

Where is the game?

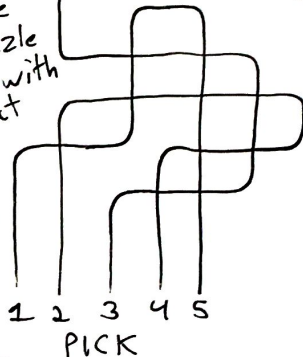
Puzzle Ideas



Rail Mounting Rules

only if rail connects
to matching "from"
or "to" direction

Introduce
the puzzle
mechanic with
routes that
take you
back to
start
instead of
killing



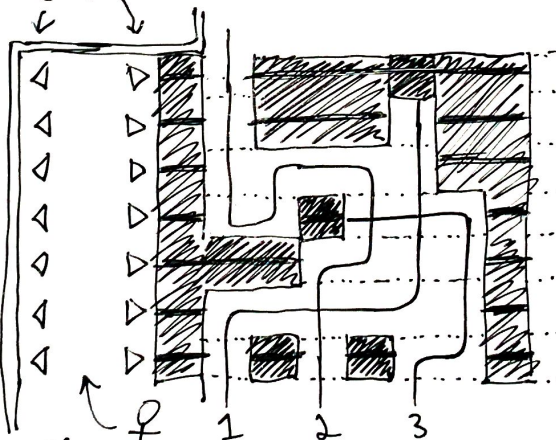
Player can't walk
into pit but can
grind into one!

Consumables

- o Pit reversal
Reverses player
if grind into pit
- o Pit hop
Hop over pit if
grind leads to one

If no mount,
player remains
still on rail tile

slide controls



Each row
can slide
left + Right
Start randomly
scrambled

Player goes up here to change controls