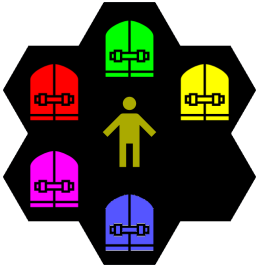


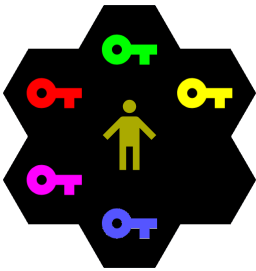
## Doors with keys

There are also doors.



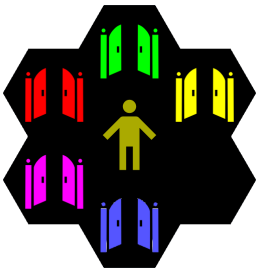
*various closed door types*

Collect proper keys to open them.



*various keys*

Tiles will change like below.



*various open door types*

doors with keys