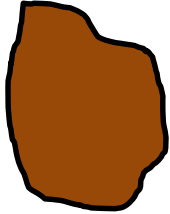




Intractable
Object



Solid
Structure



Rock



Elevated
Platform



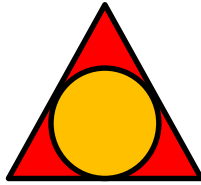
Chest



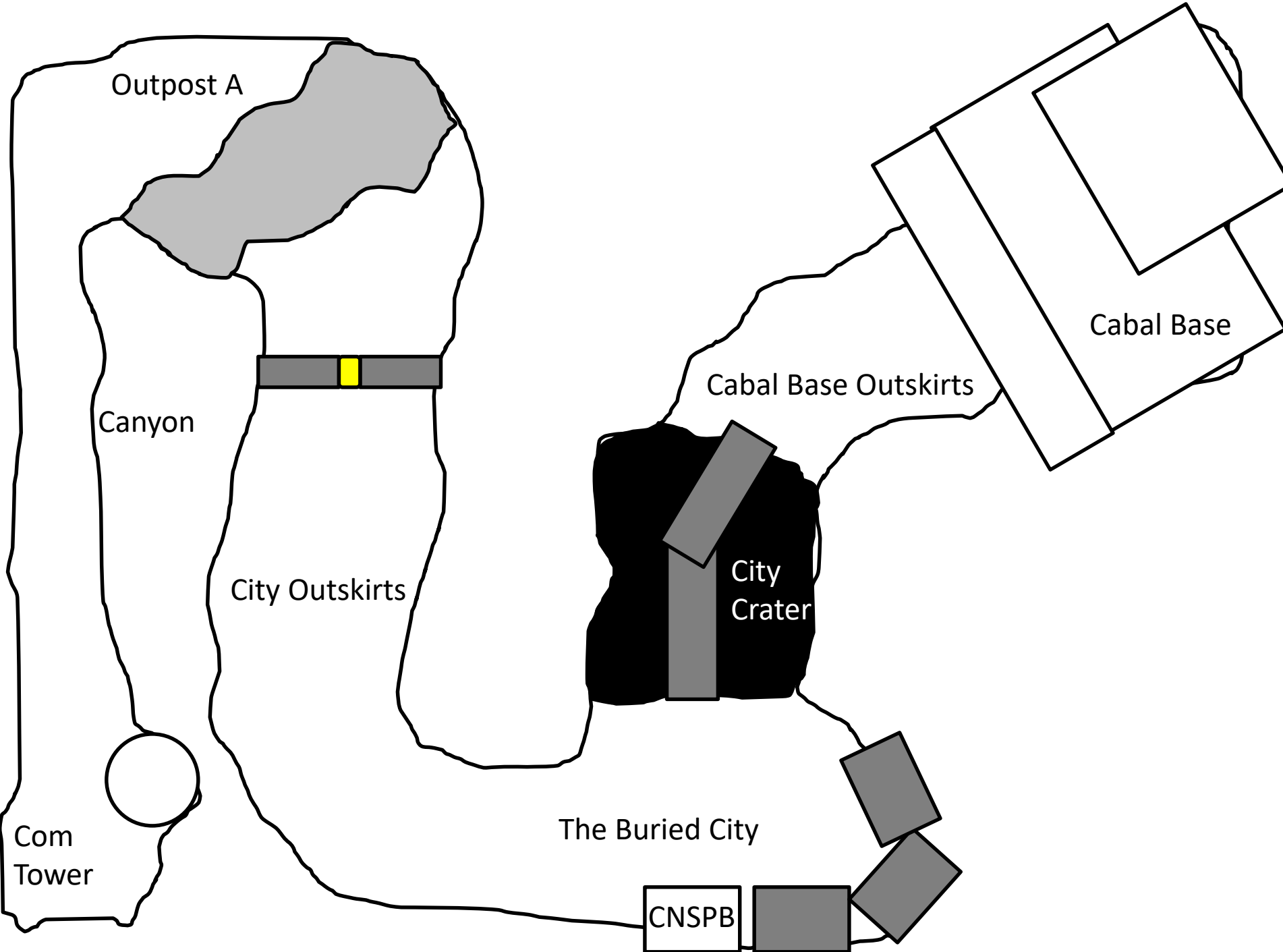
Enemy

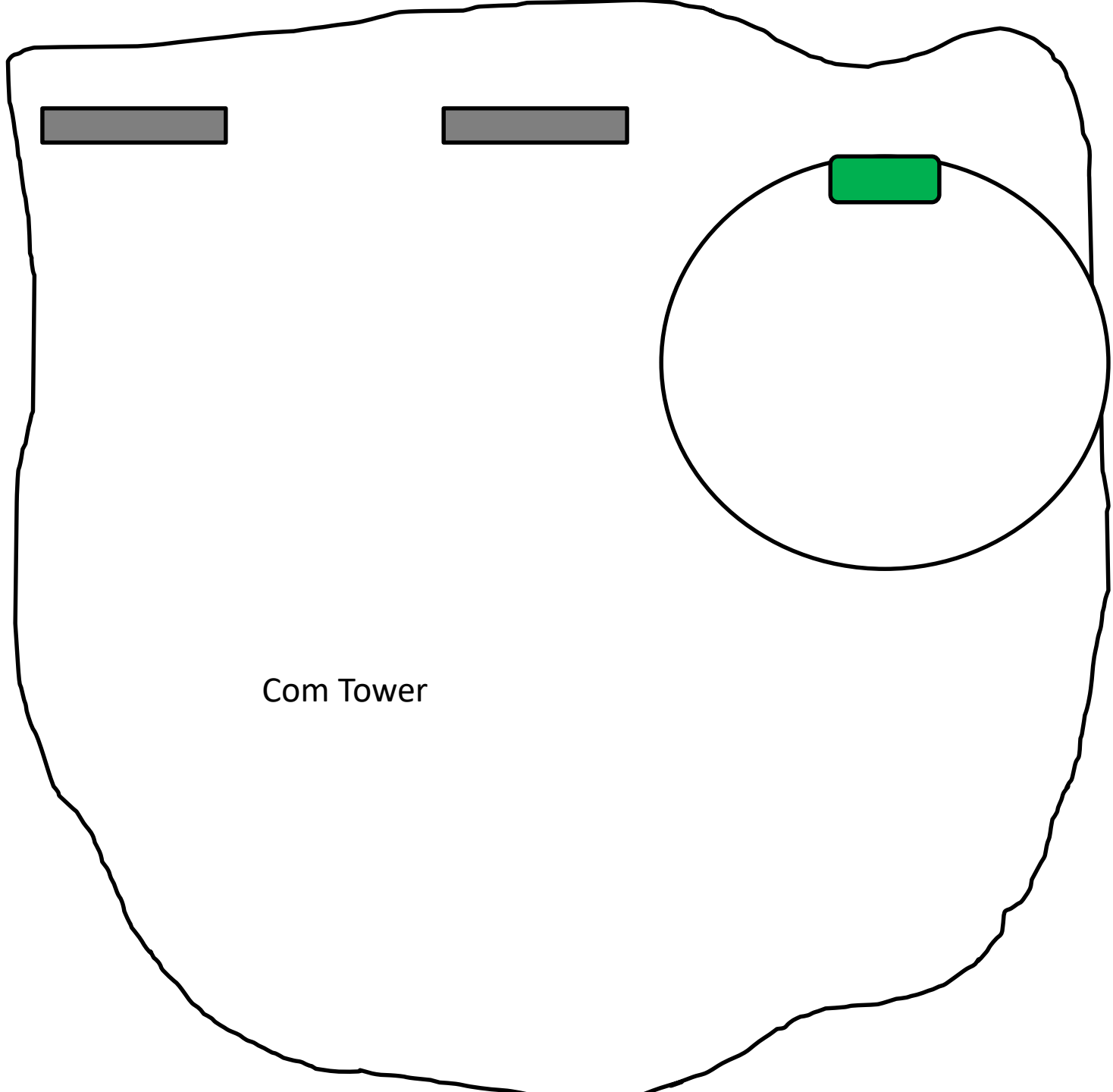


Objective

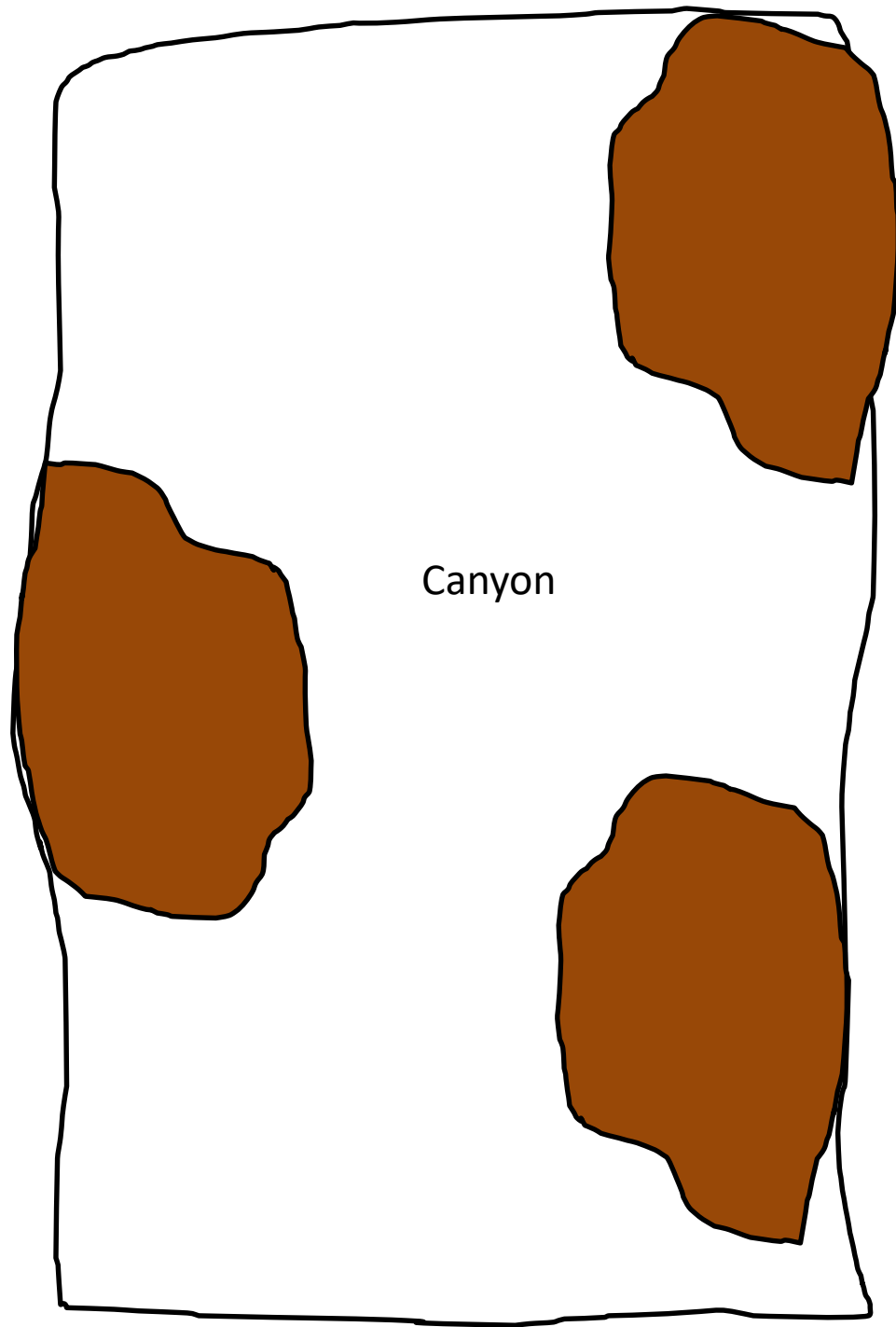


Boss

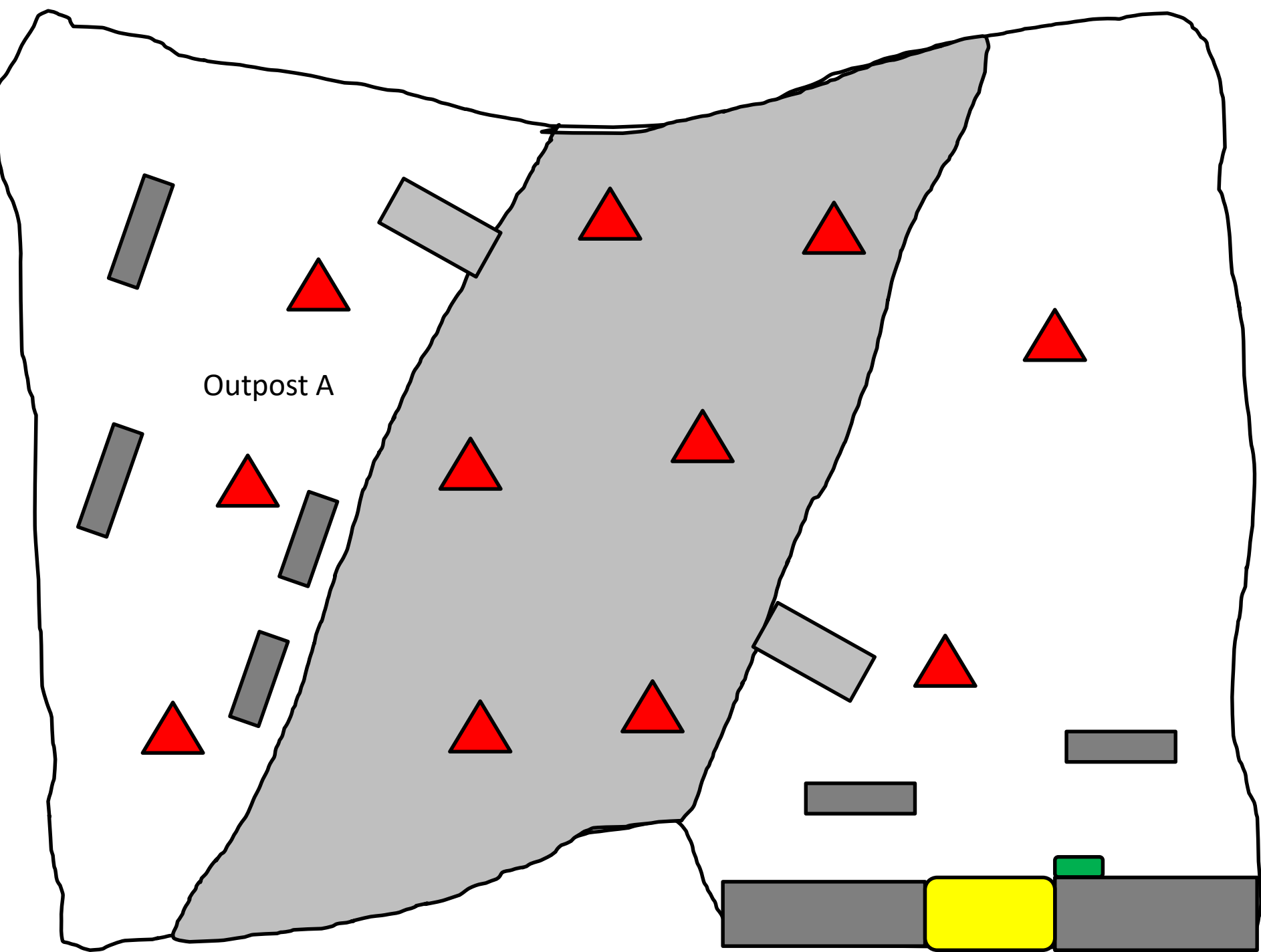


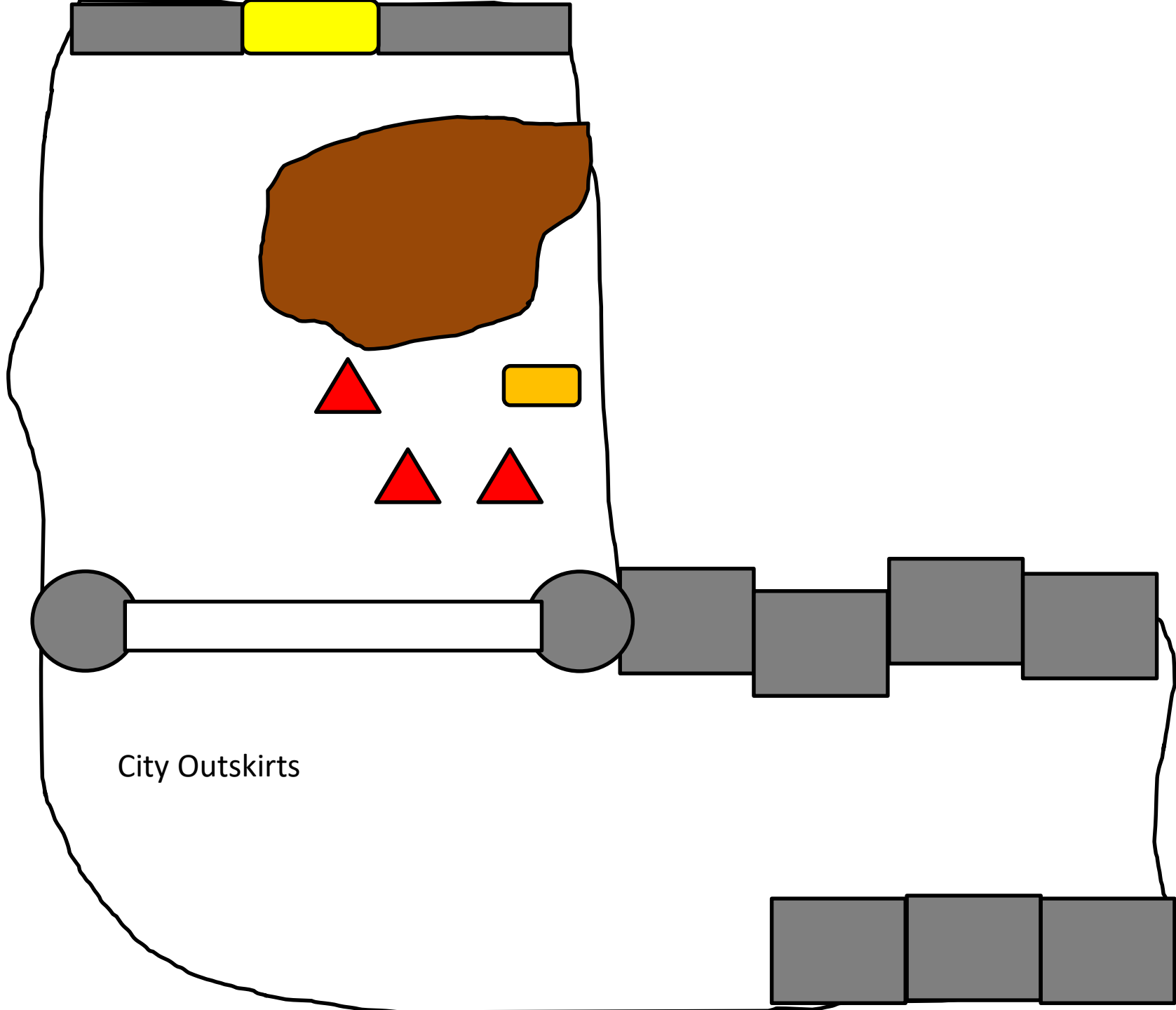


Com Tower

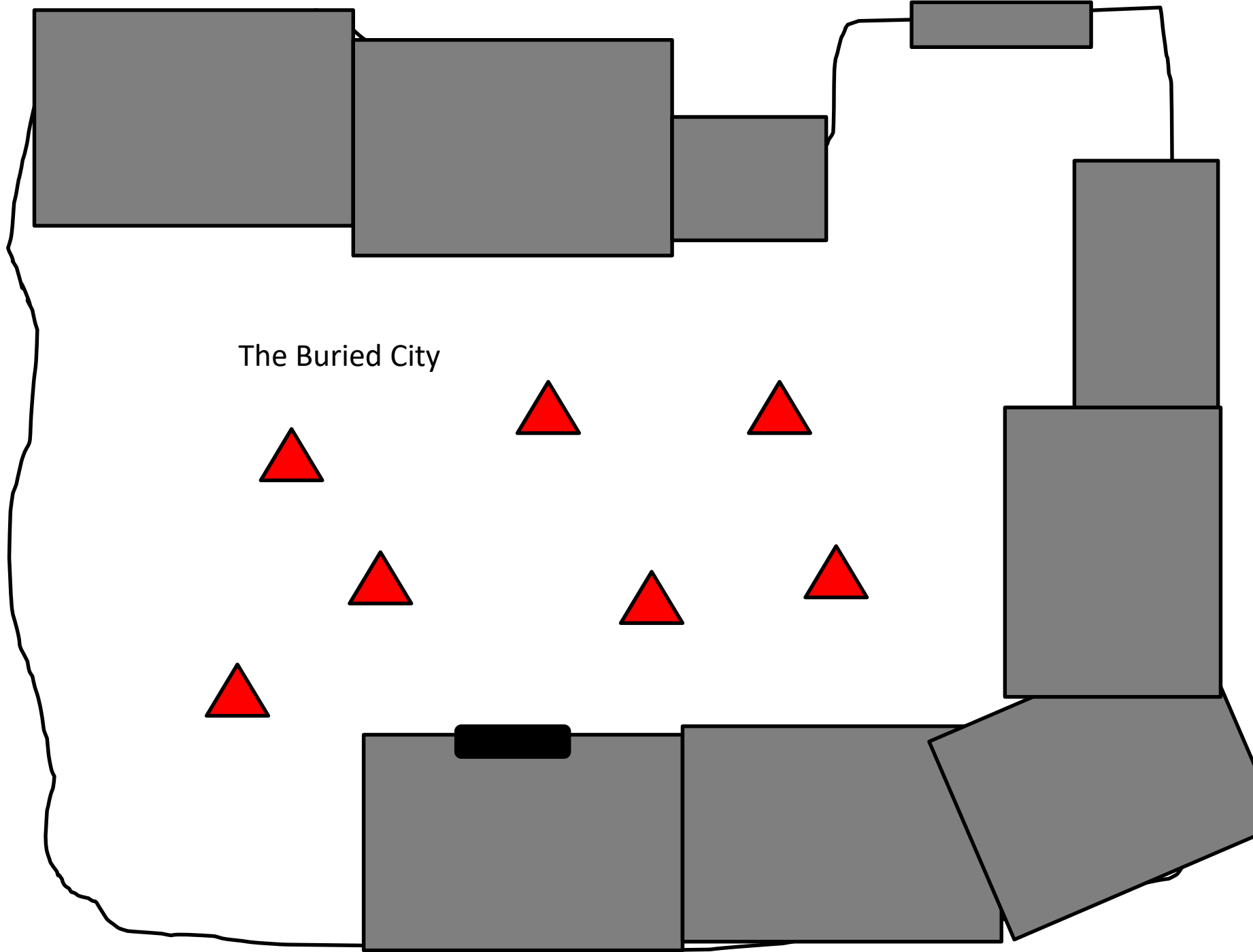


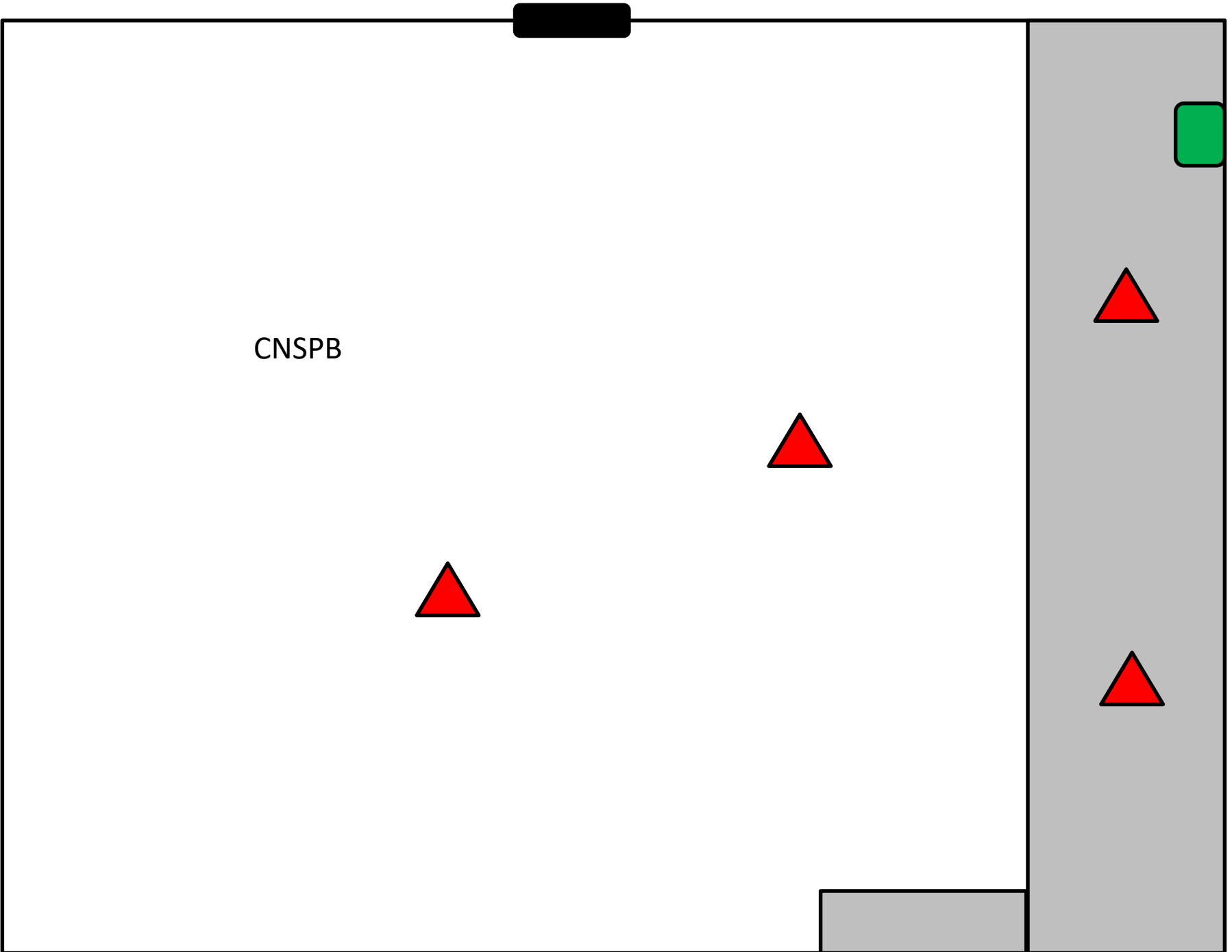
Canyon



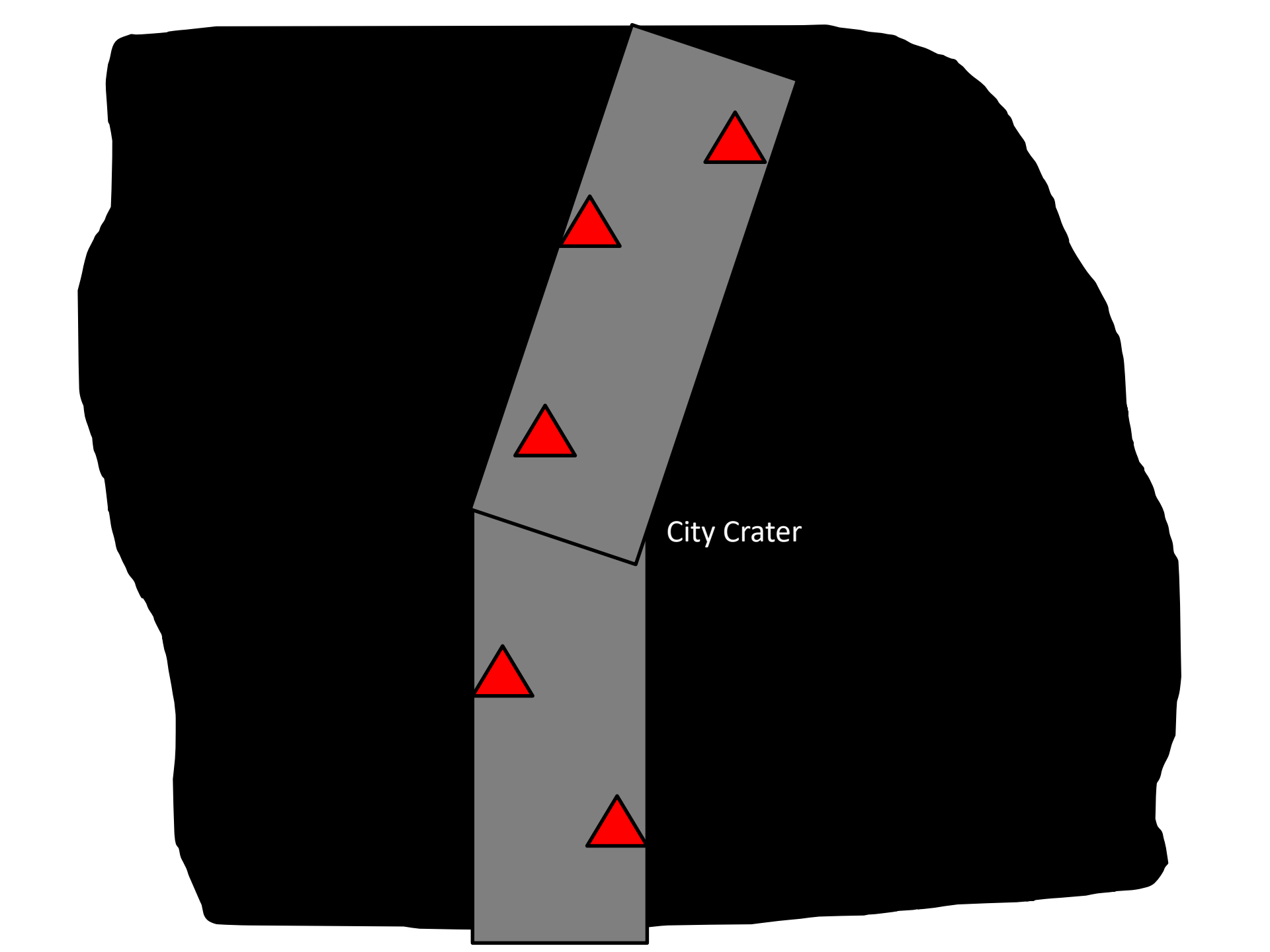


City Outskirts

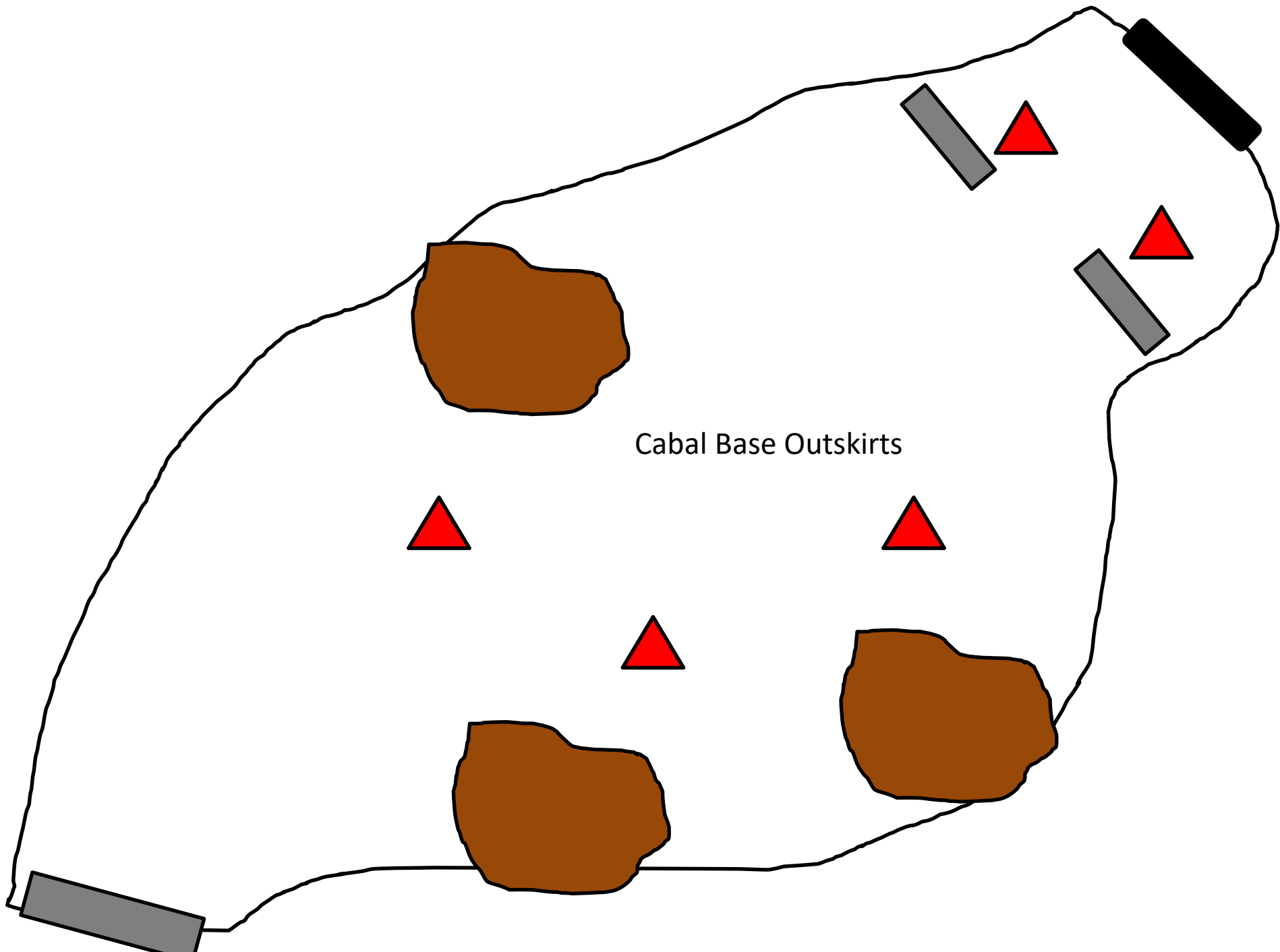




CNSPB



City Crater



Cabal Base Outskirts

Cabal Base Courtyard





Cabal Base Com Room



Cabal Base Command Center

