
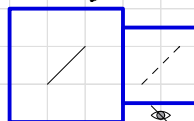
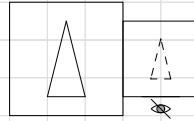


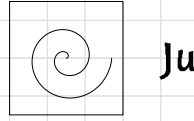
OBJECTS

 = under platform

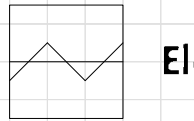
 Blue Item Pickup

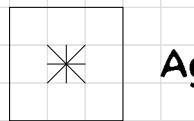
 Golden Item Pickup

 Boost Pad


 Jump Pad

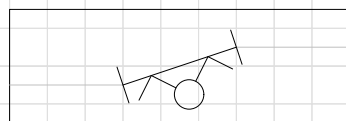
 Pink Swing-Loom

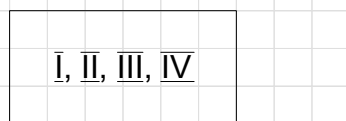
 Electric Fence

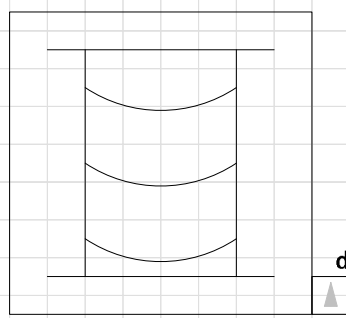
 Aggressive **** Plant


Terrain

 Climbing Wall

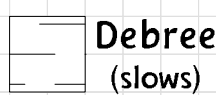
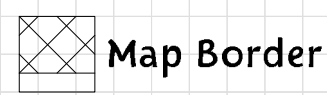
 + Falling Object

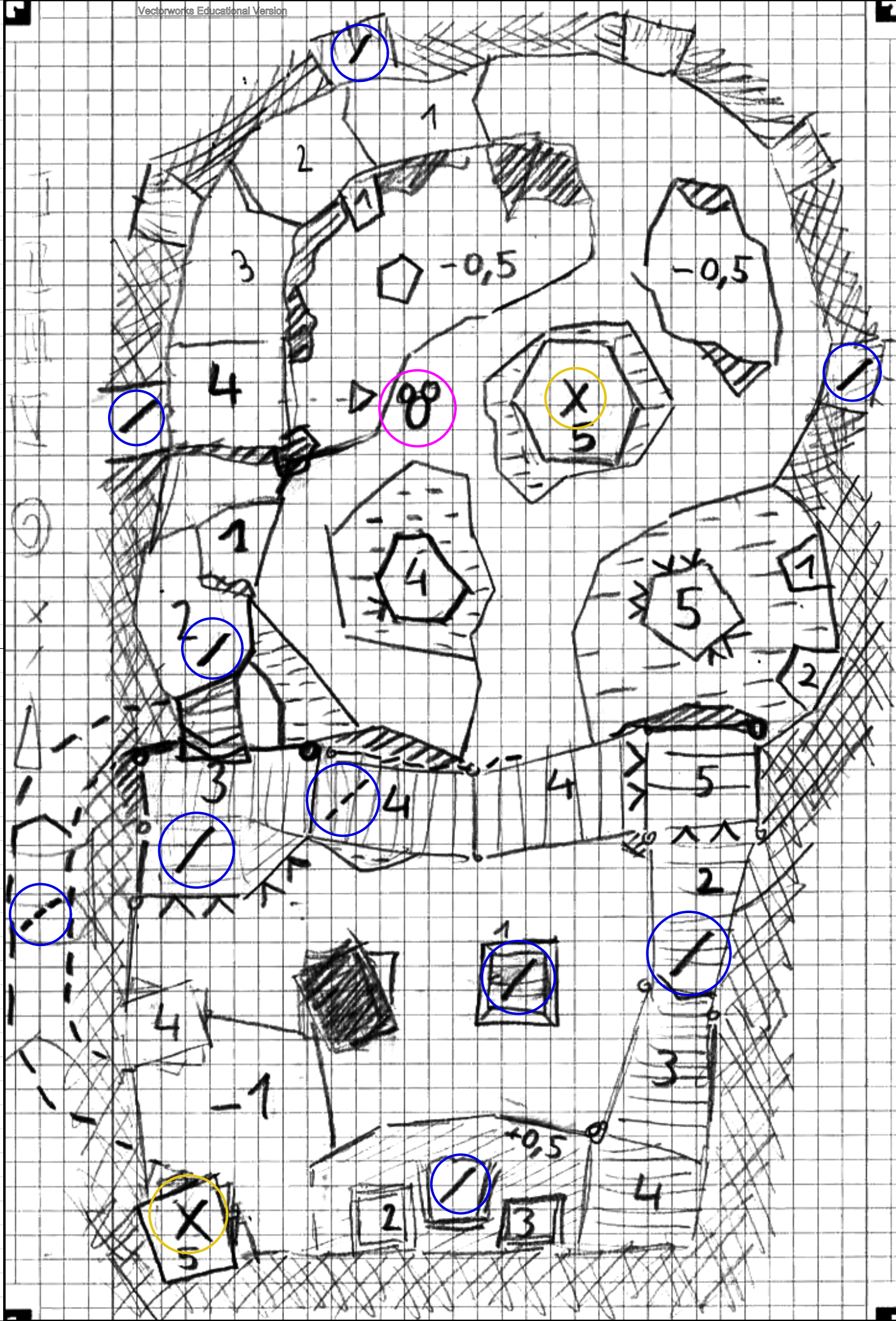
 (Possible) Player Spawning Points

 Surfing Surface

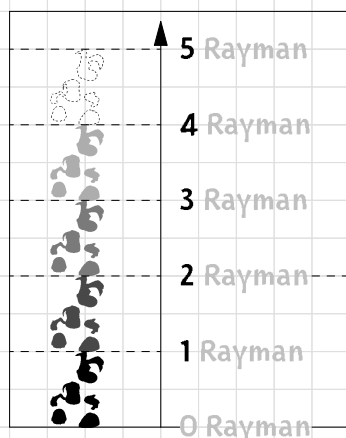
direction


 Planks  Walls  Rocks

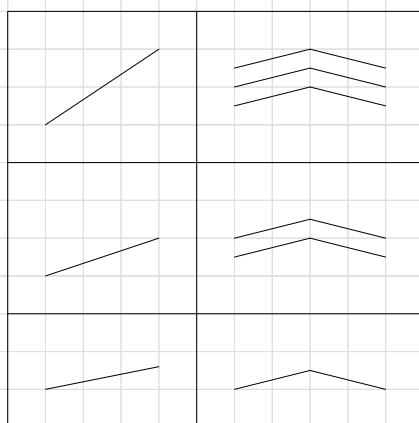
 Debre (slows)  Map Border



Y-Axis

 Height of Plattform measured in RAYMAN-Units

Jump-Height (Ledge grab inclusive)



Steepness of Ramp and Surfing Surface