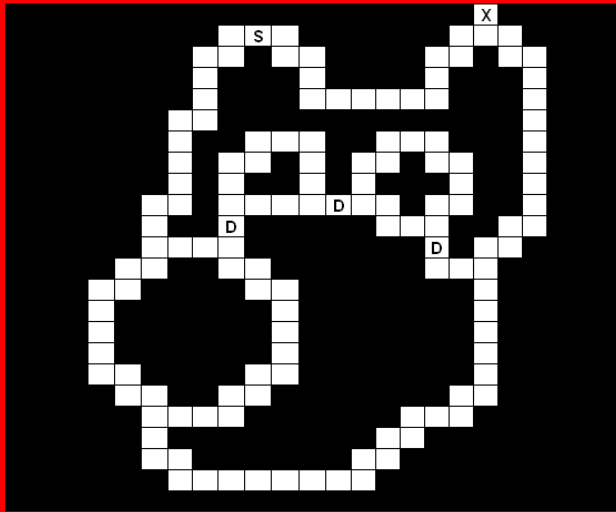


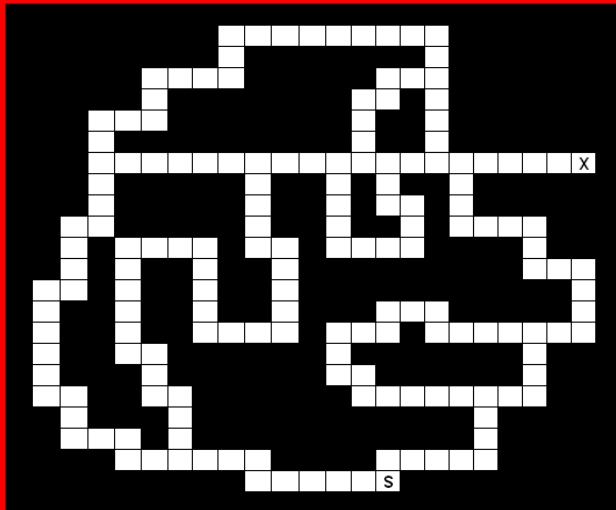
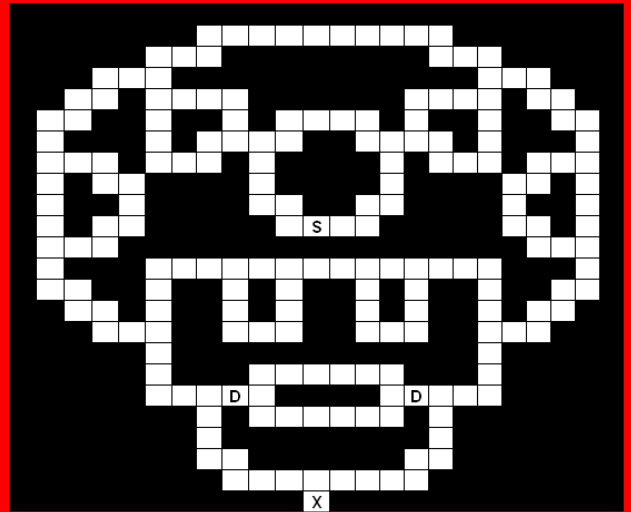
# MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

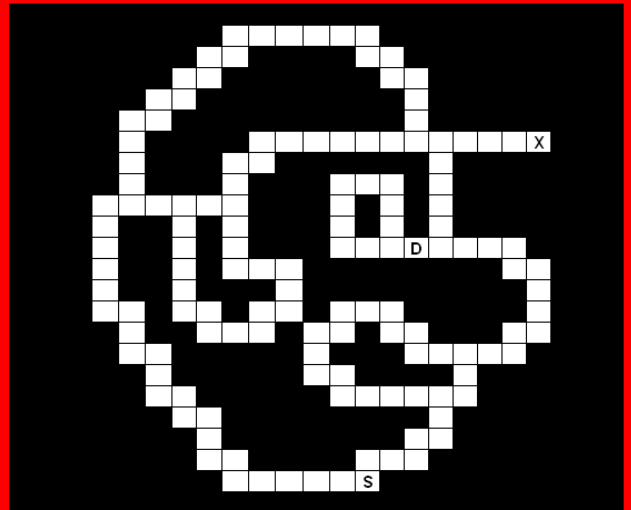
LEVEL "BRDO"



LEVEL "TOAD"



LEVEL "MRIO"

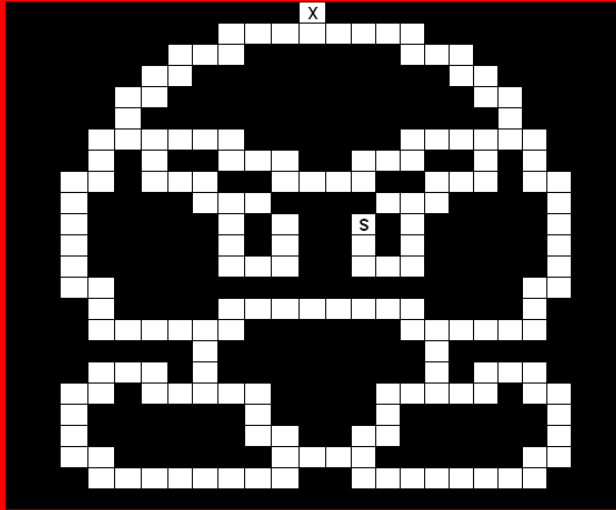


LEVEL "LIGI"

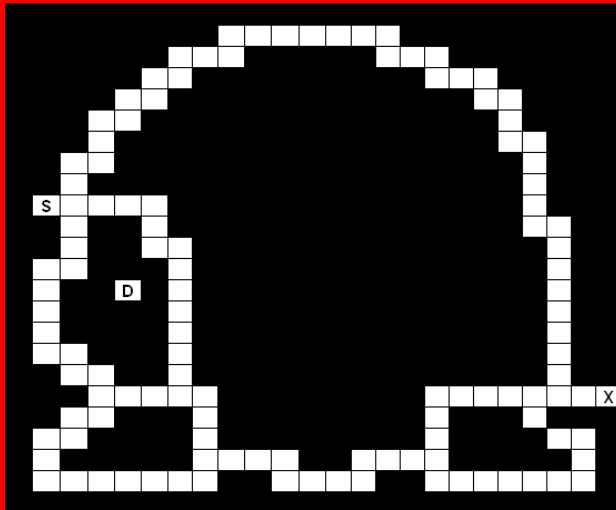
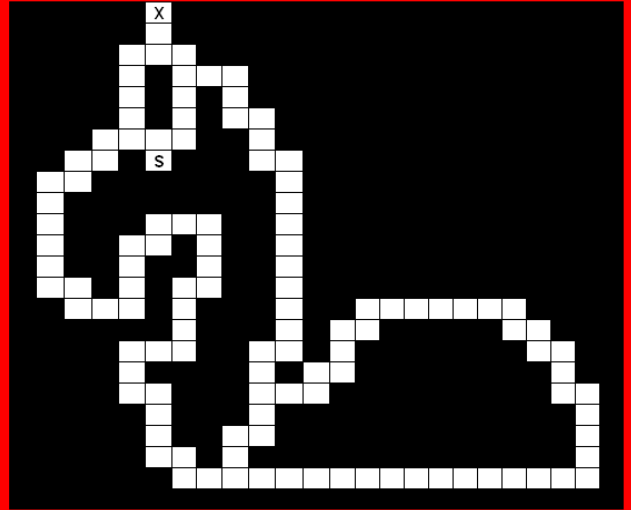
# MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

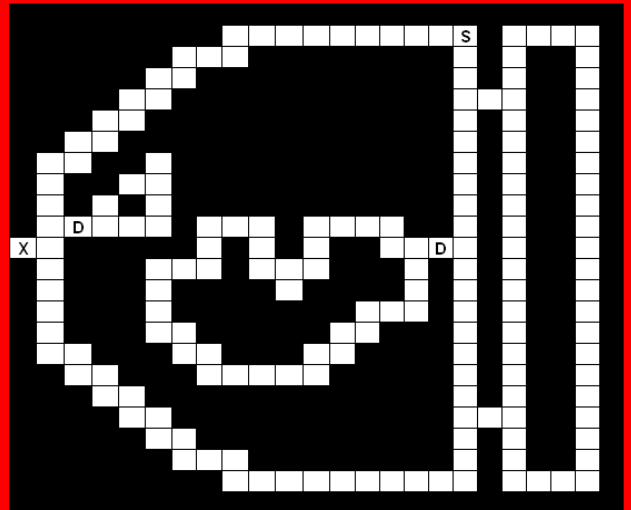
LEVEL "GMBA"



LEVEL "KUPA"



LEVEL "BZYB"

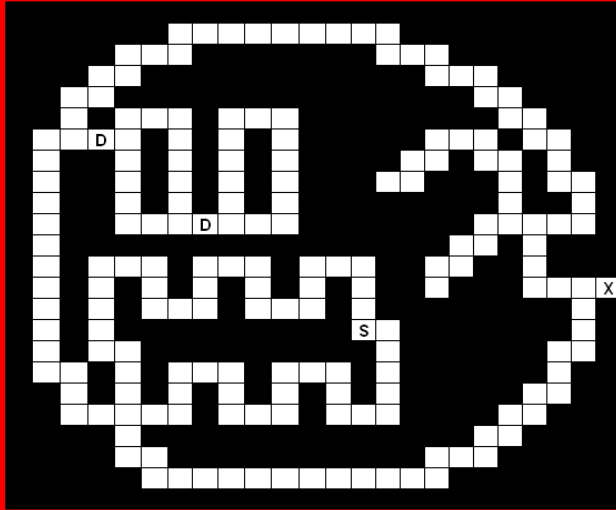


LEVEL "BILL"

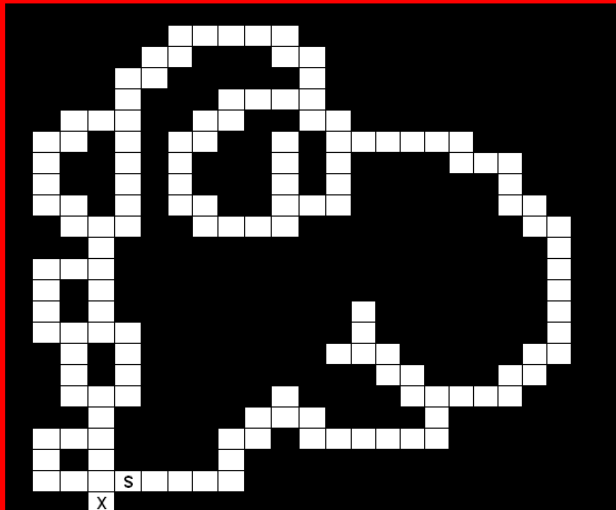
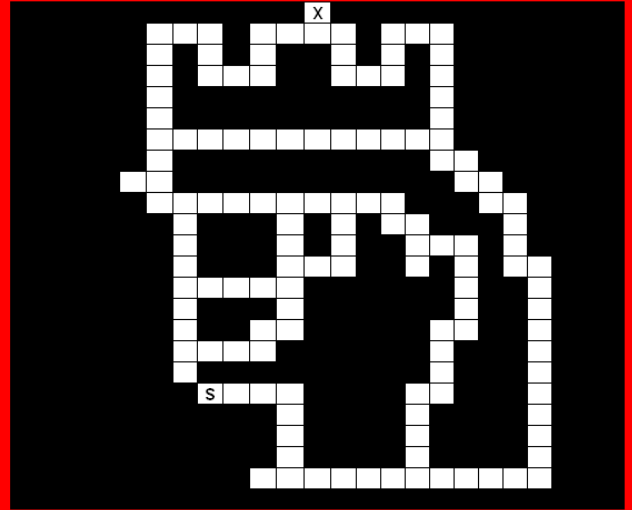
# MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

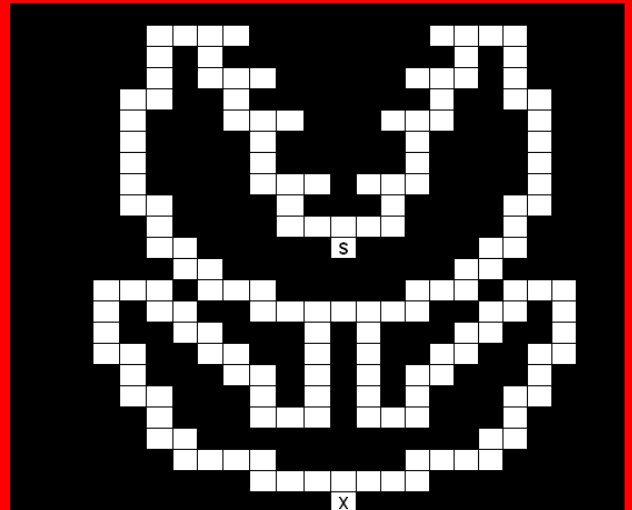
LEVEL "ABOO"



LEVEL "PPCH"



LEVEL "YSHI"

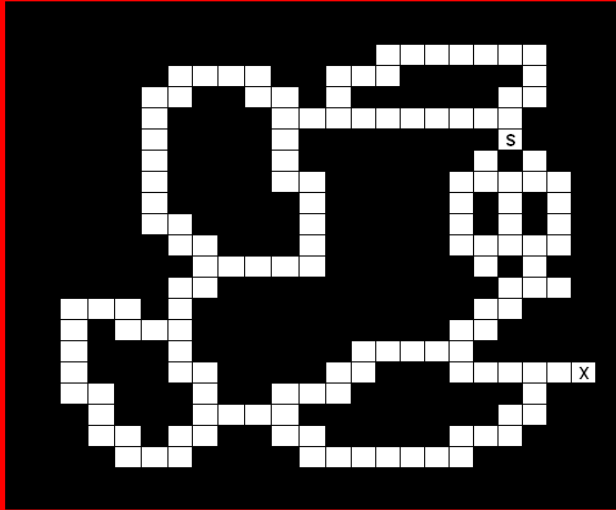


LEVEL "PRNA"

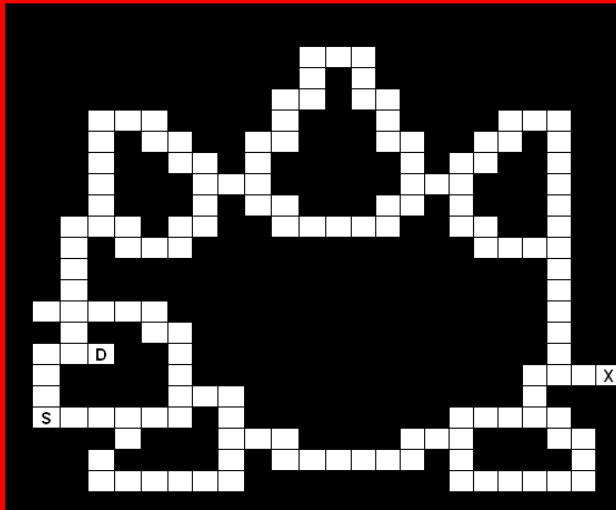
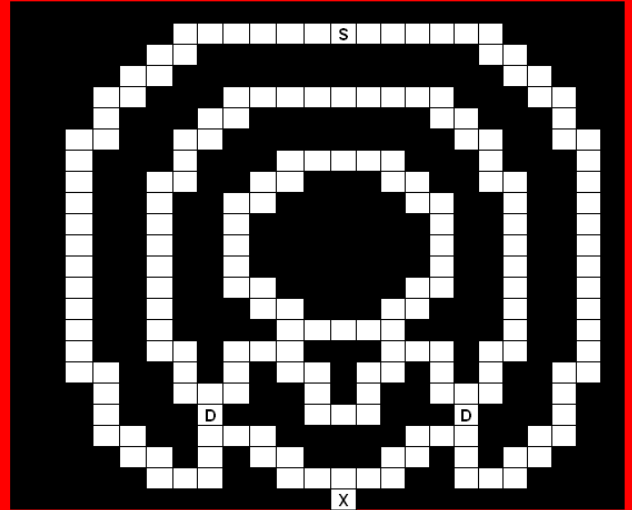
# MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

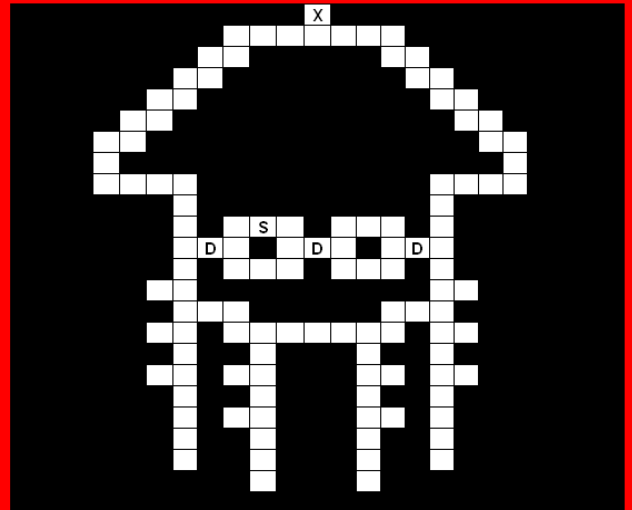
LEVEL "CHEE"



LEVEL "PBOO"



LEVEL "SPNY"

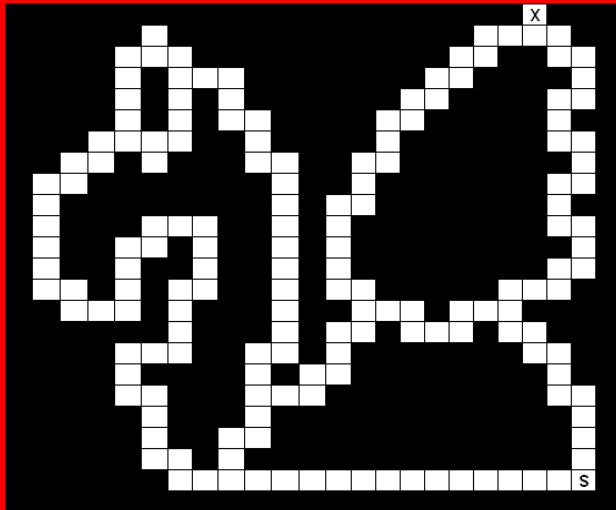


LEVEL "BLPR"

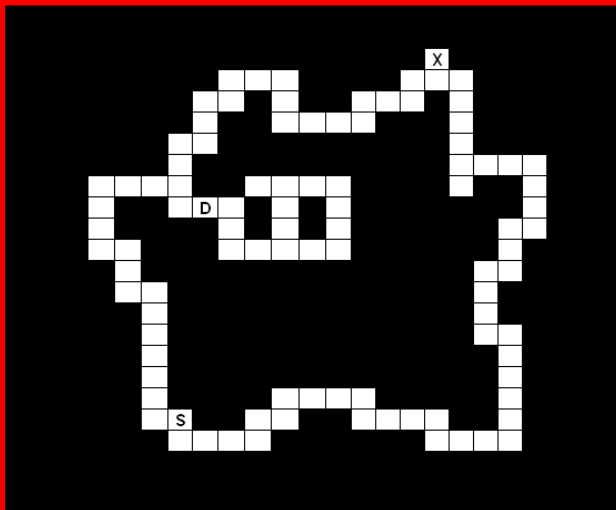
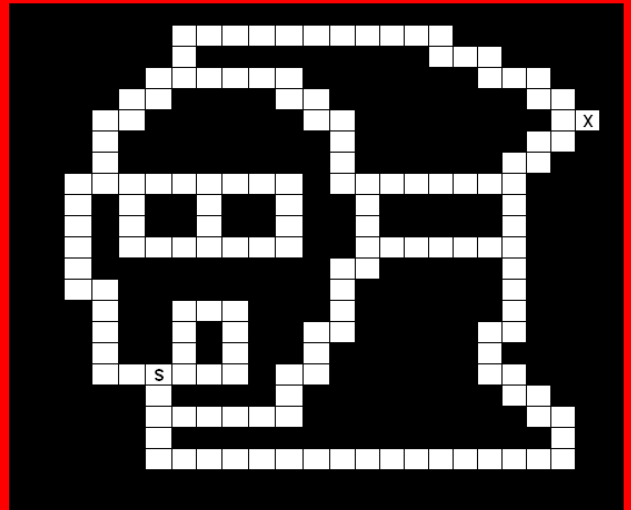
# MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

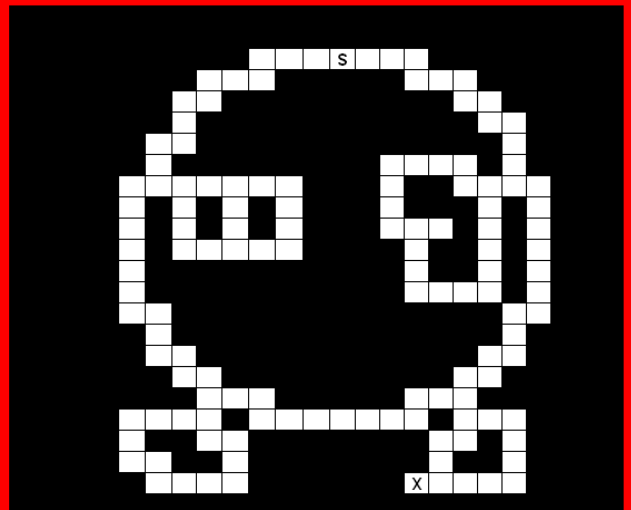
LEVEL "PARA"



LEVEL "SGUY"



LEVEL "NNJI"

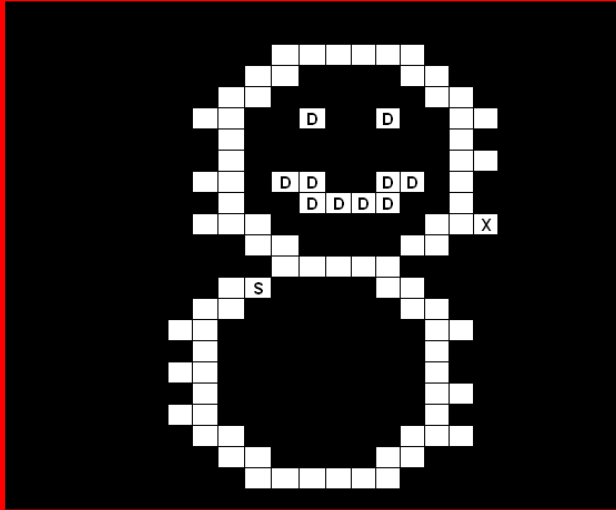


LEVEL "BOMB"

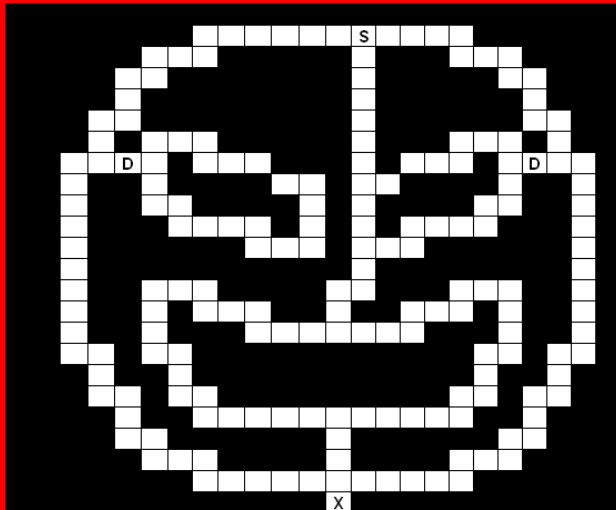
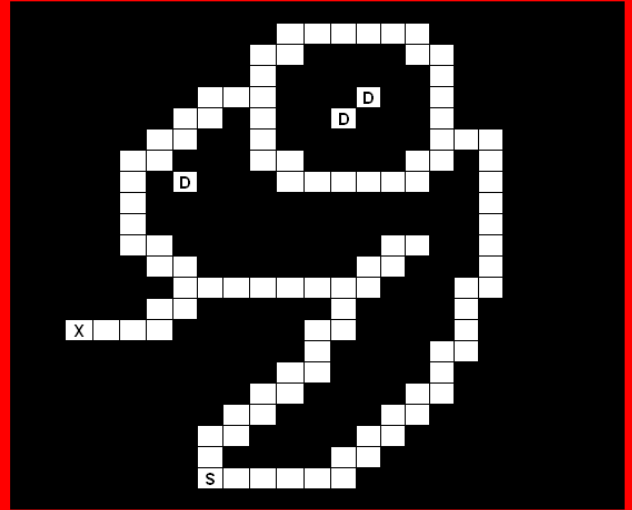
# MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

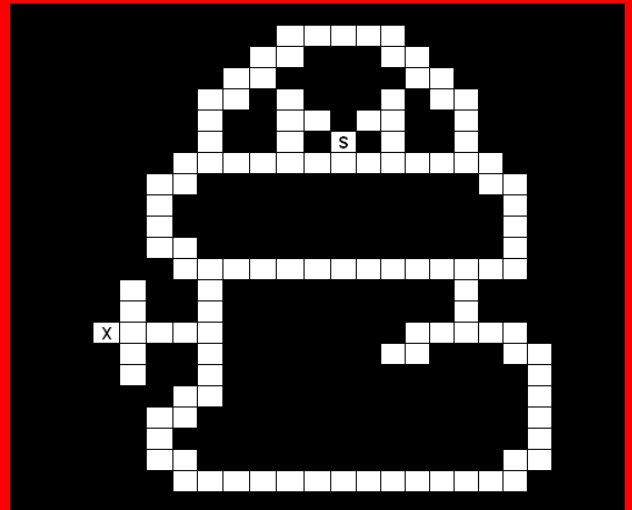
LEVEL "POKE"



LEVEL "CBRT"



LEVEL "PHNT"

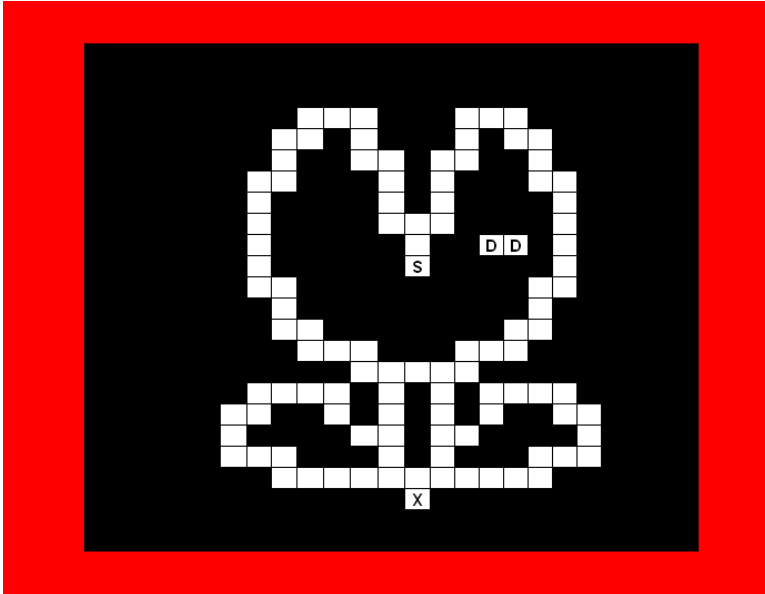


LEVEL "SHOE"

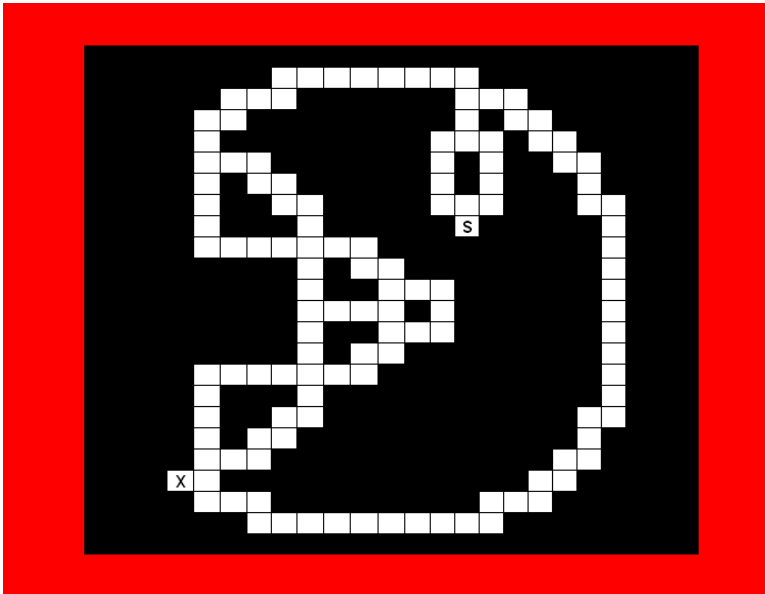
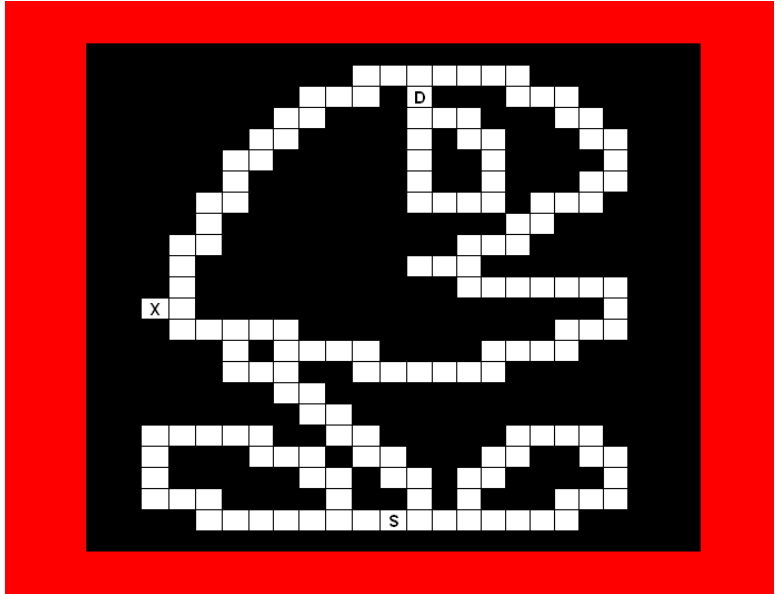
# MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

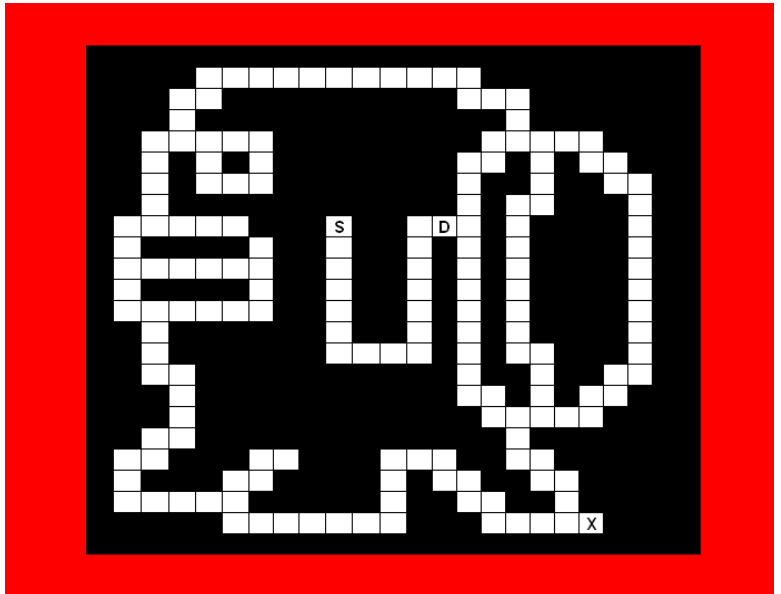
LEVEL "MNCH"



LEVEL "NIPR"



LEVEL "CHMP"

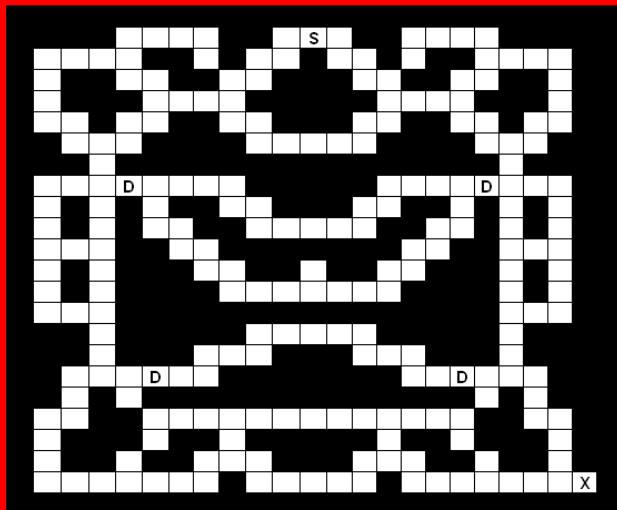


LEVEL "SPKE"

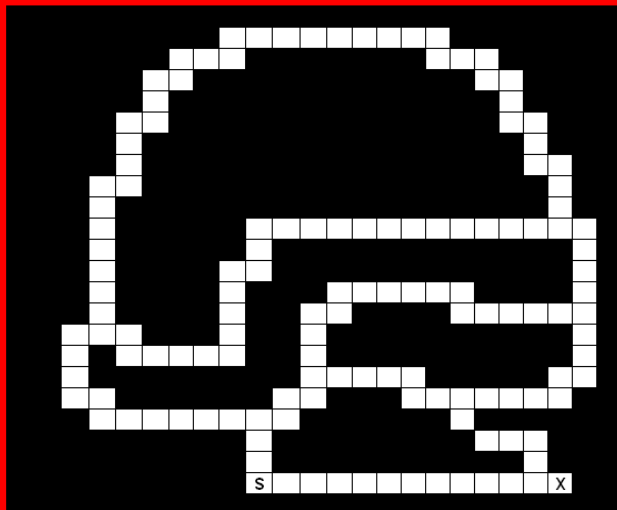
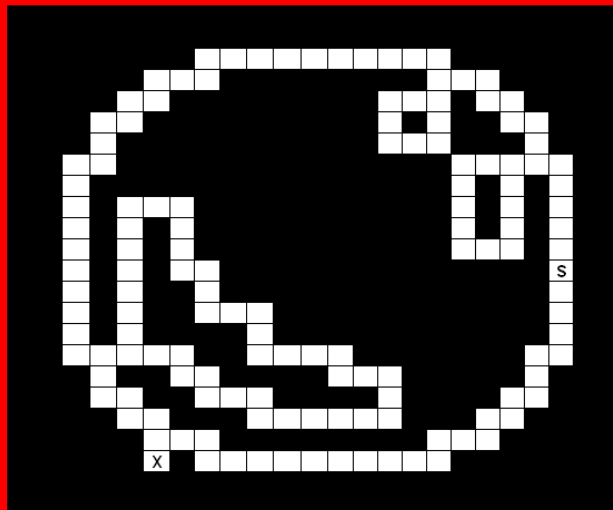
# MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

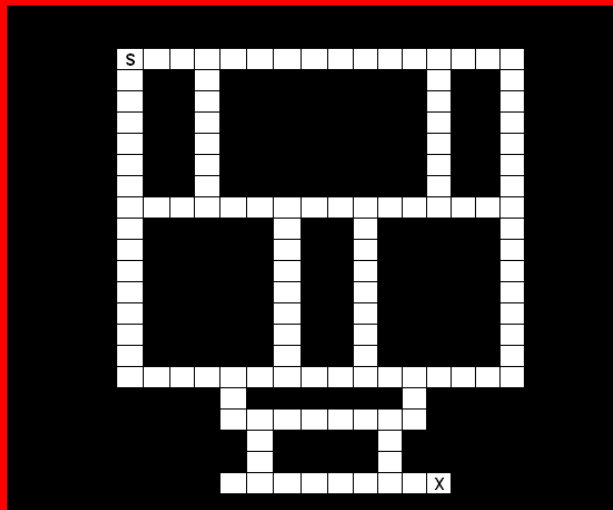
LEVEL "THWP"



LEVEL "BALL"



LEVEL "BSTR"



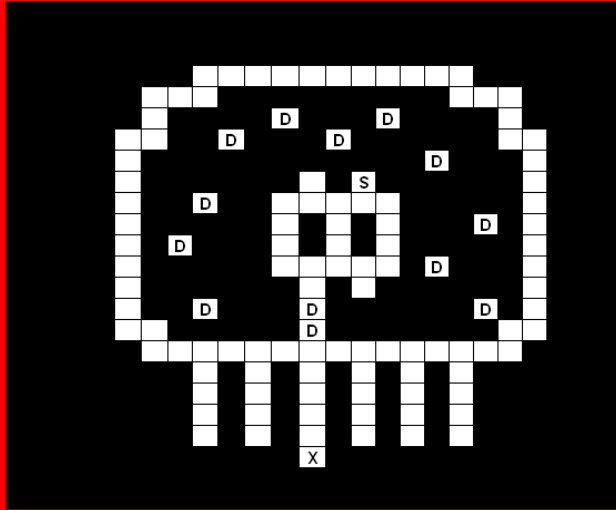
LEVEL "PILE"



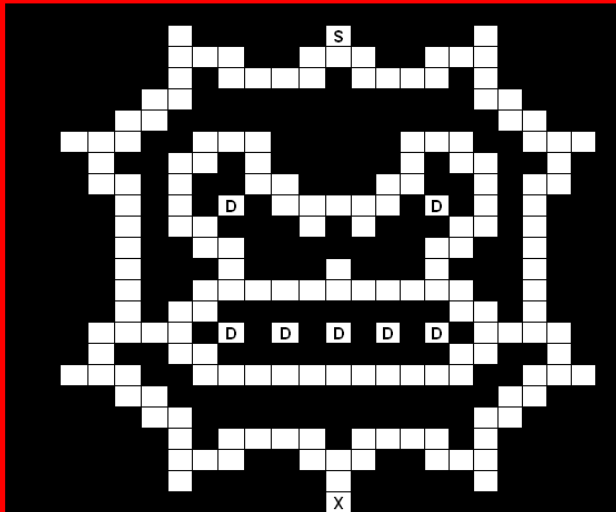
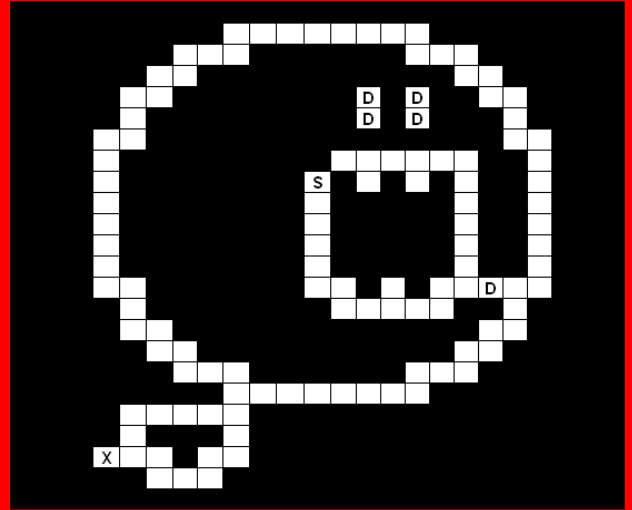
# MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

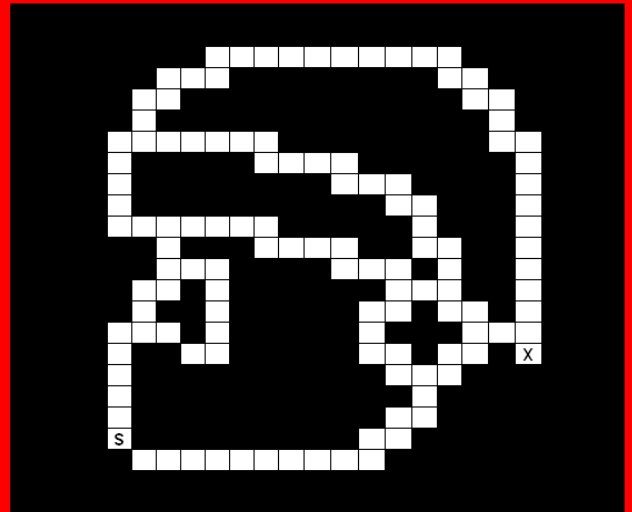
LEVEL "JELE"



LEVEL "FCHM"



LEVEL "ASUN"

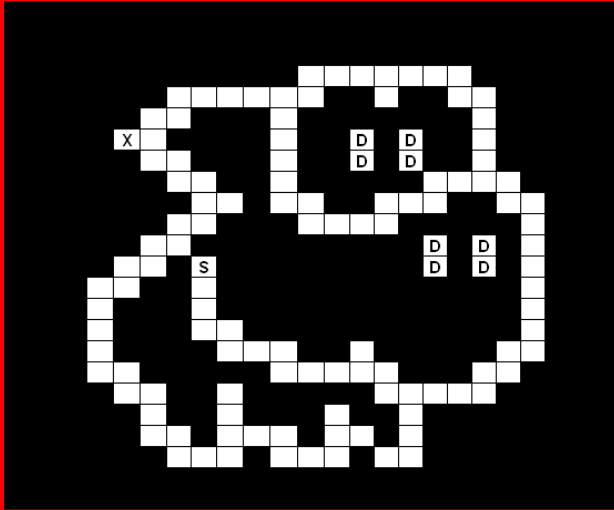


LEVEL "HBRO"

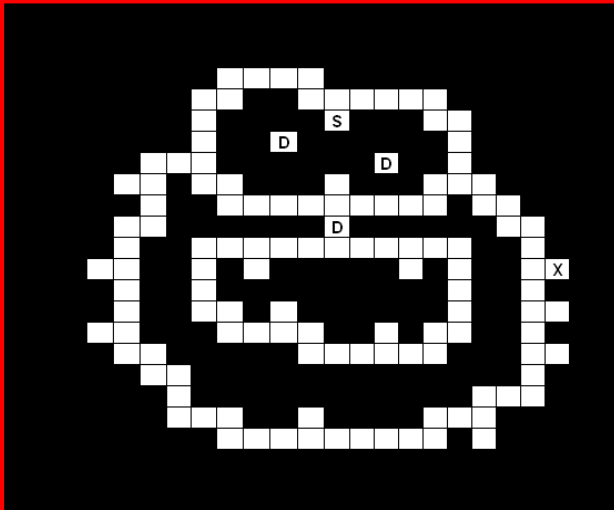
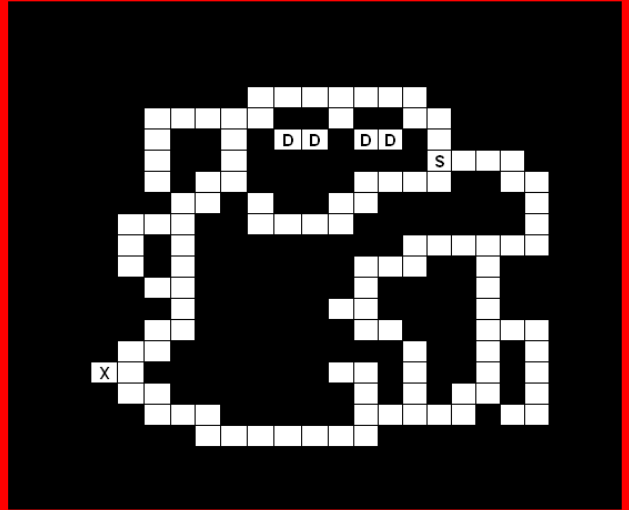
# MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

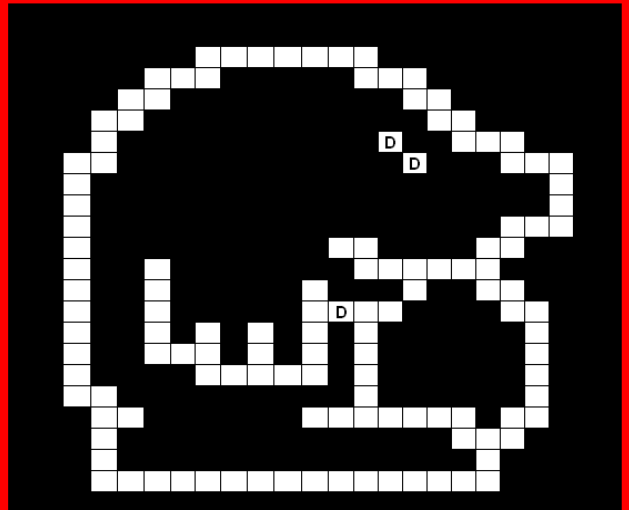
LEVEL "DINO"



LEVEL "ERIE"



LEVEL "FUZZ"

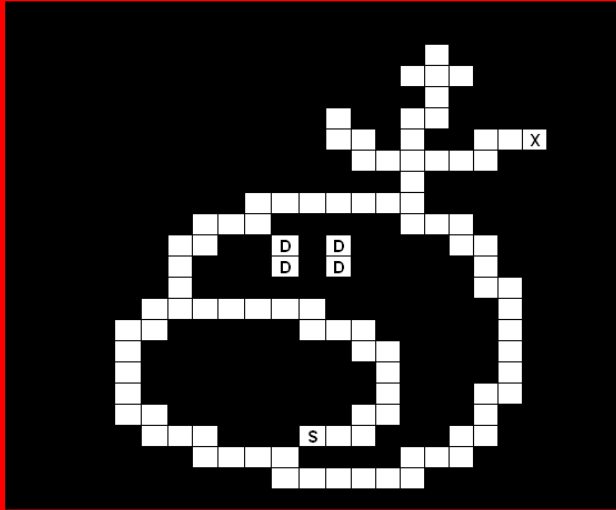


LEVEL "MOLE"

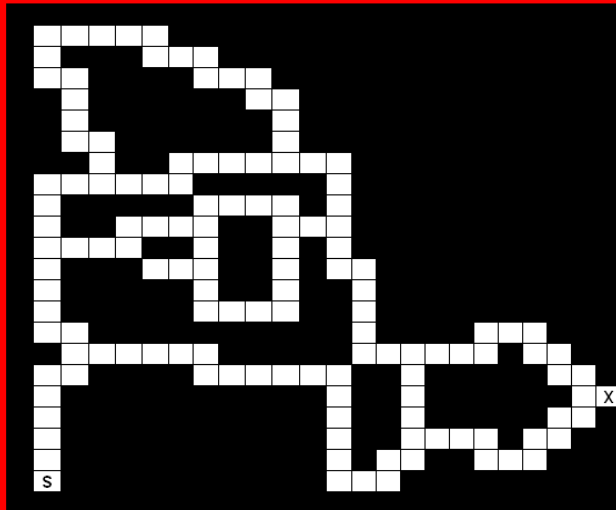
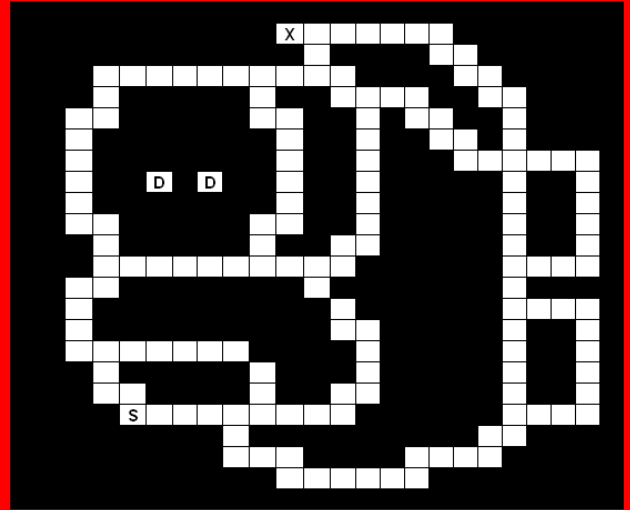
# MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

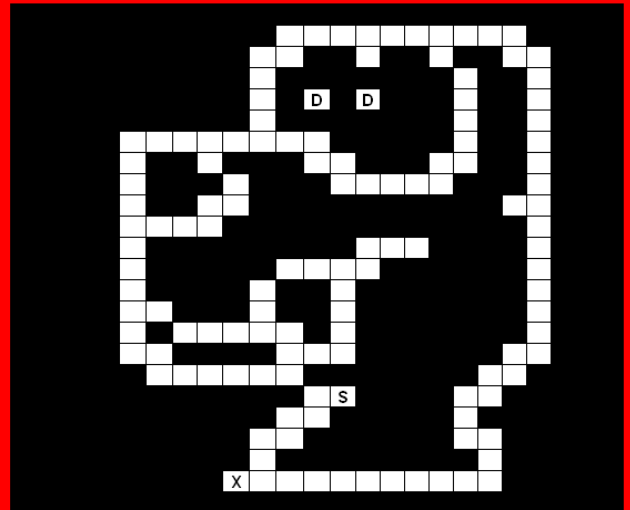
LEVEL "WIGL"



LEVEL "BLRP"



LEVEL "MAGI"

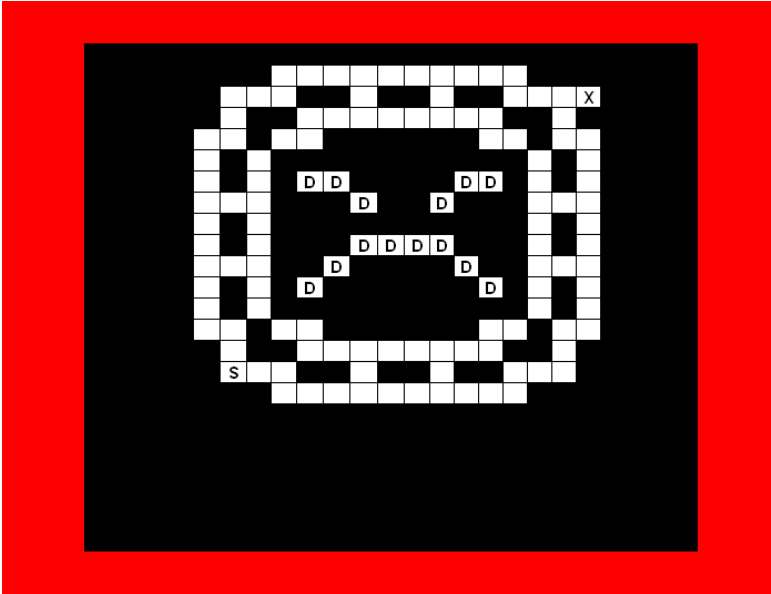


LEVEL "REXX"

MANSION OF INSMOUSE: MARIO MADNESS EDITION -- LEVEL MAPS

Key: S = Starting Point / D = Door / X = Exit Door

LEVEL “WIMP”



LEVEL “XXXX”



LEVEL “XXXX”



LEVEL “XXXX”