



This level is based on momentum and the Pushing Tube, and the player will use one or both of these in every aspect of the puzzle. The player will begin at the Entrance, marked in Orange above, and will see the button annotated in light blue, the area where the surface switcher is, which will initially be Unportable. In addition, they should see the sphere dropper, and the grate that can allow them to quickly cross into the back part of the level. To get there they should initially walk through the front of the level, which is where the level will end, helping them to think about how they will finish the level. When they reach the back half of the level, they will see the laser, the laser catcher, and the angled platform, as well as the pushing field that connects to the laser catcher. The player must fall down the pit and fling themselves out of the angled platform to retrieve the laser redirection cube, and get back to the other side to redirect the laser into the catcher, activating the pushing field. The player will then have to use the pushing field in order to reach the Toggle switch, marked in brown, and deactivate the dark blue Field, allowing them to retrieve the sphere without vaporizing it. Next, the player must combine momentum and the pushing tube in order to reach the ledge where the sphere is. They must use the field to lift themselves high above the ground, then use another portal to fall through and fling themselves onto the ledge. The player can then retrieve the sphere, and use the grate to return to the front of the level and activate the button. The player can then simply use the now Portable Surface in purple to fling themselves to the exit, which should be a fast, fun finale to the level. In order to give a better sense of the portalabe surfaces and height differences, side views are presented below

