

Walls are stationary obstacles that your hand bounces off. Enemy hands cannot travel through walls, either.

Doors act the same as walls do, except that doors can of course open and close. A door is controlled by one or more switches. Each switch, in turn, may control one or more doors. The color of these switches matches the color of the door "trim" (the bars on either side of the door).

A switch is activated whenever any hand passes over it. Activating a switch starts closing the door (if it's open), starts opening the door (if it's closed), or changes the door's direction (if it's in the process of opening **or closing**).

Although your hand harmlessly bounces off closed doors, be careful not to hit a moving door. For if you do, your hand will be impaled on the door and you'll have to restart the level.