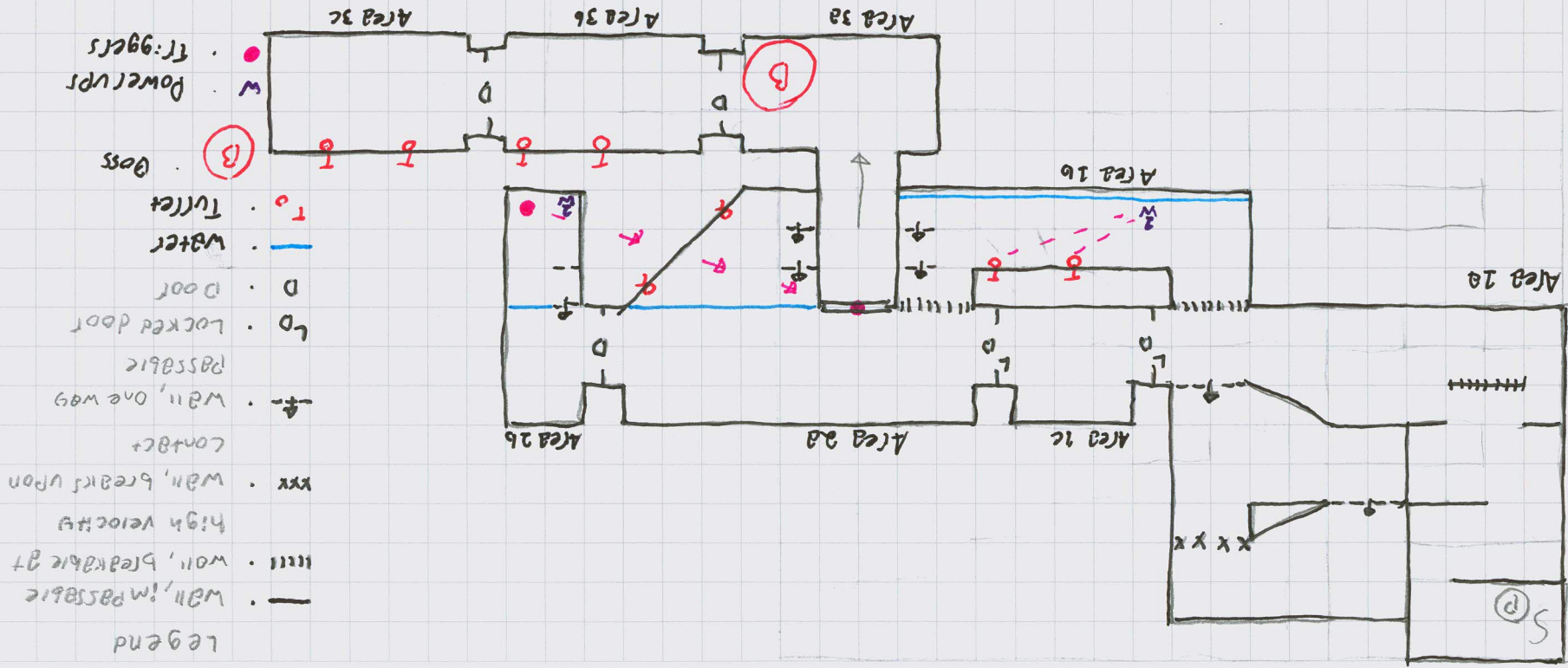


Attant's



Area 1

Area 2

Area 3

The first areas are designed as a tutorial to how the game feels. Players will fall down through the column to get a feel for how they fall, then they move right towards the locked door. The only way to go is up, where the player will eventually fall down through the floor to Area 2b. They receive a ranged weapon & trigger the turrets. They will go to Area 2b and fall into the water, slowing their movement. They will have to fight the 2 turrets on the slope leading to Area 2b. They will receive an item allowing free movement in water. They will also trigger the platform leading to 3a to move.

Area 3 is set on a moving train. Players will either the boss, each shot forcing it to move backwards. Once it reaches Area 3c, it will break through the wall of the train. Area 3b and 3c will have turrets that hinder progress.