



Game Overview

Game starts with ragdoll character that has two climbing axes (1 in both hands), hanging from a platform. With user input, character stretches in the input direction, and with input release, character launches in the reverse direction, to reach other platforms. Failing to catch a platform or colliding with damaging obstacles resets the level while reaching the last platform completes the level.

Game Loop

- Climb up your way
- Stretch to launch
- Avoid the obstacles

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