

# Coconut



Once it has been shaken loose from its tree, it can be used for throwing at / activating wall buttons.

## Dimensions

- Width: 1 tile, Height: 1 tile

## Mechanics

- Chucky can suck up the coconut with his trunk
- Chucky can chuck the coconut at wall buttons to activate them
- Upon hitting a wall button the coconut will shatter.
- When a new coconut is shaken from the tree the previous coconut will shatter.

## Sprites

- Regular
- Smashed into 2 pieces (1 sprite for each piece)

---

Revision #2

Created 2025-12-28 06:40:57 PST by xury

Updated 2025-12-28 06:47:06 PST by xury