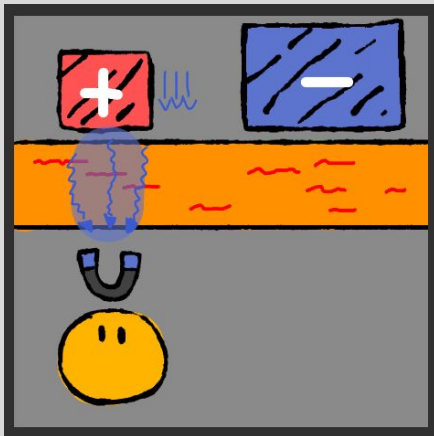


# MAGNETISM

2021.02.05

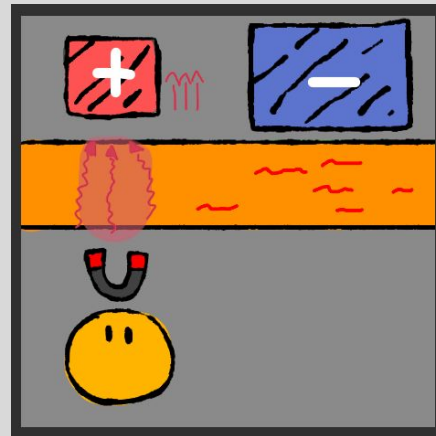
Certain objects either emit a negative or positive charge. The Player wields a Magnet gun that can change polarity at will. Depending on what mode the gun is in, the magnet will either repel or attract the object.

Figure 1.1



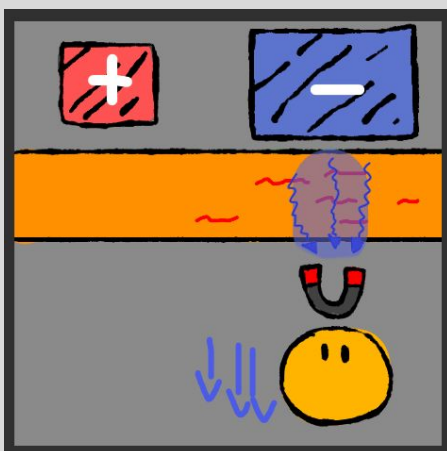
Pictured is the player using the magnet's Negative mode to attract the positively-charged object towards them.

Figure 1.2



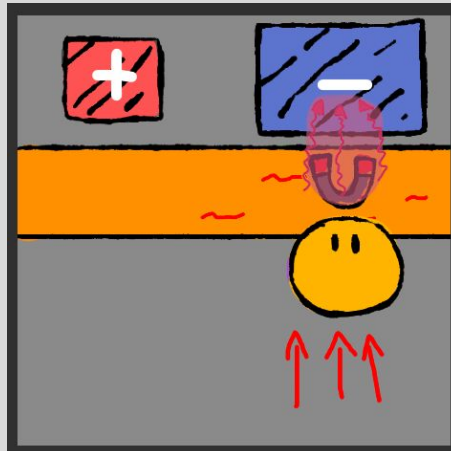
When players match the object's magnetic force, the object will move Away from the player.

Figure 2.1



Weight comes into play. If objects are Heavier than the player, the player will Instead be the one reacting to the Target object.

Figure 2.2



Using the magnet's positive mode, players are pulled towards the heavy object and can hover over dangerous gaps or hazards.