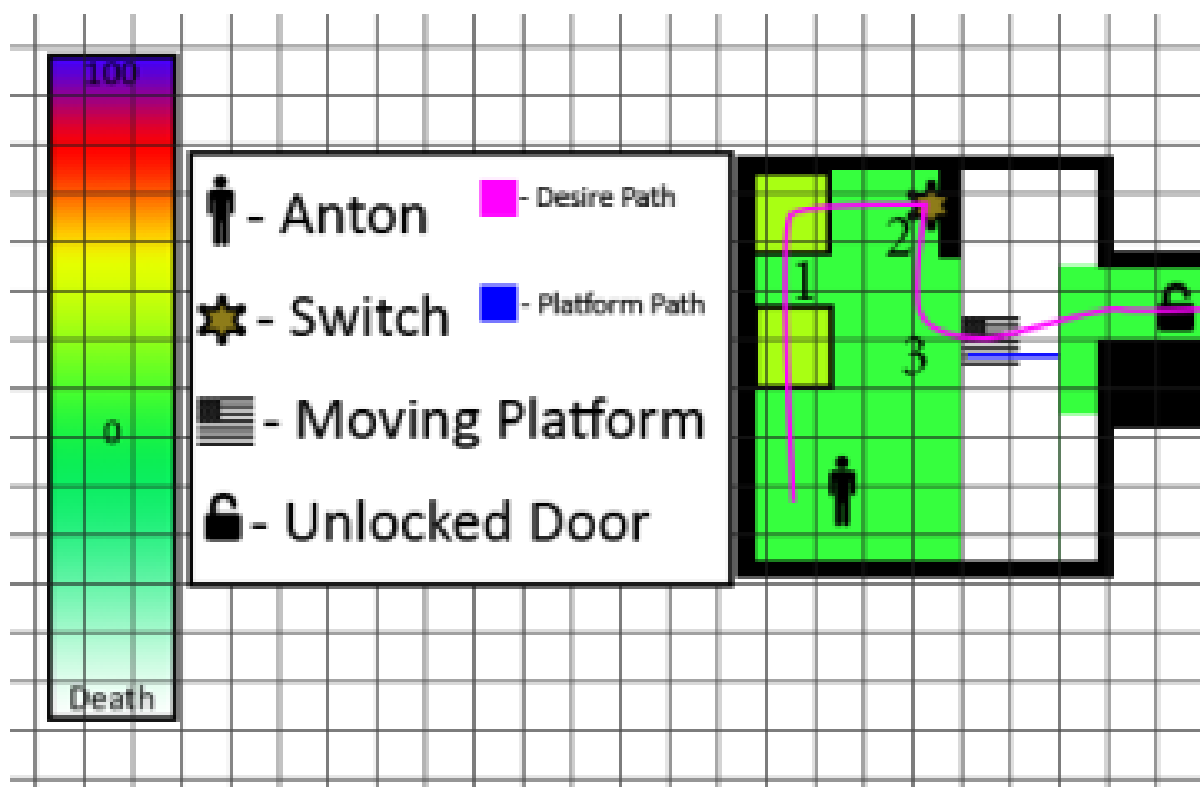


Anton Level Concepts:

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Notes:

- 1) Ignore **scale** of level plans. Due to misplanning on my part, some levels may look much bigger or smaller than they will be in the end (ie. Lots of empty space, or no space at all) The plans are meant to show progression and use of mechanics, but spacing will be done in engine.
- 2) **Level Naming Meaning** (ex. 1 - 2, 3 - 1, etc.) In engine, there will be a total of 6 different .umaps (1 - Y, 2 - Y, etc.), each containing different sublevels (X - 1, X - 2, etc.). All will be streamed in via a single persistent level. *Each main level will also feature different art textures should that icebox feature be implemented (1 - Sewers, 2- Forest, 3- Mountains, 4- Factory, 5&6 - City roof)*
- 3) **Hallways between levels** were created to easily discern connections between each level on the plan. The end product, however, will have each room as a separate space where players will teleport in/out at each entrance/exit to the different rooms with a fade in/out black screen in between.
- 4) **Don't take the height chart too seriously**. Changing the colour for each and every platform upwards is too duro ☹. Even though platforms are coloured as the same height, they are only meant to show a change in height from the main height of the level, but platform heights will vary.
- 5) Bonus rooms are not depicted, but should be easy to implement. The current plan is for one bonus room each main level. At the time of this writing: Only one has been placed under Level 3-1.
- 6) There are three really small planned tutorial levels before 1-1 to teach the player how to jump, shoulder bash, and hit a switch to activate an item. These levels are not included in the document as they are too simple. For reference to how the levels will look like, see the original Anton Ball's tutorial level.



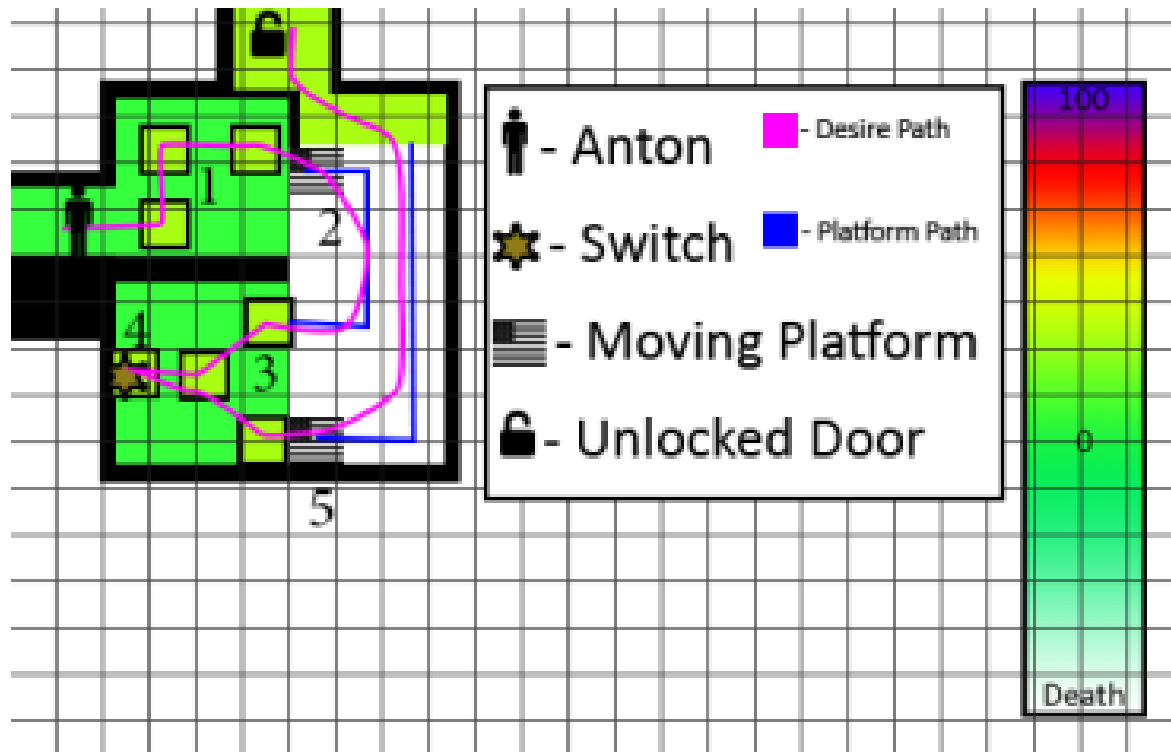
Level 1 - 1

1 - A short platforming section

2 - Shoulder bash into switch (2)

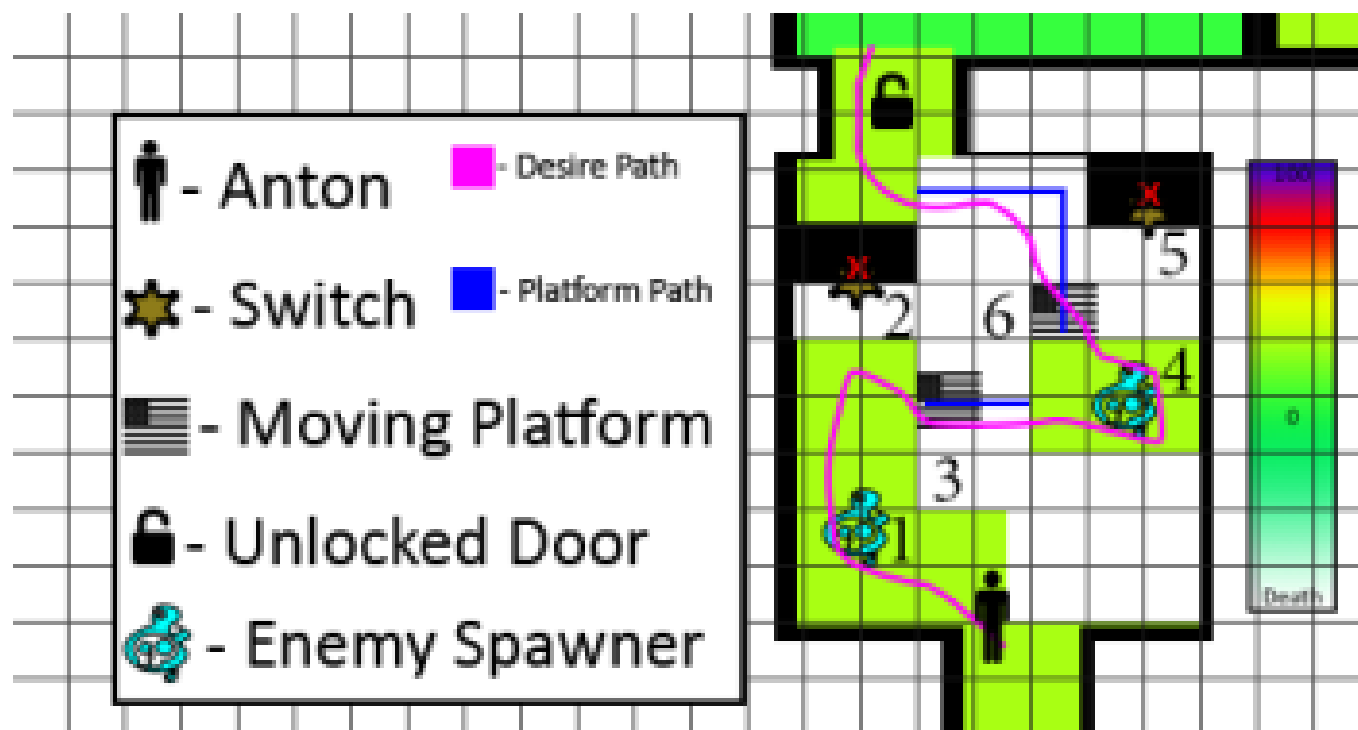
- Switch (2) activates moving platform (3)

3 - Ride moving platform onto other side and continue



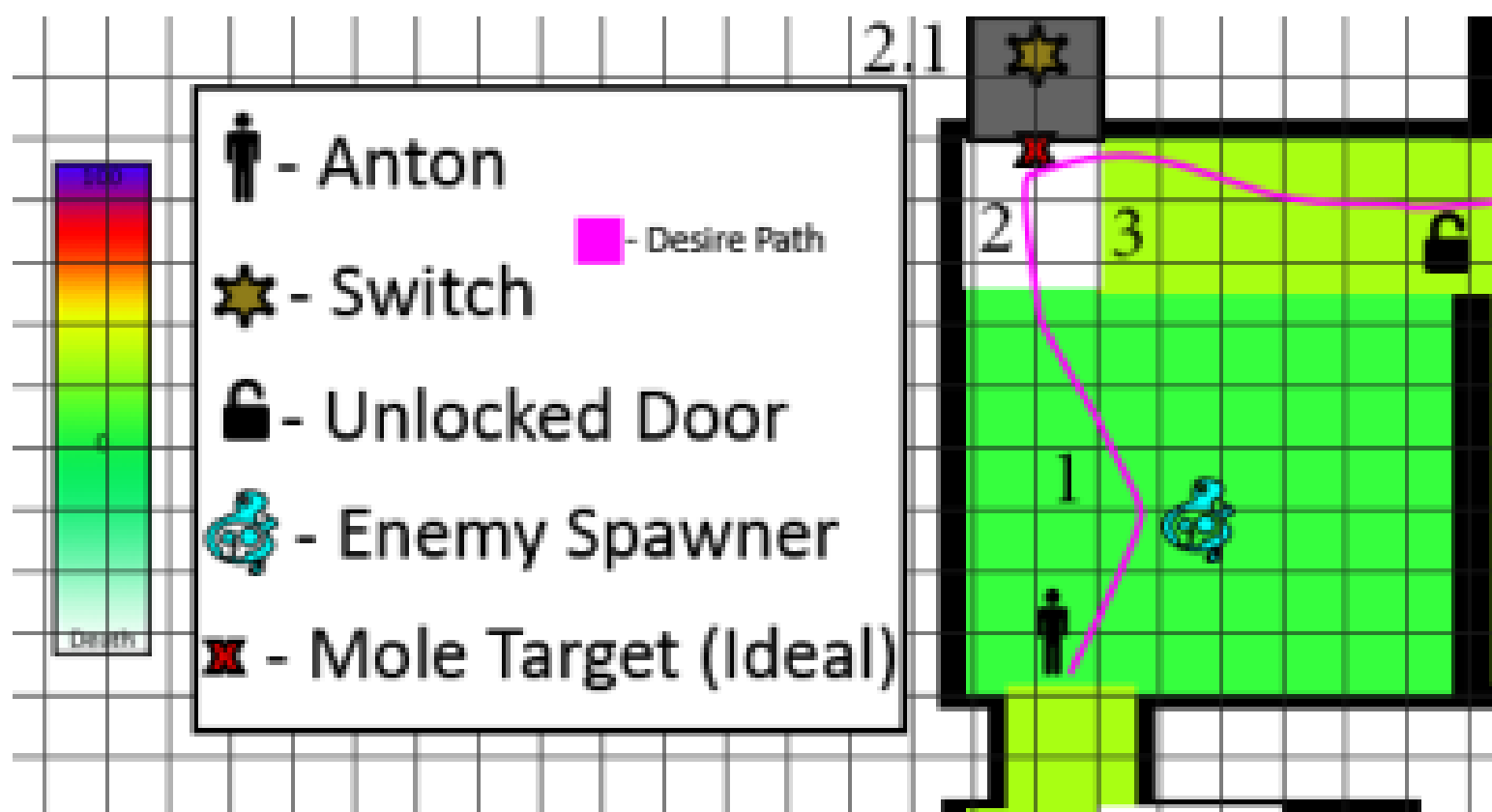
Level 1 - 2

- 1 - A short platforming section
- 2 - Ride moving platform (2) to platforming section (3)
- 3 - Short platforming section to switch (4)
- 4 - Switch (4) Activates Moving Platform (5)
- 5 - Ride Moving Platform (5) to end area (Platform will elevate)



Level 1 - 3

- 1 - Enemy spawner (1) introduction. Player picks enemy spawned from spawner (1).
- 2 - Throw enemy at Switch (2). Switch (2) activates moving platform (3).
- 3 - Ride moving platform (3) over pit to area with spawner (4).
- 4 - Throw enemy from spawner (4) at switch (5). Switch (5) activates moving platform (6).
- 5 - Take moving platform (6) to finish.

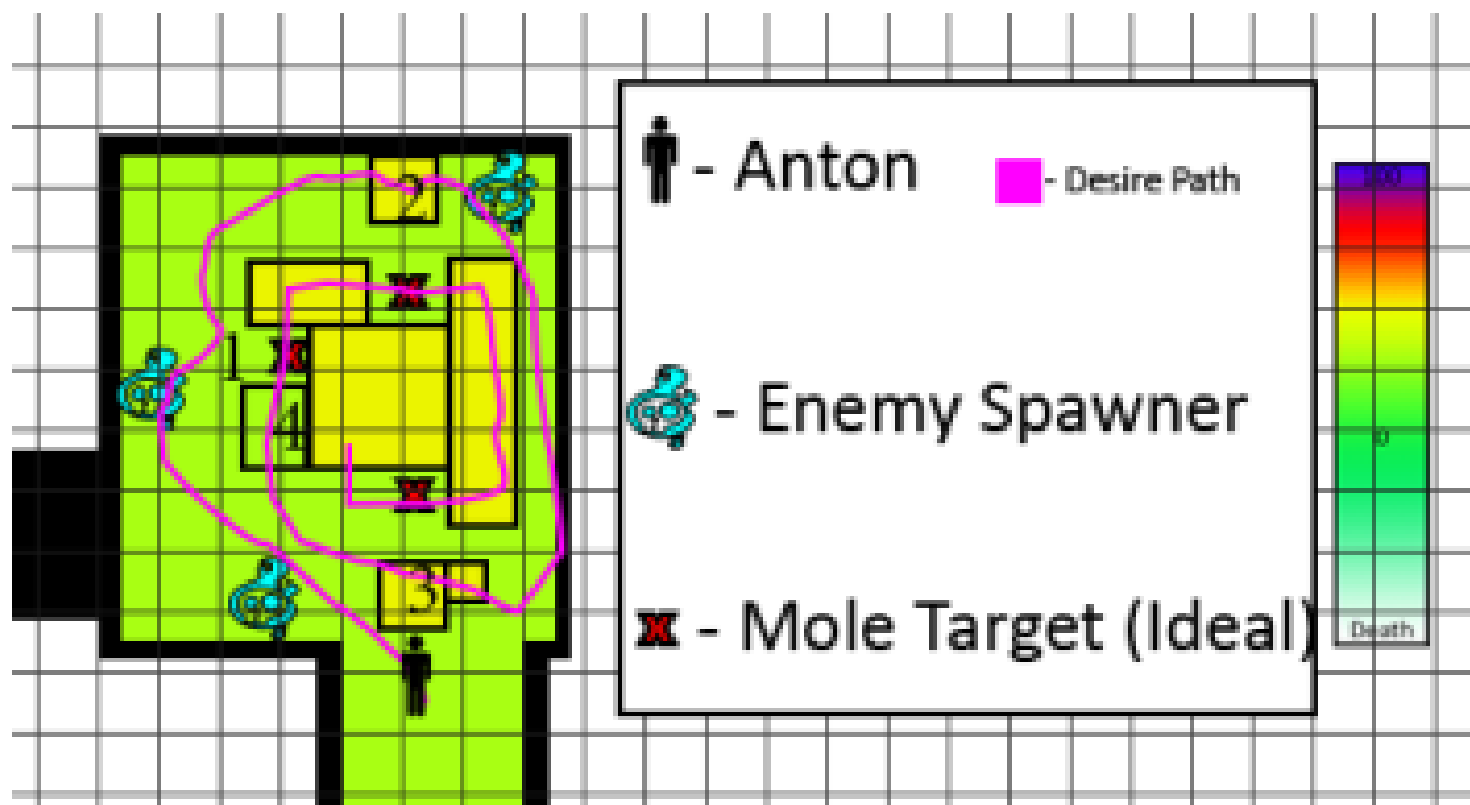


Level 2 - 1

1 - Grab enemy from spawner

2- Throw at switch (2.1). Upon throwing, the mole will enter a trigger and activate a wall to close over Switch (2.1), introducing enemy-wall mechanic. Switch (2.1) is a bait and does nothing

3 - Platform on stuck mole on X(2) to end (3)



Level 2 - 3 (Part 1 - Lower)

- 1 - At location {1}, throw enemy at X from ground level to stick to wall
- 2 - Jump onto platform {2} and stick enemy to nearby X
- 3 - Do the same at platform {3} which will be slightly higher
- 4 - Starting at location {4}, platform over stuck moles and make way up the spiral to the top

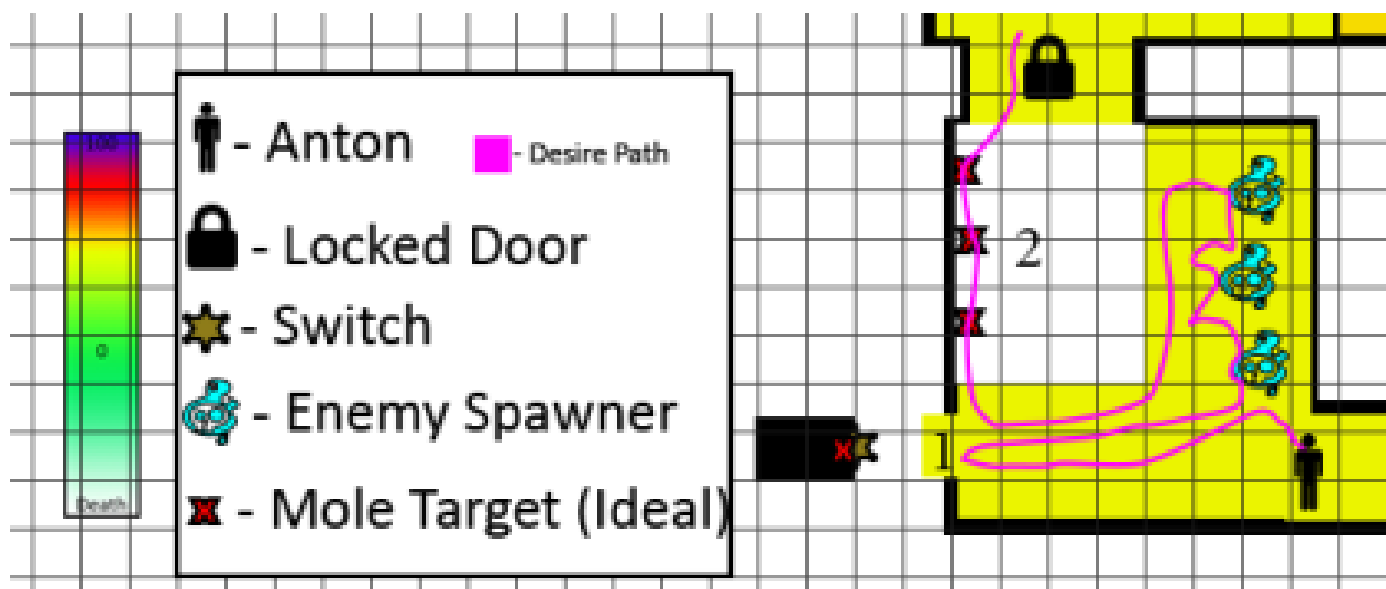


Level 2 - 3 (Part 2 - Upper)

1 - Take enemy from spawner at top and, from location (1), throw mole at X(2).

2 - Platform on mole stuck on X(2) to location (3).

3 - Take enemy from spawner inside hall and throw at switch (4) to unlock door

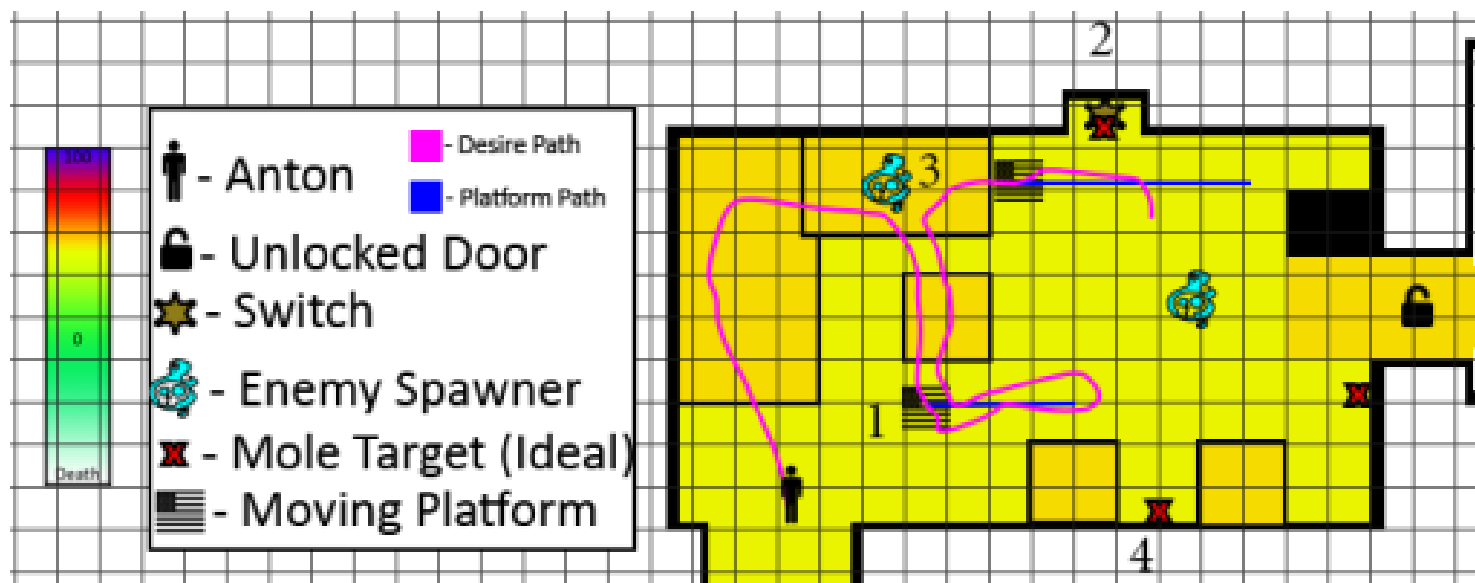


Level 2 - 4

1 - Take enemy and, from location (1), throw at switch to unlock door

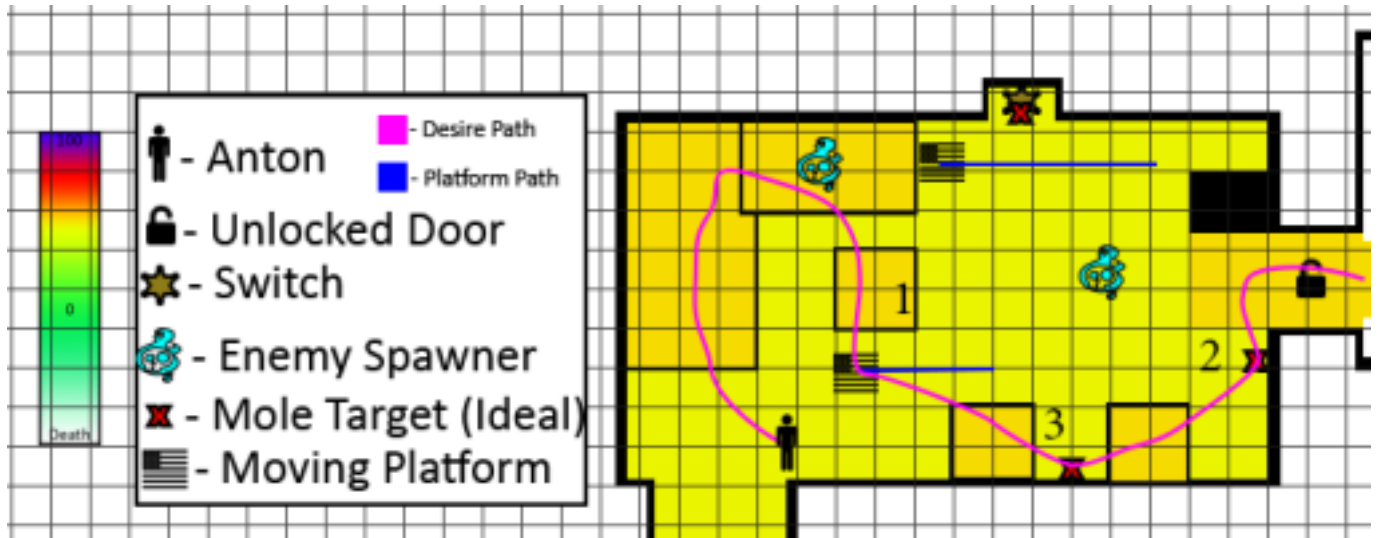
2 - Take enemies and throw at X's (2) to form platform path

3 - Platform on stuck moles (2) to end



Level 2 - 5 (Part 1)

- 1 - Progress up to spawner (3) and take enemy
- 2 - Platform to moving platform (1)
- 3 - Ride moving platform (1) to throw mole at switch (2)
- 4 - Switch (2) activates moving platform (near 3)
- 5 - Ride moving platform (3) with enemy, and throw mole at X (4)

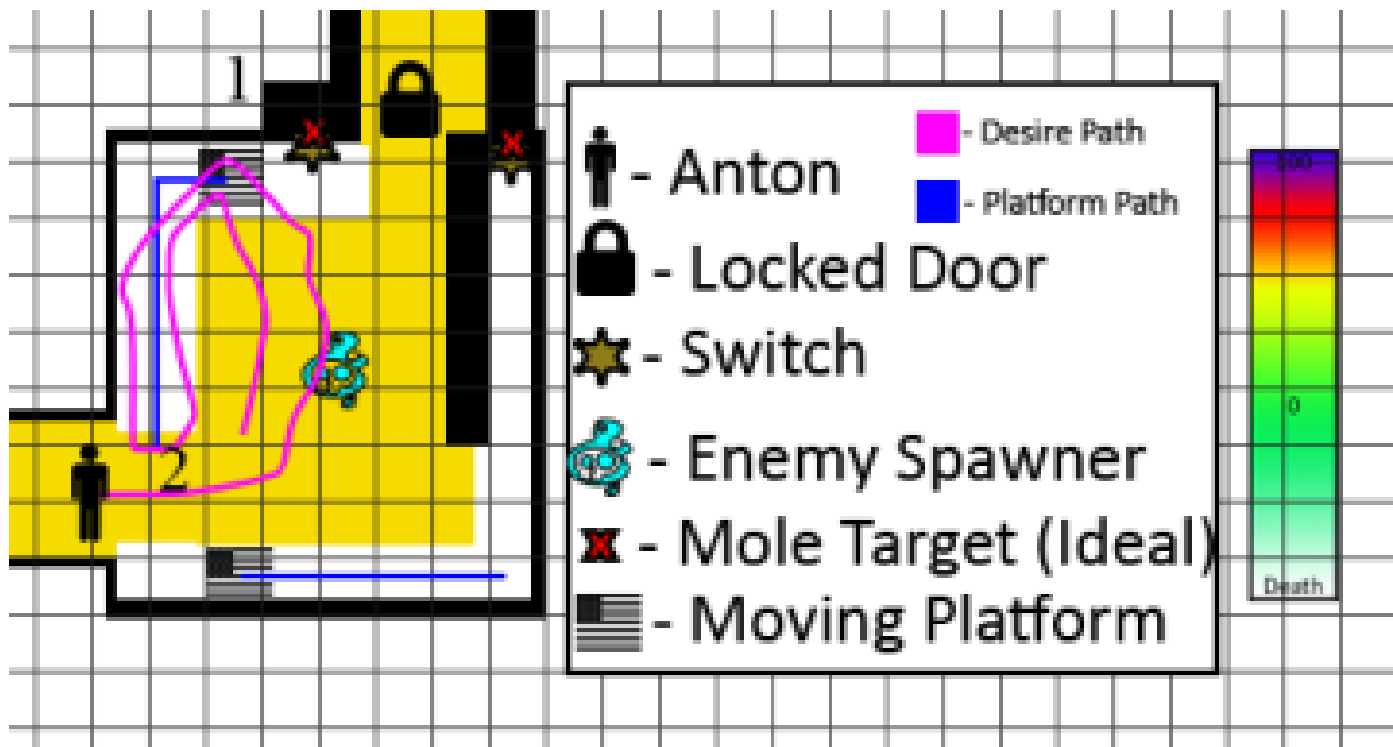


Level 2 - 5 (Part 2)

1 - With enemy, platform to (1) and ride moving platform

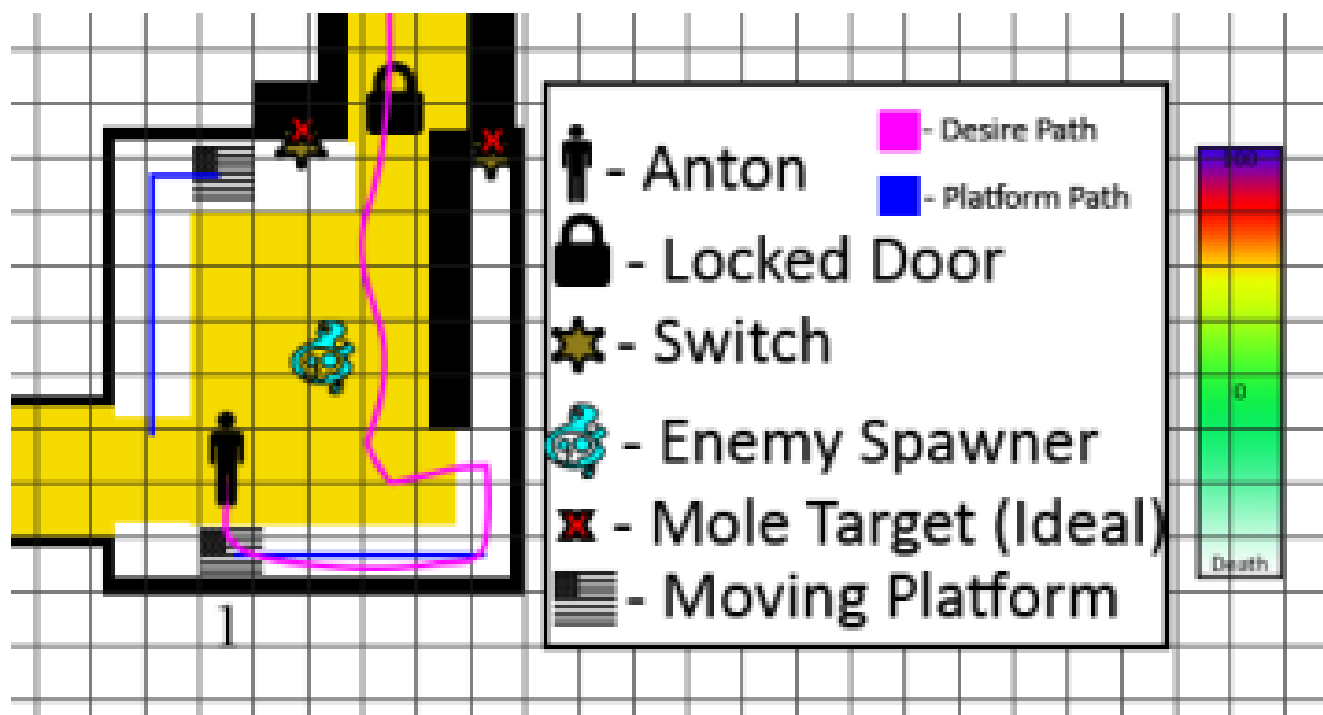
2 - Throw enemy at X(2)

3 - Platform over X(3), then X(2) to end



Level 3 - 1 (Part 1)

- 1 - With enemy, throw at switch (1). Switch (1) activates moving platform (1). Moving platform will move in downward motion
- 2 - At (2) under the bridge, a switch that can be activated by Anton directly is there (I forgot to enable the icon in this picture! Please don't hurt me Rodolfo)
- 3 - Unseen switch activates second moving platform

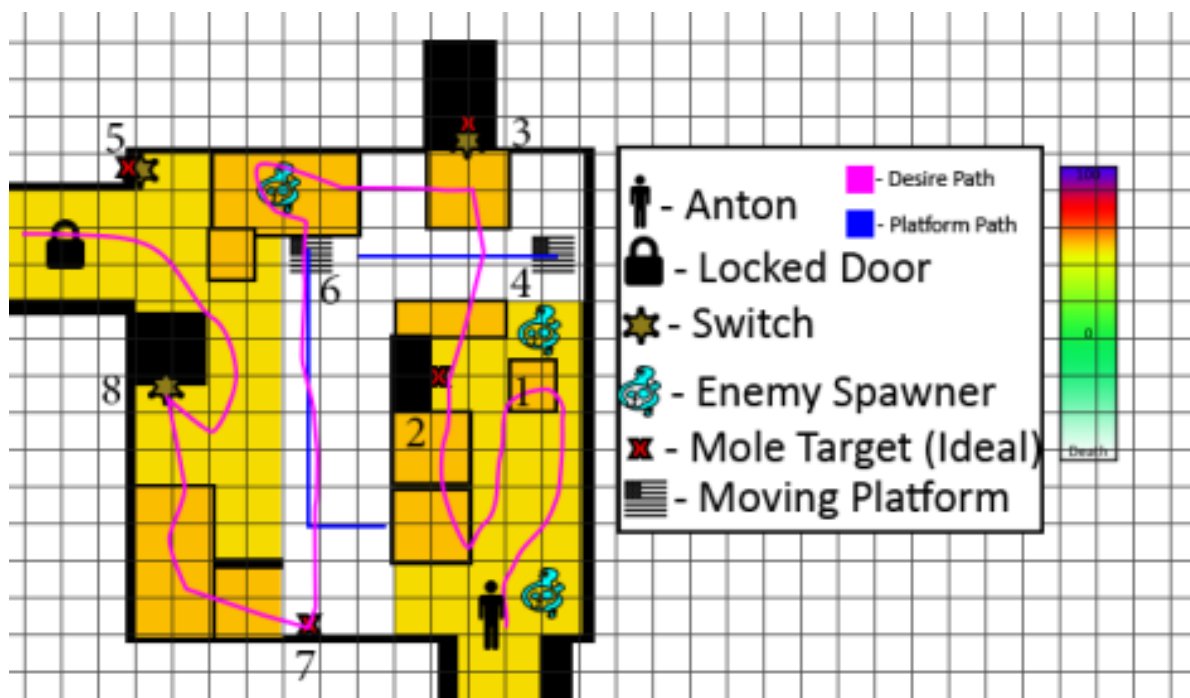


Level 3 - 1 (Part 2)

1 - With enemy, ride newly activated moving platform (1) and ride until switch behind wall is in view.

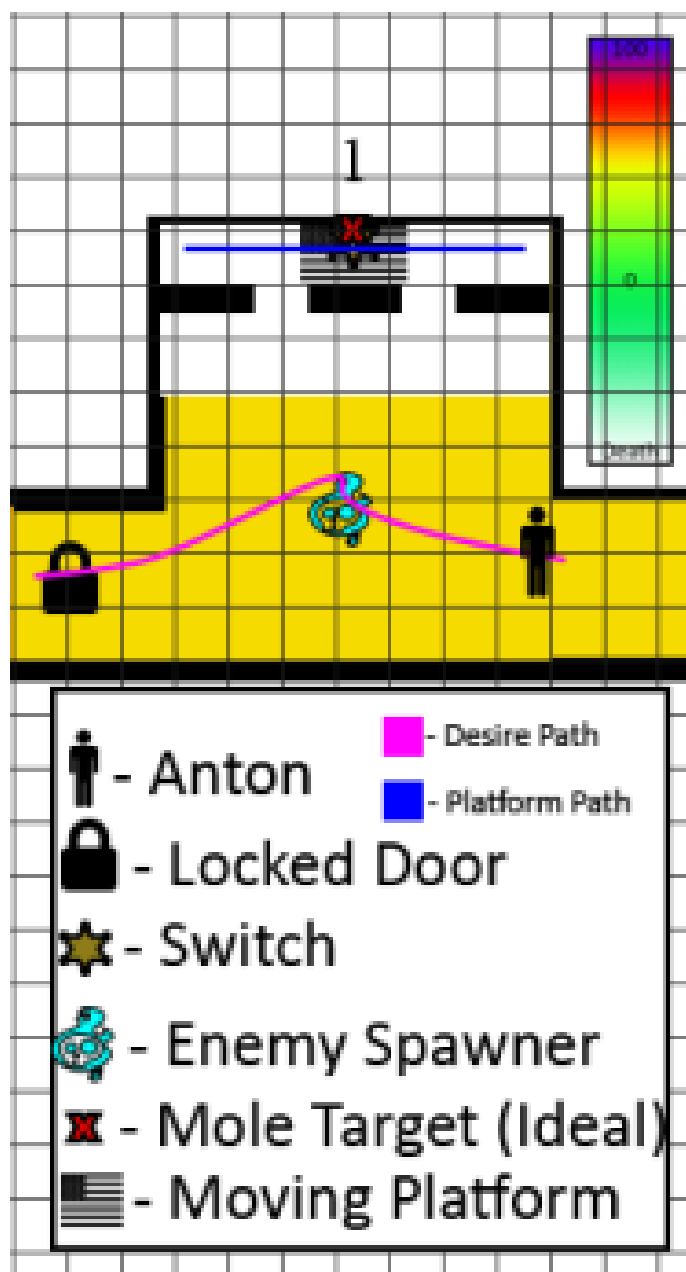
2 - Throw enemy to activate switch and unlock door.

Note: Planned secret bonus level is hidden under this level. A hidden door will open next to the switch that activates platform (1) on this page (the switch the player can hit after riding the platform on the first page)



Level 3 - 2

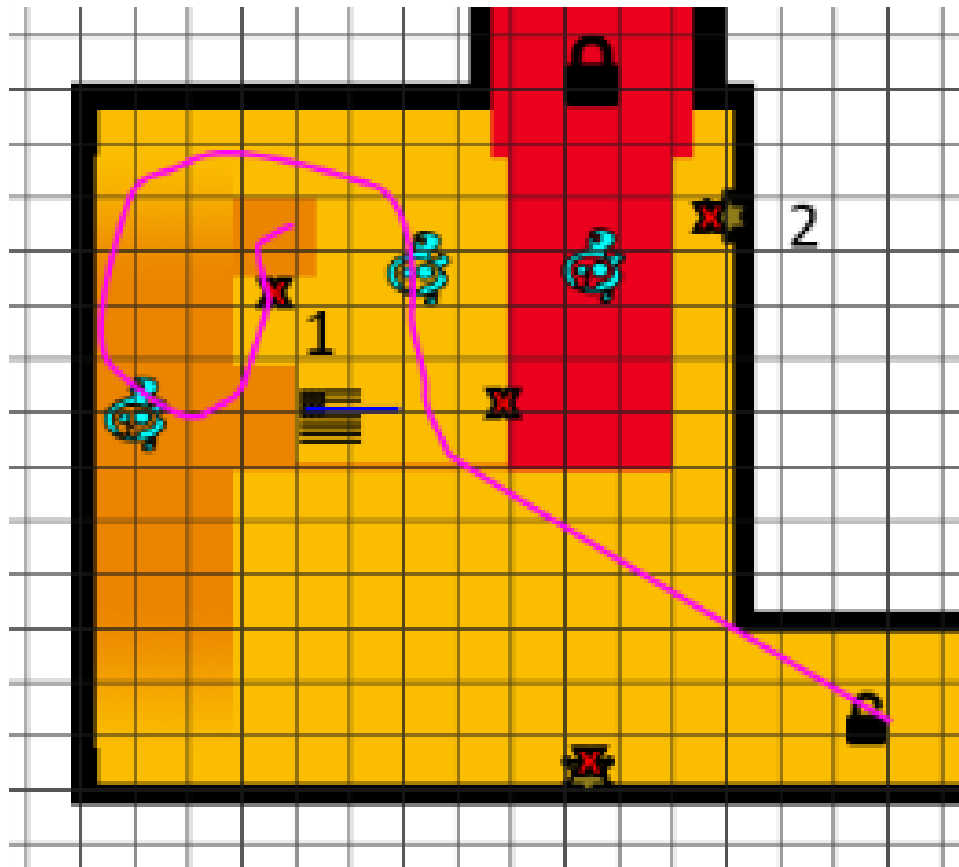
- 1 - At platform (13) with enemy, throw at nearby X
- 2 - At location (12), platform over stack mole while holding another enemy
- 3 - Throw enemy at switch (21). Switch (13) Activates moving platform (4)
- 4 - Ride moving platform (4) over pit to next area with spawner
- 5 - Take enemy and throw at switch (18) (on shoulder back). Switch (20) activates moving platform (8)
- 6 - Ride moving platform (8) with enemy and throw at (17)
- 7 - From moving platform, jump on (17) enemy
- 8 - Shoulder back switch (21) to unlock door



Level 3 - 3

Note: Switch (1) is sitting on wall which is sitting on moving platform.

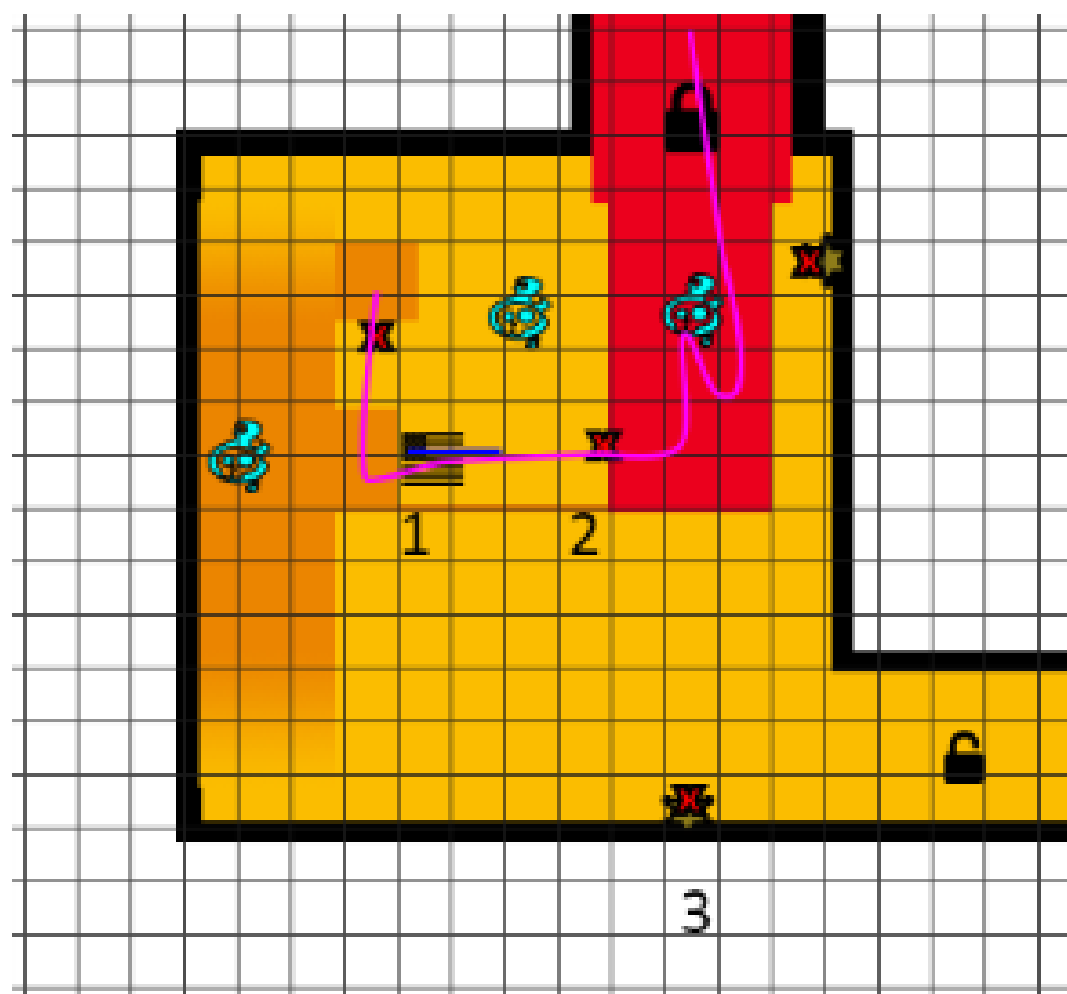
1 - Take enemy from spawner and time throw when button is visible between cracks in walls to unlock door



Level 4 - 2 (Part 1)

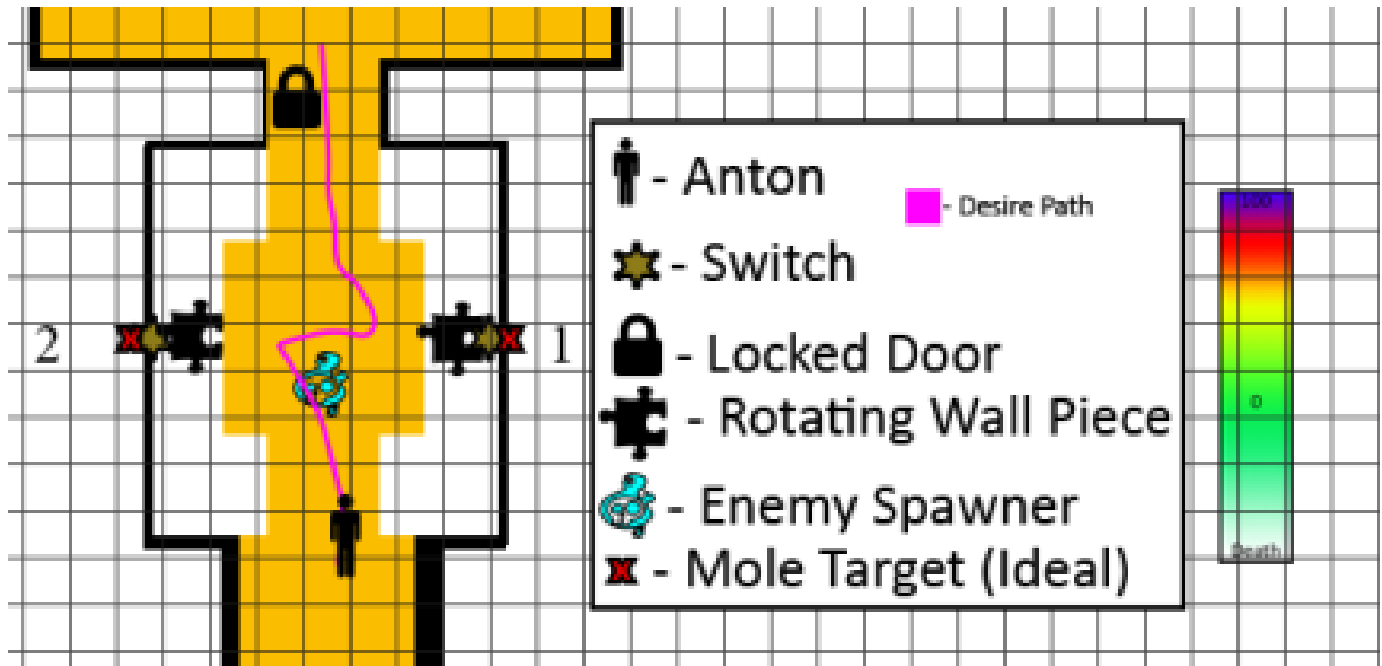
- 1 - With mole in hand, throw at X (1) to get up on platform
- 2 - With mole in hand, climb up X (1) and, from platform, throw at switch (2) to activate moving platform below (1)

Note: Hole is present under (Red) bridge, allowing for line of site to button from platform



Level 4 - 2 (Part 2)

- 1 - Throw mole at X (2)
- 2 - Ride moving platform and jump-dash onto X (2)
- 3 - Throw mole at switch (3) to unlock door

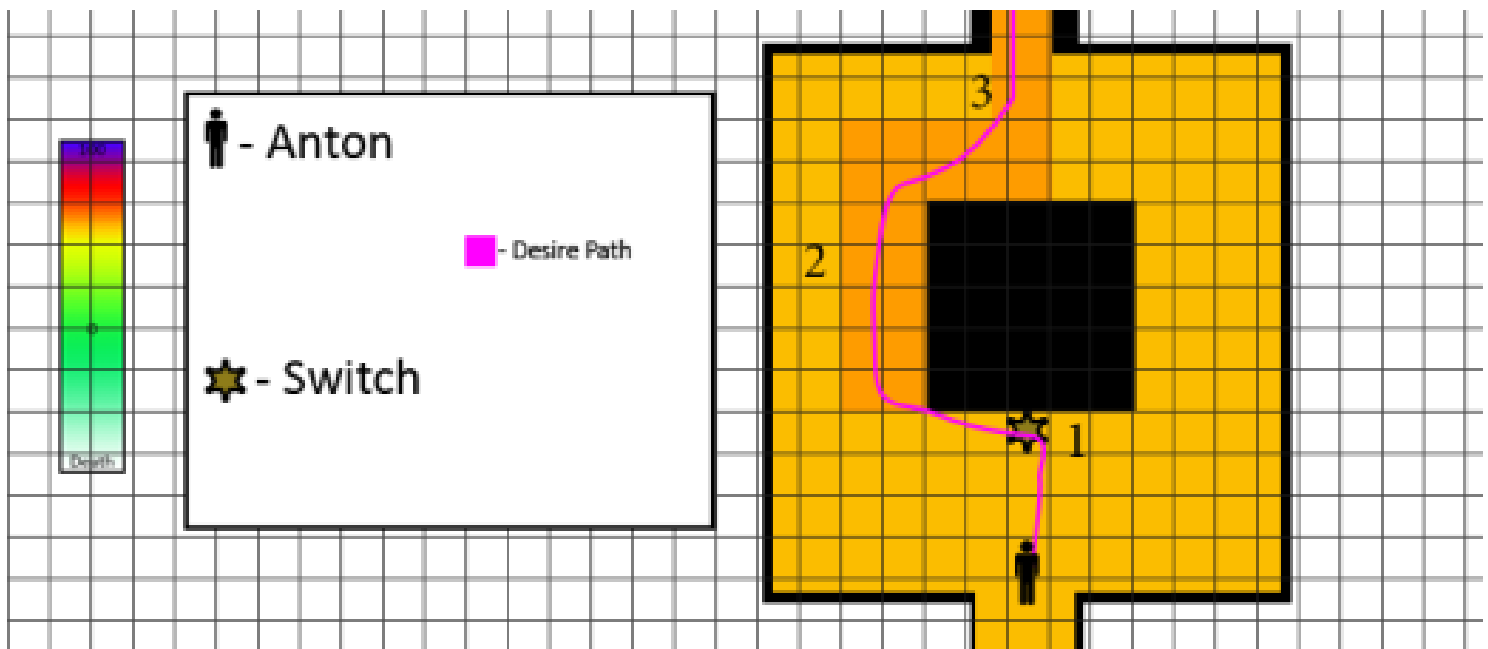


Level 4 - 3

Notes: As with the previous level, 2 switches are needed to unlock or unblock door.

Switches are placed on 1 face of a rotating block. Rotating blocks will rotate in 90 degree intervals and remain stationary for a few moments

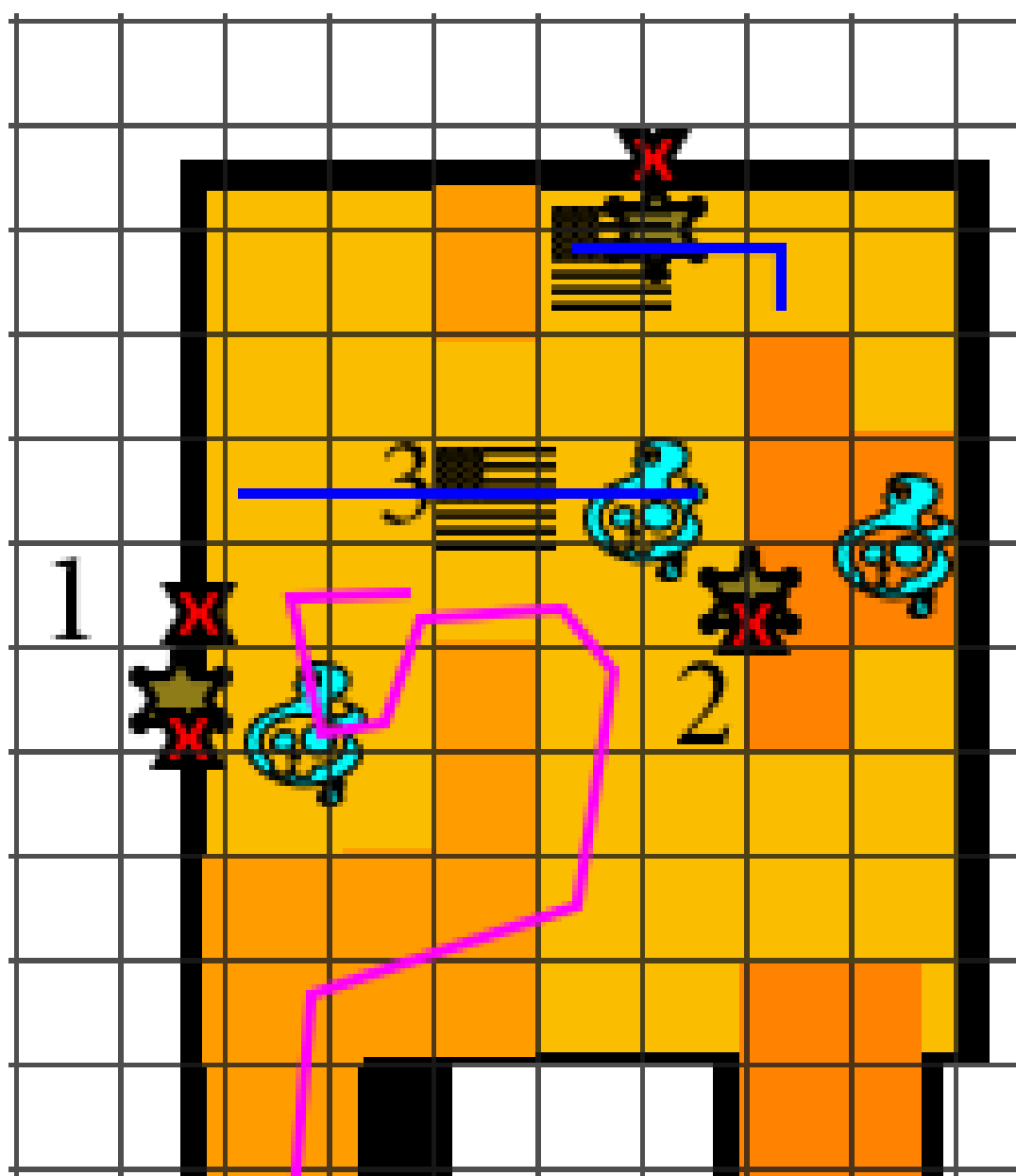
1 - Player must time their throw to hit the switches (1, 2) when it is facing them



Level 5 - 1

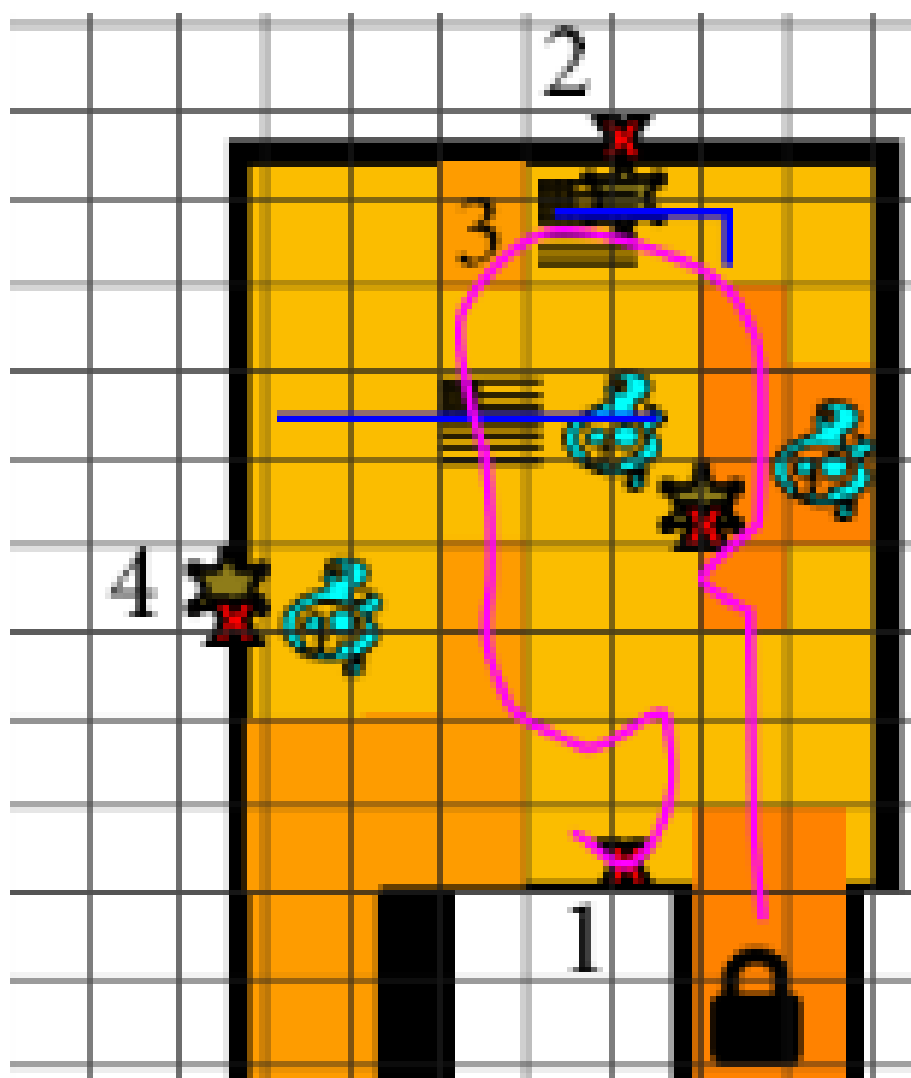
Notes: No puzzle here. A tall tower is presented to the player. Stairs will lead to room, which will be required to complete in order to ascend/ progress.

1 - The first room is entered at location (3)



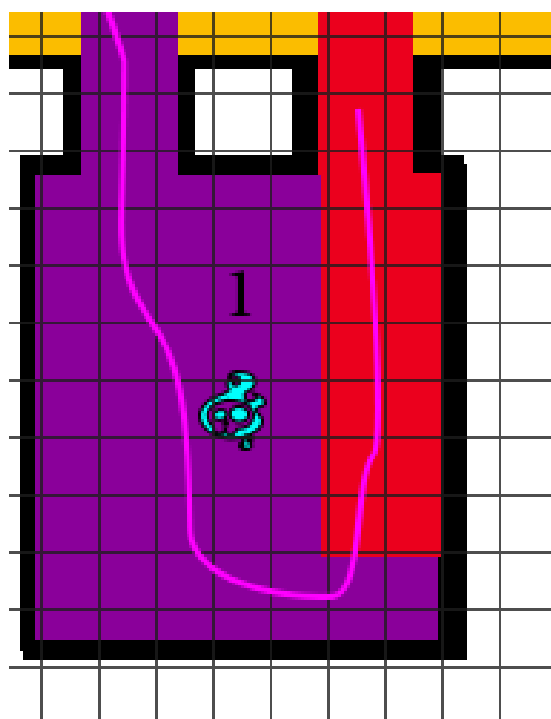
Level 5 - 2: Tower Room 1 (Part 1)

- 1 - Throw mole (from ground level) at X (1)
- 2 - Jump onto mole at X (1) and throw at switch (2)
- 3 - Switch (2) activates moving platform (3)



Level 5 - 2: Tower Room 1 (Part 2)

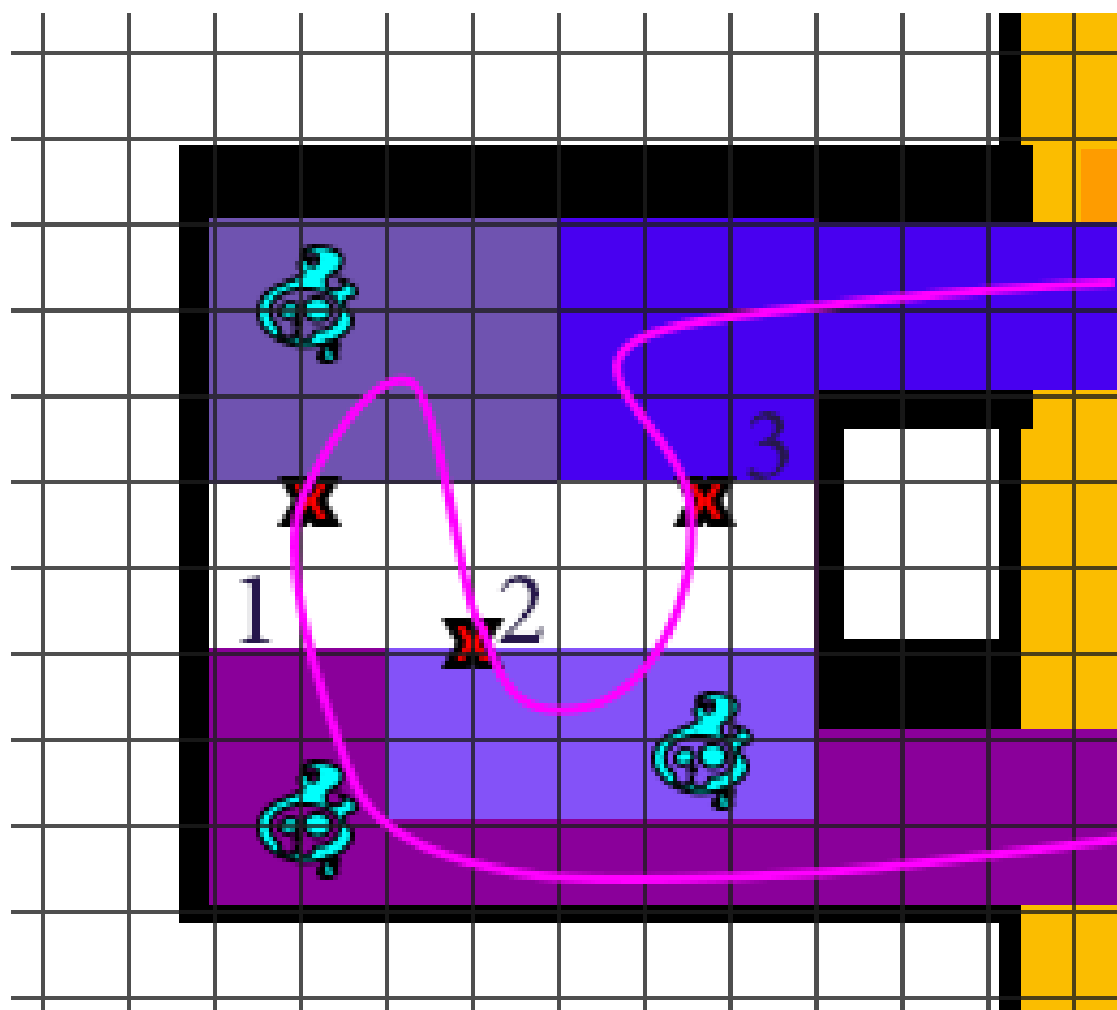
- 1 - Same as 1) from part 1, throw mole at X (1) from ground level
- 2 - Jump on X (1) and throw mole at switch (2). Switch (2) activates moving platform (3)
- 3 - Jump onto elevated area and jump/dash onto moving platform to location (3), then ride moving platform (3) to next location
- 4 - Throw mole at switch (4) to unlock door



Level 5 - 4 (Tower Room 3)

Notes: Picture this: a staircase with a faint light coming from the peak. Upon climbing, you see a scene. In this scene, a lonesome spotlight shines an equally lonesome mole. This mole, statuesque and unmoving, is seemingly fastened as if glued down onto the middle of the black, depressing room illuminated by only the spotlight. Darkness surrounds the mole. No walls can be seen, save for the horizontal wall we call the floor. Should the player approach? Perhaps this is a heavenly mole? "But what if it bites me?" one might ask. Still, venturing forwards unfazed, the player, Anton, seeks to confront the mole. "Is it cold in here?" one ponders again, for the violent shivering has overcome their frail, pale body. "No...it is not the cold...it is...fear..."... fear of the unknown. Fear of the single, lonely, unmoving mole. You walk up to it and...

1 - Walk past the mole and onto the next floor

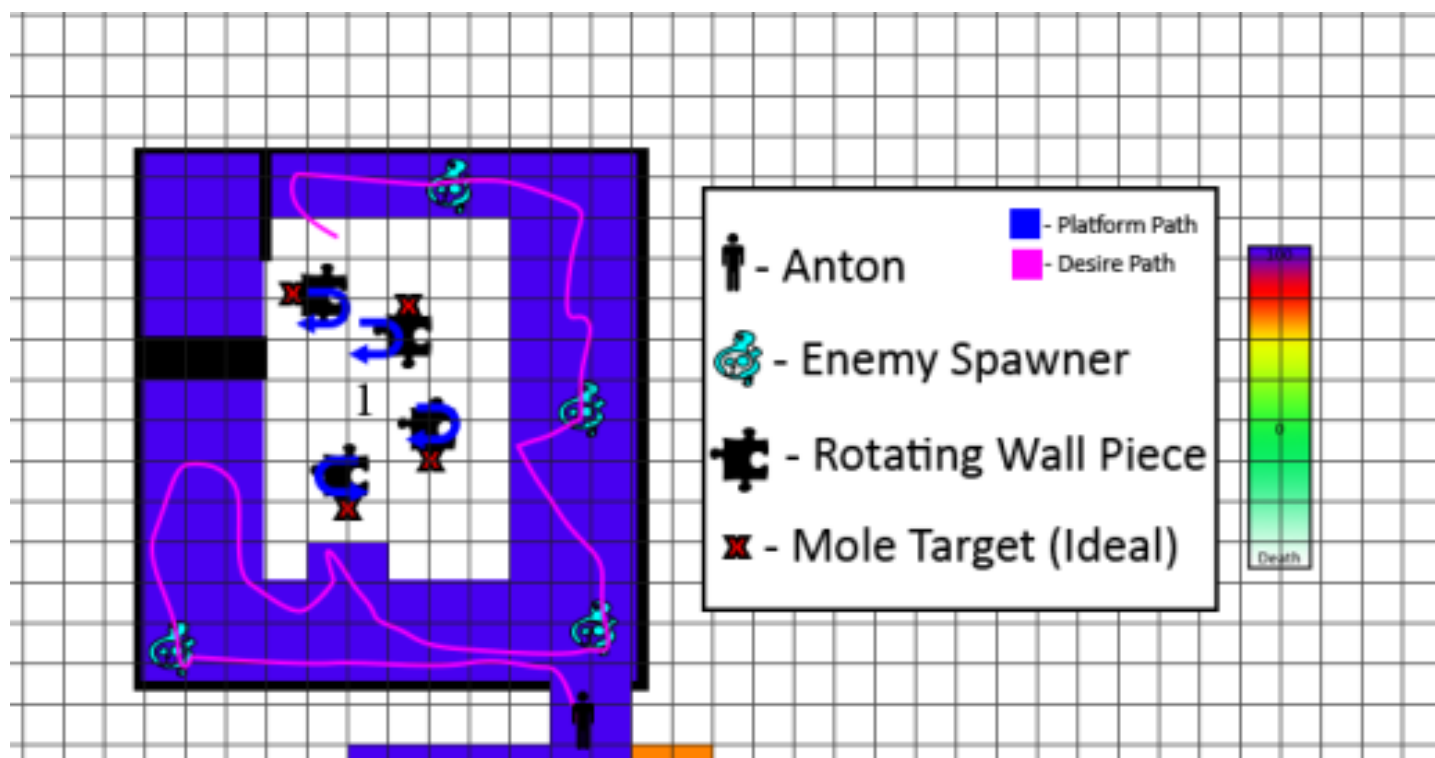


Level 5 - 5 (Tower Room 4)

1 - Grab a mole and, from location (1) throw it at X (2)

2 - Jump and dash onto X (2) mole to proceed upwards and over the pit of death

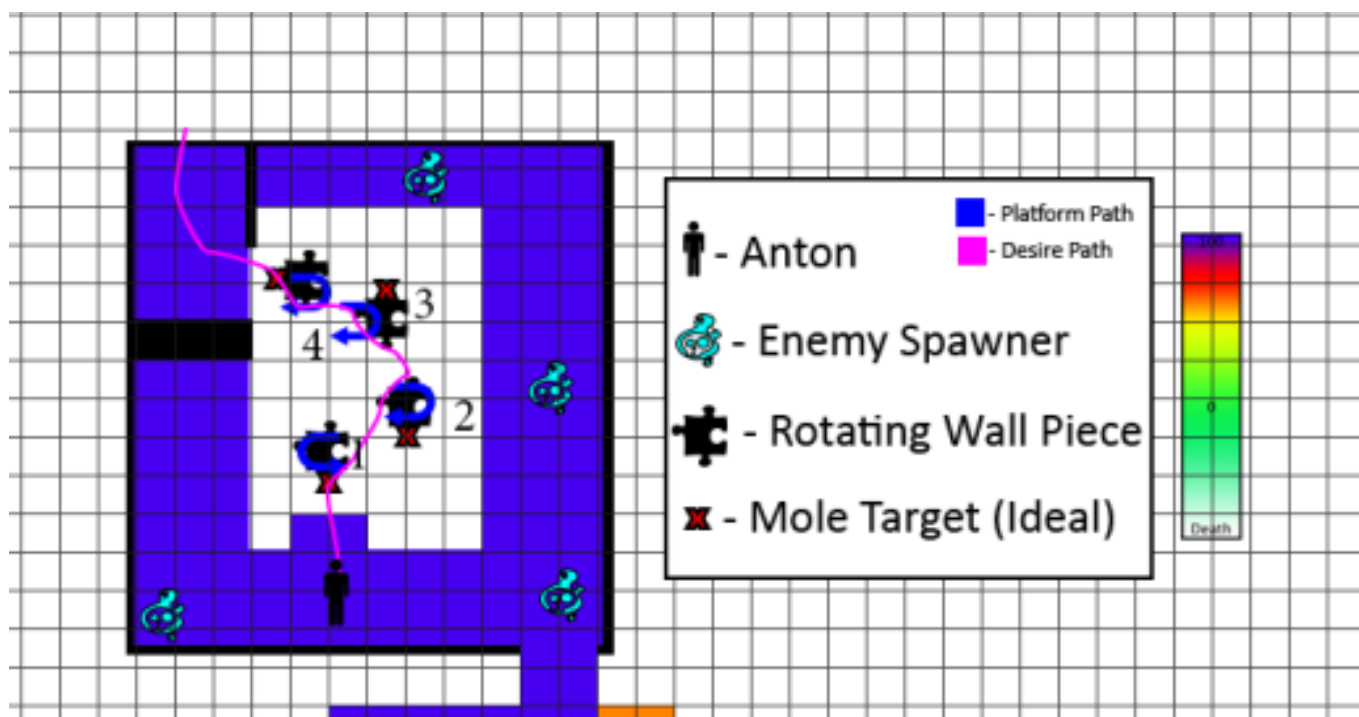
3 - Repeat for X (2) and X (3) until you have made it to the exit



Level 6 - 1 (Tower Room 5) (Part 1)

Notes: Hard to see, but blue arrows indicate which direction wall piece spins. (see next page for directions). Like the first time rotating wall pieces are used, they rotate in 90 degree intervals and remain stationary for a few moments before rotating again.

1 - Player uses spawners to stick moles on rotating wall to allow for progression



Level 6 - 1 (Tower Room 5) (Part 2)

Notes: Rotating wall (1) spins counter-clockwise while the rest (2, 3, and 4) spin clockwise.

The X's on each puzzle piece are the ideal placements of the moles. Ideally, upon jumping on X (any), player has time to ride 1 rotation and jump before mole dies. Also, mole reset important.

Completion explanation: The player jumps on X (1) before it rotates to position on east face. After rotating, the mole on X (2) should be on wall (2)'s west face, letting player jump forward before next rotation. On next rotation, X (2) should be on wall (2)'s north face while X (3) should be on wall (3)'s south face for player to jump on. After next rotation, X (3) will be on wall (3)'s west face, while X (4) will be on wall (4)'s south face for player to jump on. After final rotation, X (4) should be on wall (4)'s west face, close enough to jump to end!

THE END