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| Placement traps | | |
| Trap | Effect | Hero avoids by |
| Oil slick | Reduce friction of hero | Chance to jump over? |
| flame | Lights area, makes hero avoid space | Burns out in 10 seconds |
| breakable wall | Makes hero not able to pass through space | Breakable |
| Toolkit | Can make a target trap interactable | - |
| Snakes/fan? | Makes hero run opposite direction | Chance to jump over? |
| TNT/bomb | Destroy section of floor | Can jump over |
| torch | Places new light source | - |
| Hazard bomb | Makes targeted trap sticky or gas | - |
| Fire bomb | Makes targeted trap a flame trap | - |
| Freeze bomb | Makes targeted trap a freeze trap | - |

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| Pre-Set traps | | |
| Trap | Effect | Damage |
| Breakable Ladder | breaks when clicked | -1 HP if fall |
| Sticky Ladder | Hero slowly climbs |  |
| Flame Ladder | Hero drops off ladder | -1 HP |
| Frozen Ladder | Hero freezes in place |  |
| Breakable Platform | breaks when clicked |  |
| Sticky Platform | Hero slowly walks |  |
| Flame Platform | Hero runs over it | -1 HP |
| Frozen Platform | Hero freezes in place |  |
| Spike Grate | Hero jumps off it | -1 HP |
| Flame Grate | Hero runs over it | -1 HP |
| Gas Grate | Hero slowly walks | -1 HP |
| Freeze Grate | Hero freezes in place |  |
| Oil Drum | Reduces player friction |  |
| Dummy Ladder | Can’t be interacted with by player |  |
| Dummy Grate | Can’t be interacted with by player |  |
| Fan | Pushes hero in opposite direction |  |
| Breakable wall | Hero must take time to destroy it |  |
| Boulder | Hero runs from it | -1 HP if hit |
| Falling | Hero stunned for a second | -1 HP |