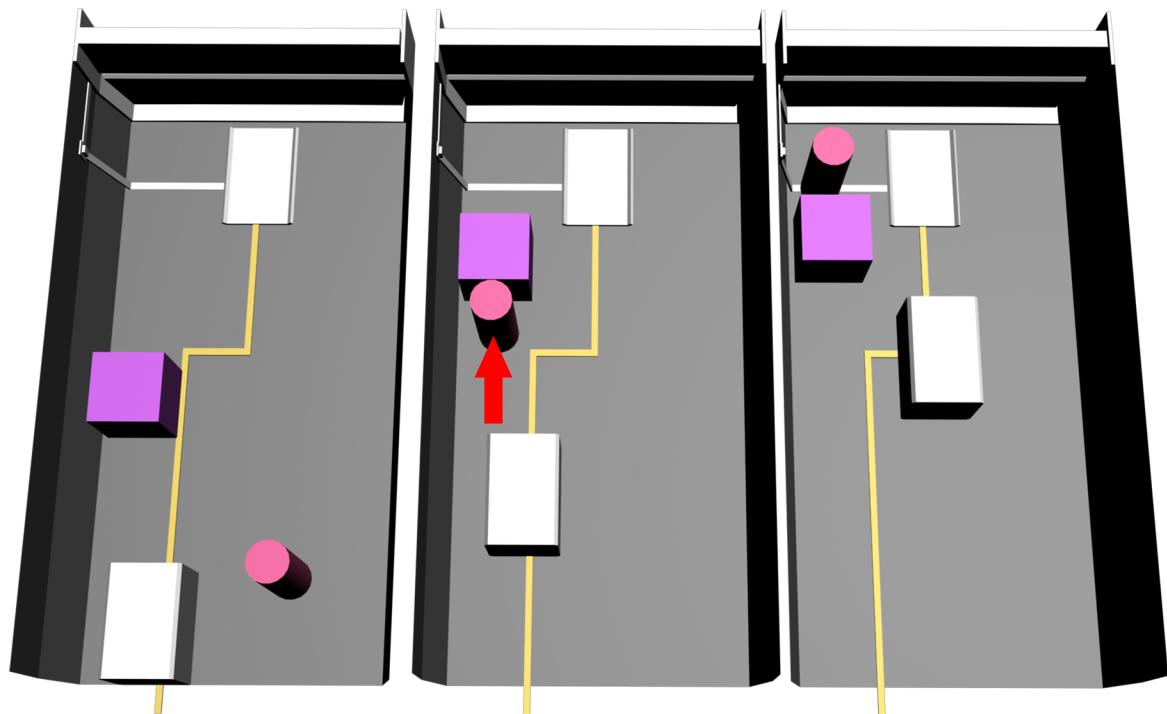


If we decide the player can't pull blocks -

the player could get a pushable block stuck if they happen to push the block up against a wall.

Instead of using the provided space to push the block to the right.



We could change the track layout and use this to our advantage.

Or

Allow pushable blocks to be pushed by the Objective Crate. -this makes more sense.