



- Golden key opens golden door.
- The health system in the game is basically a timer. The timer by default will decrease as the game on.
- It will be represented by a gradually increasing footstep sound and/or an increase in the resistance force in the Omni.
- The pitfall will further decrease the amount of time remaining.
- The health packets will increase the remaining time
- The bear ends the game and cued by a 'roar' audio and/or strong vibrations in the phantom representing being mauled by a bear.