Tunnel Effect

Documentation

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1. Plot.

In the mid of an homecoming interstellar trip, Officier Selena accidentally crashes her spaceship on an unknown planet, suffering a back out.

After waking up, she discovers that her body is not the same… It seems that her mind has been translated to the body of a robot!

Suddenly, a voice sounds in the background:
"Welcome to the Tunnel Corporation facilities, we are glad to inform you, that you, well, your mind, has been selected as one of our primordial subjects for testing our new device, the Tunnel Effect gun.

What awaits you is serie of eleven trials which you will have to pass if you want to recover your original body and get back home, in exchange of that, you will have trained the IA of our new and completely not evil robot, called MIA, on the arts of the Tunnel Effect.

For showing that we are not your enemies and do not want to harm you, we have made some changes to some of our most dangerous test chambers for making them suit to you, specifically you will need to remember some important code that you made use of in one of you past adventures… Well, maybe they are even dangerous than before!"

2. Controls.

Keys	Actions
D	Move hero right.
A	Move hero left.
W	Jump hero.
G	Attract cube with gravity gun (cube is close hero) If you continuously keep this key pressed, the cube will follow you.
P	Choose blue tunnel entrance (for shooting).
O	Chose blue tunnel entrance (for shooting).
I	Shoot tunnel up.
K	Shoot tunnel down.
L	Shoot tunnel right.
J	Shoot tunnel left.
Delete	Restart level.
Esc	Go to main menu.

User can press several keys at the same time, for example the hero wants shoot a tunnel, pressing two keys like I and L shoots a tunnel in the direction upper right.

3. Mechanics.

The key element of the gameplay is the ability of being able to create tunnels through space, this is done by firing the two previously mentioned entrances (blue and orange) onto the walls and floor of the map, then, once the entrances are set (both can be at the same position at the same time), you can enter through any of the two and exit from the other, you even preserve the velocity that you had when passing a tunnel. For example, if you set two entrances on the floor, one on an upper platform and another on a lower one and then you jump from the top of the platform and enter the lower entrance, you will exit from the higher entrance with your velocity accelerated, reaching a higher position that the one the first jump allowed you. If you continuously enter from the lower entrance and exit from the higher one, you will reach a higher and higher height until you reach the maximum one, being that the ceiling of the level. This ability is essential for solving some puzzles that require you to arrive to seemingly impossible positions on the map.

Another variant of this ability, is when you set an entrance on a wall and another on the floor and you jump from a higher position and enter the floor entrance, this will make you to be launched from the entrance of the wall giving you the ability to reach longer (horizontal) distances.

Finally, meeting know that if the walls or floor or ceiling have a dark blue color, this will mean that you are not able to set entrances there. Something similar happens if they have a dark green color, which means that apart from not being able to set entrances there, if you touch that wall, floor or ceiling, you will be killed, having the level reset.

It is very important that you experiment a lot in the first levels of the game for easily understand the complexity of this ability.

The next mechanic is the interaction with buttons on the floor (red rectangles on the floor) and doors (red when they are closed and green when opened). If you stand on top of a button, this will open a door, after you stop being on the top of the button, it will be closed again. Also, you can not put entrances on a closed door and an open door will behave like the background.

Another important mechanic is the ability to attract the cube and to keep it close to you. It has several functionalities:

- First serve you as a small elevated platform from which you can jump, so it helps you to reach to higher platforms by first jumping onto the cube and then jumping from the cube to the higher platform.
- Interact with ground buttons, if you leave the cube on top of a button, you will activate that button (opening a door), being deactivated if you move again the cube and stop pressing it. Something very similar to what happens when you interact with a button.
- Interact with tunnels, you can carry them with you when crossing entrances and they can also cross the tunnels alone, the only difference is that due to the heavier weight they can not maintain their velocity between tunnels.

The last mechanic correspond to the interaction between pellet and receptors:

- Pellets are red and yellow cubes that continuously move through two points of the screen horizontally or vertically, and if you touch then, you will be automatically killed, beginning the level again.
- This pellets can interact with tunnels, so you can move them through the level, being able to invert their directions, for example, if a pellet is moving horizontally and you set an entrance on the wall that is touched by the pellet and another one on the ceiling, it will enter through the wall entrance and then exit through the ceiling one, passing to having a vertical trajectory.
- A closed door will act as a wall for the pellet, but without being possible to set entrances on the door.
- Tunnel bullets can pass through the receptors, for the bullets they behave as background.
- The cube can serve as a shield for the pellets, when you carry a cube with you, the chances to being killed when you hit a pellet are highly small. Also, if a pellet hits a cube (also when you carry it), it will have it sense inverted
- Finally, the pellets can activate receptors (blue and white squares when deactivated and red and white when active) by entering in contact with them. This receptors are also attached to doors in the same way as buttons, but with the difference that when a receptor is activated, it leaves the door forever opened.
- The objective is to avoid being killed by them and to use tunnels to transport them to the desired receptor,

4. Phantis Easter egg.

Apart from some appreciable references made in the plot, the Easter egg in the game is the following:

It is divided along four consecutive levels (3,4,5,6) of the game. It references the famous Phase 2 access code, 84187. Each level having written a number of the code on the walls, except for one of them, which have both digits: 1 and the second 8.

In each of these levels, your objective is to put the pellet on the correct receptor for activating the door that leads to the next level. Either by using the tunnels or by interacting with the correct ground buttons of the level.

As in each level there will be receptors that do not activate the corresponding doors and one that does, the digits of the code are situated near the receptor that activates the correct door, while wrong numbers are situated near the receptors that do not activate the correct door.