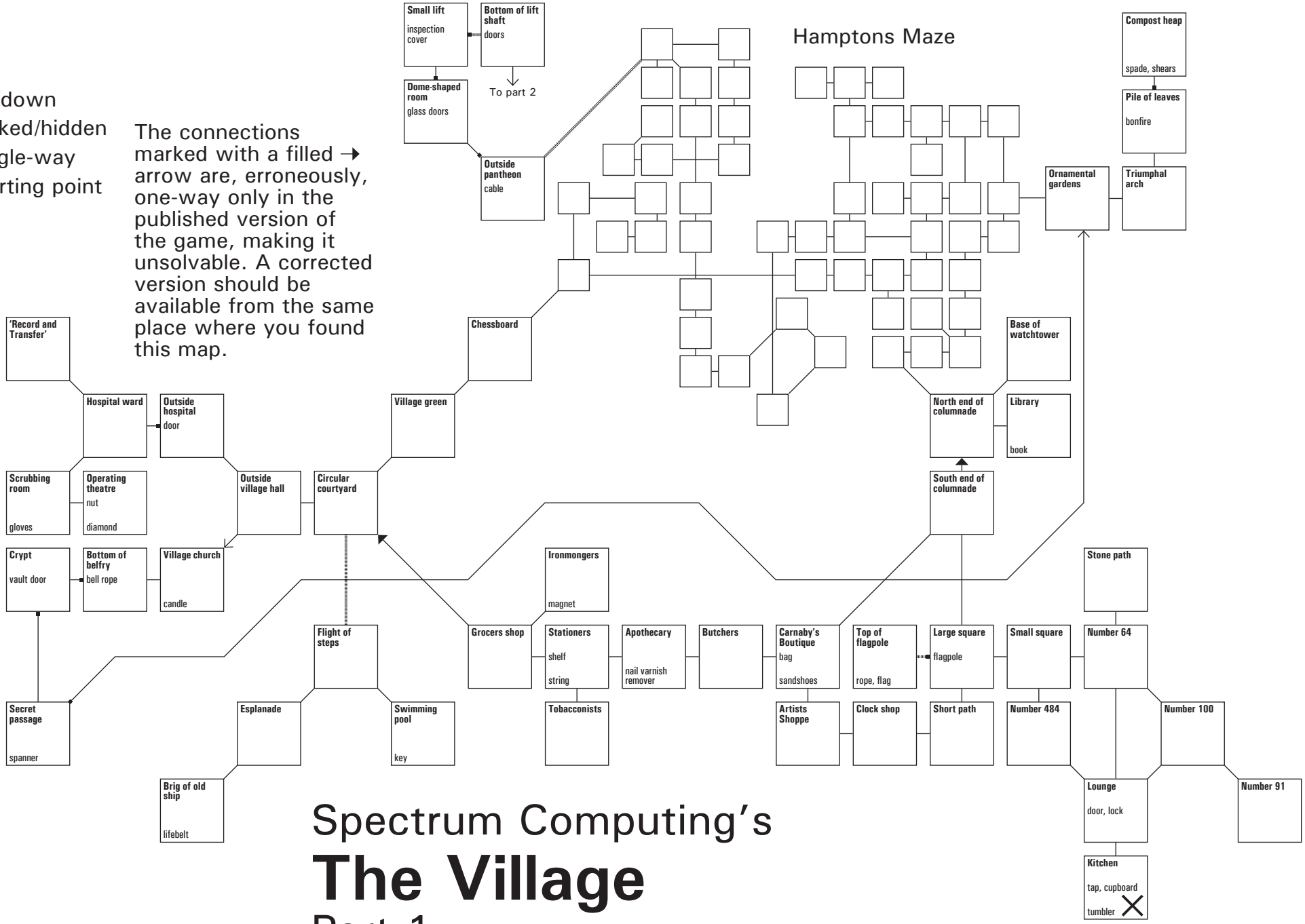
Legend

Room name
static objects
portable objects

up/down
locked/hidden
single-way
starting point

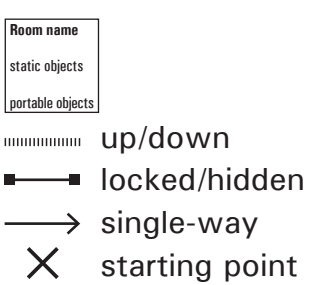
The connections marked with a filled → arrow are, erroneously, one-way only in the published version of the game, making it unsolvable. A corrected version should be available from the same place where you found this map.

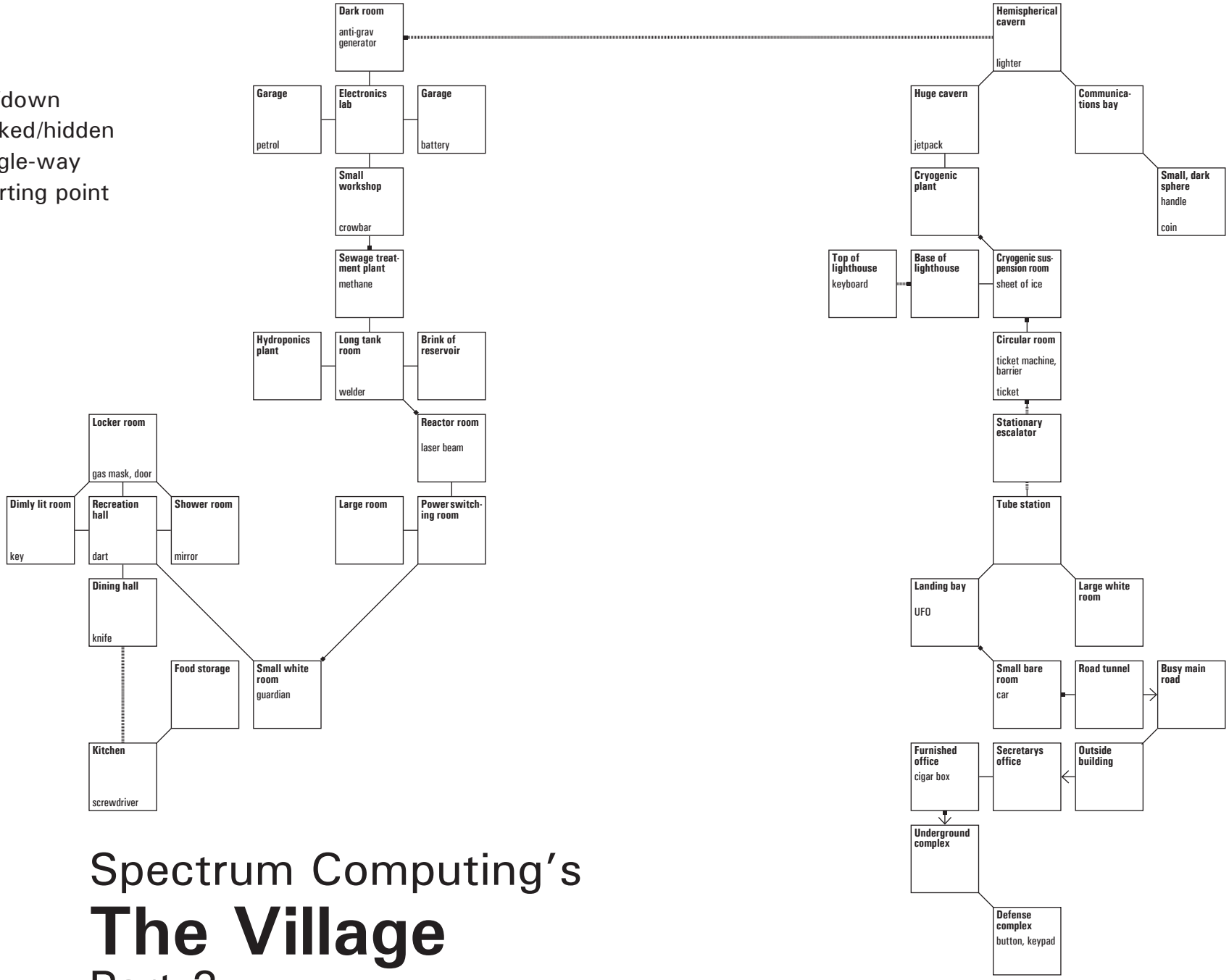


Spectrum Computing's
The Village
Part 1

Map by Richard Bos, 2014

Legend





Spectrum Computing's
The Village
Part 2

Map by Richard Bos, 2014