

Read a gravity-flip runner route

Find the clear lane, distinguish the game's gravity rule and count the flips in a short route.

01 Decide which surface clears the next barrier

In a practice tunnel the floor ahead is blocked and the ceiling lane is clear. Your orb is still on the floor. Which move matches Fluxo's control?

- ▢ Wait for an automatic jump
- ▢ Tap to reverse gravity toward the ceiling

02 Distinguish the runner's rule from everyday gravity

A game character rises toward a tunnel ceiling immediately after one tap. Which rule explains the game scene?

- ▢ All objects in a real tunnel naturally rise
- ▢ The game reversed its gravity direction

03 Count the reversals in a three-barrier runner

Your practice route starts on the floor. The next clear surfaces, in order, are ceiling, floor, ceiling. How many surface changes does that require?

Answer in flips

Worked answers
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