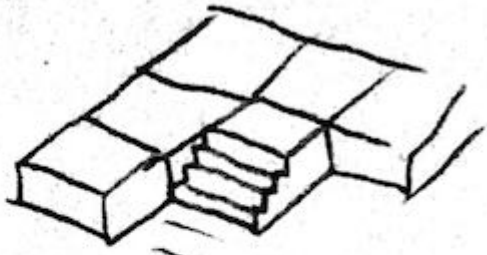
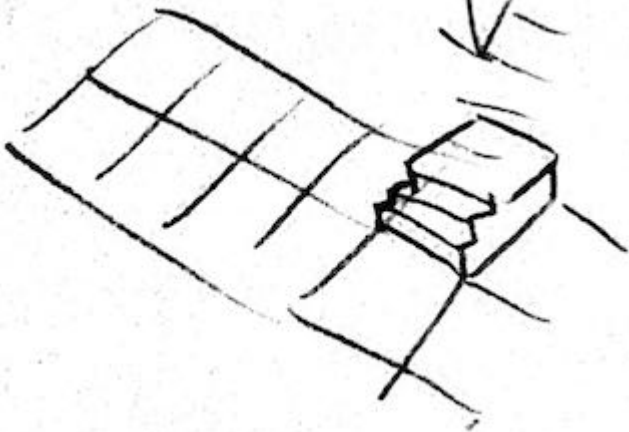


2 copies of
Stair tile,
one is named
to p_1 and one
is bottom



— 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