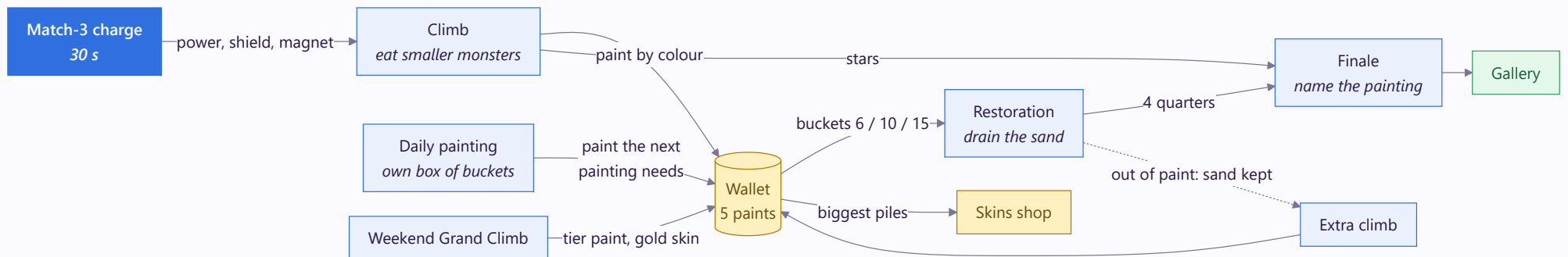


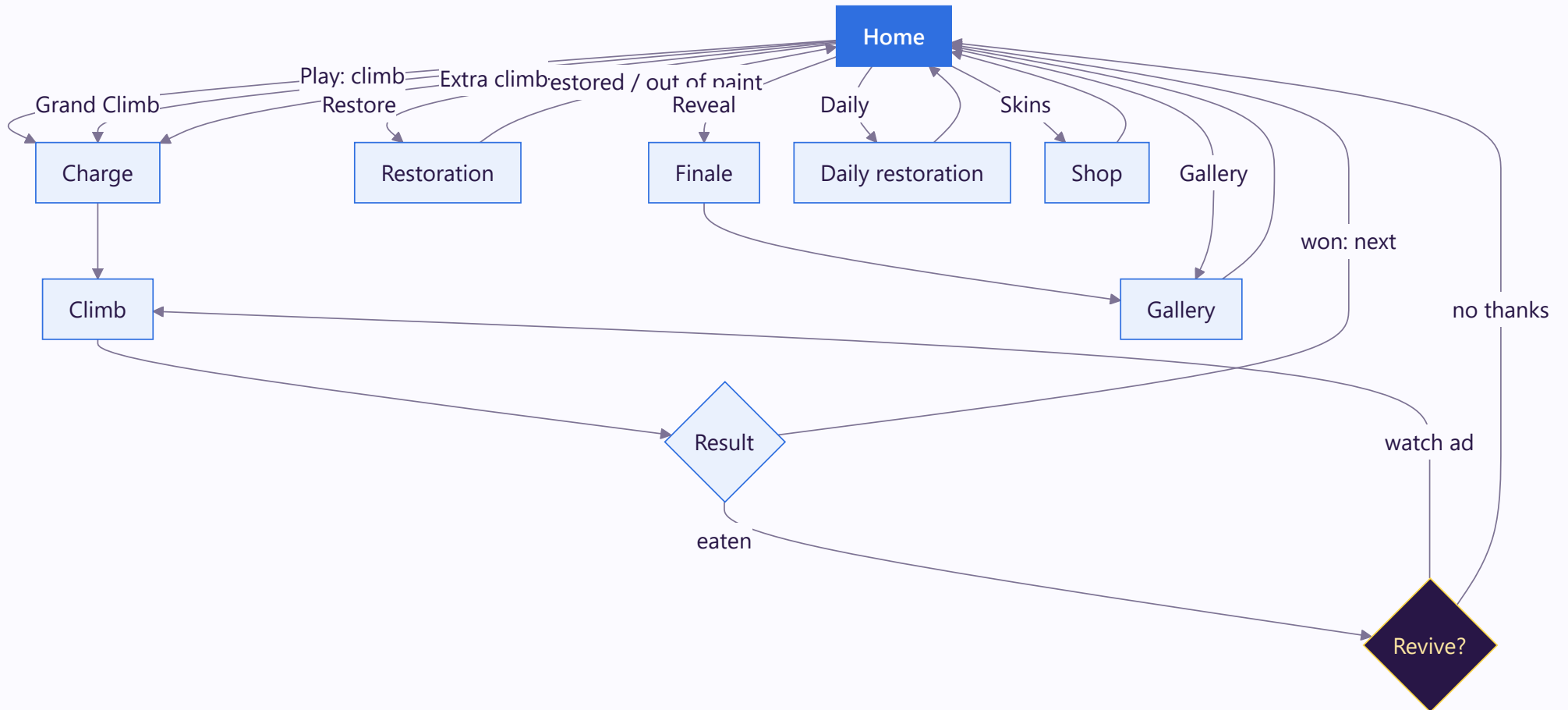
One currency per step

Every stage spends what the last earned, the meta feeds and drains the same wallet.



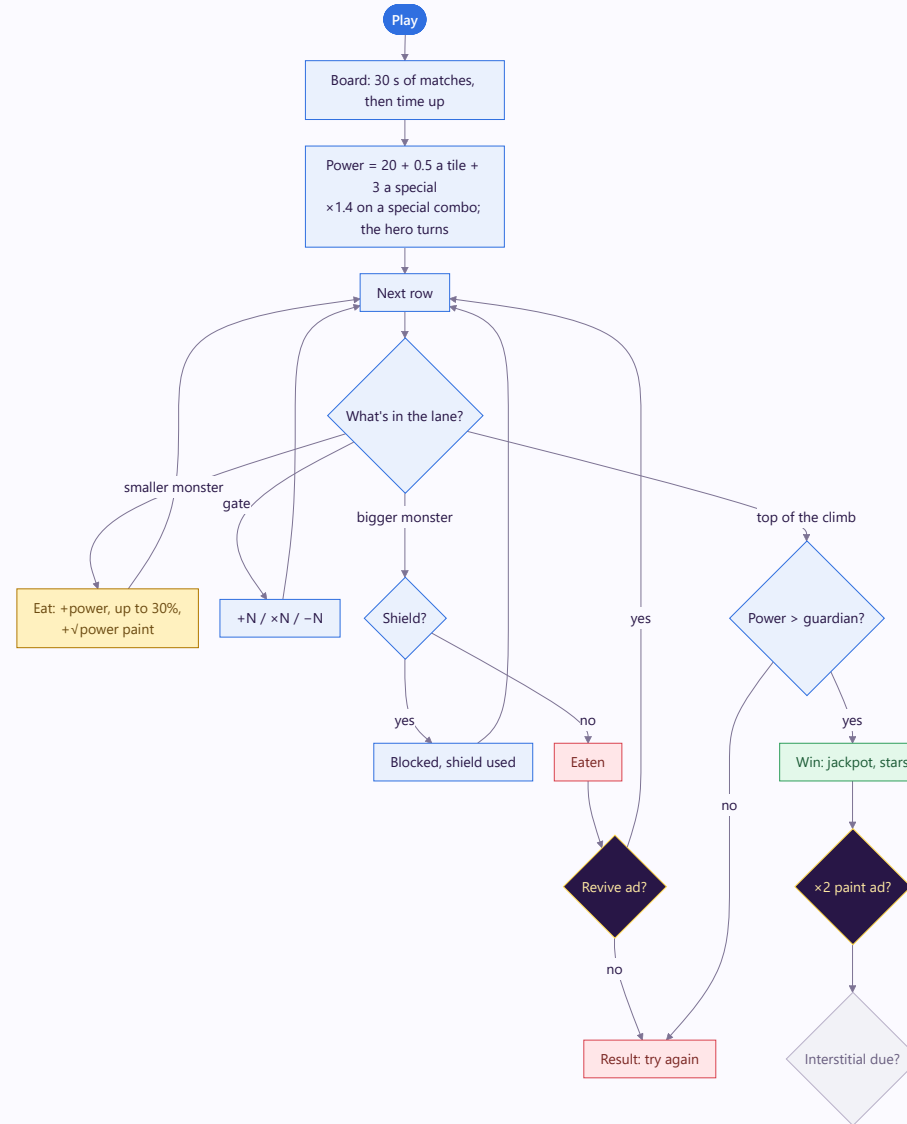
Screen flow

Every screen returns home; nothing is more than two taps deep.



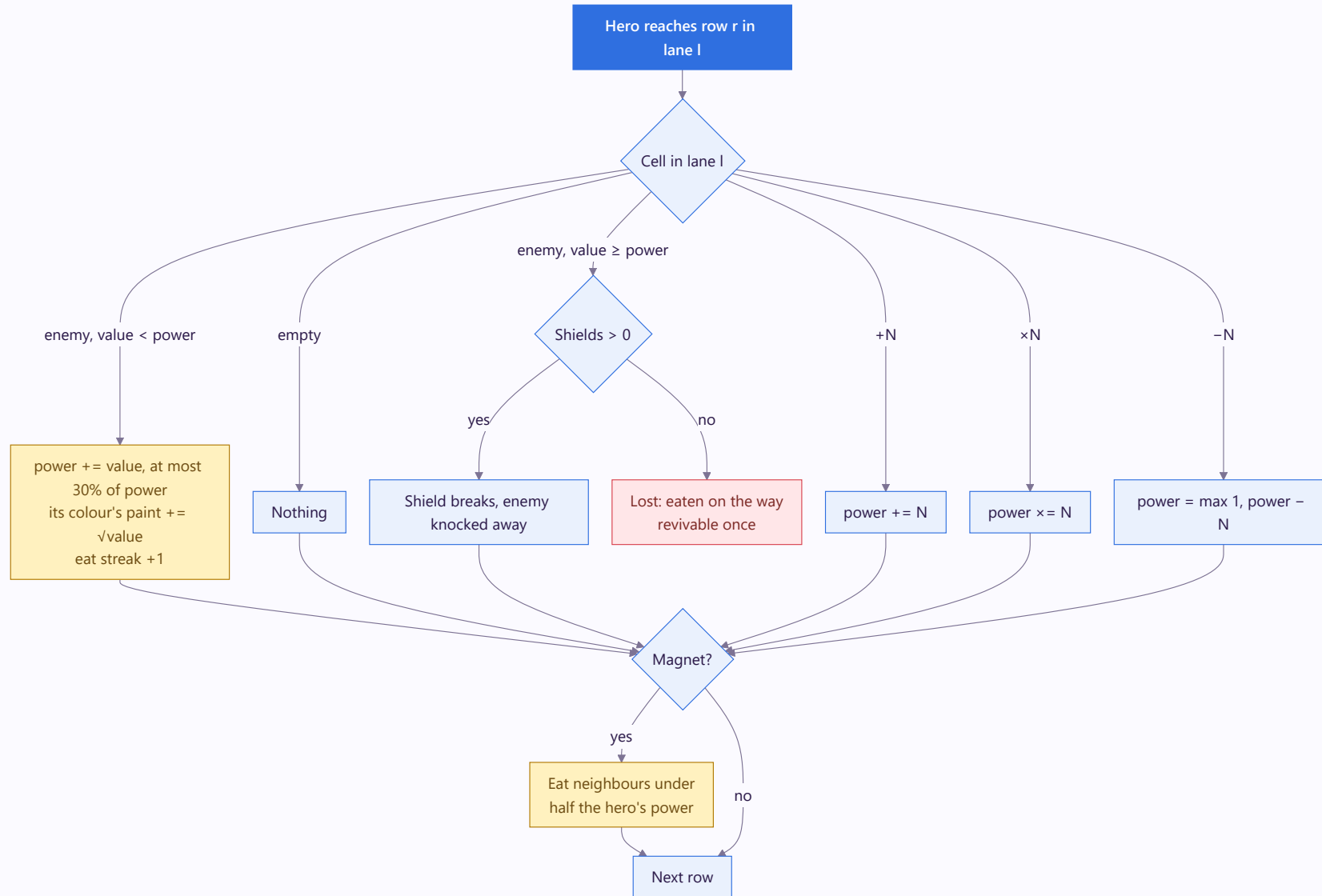
From the board to the result

Rewarded offers (dark) appear only where the player wants a second chance or a bonus.



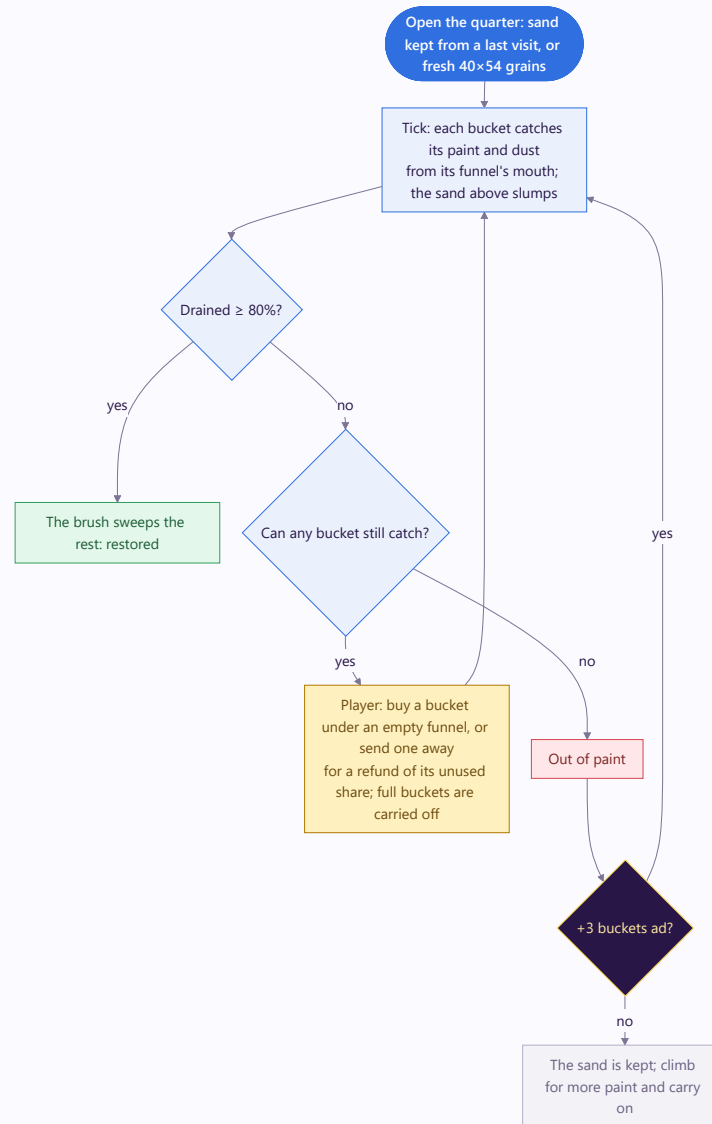
Resolving a row

ClimbRun.Advance: the same rules drive the game, the solver, the tests and the bots.



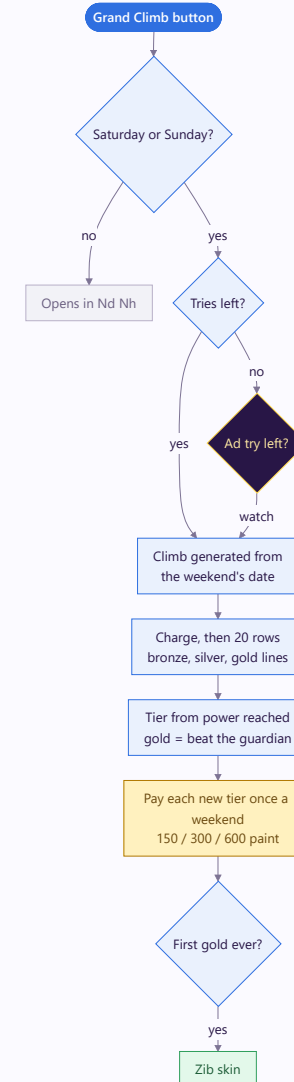
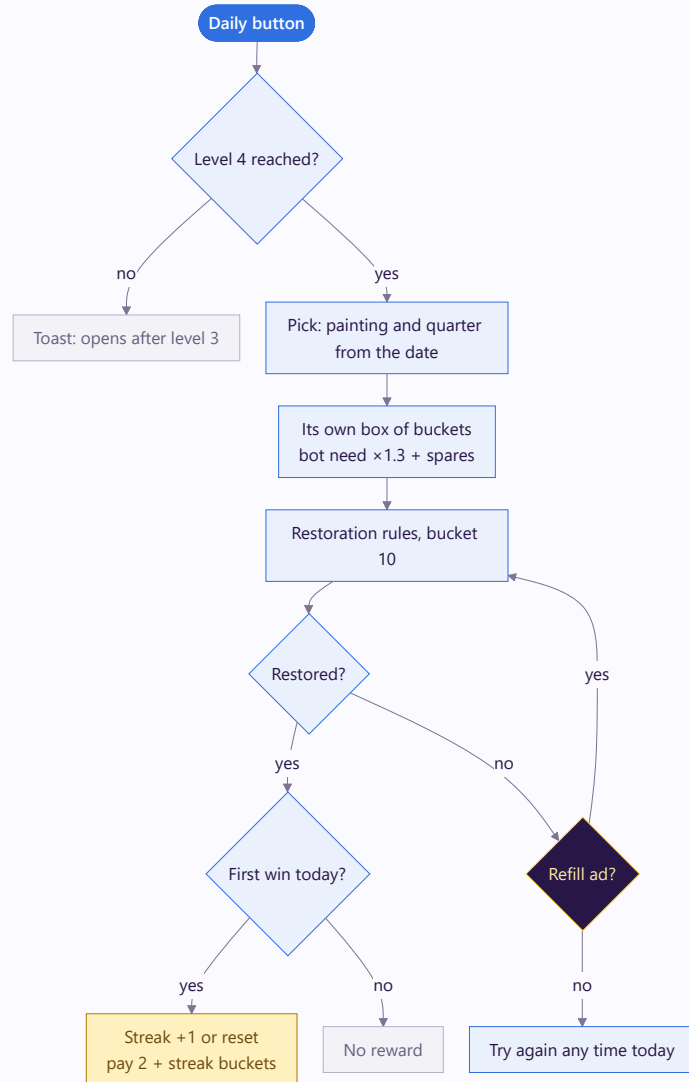
Draining a quarter

The painting keeps its progress, so running out of paint is a detour, never a wall.



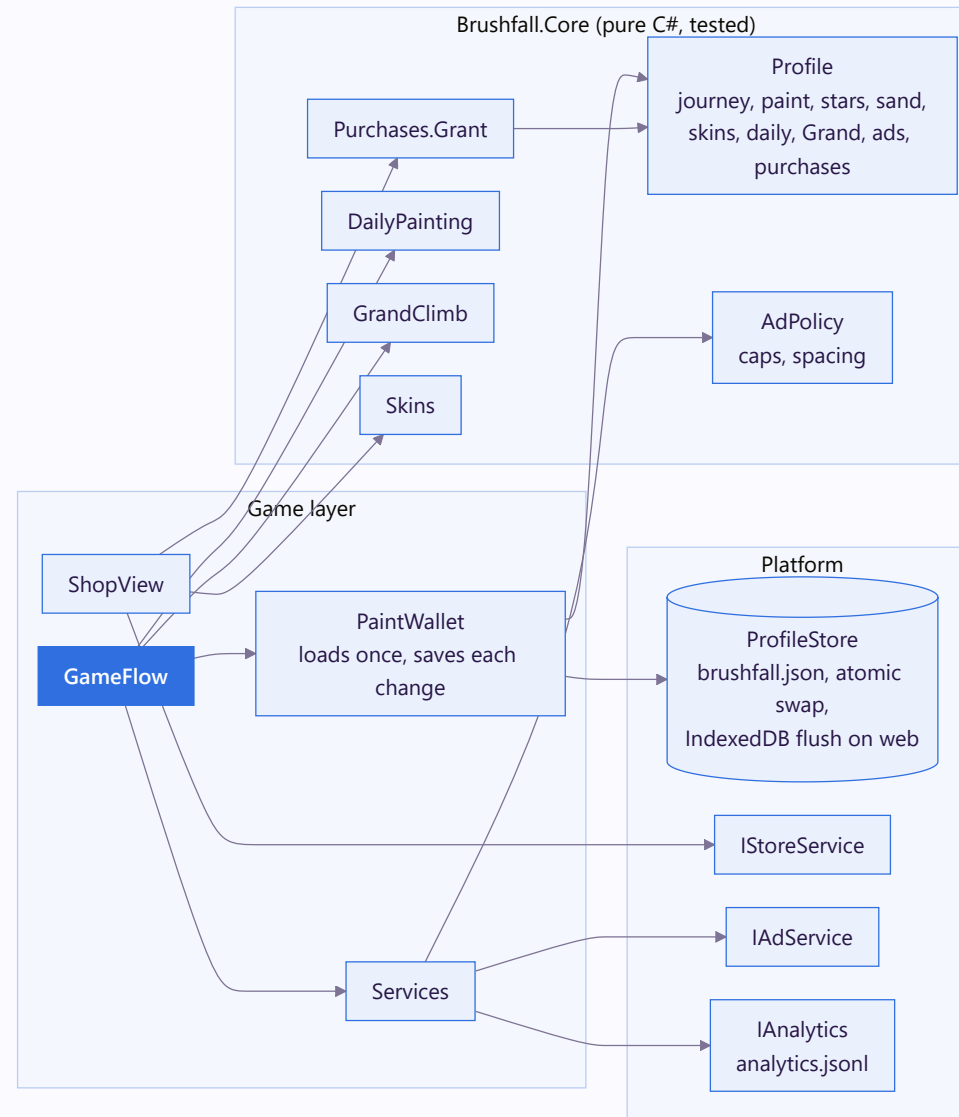
The daily painting and the weekend Grand Climb

Both are deterministic from the date, so every player gets the same puzzle and the same climb.



Progress, ads, store and analytics

The rules for what is saved, granted and allowed live in the core; the platform sits behind interfaces.



Architecture

Rules in pure C# with tests; MonoBehaviours only display, take input and animate; tools rebuild everything.

