Deceptive Dimensions

Instructions

# Goal

Advance to the end of the level and go through the door to reach the next level. Most doors require opening with switches. A switch is activated when you stand on it, or if a box is placed on it. You can pick up the boxes and place them down, or throw them. You may also switch dimensions to help you solve puzzles. Good luck!

# Controls

* Left and right – Move player
* Up – Press on door to advance to next level
* A – Jump
* B – Pick up / place down box
* R – Throw box
* L – Hold to open dimensions menu if nothing is currently held.
* Directional buttons – Control cursor in dimensions menu
* Start – Pause

# Dimensions

* Normal (middle icon)
  + A regular environment with no special effects.
* Fluffy (top icon)
  + Everything is light and fluffy and can be thrown further than normal.
* Slow motion (left icon)
  + Everything moves very slowly, apart from the player.
* Antigravity (right icon)
  + Everything floats to the ceiling, apart from the player.
* Heavy (bottom icon)
  + Boxes cannot be lifted, and only after I implemented this, I could find no practical use for this dimension in a puzzle – making switches only activate in this dimension would be tedious. (In Quantum Conundrum, items in the heavy dimension could withstand destruction by lasers, which I have not implemented). However, the dimension is still included, if only for the way it makes a nice “plus” shape for the menu.