The Twitter Funnel is lonely and only feels appreciated when they get on their Twitter. After learning this the plastic bag can bring them the web comic tour poster that is on a building in another part of town. This gives them hope of socializing with others that enjoy the same comic.

Funnel puts a lightbulb on top of their head to cosplay as one of their favorite characters from the comic, Wattly. It really isn’t something that the you understand, but they seem to think it is cool. You bring them to the building where the book tour is happening only to find out that tickets are required to get in. In order for the duo to get in there are multiple ways which the player can enter.

1. Hooking a person’s leg who is going into the store while the bouncer outside isn’t looking.
2. Distracting the bouncer by using the plastic bag to cover his head and distract his vision, this would require the player to find a place above the bouncer and then fall downwards
3. The plastic bag squeezes through a partially opened window, finds the AC controller to blast it to maximum, then finds a vent facing up to open a window that Funnel can fit through.

As the player enters the building, the level will be revealed from the perspective of where the player entered. Once the two are inside there is multiple ways which the player can help Funnel find someone to socialize with. The possible groups are the following

1. The author of the comic who is signing books upon entry
2. The fan table of people that are in costume and discussing how much they enjoy the author’s work
3. The store owner who is being trampled by the fans in the waiting pit
4. The hidden, speaking book

These are the end goals for funnel, and they will not be immediately accessible for the player to access. For example, if the player goes to where the author of the comic is signing they will have to reach over the (literal) pit of people waiting to meet the author. The building will not be designed in a way which which is architecturally logical, or even make sense from looking between the outside and the inside. The inside should just be a crazy level that forces the player to utilize the different mechanics.

