

## Rules of Play of Reflexio

- You can move either forwards or backwards one space at a time
- If you jump while standing still you move one space and then one space down to the original position
- If you jump while moving you move one space diagonally up in the direction you are moving and then one space diagonally down
- You can reflect the world any time you like. The world will reflect everything on the world about the line of reflection except yourself.
- The boxes can be pushed or pulled one space at a time and are affected by gravity, which works in the downward direction always.
- You need to place something (yourself or the box) on the switch to get the door to open.
- If you remove the thing (yourself or the box) from the switch the door shall close.
- When you reflect, the game 'pauses' for a while when everything is being reflected.
- You cannot pass through the walls (you can however reflect and get the space beyond the walls to come where you can reach it.