

NORMAL TIME

KILL BOX
(if player
enters this,
they die due to
being in
enemy's range)



ENEMY

PLAYER

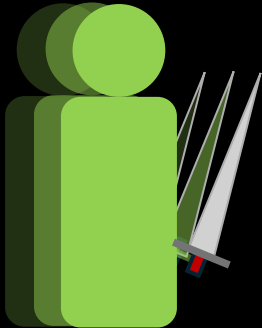


TIMESTOP button

STOPPED TIME

PLAYER

Effects to
indicate player
is in slow mo



KILL BOX
disappears



ENEMY



TIMESTOP button