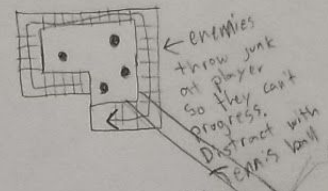
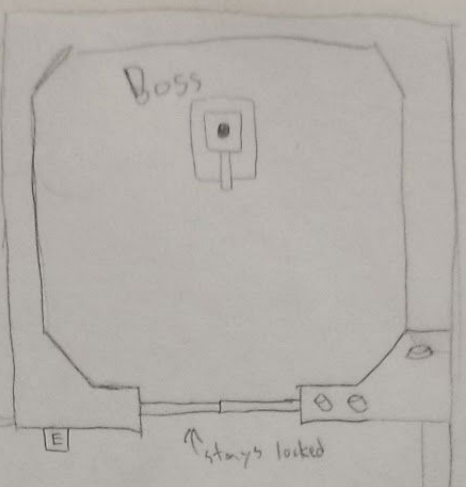
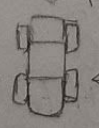
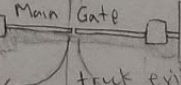
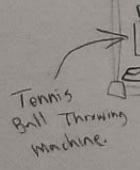
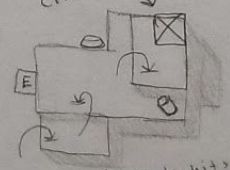
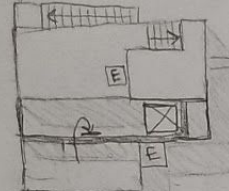
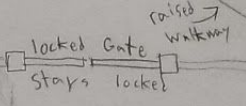


Design 1: Military Base Ruins



← player walks along wall



truck exits through main gate, gate closes behind it.




Truck tries to ram player, player needs to get the truck to hit the gate

one dog on steering wheel, one dog on gas pedal.

Start

- [E] = enemy spawn
- [X] = pushable crate
- [>] = climbable
- [L] = can't push crate off these edges
- [H] = stairs, Arrow points up.
- [O] = dog food
- [B] = water bowl
- = enemy

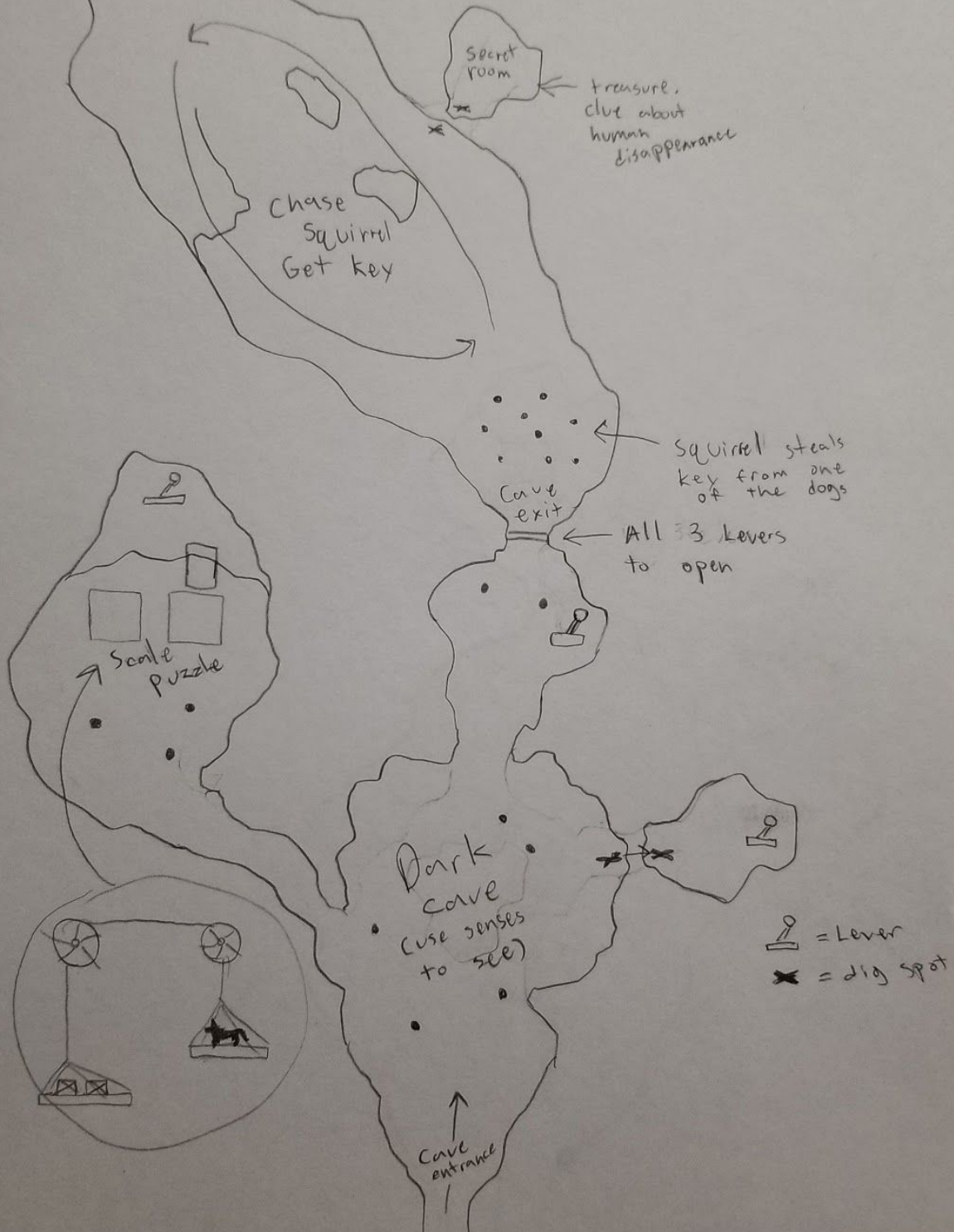
Design 2: Canyon (part 1)

-  = unwalkable wall
-  = enemy
-  = pushable box



Boss ↑

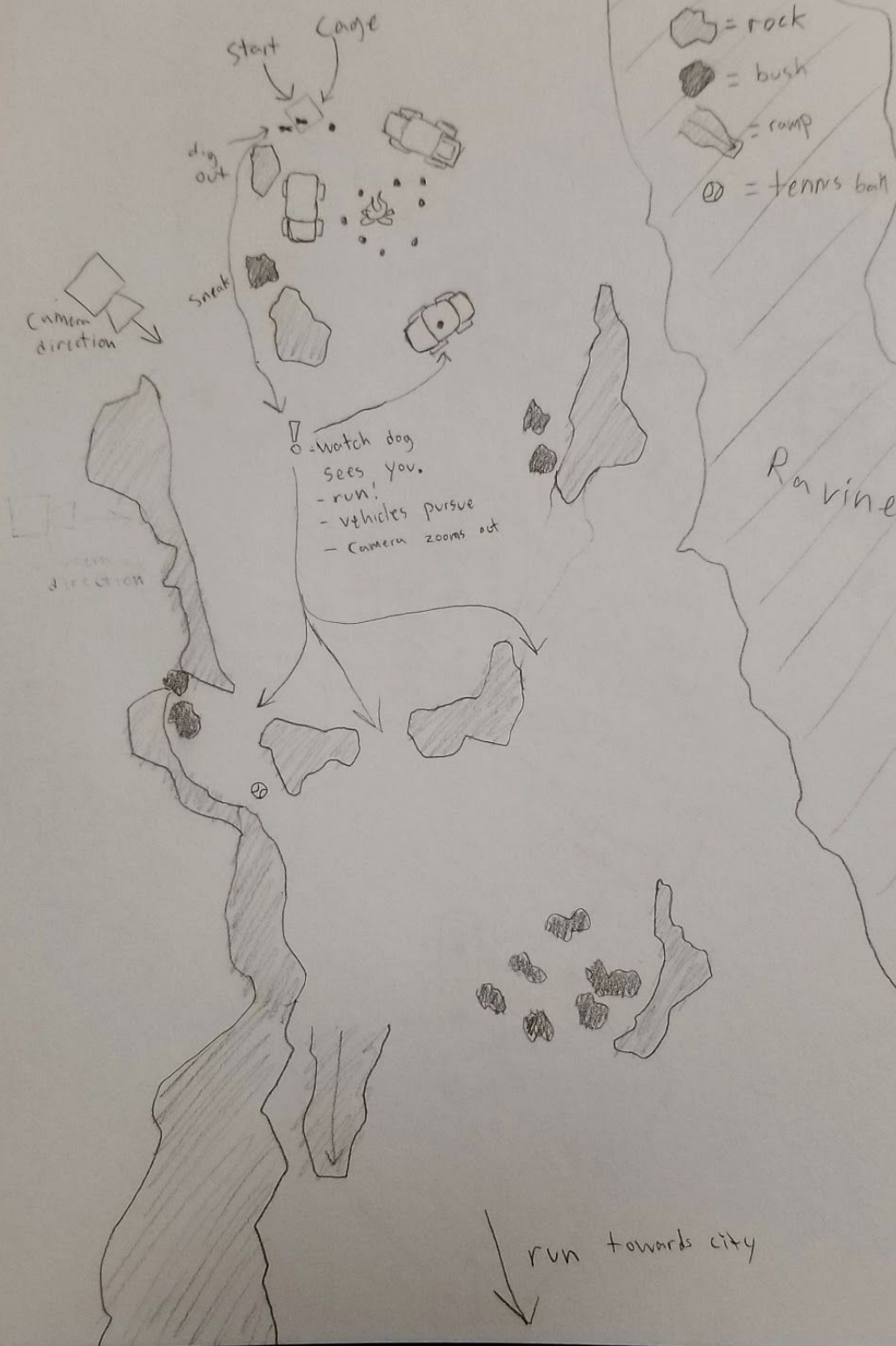
Design 2: Canyon part 2



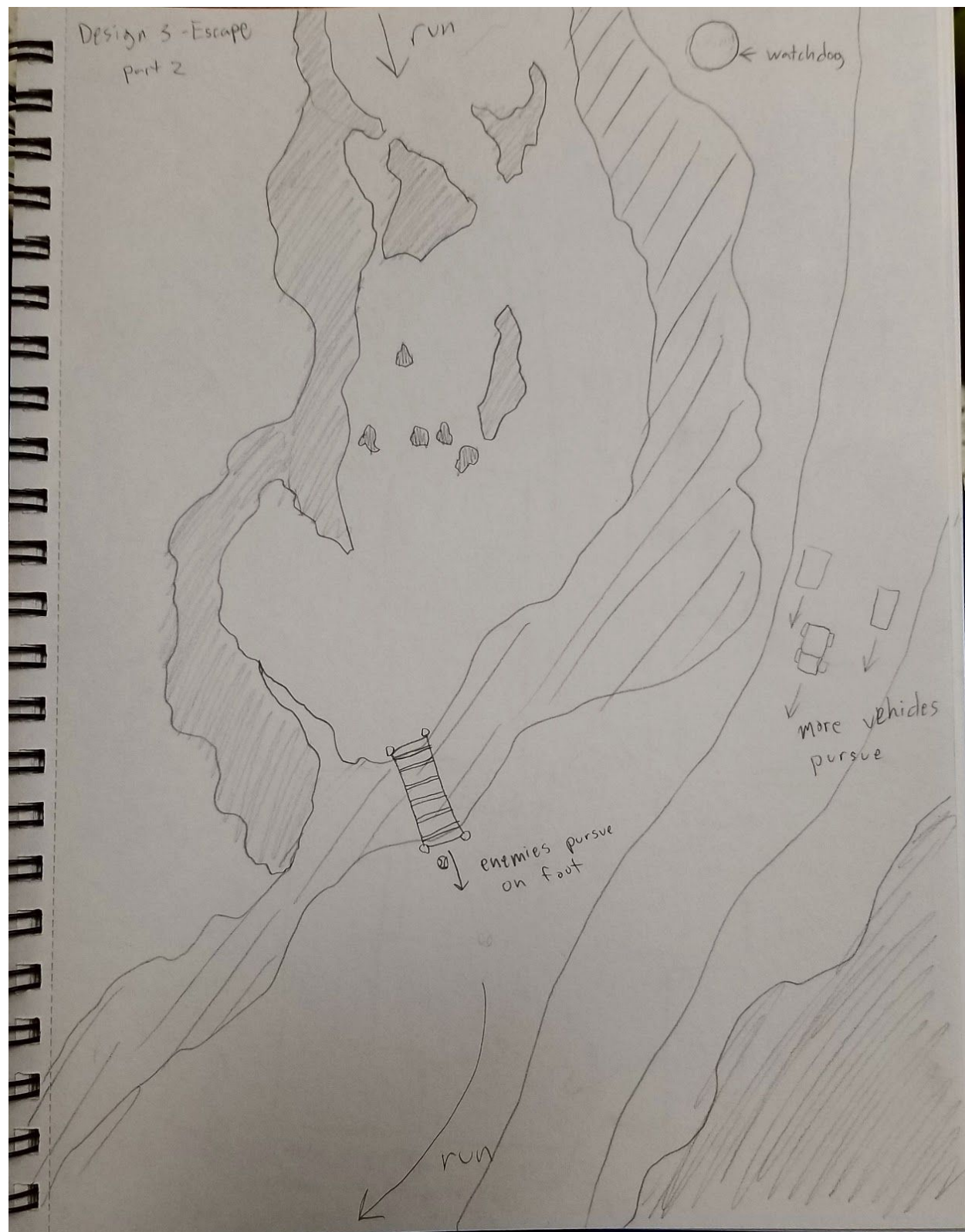
Design 2 : Canyon
Part 3



Design 3- Escape part 1



Design 3 - Escape
part 2



Design 3 - Escape
part 3

