

The Lobster Corridor

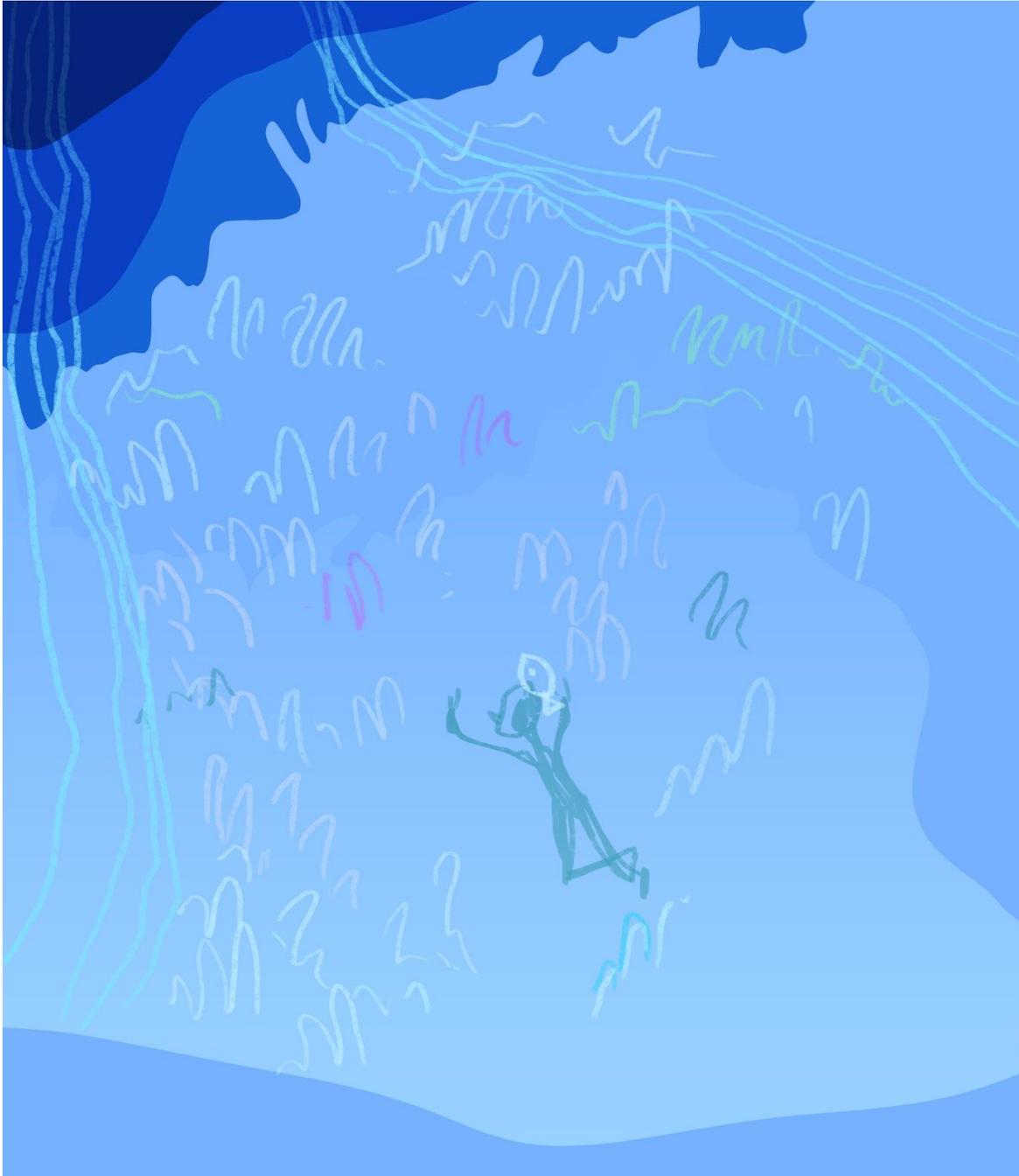


Figure 1: Lobster Entrance

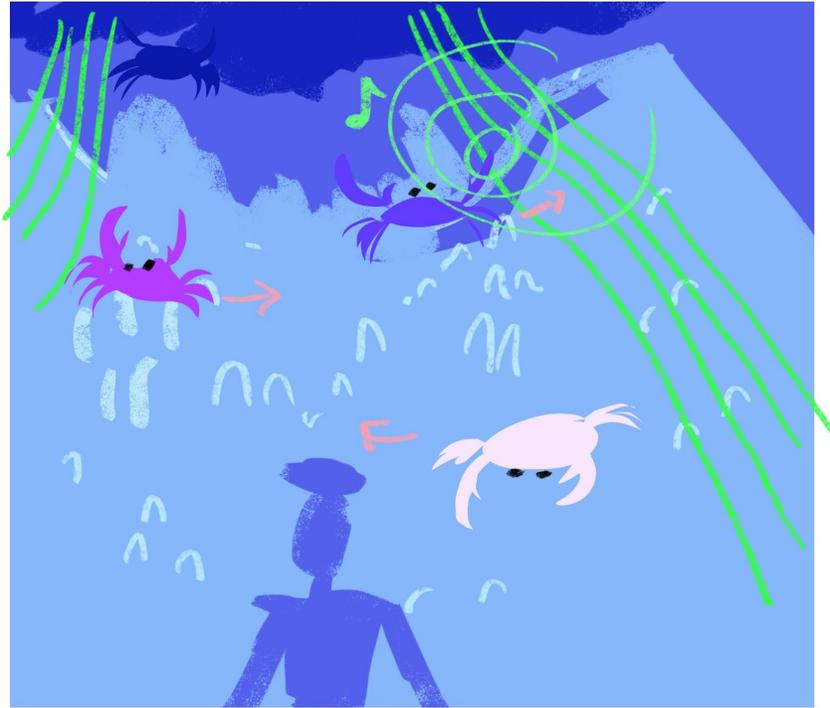


Figure 1b: Entrance puzzle front view

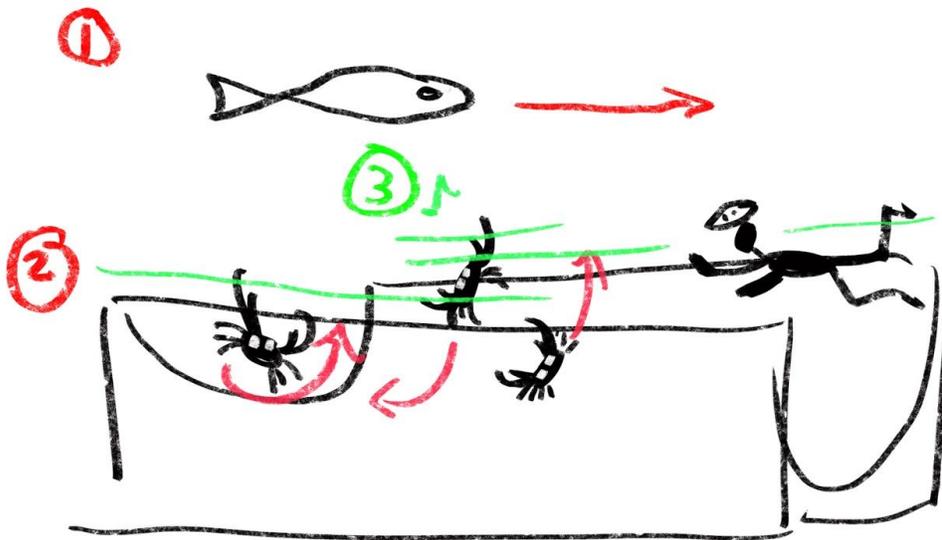


Figure 1c: Entrance puzzle side view

1. The player enters the entrance of the lobster corridor. They follow the tubes deeper into the cavern (Figure 1). This arena is shaped like a skate ramp, and crabs “skate” back and forth. Above, an electric eel (Figure 1c.1) passes by perpendicular to the crabs. The

player must be careful to not swim too high. When each crab touches the tubes lining the ramp (Figure 1c.3), they tap the tubes, making a distinct note, setting an audio cue and rhythm to their movement.

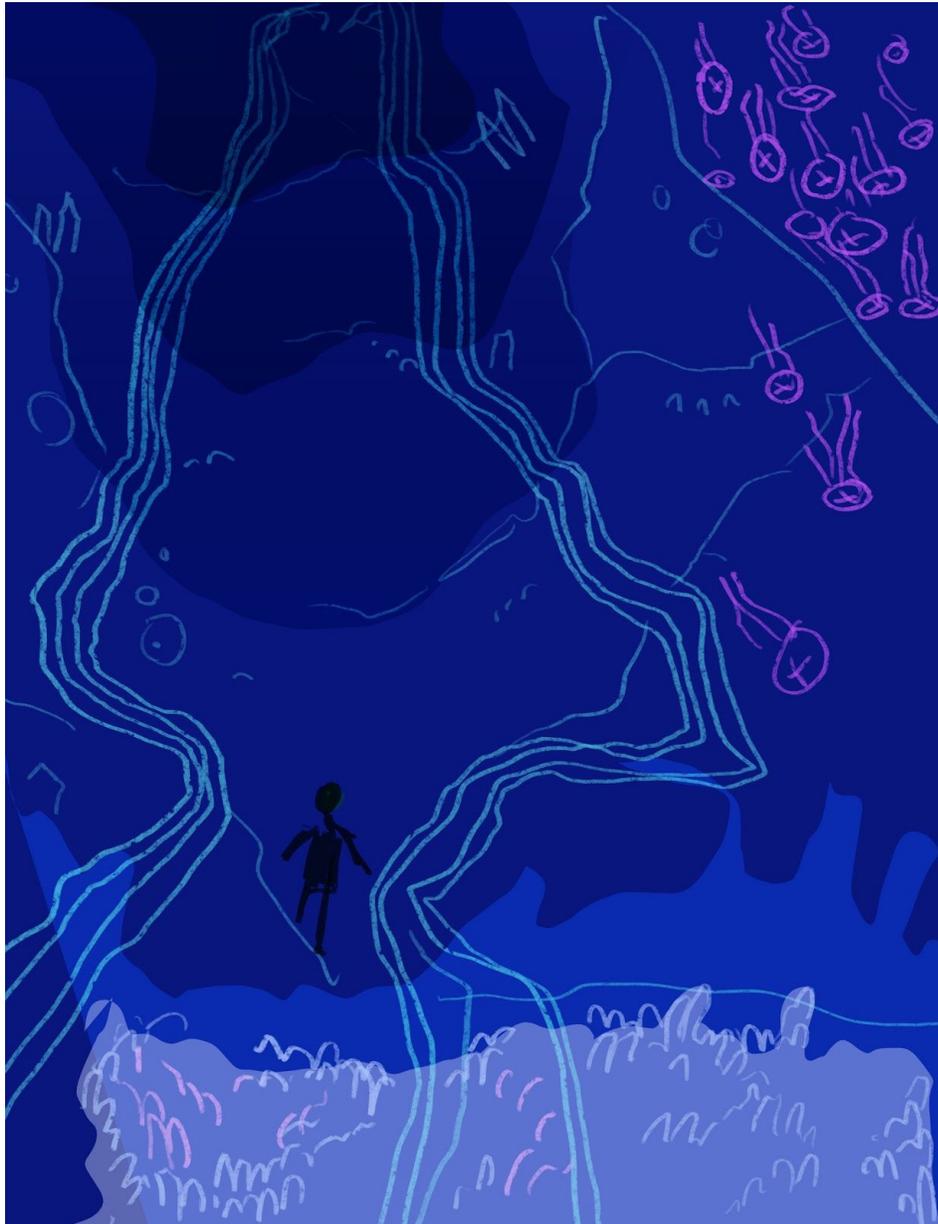


Figure 2: Lobster Corridor



Figure 2b: Lobster Corridor's maze

2. Then the player continues into the lobster corridor (Figure 2). This is a maze. Many jellyfish could be seen in the distance and are unreachable. The tubes continue, through the maze, lining it's walls, acting as a compass to guide the player through, so they do not lose direction. This is the player's only but substantial clue throughout the maze. On the walls of the maze are lab drawings and more secrets about the Scientist's plans and his and Dr. Blob's past. Items found at dead ends in the maze will point to their history.

(Narrative team?)





Figure 3: Lobster Cavern

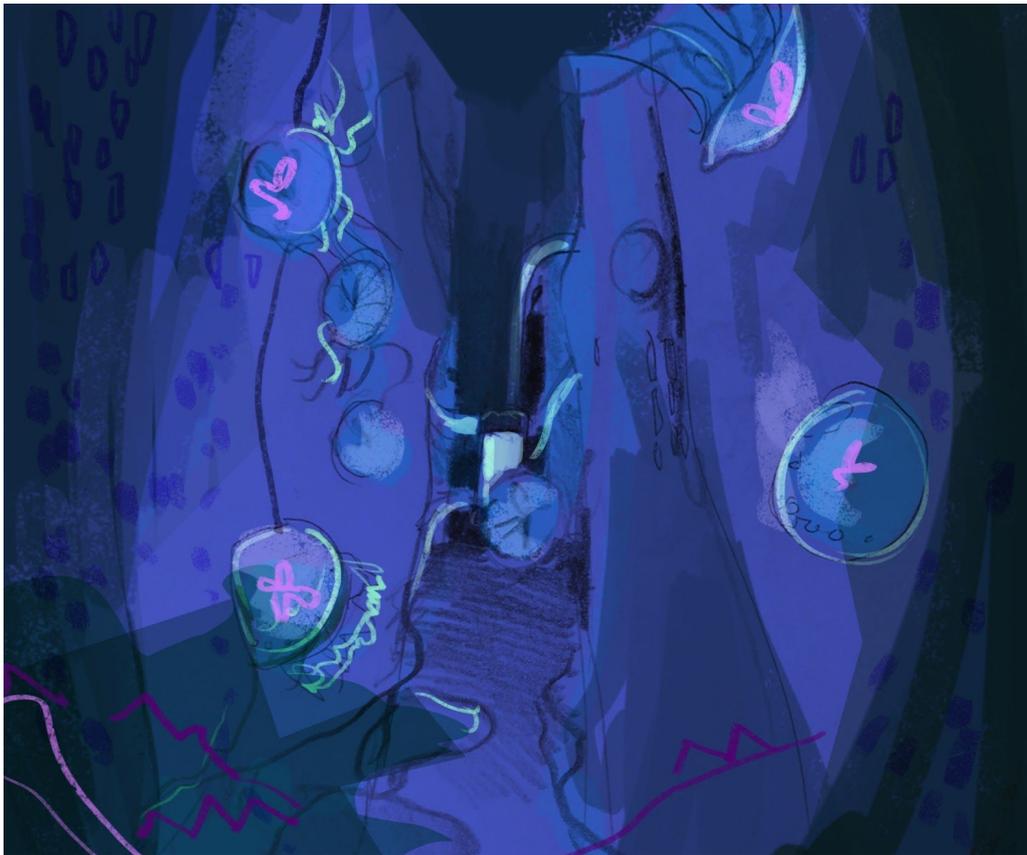


Figure 3b: Lobster Cavern player point of view

3. Lastly, the player enters the lobster cavern (Figure 3). It is narrow and there are walls surrounding them on both sides (Figure 3b). Jellyfish block the way to the lobster, and more jellyfish could be seen in the distance. Crystals guard the door to this cavern, and the walls are flesh-like and have a cellular structure.

This part of the level is heavy in phytoplankton. The water glows cyan after you move around your hands. The jellyfish follows the phytoplankton within a 1 meter range of them - with a lag. They travel very slowly, and the player will have to guide groups of jellyfish away in order to maneuver across. Because of the jellyfish's orientation, the jellyfish will push the player back if it comes into contact with the player. Along the cellular walls is a pattern.

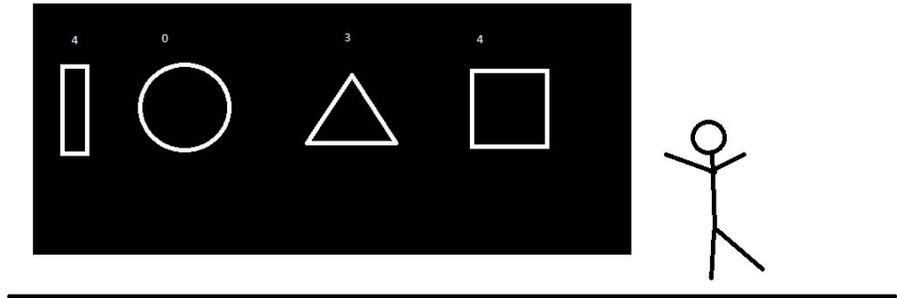


Figure 3c: Lobster password clues



Figure 4: Lobster Tank size comparison

4. The Lobster is depressed and sits at the bottom of the tank, so he does not talk, no matter how much Adam pegs him. The key is in the lobster tank, and the tank has a password. The answer is the number of sides/points of the shapes in order of appearance (Figure 3c), which is 4, 3, 0, 4.

The player could always backtrack without consequence.

5. The top of the tank opens. An exit back to the central lab also opens in the cavern. The lobster becomes happy and gives the player the key.