

# ENEMIES

DESIGN SHEET #02

TROJAN: WALKS BACK AND FORTH; CHARGES SHORTLY ON SIGHT. DEATH.

WORM: BLOCKS THE WAY WITH ITS SIZE. HEAVY. NO DEATH UNLESS FALLS ON YOU

BUG: HANGS FROM THE CEILING AND DROPS DOWN AT REGULAR INTERVALS- DEATH.

RESIDENT: GRUNT- WALKS BACK AND FORTH- IF IT SEES YOU, DEATH?

INFECTOR: TRIES TO TOUCH PROTAG(S)- IF SUCCESS, SLOW DEATH. AV CAN CURE.

DIR: PRETENDS TO BE A MECHANISM. REVERSES BUTTON PRESSES- ASSHOLE.

MACRO?

→ NO?

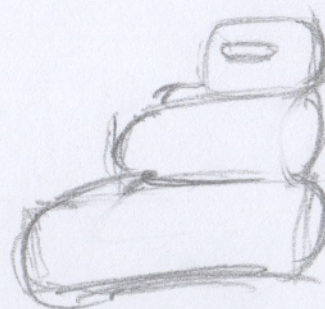
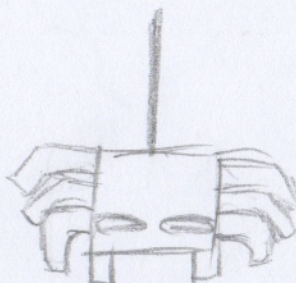
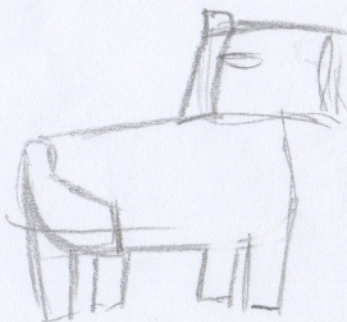
RESIDENT 1x2 ■

TROJAN 2x2 ■

BUG 1x1 ■

WORM 3x3 ■

INFECTOR 1x3 ■ <sup>10</sup> TENTS



MACRO (var)



CAGE 3x3

