What do players like about manipulating objects as a mechanic?

* Unique and memorable way of destroying enemies
* The experimental part of it; players are forced to leave their comfort zone of using firearms to destroy enemies. Experimentation by manipulating different game objects
* Amazement and amusement – determined by the interaction of the manipulated object in accordance to enemies
* Creatively interacting with objects
* Can establish realism or surrealism

<https://culturedvultures.com/memorable-mechanics-half-life-2-seamless-tutorial/>

<https://www.gamasutra.com/view/news/270949/7_examples_of_great_game_physics_that_every_developer_should_study.php>

<https://books.google.co.uk/books?id=-BCrex2U1XMC&pg=PA566&lpg=PA566&dq=manipulating+objects+in+games+design&source=bl&ots=DhBjY9kPQf&sig=ACfU3U2EgCdbd0ipCwVVZctCbAHVRqZ8cA&hl=en&sa=X&ved=2ahUKEwj99eW4gMngAhXEuHEKHW4ZBAIQ6AEwEnoECAAQAQ#v=onepage&q=manipulating%20objects%20in%20games%20design&f=false>