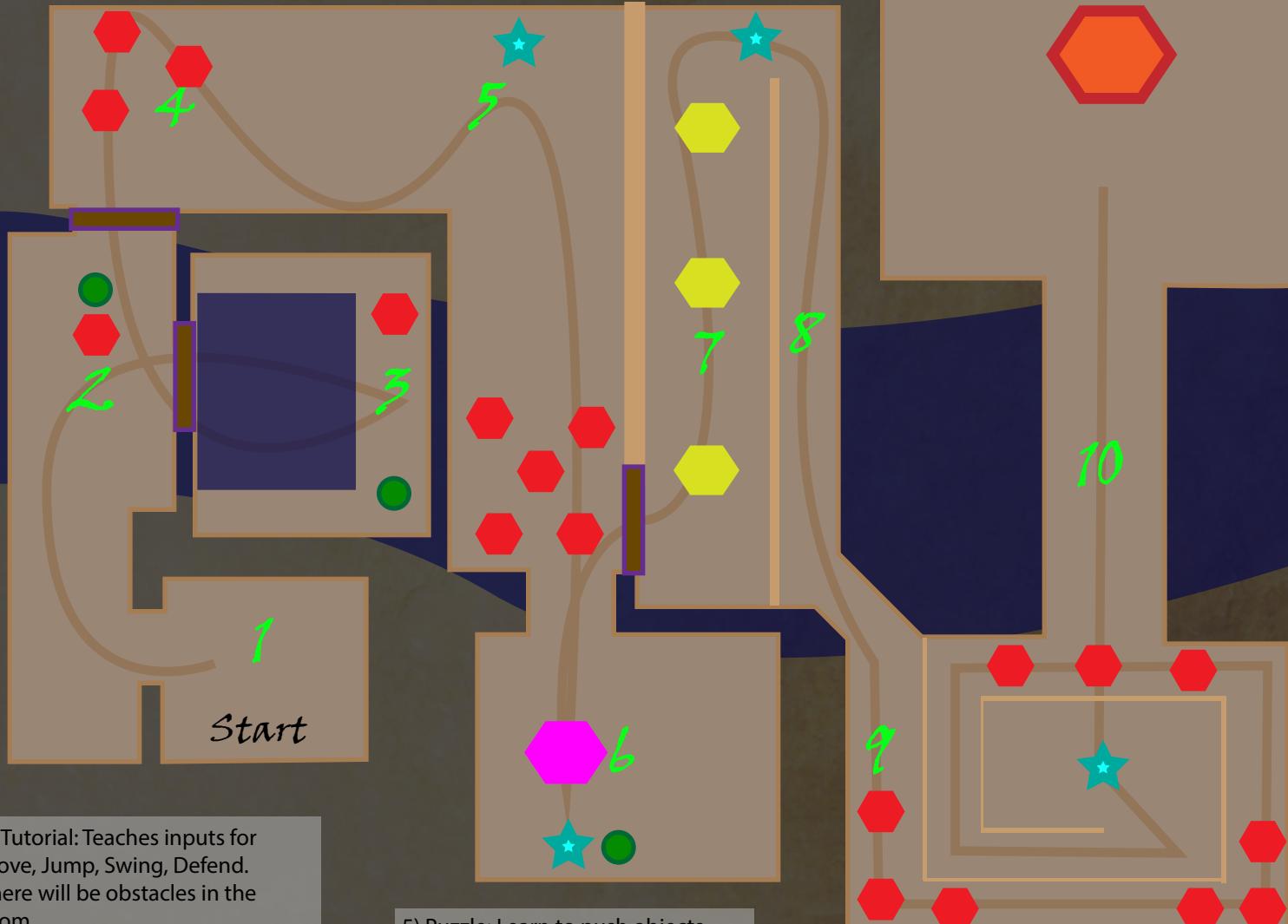


Dimension of Death



1) Tutorial: Teaches inputs for Move, Jump, Swing, Defend. There will be obstacles in the room.

2) After player gets their feet under them, they will have to defeat an enemy to get a key to open door one (Leads to #3)

3) Challenge 1: Use jump skills to navigate the River of Death. Touching the river is harmful. After navigating defeat another enemy to obtain the key to door two (Leads to #4)

4) Face first wave of more than one enemy (3 Basic Enemies)

5) Puzzle: Learn to push objects. Push large boxes onto 4 switches that when all pressed will activate a platform to raise and lower, allowing access to Shard #1. Then face 5 enemies.

6) Challenge 2: SubBoss. Fight a much tougher enemy to obtain Shard #2, key to door three (Leads to #7) and gain the Bow and Arrow weapon to be able to attack at a distance.

7) Challenge 3: Corridors with 3 large enemies. Player may either use push skills from puzzle to move obstacles to obscure line of sight and sneak around, or can use the new bow to fight to get shard #3

8) Long hallway with environmental hazard. Ceiling blocks will raise and lower.

9) Challenge 4: Fight through a large army of enemies (11 basic enemies) to scale the citadel and claim shard #4.

10) Portions of bridge will collapse when crossing.

Final Boss: Use gathered shard pieces to defeat the boss. Cannot be harmed until placed on pedestal using pushing skills. Use bow to stun boss and jumping to dodge until crystal completed. Then sword attack.