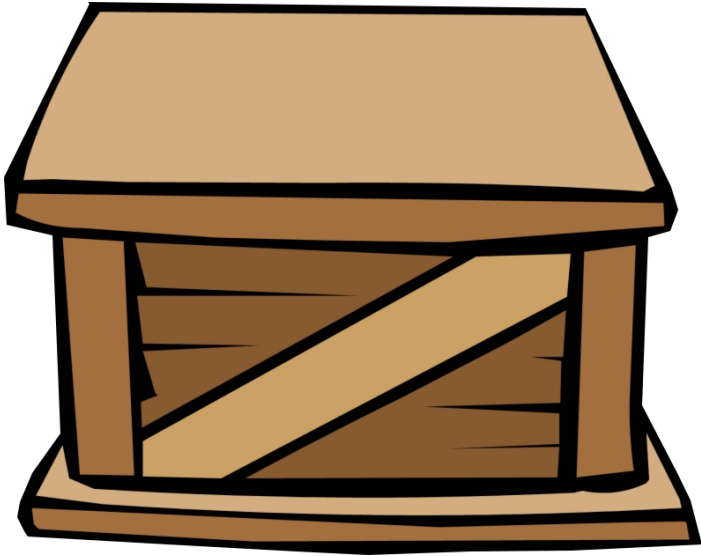


Wooden Crates



Typical video game object, a crate. Sometimes found individually, or stacked. Sometimes they are helpful for climbing, sometimes they are in the way.

Dimensions

- Width: 1 tile, Height: 1 tile

Mechanics

- Can be pushed around by Chucky
- Can be smashed by Chucky (via the kick mechanic)
- Can be climbed on by Dexter

Sprites

- Regular
- Smashed into 3 pieces (1 sprite for each piece)

Revision #3

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