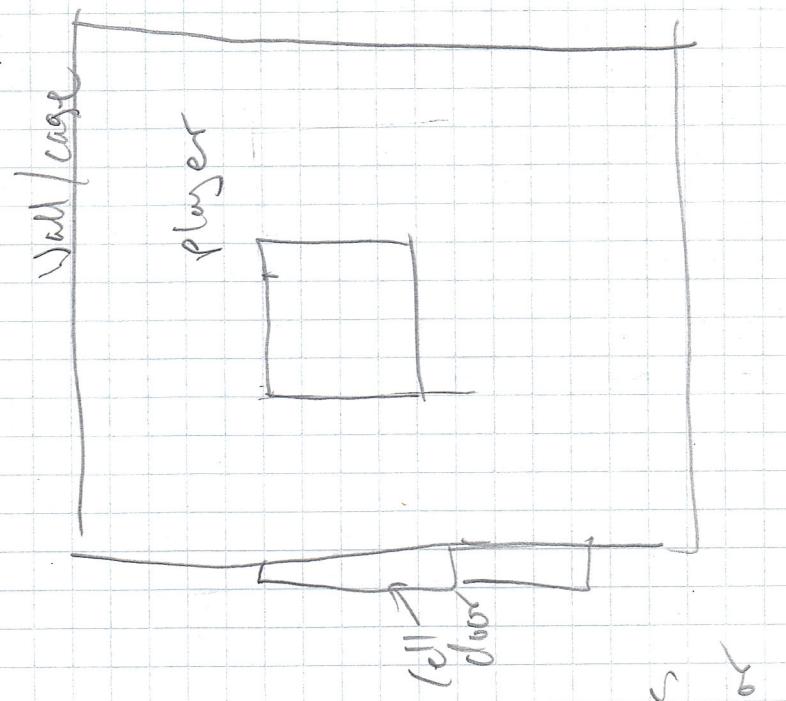
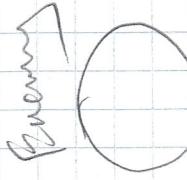
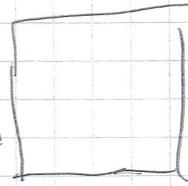


Tutorial 1

(Controls)

Place on ground here

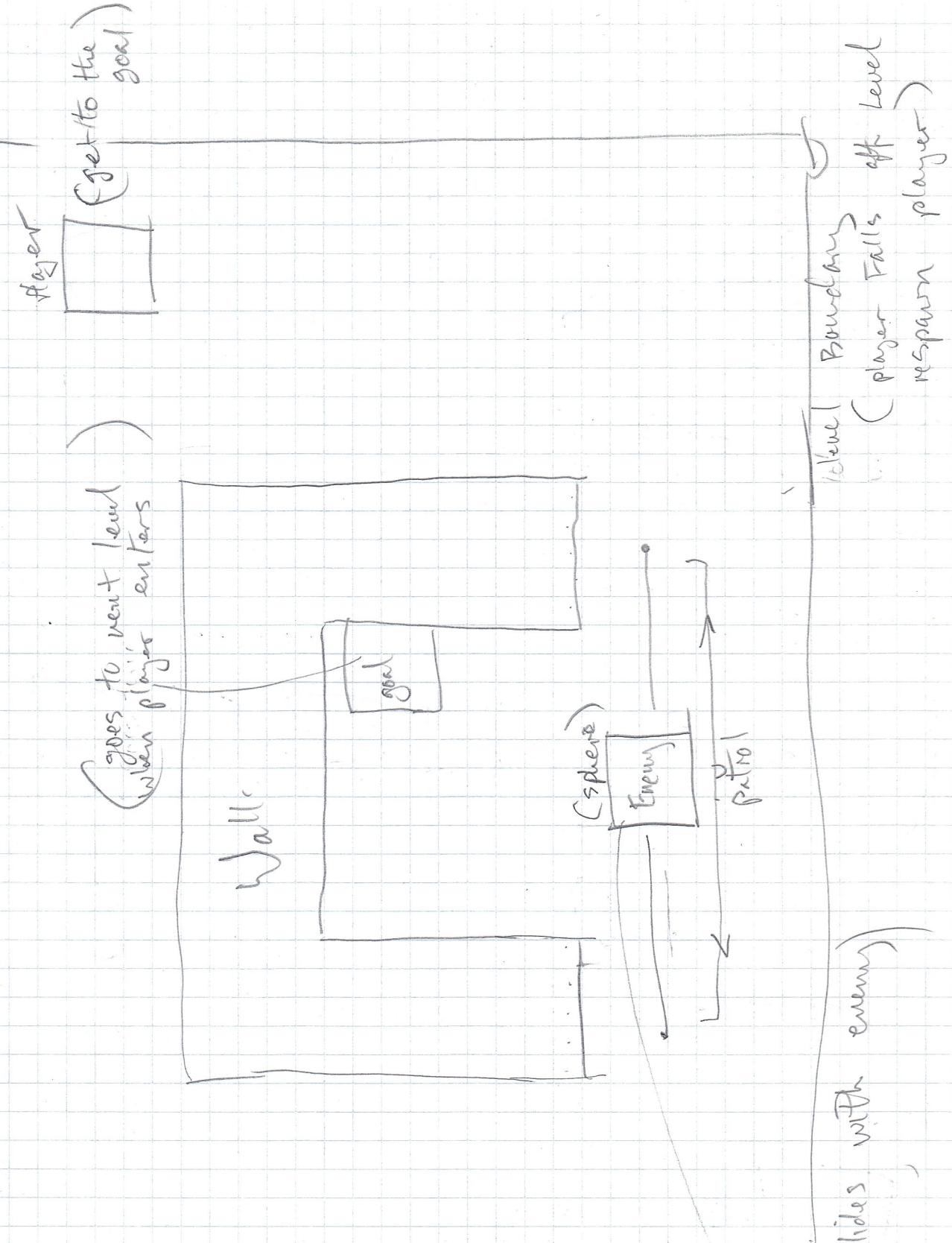
Exit



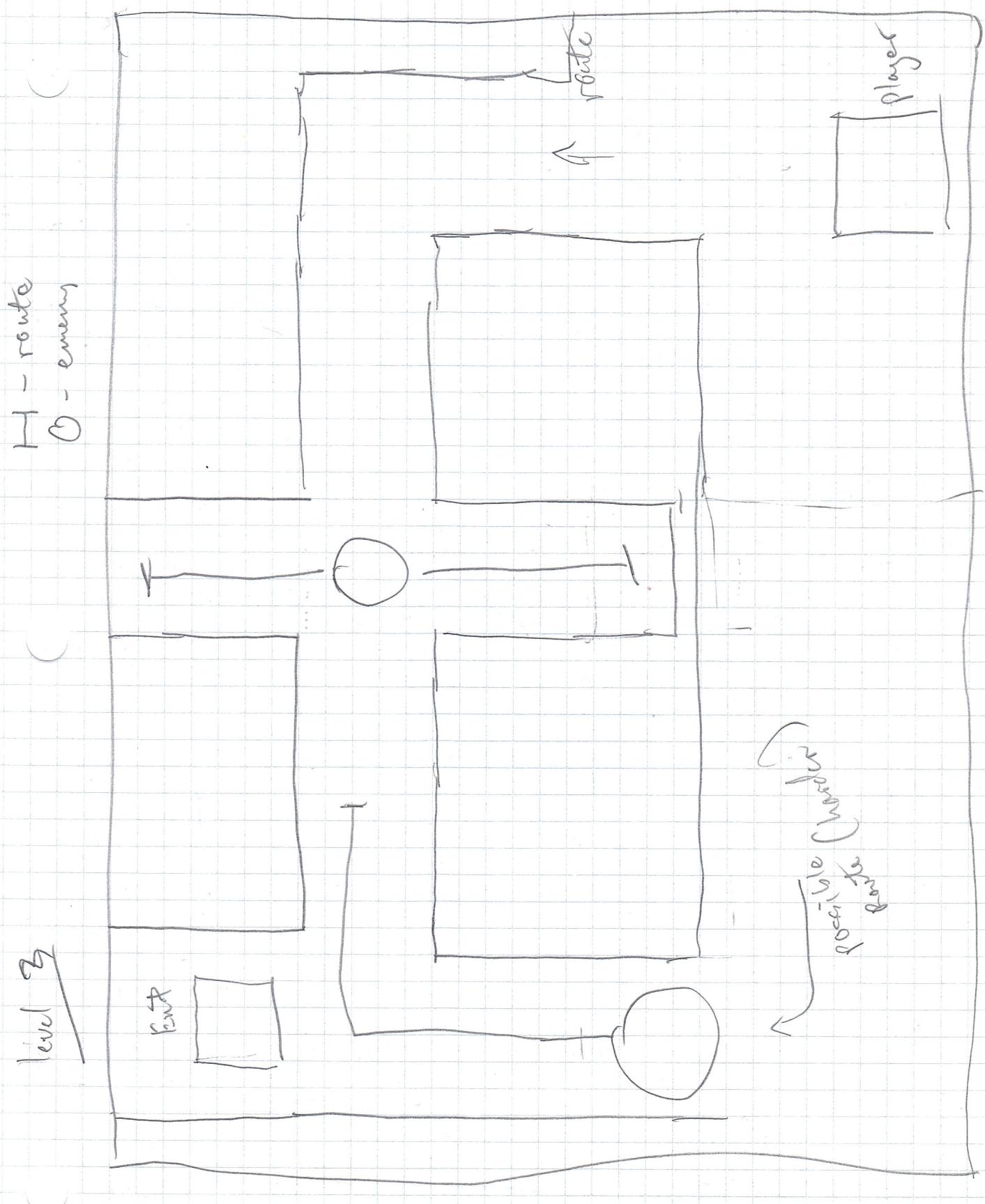
moves and
falls off
which opens
cell door

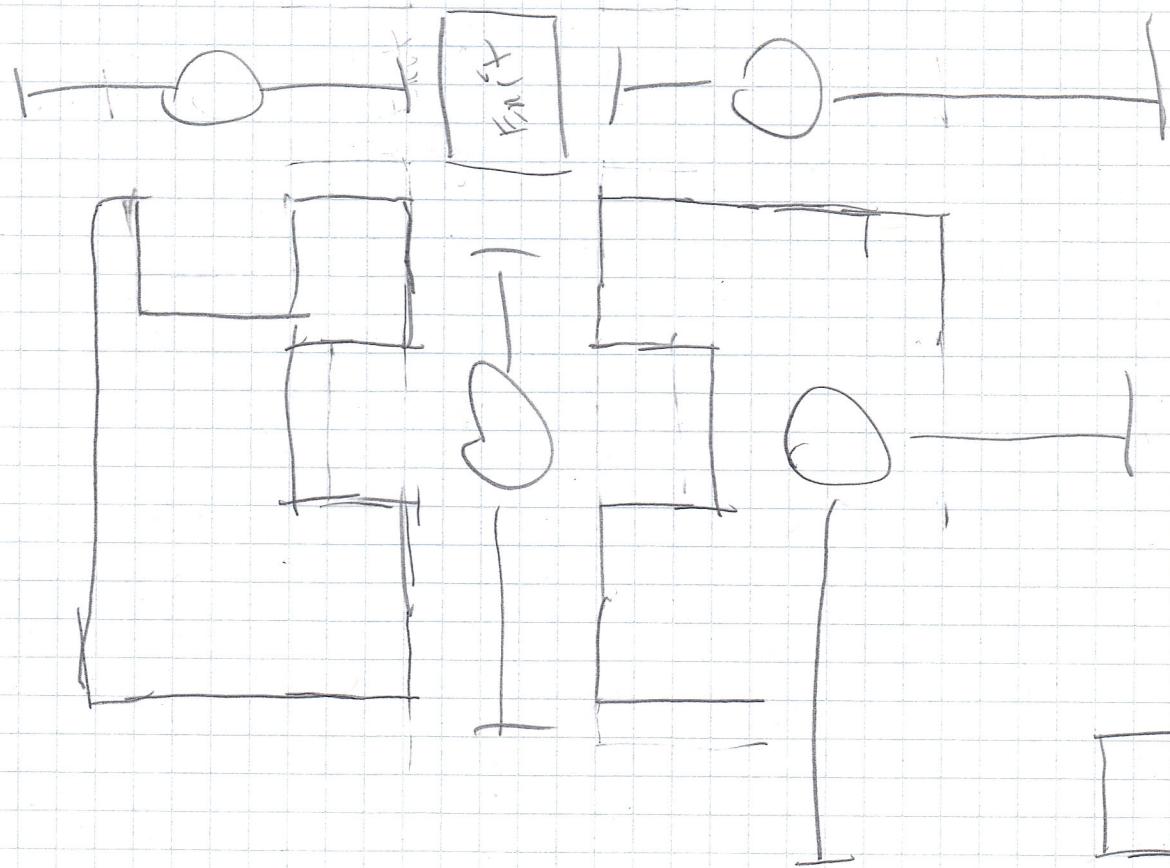
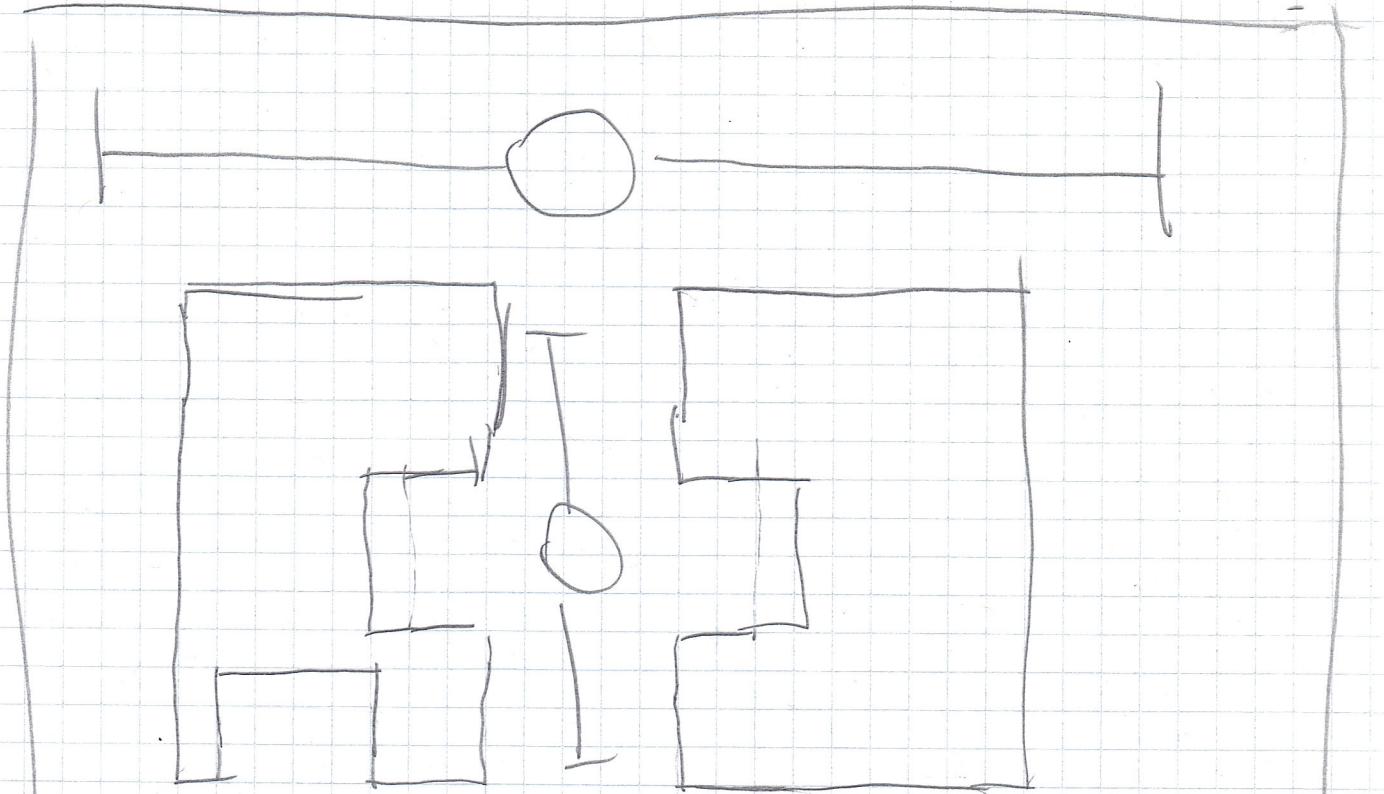
Open area to allow player to move around

Level 2 (Basic Layout) (Basic Idea)



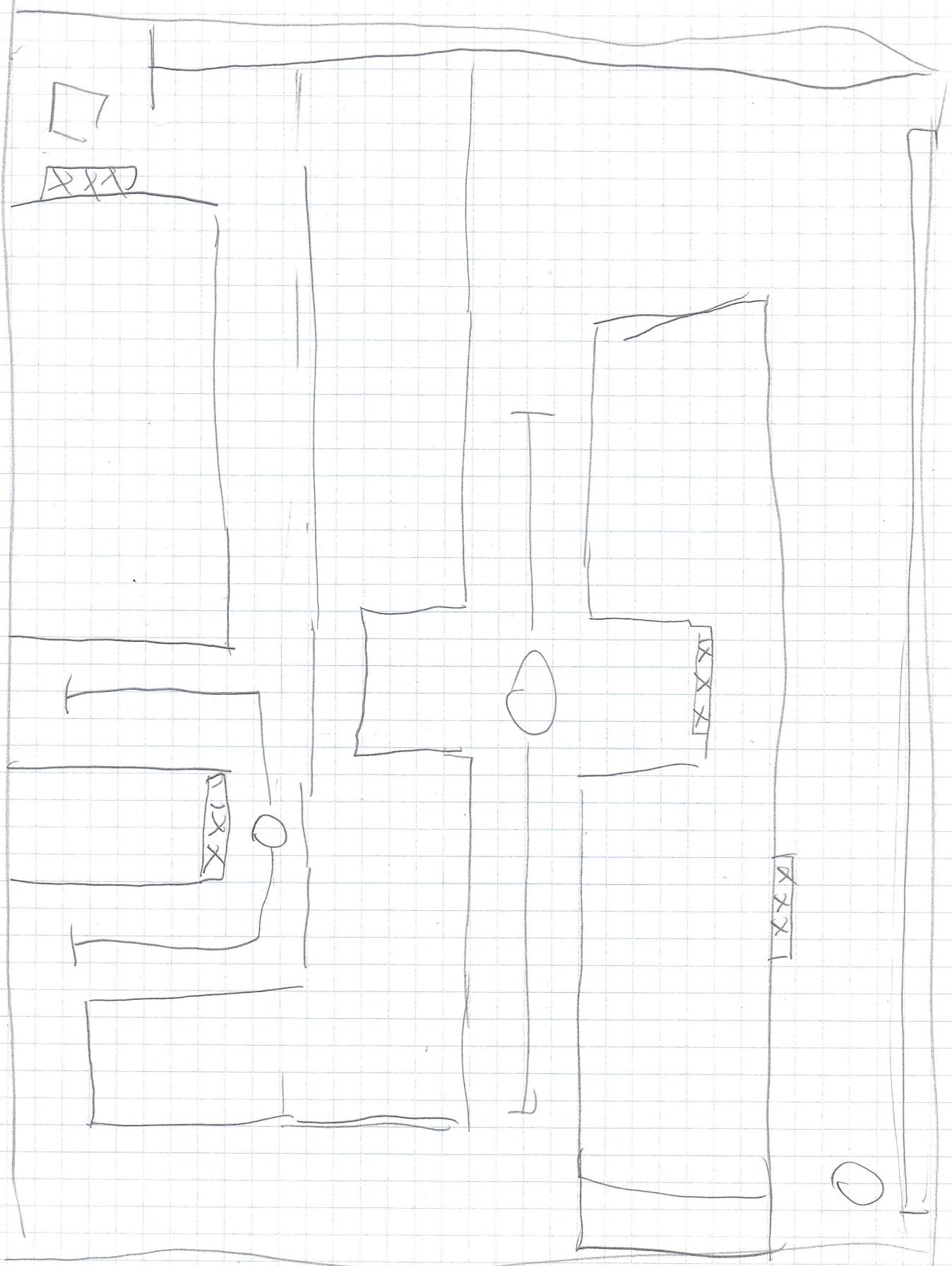
(if player collides with enemy)
respawn

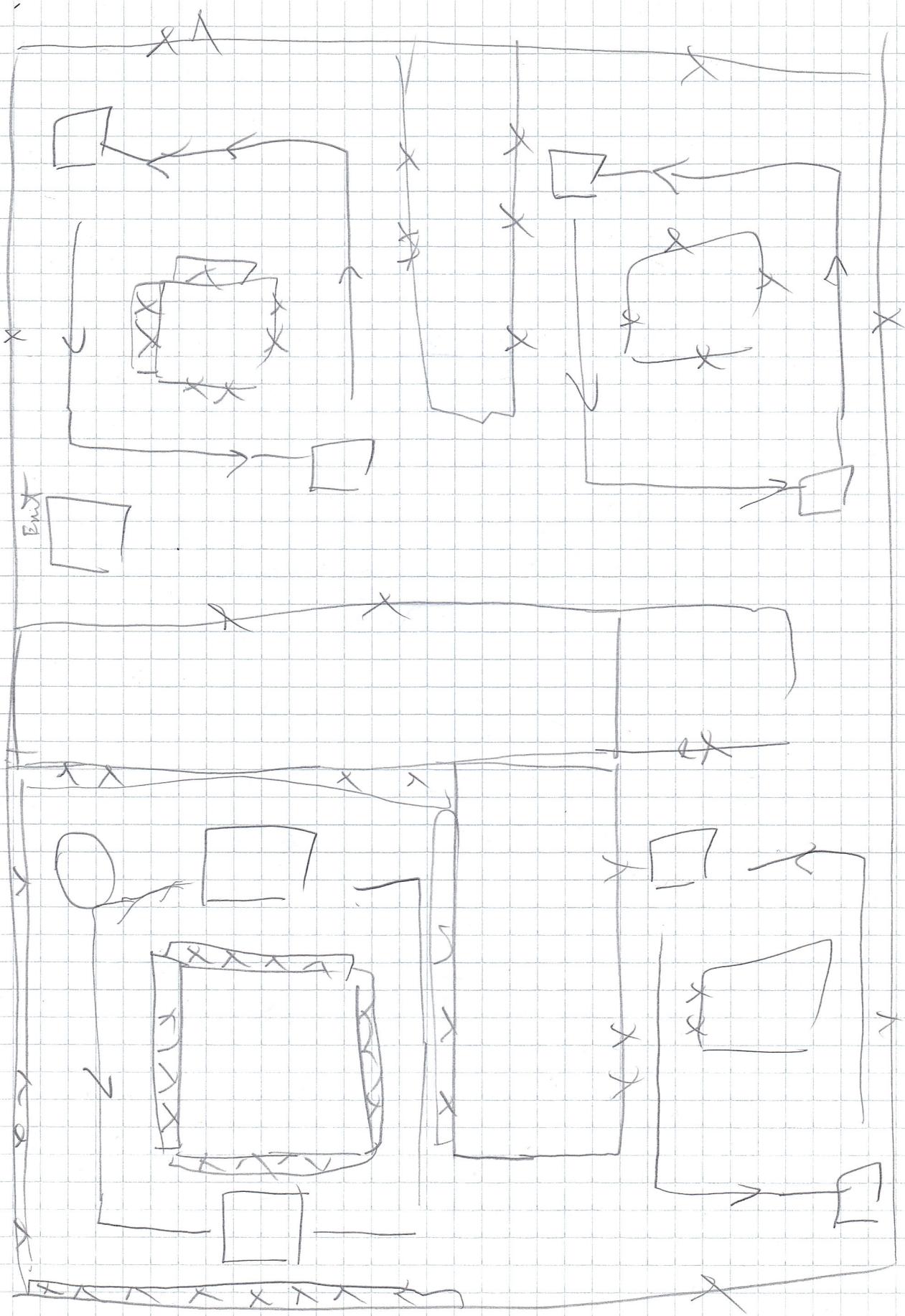


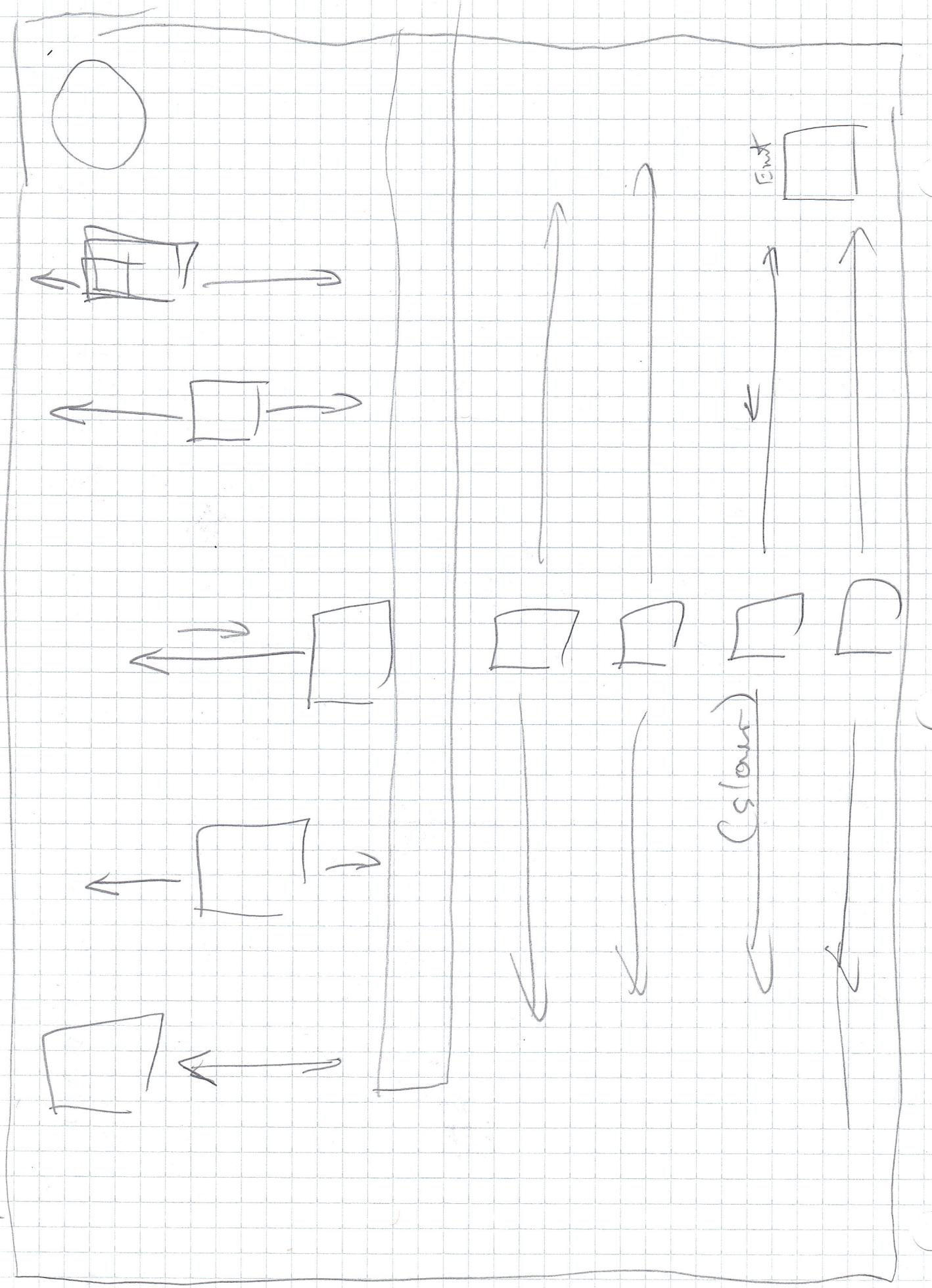


level 3f

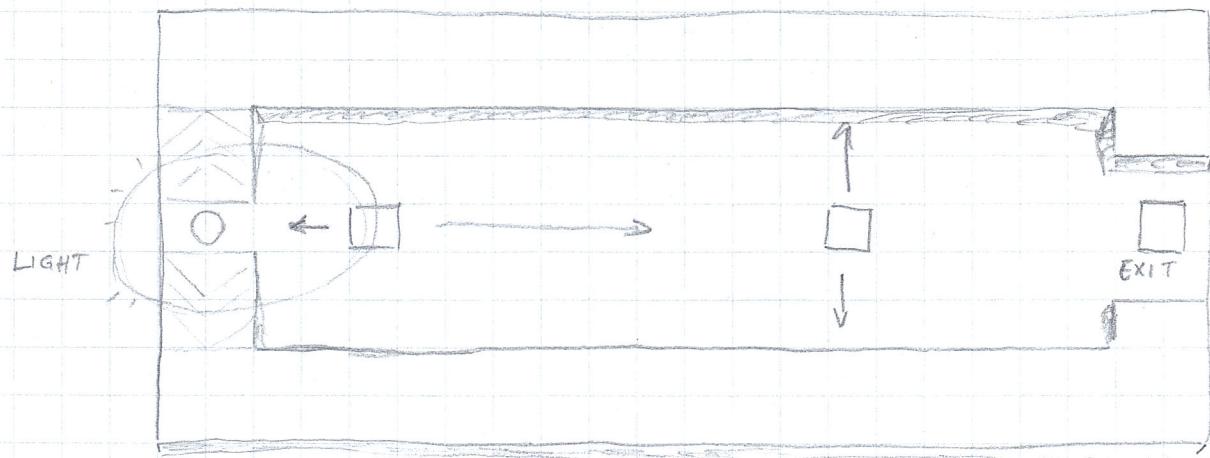
Level 5 (Add Spike Traps)





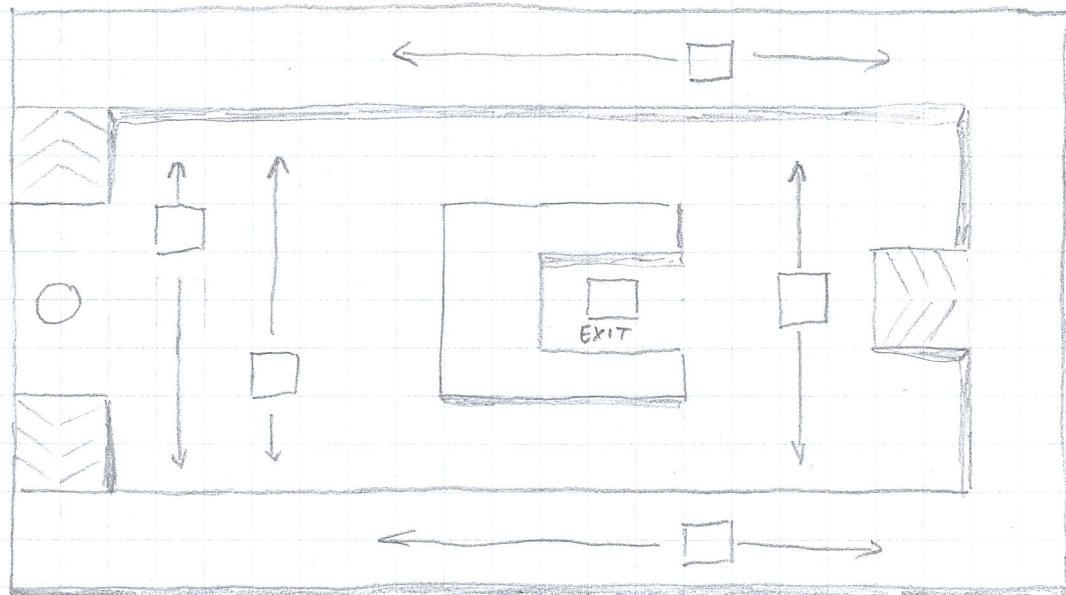


Lv 7



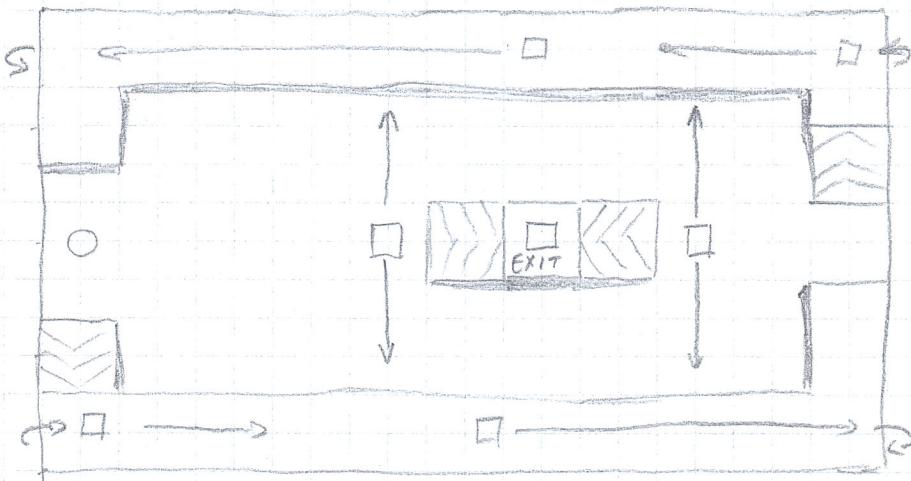
AN EASY WAY TO SHOW DIFFERENT FLOORS IN THE LEVEL

Lv 8



YOU CAN JUMP FROM AN UPPER FLOOR WITH NO RAMP.

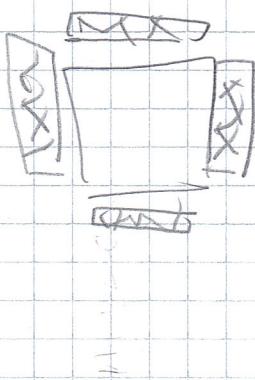
, M 9



WE SEE FOR THE FIRST TIME ENEMIES GOING UNDER
THE SURFACE.

Maze (Boss) (strobe player logic)

10



End