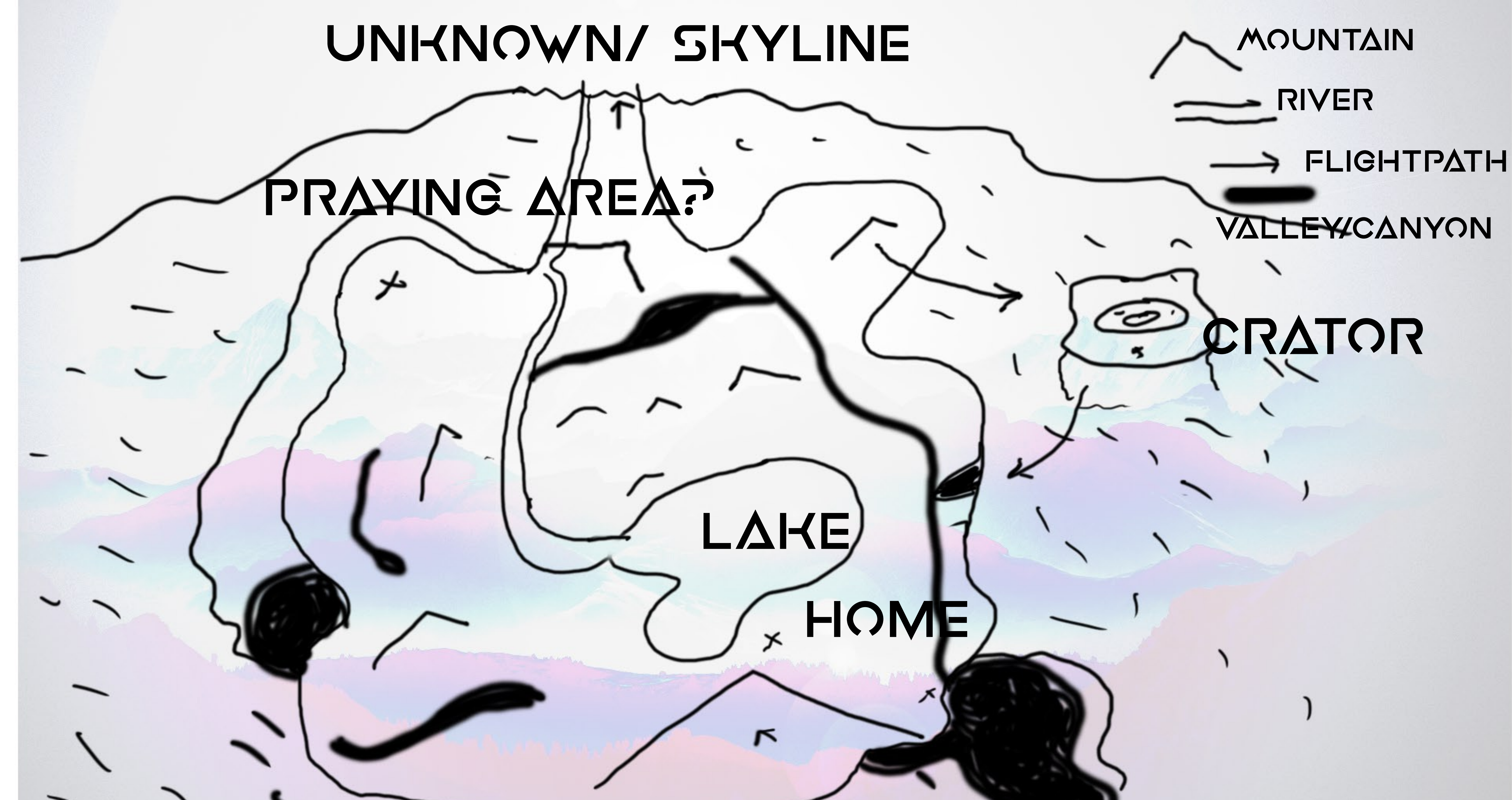




TOWARD THE SKYLINE TAKES PLACE IN A FUTURISTIC PLACE, FAR FROM EARTH (MAYBE MARS?). KEY: FOLIAGE IS SPECIFIC AND IMPORTANT TOWARD THE STORYLINE.

WITH THE CURRENT GRAPHIC CAPABILITIES POSSIBLE, THE LIGHTING IS UNREALISTIC WHEN FACING "TOWARD THE SKYLINE," FROM A CLOSE DISTANCE. THE DEPTH OF PERCEPTIONS WOULD BE DICTATED BY THE TIME OF DAY, THE USERS CURRENT LOCATION (PLATEAUS, VS VALLEYS), LIGHT SOURCES, AND PLAYERS CONTROL OF HEADLIGHTS.

THE MAP ON THE PRIOR PAGE IS ROUGH AND BROAD, HOWEVER THE MAP'S INTENT IS TO CHALLENGE THE PLAYERS CURRENT AQUIRED ABILITES (METROID), BUT WITH OPEN WORLD ABILITY TO CHALLENGE THE END GOAL FROM THE STARTING HOME POINT. WITH A VERY HARSH AND CHALLENGING CHALLENGE.