

LOCATIONS AND HOTSPOTS

Here you will find an image of every location in the game, including the hotspots (in Spanish) Michael can interact with.

Some of the hotspots become items as well, once Michael picks them up.

When you see a hotspot that features different names split by “/”, it means that hotspot features different states (for instance, in LOC-21 “*superficie semienterrada*” becomes a trapdoor when Michael approaches and tries to use it; in LOC-15, Father Blake’s face goes more disfigured as Michael performs specific actions).

When you see a location included twice (such as LOC-04) that’s because it changes so much that we consider more useful to show the two different situations it might feature.

If you have questions, remember you can write **us!**

LOC-01 CARAVANA DE ROD

