

# Gehn's Labyrinth 2

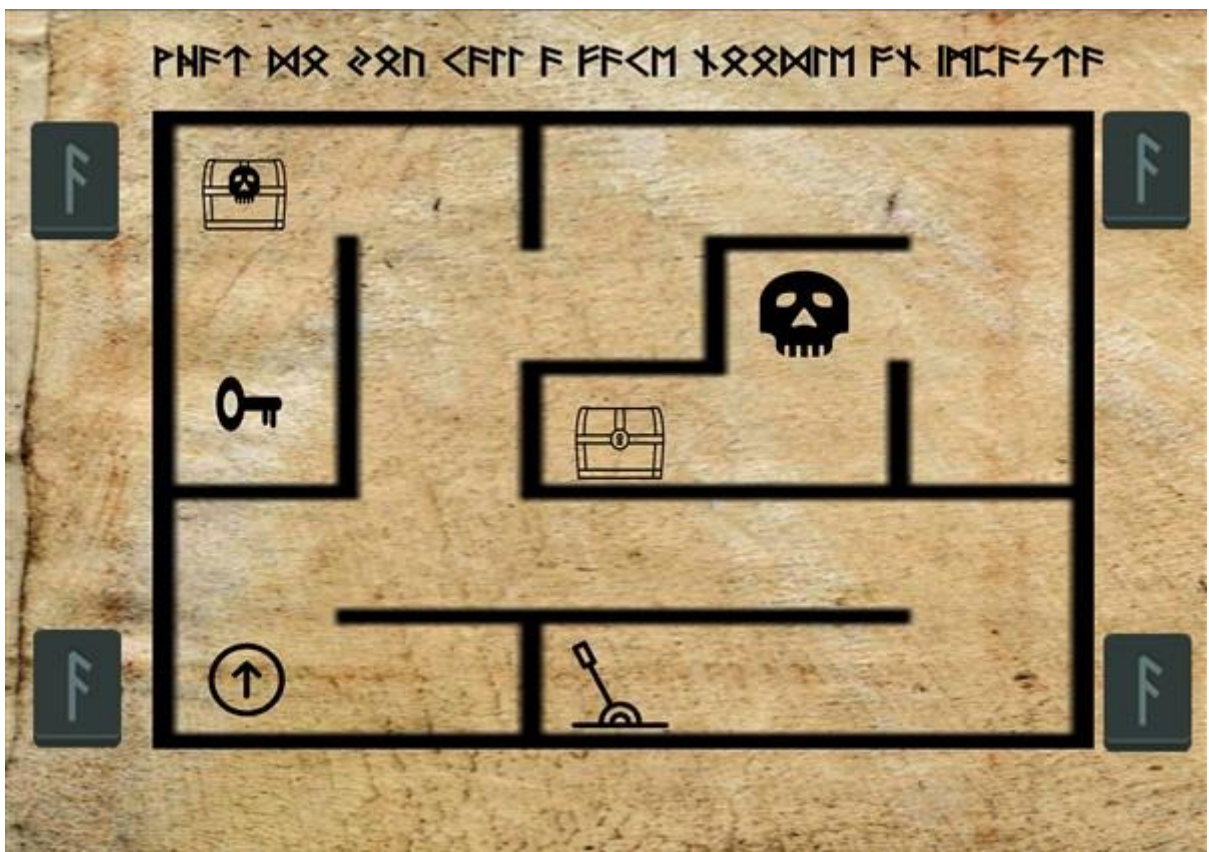


## Maps for Gehn's Labyrinth 2.

The runes in the corner indicate the rune you press to get to that level.

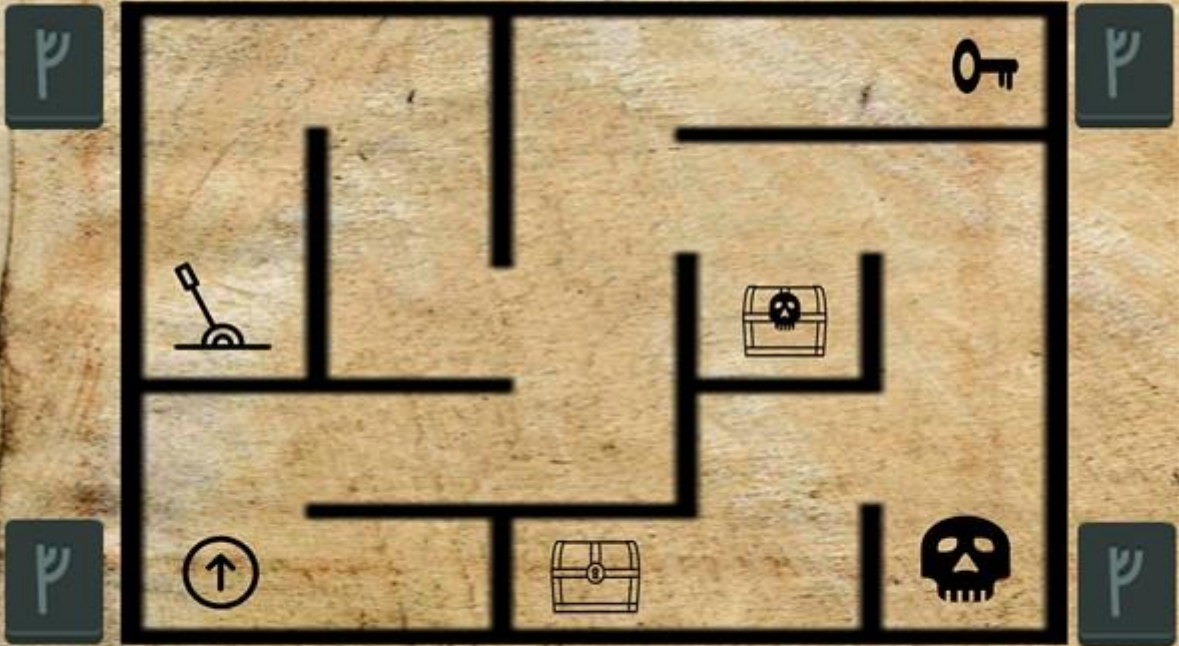
The idea is to have two students work together, communicating in English to figure out where to go next. One person has a map, the other controls the player. Using vocabulary like "go straight" or "turn left" etc.

The maps do not show the location of doors or gates. If this causes frustration or confusion with students, please don't hesitate to let me know.





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