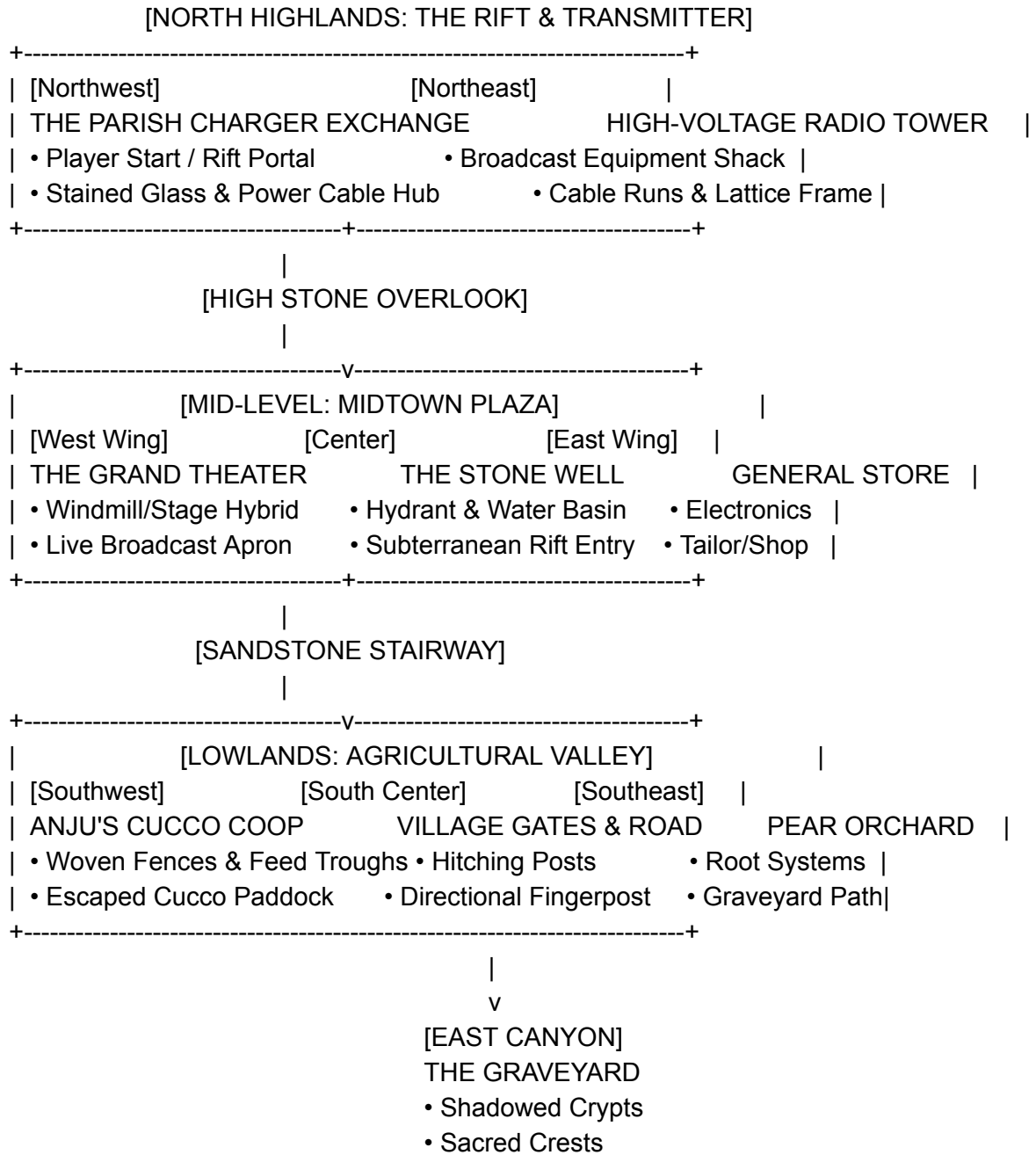


Building out the world map starting from the Parish Charger Exchange gives the entire game a clear, interconnected structure. By combining the verticality of *Ocarina of Time* with the spatial layout of *A Link to the Past*, we can frame Kakariko as a multi-tiered valley town where modern electronic static spills downward from the northern heights into the quiet rural lowlands. Here is the spatial layout and tile breakdown for the full **Overworld Map of Kakariko** (addr.bar):

Overworld Map Overview & Elevation Zones



Zone Details & Interactive Mechanics

1. North Highlands: Sanctuary Overlook

- **Parish Charger Exchange (Player Start):** High-elevation stone plateau. Copper trunk cables run out from the parish's rose window, dropping down timber utility poles along the ridge.
- **Radio Tower Hub:** Situated on a rocky outcrop east of the parish. Large parabolic dishes and vacuum-tube amplifiers hum loudly, emitting localized screen-glitch particle effects in nearby grass tiles.

2. Midtown Plaza: The Cultural & Commercial Hub

- **The Grand Theater (Positioned where OoT's Windmill stands):** A timber and sandstone amphitheater with red velvet curtains framing an outdoor stage. Footlights powered by local junction boxes allow players to view live broadcasts or triggering side quests.
- **The Village Stone Well:** Situated dead-center in the cobblestone plaza. Acts as a drainage basin for runoff water and doubles as the hidden entrance down into the 2D retro sewer tunnels beneath addr.bar.
- **Merchant Row (General Store & Tailor):** Classic timber facades with red-and-white awnings. Displays feature a mix of traditional goods (potions, lanterns) and modern electronics (headphones, power supplies).

3. Lowland Valley & Eastern Outskirts

- **Cucco Coop & Anju's Pen:** Positioned near the southern town entrance. Woven split-rail fences keep the flock contained, though glitches caused by the Radio Tower occasionally cause Cuccos to duplicate or hover mid-air.
- **Pear Orchard & Graveyard Path:** Stretching east along the canyon wall. Fruiting pear trees with mossy roots gradually yield to weathered slate gravestones, iron gates, and ancient crypt entrances shrouded in mountain mist.

Map Navigation & Flow

- **Vertical Pathing:** The map uses stone stairways and wooden ramps to transition between the high northern overlook, the flat cobblestone plaza, and the lower grassy valley.
- **Cable Line Navigation:** Thick copper power lines run continuously overhead from the Parish down into the General Store and Theater, providing visual guideposts for the player as they navigate between districts.

Would you like to design the **tilemap assets** next (combining sandstone roads, grass-to-dirt transitions, and stone staircases), or map out the **interiors** (like inside the General Store or the Sewer System under the Well)?