

This is How You Do It Extraction (Level 3)

By Jason Teo Jun Hao

Extraction [Escape p.t 2] Map



Fig 1 Full Map of Extraction

Note: Extension's (Room: 1_1) was made to give more time before the arrival of the wall of fire

Mechanics

A: Escape Firewall (Chase Mechanic)

Note: Firewall is fast and requires fast thinking for the player. Will be placed in every cadence until room 6

B: Shoot switch

C: Falling

D: Jump

E: Slide

F: Shoot Breakable Blocks

G: Momentum Control

H: Shooting Enemies

I: Switch Timer

J: Collecting collectables

B': Timing shot travel to switch with moving

B'': Shooting switch through walls

C': Falling in water

D': Jumping in water

E': Slide transition into another room through a one block hole

H': Shooting enemies with Grab Buster

J': Collecting New Weapon for Boss

(): Parenthesis is used if there is an optional mechanism that can be used.

**: Asterisks is used when a zone is optional*

[]: Square brackets are used when a mechanic is carried forward (e.g Fire Wall)

Zone Cadence

Zone	Screen	Cadence	Intensity
1	1	A + B'	2
2	2	[A] B'	2
3	2	[A] E	3
4	2	[A] F	4
5	3	[A] G + D (+ E)	5
6	3	[A] B + C (+ D)	5
7	3	[A] E	3
8	4	[A] D + B	6
9	4	[A] G + D + B	4
10	4	[A] E	4
11	5	[A] F	1
12	5	[A] G + B	3
13	6	[A] C	2
14	7	D' + I	2
15	7	D' + I	4
16	7	C' + I	5
17	7	E'	1
18	8	D' + B	2
19	8	E'	1
20	9	H	3
21*	9	E'	1
22*	10	J + J'	5
23	9	D	1
24	9	B + H	4
25	9	E	2
26	8	B'' + E+ H	5
27	11	H + H'	8

Screen Cadence

Screen 1: A + B'

Screen 2: [A] B', E, F

Screen 3: [A] G + D (+ E), B + C (+ D), E

Screen 4: [A] D + B, G + D + B, E

Screen 5: [A] F, G + B

Screen 6: [A] C

Screen 7: D' + I, D' + I, C' + I, E'

Screen 8: D' + B, E', B'' + E + H

Screen 9: H, E', D, B + H, E

Screen 10: J + J'

Screen 11: H + H'

Intensity Chart

