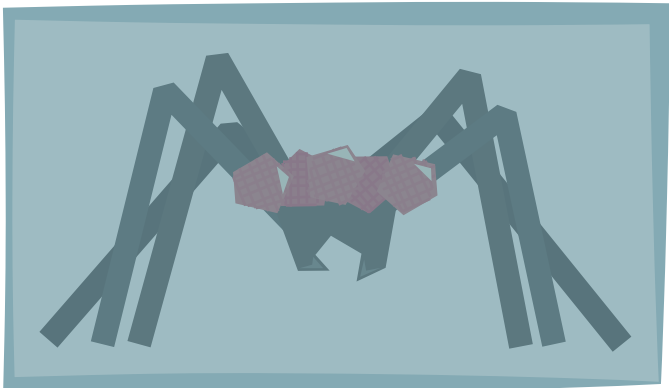
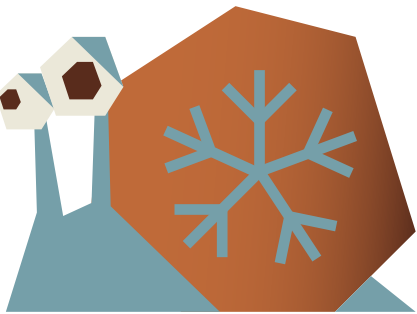


# Sail Powerup Ideas



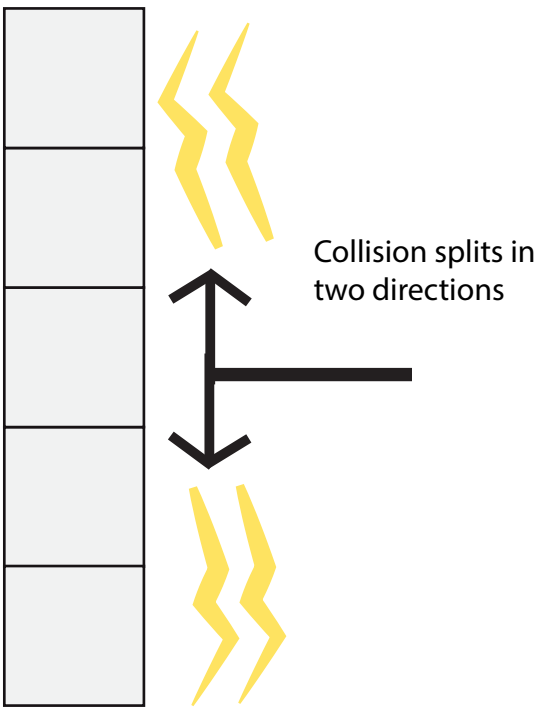
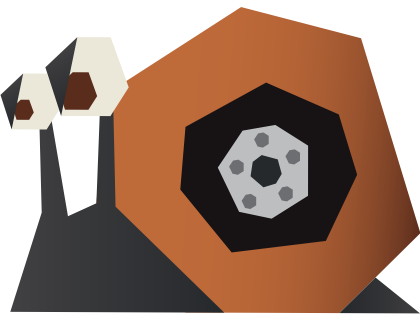
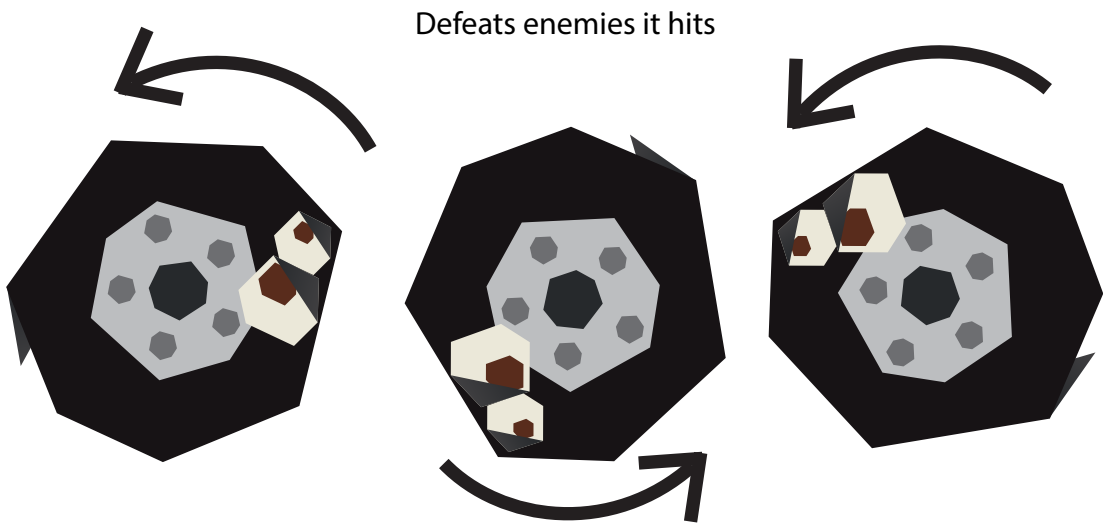
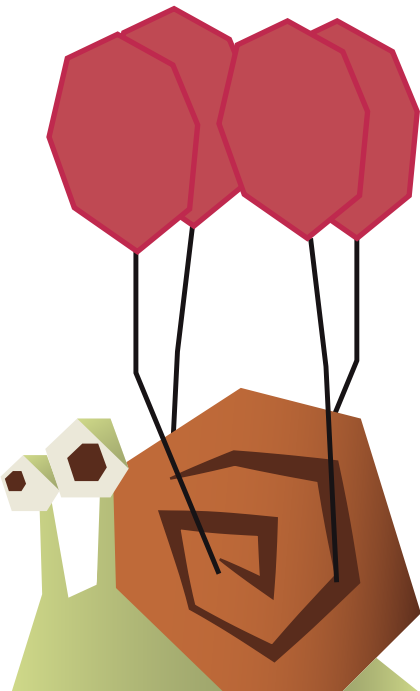
Frozen enemies could be pushed around.  
They would shatter when colliding with a wall.



Inisible snail.  
Enemies cannot see or react to the player  
Can be combined with other powers



Allows for floaty jumps, doubling/tripling jump height.  
Enemies can pop ballons by colliding with them.  
Can be combined with other powers



Collision splits in two directions

