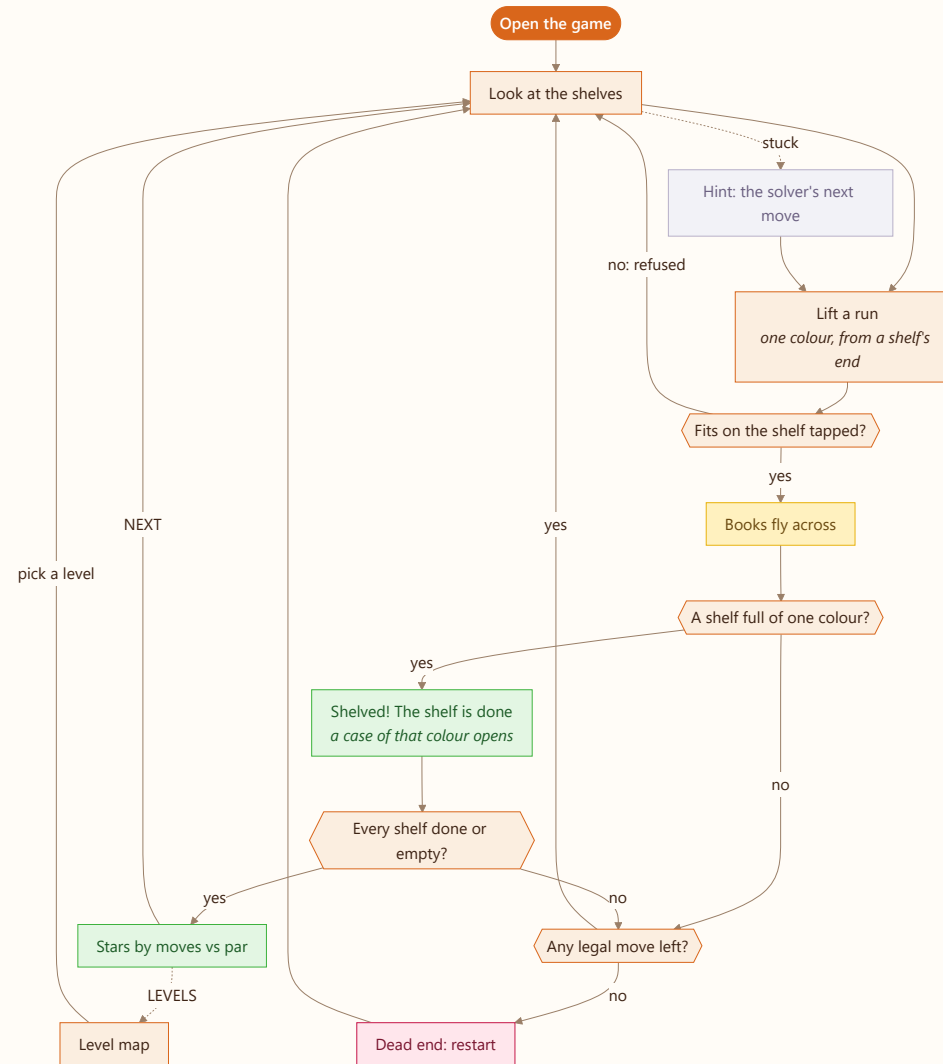
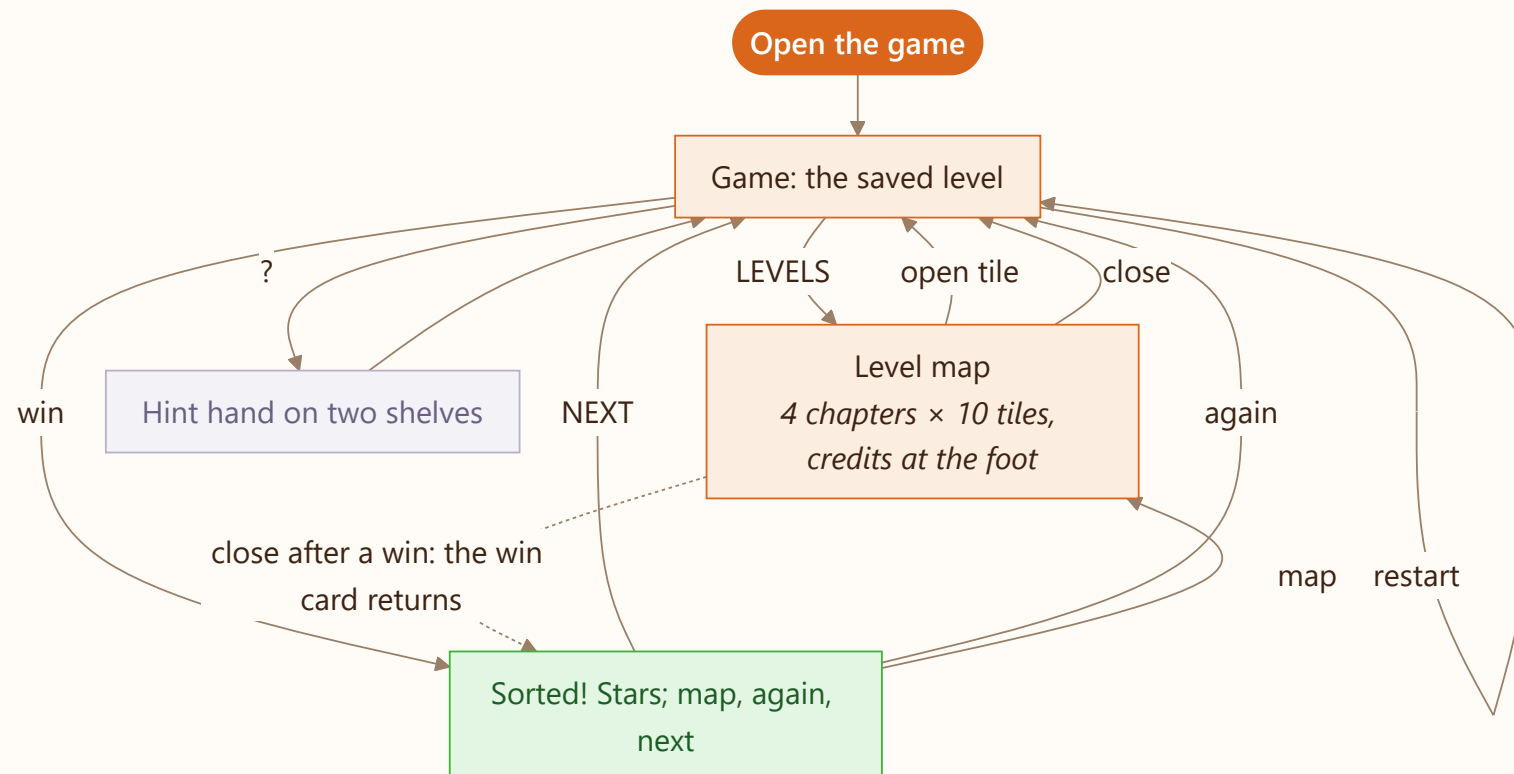


Look, lift, place, finish

No timer and no fail: a dead end is named and a restart is free.

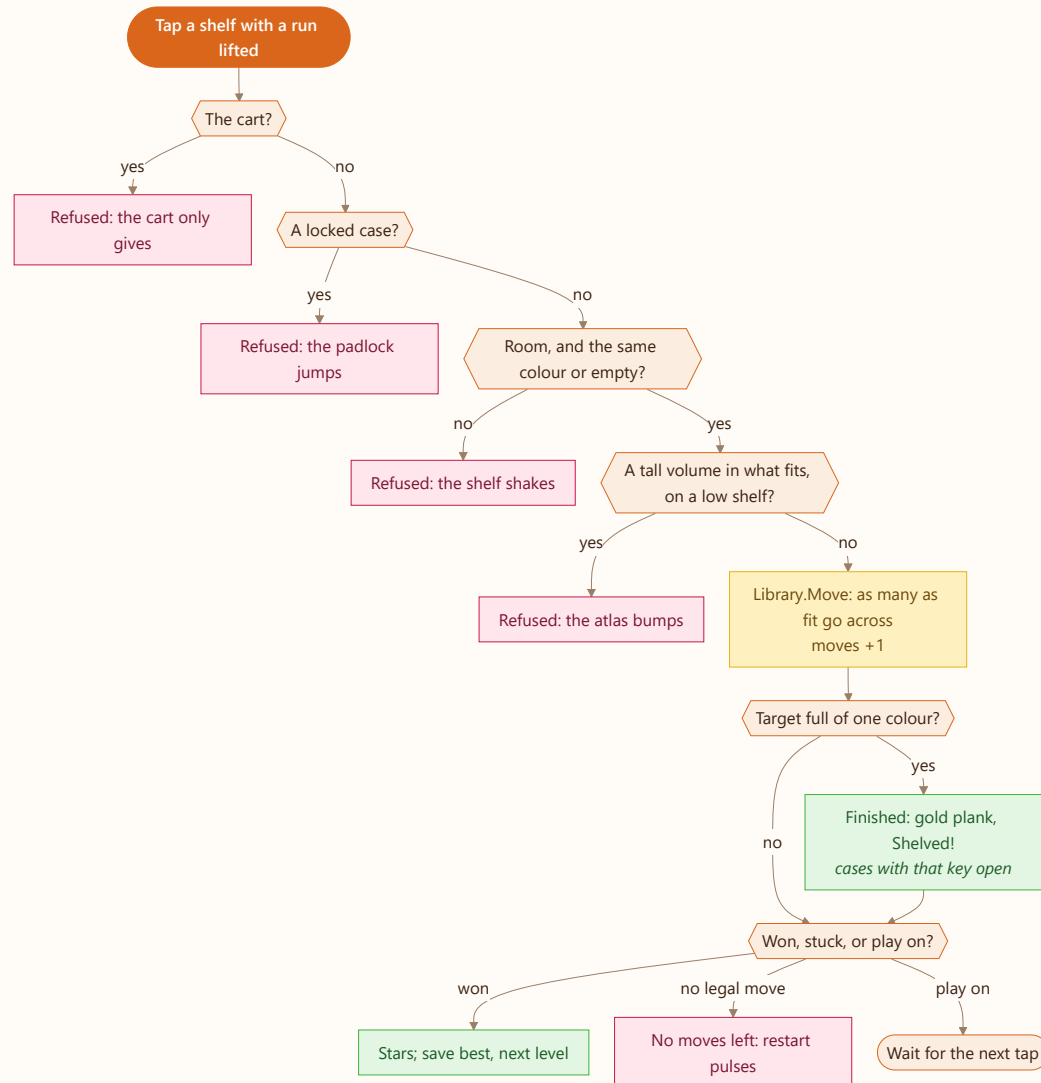


Two screens and a win card; the game opens straight on the saved level.



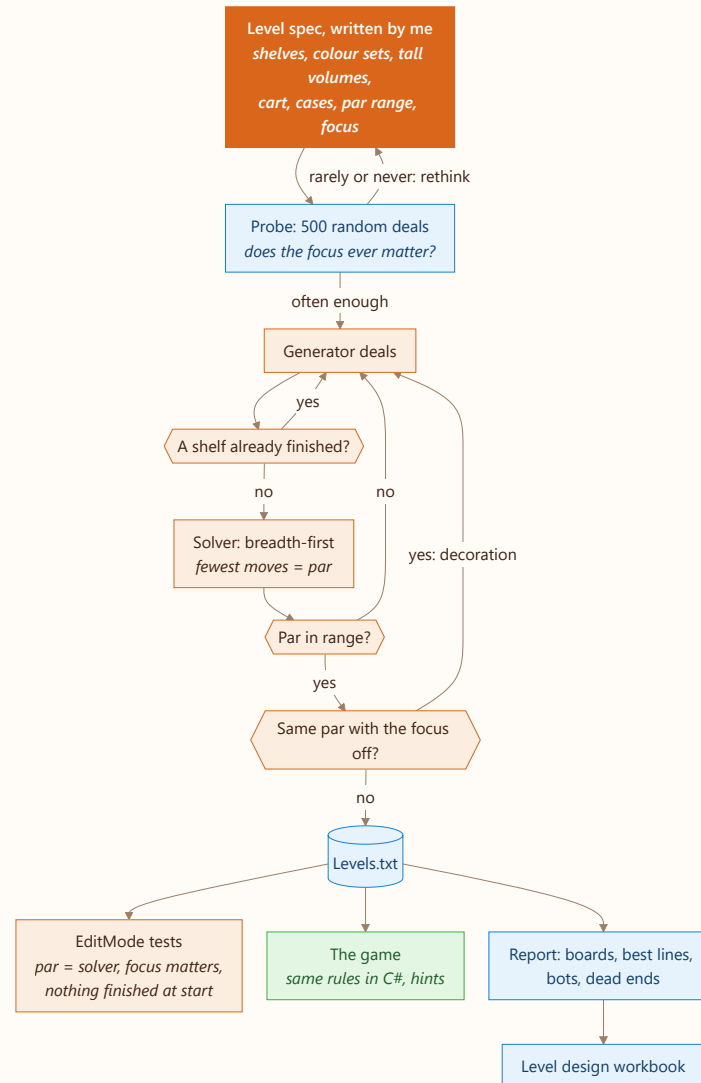
From the tap to the result

Library.Refusal and Library.Move: 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 best line.



Architecture

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

