

# Pituicat – Beat Chart

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# Contents

1	The Sewer	1
2	Back Alley	2
3	Abandoned Lab	3
4	The Highway	4
5	Military-Industrial Complex	5
6	Secret Base	6

# 1 The Sewer

**Level:** The Sewer 1

**Name:** The Sewer – This is (not) the end

**Story:** Pituicat awakens in a dark corner of the sewers

**Progression:** Player taught basic movement, combat and collecting powerups

**Est. play time:** 15 min.

**Color map:** brownish tones (eww!), red (bricks, pipes), yellow (lights), blue (pipes)

**Enemies:** Woodlice, Goldfish

**Mechanics:** Wall jump

**Hazards:** Cracky platform, Sewage

**Power-ups:** Peptide, Oily Emulsion

**Economy:** None

**Puzzles:** Light switch

**Music track:** TBD

**Level:** The Sewer 2

**Name:** The Sewer – Fish and Chips

**Story:** Pituicat crosses the sewer, encounters first rat scouts

**Progression:** Player crosses first level and collects first powerups and solves first puzzles

**Est. play time:** 15 min.

**Color map:** brownish tones (eww!), red (bricks, pipes), yellow (lights), blue (pipes), yellowish blue (water?)

**Enemies:** Woodlice, Goldfish, Rat scout

**Mechanics:** Wall jump

**Hazards:** Cracky platform, Sewage, Sewage Drops

**Power-ups:** Peptide, Oily Emulsion

**Economy:** DNA-Fragment

**Puzzles:** Timed pump activation run

**Music track:** TBD

**Level:** The Sewer 3

**Name:** The Sewer – Ratty business

**Story:** Pituicat has to fight his way through the sewer

**Progression:** Player solves more complex puzzles and encounters lots of rats

**Est. play time:** 15 min.

**Color map:** brownish tones (eww!), red (bricks, pipes), yellow (lights), blue (pipes), yellowish blue (water?)

**Enemies:** Woodlice, Goldfish, Rat scout, Rat, Big Rat

**Mechanics:** Wall jump

**Hazards:** Cracky platform, Sewage, Sewage Drops, Slippery ground

**Power-ups:** Peptide, Oily Emulsion

**Economy:** None

**Puzzles:** Slime ground maze

**Music track:** TBD

**Level:** The Sewer 4

**Name:** The Sewer – Facing the King

**Story:** King Rat is furious about Pituicat entering his domain and fights.

**Progression:** Player fights “King Rat”

**Est. play time:** 5 min.

**Color map:** brownish tones (eww!, Wood), red (bricks, pipes), yellow (lights), blue (pipes), yellowish blue (water?)

**Enemies:** “King Rat”

**Mechanics:** Wall jump

**Hazards:** None

**Power-ups:** Peptide, Oily Emulsion

**Economy:** DNA-Fragment

**Puzzles:** None

**Music track:** TBD

## 2 Back Alley

**Level:** Back Alley 1

**Name:** Back Alley – Under pressure

**Story:** Pituicat first reaches the world above ground since transformation and is greeted by a garbage compressor

**Progression:** Player reaches new stage and is introduced to new Powerup

**Est. play time:** 15 min.

**Color map:** red (bricks), blueish grey (steel), grey (asphalt, concrete)

**Enemies:** Rat, Spider, Big Spider

**Mechanics:** Wall Jump

**Hazards:** Glass shard pit, Battery acid, conveyor belt, cardboard platform (breaks)

**Power-ups:** Peptide, Oily Emulsion, Latex

**Economy:** None

**Puzzles:** Disable garbage compressor

**Music track:** TBD

**Level:** Back Alley 2

**Name:** Back Alley – Light of day

**Story:** After getting out of the garbage Compressor the back alley is open for exploration

**Progression:** Player has to traverse a mostly vertical level to get above the garbage containers

**Est. play time:** 15 min.

**Color map:** red (bricks), blueish grey (steel), grey (asphalt, concrete)

**Enemies:** Rat, Spider, Big Spider, Cleaner Bot

**Mechanics:** Wall Jump

**Hazards:** Glass shard pit, Battery acid, conveyor belt, cardboard platform (breaks), dripping bleh

**Power-ups:** Peptide, Oily Emulsion, Latex

**Economy:** DNA-Fragment

**Puzzles:** Find and shutt off breakers for bad wiring

**Music track:** TBD

**Level:** Back Alley 3

**Name:** Back Alley – Up the Pipe

**Story:** To get out of the alley to the lab Pituicat has to get higher up

**Progression:** Player climbs through garbage chutes and over fire escape ladders to get to the roof

**Est. play time:** 15 min.

**Color map:** red (bricks), blueish grey (steel), grey (asphalt, concrete), blue/black (glass panes)

**Enemies:** Spider, Big Spider, Sparrow

**Mechanics:** Wall Jump

**Hazards:** conveyor belt, cardboard platform (breaks), dripping bleh

**Power-ups:** Peptide, Oily Emulsion, Latex

**Economy:** None

**Puzzles:** trick a flock of birds into going somewhere else

**Music track:** TBD

**Level:** Back Alley 4

**Name:** Back Alley – Shadow in the sky

**Story:** The roof is reached, but guarded by a raven

**Progression:** Player fights “The Raven”

**Est. play time:** 5 min.

**Color map:** grey (roof), white (air chutes), red (brick), blue (glass panes)

**Enemies:** “The Raven”

**Mechanics:** Wall Jump

**Hazards:** None

**Power-ups:** Peptide, Oily Emulsion, Latex

**Economy:** DNA-Fragment

**Puzzles:** None

**Music track:** TBD

### 3 Abandoned Lab

**Level:** Abandoned Lab 1  
**Name:** Abandoned Lab – Knock Knock

**Story:** Pituicat enters its former home through a ventilation chute on the roof

**Progression:** Player is introduced to new stage and new powerup

**Est. play time:** 15 min.

**Color map:** greyish blue (steel), red (rust), brown (wood)

**Enemies:** Crazy Hamster, CyberSpider

**Mechanics:** Wall Jump

**Hazards:** Ventilator, UV-Sterilizer

**Power-ups:** Peptide, Oily Emulsion, Latex, Organic lead

**Economy:** None

**Puzzles:** Cross UV-Sterilizer

**Music track:** TBD

**Level:** Abandoned Lab 2  
**Name:** Abandoned Lab – Downwards

**Story:** Pituicat has to find a way through the ventilation system

**Progression:** Player has to traverse a labyrinthine level

**Est. play time:** 15 min.

**Color map:** greyish blue (steel), red (rust), brown (wood)

**Enemies:** Crazy Hamster, CyberSpider, CyberHamster

**Mechanics:** Wall Jump

**Hazards:** Ventilator, UV-Sterilizer, Laser Trap

**Power-ups:** Peptide, Oily Emulsion, Latex, Organic lead

**Economy:** DNA-Fragment

**Puzzles:** Get to the bottom of the main shaft

**Music track:** TBD

**Level:** Abandoned Lab 3  
**Name:** Abandoned Lab – Back home?

**Story:** Pituicat finds its old now mostly empty home and looks for his owner, but someone seems to have claimed the lab in the meantime

**Progression:** Player crosses the lab and fights through hordes of enemies

**Est. play time:** 15 min.

**Color map:** grey-white (walls), brown (wood, furniture)

**Enemies:** Crazy Hamster, CyberSpider, CyberHamster, PsyHamster

**Mechanics:** Wall Jump

**Hazards:** Robotic Limbs, Acid Puddle, Laser Trap, Explosive Bottles

**Power-ups:** Peptide, Oily Emulsion, Latex, Organic lead

**Economy:** None

**Puzzles:** Deactivate shields guarding the new master of the lab

**Music track:** TBD

**Level:** Abandoned Lab 4  
**Name:** Abandoned Lab – The Experiment

**Story:** Pituicat fights the claimer of the lab.

**Progression:** Player faces and fights “CyberPsy”

**Est. play time:** 5 min.

**Color map:** grey-white (walls), brown (wood, furniture)

**Enemies:** “CyberPsy”

**Mechanics:** Wall Jump

**Hazards:** None

**Power-ups:** Peptide, Oily Emulsion, Latex, Organic lead

**Economy:** DNA-Fragment

**Puzzles:** None

**Music track:** TBD

## 4 The Highway

**Level: The Highway 1**

**Name: The Highway – On the Road**

**Story:** After defeating “CyberPsy” Pituicat makes his way to the Highway

**Progression:** Player is introduced to new surroundings and new Powerup

**Est. play time:** 15 min.

**Color map:** grey (concrete), black (asphalt), yellowish brown (sand), light blue (sky)

**Enemies:** Small Yellow Lizard, Small green Lizard

**Mechanics:** Wall Jump

**Hazards:** Hot Asphalt

**Power-ups:** Peptide, Oily Emulsion, Latex, Organic lead, Antidote

**Economy:** None

**Puzzles:** Avoid Lizard Traps

**Music track:** TBD

**Level: The Highway 2**

**Name: The Highway – Searing Sun**

**Story:** Pituicat is on the Road to the Military-Industrial Complex

**Progression:** Player crosses a rather long level with scarce resources

**Est. play time:** 15 min.

**Color map:** grey (concrete), black (asphalt), yellowish brown (sand), light blue (sky), brown (dirt)

**Enemies:** Small Lizards (green and yellow), Big Lizard (yellow and green), Tarantulas

**Mechanics:** Wall Jump

**Hazards:** Hot Asphalt, Poison bait

**Power-ups:** Peptide, Oily Emulsion, Latex, Organic lead, Antidote

**Economy:** DNA-Fragment

**Puzzles:** Avoid long stretches of hot asphalt

**Music track:** TBD

**Level: The Highway 3**

**Name: The Highway – Snake Country**

**Story:** Pituicat follows the Highway and enters Rattlesnake infested areas

**Progression:** Player enters a rattlesnake infested area of the Highway

**Est. play time:** 15 min.

**Color map:** grey (concrete), black (asphalt), yellowish brown (sand), light blue (sky), brown (dirt)

**Enemies:** Big Lizard (yellow and green), Snakeling, Rattlesnake

**Mechanics:** Wall Jump

**Hazards:** Hot Asphalt, Poison bait, Snake nest

**Power-ups:** Peptide, Oily Emulsion, Latex, Organic lead, Antidote

**Economy:** None

**Puzzles:** Avoid long stretches of hot asphalt and snake nests

**Music track:** TBD

**Level: The Highway 4**

**Name: The Highway – Serpent Dream**

**Story:** Pituicat faces “Mother Snake”

**Progression:** Player faces “Mother Snake”, the Boss of this Area

**Est. play time:** 5 min.

**Color map:** yellowish brown (sand), brown (dirt)

**Enemies:** “Mother Snake”, Snakeling, Rattlesnake

**Mechanics:** Wall Jump

**Hazards:** None

**Power-ups:** Peptide, Oily Emulsion, Latex, Organic lead, Antidote

**Economy:** DNA-Fragment

**Puzzles:** None

**Music track:** TBD

## 5 Military-Industrial Complex

**Level:** Back Alley 1  
**Name:** Back Alley – Light of day  
**Story:** ???  
**Progression:** ???  
**Est. play time:** ???  
**Color map:** ???  
**Enemies:** ???  
**Mechanics:** ???  
**Hazards:** ???  
**Power-ups:** ???  
**Economy:** ???  
**Puzzles:** ???  
**Music track:** TBD

**Level:** Back Alley 2  
**Name:** Back Alley – ???  
**Story:** ???  
**Progression:** ???  
**Est. play time:** ???  
**Color map:** ???  
**Enemies:** ???  
**Mechanics:** ???  
**Hazards:** ???  
**Power-ups:** ???  
**Economy:** ???  
**Puzzles:** ???  
**Music track:** TBD

**Level:** Back Alley 3  
**Name:** Back Alley – ???  
**Story:** ???  
**Progression:** ???  
**Est. play time:** ???  
**Color map:** ???  
**Enemies:** ???  
**Mechanics:** ???  
**Hazards:** ???  
**Power-ups:** ???  
**Economy:** ???  
**Puzzles:** ???  
**Music track:** TBD

**Level:** Back Alley 4  
**Name:** Back Alley – ???  
**Story:** ???  
**Progression:** ???  
**Est. play time:** ???  
**Color map:** ???  
**Enemies:** ???  
**Mechanics:** ???  
**Hazards:** None  
**Power-ups:** ???  
**Economy:** ???  
**Puzzles:** ???  
**Music track:** TBD

## 6 Secret Base

**Level:** Back Alley 1  
**Name:** Back Alley – Light of day  
**Story:** ???  
**Progression:** ???  
**Est. play time:** ???  
**Color map:** ???  
**Enemies:** ???  
**Mechanics:** ???  
**Hazards:** ???  
**Power-ups:** ???  
**Economy:** ???  
**Puzzles:** ???  
**Music track:** TBD

**Level:** Back Alley 2  
**Name:** Back Alley – ???  
**Story:** ???  
**Progression:** ???  
**Est. play time:** ???  
**Color map:** ???  
**Enemies:** ???  
**Mechanics:** ???  
**Hazards:** ???  
**Power-ups:** ???  
**Economy:** ???  
**Puzzles:** ???  
**Music track:** TBD

**Level:** Back Alley 3  
**Name:** Back Alley – ???  
**Story:** ???  
**Progression:** ???  
**Est. play time:** ???  
**Color map:** ???  
**Enemies:** ???  
**Mechanics:** ???  
**Hazards:** ???  
**Power-ups:** ???  
**Economy:** ???  
**Puzzles:** ???  
**Music track:** TBD

**Level:** Back Alley 4  
**Name:** Back Alley – ???  
**Story:** ???  
**Progression:** ???  
**Est. play time:** ???  
**Color map:** ???  
**Enemies:** ???  
**Mechanics:** ???  
**Hazards:** None  
**Power-ups:** ???  
**Economy:** ???  
**Puzzles:** ???  
**Music track:** TBD