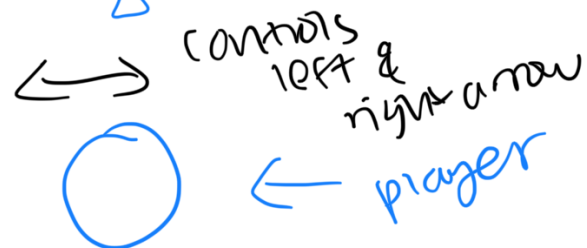


background red → heart illusion "Level 1"  
 Player View 2D/3D:



Weapons

- #1  $\triangle \leftarrow$  Virus A
- #2  $\circ \leftarrow$  Virus B
- #3  $\times \leftarrow$  Virus C
- #4  $\square \leftarrow$  Virus D



Strikes / Health:

- #1 : world shakes and appears "cracked",
- #2 : world shakes and background becomes lighter with tunnel vision
- #3 : world shakes;

