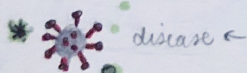


stage 4: MODERN ERA (1940-2100)



ENEMIES

& other damage-dealing entities



disease ←

↓ health when too close



pollution ←

↓ health when too close to polluted air

→ cars (can run over player
player → jump to dodge)



+ color variations
yellow
red

→ politicians

↓ health w/
contact
(sneezes?)



→ police

↓
gun
or
(shield?)

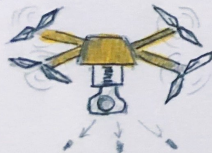


STAGE 5: FUTURE / ANDROID REVOLUTION (2200 - ?)



ENEMIES

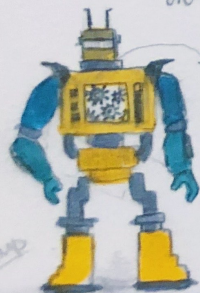
→ drones
w/ guns



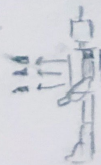
→ toxic waste (radiation poisoning)

→ androids

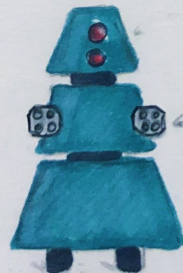
on foot
on wheels



shoot bullets
from here



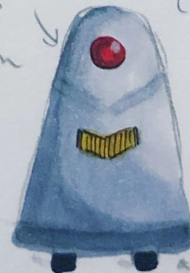
side



shoots bullets

wheels (fast)

shoots
large
beam



(Modern security robots
removed)



side

wheels