

Player Character is gated in a corridor.

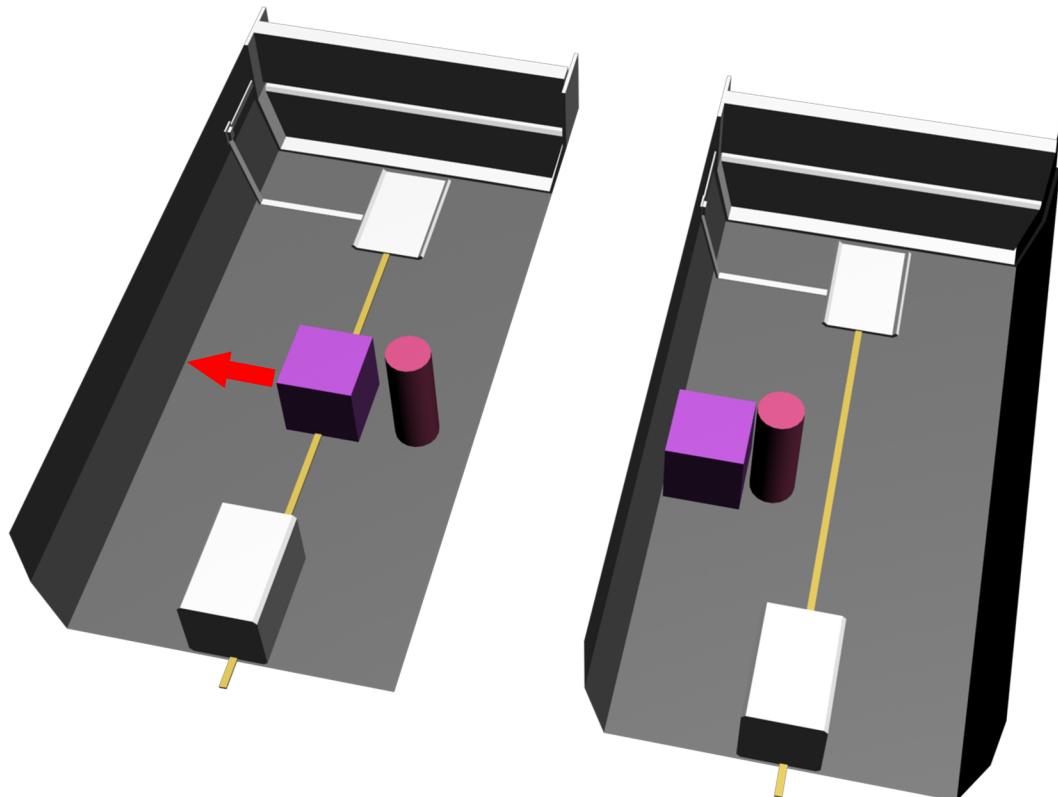
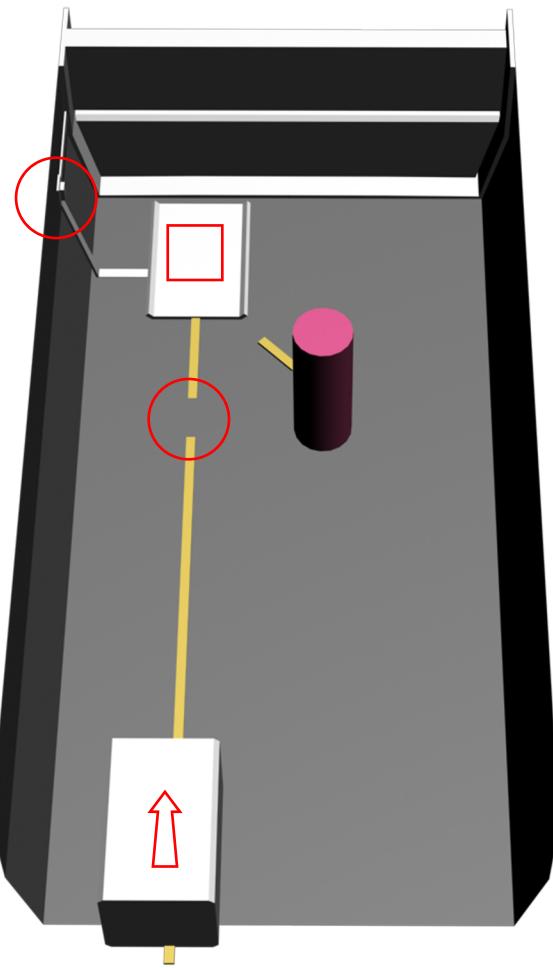
The Objective Crate moves along the Yellow Objective Track to the Destination Box.

The Player must ensure safe passage for the Objective Crate.

Once the Objective Crate reaches the Destination Box the Player Character can activate the Door Switch allowing them to pass to the next area.

First Person Perspective.

Here the player needs to obtain and place a Track Piece for the Objective Crate to reach the Destination Box



This image shows the player moving a Pushable Block out of the way of the Objective crate.