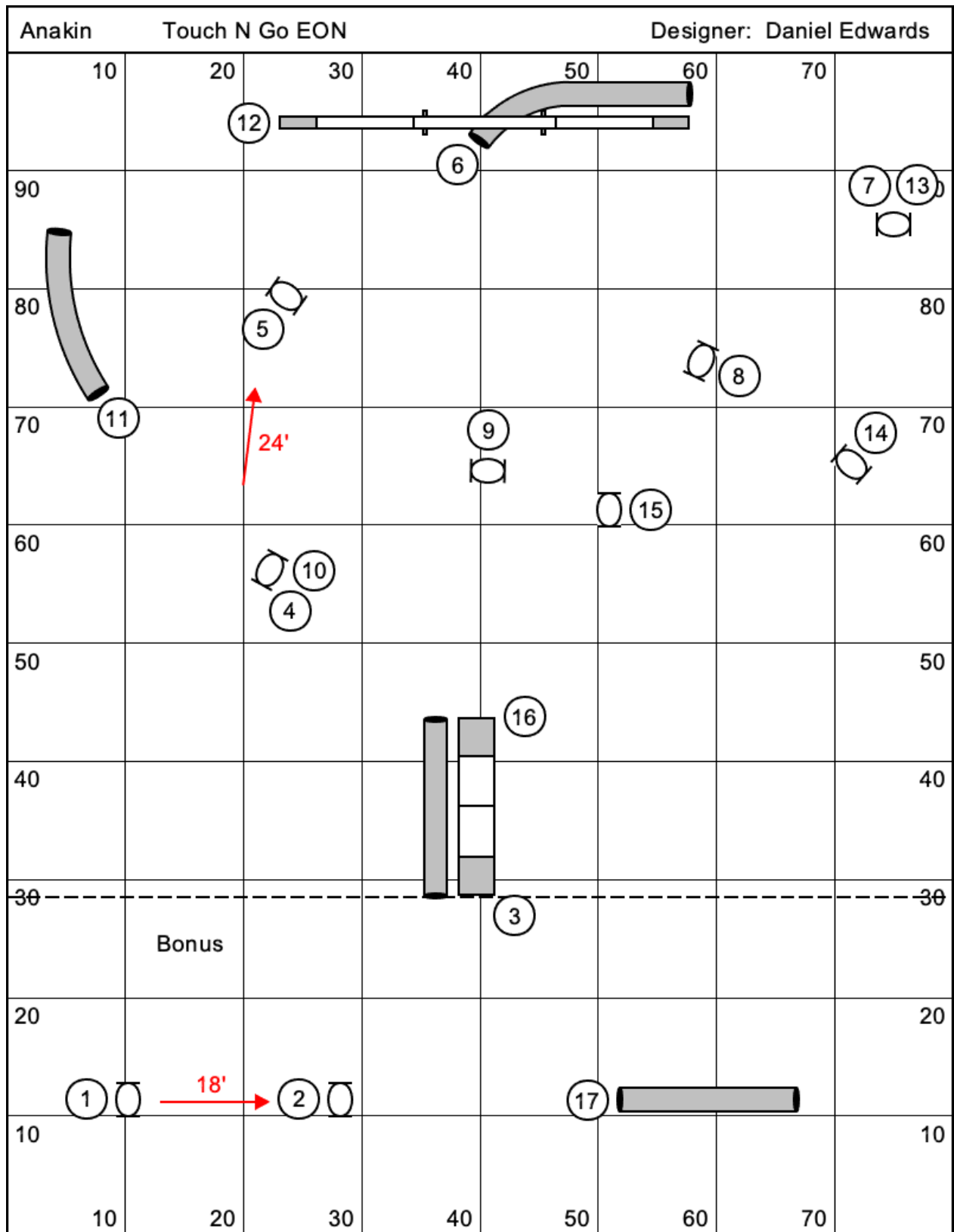
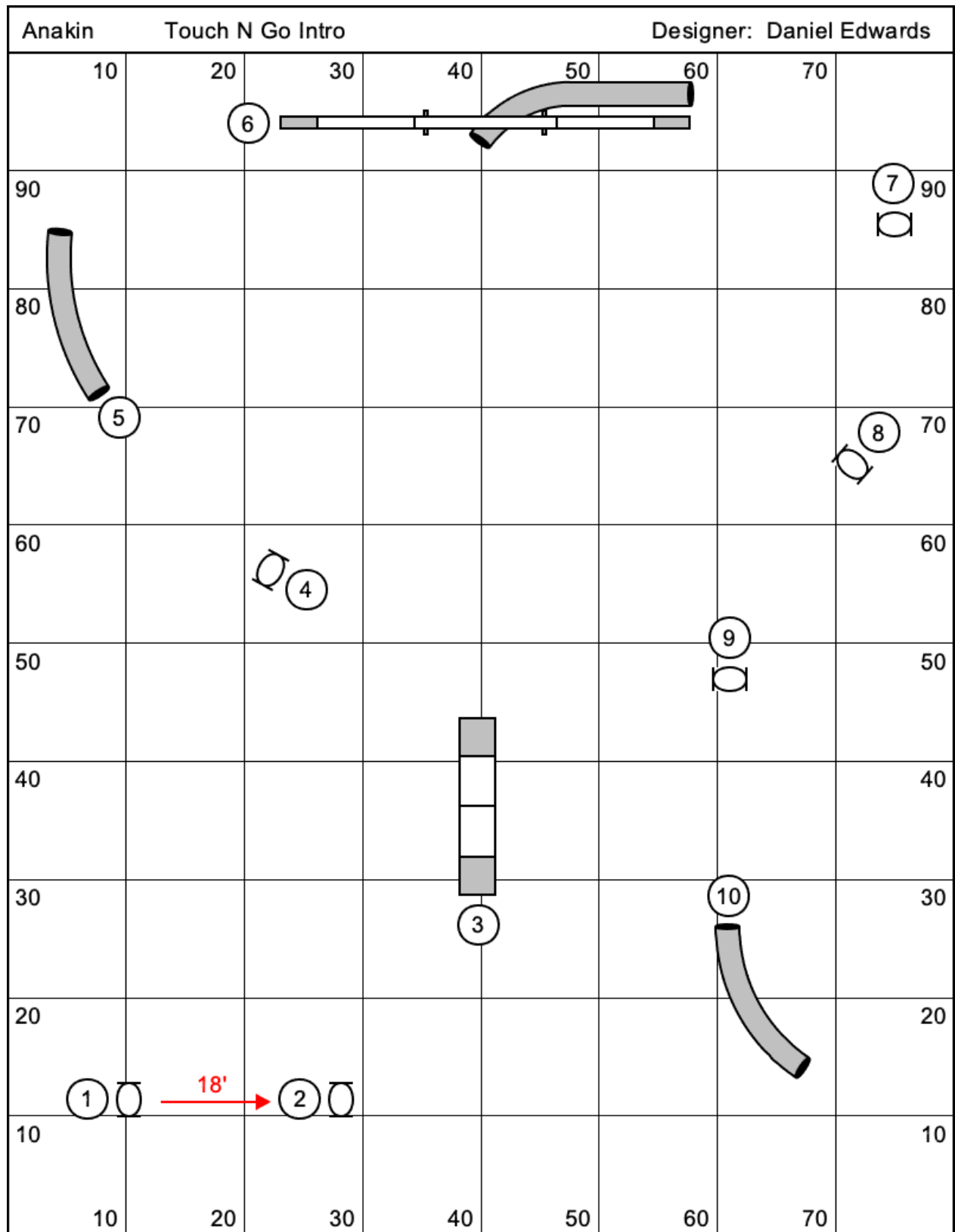


[illegible]









**Andor EON Chances** Designer: Daniel Edwards

The map is a 10x10 grid with axes labeled 10 to 90. The following table summarizes the key elements of the map:

Element	Location (Approximate Coordinates)	Description
Obstacle 1	(10, 45) to (10, 65)	Vertical grey bar
Obstacle 2	(35, 90) to (65, 90)	Horizontal grey bar with a curved section
Obstacle 3	(60, 50) to (65, 65)	Curved grey bar
Obstacle 4	(75, 20)	Small grey structure
Path: Novice	(10, 30) to (90, 80)	Red dashed line
Path: Open	(20, 80) to (90, 60)	Blue dashed line
Path: Elite	(10, 30) to (90, 30)	Black dashed line
Point 1	(10, 30)	Start of elite path
Point 2	(10, 65)	End of novice path
Point 3	(10, 85)	End of novice path
Point 4	(35, 90)	Start of elite path
Point 5	(55, 70)	End of elite path
Point 6	(45, 55)	End of elite path
Point 7	(25, 50)	End of elite path
Point 8	(10, 65)	End of elite path
Point 9	(10, 85)	End of elite path
Point 10	(35, 90)	Start of elite path
Point 11	(85, 80)	End of elite path
Point 12	(75, 65)	End of elite path
Point 13	(60, 50)	End of elite path
Point 14	(75, 20)	End of elite path

