Unfortunately there were some bugs I couldn’t fix or they’re probably unfixable, there are few only, here’s list anyway:

1. If you hold CTRL while pushing block to fall in the temple, collision for it will be broken
2. Waterfall\_mist objects sometimes activate, sometimes don’t

Other normal bugs for TRLE….

* You can hear electricity loop sound in place where teleporter isn’t enabled yet
* After flipping room from water to dry, reload save to correct objects lighting
* Disappearing trap after reloading save