2 copies of Stair tile, one is named top and one is bottom

- if placed in ground becomes Stair top
- if placed on stack becomes Stair bottom

Placing either will place the other end \(80\times\) on \(-80\times\) (top) (bottom)

each has a game object that triggers a jump to the other

If you place a Stair and the other end is in empty space you need to be able to get back