

MECHATRON-7

0 100 200 300 400 500 YARDS

13. WAREHOUSES
(RUINS)

11. WAREHOUSES

12. WARE-
HOUSES
(RUINS)

10. WARE-
HOUSES

3. HUMAN
LIVING
QUARTERS
(RUINS)

2. MILITARY
HEADQUARTERS
(DEFENSE)

1. THE CENTRAL SPIRE
(ENERGY, PRODUCTION
DEFENSE, INFORMATION)

4. FACTORIES
(PRODUCTION)

5. FACTORIES
(PRODUCTION)

9. FACTORIES
(PRODUCTION)

8. SERVICE CENTRAL
(ENERGY, PRODUCTION)

14. WASTE DISPOSAL
(ENERGY)

7. ENTERTAINMENT
(INFORMATION)

6. UNDERWATER PORT
(PRODUCTION, DEFENSE)

15. POWER PLANT
(ENERGY)

