

Black Ice/White Noise Strategy Guide

By Adam Pratt and Saturn

When I first discovered the Jaguar I made it my priority to learn about the games that were available for the system. I found out that it had several great games made for it as well as a large number of games that had been in development at one time but then were discontinued for numerous reasons. The end of Atari in as a hardware manufacturer was one of the primary reasons that many games were dropped - other ones would be due to Atari's poor treatment of the developers. Amongst the many games that would never see the light of day was a project called Black Ice/White Noise, a cyberpunk adventure type game which was being developed in-house at Atari. Atari did seem to care about the project and put a lot more cash into it than some of their other in-house projects. In the end however, Atari died and the game was axed, supposedly never to see the light of day again.

Years later, we now have a few Alpha versions of the game made available to us through Ambient Distortions. Finally this gave us a chance to play the game that we had only seen before on brief internet videos or a few strange screen shots. While the game was still far from complete, it was still great to see what could've been. Had this been released back in '95 it would have been revolutionary, as even though we only have a bare bones look at what could have been, the ideas that were being implemented were truly unique for the time. This could almost be considered a prequel to the Matrix(and I've even found a document that mentions the Matrix).

We can't claim this guide as 100% complete however. Even unfinished the game is huge and there is much to explore. When I think I have been everywhere I stumble onto a section of the city I hadn't seen before. Exploring BI/WN takes a lot of patience, you will see your Jag crash very often, but hopefully this guide will help you avoid that. We welcome any additions to the guide, if you find any typos, new place locations, or the elusive video dump feature(which is activated by a certain combination of button presses), please send me an email so your findings can be included in the guide. And yes, we will give you credit for whatever you find.

I hope that through this guide you will better be able to explore the game and have a glimpse at what would have been an awesome game. Hopefully this will also let those who have bought the Alpha see that there is more hidden in the game than just a bunch of lonely alleyways. And you won't feel so bad for the money you spent on it either

-Adam Pratt

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Getting Started

About this guide:

The first part is specifically for Rev 19. We are also including info for Rev 23 that came with the 1st Jaguar Extremist Pack, and we have a page describing differences that have been found between the two version on page 7 of this guide. While there are some differences between the two from what I've seen so far, most of what you see here will work with both editions.

Locations are listed using the same format as given in the game, ###:###:#, where the first three numbers are you X location (East-West), the second set is the Y (North-South). The third number is only used to indicate a floor level within a building. It will only be used on coordinates that are located on a different floor than the ground level. When the term first floor is used, that does not mean the ground level(i.e. 999:999:0, 0 is ground level), it would instead indicate the first floor of a building (i.e. 999:999:1). In Rev 23 it's a 1 on the Z coordinate not a zero. This means that any Z coordinate you find on this guide should have a 1 added to it in Rev. 23. "Recorders" are the blue/red objects lying around the game in Rev. 19, which look like your "My First Deck" that is #1 on your items list. They represent objects that were to placed within the game at a later time, and in Rev. 23 you'll see some of those objects lying around.

Controls

To make it easier for everyone, I will include the control schemes here, which will be the same as were in the manual with a few additions that were not included in the original.

Exploration Mode

D-Pad: Move forward, back, rotate left and right

Side Step = B+Pad Left/Right

Crouch= B+Pad Down

Run= PadUp+C

Standing Jump= B+ PadUp (yes, this is useless)

Walking Jump= PadUp+B

Running Jump= PadUp+C+B

Fire Weapon/Punch= A (hold for continuous fire)
Fire while crouched down= B+PadDown+A
Kick= B+A
Jump Kick= B+Padup+A
Block= C+PadDown
Action= C.
Use item/draw weapon= B+C (Guns will automatically lock on target)
Scroll Inventory Screen= Option or Keypad #
Pick Up/Drop Object= Stand on object+B+PadDown+C
Use Elevator= Hold C and Padup or Down to change level. This is different in Rev. 23! In 23 you just press C first, then a menu pops up and you can select the floor.
To select a destination address= Select the Taxi Whistle(#4), press B+C and enter the address.

Camera Control

OPT + 2 + # = Translate down
OPT + 2 + * = Translate up
OPT + 2 + 3 = Roll right
OPT + 2 + 1 = Roll left
OPT + 2 + Pad Up/Down = Tilt Up/Down

C-Space Mode Controls

C-Space is the alternate virtual world of the internet. You can 'jack-in' to C-Space and hack through security systems and find hidden text files and have virtual battles with other C-Space users. Well, you would have in the final version anyways. As it is, you can fly through C-Space and access anything you want.

Advance= PadUp
Retreat= PadDown
Yaw=Pad Left/Right
Pitch= B+PadUp/Down
Enter destination address:B+A
Select Software= Original manual says Option or Keypad. I found that Option also shows locations info onscreen (yaw, pitch, X, Y, etc.). Pressing the numbers select the triangle locations in a C-Space room. i.e. Look at the triangle textures and you'll see numbers on the top of them. Press that on the keypad and you'll go there. '0' is always back one room. You can Jack Out if you press '0' enough.
Launch Software= A
JackOut= C+A, or '0' several times

Shopping Interface Controls

Engage shopkeeper = Collide with the counter
Respond to prompt Buying or Selling?
Buying = B
Selling = C
Browse shop items = Pad Left/Right
Select items from Player's Inventory = Option or Keypad #
Sell or buy selected item = A
Return to shopkeeper from browser = Pad Down
Disengage shopkeeper = Leave counter

You'll notice that whatever you choose to buy, you'll get something else. I've noticed that what ever you choose to buy, it will actually purchase the selection that's to the right of whatever you bought. If you want the chaingun, buy whatever gun is to the left on the selection, etc.

Locations

I've tried to compile a list of every location of every room and object in the game. I cannot guarentee that this is a 100% complete list, as the game is huge, and I may never know if I've explored every single nook and cranny. A location in bold letters indicate that a person that you can interact with is there.

Your Starting Location: 146:626

Shops

Neural Shack: 223:597, 244:612, 244:582, 264:597, 298:386, 330:540, 332:579, 352:558

Big Al's Gun Shack: 095:508 - you can walk through the wall where the texture of the guns are located, 156:508, 248:385, 311:627, 312:514, 331:533, 332:612(Rev. 23?), 332:642, 352:347, 352:385, 352:514, 352:627, 355:551, 375:533, 394:551, 399:558, 415:571, 421:588, 423:587, 439:575, 439:601, 456:385, 457:588

Services

City Cab: 095:476, 157:476, 159:476(has 2 rooms), 219:476, 267:627, 288:612, 288:643, 309:627,

AutoDoc: Since you can't be hurt in the game, these are just nice to look at. At least they look better than some other rooms you'll visit.

067:292(crashes on exit in Rev. 23), 067:368, 087:330(?),087:385, 105:367, 105:291 288:495, 300:514

Shatter G Bar- 380:418 We'll call it a service station as well, this was obviously going to be an integral part of the game, the place where hackers go to hang out. You can find the bartender, your psuedo-cowboy friend and some scientist(?) guys here.

Here's a list of drinks you can buy:

- 1:Green Hawaiian - \$5.00
- 2:Balzano's Fire - \$8.00
- 3:Gator Spit - \$3.00
- 4:Toyko Tea - \$6.00
- 5:Kal-El's Bane - \$7.00
- 6:Jonestown - \$4.00
- 7:Flatline - \$9.00
- 8:Swamp Water - \$8.00
- 9:Maple Bar - \$4.00
- 0- (Rev. 23)Spinal Tap - \$15.00

Wait too long to choose a drink and see what happens. Or just say I don't know(B response) and you'll get a colorful response from the bartender. He'll also give you a different response if you buy a drink and immediately return to the bar.

There is a second bar located at 229:115. While it's not the Shatter G Bar, it has the exact same bartender. The place is empty except for a gang member that starts shooting at you as soon as you enter into the room.

Bum: 323:387. Give him cash and he'll give you a string from his pants that he'll tie to your coat. Press B when he asks for cash the first time, it's pretty funny.

Character Test "Elevator" - 203:662. A second room is located at 176:645 where you have two choices, a wacko computer nerd and Dr. Harper. These large rooms work just like an elevator in the game. Hold C and use Pad Up/Down to change the characters. Most of the characters do have something to say.

Floors

0: Gov. DuPree
1: Nunzio Fratelli
2: Bartender
3: Paul Krantz
4: Phillip Portcullis
5: Stephan Razor
6: Spike (Computer store guy)
7: Jon Bianco
8: Fletcher Arlington
9: Golem Renegade (No dialogue)
10-15: Empty

After you go to floor one, you'll notice that there is a different door that opens in the room. You can go down that hall to the other similar room that has the computer nerd on the ground floor and if you go up one floor from there, you can talk with Dr. Harper.

City Bounds

SouthWest Corner: 032:032
NorthWest Corner: 032:719
NorthEast Corner: 852:719
South end of eastern edge: 852:086
Inside corner: 793:086
East end of southern edge: 793:032

Government

State of California: 205:459.
Governor Dupree's Office: 213:454:6

Police Stations: 267:597, 288:612, 288:582, 380:597, **445:387** - This one has several rooms to explore, and you can find two police officers wandering around here. The same types of places(they seem to be cloned) can be found at 529:420, 424:403, and 487:419. Other Police Stations are at 424:403, 829:419, 829:388

Two roaming police officers(who dont' do anything more than wander and die if you blast them) are located at 380:423

Corporations

MegaSoft locations:

158:558 MegaSoft Computation Center with 24 floors. floors 1, 3-9 are the same. 10-24 have only one hallway. This building is part of one mission that was partially implemented in the game that you can complete that will be explained later. A second entrance to the building is located at 179:579.

On the first floor (not the bottom floor) there are two Golems who are inactive and cannot be killed at 197:560. There are many rooms on the first floor but most are empty. One room I found causes an error in the game where you enter and then cannot exit. The only way to leave is using your taxi whistle, but most of the time the game crashes when you do this.

The second floor is different from the rest in layout and has more objects. By going to 190:558 you will find a central room that has several recorders there. 161:558 has an object that your sites will lock onto but nothing is there except for a few pixels.

MegaSoft Headquarters: 095:553. The ground floor has several elevators, a recorder in the middle of the room, a few halls and not much else. By going up a floor it gives you a hallways that goes around until it takes you back to the elevators. The only place that is different is the 29th floor, where you can find MS's CEO Phillip Portcullis(what, no Bill Gates?). He will give you a job to take down a program called 'Debbie' but I dont' believe you can actually finish that mission. If you return to him a 2nd time he'll get mad at you and call you an imbicile.

You'll find several places marked "Security" throughout the game, these are all related to MegaSoft.

MegaSoft Main Security complex: 072:671. This is the building where Dr. Harper and another wacko is held. There are many floors and empty rooms to explore

here. At 078:659 there is a broken door located there. You can go down five floors in the elevators, floors -1 and down are holding cells. Dr. Harper and another crazy dude are being held here on level 5 at exactly 095:669:-5. You can find both armor and a gun on floor -1. To get there, you need to go to any level below -1. Go directly to your right into one of the holding cells. Instead of a holding cell you'll have a hallway that leads to an elevator. Use the elevator to go up to level -1. Go out and through a few rooms until you find the two objects mentioned at 080:662?:-1

I found several security buildings next to each other that starts at 042:713 and goes until 042:630. There are about 4 of these buildings, each one is the same with an inactive elevator in the middle of each room. And in each one of these rooms, if you try to exit through the south door you go into the black void and need to go back. Coordinates that are related to these rooms, their entrances on either the north, east or west sides of each include: 038:708, 038:700, 038:692, 038:684, 038:676, 042:672(there is a street here). 042:672, 042:660.

Other locations related to MegaSoft Security: 047:693, 073:671, 085:705, 096:697, 096:713, 109:725, 106:705, 120:697, 120:713

Keplin Entertainment: 364:261. A recoder is located on the ground floor.

2 inactive guys are located on the first floor at 379:265:1

John Bianco's Office: 366:262:2 He gives you a mission to help save some lost in C-Space operative of his. While I've seen this guy in the character elevator(looks like he came straight out of the 80's), I've yet to find him in the actual game itself.

Floor 3 is a copy of the floor 1.

PacRim Technologies: 547:217, front entrance 559:186 back entrance. A guy in an orange jumpsuit(these are the "golems" that the game talks about in text files you can find in C-Space) is at 546:192:1. Recorders are located at 547:198:1, 547:203:1, and 547:208:1. 2 Golems are located at 542:212:1.

541:207:2 has a Hamlin Kid, 546:209:2 has a recorder, and Paul Krantz is at 549:212:2. He has a mission for you that you can get about \$38k from, which will be explained later.

USI(Also called Rent - N - Store)- 172:115 - This is a building with several rooms and hallways and includes some recorders lying about as well as John Bianco...again.(177:132) This was obviously a mistake, he shouldn't have been here, but he is and the video sequence is the same as in his office. Check 180:120 for a huge box of ammo that you can't pick up. In exploring this place in Rev. 23, it is much different, but still has John Bianco. Also has a short security guard there in 23.

Non-Profit Organizations

Nasake Foundation: 574:434. Backdoor is at - 605:434. Fletcher Arlington is at **576:427:2**. This rather creepy guy sitting in an office with nudy paintings on the wall(I'm sure just that will have everyone scrambling to buy the game, but before you buy the game you should know that it isn't anything really explicit...remember that this was '95 and digitized pics weren't of the best quality) gives you a simple hacking job that you can't complete.

The original manual has a laboratory listed under the Nasake Foundation but it's location is unknown. I've still yet to find it, it may be in another building, or maybe it doesn't look like a laboratory.

Our Lady Of Stars

Clinic: 715:384. Back Entrance at 694:385
Rev. Shalin Kahanamoku's Office: 712:383
Other entrances to rooms with nothing in them: 704:363, 704:404

Gordian Net Foundation

Headquarter's: ?? Still looking for this one
Temporary Switch for Gordian Net Scenario: ?

Gangs-

There are a few gangs roaming around the city who will shoot first and ask questions later. Good thing you are Superman's twin sister though, as you are invincible. It's good to have some real firepower to take these guys on though, check out the next page for details on how get enough cash to get some better guns.

Dragon Claw- Listed as ? in the manual, I believe this gang is located at 252:114. This is one gang at least. There are six guys here with machine guns.

Screaming Fist(?)- I'm not really sure if these guys are the Screaming Fist or not, but they do have their own building with a symbol on it. the building is at 694:559, and if you go inside you get to fight a couple of punks

Street punks- I found four punks wandering the streets by accident at 481:633/618.

Misc. Rooms-

Here is a long list of the many 'abandoned' rooms throughout the game. There are many lonely rooms with nothing in them and I post them here as a reference. Maybe one will have something in Rev. 23 that isn't in Rev. 19.

Room's with a \$ above the door - light green texture with pixels on the walls. In Rev. 23 the pixels are gone and it looks much nicer.

087:388, 087:422, 087:425, 087:457, 105:405, 105:442 170:295, 170:361, 170:389, 170:424, 195:230, 195:282, 195:309, 195:350, 195:377, 220:224, 221:295, 221:363 223:558, 244:579, and 380:401. This last one is the only one I've found that has several rooms, recorders and people inside. You will find a few scientist guys and a security guard in here. In Rev. 23 it has several black rectangles in one room(you thought one Monolith was bad, try four). Back door is at 421:401

Blue Rooms with an elevator door texture inside- 035:538, 064:526, 064:552, 092:539

Blue rooms - 148:697, 179:678, 203:662

Small rooms, light blue and yellow texture: 068:330(crashes on exit in Rev. 23), 087:347, 105:255, 106:329, 170:389, 195:378, 195:398, 195:405, 220:391, 223:256, 223:292, 224:274(2 rooms), 242:238, 242:310, 242:347, 260:291.

Rooms with a chain texture: 426:454, 471:268, 488:283, 503:267, 506:268, 522:220, 522:252, 537:235, 537:267, 540:236, 540:268, 556:220, 556:251, 571:267.

There are two buildings with the chain-like texture, a few different rooms and two non-working elevators at: 550:707, 562:716(different entrance), 571:683

Rooms with a chain texture and an elevator door that you can't enter: 223:627, 244:612, 265:627, 379:445.

Rooms with a blue carpet and red wall paper: 074:646, 079:713, 080:697, 084:646, 096:630, 096:646, 106:630, 160:646(crashes), 116:646, 117:630, 126:688, 126:704(crashes), 127:627, 137:713, 138:630, 230:125, 238:112, 258:112, 259:081, 268:112, 269:081, 279:081, 288:112, 289:081, 298:112, 299:081, 308:112, 309:081, 318:081, 318:112, 319:081,

Rooms with a gray/purple color scheme: (NOTE: In Rev. 23 these rooms are marked as a Hotel on the outside, they are not in Rev. 19). 035:556, 064:554, 064:579, 095:567, 311:597, 332:582, 332:612, 352:597

Flying Cars

150:492 go east on this street from 036:492 and you'll see a lot of air car traffic.
066:627 Aircar flying around in a weird pattern
158:518 More cars

"Strange Objects" - This is the best way I could describe them as. They look like tiny people and it's almost impossible to notice anything there unless your target sites locked onto it. I wasn't sure what these were until I got Rev. 23, and they are place holders in 19 for MS Security Guards.

039:695, 161:558:2, 382:399

Crashes- enter here and watch the game crash. I post these so you know to avoid entering them, unless you like watching your Jag crash...

096:451, 105:646, 126:704, 176:678, 179:678, 384:348, 400:389 460:596, 460:640, 470:575, 470:663, 471:616, 471:660, 481:595, 481:683, 484:596, 495:660, 519:617, 519:660, 530:595, 543:660, 553:639

Missions

The complete game would have had you complete a wide variety of jobs and errands, and of course these were not yet fully implemented into the game. There are a few that you can take part in, gain a little cash and get a glimpse of how the storyline would've gone. There may be more hidden away that I have not found yet, if you find anything beyond what will be listed here, please let me know.

"Mission #1" - Get \$38,000!

No, you don't have to wander the game with just \$200. You've probably noticed that \$200 does little more than let you buy a few drinks at the bar and have a go with the hooker in Rev. 23. I'm sure you've also visited Big Al's Gun Shop and wished you could get your hands on the chaingun that's there in the menu. Well, be of good cheer, as it is possible to get.

There are two ways that you can go about doing this. We'll go with the easiest way first.

Go to 149:662, which is also known as the "character elevator". Press C and PadUp until you get Paul Krantz, he's the fourth guy, the one in a dark suit sitting down. Talk with him and listen to his story about how his girlfriend was kidnapped. When he asks if you'll do it, press B for the unsure response and he'll think you won't do it so he'll increase the reward. Accept it with A and go to the door on your right(the only one in the room). Go down the hall and you'll enter another room that looks like the first one and you'll find Dr. Harper standing in the middle of the room. Talk with her and go back to the first room and talk with Paul Krantz. You'll watch a video of the two get all mushy and what not and you'll be rewarded with \$38,000!

The 2nd way to do this is the way the game intended you to do it. You can do this if you want to get a feel for how the mission would've been in the final game. Go to PacRim Technologies at 547:217. Go up the elevator to the second floor and go straight. You'll find Paul Krantz exactly at 549:212:2. Do the same thing as above and leave the building. Go to the MegaSoft Security complex at 072:671. You'll need to go down a few halls until you find an elevator. Go down to level 5(the last one you can go to) go right and you'll find both Dr. Harper and some nutty guy standing there. Talk to her and go back upstairs and leave the building. You can either walk back to PacRim(if you're up to running around for about 15 minutes) or take the taxi back to PacRim. Unite the two lovebirds there and you'll get paid.

This is the only 'mission' I've found so far that pays you. Other jobs promise to, but they are unfinished, at least in Rev. 19 from what I've seen so far.

Hack MegaSoft-

Note: The following doesn't apply so far as I have found in Rev. 23. It's completely different and so far it looks like you can't do this in Rev. 23 at the moment, until we find some other way.

This is one where you work with the cowboy guy. No cash reward for this one, but it's interesting to see the FMV's that were involved with this. First go to the Shatter G Bar and there talk to Mr. Cowboy. He'll ask if you want to be in on a major hacking opportunity and you'll of course want to say yes. Leave the bar and go to 184:585. He'll now be there and by talking with him he'll detail your mission. Go to the door you see across the street and enter(179:579). Now, as a side note you have to go in and do this. If not and you go back to him he'll ask why it was so fast, get scared from something that wasn't implemented, run away, and your mission will fail. Now instead go into the building and on the first elevator you find, go up two levels. Go to the center of the floor where you'll see a bunch of recorders through the wall. Go into the central room with the recorders and it has a NET panel on the wall that you can walk through. From the notes I believe you were supposed to break this panel in the final version. After going through here go back down to the ground level and back to the alley where your friend is waiting. He'll tell you to meet back up at the bar, so use your taxi to go there. As soon as you get there you'll be met by a certain "Saint Jude" who will thank you for helping her for some reason. Go back into the bar and talk with your cowboy friend. After you leave the bar he's gone and I haven't found him since.

Floating through C-Space

As you should know by now, you can 'jack-in' to the internet or virtual world using 'My First Deck'. This is also known as C-Space. Here you would have been able to hack security systems and read important documents, change your bad police records, or have battles with other people using C-Space. Knowing your way around C-Space and how to use it would have been an essential part to the game. But as it is, little of this was implemented so you have free access to everything that had been put into the game so far, from e-mails to job offers and descriptions as well as personal e-mails of some of the in-game characters. Nothing more than text files really. It is sort of difficult to map out C-Space, but we will try to give you a good idea of where you can go to find things here.

It's important to note that there is a large difference in C-Space between versions 19 and 23. You'll notice in 23 that C-space seems more dynamic and has animated textures, but it is less stable and more prone to crashing than in 19.

One good trick to use to navigate your way around C-Space is to press the numbers on the keypad. While you can float towards the triangular portals, you

can just select them as they are numbered from 0 to however many are in each bubble of C-Space.

Employment Opportunities: Start at the root, goto the address book, then the deck manual.

(I've been focusing mostly on locations throughout the city and haven't explored C-Space that much itself, we will post updates here shortly)

Differences in Rev. 23

Recently many in the Jag community have had the opportunity to play BIWN Rev. 23 thanks to the release of the Jaguar Extremist Pack #1 by Jason Smith. Rev. 23 was also an alpha version of the game of a later date than Rev. 19, and does include some differences in graphics, new and better looking textures, improved frame rate and a few changes in locations. This page will include all of the differences we have found between Rev. 19 and Rev. 23. If you find anything that isn't listed here, please send me an e-mail!

1st off, the hacking mission mentioned on the last page is unavailable so far as I have discovered. If you go to 158:558 in Rev. 23, an alley is located there instead of a door, and four buildings in place of one. The door to these buildings is at 190:568. It is much different however, it only has a small room with two elevators and if you use them, you can never get off the 2nd floor or leave the building and you need to restart the game. I'm not sure why they changed it like this.

The hooker is available in Rev. 23 whereas it was broken in Rev. 19. She is at 380:414. Don't get too excited about her though...

The Shatter G Bar has a couple of pool tables now, and on the drinks menu it includes the "in-house specialty, Spinal Tap" for \$15. Your cowboy-wannabe

friend is not there in Rev. 23, but I imagine that he's hiding out somewhere in the city...

If you go to the gang hideout located at 694:559, you'll notice that there are several buildings in the area that aren't included in Rev. 19. You'll still see the black spaces where more buildings were to be placed, but you'll at least have a few more buildings around in the area.

Along X coordinate 034, you'll find a boundary texture of a very, very long building that goes from one corner of the city to the other going north I believe. This goes from 034:034 to 034:718. And I checked and it has no doors, but the lights are on in every window. Loma Prieta has to be using nuclear energy or something to keep all of those lights on all the time...

You can find several security guards standing around the MegaSoft complexes, or within them. Now I've tried to see if you can frag these guys(I plugged one guy with 50 rounds and he took them all!), but it's not possible. A few guards can be found at 105:713 and 110:713

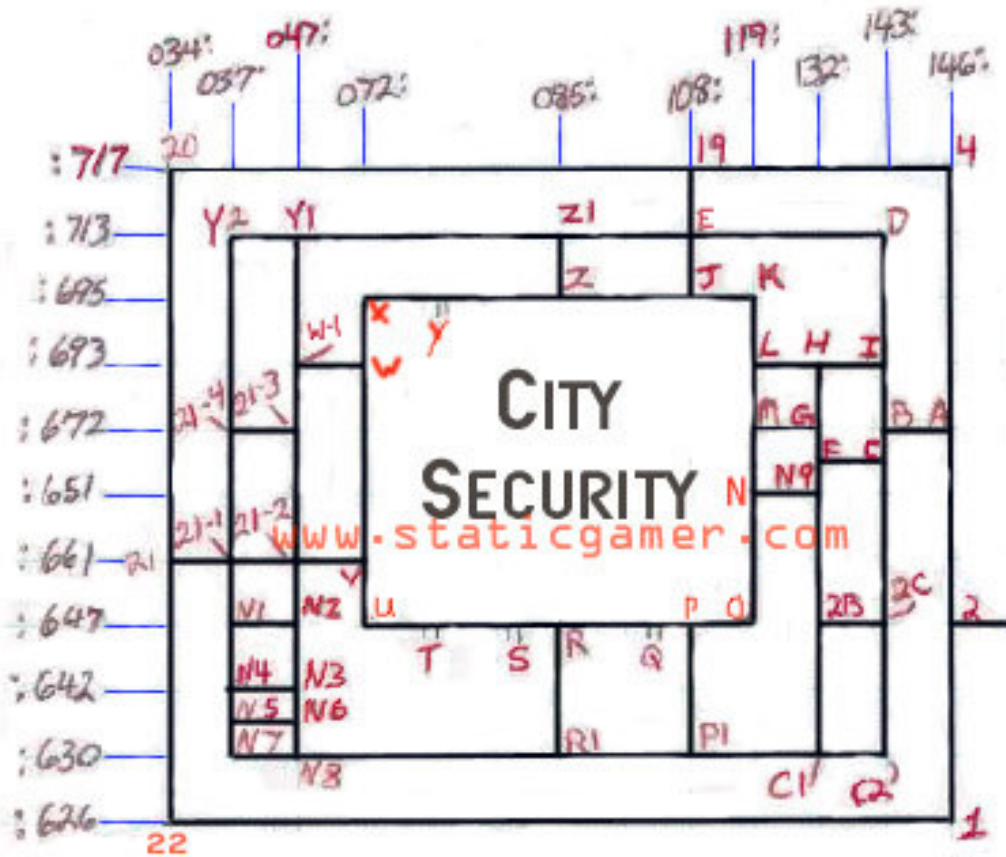
A Hotel is located at 035:556, 064:579, 095:567. Inside are just ugly purple/gray rooms with a non-working elevator door.

Game Maps

I'm sure that many of you in addition to having all of these coordinates would also love to have some maps of the city handy as well. We would as well so Saturn has been undertaking the massive task of mapping Loma Prieta out. It will take us some time to put these maps together in order, so come back every now and then and look for updates!

First map: City Security

Black Ice/White Noise



Co-ordinates of the City Security map as is shown by the letters in red:

- A) 146:672 See also, 3) 143:672
- C) 143:667
- C1)132:630
- C2)143:630
- D) 143:714
- E) 108:713
- F) 132:667
- G) 132:672
- H) 132:688
- I) 143:688
- J) 108:695
- K) 120:695
- L) 119:688 Alley
- M)119:672 Alley

N) 119:651 Alley
N1) 037:651
N2) 047:651
N3) 047:642
N4) 037:642
N5)037:639
N6) 047:639
N7) 037:630
N8) 047:630
N9) 132:651
O) 119:647
P) 111:647 Alley
P1) 111:630
Q) 095:647 Door
R) 090:647 Alley
R1) 090:630
S) 084:647 Door
T) 074:647 Door
U) 072:647
V) 072:661
W) 072:693 Alley
X) 072:695
W1) 047:693
Y) 080:695 Door
Y1) 047:713
Y2) 037:713
Z) 085:695
Z1) 085:713
2B) 132:647
2C) 143:647
21-1) 037:661
21-2) 047:661
21-3) 047:672
21-4) 037:672

Upper Left Section of Loma Prieta From 067:zzz - zzz:zzz