

objective: reach the exit when open!

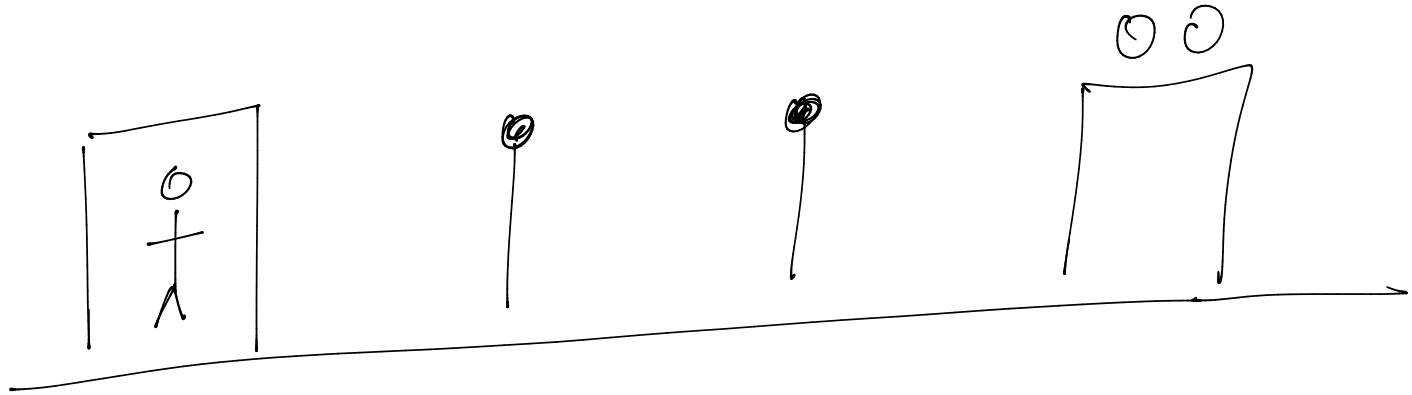
→ p up through a pylon  
to turn it on

→ if you touch an already  
on pylon, ~~each~~ all pylons  
turn off.

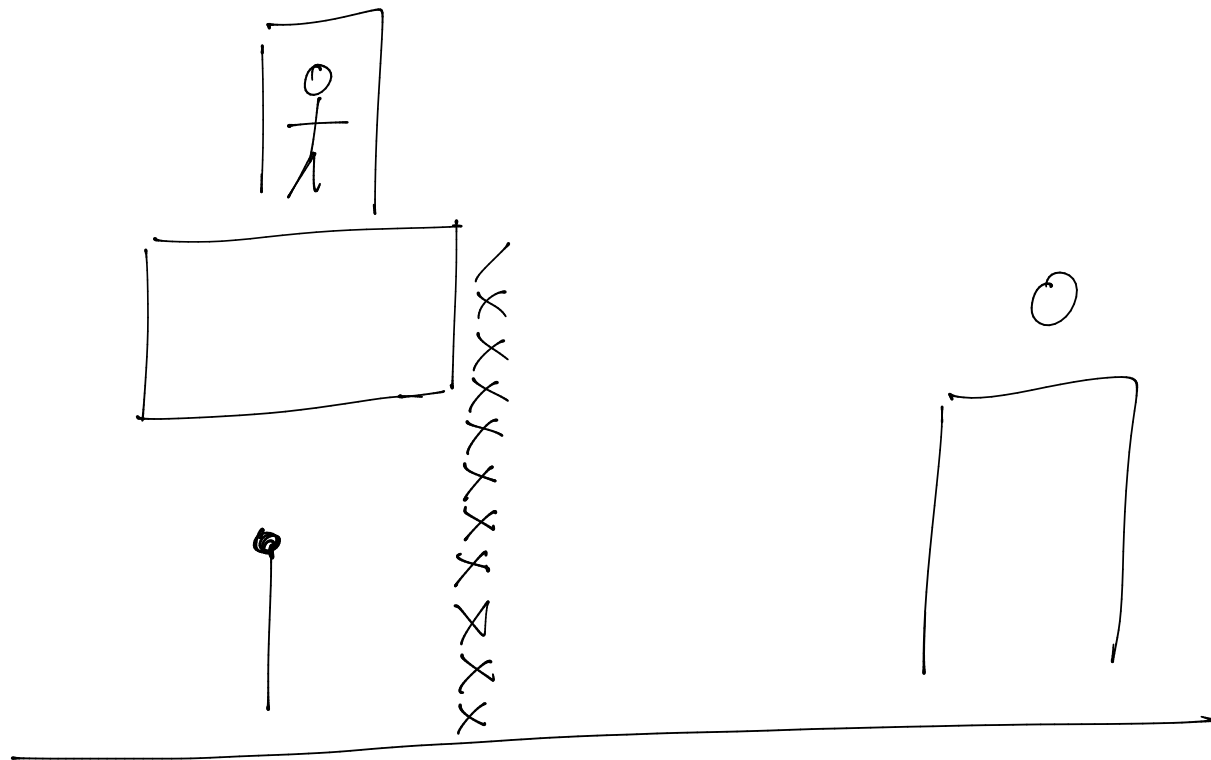
→ ~~turn on~~ the exit is open  
only when all pylons are  
on

→ falls so not hurt you

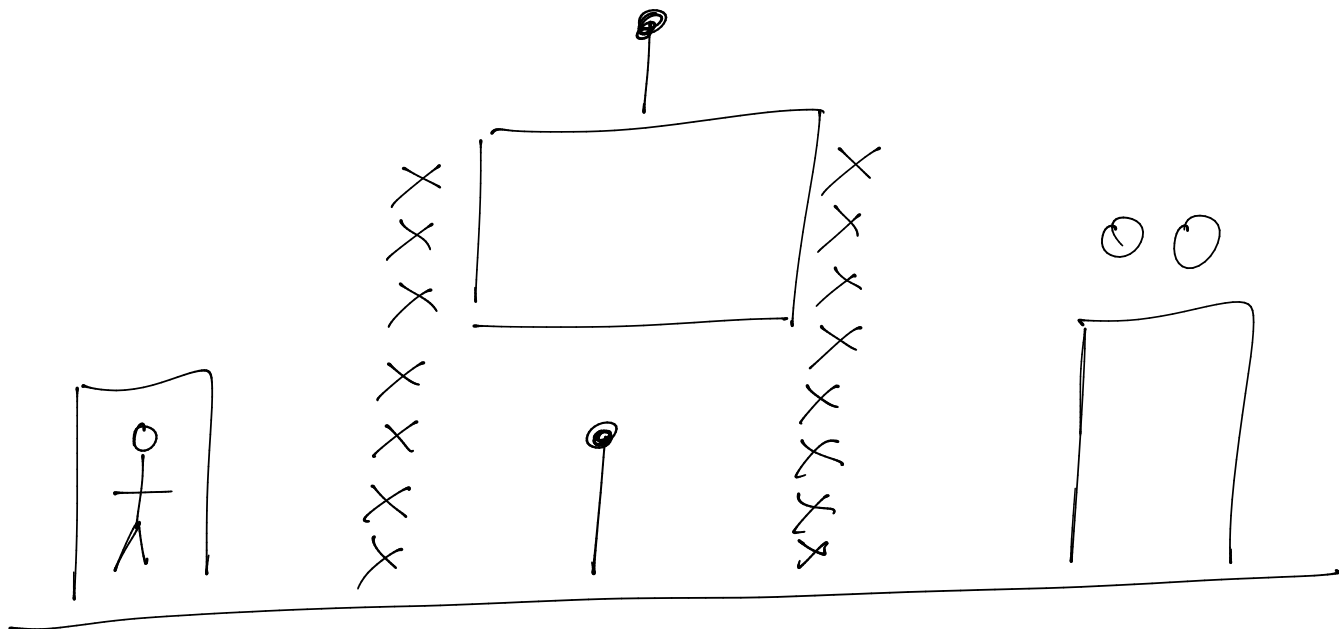
level 1 (if stuck you can restart as you like)



level 2

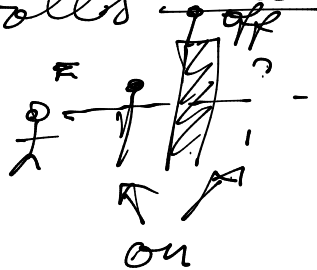


level 3



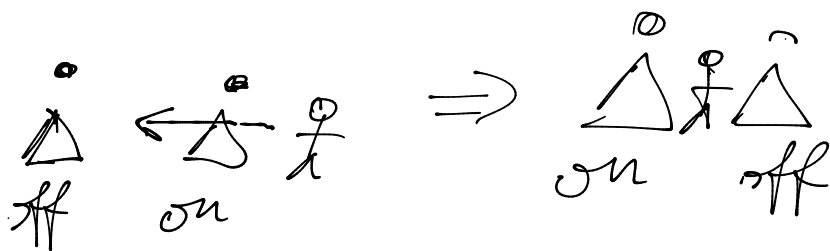
# Podiobress 1

- 1) You have 1 arrow which turns on/off only one pylon
- 2) You can launch a light beam that pass through walls and turns on pylons (1 per level)
- 3) You can jump over 1 pylon (1 per turn)
- 4) Pylons have colors enforcing an ordering
- 5) Some pylons vanish after being turned on



## Modifiers 2

- ) Some pylons are paired:  
if only one is on and you  
touch it again, you swap  
their state



- ) Sometimes you do not  
need to turn on all  
pylons.