

Pituicat – Beat Chart

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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 stage and 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: Military-Industrial Complex 1

Name: Military-Industrial Complex – Outer Ring

Story: Pituicat reaches the Military-Industrial Complex and needs to find a way to get past the first security ring.

Progression: Introduction to new stage and powerup

Est. play time: 15 min.

Color map: black (asphalt), dark green (grasy ground), purple (sky), dark gray (concrete, steel)

Enemies: Guard Dog, Taser-Turret, CyberEagle, Double-headed Cobra

Mechanics: Wall Jump

Hazards: Electric Fence, Ground Spikes

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

Economy: None

Puzzles: Get over electric Fence, Turret Area, Deactivate Ground Spikes

Music track: TBD

Level: Military-Industrial Complex 2

Name: Military-Industrial Complex – Death Zone

Story: Pituicat has to cross the death zone between the outer ring and the entrance to the Base.

Progression: Crossing of a vast, open and dangerous terrain

Est. play time: 15 min.

Color map: black (asphalt), dark green (grasy ground), purple (sky), dark gray (concrete, steel)

Enemies: Guard Dog, CyberDog, LaserTurret, CyberEagle, Doubleheaded Cobra, ManHack

Mechanics: Wall Jump

Hazards: Electric Fence, Electrified Ground Spikes, Mines

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

Economy: DNA-Fragment

Puzzles: Deactivate electrified Ground spikes

Music track: TBD

Level: Military-Industrial Complex 3

Name: Military-Industrial Complex – At the Gates

Story: Pituicat enters the Military-Industrial Complex and works his way to the base.

Progression: Crossing a branched Level with lots of obstacles

Est. play time: 15 min.

Color map: black (asphalt), purple (sky), dark gray (concrete, steel)

Enemies: Guard Dog, CyberDog, LaserTurret, CyberEagle, Doubleheaded Cobra, ManHack, Armed Skimmer

Mechanics: Wall Jump

Hazards: Electric Fence, Electrified Ground Spikes, Mines, Conveyor Belt, Industrial Press

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

Economy: None

Puzzles: Deactivate the industrial machines to reach the base entrance

Music track: TBD

Level: Military-Industrial Complex 4

Name: Military-Industrial Complex – Nice Kitty?

Story: Pituicat faces “M30w” guarding the base.

Progression: Fight the stage boss

Est. play time: 5 min.

Color map: black (asphalt), purple (sky), dark gray (concrete, steel)

Enemies: “M30w”

Mechanics: Wall Jump

Hazards: None

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

Economy: DNA-Fragment

Puzzles: None

Music track: TBD

6 Secret Base

Level: Secret Base 1

Name: Secret Base – Into Darkness

Story: Pituicat enters the secret base, where his owner is kept.

Progression: Introduction to new stage and powerup

Est. play time: 15 min.

Color map: black (ground, ceiling), blue-grey (steel), dark grey (concrete), blue-gray (wall paint)

Enemies: Armed Guard, RoboGuard, Operative

Mechanics: Wall Jump

Hazards: Turret, Plasma Burners, Laser Barrier, Charged MicroFilament Fence

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead, Antidote, Purified Caffeine, Agent X

Economy: None

Puzzles: Work your way into the base

Music track: TBD

Level: Secret Base 2

Name: Secret Base – Elevator music

Story: Pituicat is inside the base and has to reach the bottom most level.

Progression: traverse an inversely vertical level

Est. play time: 15 min.

Color map: black (ground, ceiling), blue-grey (steel), dark grey (concrete), green-gray (wall paint)

Enemies: Armed Guard, RoboGuard, RoboSamurai, Operative

Mechanics: Wall Jump

Hazards: Elevator, Electric Trap, Laser Barrier, Charged Microfilament Fence

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead, Antidote, Purified Caffeine, Agent X

Economy: DNA-Fragment

Puzzles: Use elevators to pass barriers inside elevator shafts

Music track: TBD

Level: Secret Base 3

Name: Secret Base – Where the Strange Things are

Story: Pituicat reaches the bottom most level of the base and proceeds to The Core.

Progression: Traverse a branched, non-linear level full of enemies

Est. play time: 15 min.

Color map: black (ground, ceiling), blue-grey (steel), dark grey (concrete), yellow-gray (wall paint)

Enemies: RoboSamurai, Operative, BrainSpider, ExploFly

Mechanics: Wall Jump

Hazards: PulsarTurret, LaserBarrier, PlasmaFilament Cutter, Enzyme Pit

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead, Antidote, Purified Caffeine, Agent X

Economy: None

Puzzles: Deactivate various defence mechanisms

Music track: TBD

Level: Secret Base 4

Name: Secret Base – Friend or Foe?

Story: Pituicat faces “Node Kroenen”, his former owner.

Progression: The Final boss of the game

Est. play time: 5 min.

Color map: black (ground, ceiling), blue-grey (steel), dark grey (concrete), red-gray (wall paint)

Enemies: “Node Kroenen”

Mechanics: Wall Jump

Hazards: None

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead, Antidote, Purified Caffeine, Agent X

Economy: None

Puzzles: None

Music track: TBD