

Section 1 plan

"Action factors"



key for
another function

(help point)



Advance
→

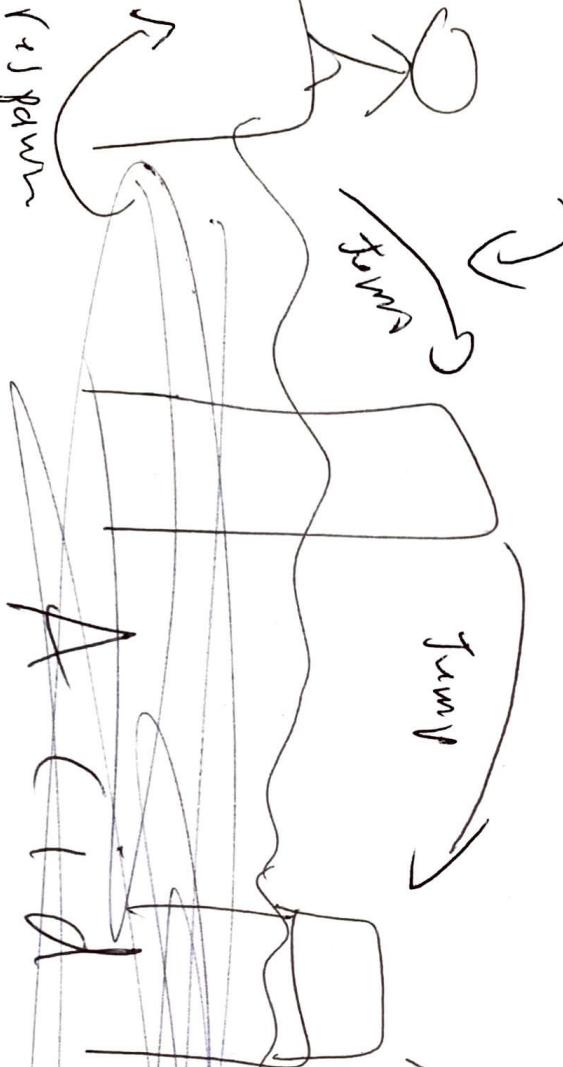
Jump in mid

etc.

Jump

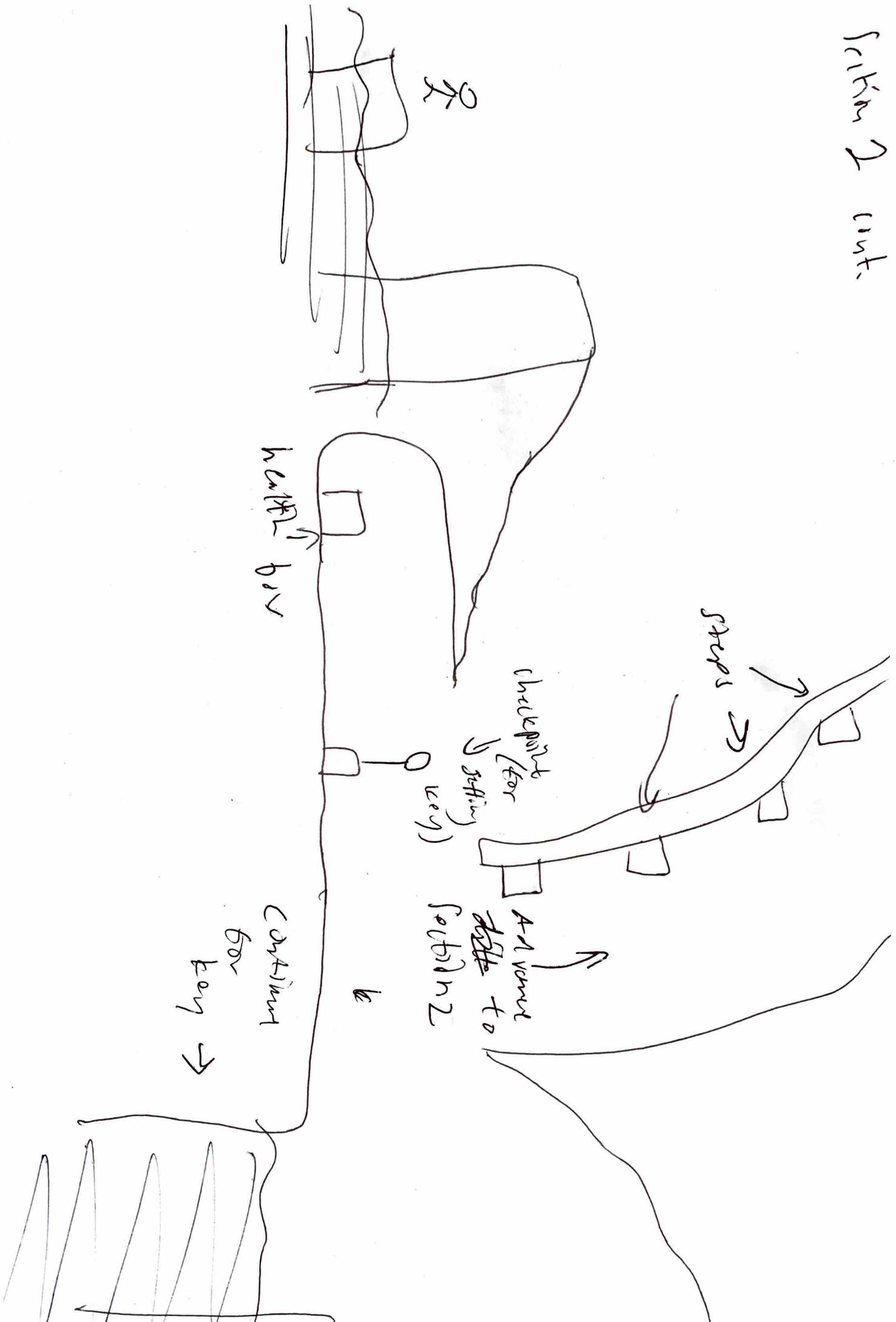
Jump

Jump



→ pawn

Section 2 cont.



Section 3 str. left

key for
3rd
Section →



Section 2 cont.

(plunges reappear here
when touching acid)

checkpoint

~~somewhere~~
giant

E

for
section 1

← check point
Tunne

↓

dr.

→

key

spikes?
(maybe)
(lit. like hand)

↑

Ach

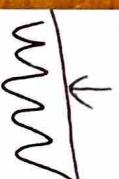
Tunne
(dr.)

resistant

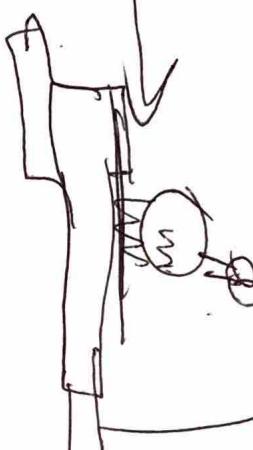
(not part of it)

Section 2

spikes



chromosomes



check point

status
review

Step



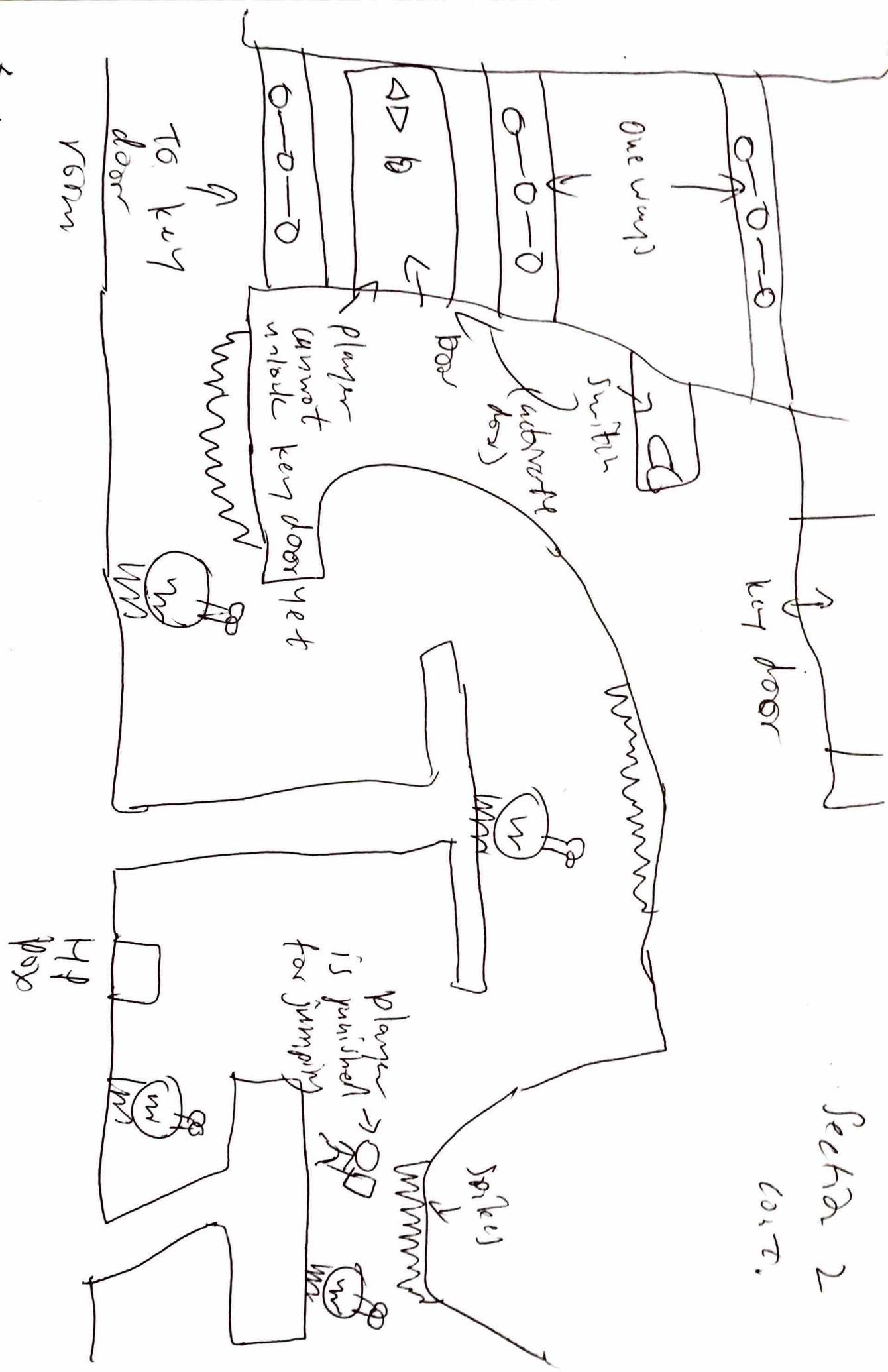
One-way?
(Subject to
change)
(for learning
3rd iteration)

things & regions

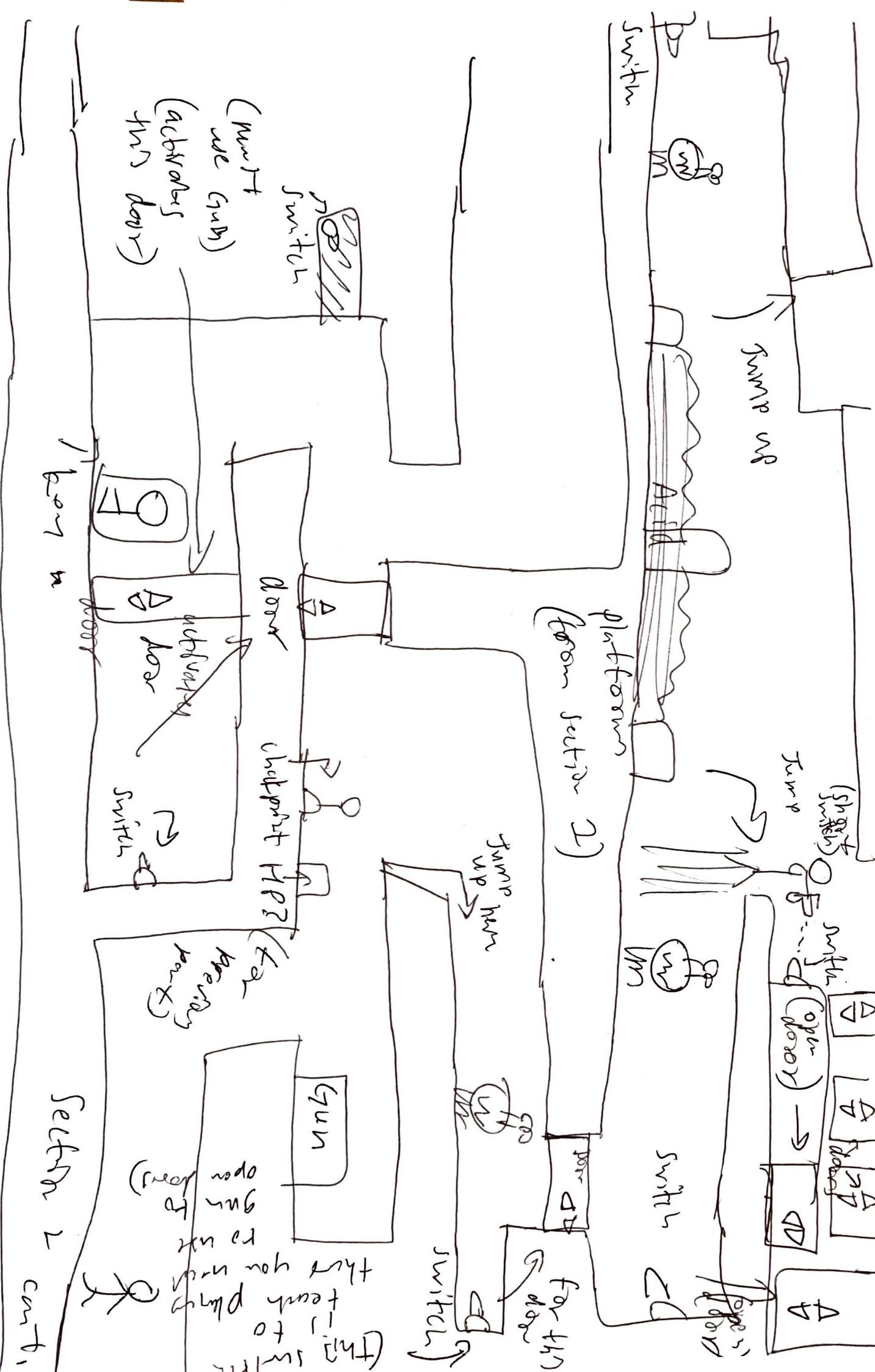
advances

Section 2

cont.



Advanced
(this is section 2)



moving
platform

sector
switch
open this

sector
switch
open this

sector
switch
open this

spitter

HP

Advance
→

mmmm

Player
choose
where
to
go

Player
Jump

spitter

spitter

spitter

acid door

spitter

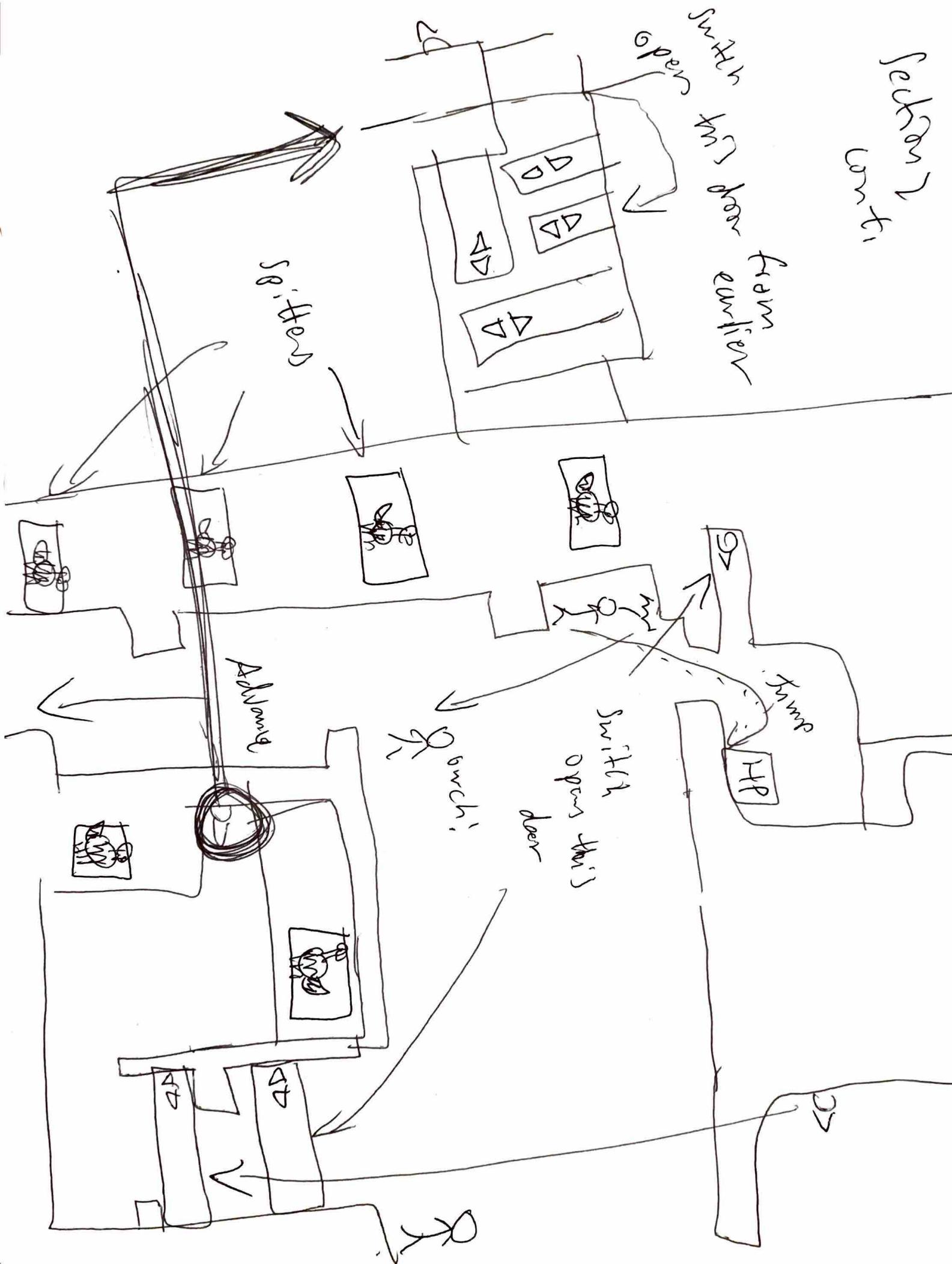
spitter

spitter

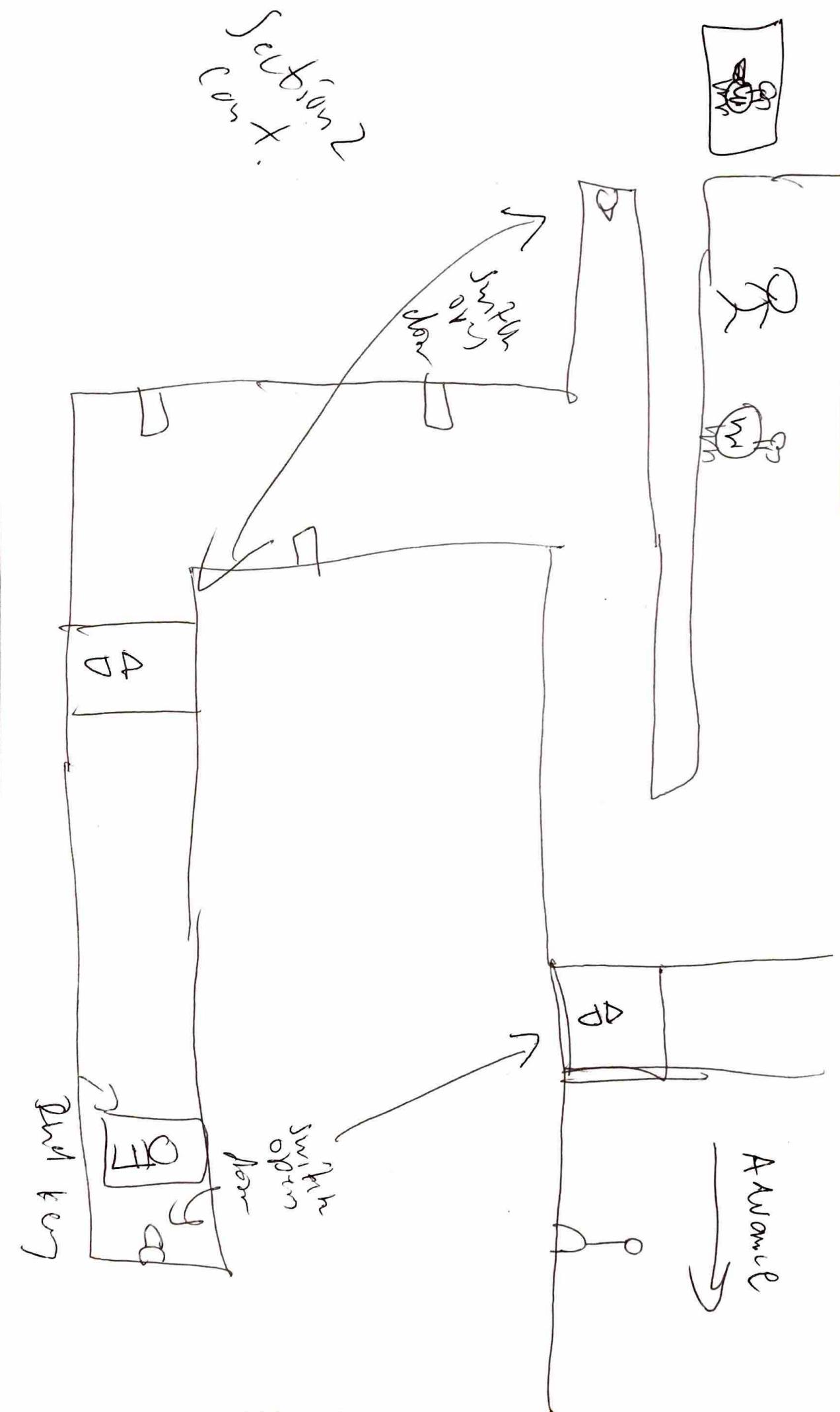
for door
switch

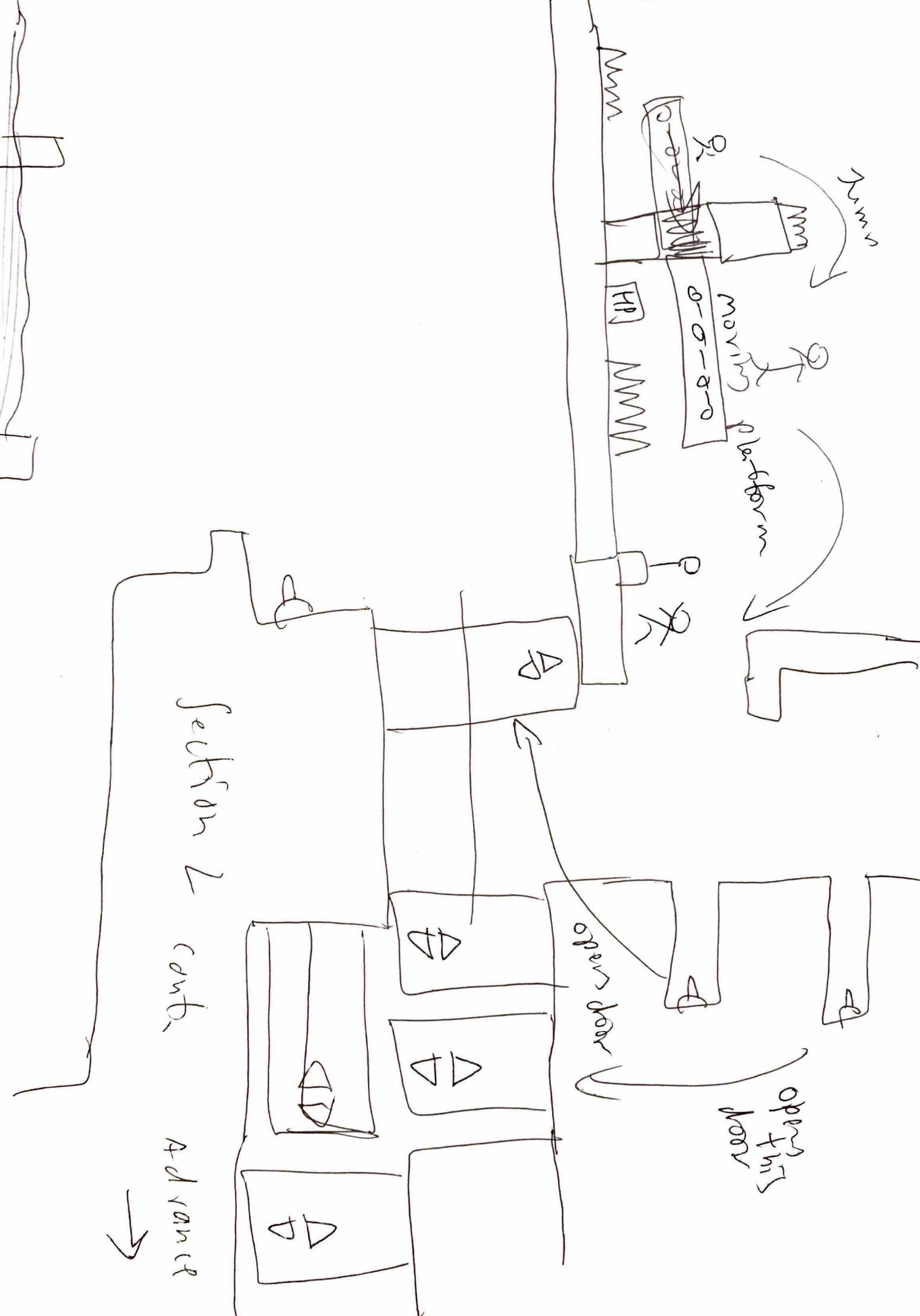
acid

Section 2
cont.



↑
↓
parts of T region
by staff





Turn on door

key door
room

→ Advanced to
Section 3

key
Door

(show
players
what keys
are for)



One way

open door

open

H P

short

