













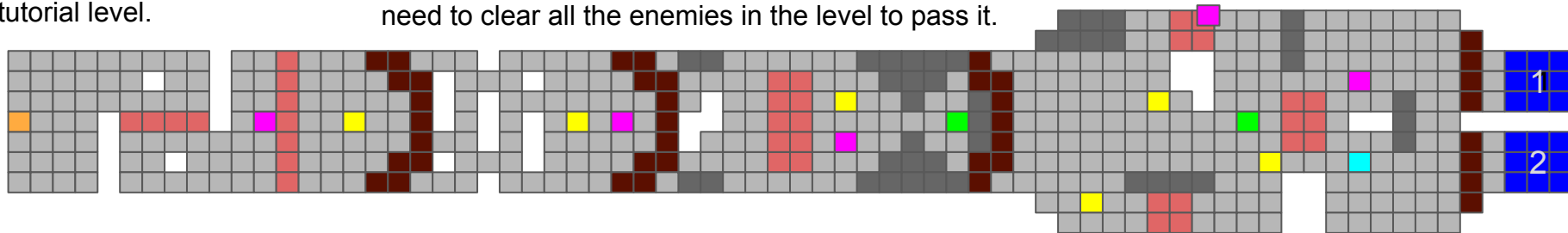
# Map Tutorial

	Wall & Pillar		Dasher		Shooter		Start
	Spike Trap		Bomber		Crystal		Goal
	Pit		Sealed Walls		Enemy Spawn		Explosive barrel

Enemies are all spawned in one wave since this is a tutorial level.

Sealed walls disappear when the enemies in the area is cleared.

Sealed walls are used to prevent players from running all the way down the level while they actually need to clear all the enemies in the level to pass it.



## Part A:

Let players get familiar with L/R/F/B moves. Introducing the pit, trap, and two basic enemy types.

## Part B:

Encourage players to use dashes, and possibly let players know they can dash through pits while they trying to dodgy Projectile of shooters and approach enemies . Also let players learn to arrange their attack priorities.

## Part C:

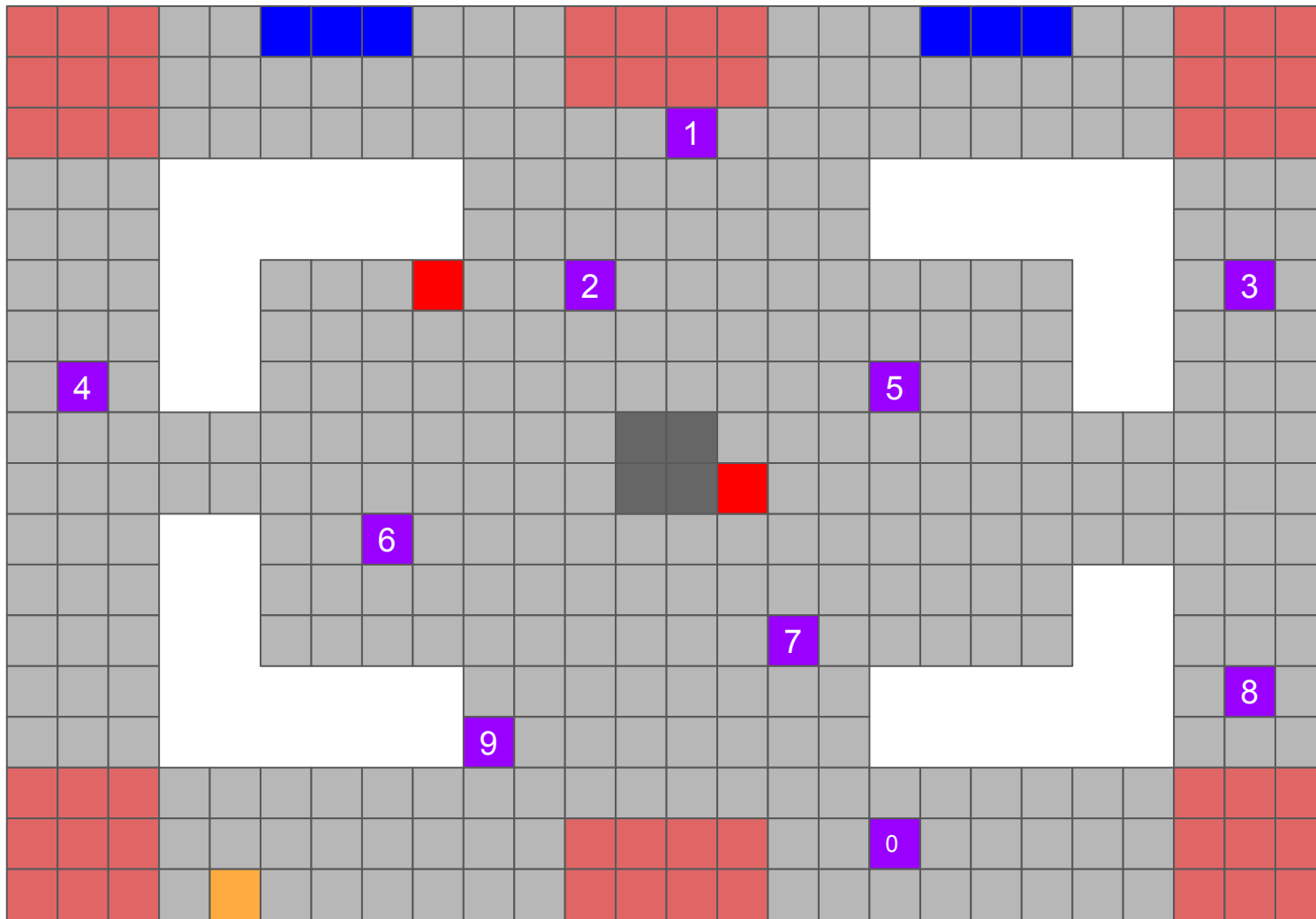
Introduce the Pest. Players would know they cannot dash through walls and Pillars if they tried to. First time players need to deal with trap and enemies at the same time. Also encourage players to intentionally dodge enemy projectiles. ~~Wall slam~~

## Part D:

Conclusion of the previous tutorial. Introduce the Crystal. Introduce the the interaction between enemies and traps. Provide players paths to access the backlines while threatening players with Dashers and a Pest. Wall and Pillars are provided to let players find their own safe place to deal with Dashers while hiding from other enemies. Provide players the opportunity to Backstab.

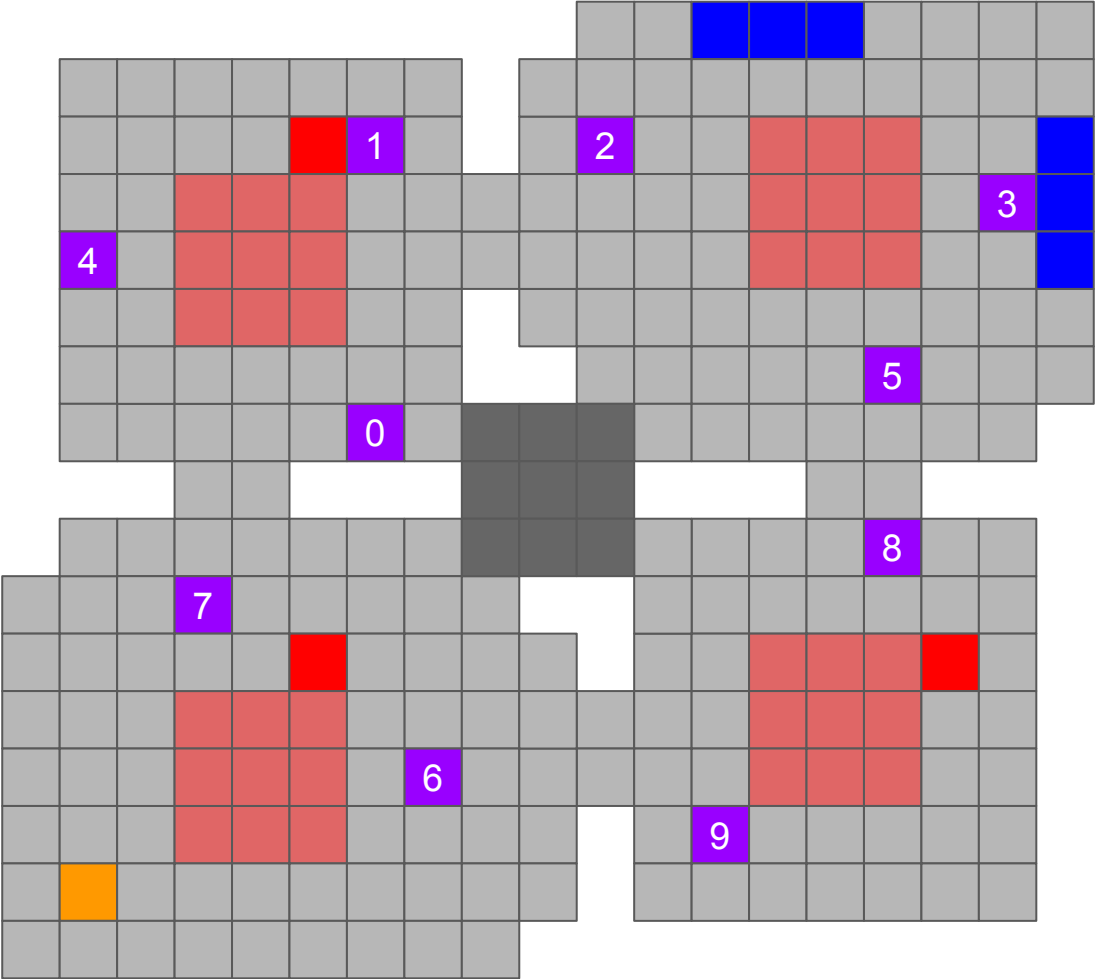
Map 1

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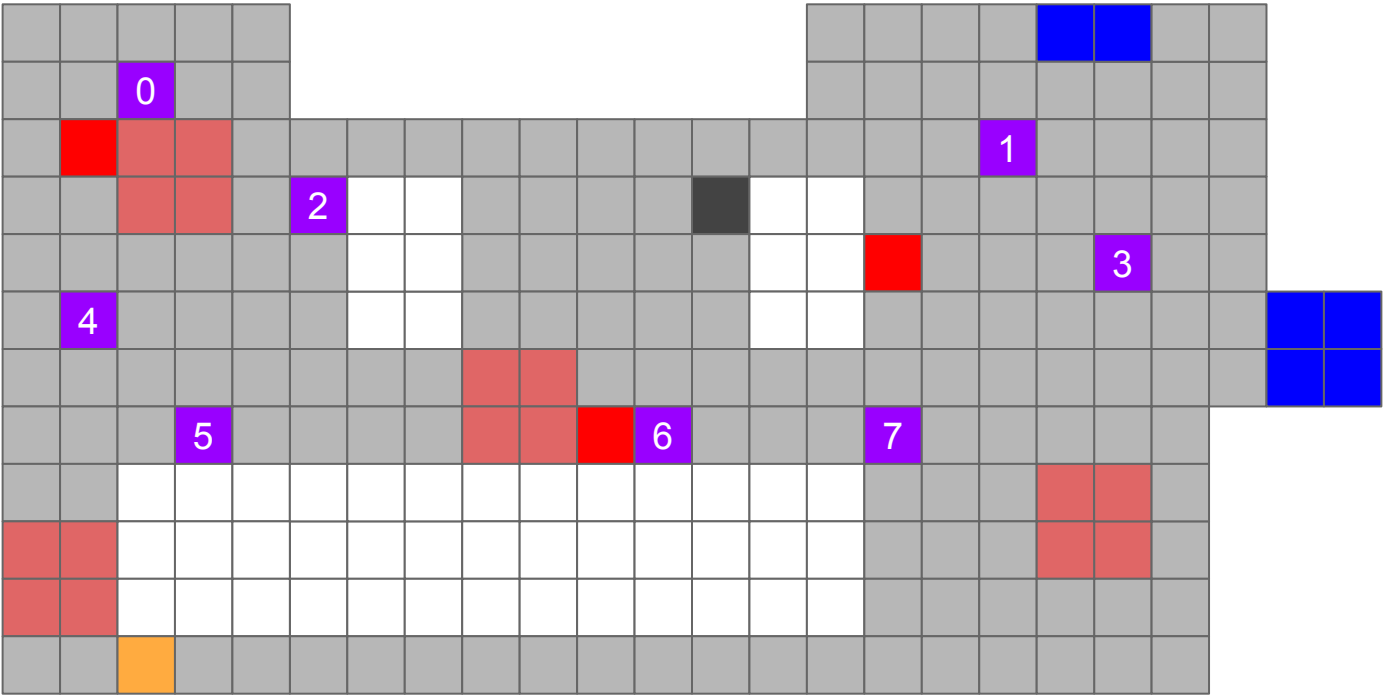
Map 2

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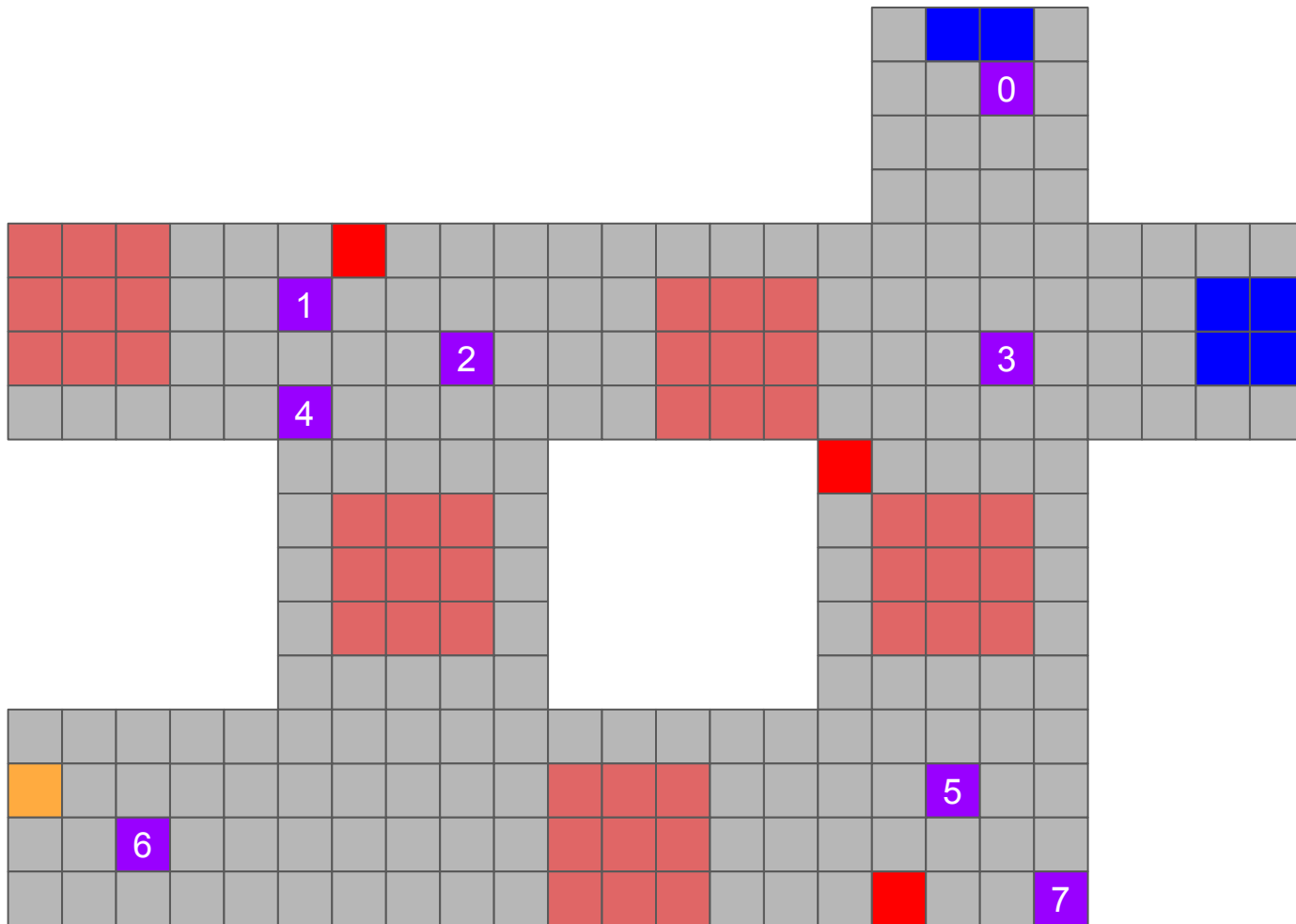
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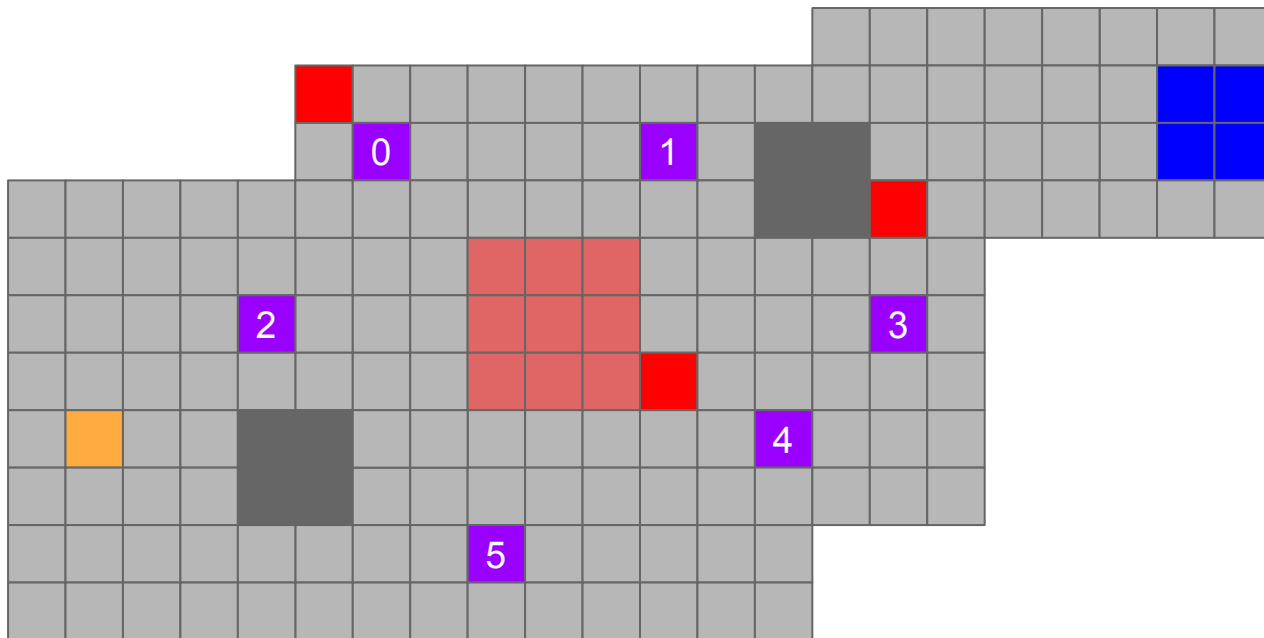
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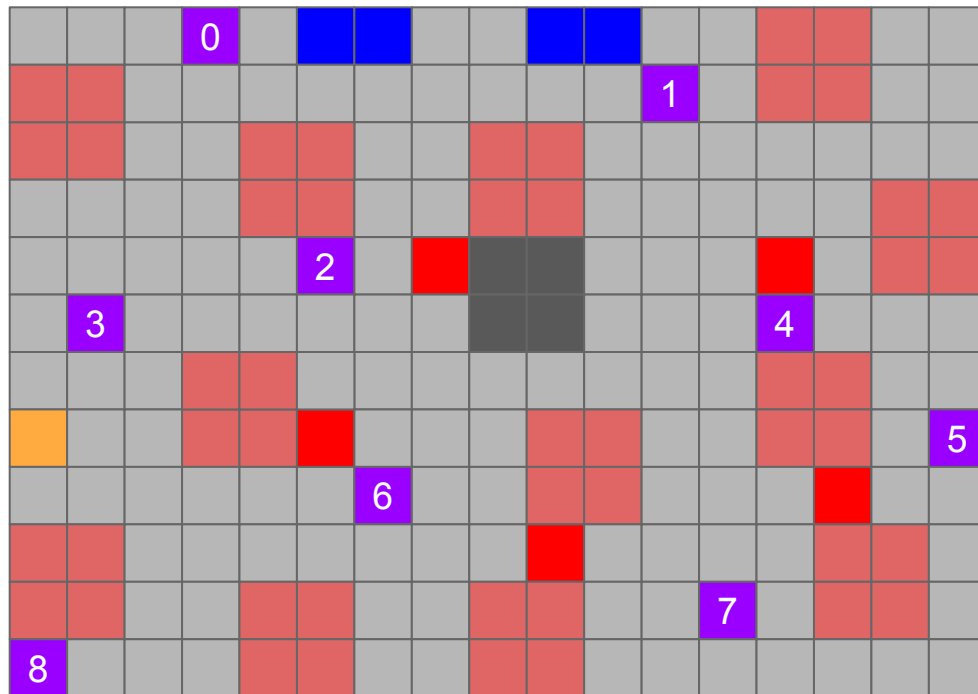
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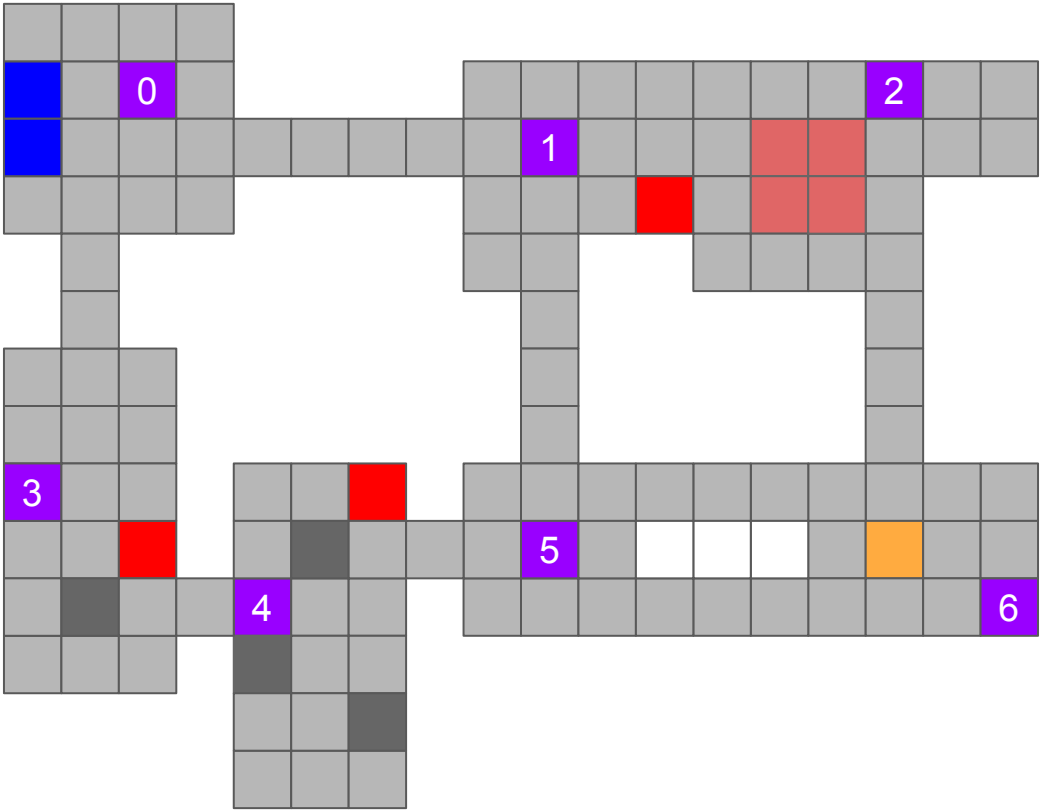
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204



Map 7

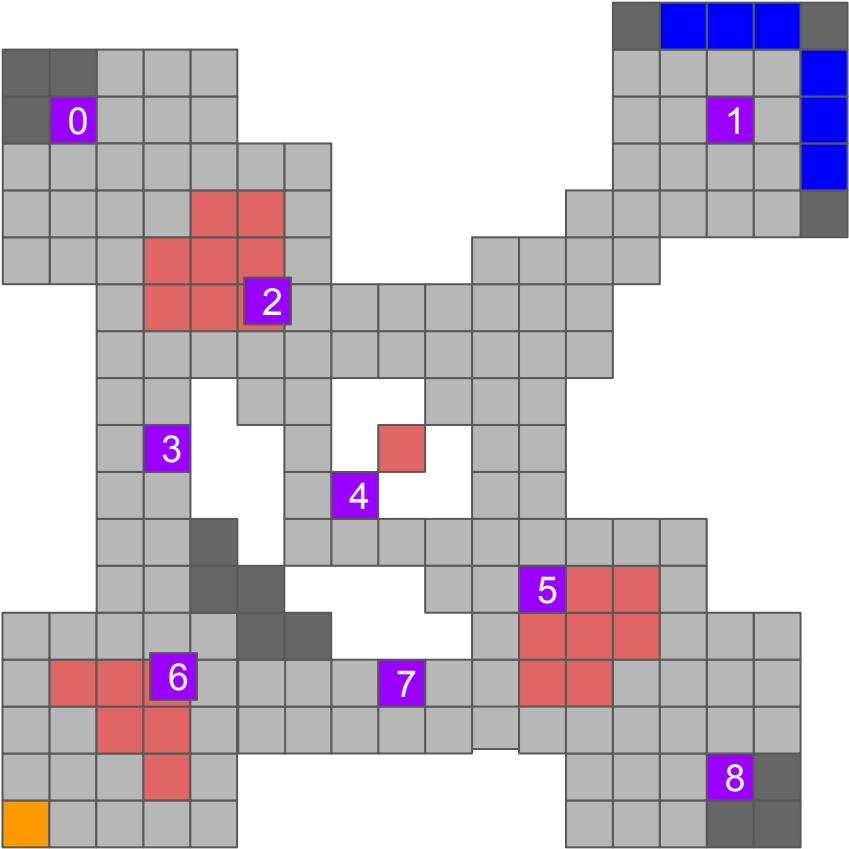
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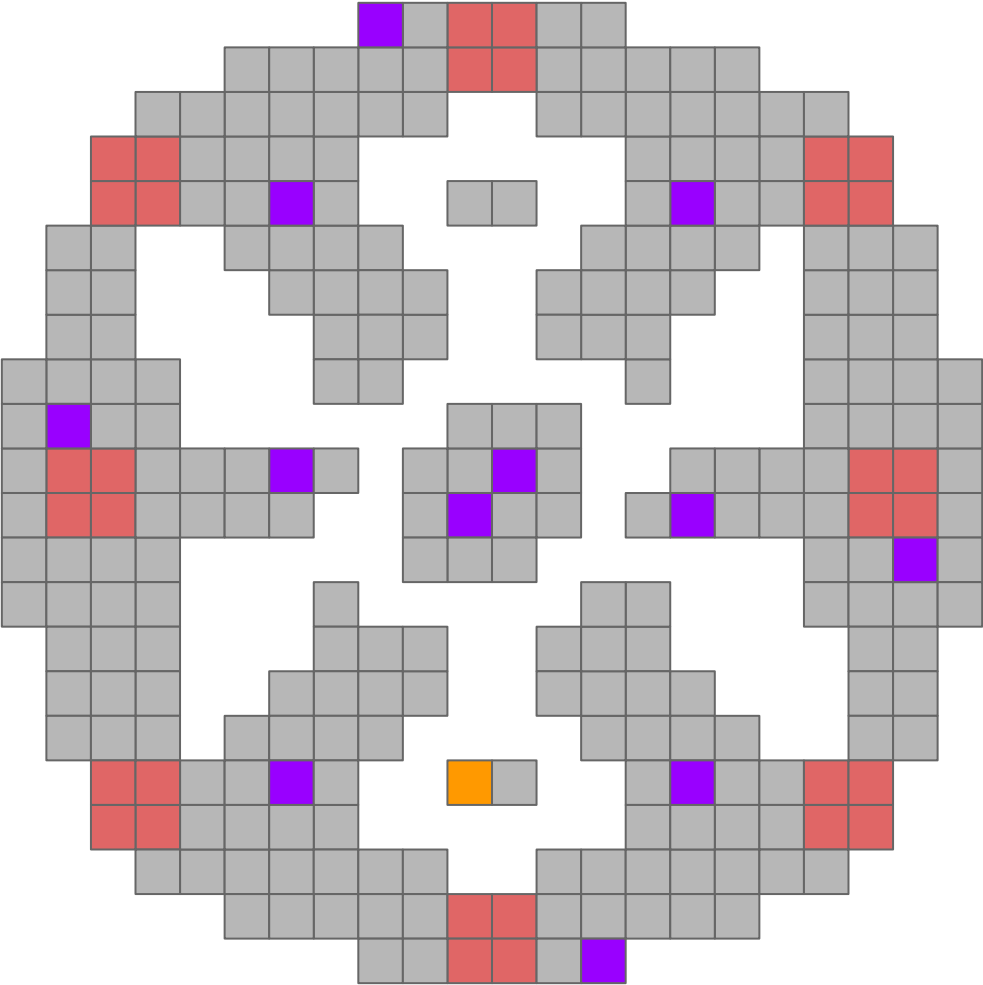
Map 8

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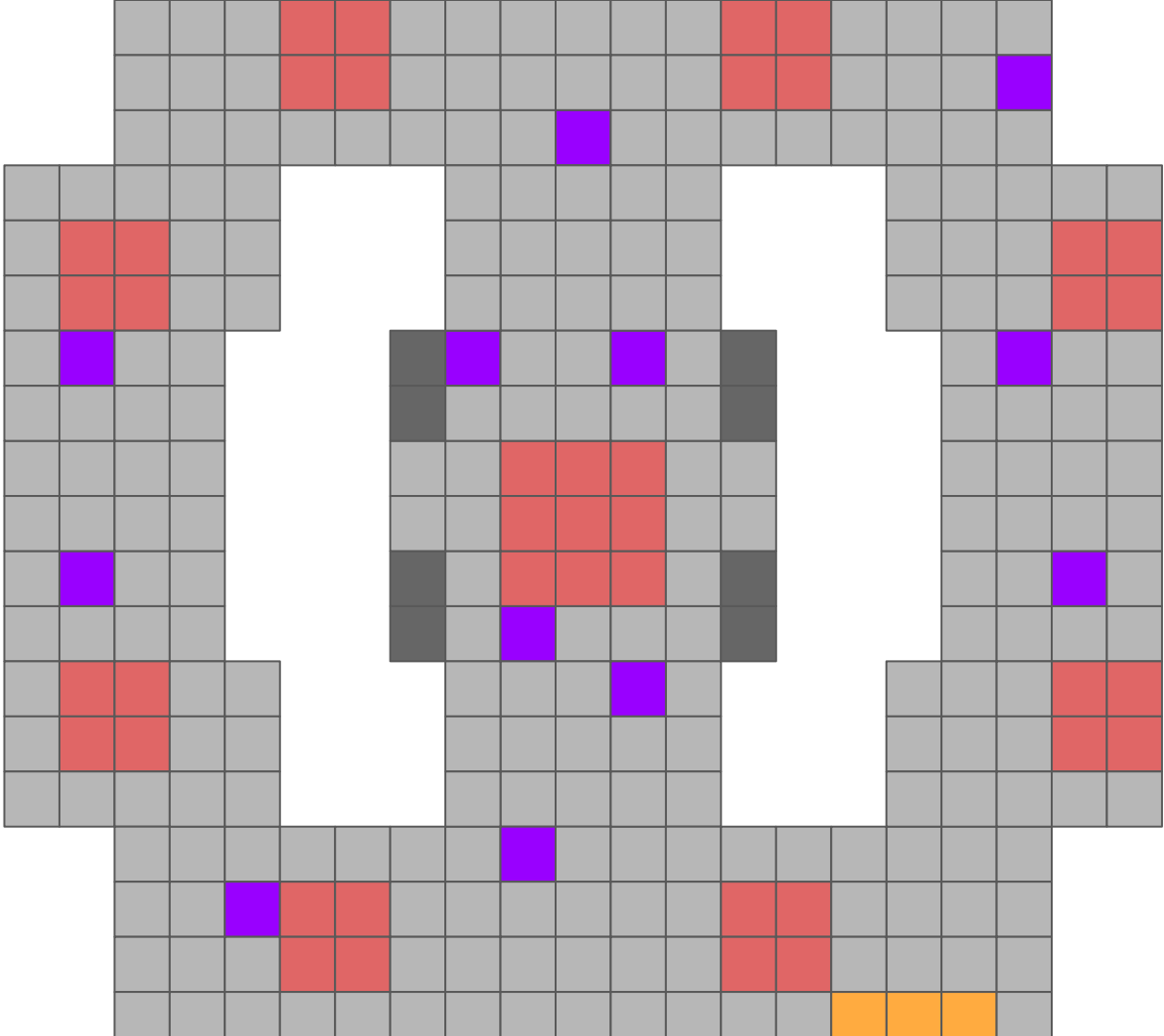
Map 9

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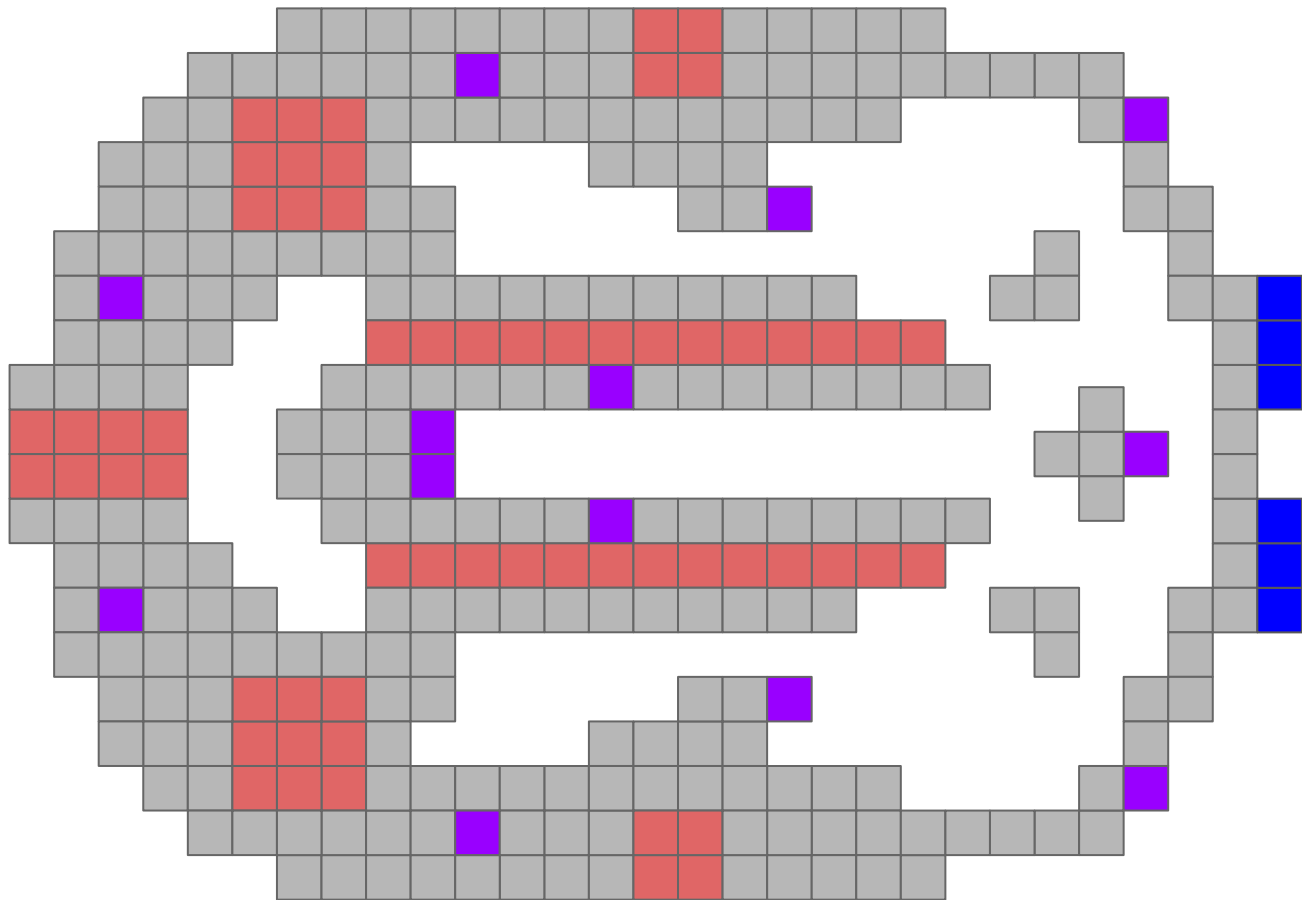
Map 10

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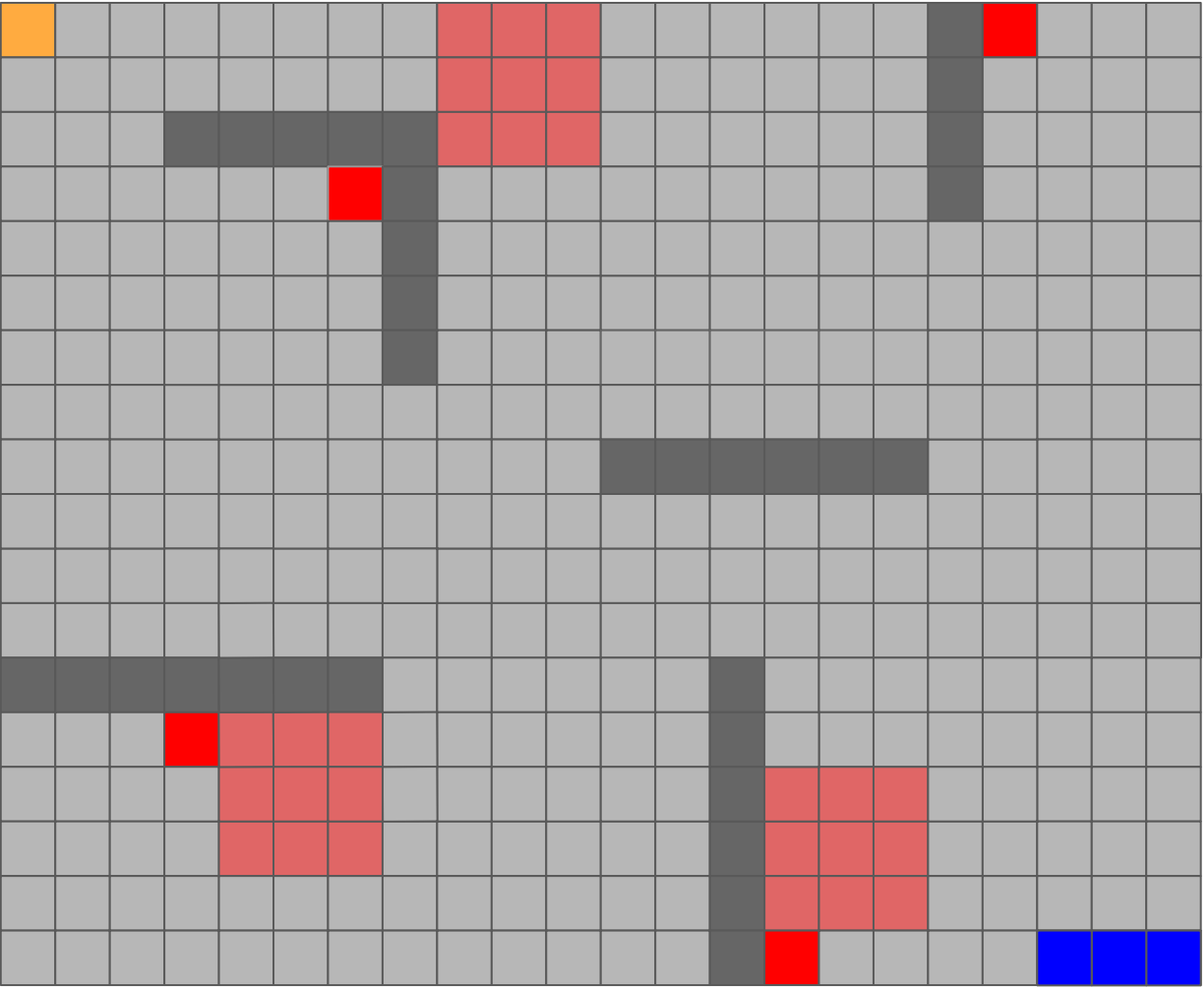
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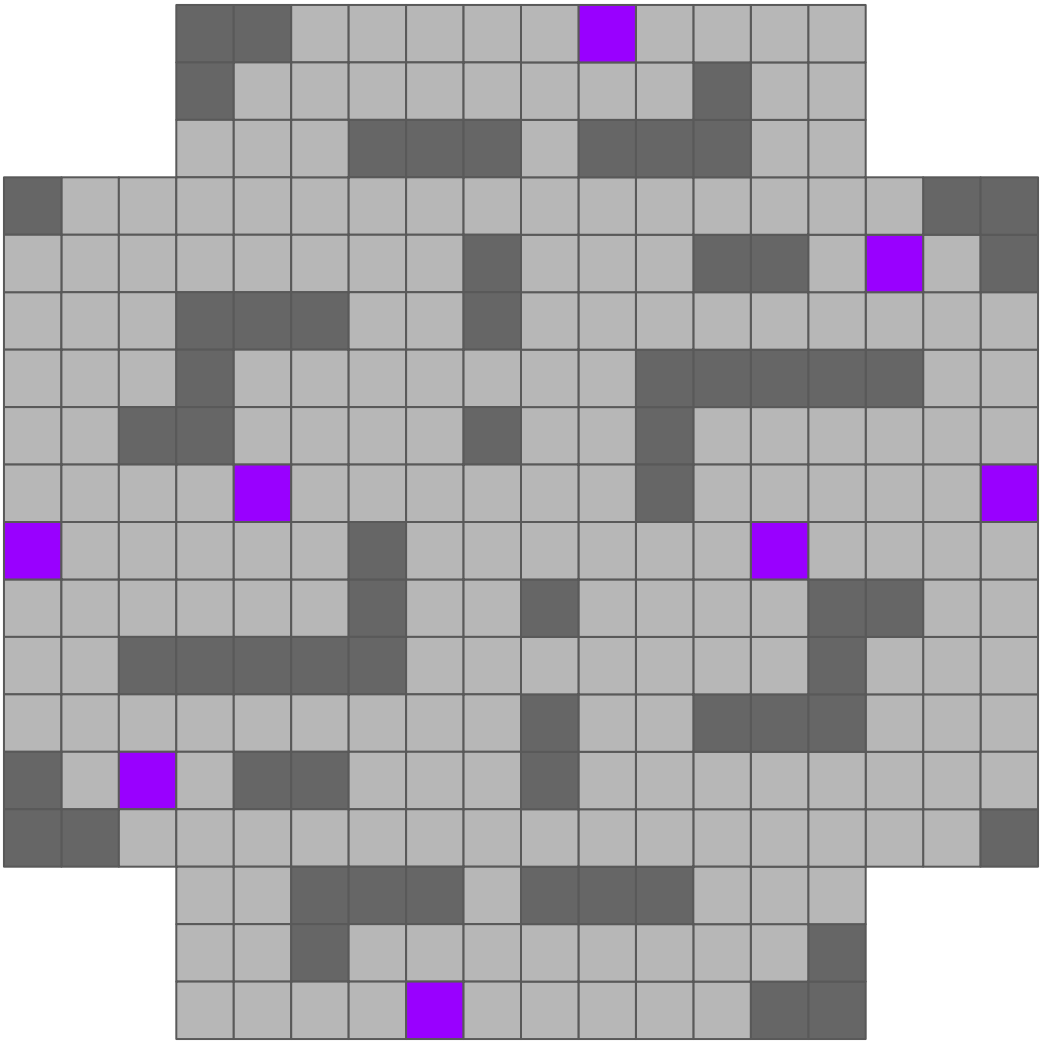
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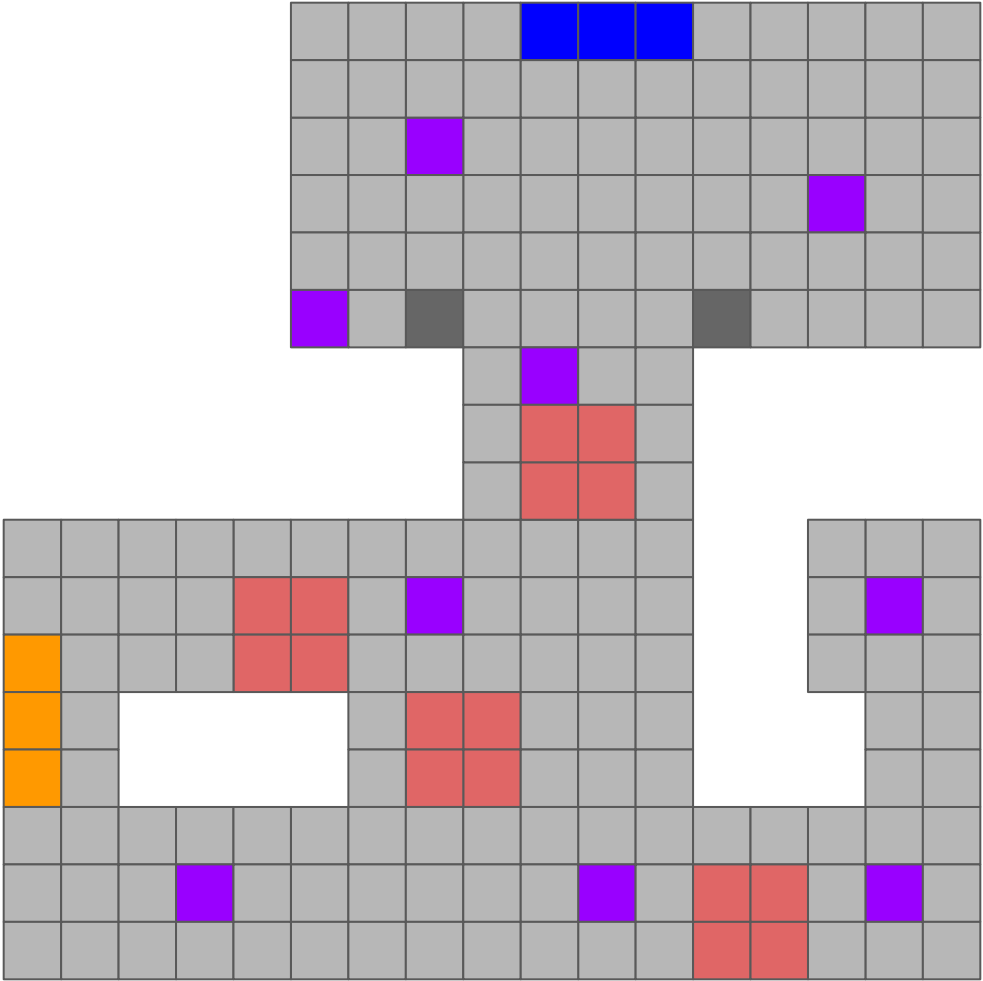
Map 13

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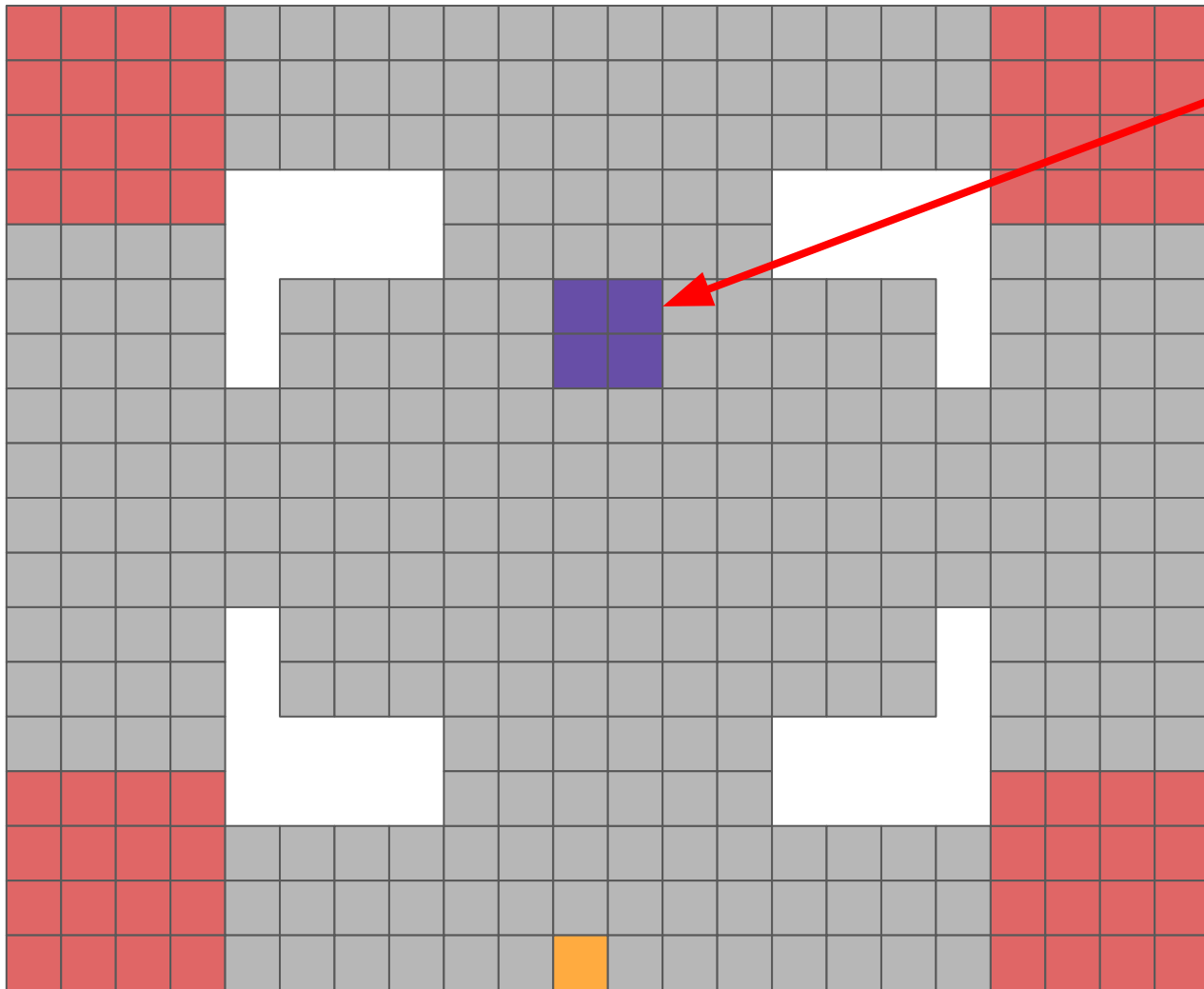


Map 14

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Boss Level



Boss