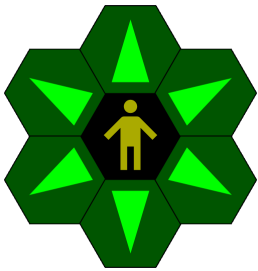


## One-way doors

These tiles can be passed in single direction only.



*one-way tiles around the player*

single direction pass tiles