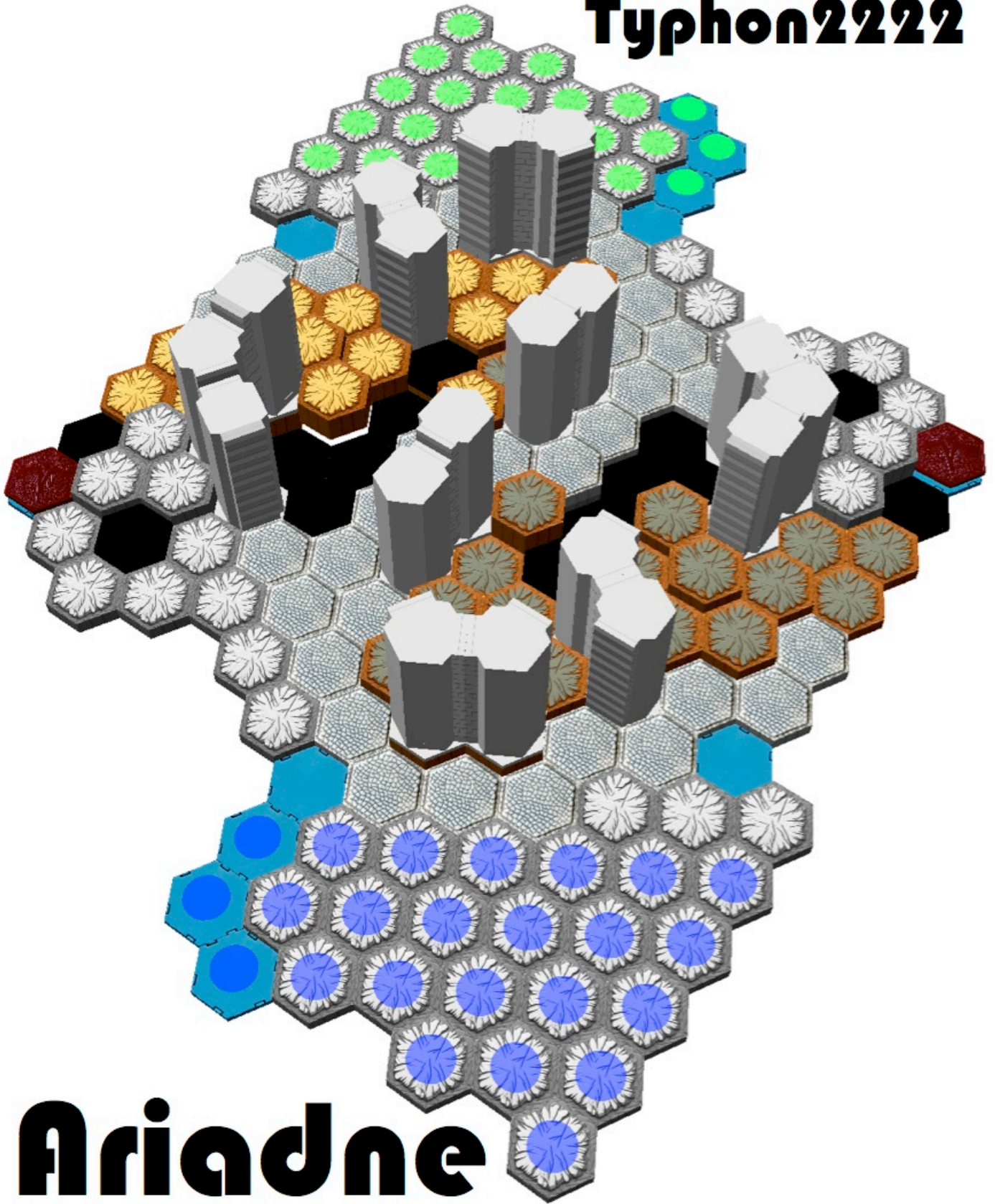
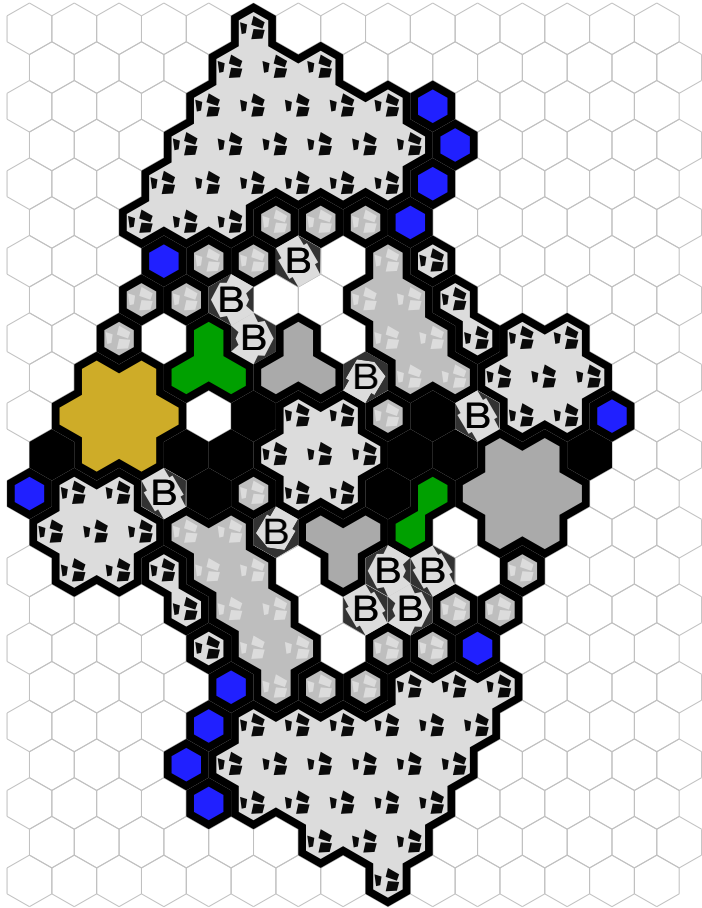


Typhon2222

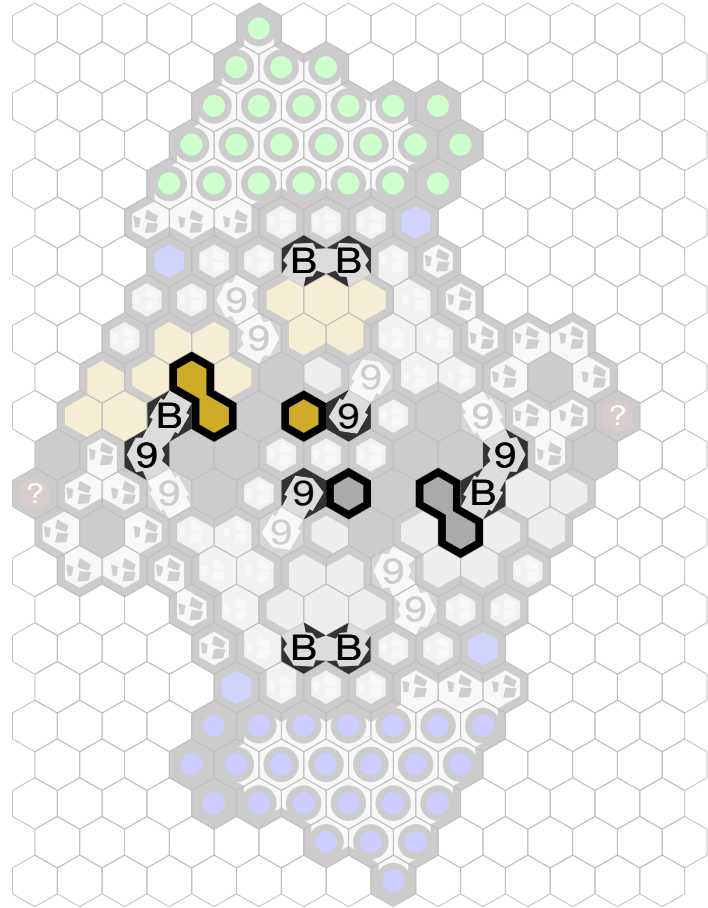


Ariadne

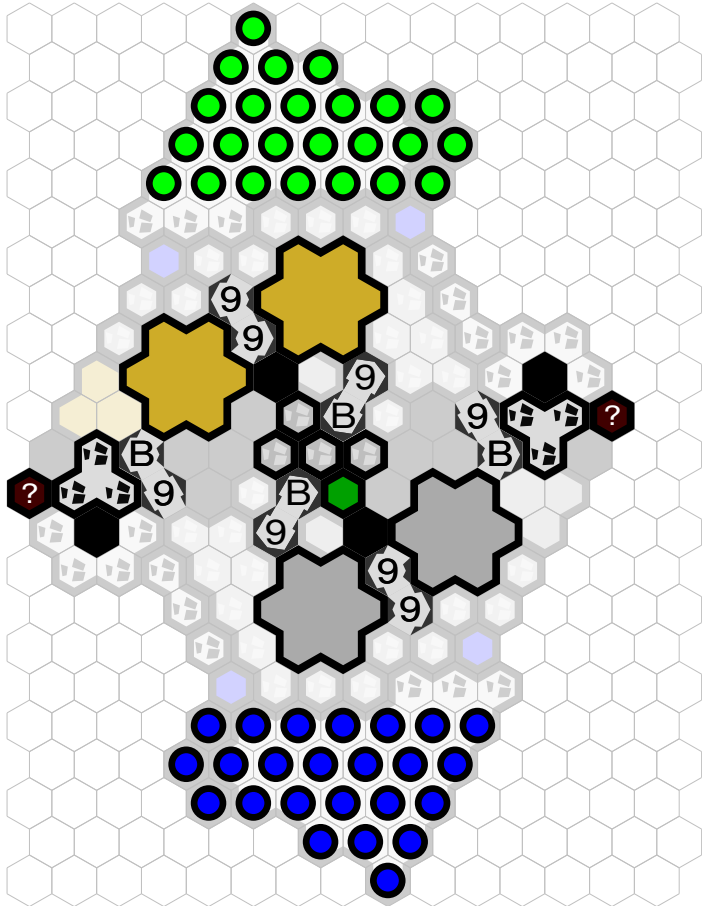
Level : 1



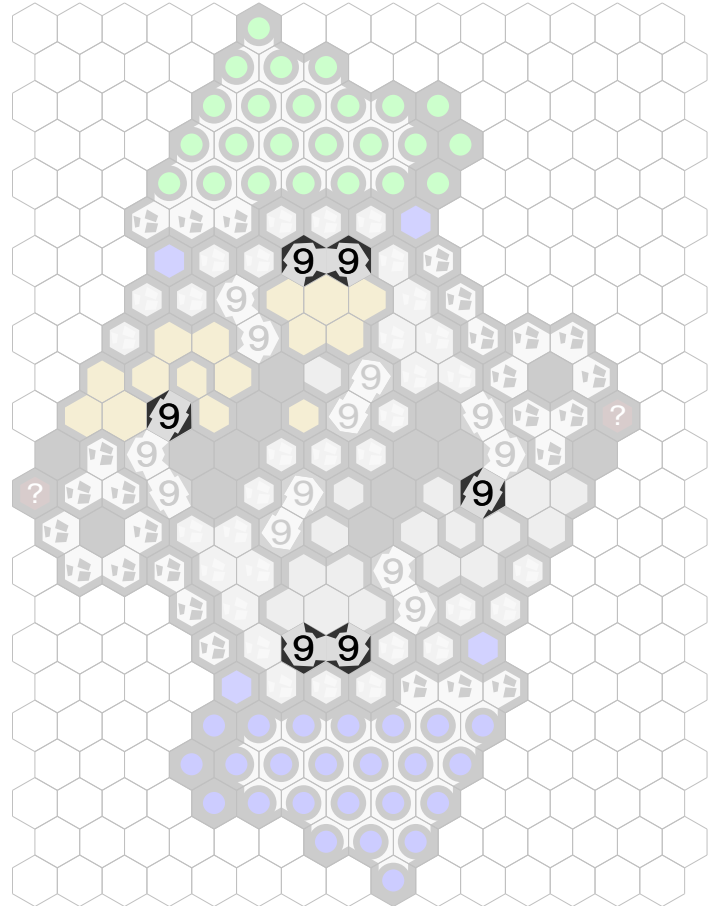
Level : 3



Level : 2



Level : 4



Grass 1 : 1
Rock 3 : 2
Water 1 : 12
Base corner : 10
Wall end : 4
Dungeon 7 : 3

Grass 2 : 1
Rock 7 : 3
Unknown glyph : 2
Base straight : 7
Shadow 1 : 14
Dungeon 24 : 2

Grass 3 : 1
Sand 1 : 1
ground castle 1 : 21
Base end : 4
Dungeon 1 : 2

Rock 1 : 1
Sand 2 : 1
ground castle 7 : 1
Wall corner : 10
Dungeon 2 : 2

Rock 2 : 1
Sand 7 : 3
ground castle 9 : 1
Wall straight : 4
Dungeon 3 : 2

ARIADNE (v2)

A map for tournament play; standard 24-hex start zones.

Uses: 1 BftU, 1 FotA

Glyphs: 2 of your choice

Big thanks go to *Killometer*, *Robber*, and especially *GameBear* for their feedback and suggestions for improvement.