

# The Door Maze - Level 637

*Survival Difficulty: Class 5*

- *Unsafe*
- *Non-Euclidian Environment*
- *Entity Infestation*

## ***Level Description:***

**Level 637** is an infinite maze of doors. The maze constantly changes around wanderers, causing it to be impossible to map.

Most doors in this level are basic, hardwood doors. Exit doors are usually different from these common ones. These exits are the only parts of the level that remain unchanged.

Many entities can be found here, such as **Facelings**, **Smilers**, **Clickers**, **Hounds**, **Memory Wyrms**, **Partygoers** and **Clumps**. In this Level, footsteps are much more audible, making it easier to tell when something dangerous is near.

## ***Bases, Outposts, and Communities:***

### **M.E.G. Door Inspection Crew**

- Group of 16 **M.E.G.** members.
  - Open to trade.
  - Carry locksmith tools.

## ***Entrances & Exits***

### ***Entrances:***

- Entering a disembodied hardwood door on **Levels 5, 11, 26, 31, 35, or 130**.
- Attempt to get out of the train on **Level 158** in Taurus Station to get here.

### *Exits:*

- Entering a yellow door will take you to **Level 0**.
- Entering a blue door wet to the touch will take you to **Level 7**.
- Entering a red and white striped door will take you to **Level 97**.
- Entering a hospital door will take you to **Level 109**.
- Entering a door with a hat symbol on it will take you to **Level 196**.
- Entering a rainbow door will take you to **Level 300**.
- Entering a checkered door will take you to **Level 389**.
- Entering a cyan door painted with flowers will take you to **Level 573**.