

PassageWay

The complete underground navigation atlas: tunnels, rails, bunkers, the completed Estate Grand Hall/theater/private homes, Worker Downs basements, remote storage, and the ways in.

27,532 complete chunks	16,053,981 below-surface blocks	20 areas	80 access points
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System overview

The diagram is intentionally schematic; use printed coordinates and area plates for exact navigation.



Rail and deck semantics

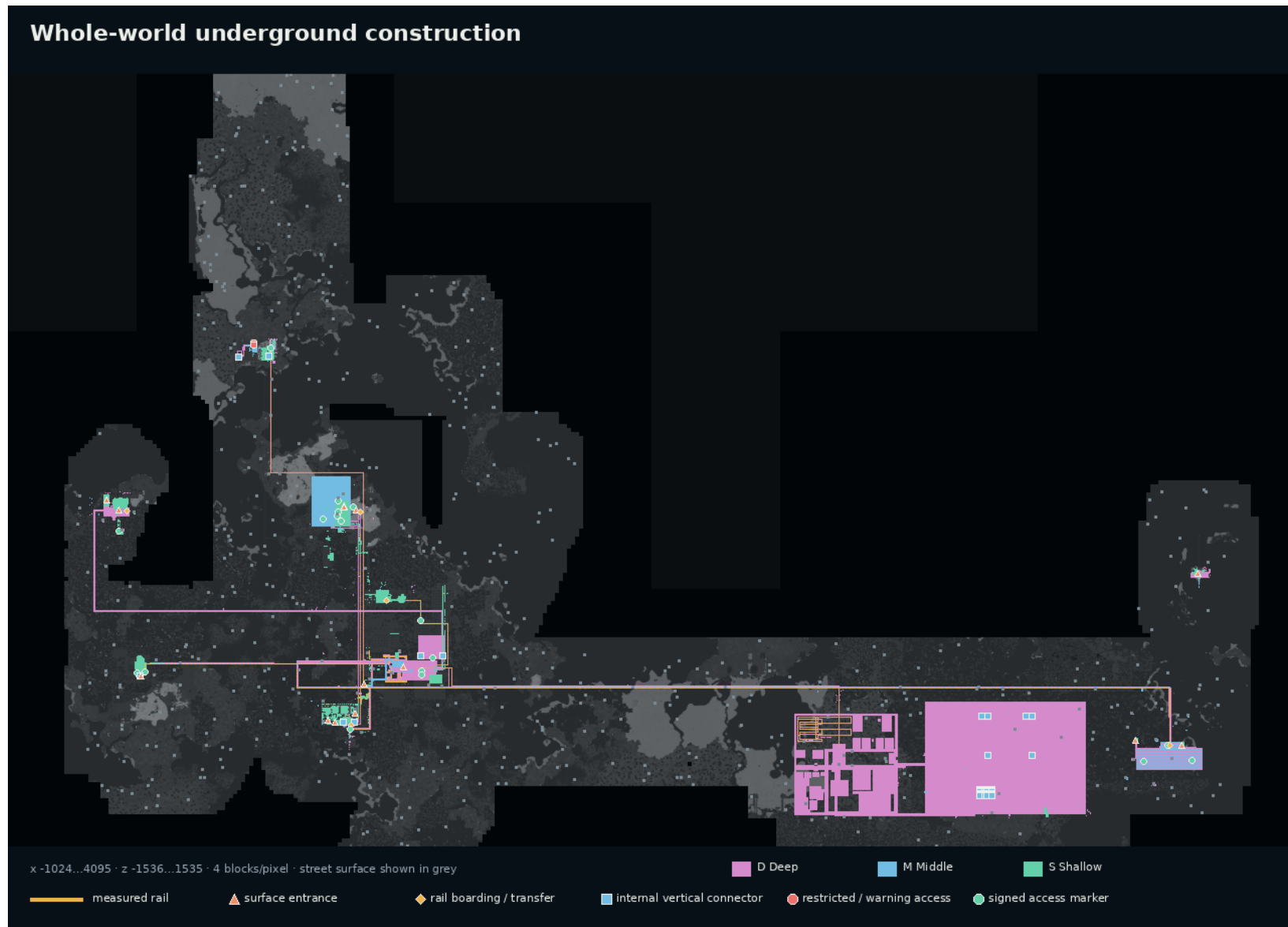
A solid line means existing saved rail. Operational through service, existing local rail, legacy rail, and a planned-but-not-built connection are deliberately kept separate.

System	Status	Scope	Navigation truth
Deep twin-track Spine	service unaccepted	Measured physical infrastructure from Theater toward Worker Downs	Only local Z804 continuity was restored and verified. R2 is retired; R3/Track 3/Z900 remain unchanged on HOLD. No full Theater-to-dSmith service claim is accepted.
IowaViking internal line and Deep Grand Central extension	operational through	IowaViking west portal through the east portal to Deep Grand Central Track 2	The 218-position internal line is gap-free. The sealed 336-position east extension and its 348-position portal-to-dispatch scope passed loaded-cart QA in both directions; retired project-site labels are historical only.
East Connector	planned not built	Deep Spine to IowaViking West Rail Portal	No connection exists. PassageWay diagrams must keep the Spine and Iowa local railway visually separated.
IANLAN Deep Grand Central	built verified mixed service	Rail-only Y=-42 terminal: Track 1 Castle Ruins; Track 2 IowaViking and dSmith70; Track 4 retained R4 fragment; Track 3 Future Reserve/HOLD	Track 3 is Future Reserve with no Garage, Spine or destination service. Internal platform walkways remain exact-verified.

Deck	Y range	Primary use	Transfer rule
D · Deep deck	Y -64...15	deep transit & lowest rooms	Use a marked stair, ladder, or transfer to change deck.
M · Middle deck	Y 16...49	mines & IowaViking through rail	IowaViking reaches Deep Grand Central Track 2; the East Connector to the Spine is not built.
S · Shallow deck	Y 50...surface	basements, stairs & street access	Only symbols explicitly marked surface entrance reach street level.

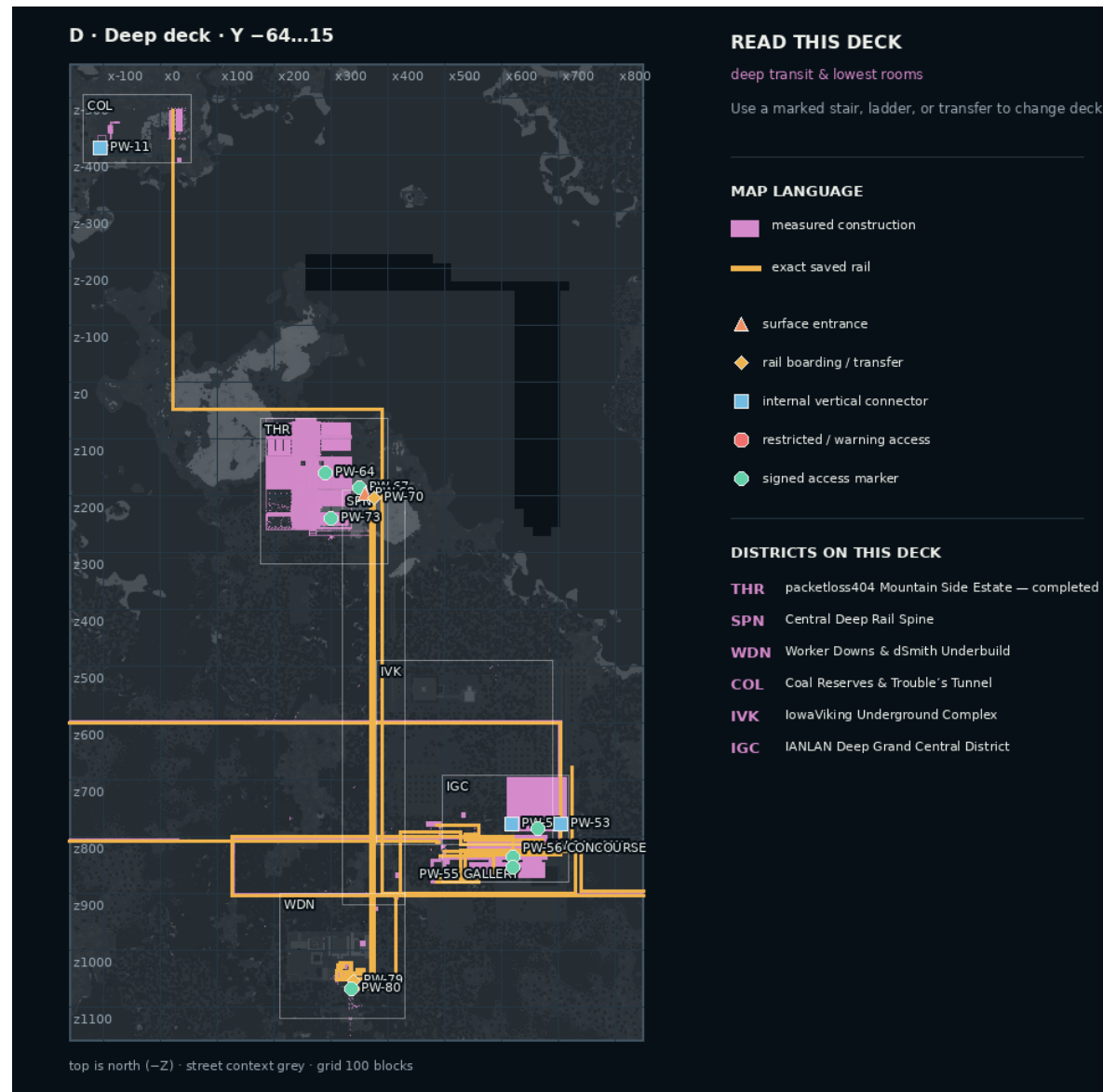
Whole-world underground inventory

Colored pixels are constructed blocks below local surface. Orange dots are access/transfer points; grey marks are documented natural dungeon exclusions.



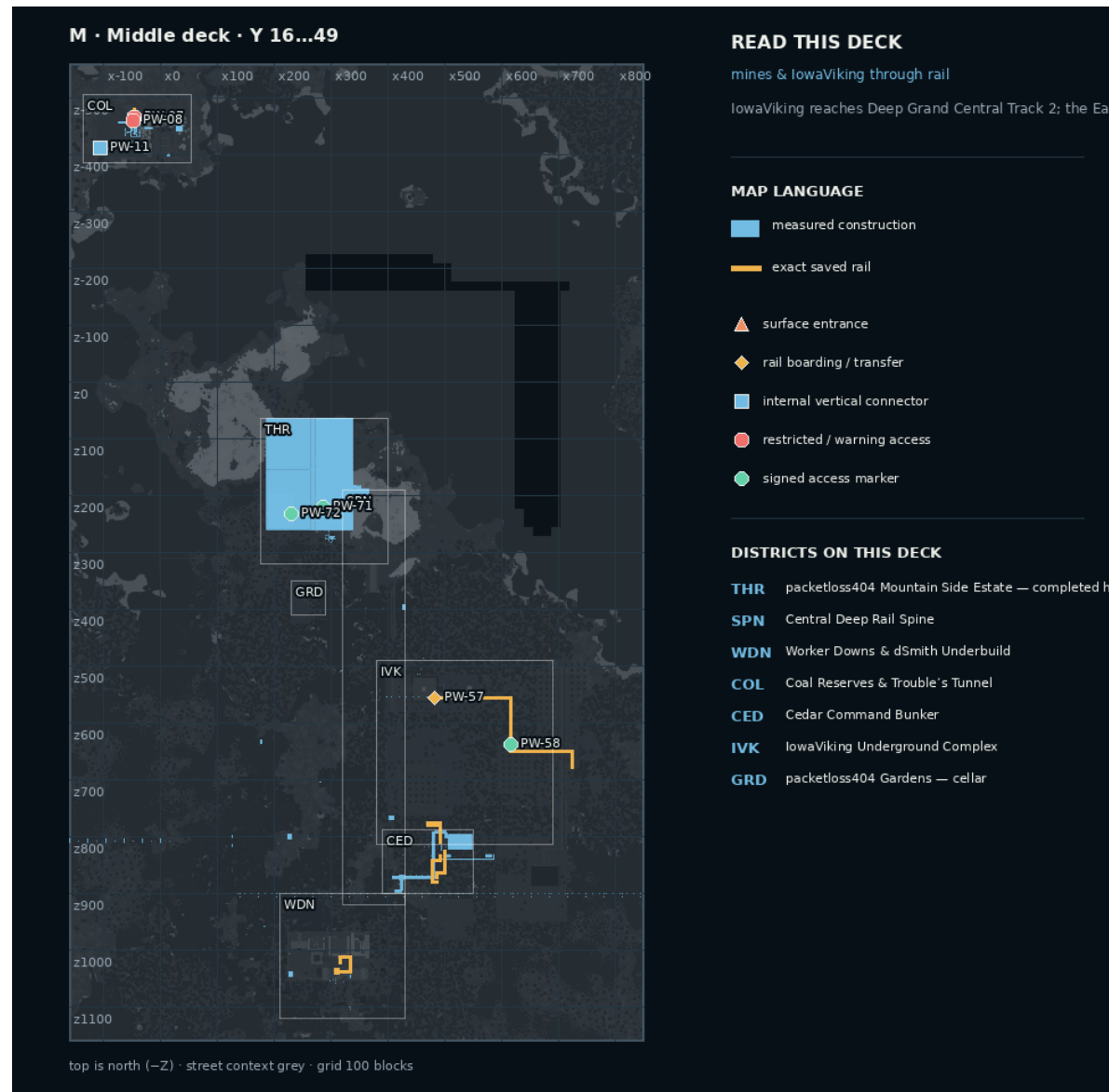
Deep deck · Y –64...15

Deep transit & lowest rooms. Use a marked stair, ladder, or transfer to change deck. The muted greyscale is street-level context; gold is exact saved rail. Access symbols resolve to IDs in the directory.



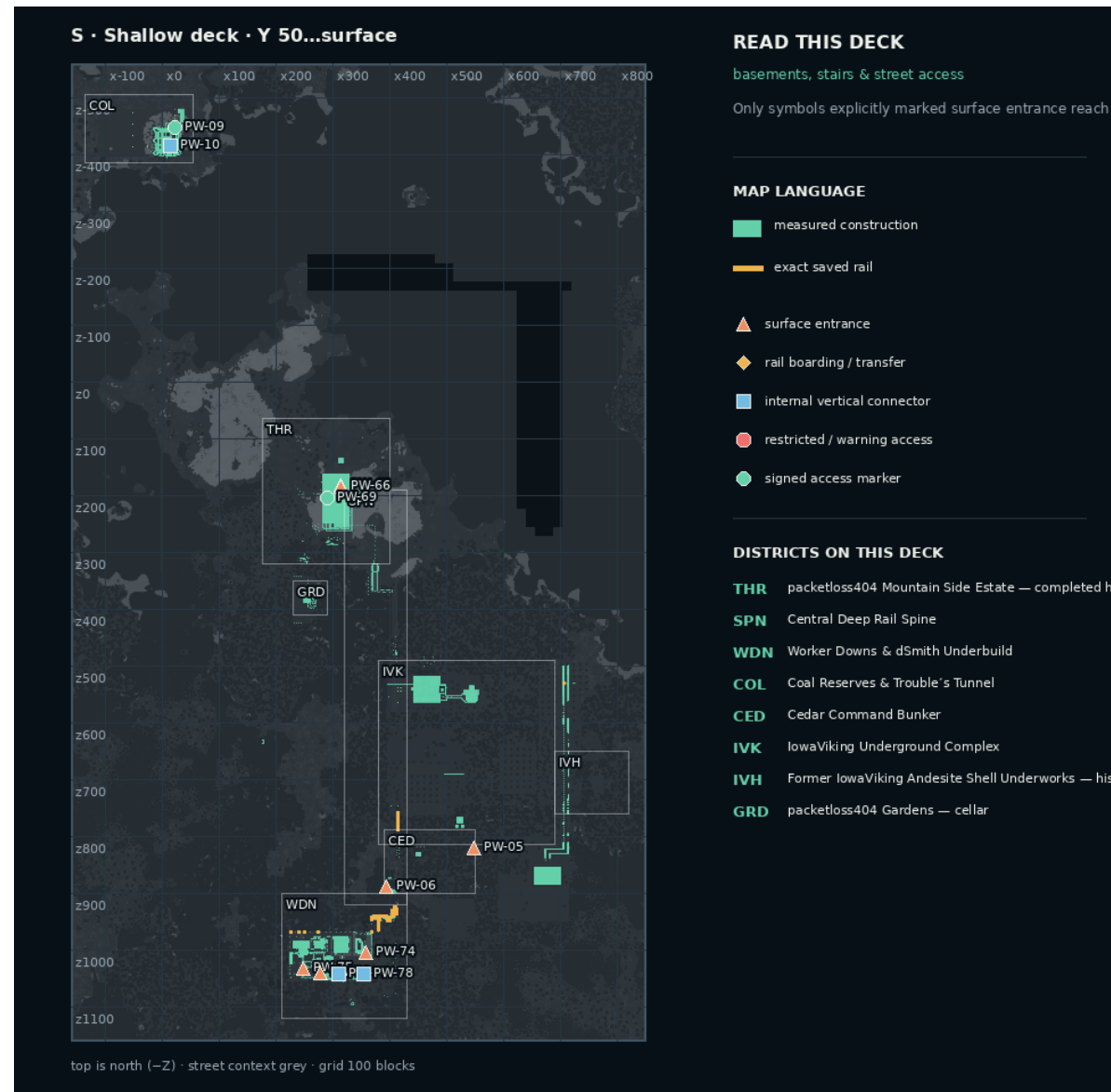
Middle deck · Y 16...49

Mines & iowaviking through rail. IowaViking reaches Deep Grand Central Track 2; the East Connector to the Spine is not built. The muted greyscale is street-level context; gold is exact saved rail. Access symbols resolve to IDs in the directory.



Shallow deck · Y 50...surface

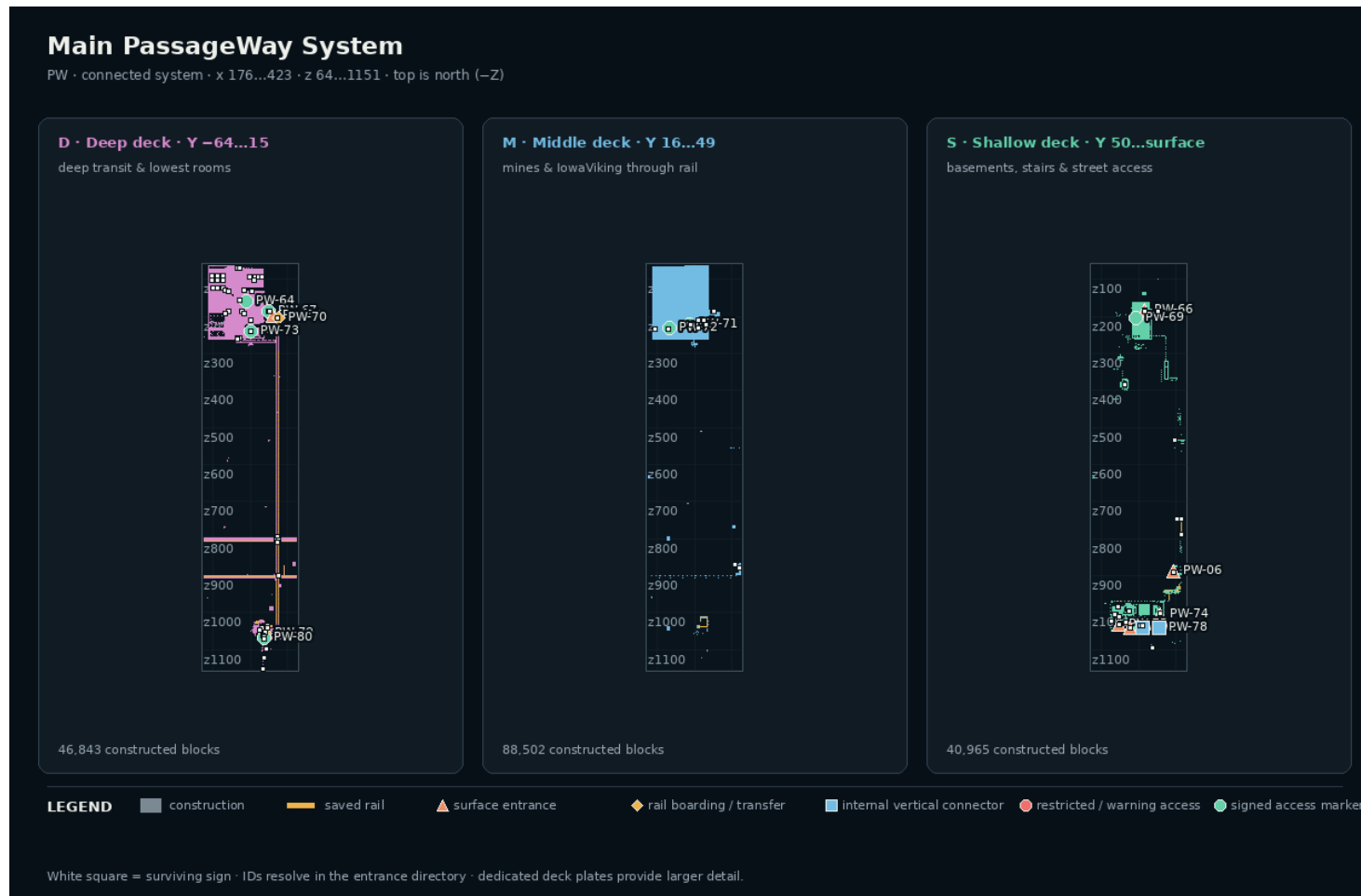
Basements, stairs & street access. Only symbols explicitly marked surface entrance reach street level. The muted greyscale is street-level context; gold is exact saved rail. Access symbols resolve to IDs in the directory.



Main PassageWay System

connected system · x 176...423 · z 64...1151

The largest verified underground construction component: Estate service levels, the deep twin-track spine, central transfer works, and the dSmith/Worker Downs underbuild.



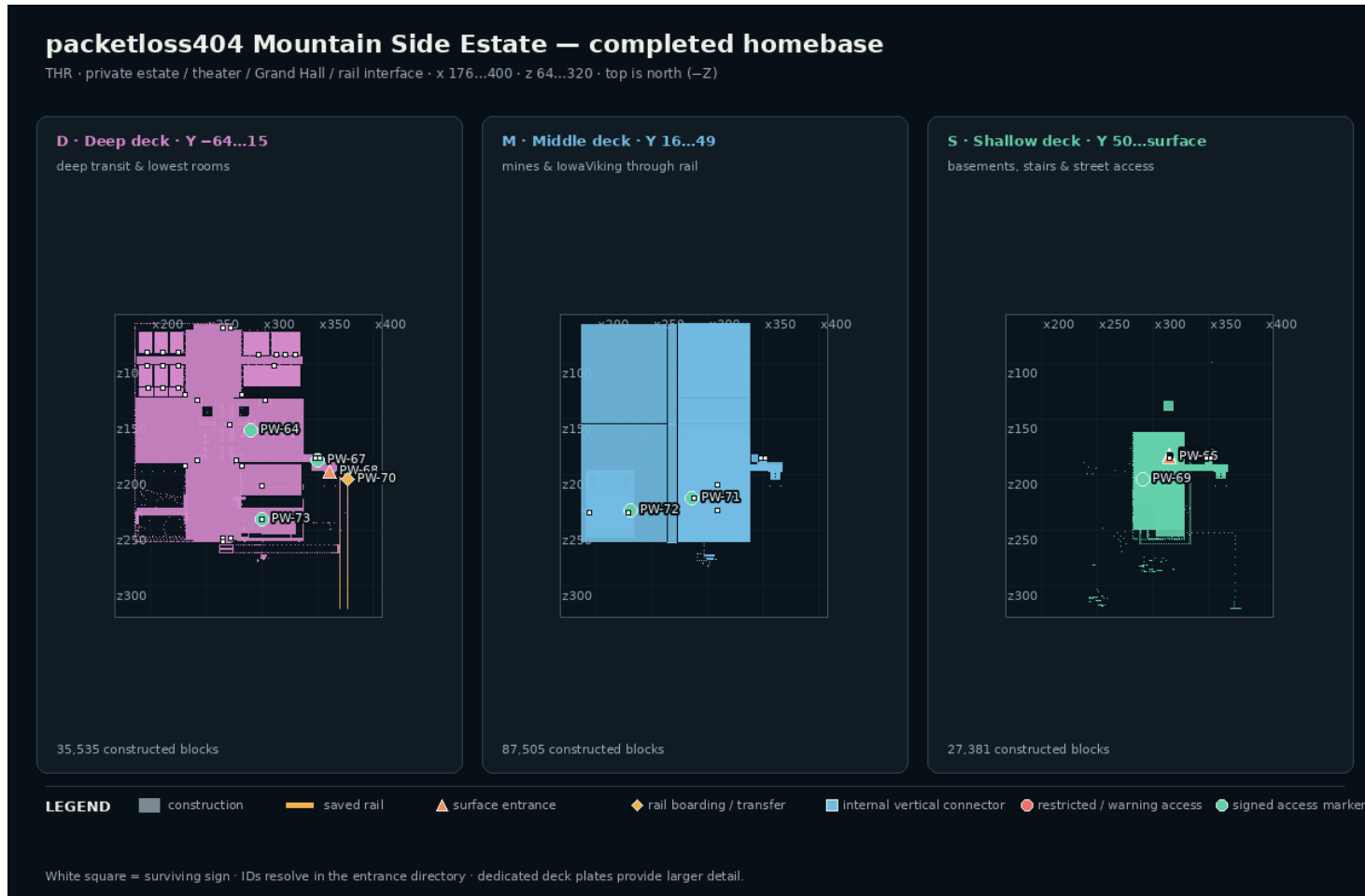
176,310 measured constructed blocks · 3,262 rail blocks · 18 access points

Signed points: For A Good / Time Call / Ian / 867-5309 (416, 66, 789) · BUNKER HISTORY / CEDAR ARRIVAL / ARCHIVE BAY / RETURN EAST (408, 46, 870) · FOREST PORTAL / SOUTH THEN WEST / BUNKER SPINE / NORTH GALLERY (422, 46, 878) · CEDAR BUNKER / DESCEND SOUTH / VENUE + HOME / PRIVATE ACCESS (393, 73, 890) · PASSAGEWAY / THEATER HUB / WORKER DOWNS / SOUTH TRACK (374, 2, 205) · PRIVATE CONSULT / NON-GRAPHIC / CONFIDENTIAL / KEEP QUIET (324, 20, 211) · SECOND EXIT / WELLNESS QUARTER / LEGACY ROUTE / KEEP CLEAR (330, 20, 221) · Dead / End (396, 53, 533)

packetloss404 Mountain Side Estate — completed homebase

private estate / theater / Grand Hall / rail interface · x 176...400 · z 64...320

The completed broad Y3 Grand Hall, unified colonnaded bunker city and illuminated owner-house civic plaza, finished home decks, private auditorium, twin bubble lift, monumental Grand Stair, retained legacy egress, and local THR rail interface. This private homebase remains separate from Hotel Grand Central.



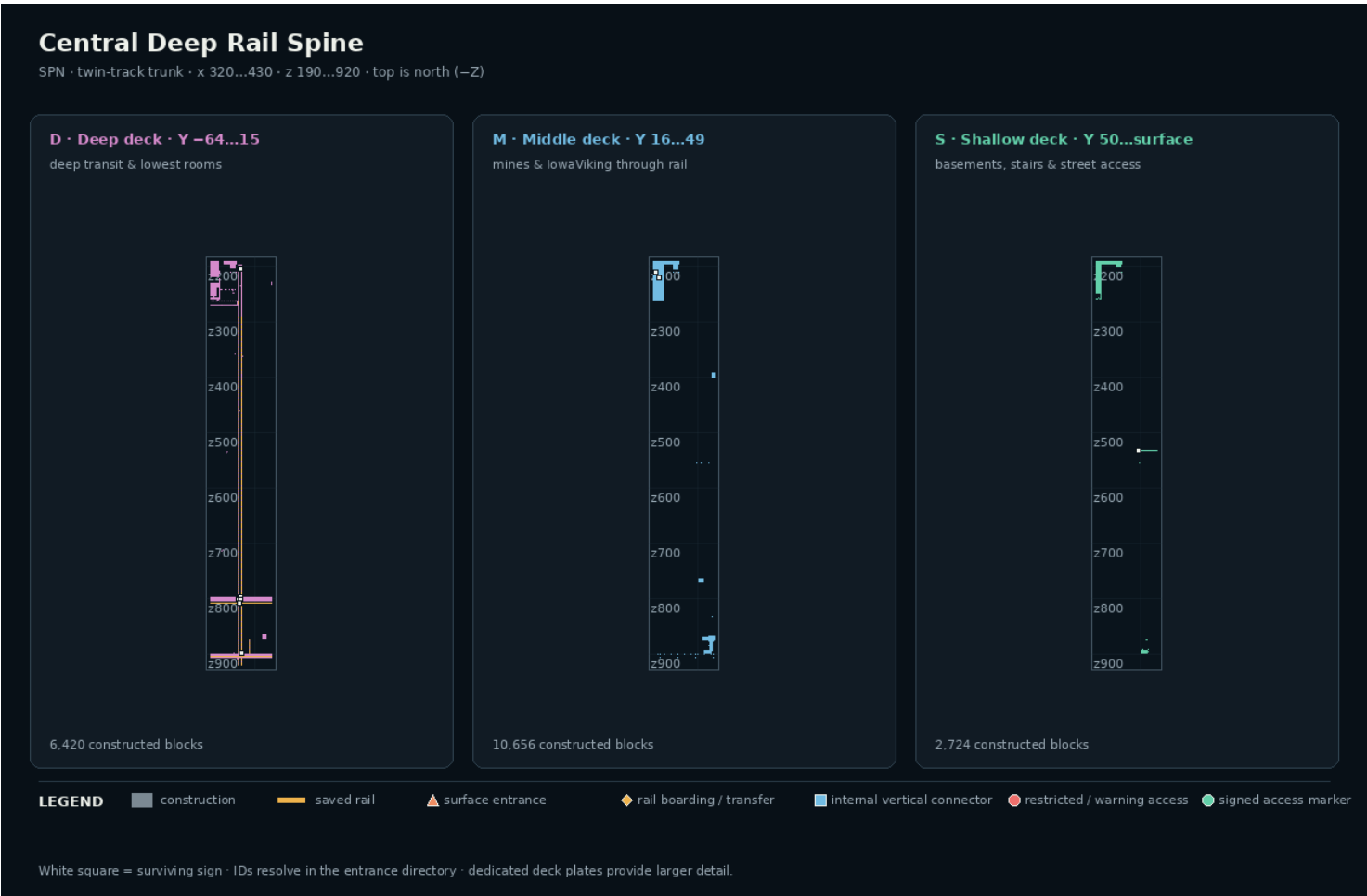
150,421 measured constructed blocks · 248 rail blocks · 10 access points

Signed points: ROOM / 4 / UNPREPARED (265, 6, 68) · ROOM 3 (272, 6, 68) · HOME N1 / PRIVATE HOME / CITY R4 / TWO ROUTES OUT (197, 6, 90) · HOME N2 / PRIVATE HOME / CITY R4 / TWO ROUTES OUT (211, 6, 90) · HOME N3 / PRIVATE HOME / CITY R4 / TWO ROUTES OUT (225, 6, 90) · GROCERY STORE / FOOD + SUPPLIES / BUNKER CITY R3 / OPEN TO RESIDENTS (297, 6, 92) · REPAIR + SUPPLY / MINI-MALL / CITY R3 / PUBLIC SHOP (313, 6, 92) · CIVIC GOODS / MINI-MALL / CITY R3 / PUBLIC SHOP (321, 6, 92)

Central Deep Rail Spine

twin-track trunk · x 320...430 · z 190...920

The long Y2 twin-track trunk and its broken/closed segments, with the Garden crossing and east transfer works shown in context.



Worker Downs & dSmith Underbuild

bunkers / rooms / rail hub · x 210...430 · z 900...1120

Worker Downs basements, Underground Pool, Secret Room 1, Bunker #1, deep cart hub, old Harold line, and the connected access cores. User-identified sex-bunker rooms are mapped structurally; the surviving signs do not name every room.



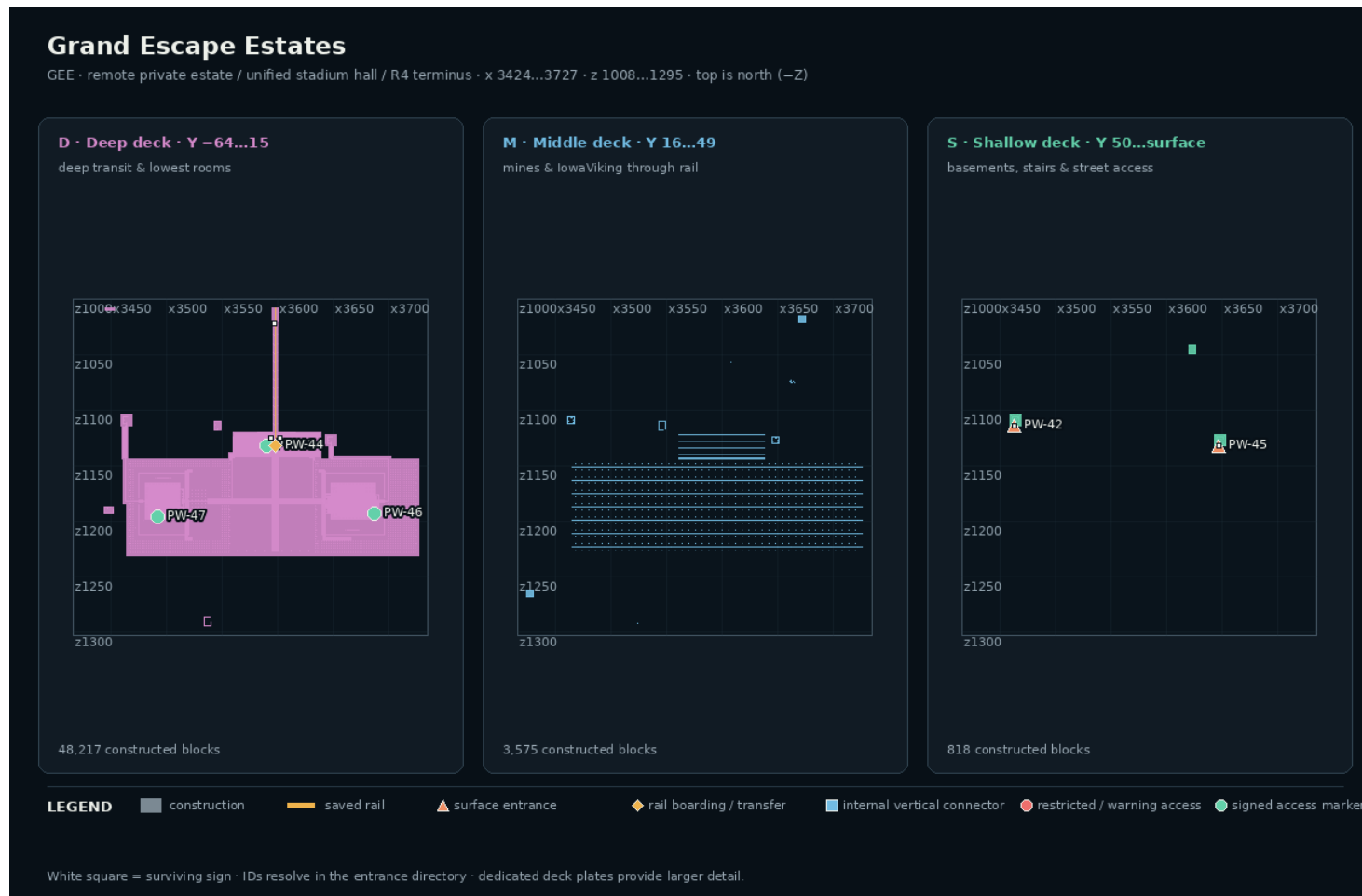
17,979 measured constructed blocks · 1,283 rail blocks · 7 access points

Signed points: House of / dSmith (245, 91, 984) · Employee / of the / Month / Ray Harless (275, 91, 995) · EXIT / ^ LADDER ^ / to surface (358, 53, 1002) · PASSAGEWAY / WORKER DOWNS / DEEP HUB Y5 / LADDER DOWN (358, 89, 1002) · dead end (237, 79, 1005) · Hey / Mario! (236, 79, 1006) · dSmith's / Bed / Room (247, 78, 1010) · Outside (226, 66, 1022)

Grand Escape Estates

remote private estate / unified stadium hall / R4 terminus · x 3424...3727 · z 1008...1295

The original Oak & Glass and Quartz & Glass owner houses inside one continuous column-free underground stadium hall, with two basement studios, verified private surface stairs, the rebuilt open passenger terminus and direct operational R4 service through IANLAN Grand Central to OASIS.



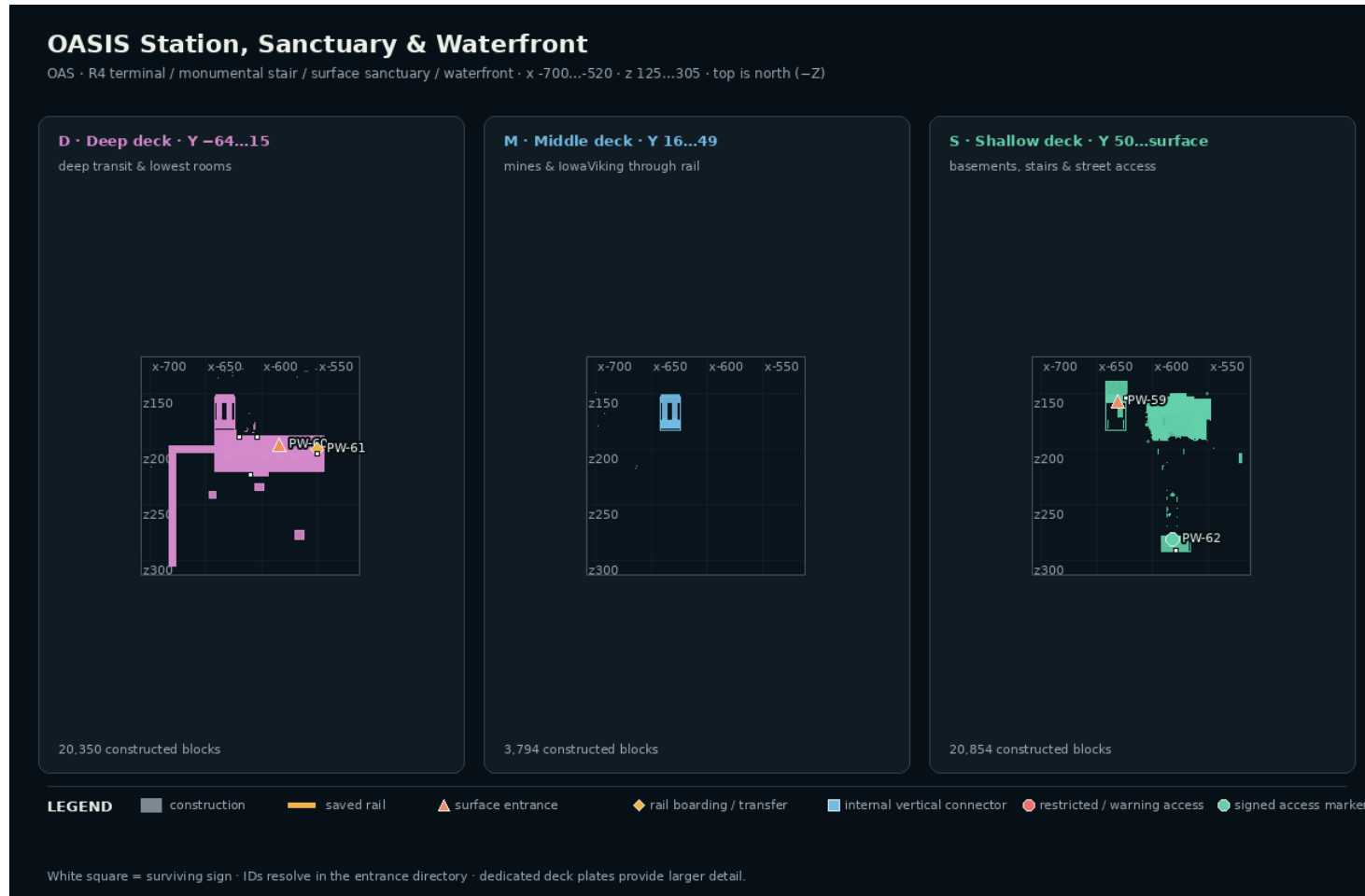
52,610 measured constructed blocks · 125 rail blocks · 6 access points

Signed points: PLANNING HANDOFF / END OF BUILT RAIL / NO THROUGH SERVICE / 100 BLOCKS BUILT (3597, 3, 1022) · GRAND ESCAPE / OWNER HOUSE N / PRIVATE ENTRY / STAIRS DOWN (3463, 72, 1114) · R4 GRAND CENTRAL / BOARD NORTH / DIRECT SERVICE / PLATFORM WEST (3594, 4, 1125) · GRAND ESCAPE / PASSENGER TERM / OWNER HOUSES / GRAND HALL (3602, 4, 1125) · GRAND ESCAPE / OWNER HOUSE S / PRIVATE ENTRY / STAIRS DOWN (3647, 71, 1132)

OASIS Station, Sanctuary & Waterfront

R4 terminal / monumental stair / surface sanctuary / waterfront · x -700...-520 · z 125...305

The operational vaulted OASIS R4 terminal at Y-42, preserved Trace 090 observation gallery, nine-flight grand stair, complete supplied sanctuary on the ridge, terrace, beach stair, boardwalk and pier. R4 runs through Deep Grand Central to Grand Escape.



44,998 measured constructed blocks · 236 rail blocks · 4 access points

Signed points: OASIS / R4 BELOW / SANCTUARY EAST / BEACH SOUTH (-624, 97, 154) · OASIS / R4 PLATFORM / GRAND CENTRAL / GRAND ESCAPE (-620, -35, 189) · OASIS / SANCTUARY / BEACH + PIER / VIA GRAND STAIR (-604, -35, 189) · OASIS / R4 TERMINAL / RETURN WEST / GRAND CENTRAL (-550, -36, 204) · TRACE 090 / PRESERVED VAULT / OBSERVATION / NO ENTRY (-610, -37, 223) · OASIS WATERFRONT / BEACH BOARDWALK / R4 GRAND STAIR / NORTH (-579, 66, 291)

Coal Reserves & Trouble's Tunnel

mine / bunker / tunnel · x -135...55 · z -505...-385

The N0MB Coal Reserves bunker and mine works joined to the old Trouble's Tunnel district, including the signed restricted access.



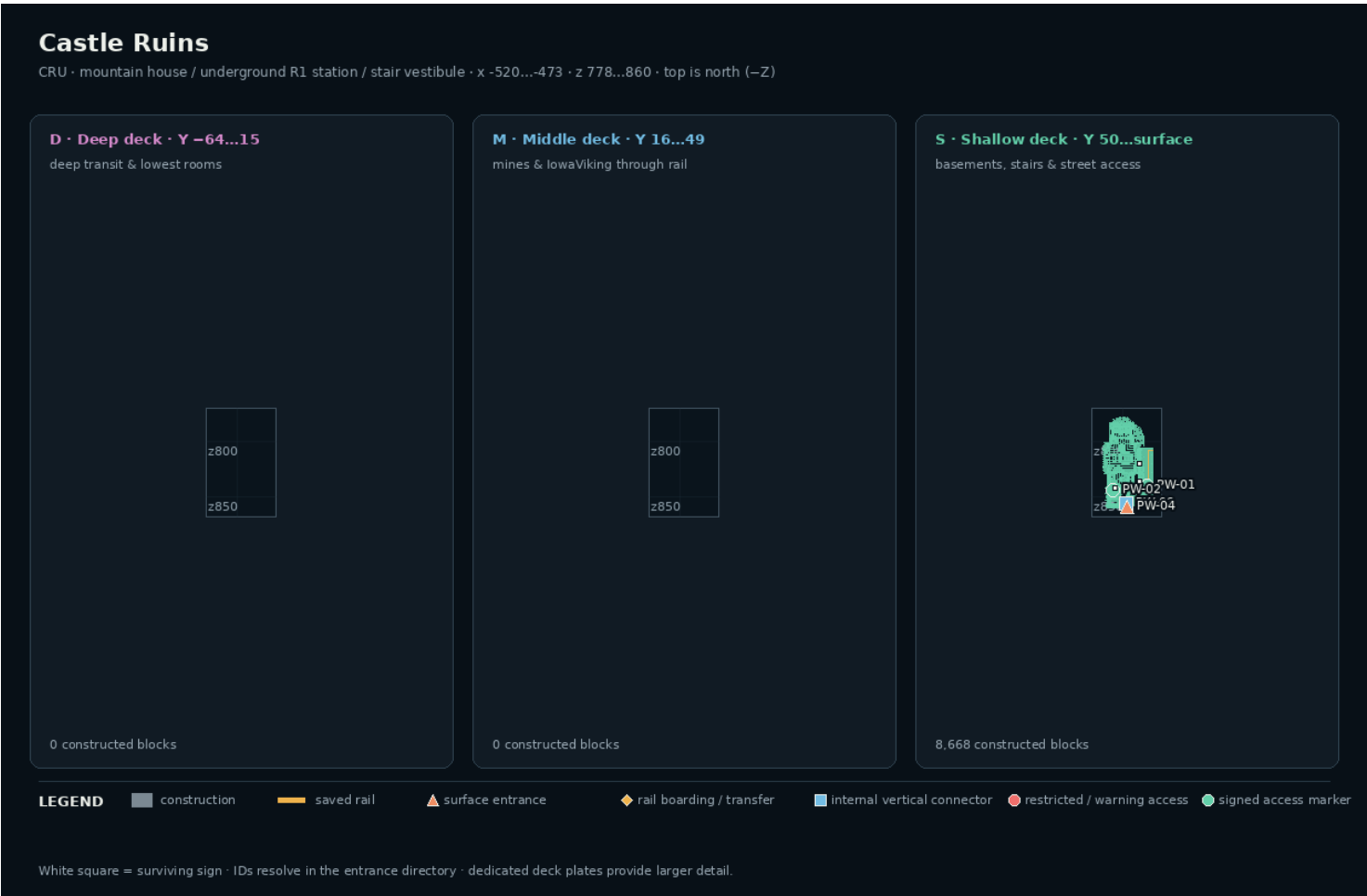
6,988 measured constructed blocks · 51 rail blocks · 5 access points

Signed points: *DANGER* / Mine Access / Watch for / mobs! (-45, 38, -466) · Authorized / Personnel / Only / Mine Access (-47, 37, -459) · Furnace / Parts (-48, 33, -455) · N0MB / Auto-Furnace / Don't Touch (-47, 36, -451) · Misc Junk (-41, 40, -450) · GRAND CENTRAL / STATION (23, 61, -447) · Redstone (-41, 40, -445) · Gunpowder / Flint (-42, 40, -444)

Castle Ruins

mountain house / underground R1 station / stair vestibule · x -520...-473 · z 778...860

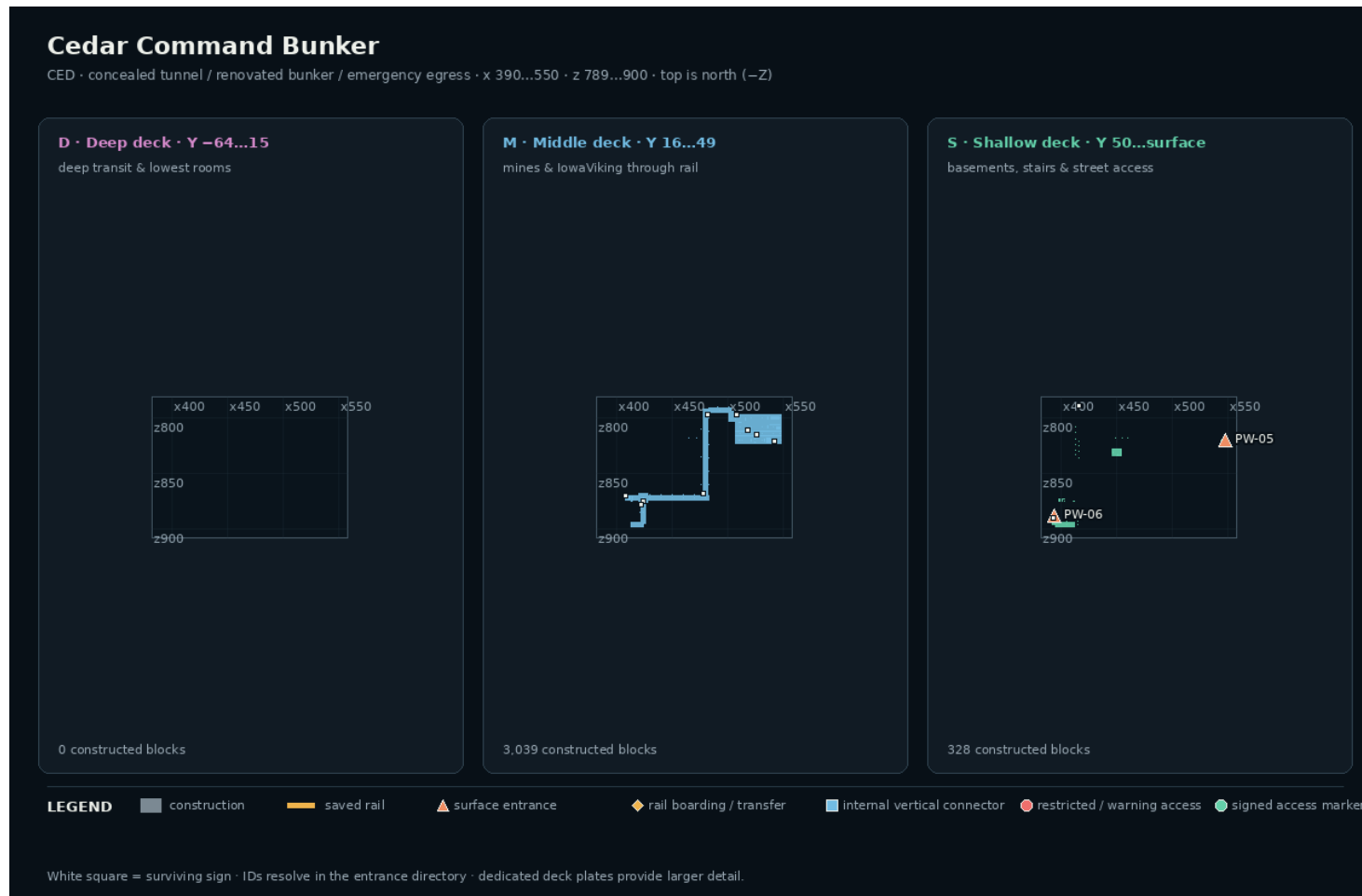
Current modest mountain house with a compact Soviet-influenced underground R1 terminus, lower vestibule, three-wide stair and upper passage through the house stair closet.



Cedar Command Bunker

concealed tunnel / renovated bunker / emergency egress · x 390...550 · z 789...900

Renovated underground military bunker, party space and home. One concealed normal tunnel entrance is the only ordinary access; an air/escape shaft with ladder and surface hatch is emergency egress only. The old pavilion, gallery and stairs are retired and the surface forest/terrain restored. Exact restart checks passed; the ordinary-player walkthrough and blind landscape review are pending.



3,367 measured constructed blocks · 1 rail blocks · 2 access points

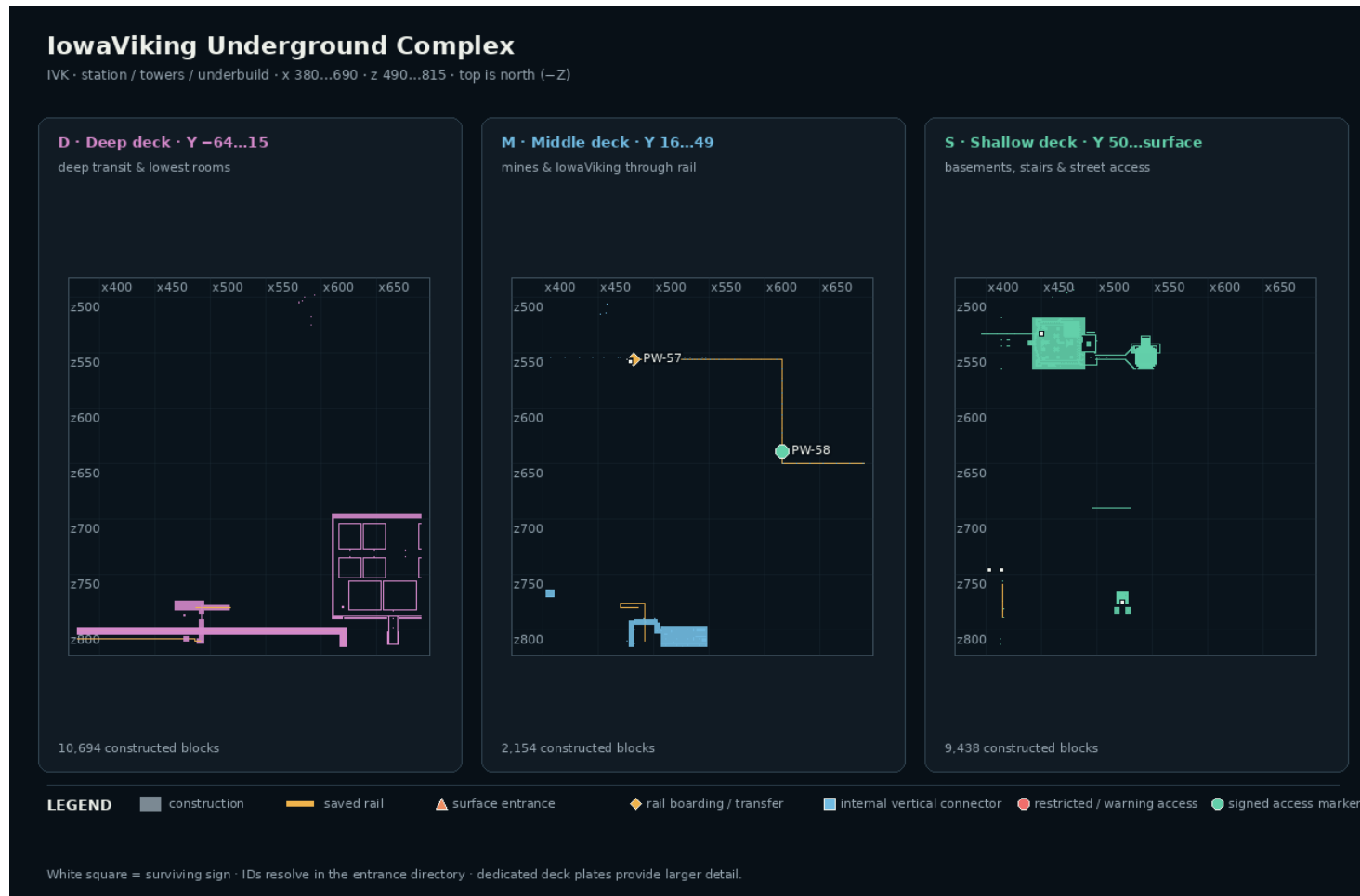
Signed points: For A Good / Time Call / Ian / 867-5309 (416, 66, 789) · BUNKER AIRLOCK / TURN EAST / PARTY + HOME / NO HOTEL LINK (482, 46, 797) · CEDAR BUNKER / ARRIVAL / CHECK-IN / VENUE EAST / HOME SOUTH (508, 42, 797) · OPERATIONS HALL / PARTY / DANCE / DJ + BAR EAST / QUIET SOUTH (518, 42, 811) · QUIET TRANSITION / PRIVATE HOME / EGRESS EAST / KEEP DOORS SHUT (526, 42, 815) · EMERGENCY EXIT / LADDER EAST / LOCAL HATCH / NO PUBLIC ENTRY (542, 42, 821) · CEDAR BUNKER / VENUE NORTH / FOREST EXIT WEST / PRIVATE ROUTE (478, 46, 868) · BUNKER HISTORY / CEDAR ARRIVAL / ARCHIVE

BAY / RETURN EAST (408, 46, 870)

IowaViking Underground Complex

station / towers / underbuild · x 380...690 · z 490...815

The retained IowaViking district, West and East Rail Portals, and the complete Y42 internal railway; retired project sites are historical only.



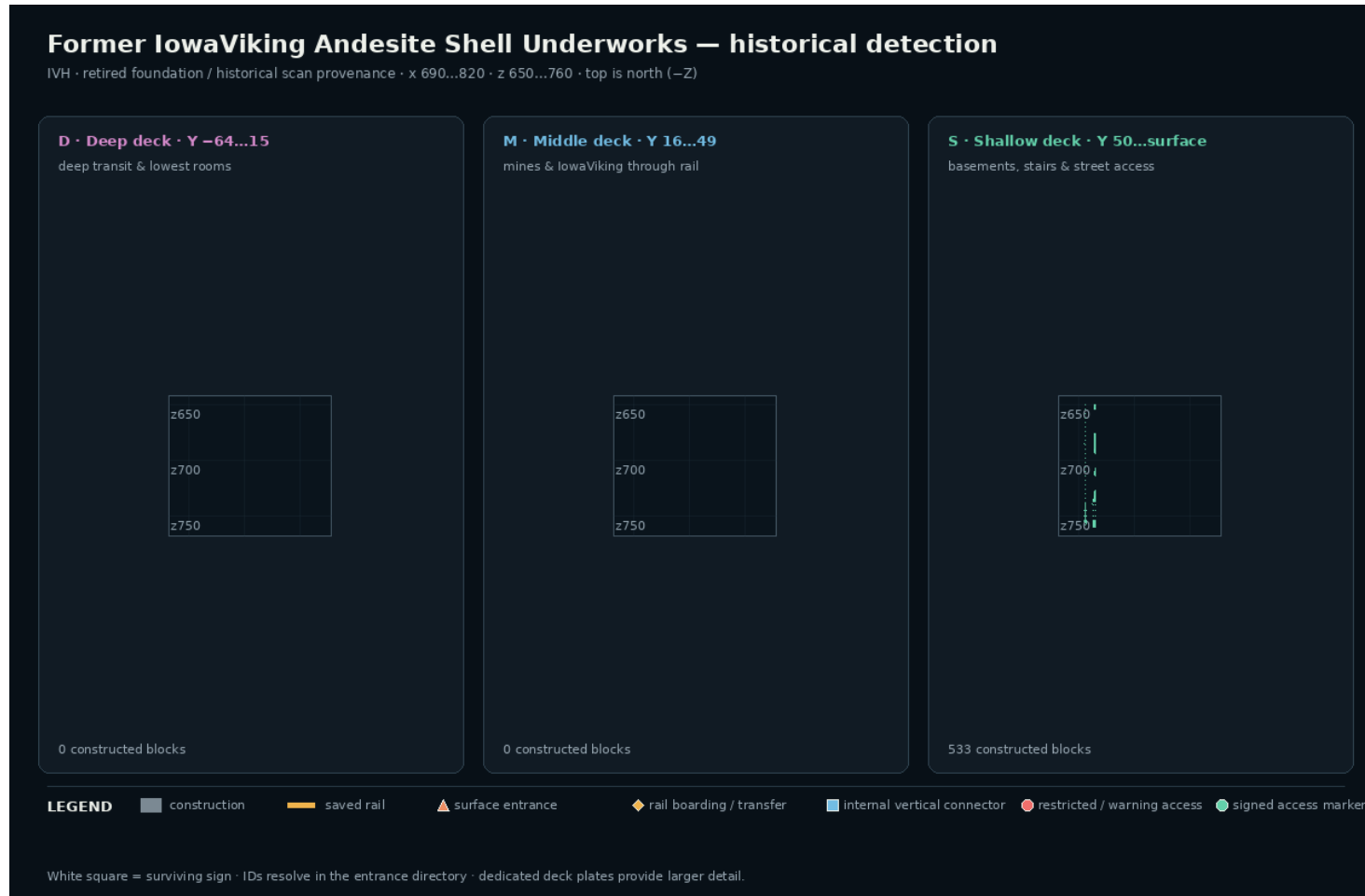
22,286 measured constructed blocks · 812 rail blocks · 2 access points

Signed points: Dead / End (450, 54, 533) · HMARTIN80's / OLD RUINS (479, 43, 557) · LOOK UP (479, 43, 558) · End / Of / Sidewalk (403, 64, 746) · Road / To / Dav Land / Open Soon (403, 65, 746) · End / of / Sidewalk (414, 64, 746) · Road / To / Dav Land / Open Soon (414, 65, 746) · PINE HOUSE / PRIVATE ARRIVAL / GRAND HOTEL / GUEST ENTRY (523, 70, 775)

Former IowaViking Andesite Shell Underworks — historical detection

retired foundation / historical scan provenance · x 690...820 · z 650...760

The separate polished-andesite shell and its below-surface structural footprint.



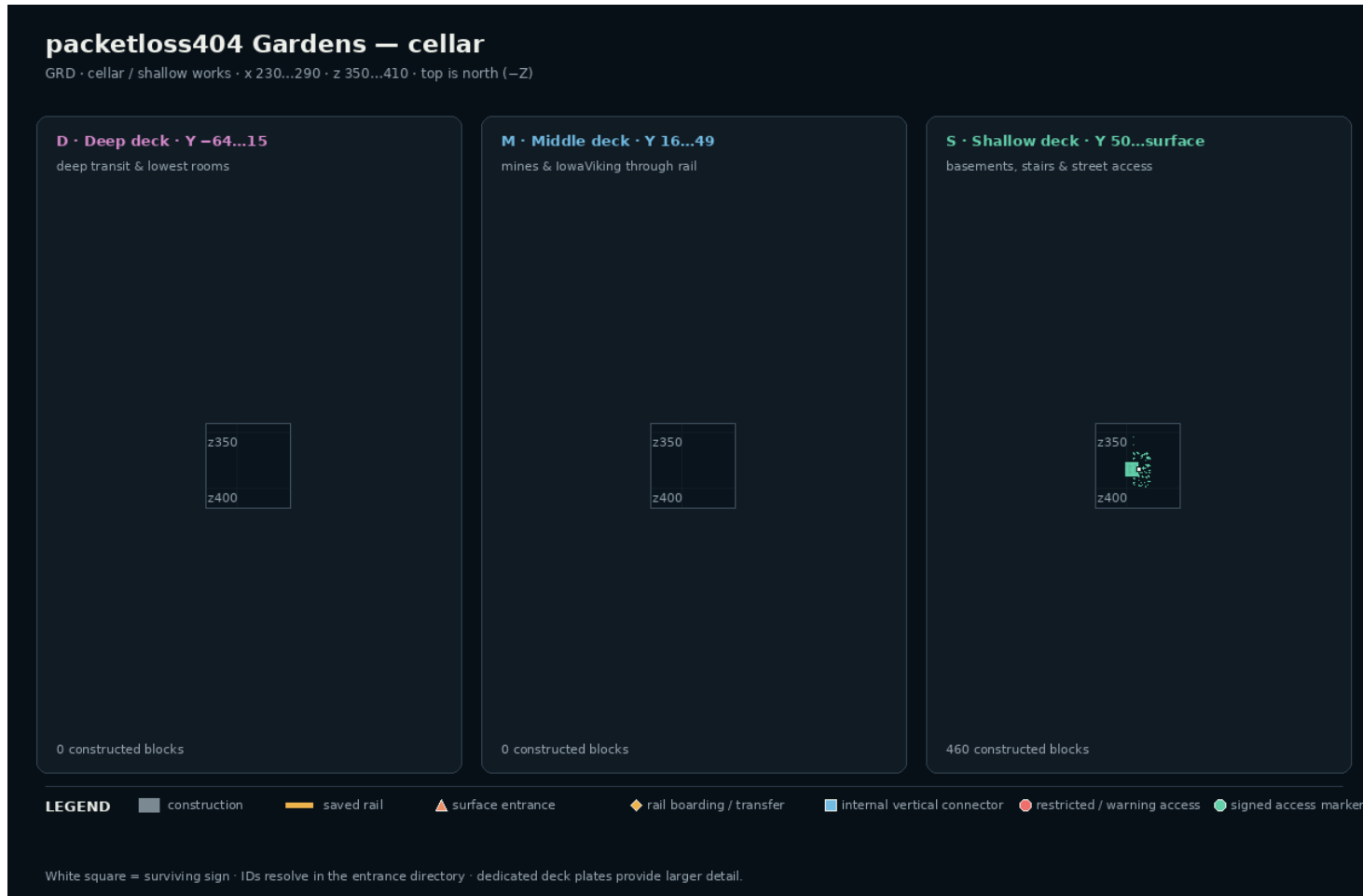
533 measured constructed blocks · 0 rail blocks · 0 access points

Signed points: no surviving label; structural map only

packetloss404 Gardens — cellar

cellar / shallow works · x 230...290 · z 350...410

The shallow constructed space beneath packetloss404 Gardens, mapped separately from the Y2 rail line below it.



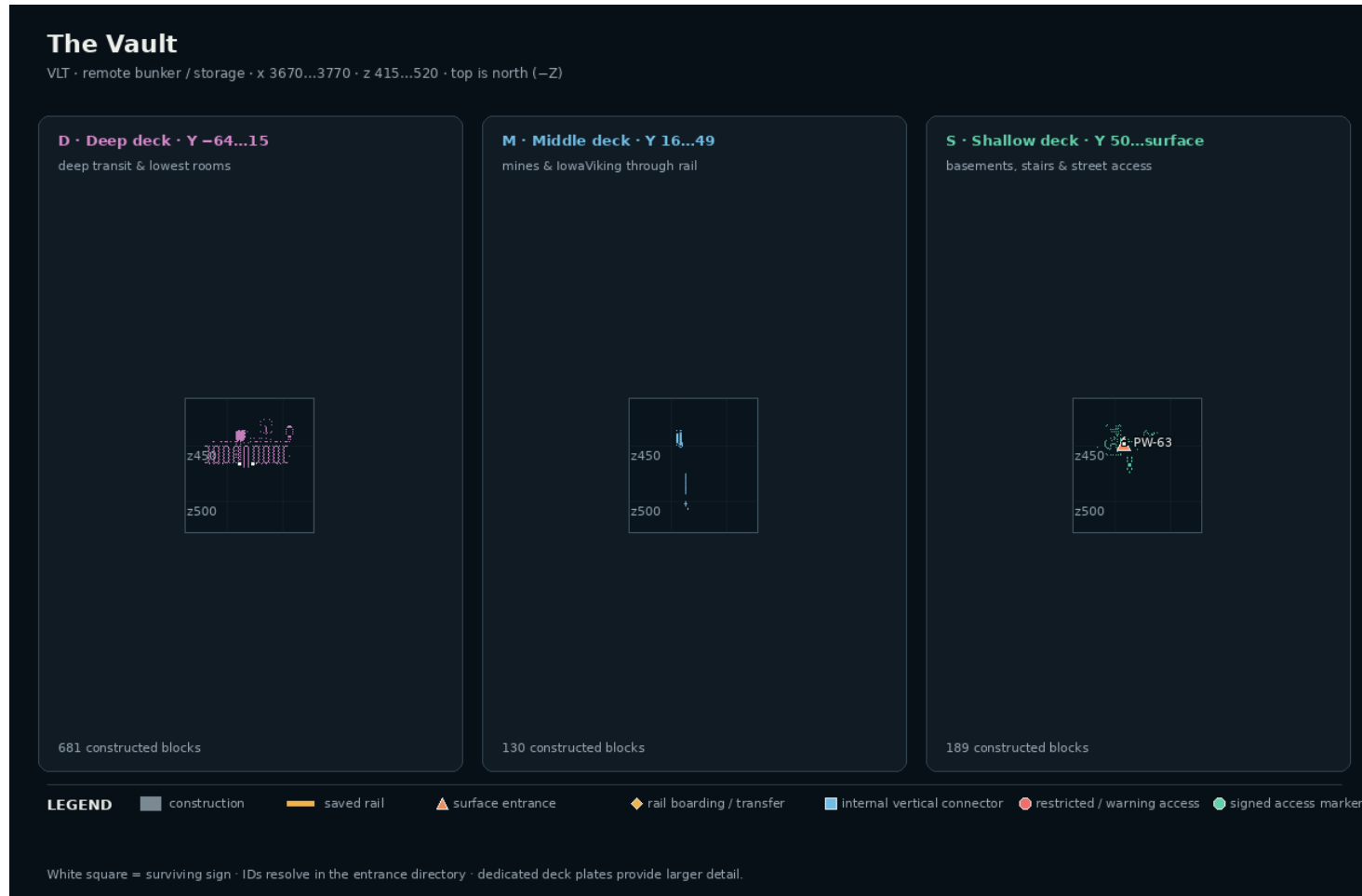
460 measured constructed blocks · 0 rail blocks · 0 access points

Signed points: WALMSLEY / GARDENS (261, 66, 383)

The Vault

remote bunker / storage · x 3670...3770 · z 415...520

The remote 259-chest trapped-chest vault, its internal exit signs, and the surface staircase at 3708, 68, 448.



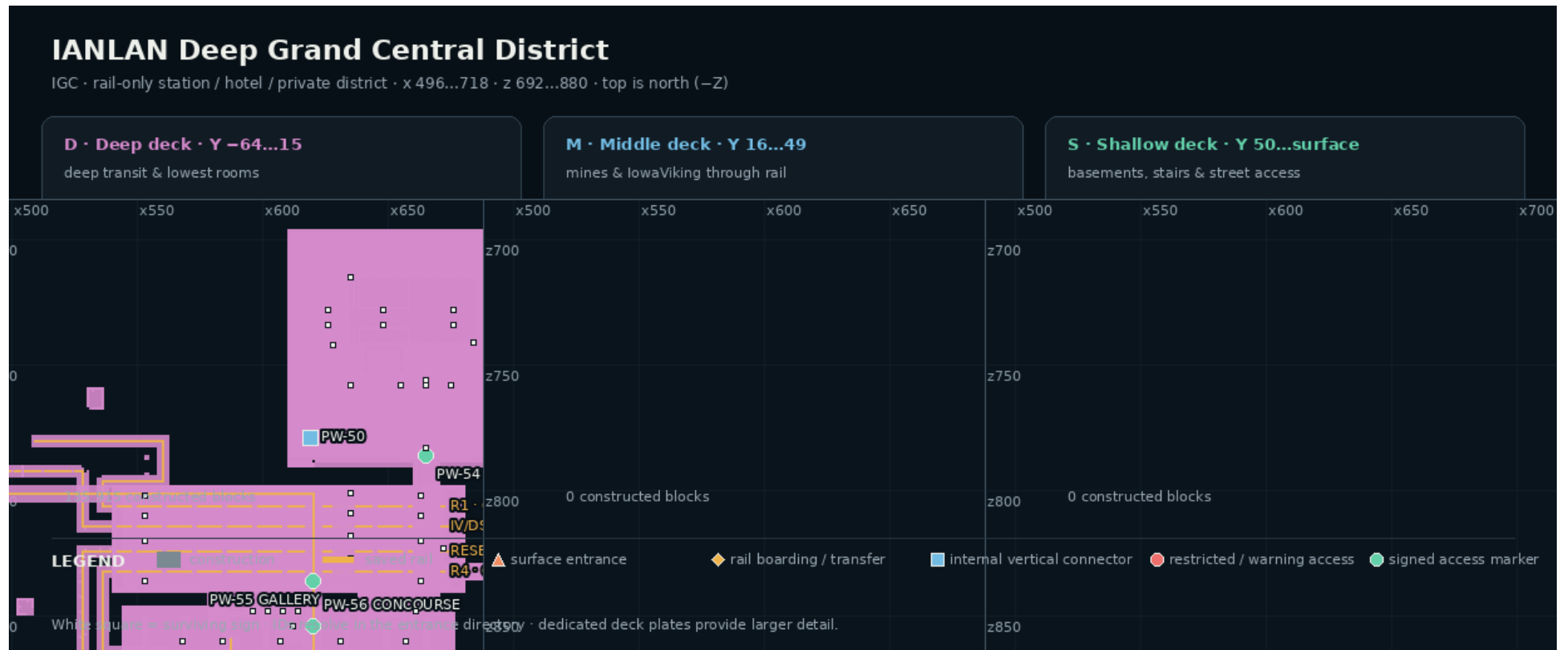
1,000 measured constructed blocks · 0 rail blocks · 1 access points

Signed points: VAULT / v THIS WAY v (3709, 67, 447) · VAULT / ENTRANCE / v DOWN v / 279 chests (3708, 68, 448) · >>> EXIT >>> / through door / then UP / the stairs (3711, 10, 466) · <<< EXIT <<< / through door / then UP / the stairs (3723, 10, 466)

IANLAN Deep Grand Central District

rail-only station / hotel / private district · x 496...718 · z 692...880

The sealed rail-only Y-42 terminal district: four cart tracks and separate platform bands, a guarded cross-platform overbridge, art gallery, two dog-leg stair courts, furnished transfer concourse, controlled Hotel airlock, and three deep Hotel/private/service decks. Track 4 now carries continuous OASIS–Grand Escape R4 service. There is no station or Hotel route to street level.



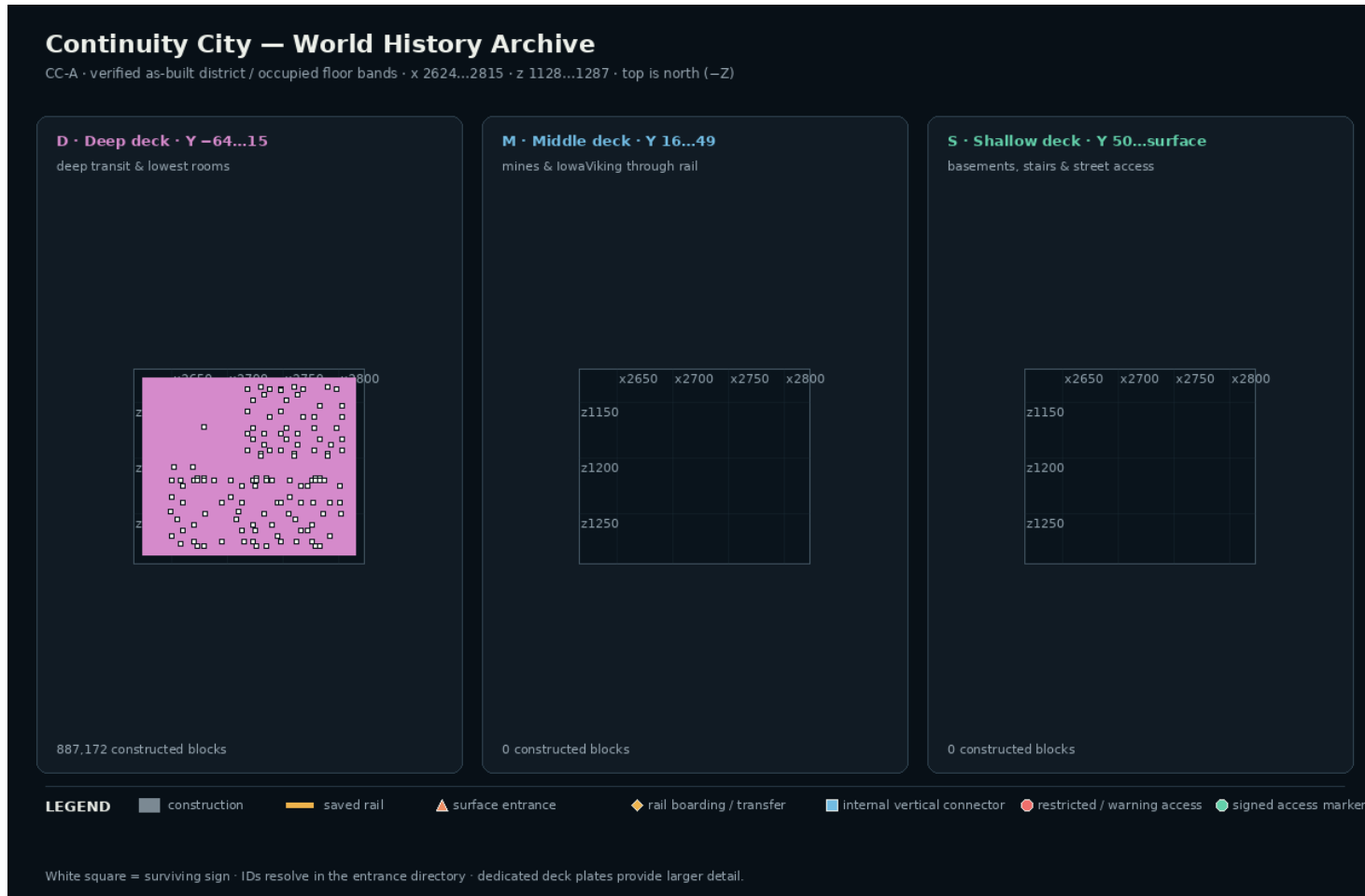
135,915 measured constructed blocks · 1,467 rail blocks · 9 access points

Signed points: ADULTS 18+ / NUDE SWIM / NUDITY IS NOT CONSENT / NO RECORDING (635, -37, 715) · HOTEL KEY 301 / SIGNATURE / PRIVATE / EXIT TO GALLERY (626, -16, 728) · HOTEL KEY 302 / GRAND / PRIVATE / EXIT TO GALLERY (648, -16, 728) · HOTEL KEY 303 / GRAND / PRIVATE / EXIT TO GALLERY (676, -16, 728) · HOTEL KEY 304 / SIGNATURE / PRIVATE / EXIT TO GALLERY (698, -16, 728) · HOTEL KEY 305 / ROOMY LAYOUT / PRIVATE / EXIT TO GALLERY (626, -16, 734) · HOTEL KEY 306 / STANDARD / PRIVATE / EXIT TO GALLERY (648, -16, 734) · HOTEL KEY 307 / STANDARD / PRIVATE / EXIT TO GALLERY (676, -16, 734)

Continuity City — World History Archive

verified as-built district / occupied floor bands · x 2624...2815 · z 1128...1287

R2 district after exact live and restart acceptance. Maps show actual scanned construction in each occupied floor band. The September 5 room drawings remain dated design evidence.

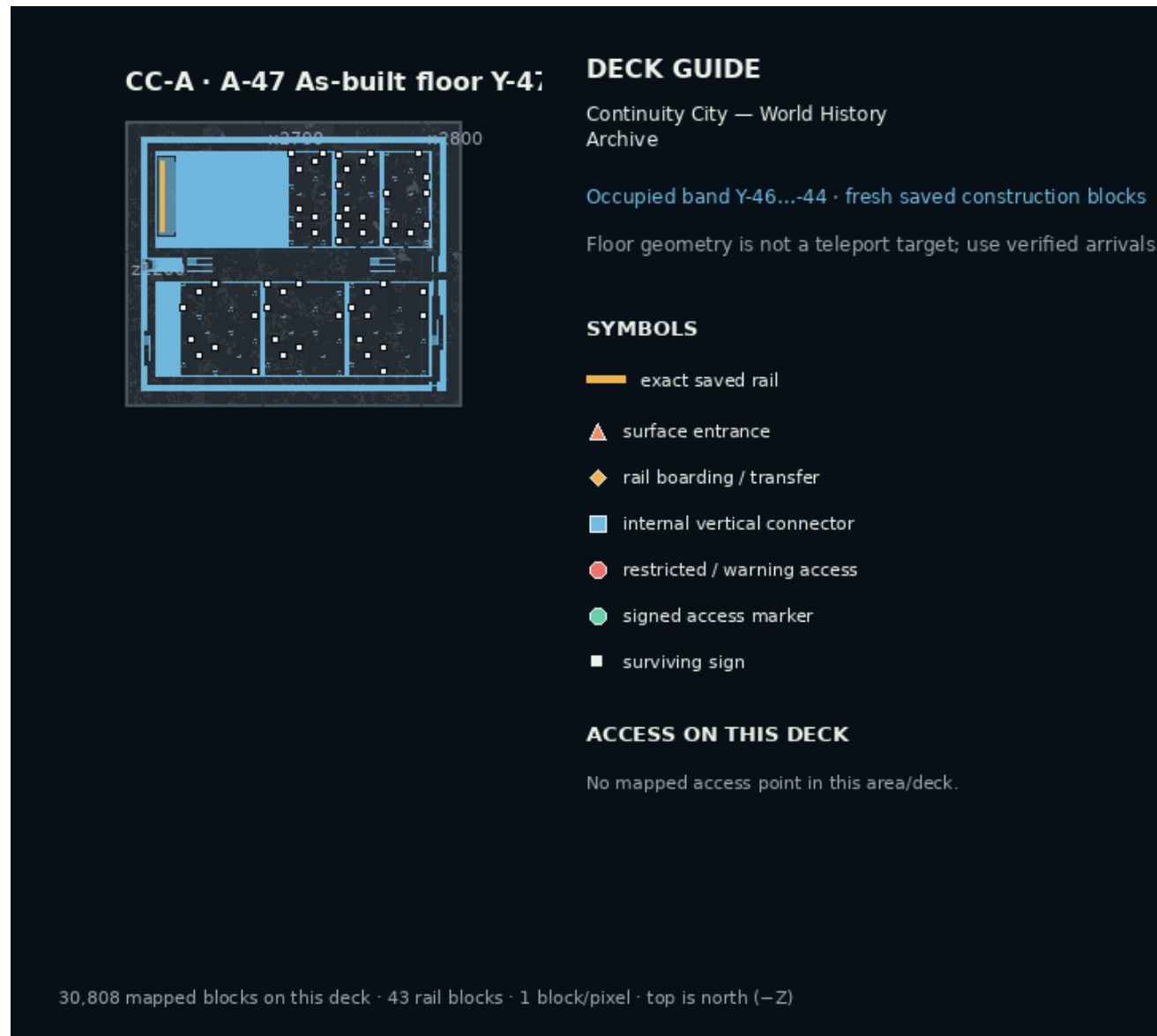


887,172 measured constructed blocks · 43 rail blocks · 0 access points

Signed points: A-N-47-01 / STAFF / OUTWARD EXIT (2730, -43, 1136) · A-N-39-01 / STAFF / OUTWARD EXIT (2730, -35, 1136) · A-N-31-01 / STAFF / OUTWARD EXIT (2730, -27, 1136) · A-N-23-01 / STAFF / OUTWARD EXIT (2730, -19, 1136) · A-N-15-01 / STAFF / OUTWARD EXIT (2730, -11, 1136) · A-N-7-01 / STAFF / OUTWARD EXIT (2730, -3, 1136) · A-N-47-02 / STAFF / OUTWARD EXIT (2760, -43, 1136) · A-N-39-02 / STAFF / OUTWARD EXIT (2760, -35, 1136)

Continuity City — World History Archive · As-built floor Y-47

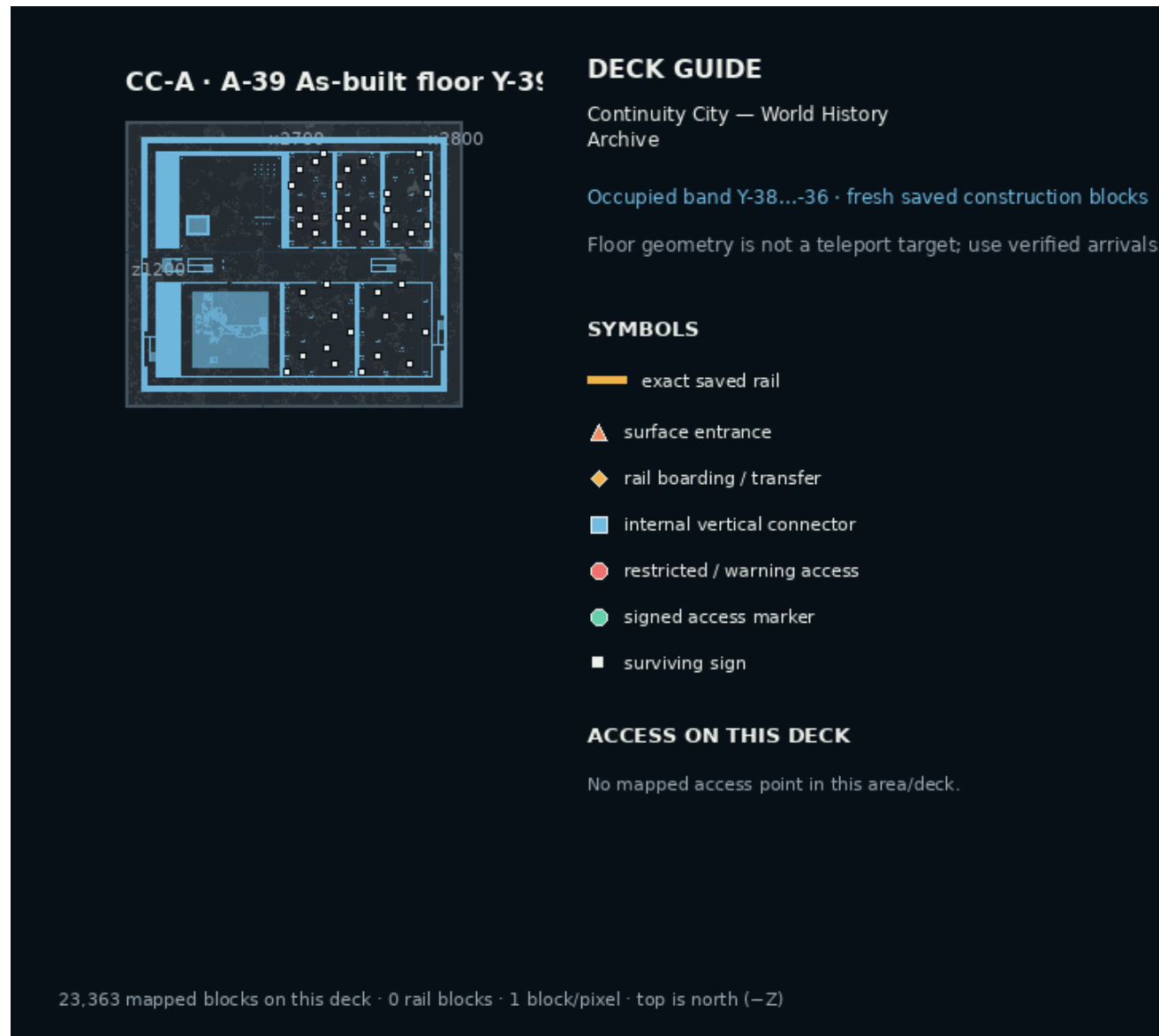
Occupied band Y-46...-44; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



30,808 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — World History Archive · As-built floor Y-39

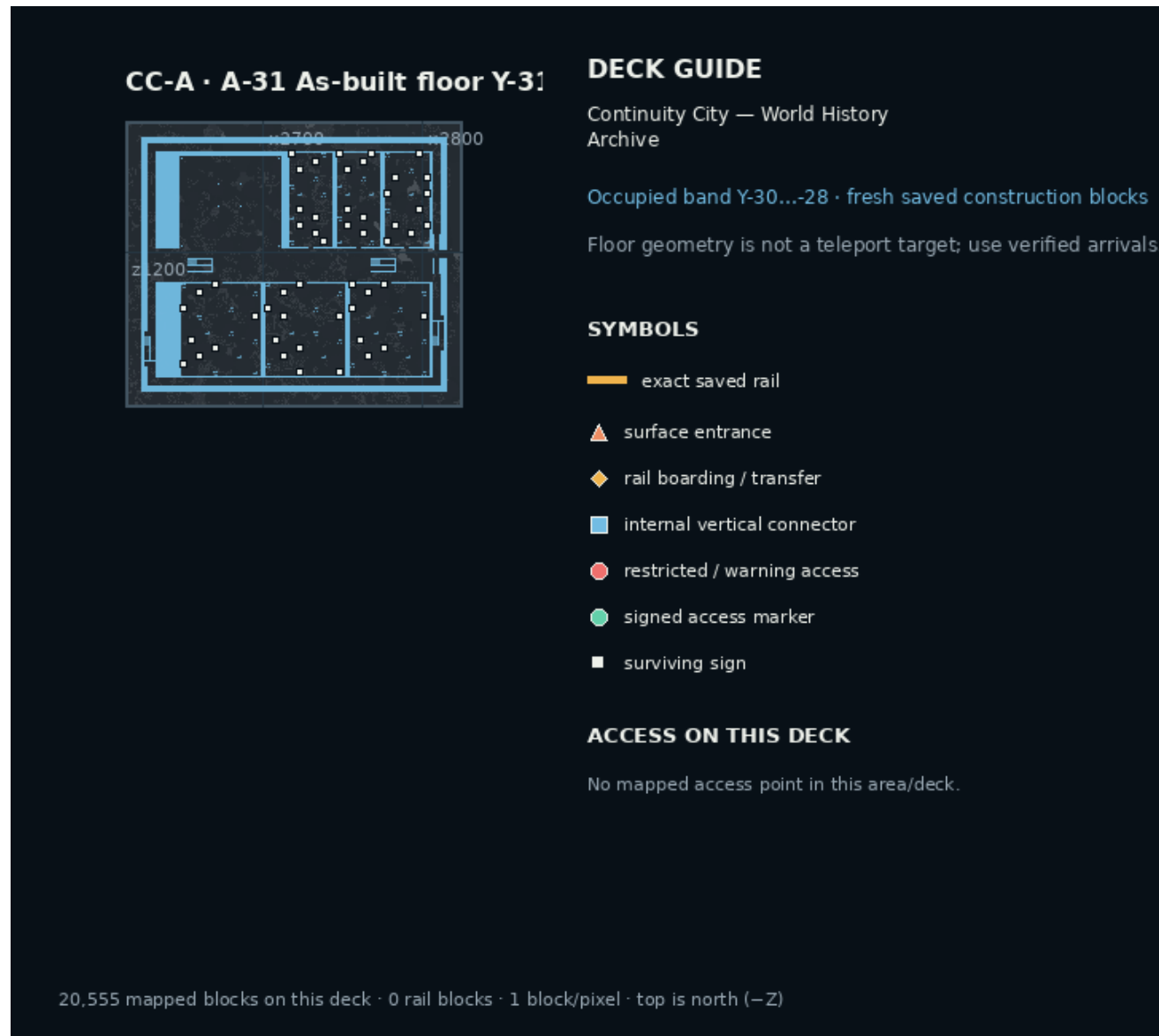
Occupied band Y-38...-36; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



23,363 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — World History Archive · As-built floor Y-31

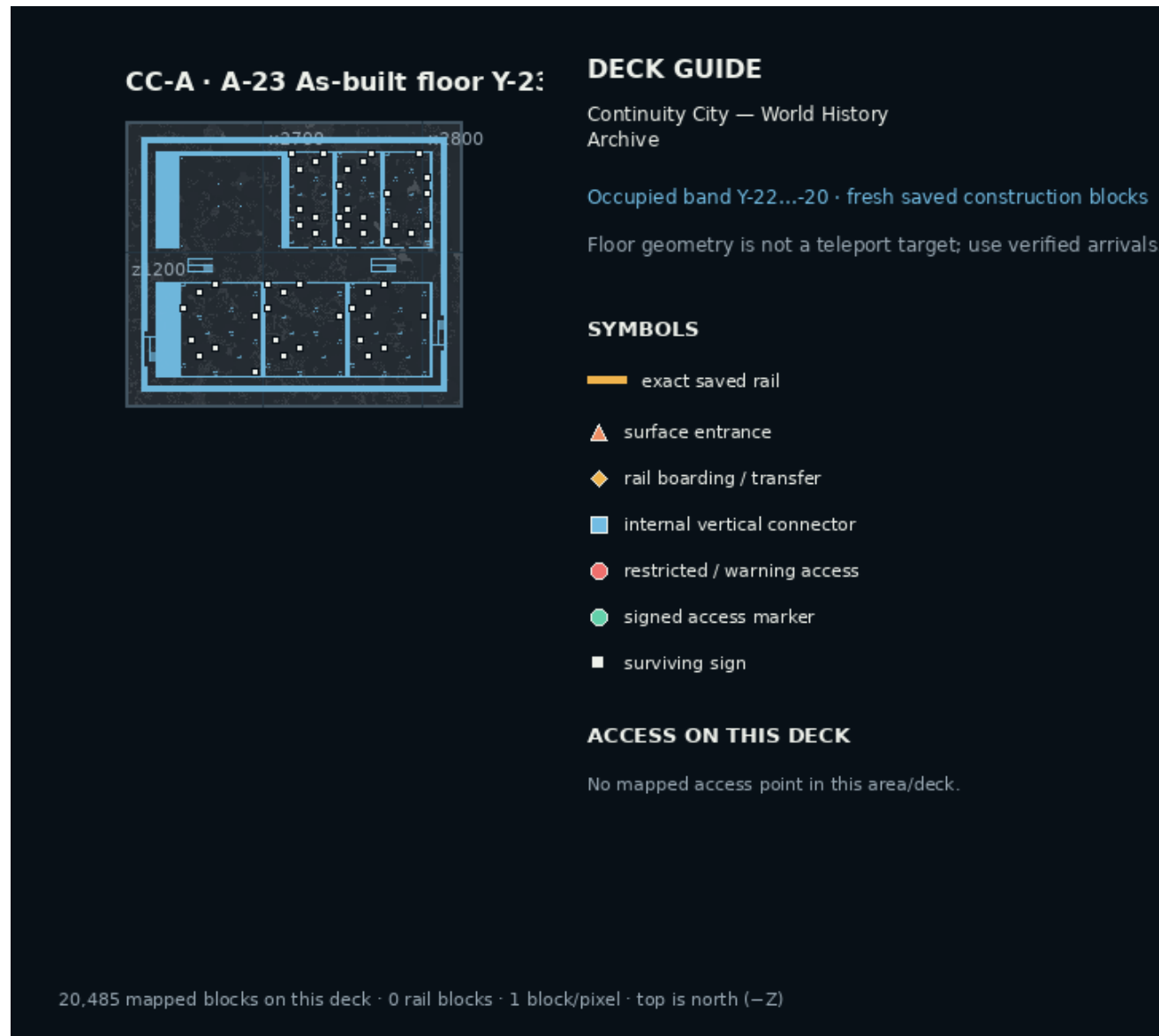
Occupied band Y-30...-28; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



20,555 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — World History Archive · As-built floor Y-23

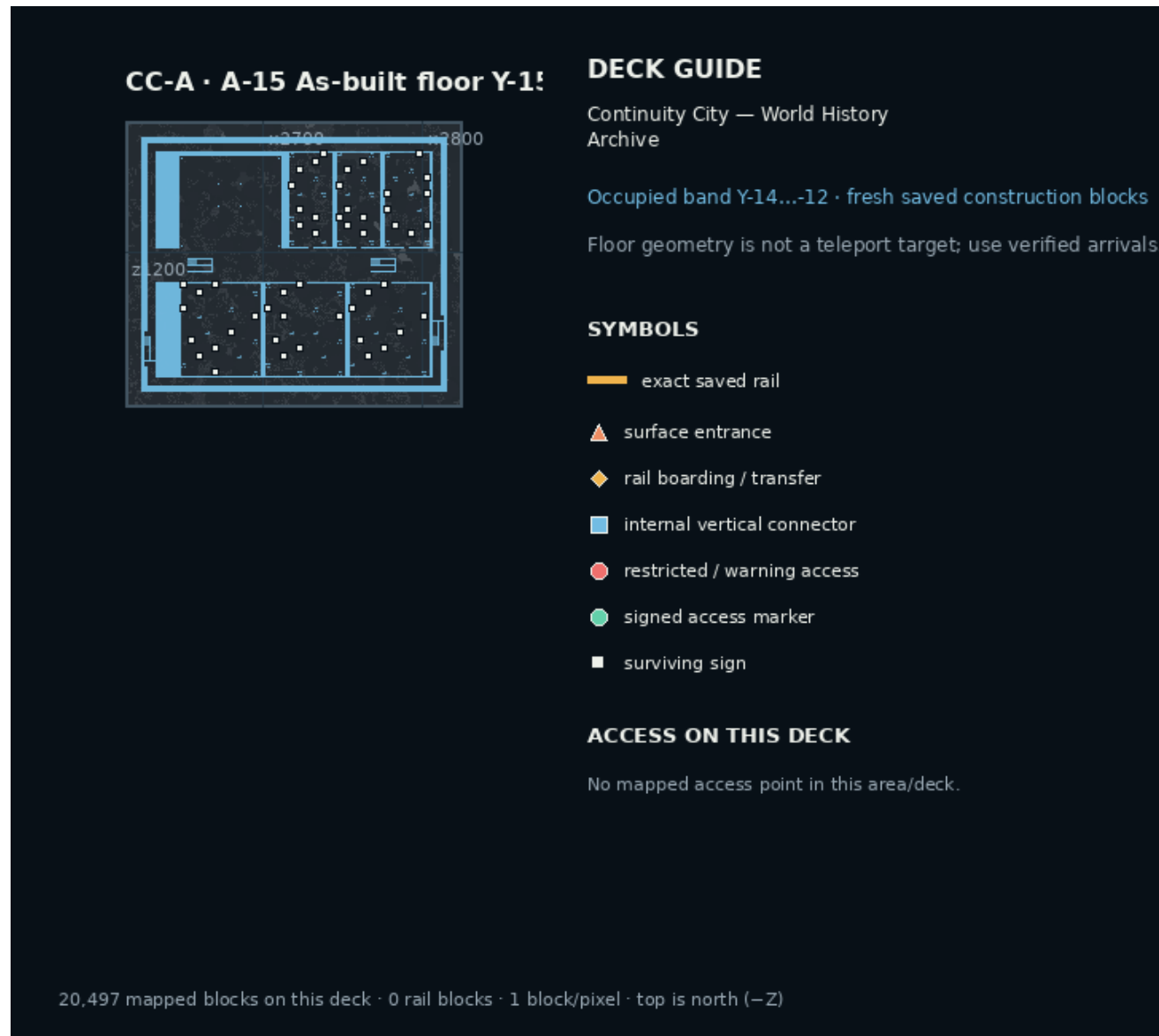
Occupied band Y-22...-20; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



20,485 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — World History Archive · As-built floor Y-15

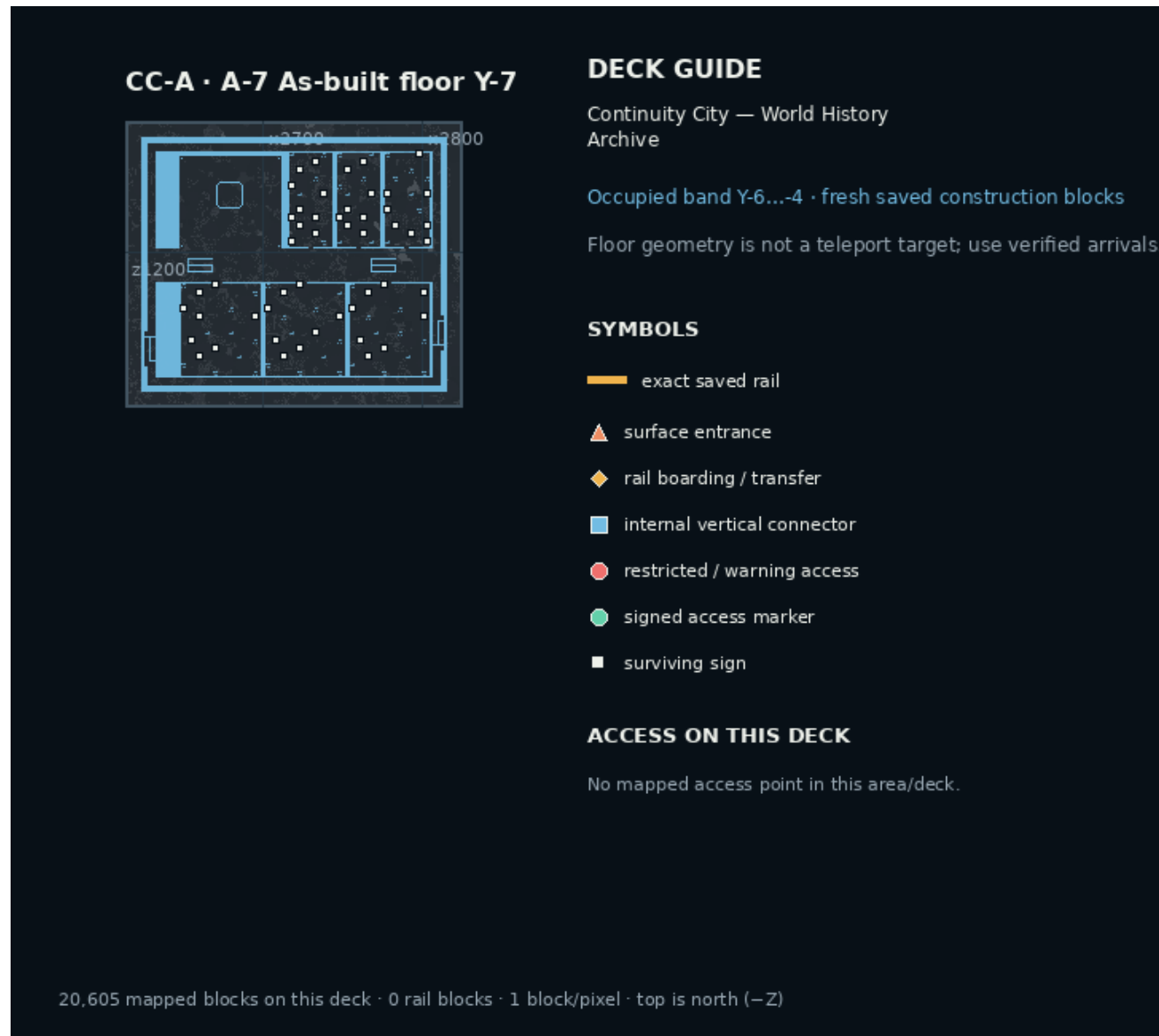
Occupied band Y-14...-12; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



20,497 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — World History Archive · As-built floor Y-7

Occupied band Y-6...-4; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

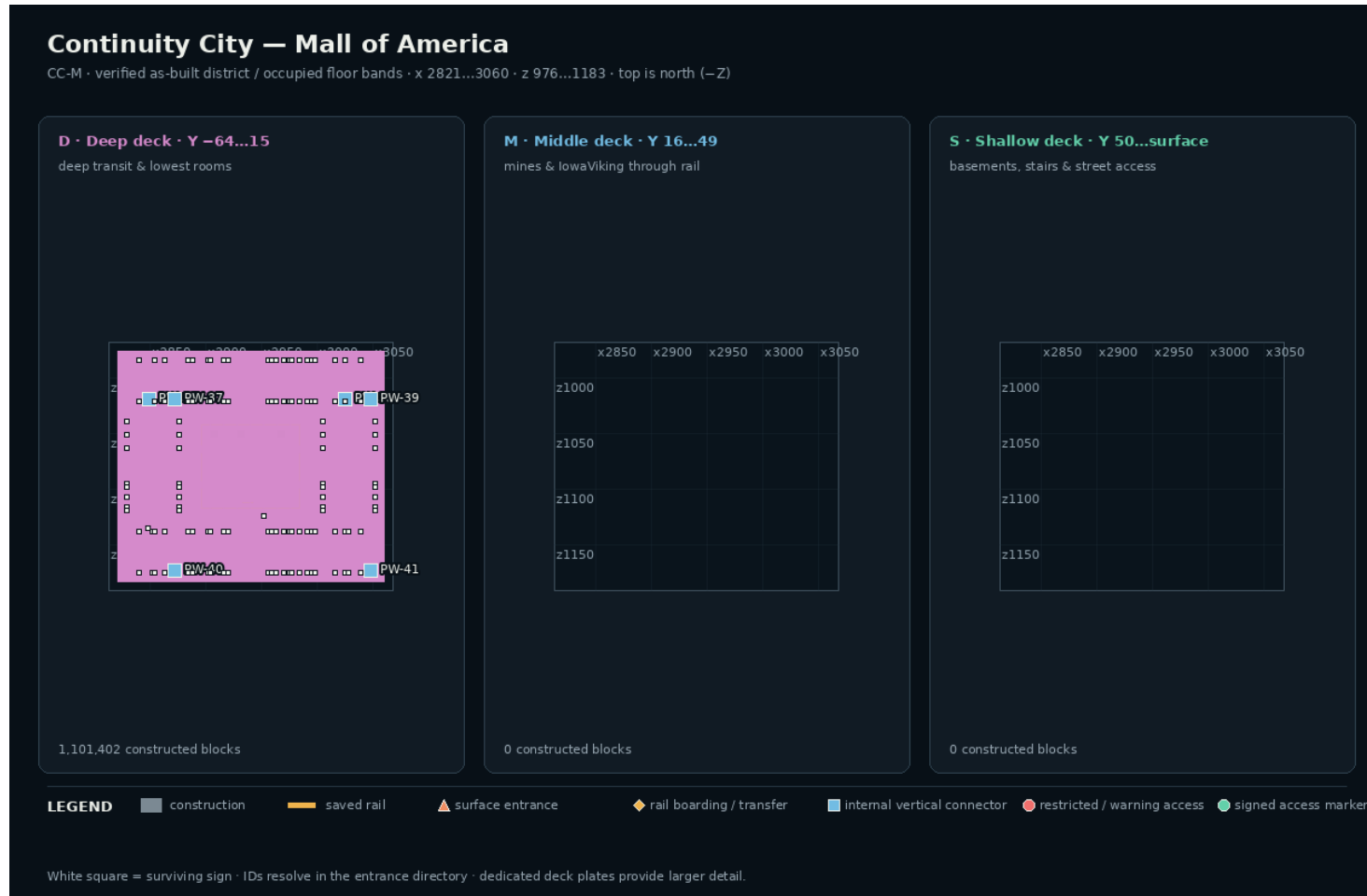


20,605 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Mall of America

verified as-built district / occupied floor bands · x 2821...3060 · z 976...1183

R2 district after exact live and restart acceptance. Maps show actual scanned construction in each occupied floor band. The September 5 room drawings remain dated design evidence.

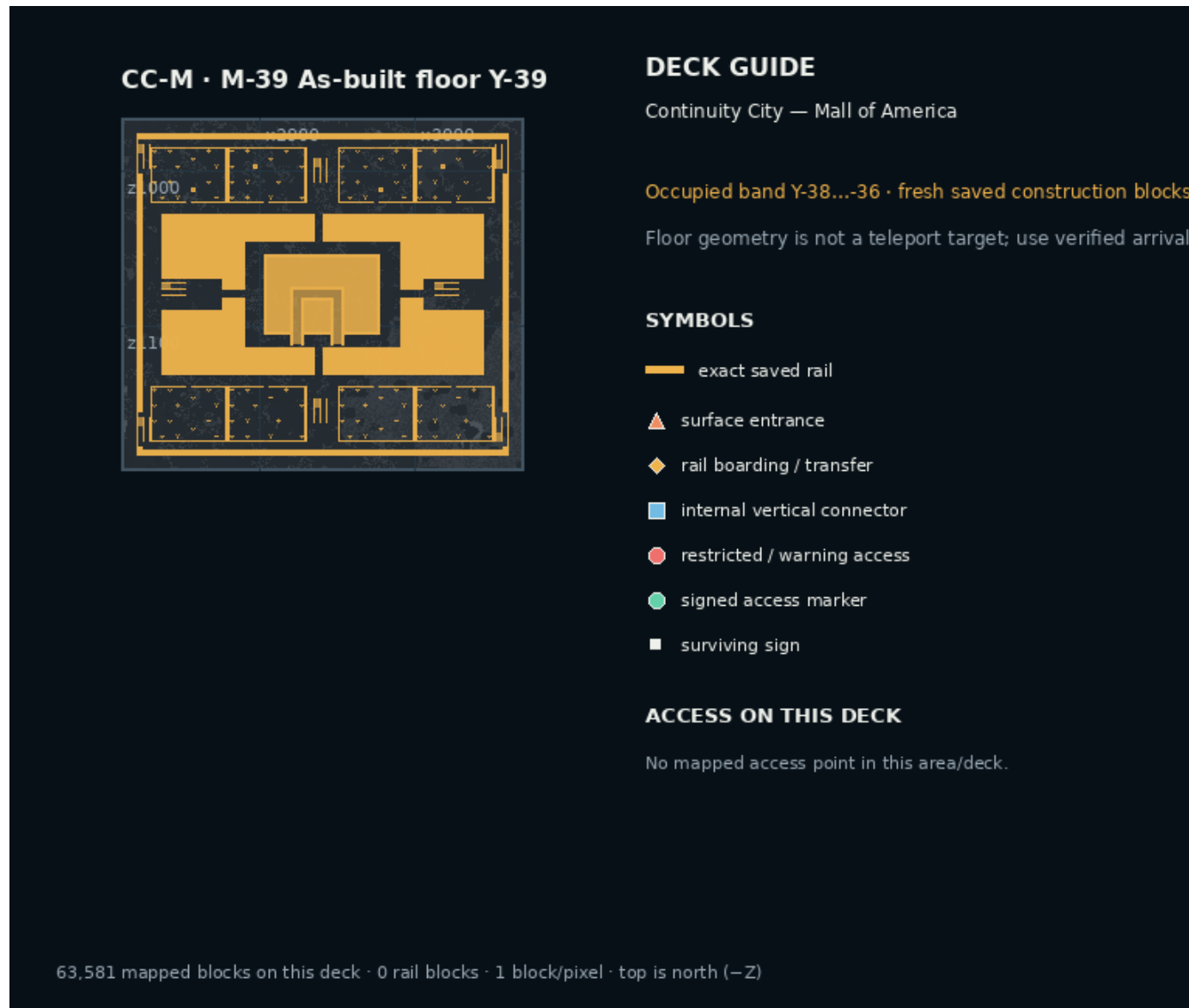


1,101,402 measured constructed blocks · 336 rail blocks · 6 access points

Signed points: M-L1-NW-01 / STAFF / OUTWARD EXIT (2840, -19, 984) · M-L2-NW-01 / STAFF / OUTWARD EXIT (2840, -11, 984) · M-NW-screen-01 / STAFF / OUTWARD EXIT (2840, -3, 984) · M-AQ--39-W-01 / STAFF / OUTWARD EXIT (2854, -35, 984) · M-AQ--31-W-01 / STAFF / OUTWARD EXIT (2854, -27, 984) · M-L1-NW-02 / STAFF / OUTWARD EXIT (2863, -19, 984) · M-L2-NW-02 / STAFF / OUTWARD EXIT (2863, -11, 984) · M-NW-screen-02 / STAFF / OUTWARD EXIT (2863, -3, 984)

Continuity City — Mall of America · As-built floor Y-39

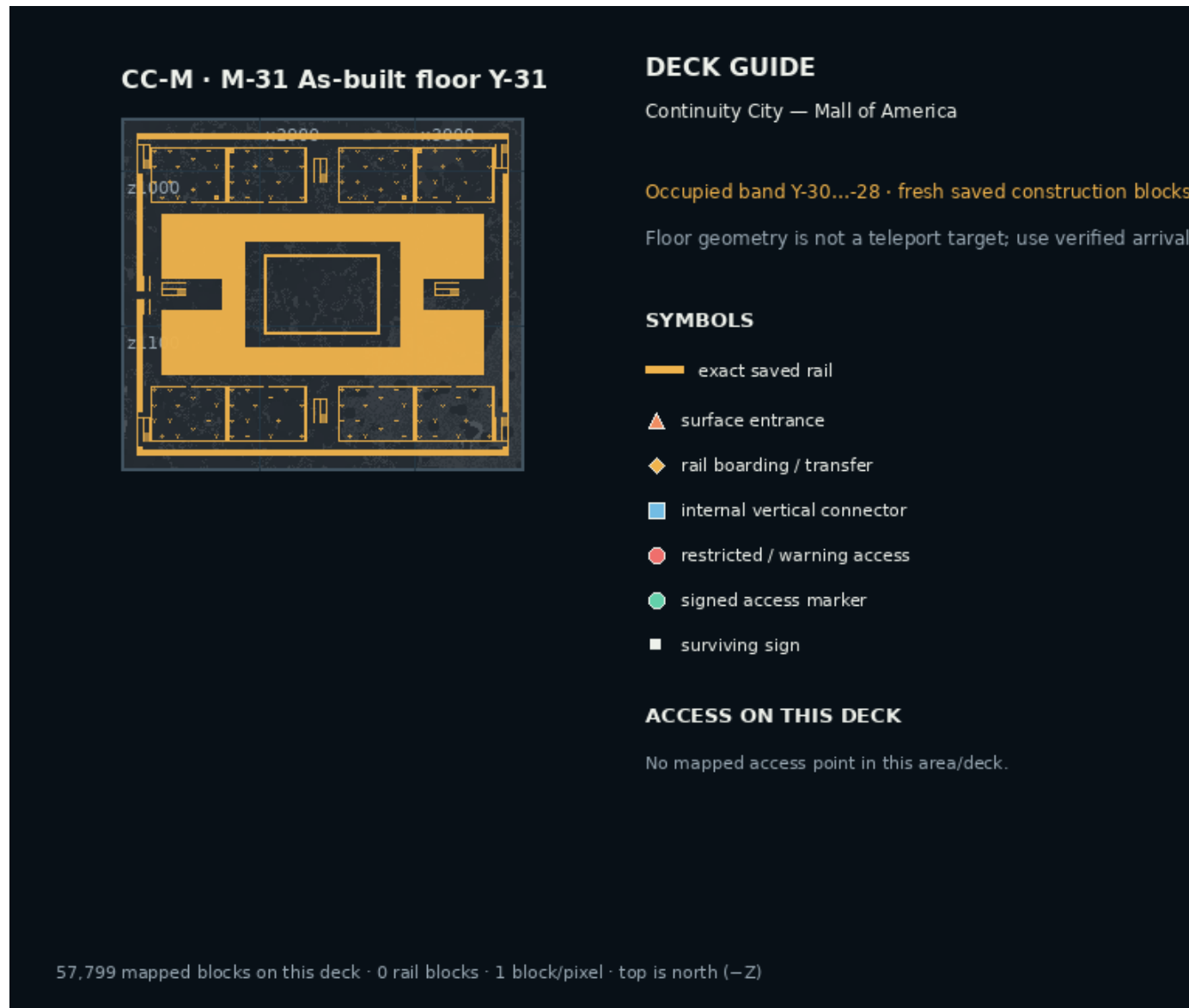
Occupied band Y-38...-36; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



63,581 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Mall of America · As-built floor Y-31

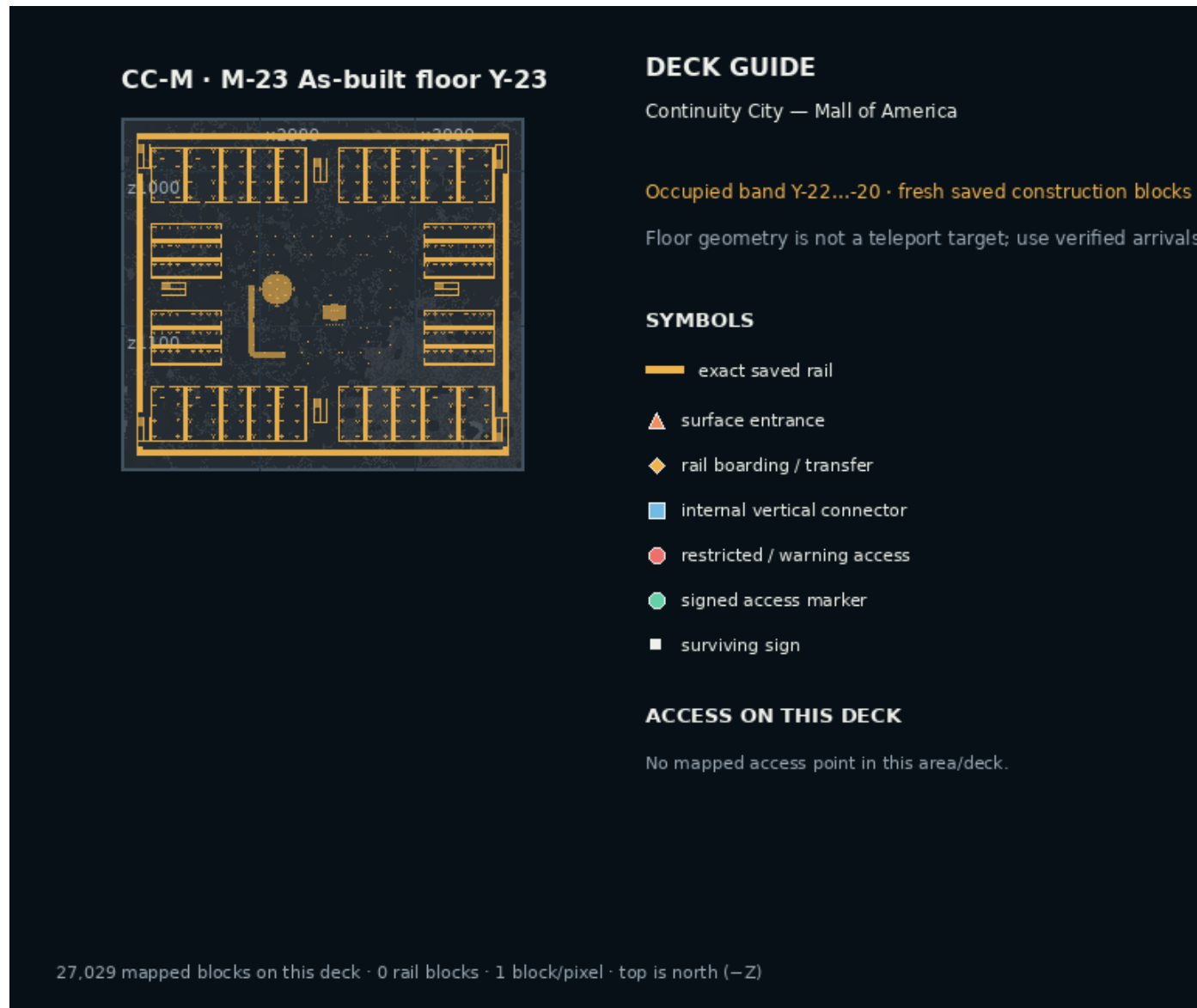
Occupied band Y-30...-28; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



57,799 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Mall of America · As-built floor Y-23

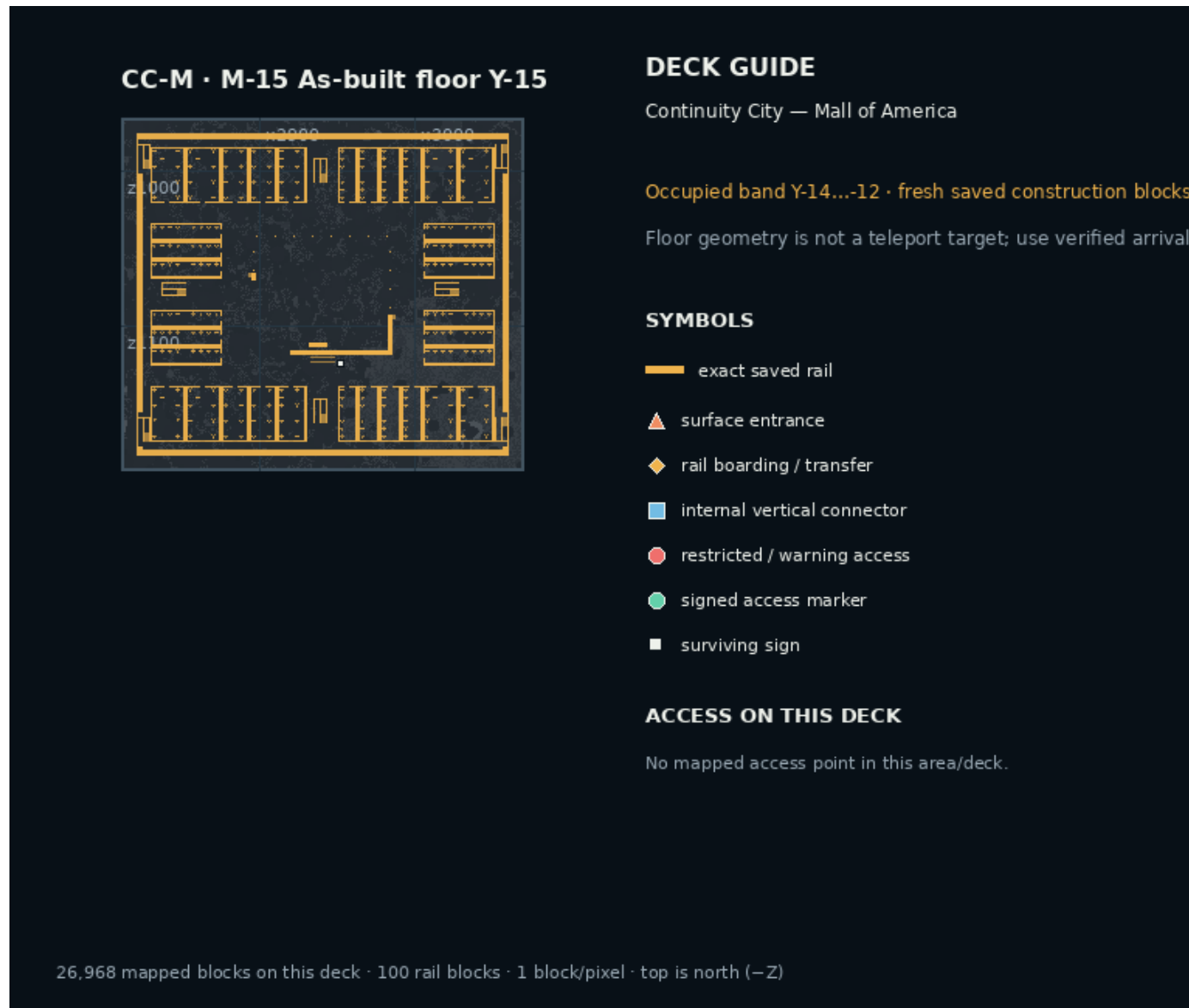
Occupied band Y-22...-20; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



27,029 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Mall of America · As-built floor Y-15

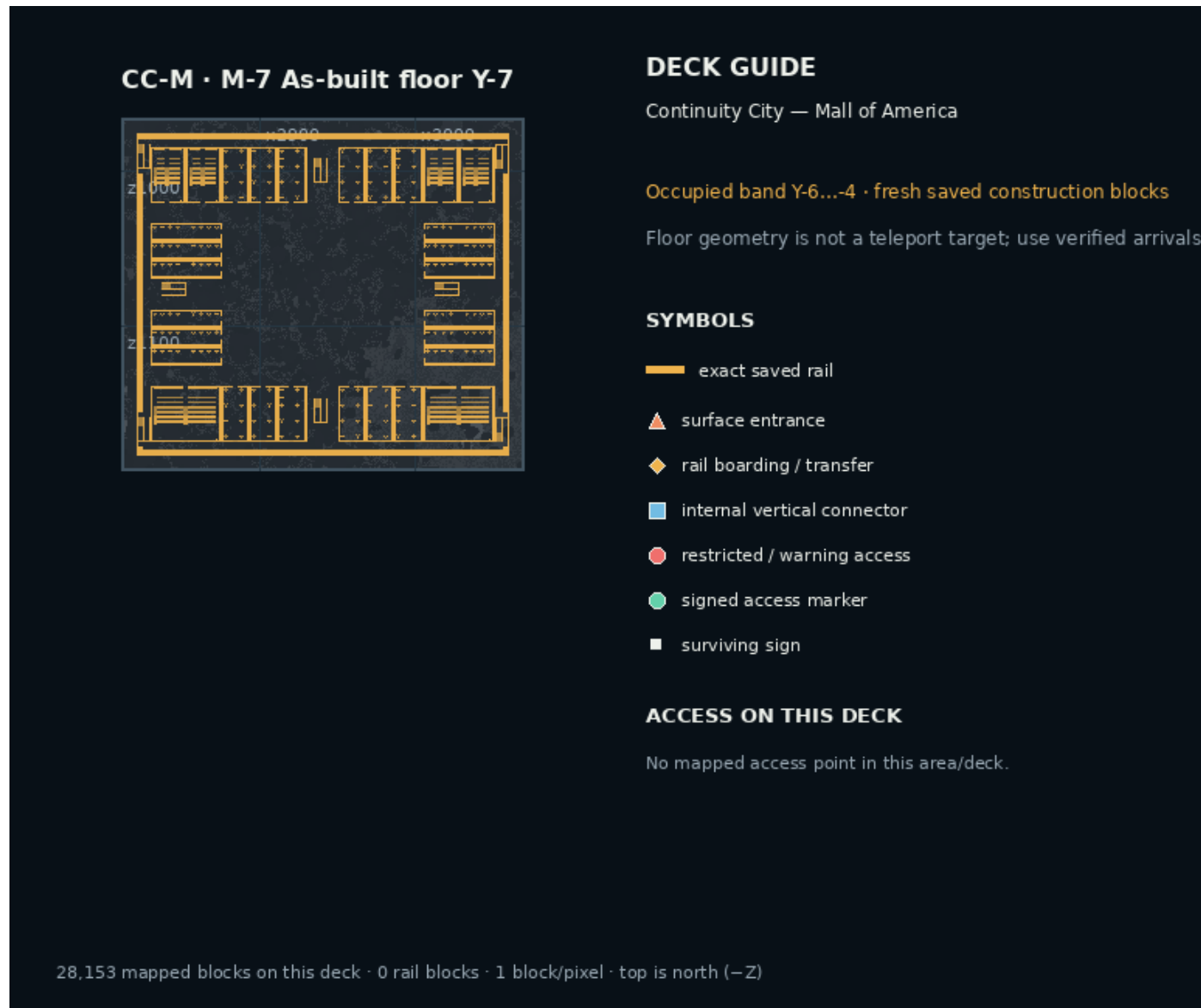
Occupied band Y-14...-12; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



26,968 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

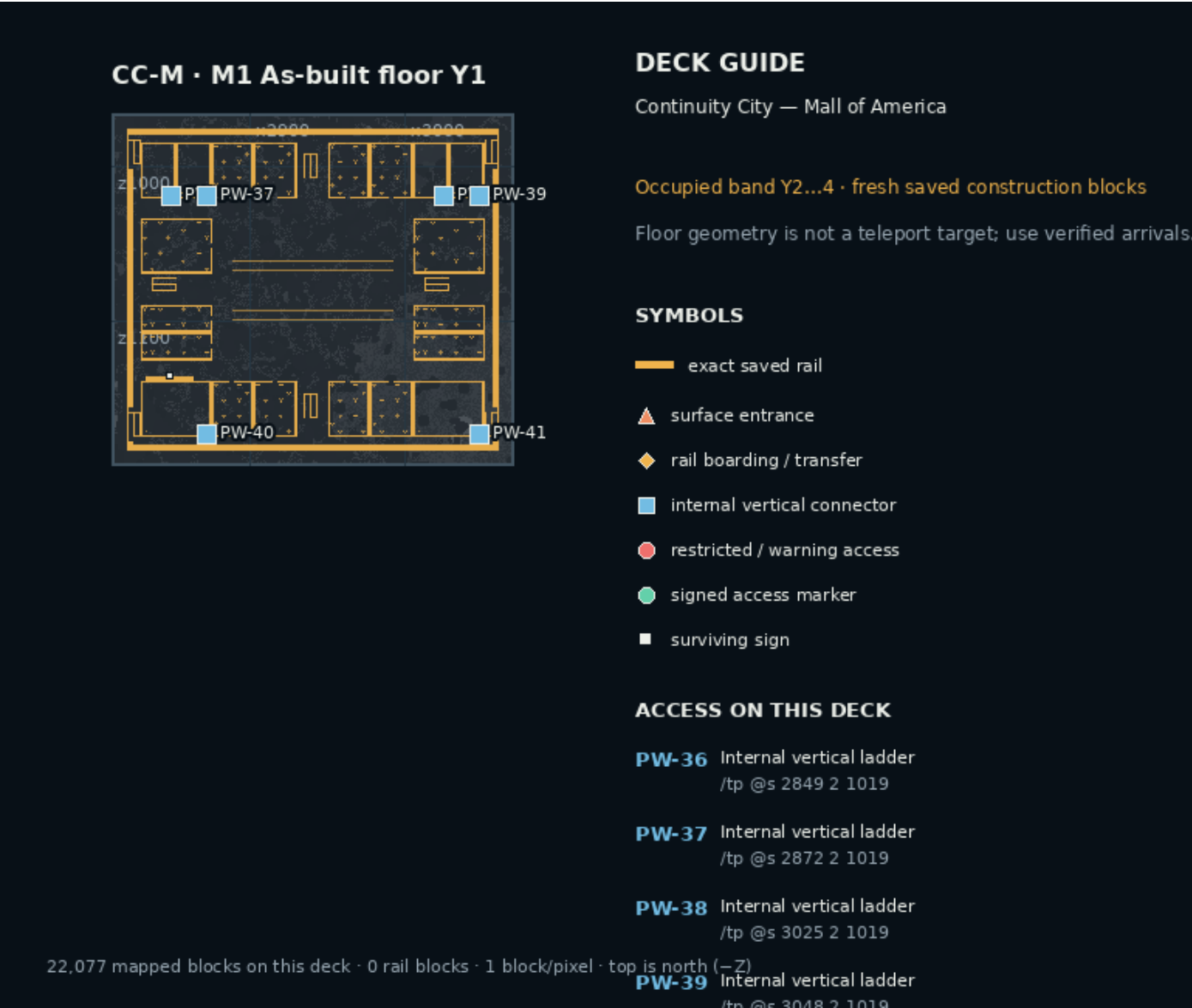
Continuity City — Mall of America · As-built floor Y-7

Occupied band Y-6...-4; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



Continuity City — Mall of America · As-built floor Y1

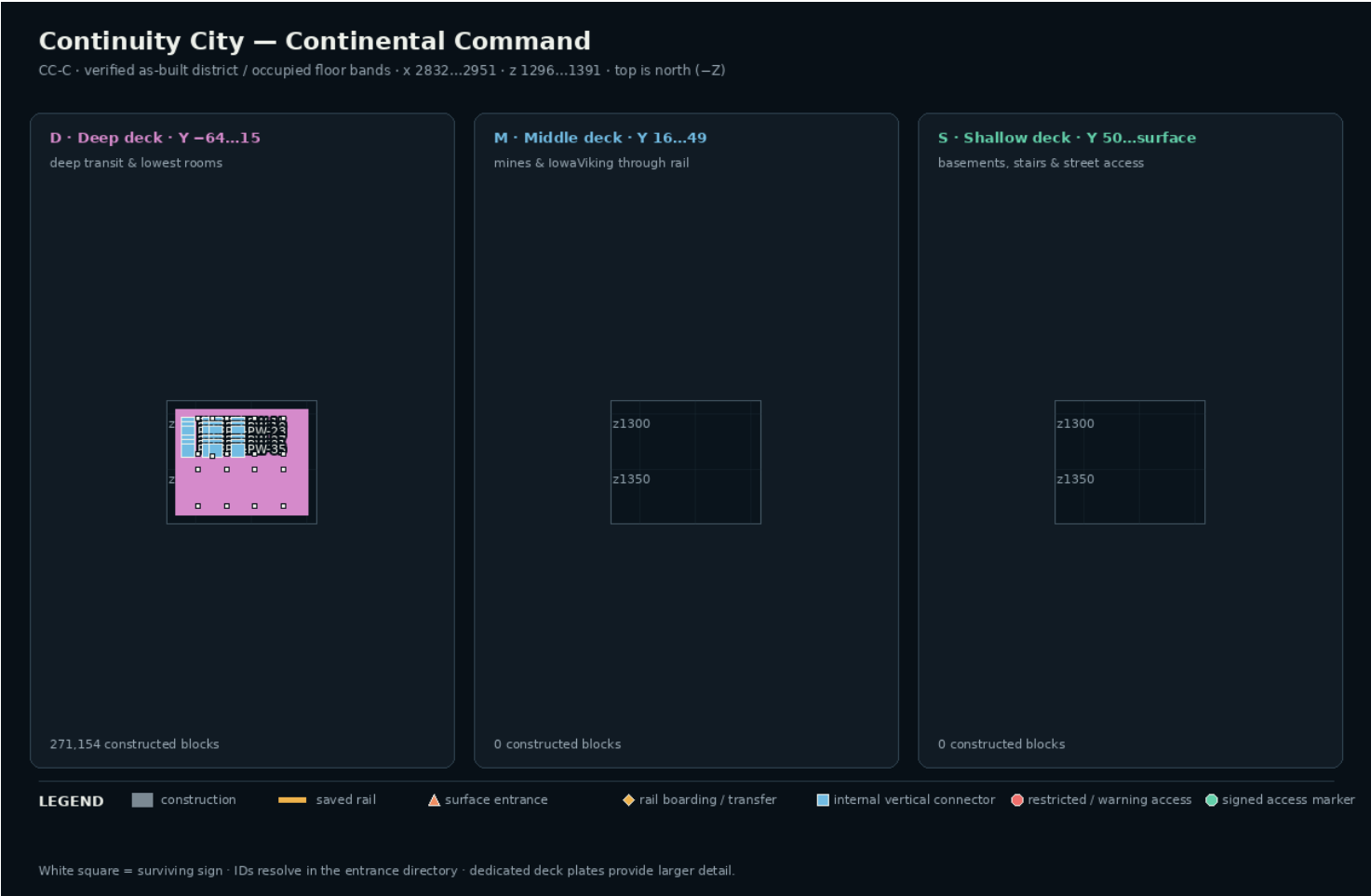
Occupied band Y2...4; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



Continuity City — Continental Command

verified as-built district / occupied floor bands · x 2832...2951 · z 1296...1391

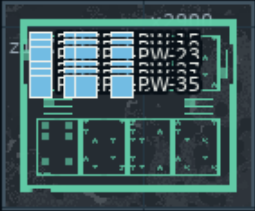
R2 district after exact live and restart acceptance. Maps show actual scanned construction in each occupied floor band. The September 5 room drawings remain dated design evidence.



Continuity City — Continental Command · As-built floor Y-55

Occupied band Y-54...-52; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

CC-C · C-55 As-built f



z1400

DECK GUIDE

Continuity City — Continental Command

Occupied band Y-54...-52 · fresh saved construction blocks

Floor geometry is not a teleport target; use verified arrivals.

SYMBOLS

exact saved rail

surface entrance

rail boarding / transfer

internal vertical connector

restricted / warning access

signed access marker

surviving sign

ACCESS ON THIS DECK

PW-12

Internal vertical ladder
/tp @s 2843 -52 1309

PW-13

Internal vertical ladder
/tp @s 2862 -52 1309

PW-14

Internal vertical ladder
/tp @s 2868 -52 1309

PW-15

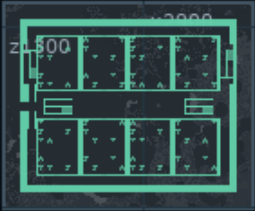
Internal vertical ladder
/tp @s 2888 -52 1309

9,116 mapped blocks on this deck · 0 rail blocks · 1 block/pixel · top is north (—Z)

Continuity City — Continental Command · As-built floor Y-47

Occupied band Y-46...-44; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

CC-C · C-47 As-built f



z1400

DECK GUIDE

Continuity City — Continental Command

Occupied band Y-46...-44 · fresh saved construction blocks

Floor geometry is not a teleport target; use verified arrivals.

SYMBOLS

exact saved rail

surface entrance

rail boarding / transfer

internal vertical connector

restricted / warning access

signed access marker

surviving sign

ACCESS ON THIS DECK

No mapped access point in this area/deck.

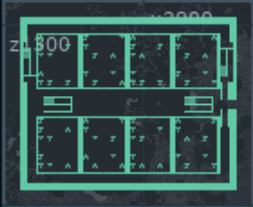
9,094 mapped blocks on this deck · 0 rail blocks · 1 block/pixel · top is north (—Z)

9,094 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Continental Command · As-built floor Y-39

Occupied band Y-38...-36; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

CC-C · C-39 As-built f



DECK GUIDE

Continuity City — Continental Command

Occupied band Y-38...-36 · fresh saved construction blocks

Floor geometry is not a teleport target; use verified arrivals.

SYMBOLS

- exact saved rail
- surface entrance
- rail boarding / transfer
- internal vertical connector
- restricted / warning access
- signed access marker
- surviving sign

ACCESS ON THIS DECK

No mapped access point in this area/deck.

9,092 mapped blocks on this deck · 0 rail blocks · 1 block/pixel · top is north (—Z)

Continuity City — Continental Command · As-built floor Y-31

Occupied band Y-30...-28; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

CC-C · C-31 As-built f



z1400

DECK GUIDE

Continuity City — Continental Command

Occupied band Y-30...-28 · fresh saved construction blocks

Floor geometry is not a teleport target; use verified arrivals.

SYMBOLS

exact saved rail

surface entrance

rail boarding / transfer

internal vertical connector

restricted / warning access

signed access marker

surviving sign

ACCESS ON THIS DECK

No mapped access point in this area/deck.

21,343 mapped blocks on this deck · 0 rail blocks · 1 block/pixel · top is north (—Z)

21,343 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Continental Command · As-built floor Y-23

Occupied band Y-22...-20; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

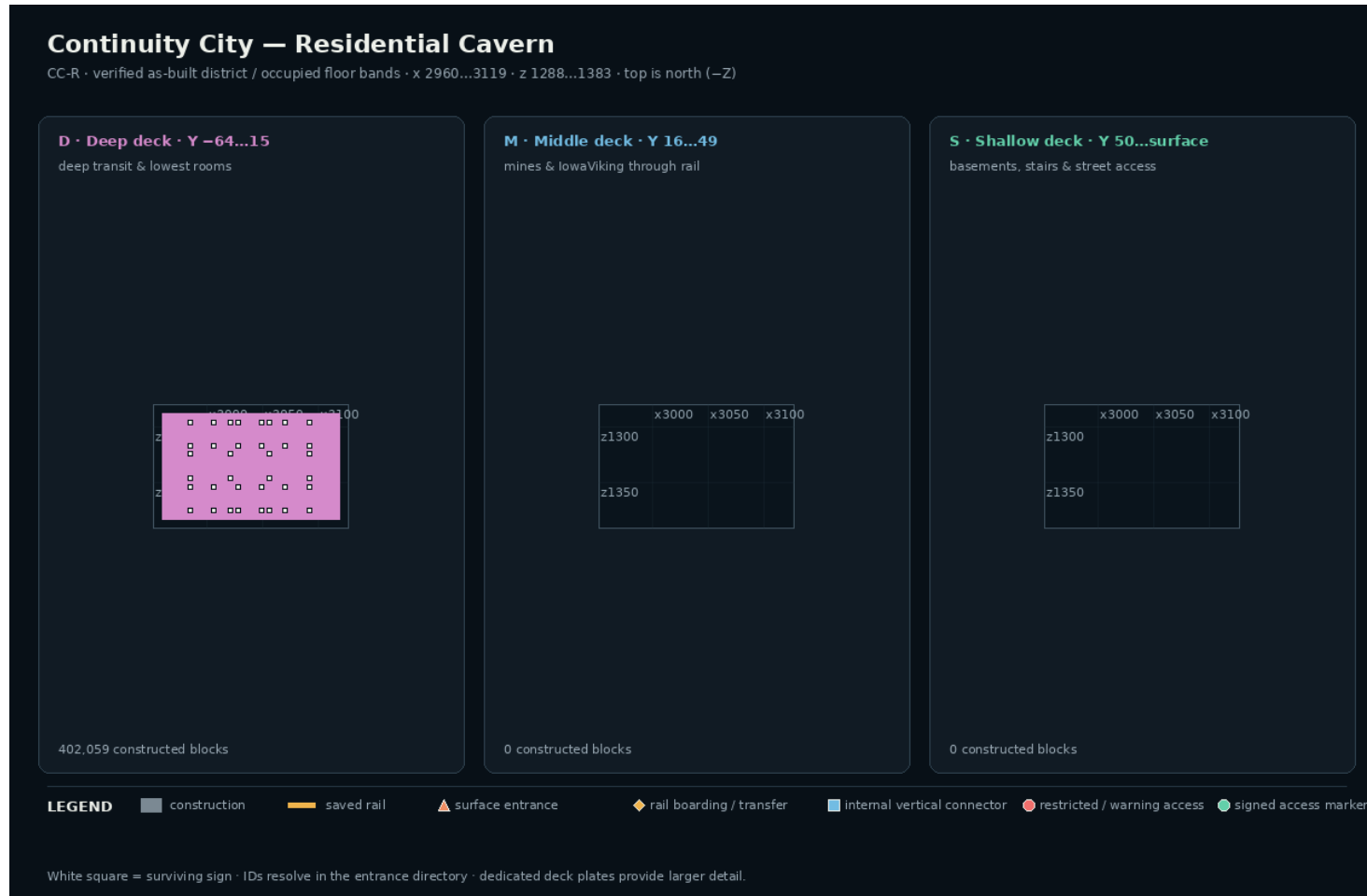


20,703 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Residential Cavern

verified as-built district / occupied floor bands · x 2960...3119 · z 1288...1383

R2 district after exact live and restart acceptance. Maps show actual scanned construction in each occupied floor band. The September 5 room drawings remain dated design evidence.

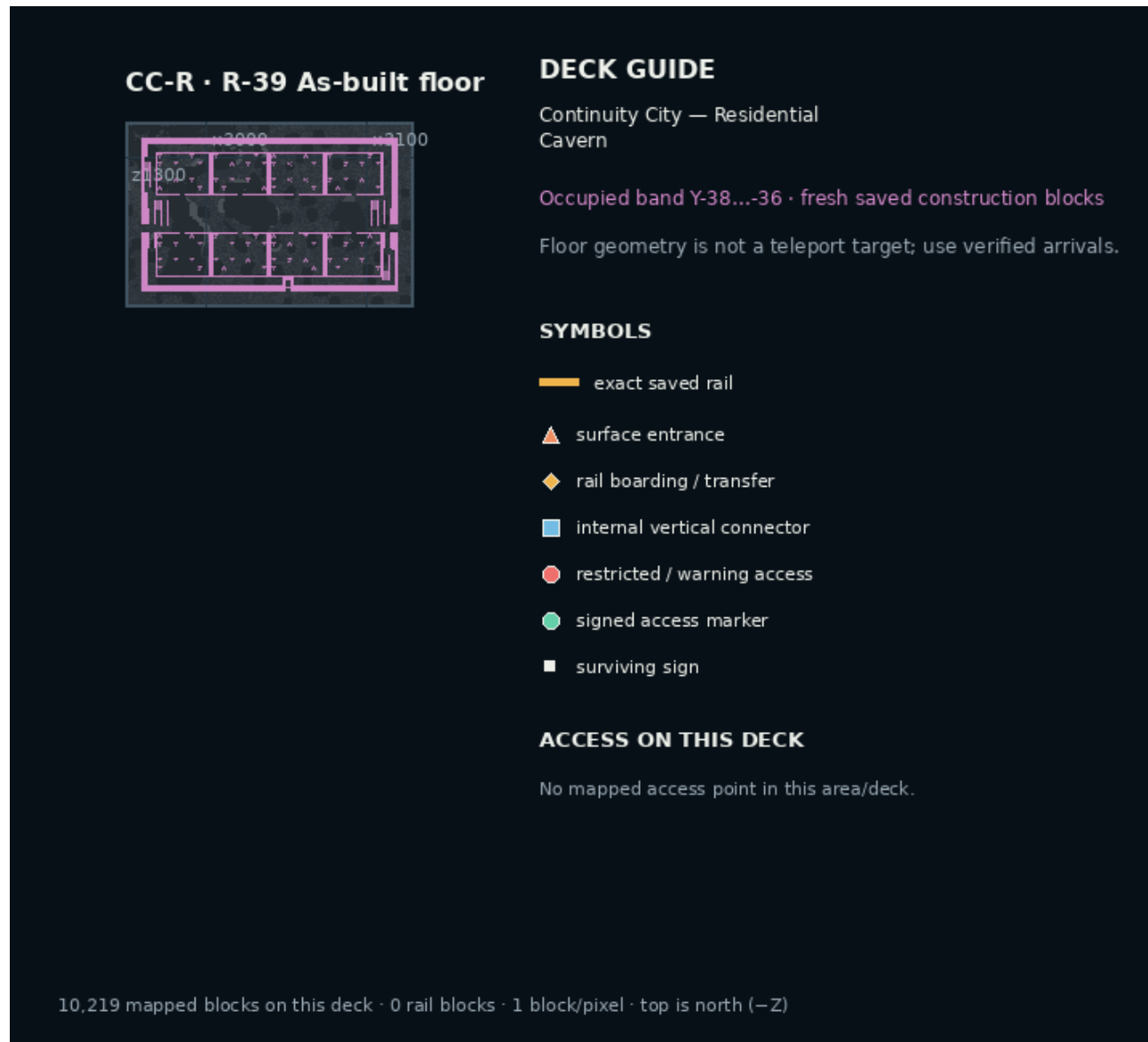


402,059 measured constructed blocks · 0 rail blocks · 0 access points

Signed points: R-N-01 / STAFF / OUTWARD EXIT (2985, -35, 1296) · R-T1-N-01 / STAFF / OUTWARD EXIT (2985, -27, 1296) · R-T2-N-01 / STAFF / OUTWARD EXIT (2985, -19, 1296) · R-T3-N-01 / STAFF / OUTWARD EXIT (2985, -11, 1296) · R-T4-N-01 / STAFF / OUTWARD EXIT (2985, -3, 1296) · R-T1-N-02 / STAFF / OUTWARD EXIT (3006, -27, 1296) · R-T2-N-02 / STAFF / OUTWARD EXIT (3006, -19, 1296) · R-T3-N-02 / STAFF / OUTWARD EXIT (3006, -11, 1296)

Continuity City — Residential Cavern · As-built floor Y-39

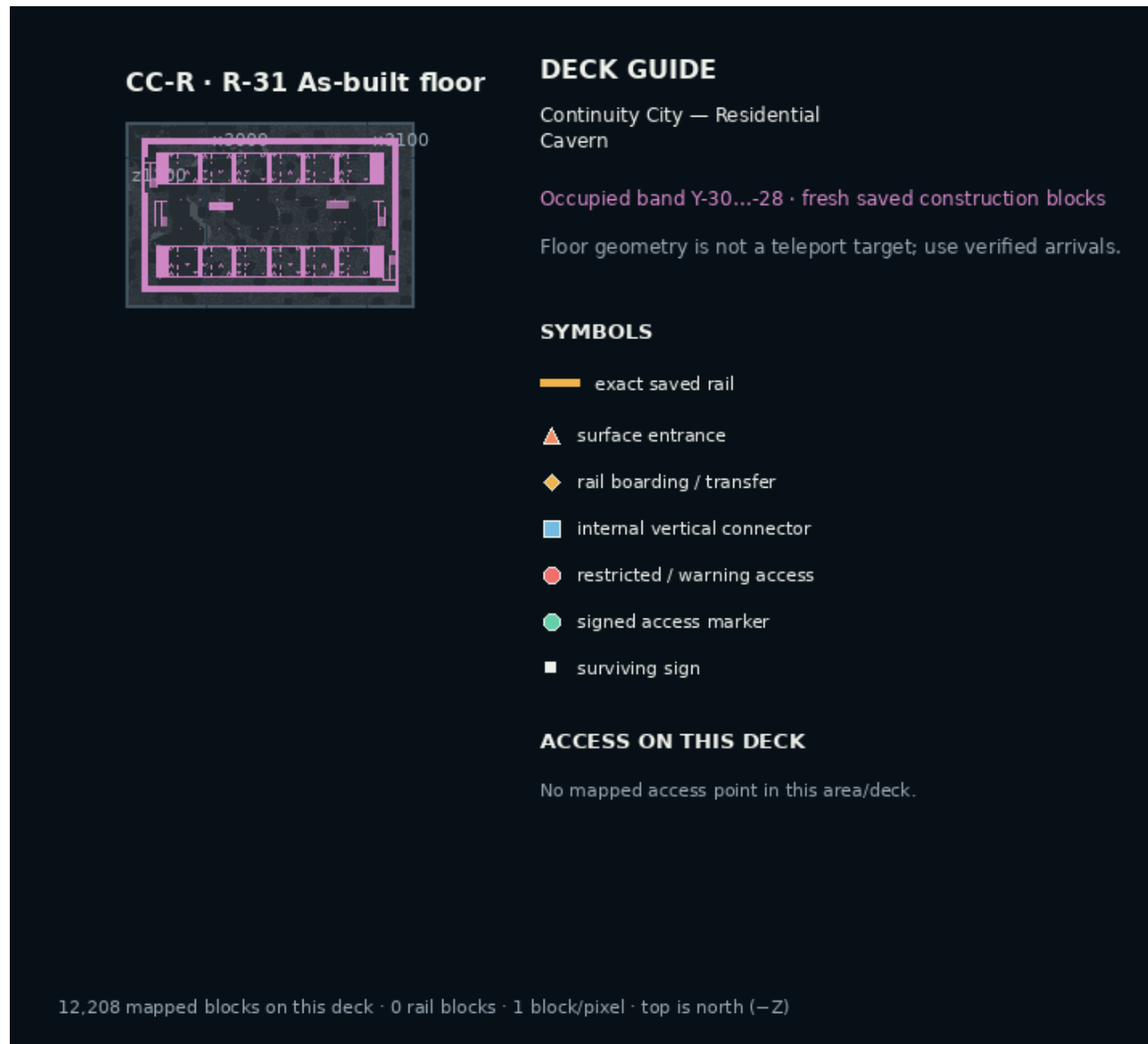
Occupied band Y-38...-36; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



10,219 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Residential Cavern · As-built floor Y-31

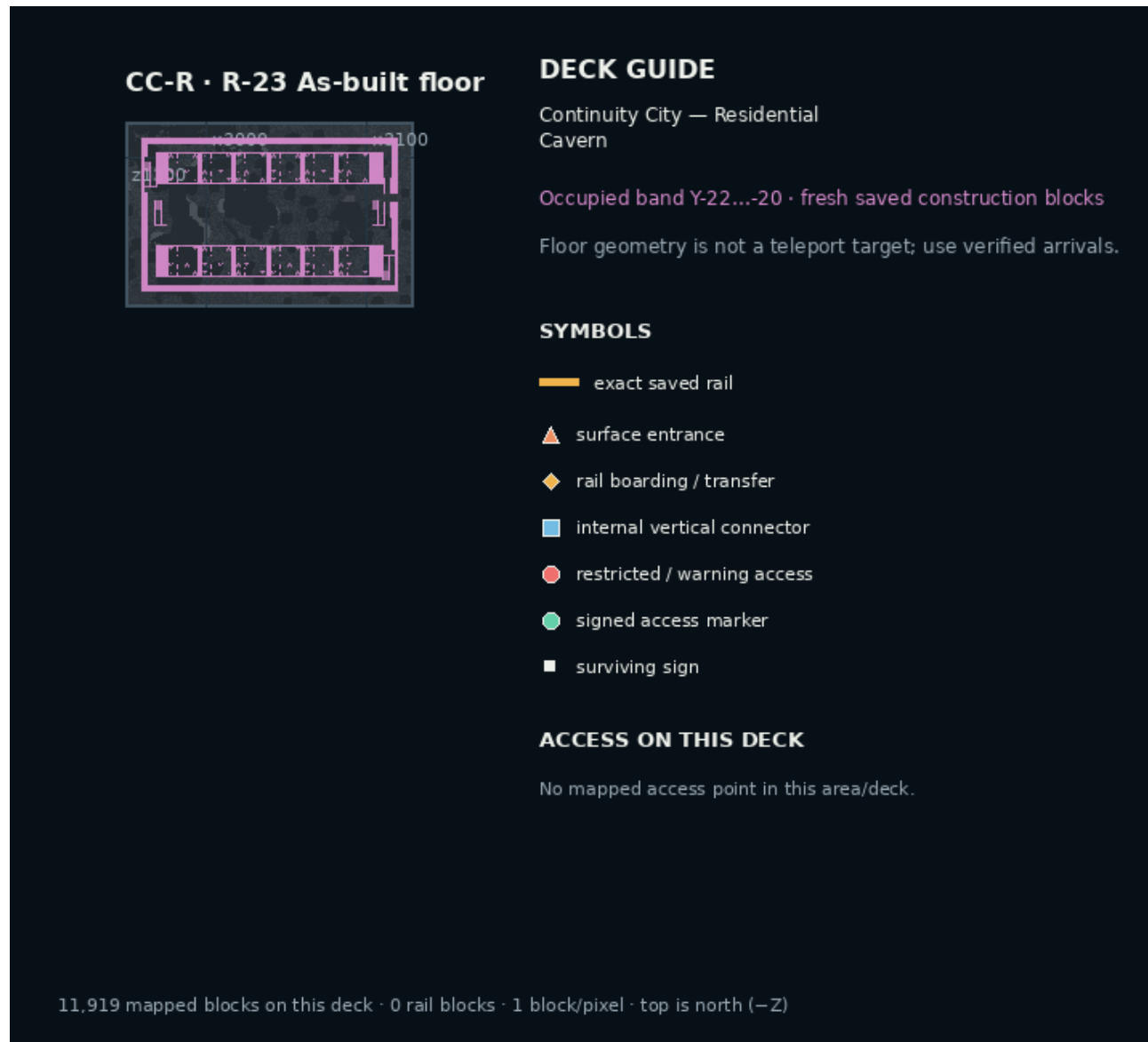
Occupied band Y-30...-28; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



12,208 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Residential Cavern · As-built floor Y-23

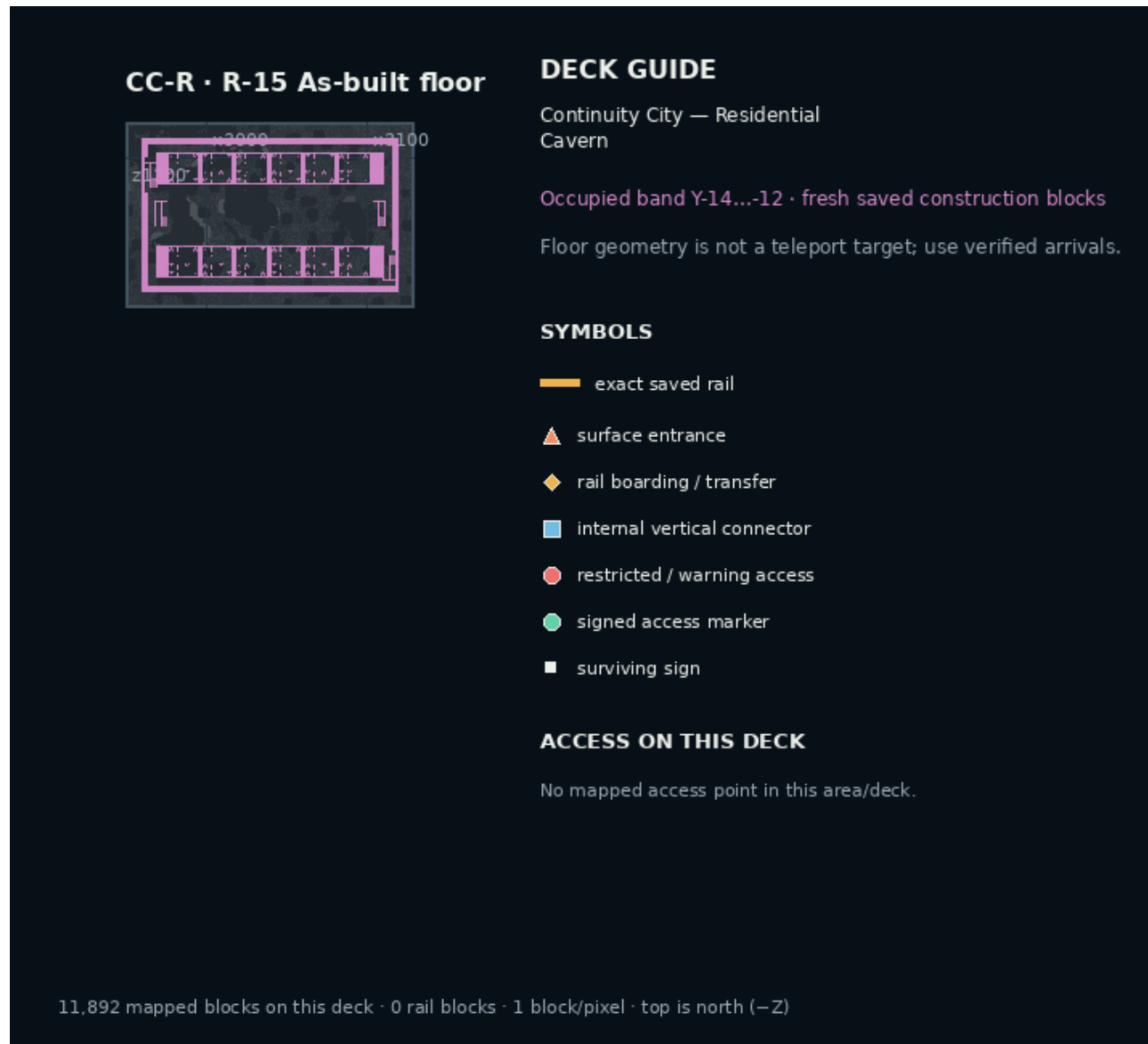
Occupied band Y-22...-20; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.



11,919 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Residential Cavern · As-built floor Y-15

Occupied band Y-14...-12; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

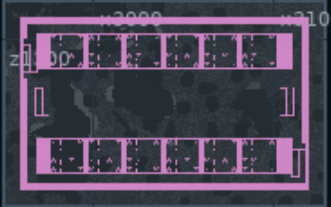


11,892 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Residential Cavern · As-built floor Y-7

Occupied band Y-6...-4; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

CC-R · R-7 As-built floor Y



DECK GUIDE

Continuity City — Residential Cavern

Occupied band Y-6...-4 · fresh saved construction blocks

Floor geometry is not a teleport target; use verified arrivals.

SYMBOLS

- exact saved rail
- surface entrance
- rail boarding / transfer
- internal vertical connector
- restricted / warning access
- signed access marker
- surviving sign

ACCESS ON THIS DECK

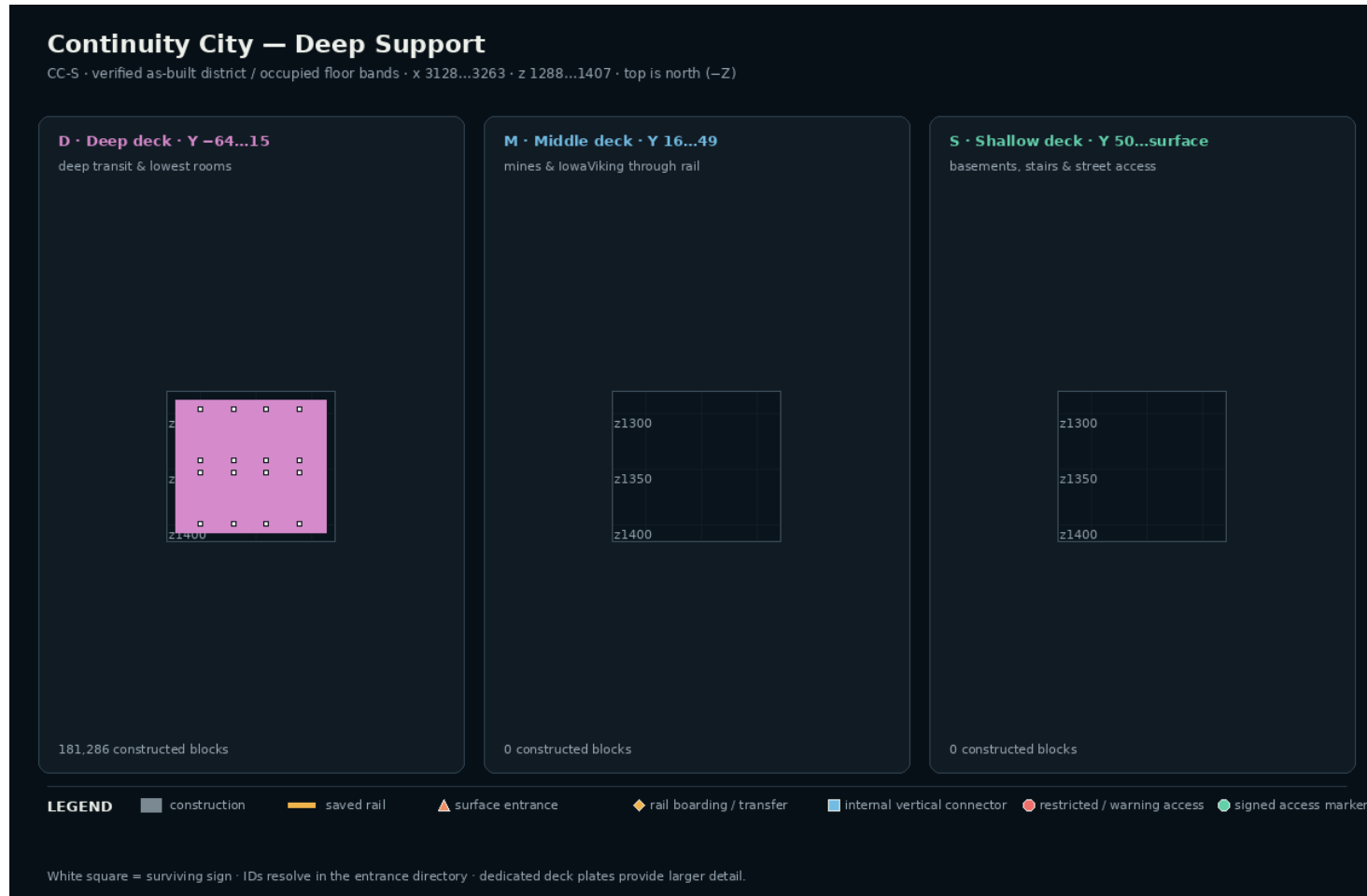
No mapped access point in this area/deck.

11,844 mapped blocks on this deck · 0 rail blocks · 1 block/pixel · top is north (—Z)

Continuity City — Deep Support

verified as-built district / occupied floor bands · x 3128...3263 · z 1288...1407

R2 district after exact live and restart acceptance. Maps show actual scanned construction in each occupied floor band. The September 5 room drawings remain dated design evidence.

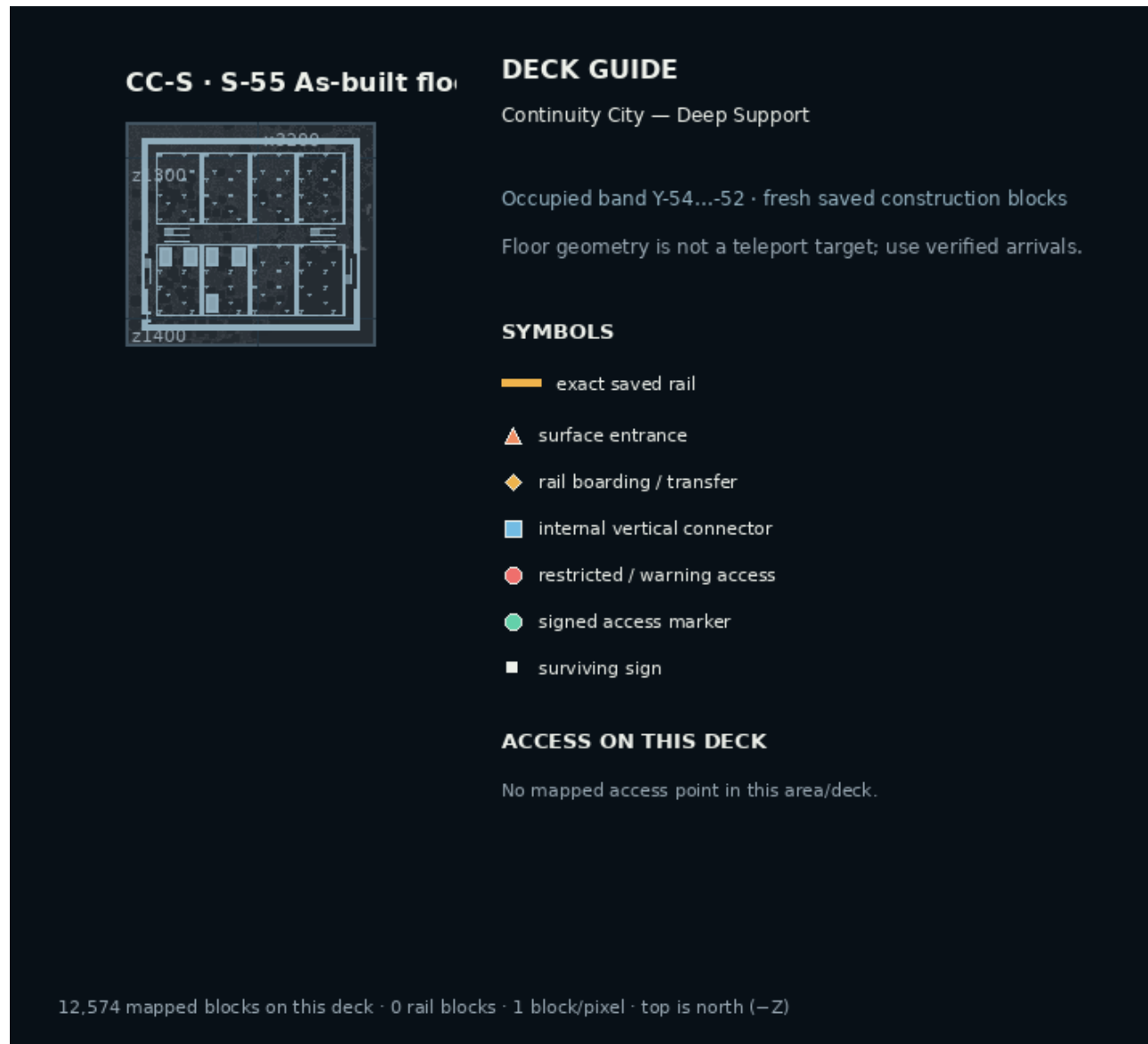


181,286 measured constructed blocks · 0 rail blocks · 0 access points

Signed points: S-N-55-01 / STAFF / OUTWARD EXIT (3150, -51, 1296) · S-N-47-01 / STAFF / OUTWARD EXIT (3150, -43, 1296) · S-N-39-01 / STAFF / OUTWARD EXIT (3150, -35, 1296) · S-N-55-02 / STAFF / OUTWARD EXIT (3180, -51, 1296) · S-N-47-02 / STAFF / OUTWARD EXIT (3180, -43, 1296) · S-N-39-02 / STAFF / OUTWARD EXIT (3180, -35, 1296) · S-N-55-03 / STAFF / OUTWARD EXIT (3209, -51, 1296) · S-N-47-03 / STAFF / OUTWARD EXIT (3209, -43, 1296)

Continuity City — Deep Support · As-built floor Y-55

Occupied band Y-54...-52; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

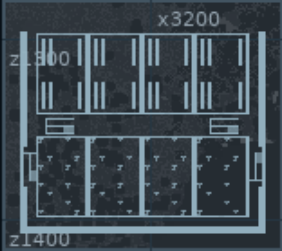


12,574 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Deep Support · As-built floor Y-47

Occupied band Y-46...-44; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

CC-S · S-47 As-built floor



DECK GUIDE

Continuity City — Deep Support

Occupied band Y-46...-44 · fresh saved construction blocks

Floor geometry is not a teleport target; use verified arrivals.

SYMBOLS

- exact saved rail
- surface entrance
- rail boarding / transfer
- internal vertical connector
- restricted / warning access
- signed access marker
- surviving sign

ACCESS ON THIS DECK

No mapped access point in this area/deck.

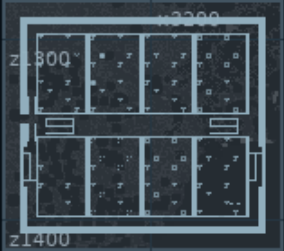
11,409 mapped blocks on this deck · 0 rail blocks · 1 block/pixel · top is north (—Z)

11,409 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Deep Support · As-built floor Y-39

Occupied band Y-38...-36; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

CC-S · S-39 As-built floor



DECK GUIDE

Continuity City — Deep Support

Occupied band Y-38...-36 · fresh saved construction blocks

Floor geometry is not a teleport target; use verified arrivals.

SYMBOLS

- exact saved rail
- surface entrance
- rail boarding / transfer
- internal vertical connector
- restricted / warning access
- signed access marker
- surviving sign

ACCESS ON THIS DECK

No mapped access point in this area/deck.

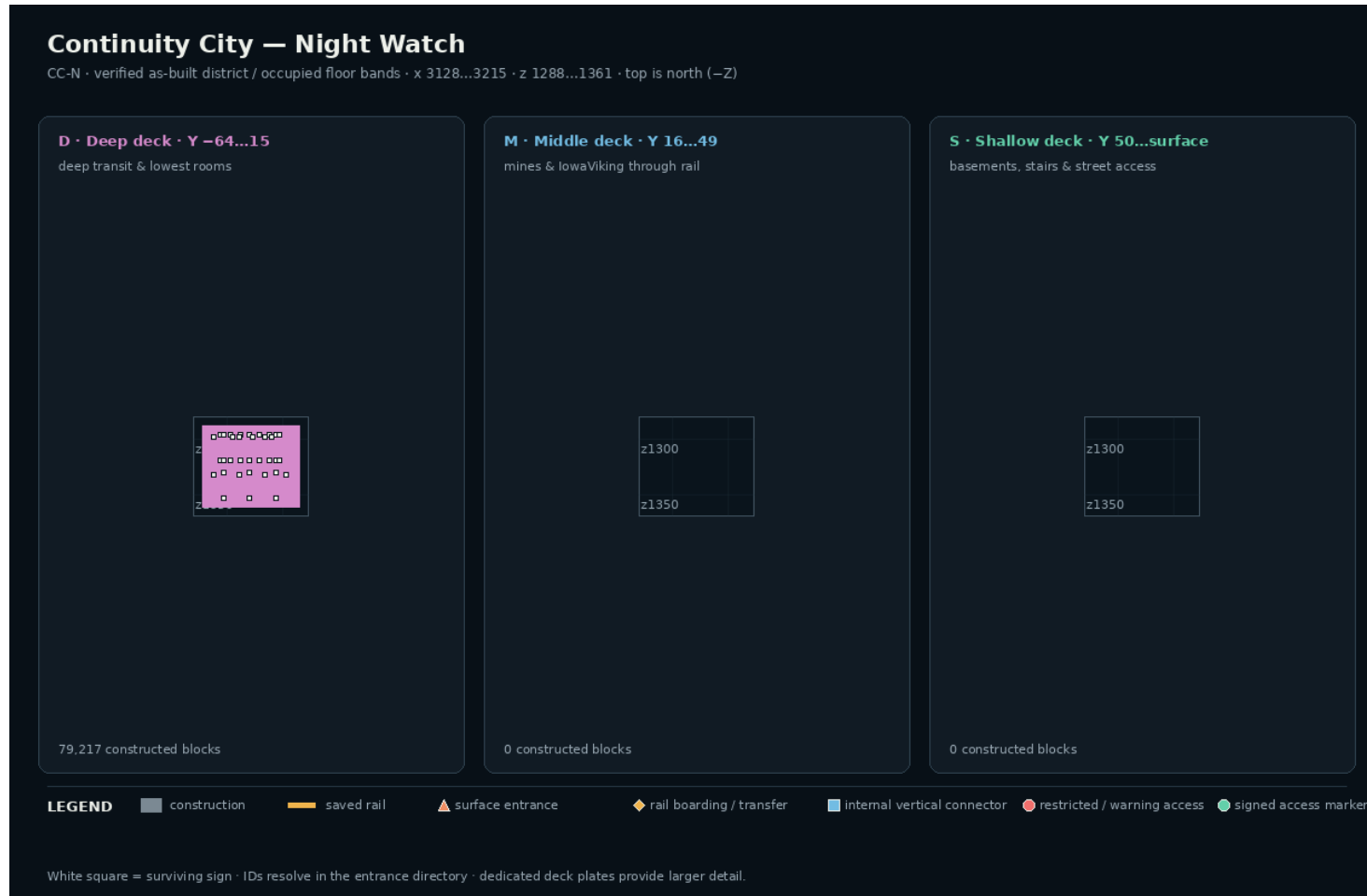
11,257 mapped blocks on this deck · 0 rail blocks · 1 block/pixel · top is north (—Z)

11,257 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Night Watch

verified as-built district / occupied floor bands · x 3128...3215 · z 1288...1361

R2 district after exact live and restart acceptance. Maps show actual scanned construction in each occupied floor band. The September 5 room drawings remain dated design evidence.



79,217 measured constructed blocks · 0 rail blocks · 0 access points

Signed points: N-N-15-01 / STAFF / OUTWARD EXIT (3144, -11, 1296) · N-N-31-01 / STAFF / OUTWARD EXIT (3147, -27, 1296) · N-N-23-01 / STAFF / OUTWARD EXIT (3153, -19, 1296) · N-N-15-02 / STAFF / OUTWARD EXIT (3162, -11, 1296) · N-N-31-02 / STAFF / OUTWARD EXIT (3170, -27, 1296) · N-N-15-03 / STAFF / OUTWARD EXIT (3179, -11, 1296) · N-N-23-02 / STAFF / OUTWARD EXIT (3188, -19, 1296) · N-N-31-03 / STAFF / OUTWARD EXIT (3194, -27, 1296)

Continuity City — Night Watch · As-built floor Y-31

Occupied band Y-30...-28; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

CC-N · N-31 As-bu

DECK GUIDE

Continuity City — Night Watch

Occupied band Y-30...-28 · fresh saved construction blocks

Floor geometry is not a teleport target; use verified arrivals.

SYMBOLS

exact saved rail

surface entrance

rail boarding / transfer

internal vertical connector

restricted / warning access

signed access marker

surviving sign

ACCESS ON THIS DECK

No mapped access point in this area/deck.

5,363 mapped blocks on this deck · 0 rail blocks · 1 block/pixel · top is north (—Z)

Continuity City — Night Watch · As-built floor Y-23

Occupied band Y-22...-20; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

CC-N · N-23 As-bu



DECK GUIDE

Continuity City — Night Watch

Occupied band Y-22...-20 · fresh saved construction blocks

Floor geometry is not a teleport target; use verified arrivals.

SYMBOLS

exact saved rail

surface entrance

rail boarding / transfer

internal vertical connector

restricted / warning access

signed access marker

surviving sign

ACCESS ON THIS DECK

No mapped access point in this area/deck.

5,408 mapped blocks on this deck · 0 rail blocks · 1 block/pixel · top is north (—Z)

5,408 scanned construction blocks in this occupied band. Snapshot record SHA-256: 3ea87afd72b2d46aea8feb24816a4a69477ba029fdb5814a577383517a36bd5a

Continuity City — Night Watch · As-built floor Y-15

Occupied band Y-14...-12; actual freshly scanned construction. Floor geometry is not a teleport target; use verified arrivals.

CC-N · N-15 As-bu



DECK GUIDE

Continuity City — Night Watch

Occupied band Y-14...-12 · fresh saved construction blocks

Floor geometry is not a teleport target; use verified arrivals.

SYMBOLS

exact saved rail

surface entrance

rail boarding / transfer

internal vertical connector

restricted / warning access

signed access marker

surviving sign

ACCESS ON THIS DECK

No mapped access point in this area/deck.

5,599 mapped blocks on this deck · 0 rail blocks · 1 block/pixel · top is north (—Z)

Entrance & transfer directory

Navigation coordinates are copy-ready. Evidence coordinates are retained separately when a sign or marker differs from the exact rail boarding block.

ID	Name	navigation x,y,z	evidence x,y,z	Deck / access	Evidence
PW-01	Castle Ruins R1 platform	-478, 66, 840	-478, 66, 840	shallow signed access	exact saved-world, restart and bidirectional cart verified
PW-02	Castle Ruins house stair closet	-509, 73, 844	-509, 73, 844	shallow signed access	exact saved-world, restart and walk-graph verified
PW-03	Internal vertical ladder	-497, 78, 856	-497, 78, 856	shallow vertical connector	measured internal connector
PW-04	Surface trapdoor and shaft	-496, 96, 859	-496, 96, 859	shallow surface entrance	measured access structure
PW-05	Cedar emergency air / escape hatch	548, 67, 820	548, 67, 820	shallow surface entrance	exact saved-world and restart verified; not a normal entrance
PW-06	Cedar concealed normal tunnel entrance	394, 73, 888	394, 73, 888	shallow surface entrance	exact saved-world and restart verified; human walkthrough pending
PW-07	Coal mine warning entrance	-45, 38, -466	-45, 38, -466	middle restricted access	verified sign
PW-08	Coal authorized access	-47, 37, -459	-47, 37, -459	middle restricted access	verified sign
PW-09	Trouble's Tunnel doorway	23, 61, -447	23, 61, -447	shallow signed access	verified sign
PW-10	Internal vertical ladder	15, 56, -415	15, 56, -415	shallow vertical connector	measured internal connector
PW-11	Internal vertical ladder	-105, 16, -412	-105, 16, -412	middle vertical connector	measured internal connector
PW-12	Internal vertical ladder	2843, -52, 1309	2843, -52, 1309	deep vertical connector	measured internal connector
PW-13	Internal vertical ladder	2862, -52, 1309	2862, -52, 1309	deep vertical connector	measured internal connector
PW-14	Internal vertical ladder	2868, -52, 1309	2868, -52, 1309	deep vertical connector	measured internal connector
PW-15	Internal vertical ladder	2888, -52, 1309	2888, -52, 1309	deep vertical connector	measured internal connector
PW-16	Internal vertical ladder	2843, -52, 1313	2843, -52, 1313	deep vertical connector	measured internal connector

ID	Name	navigation x,y,z	evidence x,y,z	Deck / access	Evidence
PW-17	Internal vertical ladder	2862, -52, 1313	2862, -52, 1313	deep vertical connector	measured internal connector
PW-18	Internal vertical ladder	2868, -52, 1313	2868, -52, 1313	deep vertical connector	measured internal connector
PW-19	Internal vertical ladder	2888, -52, 1313	2888, -52, 1313	deep vertical connector	measured internal connector
PW-20	Internal vertical ladder	2843, -52, 1317	2843, -52, 1317	deep vertical connector	measured internal connector
PW-21	Internal vertical ladder	2862, -52, 1317	2862, -52, 1317	deep vertical connector	measured internal connector
PW-22	Internal vertical ladder	2868, -52, 1317	2868, -52, 1317	deep vertical connector	measured internal connector
PW-23	Internal vertical ladder	2888, -52, 1317	2888, -52, 1317	deep vertical connector	measured internal connector
PW-24	Internal vertical ladder	2843, -52, 1325	2843, -52, 1325	deep vertical connector	measured internal connector
PW-25	Internal vertical ladder	2862, -52, 1325	2862, -52, 1325	deep vertical connector	measured internal connector
PW-26	Internal vertical ladder	2868, -52, 1325	2868, -52, 1325	deep vertical connector	measured internal connector
PW-27	Internal vertical ladder	2888, -52, 1325	2888, -52, 1325	deep vertical connector	measured internal connector
PW-28	Internal vertical ladder	2843, -52, 1329	2843, -52, 1329	deep vertical connector	measured internal connector
PW-29	Internal vertical ladder	2862, -52, 1329	2862, -52, 1329	deep vertical connector	measured internal connector
PW-30	Internal vertical ladder	2868, -52, 1329	2868, -52, 1329	deep vertical connector	measured internal connector
PW-31	Internal vertical ladder	2888, -52, 1329	2888, -52, 1329	deep vertical connector	measured internal connector
PW-32	Internal vertical ladder	2843, -52, 1333	2843, -52, 1333	deep vertical connector	measured internal connector
PW-33	Internal vertical ladder	2862, -52, 1333	2862, -52, 1333	deep vertical connector	measured internal connector
PW-34	Internal vertical ladder	2868, -52, 1333	2868, -52, 1333	deep vertical connector	measured internal connector

ID	Name	navigation x,y,z	evidence x,y,z	Deck / access	Evidence
PW-35	Internal vertical ladder	2888, -52, 1333	2888, -52, 1333	deep vertical connector	measured internal connector
PW-36	Internal vertical ladder	2849, 2, 1019	2849, 2, 1019	deep vertical connector	measured internal connector
PW-37	Internal vertical ladder	2872, 2, 1019	2872, 2, 1019	deep vertical connector	measured internal connector
PW-38	Internal vertical ladder	3025, 2, 1019	3025, 2, 1019	deep vertical connector	measured internal connector
PW-39	Internal vertical ladder	3048, 2, 1019	3048, 2, 1019	deep vertical connector	measured internal connector
PW-40	Internal vertical ladder	2872, 2, 1173	2872, 2, 1173	deep vertical connector	measured internal connector
PW-41	Internal vertical ladder	3048, 2, 1173	3048, 2, 1173	deep vertical connector	measured internal connector
PW-42	Grand Escape north private surface entry	3463, 72, 1114	3463, 72, 1114	shallow surface entrance	exact correction restart verified
PW-43	Grand Escape passenger terminus and unified hall	3590, 4, 1132	3590, 4, 1132	deep signed access	exact saved-world, cart and restart verified
PW-44	Grand Escape R4 passenger platform	3598, 3, 1132	3598, 3, 1132	deep rail transfer	exact live bidirectional cart and restart verification
PW-45	Grand Escape south private surface entry	3647, 71, 1132	3647, 71, 1132	shallow surface entrance	exact correction restart verified
PW-46	Grand Escape Owner House South — Quartz & Glass	3687, 4, 1193	3687, 4, 1193	deep signed access	exact correction restart verified
PW-47	Grand Escape Owner House North — Oak & Glass	3492, 4, 1196	3492, 4, 1196	deep signed access	exact correction restart verified
PW-48	Internal vertical ladder	619, -33, 779	619, -33, 779	deep vertical connector	measured internal connector
PW-49	Internal vertical ladder	619, -21, 779	619, -21, 779	deep vertical connector	measured internal connector
PW-50	Internal vertical ladder	619, -9, 779	619, -9, 779	deep vertical connector	measured internal connector
PW-51	Internal vertical ladder	705, -33, 779	705, -33, 779	deep vertical connector	measured internal connector
PW-52	Internal vertical ladder	705, -21, 779	705, -21, 779	deep vertical connector	measured internal connector

ID	Name	navigation x,y,z	evidence x,y,z	Deck / access	Evidence
PW-53	Internal vertical ladder	705, -9, 779	705, -9, 779	deep vertical connector	measured internal connector
PW-54	Deep Grand Central Hotel airlock	665, -19, 786	665, -19, 786	deep signed access	exact build and rail-separated walkway graph
PW-55	Deep Grand Central art gallery	620, -33, 836	620, -33, 836	deep signed access	exact build and rail-separated walkway graph
PW-56	Deep Grand Central transfer concourse	620, -27, 854	620, -27, 854	deep signed access	exact build and rail-separated walkway graph
PW-57	IowaViking west rail portal	482, 42, 556	482, 42, 556	middle rail transfer	measured rail
PW-58	IowaViking east rail portal	616, 42, 639	616, 42, 639	middle signed access	exact patch and bidirectional loaded-cart QA
PW-59	Oasis Sanctuary stair pavilion	-631, 94, 157	-631, 94, 157	shallow surface entrance	201-cell route and exact restart verification
PW-60	OASIS station public arrival	-584, -41, 196	-584, -41, 196	deep surface entrance	exact saved-world and circulation verification
PW-61	OASIS R4 passenger platform	-550, -42, 200	-550, -42, 200	deep rail transfer	exact live bidirectional cart and restart verification
PW-62	OASIS waterfront boardwalk	-582, 64, 281	-582, 64, 281	shallow signed access	82-cell route with zero blocked cells
PW-63	Vault staircase	3708, 68, 448	3708, 68, 448	shallow surface entrance	verified sign
PW-64	Estate Grand Hall	290, 4, 160	290, 4, 160	deep signed access	exact saved-world and restart verified
PW-65	Estate upper stair core	315, 72, 182	315, 72, 182	shallow surface entrance	verified sign
PW-66	Estate secondary stairs	315, 72, 184	315, 72, 184	shallow surface entrance	verified sign
PW-67	Estate twin bubble lift	350, 4, 187	350, 4, 187	deep signed access	exact saved-world and restart verified
PW-68	Estate Grand Stair	361, 4, 197	361, 4, 197	deep surface entrance	195-cell route verified
PW-69	Estate private theater	291, 57, 204	291, 57, 204	shallow signed access	exact saved-world and route verified
PW-70	Estate deep-rail portal	377, 2, 204	374, 2, 204	deep rail transfer	measured rail

ID	Name	navigation x,y,z	evidence x,y,z	Deck / access	Evidence
PW-71	Copperlight Wellness Exchange	286, 18, 221	286, 18, 221	middle signed access	exact saved-world and restart verified
PW-72	Redwood Food Hall & Homes	231, 17, 232	231, 17, 232	middle signed access	exact saved-world and restart verified
PW-73	Owner-house civic plaza	300, 4, 240	300, 4, 240	deep signed access	exact correction restart verified
PW-74	dSmith ladder exit	358, 89, 1004	358, 89, 1004	shallow surface entrance	verified recovery structure
PW-75	dSmith secret exit	248, 78, 1033	248, 78, 1033	shallow surface entrance	verified sign
PW-76	dSmith tunnel access	278, 90, 1041	278, 90, 1041	shallow surface entrance	verified sign
PW-77	Internal vertical ladder	311, 92, 1042	311, 92, 1042	shallow vertical connector	measured internal connector
PW-78	Internal vertical ladder	354, 92, 1042	354, 92, 1042	shallow vertical connector	measured internal connector
PW-79	dSmith deep cart hub	340, 5, 1055	338, 5, 1054	deep rail transfer	verified sign
PW-80	dSmith70 Railyard Terminal	337, 2, 1068	337, 2, 1068	deep signed access	exact saved-world, restart and bidirectional cart verified

Method, exclusions & design references

Extraction

Player-like construction blocks at least two blocks below the local `WORLD_SURFACE` height were extracted from every complete Overworld chunk. Coordinates were aggregated into 8×4×8 cells for connectivity; exact block points drove maps.

Natural generation

Small components dominated by cobblestone and mossy cobblestone, with no rail, are reported as natural dungeon exclusions rather than PassageWay sites.

Naming and confidence

Named rooms and entrances come from surviving in-world signs, measured rail termini, or measured surface-reaching ladder/trapdoor structures. User-supplied historical room categories are retained without inventing missing sign text.

Coordinate roles

Evidence coordinates identify the measured sign, doorway, ladder, or trapdoor. Rail-transfer navigation coordinates are separately snapped to the nearest exact rail block within 12 blocks; both are retained when they differ.

Atlas alignment

Every Atlas overlay below has exactly the street raster's pixel dimensions, bounds, scale, and north-up orientation. $px = \text{floor}((x - bx_0) / \text{blocks_per_pixel})$;
 $py = \text{floor}((z - bz_0) / \text{blocks_per_pixel})$

Wayfinding references

Downtown Des Moines Skywalk Navigation Map (2026)

layer legend, access symbols, building context

https://assets.simpleviewinc.com/simpleview/image/upload/v1/clients/desmoines/Downtown_Des_Moines_Skywalk_Navigation_Map_2_4_2026_851d2648-56ea-4d60-9c08-5c9c6e0ff42a.pdf

Minneapolis Skyway / Hotel Map (2024)

simplified colored connection graph and POI directory

https://minneapolis-2021.s3.amazonaws.com/images/2024_SkywayMap_Digital.pdf?v=1726683206