

LDD – Level 65

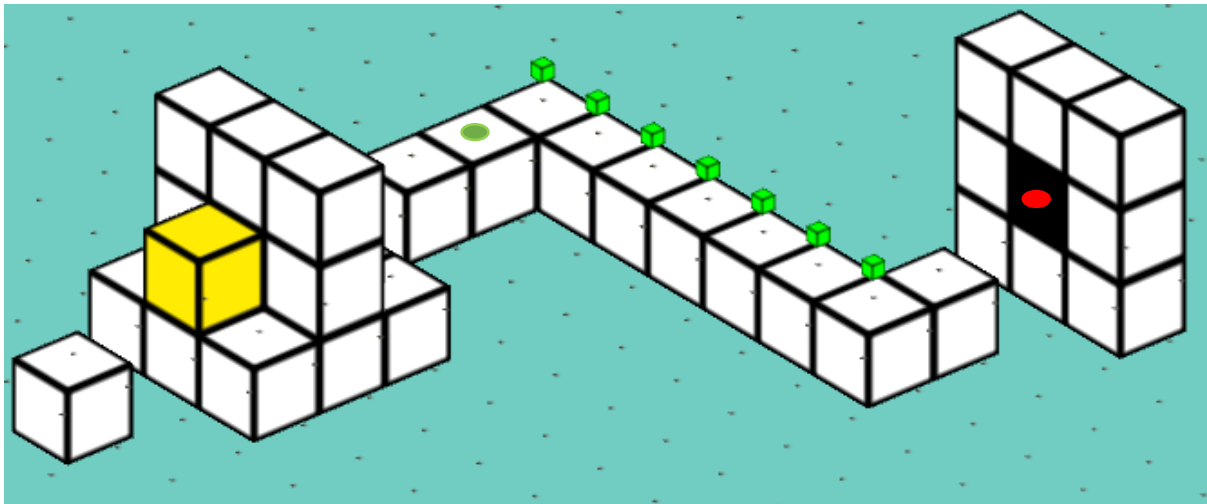
Brief: The Exit Hatch is visible but requires the player to reorient their centre of gravity to reach. There is one button that is hidden by a wall from the player, the player must reorient themselves and walk along the underside of the level in order to reach the button.

Required assets:

- Regular Block
- Button
- Dot
- Exit

Localisation assets: None

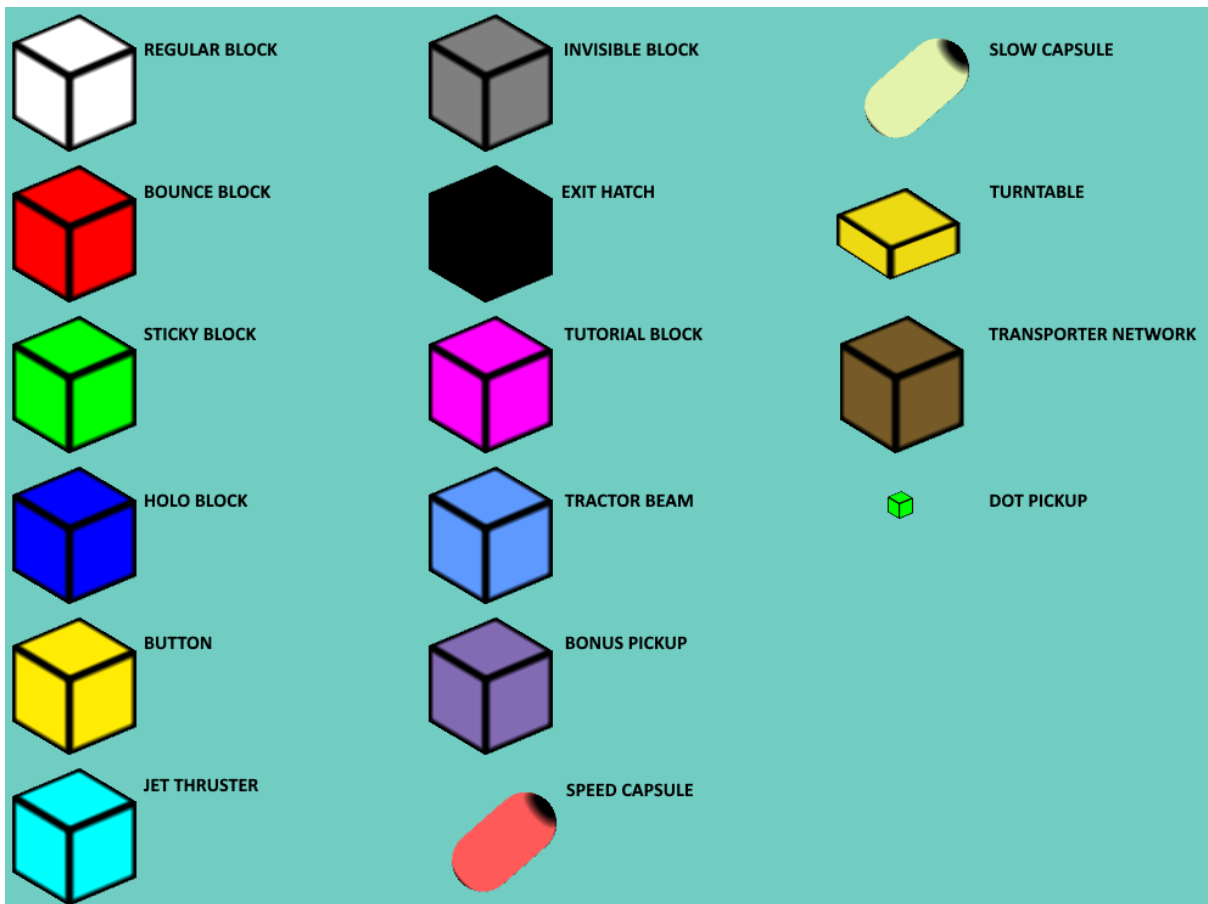
Tutorial text strings: None



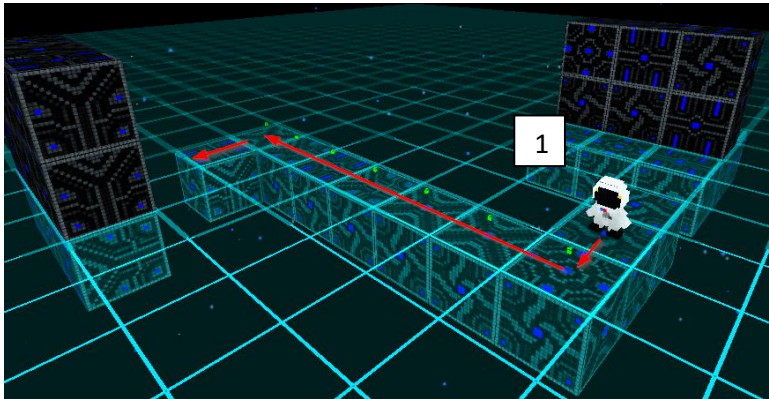
● Exit (front side)

● Start

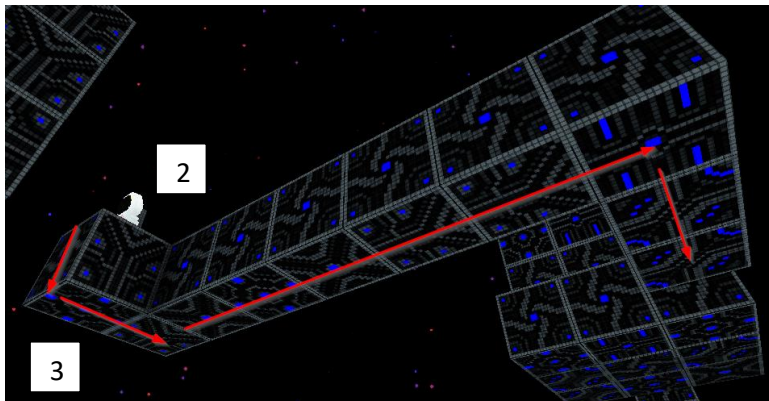
Key



Route:

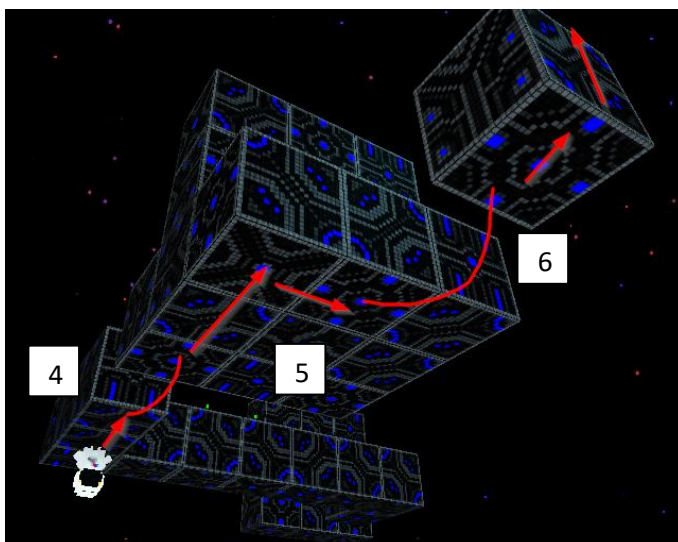


1. The player proceeds along the pathway, collecting the green dot bonus pickups.



2. The player walks over the edge twice to reorient themselves on the underside of the level.

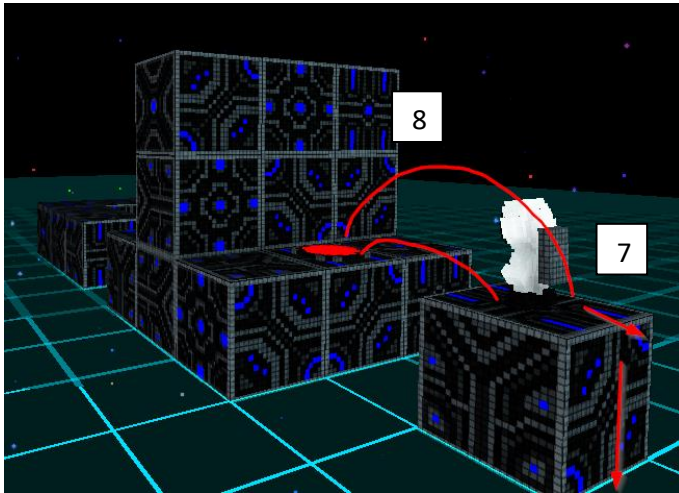
3. The player proceeds along the underside of the platform until they reach the end.



4. The player jumps the gap.

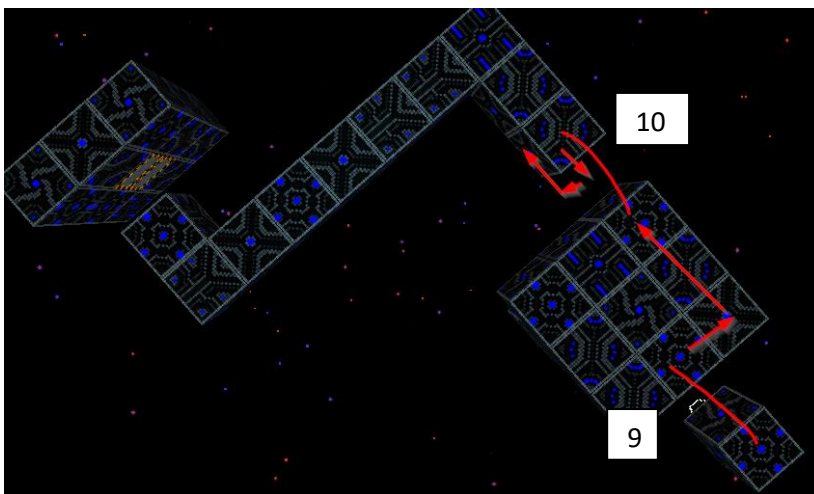
5. The player walks forward, turns and positions themselves for a jump onto the singular block.

6. Player jumps the gap. Then reorients themselves so they are on the top of the block



7. The player jumps the gap, presses the button. The Exit Hatch unlocks.

8. The player jumps back across the gap and reorients themselves with the underside of the level once more.



9. The player jumps the gap back onto the underside of the 3x3 platform. They position themselves for the jump back to the central platform.

10. After making the jump back. The player turns around, walks over the edge, turns right and then walks forward to orient themselves with the inner side of the platform.



11. The player follows the inner side of the platform to its end.

12. The player turns to the left, then jumps off, landing safely on the 3x3 platform housing the Exit Hatch. They enter the hatch, completing the level.

Playthrough: <https://www.youtube.com/watch?v=whNdlwsN8Ak>