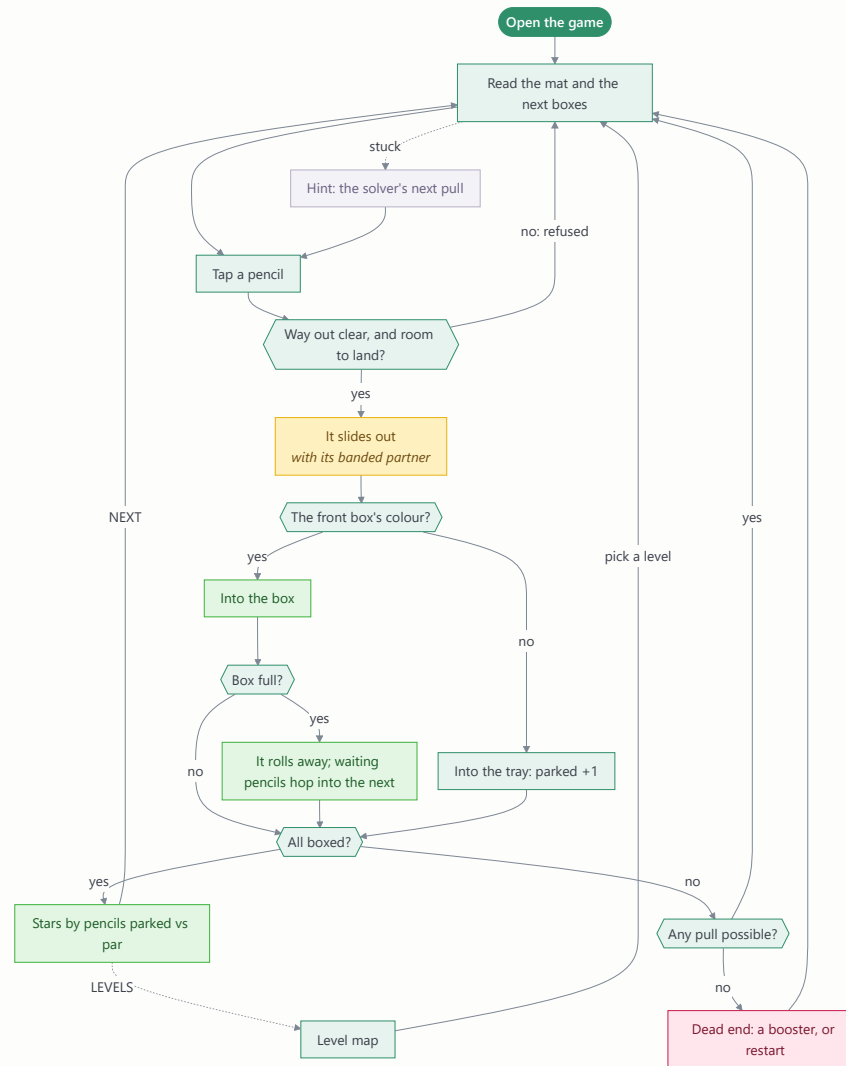


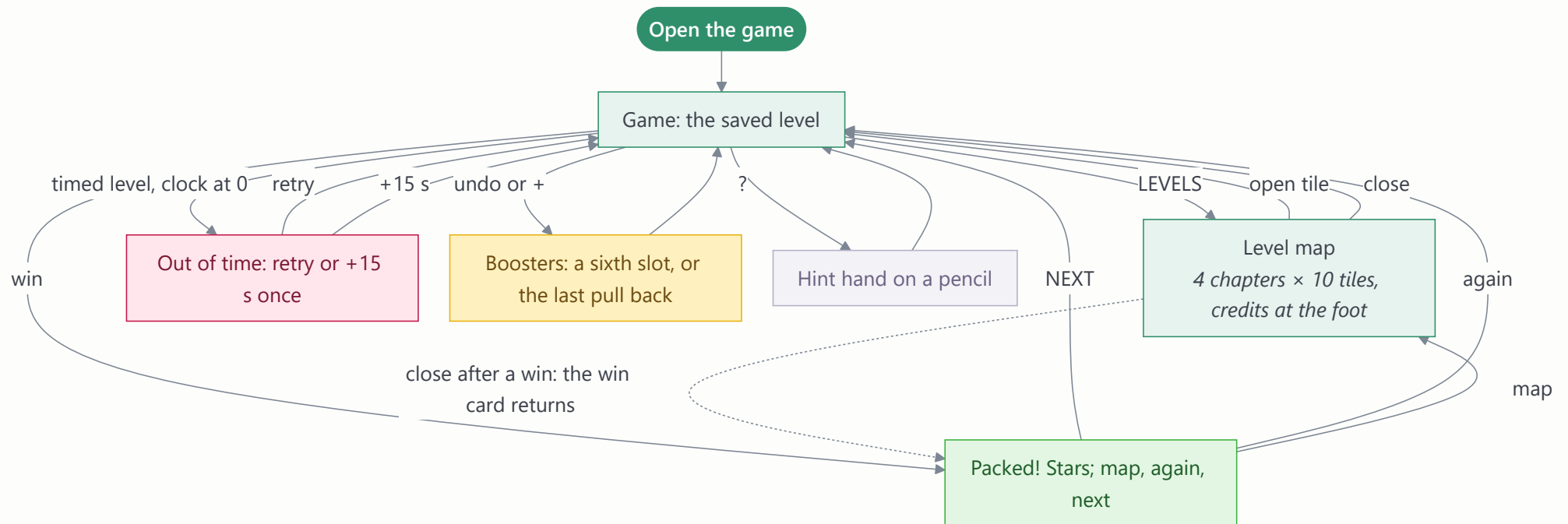
Read, pull, box or park

A dead end is named and a restart is free; only the clock on timed levels can fail a level.



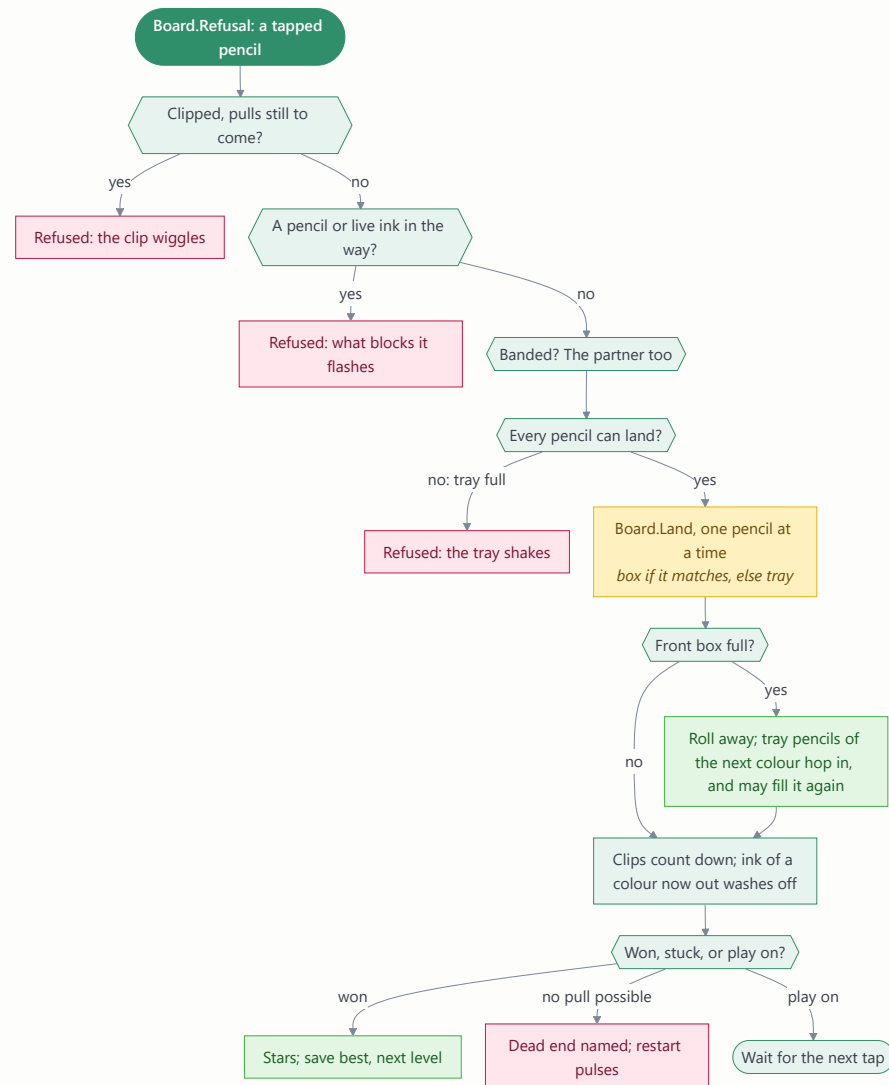
Screen flow

The game, the map, the win card and the out-of-time card; the game opens straight on the saved level.



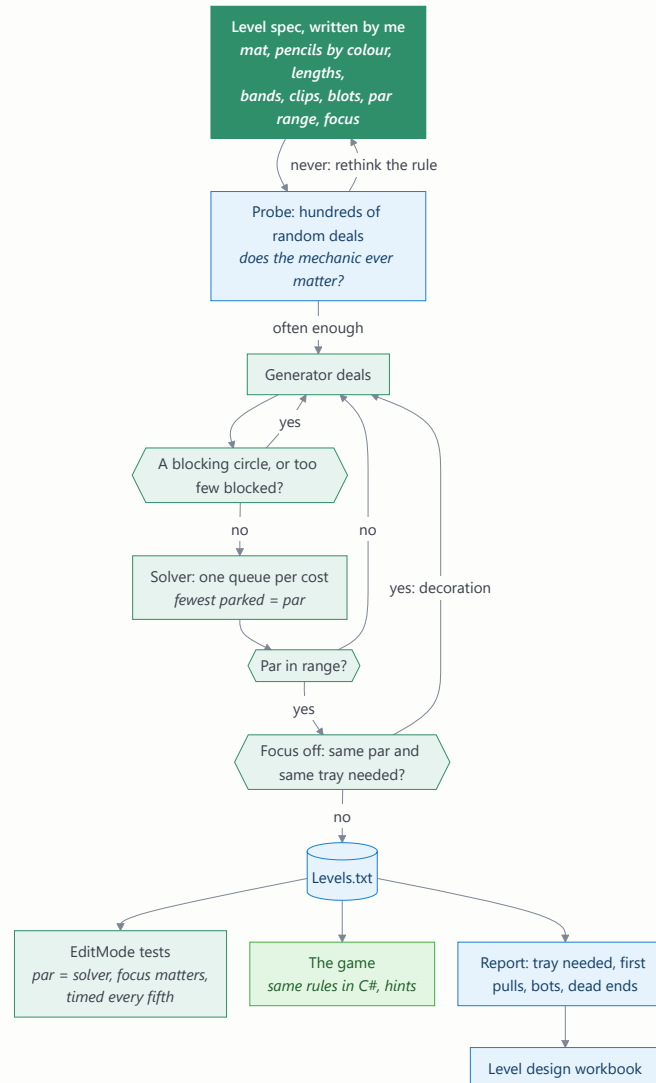
From the tap to the result

Board.Refusal and Board.Pull: each rule refuses in its own way, so the player sees which one stopped them.



How a level is made and proven

A mechanic is probed before it gets a chapter; every level's newest mechanic must change its par or the tray it needs.



Architecture

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

