Through the Looking Glass – Causes one side of the geometry to flip horizontally. Be nice to have a cool mirror-y special effect for this transition.

Expand your world – Causes the geometry to be “pulled” out, for example, from a 2D square to a 3D box, and back.

Moth to a Flame – A giant moth chases a light, and if you get too close to the moth, it eats you! There are several static lights across the surfaces, but only one is on at a time. These lights may oscillate in a set pattern, or can be controlled by switches. The moth of course flies in a spherical fashion and is not affected by which way is up.

Snakes on a Cube – Snakes wander along the ground, and are affected by gravity. They tend to start in evadable pits, but can be let loose when gravity changes…