# Resources

Resources that might help plan new routes, such as maps of the ingame world and savegames.

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## Savegames

### Exploration

Savegames for near the start of each act with maxed out stats and 255 vision range.

Explore_Act_Starts.zip

### Runs

Savegames at the start of each run from the current route. Run_Act_Starts.zip

## Maps

Maps for each act, split up in two parts for the overworld and underground areas. Maps.zip