

4

mapped with 3D M 4

A = to right wall 20 cm after last obstacle

B = to right wall 5 cm before last obstacle

C = to right wall 40 cm before last obstacle

D = to right wall 60 cm after 2nd obstacle

E = to left wall 2 cm after plate seam - right wall - hole

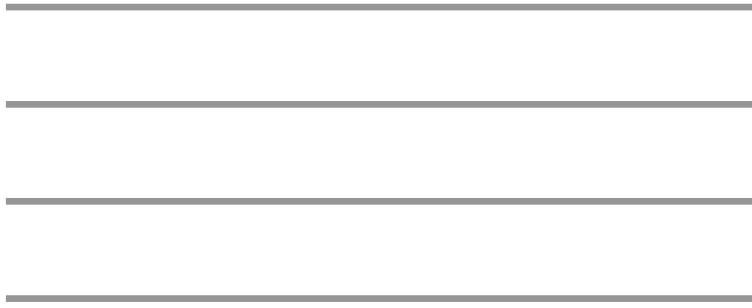
F = to left wall 10 cm after plate seam - right wall - hole, not hard

G = to left wall 5 cm before 2nd obstacle - right wall - hole

! = divides, don't play too slow

6

mapped with 3D 846 r



A = to left wall at center
of tile 50 cm before hole

