# Estimated Level Production Quantity

**Preliminary estimate of number of combat rooms**

**Number of Sections**

Note: The early, middle, and pre-boss segments correspond to fixed numbers of sections to produce, namely 6, 13, and 13 respectively.

stage1 Guard Hall 4 sections, total 16
staged Mushroom Garden 3 sections, total 32
staged Sage's Workshop 3 sections, total 32
staged Aeris Garden 3 section, total 32

Stages 1–4 total 149 sections

Confirmed by the design team

## Section1

Front sections total 6

## Section2

13 middle sections

## Section3

Hidden Room

13 middle sections

## Section4 (pre-king battle section)

Hidden Room

13 sections before the boss