

Arrow Topple

Pull the arrows. Don't topple the tower.

The arrow-escape puzzle, stood up on its feet. A wooden tower of blocks, each with a mother-of-pearl arrow inlaid; tap a block and it slides out the way its arrow points. But the tower stands on **real balance**: pull a block that carries weight and the whole tower **topples** in full physics. Read the load, pull in the right order, free the golden arrows.

WHAT MAKES IT DIFFERENT

Arrow puzzles with gravity. The genre's top charts are flat grids. Here every move is also a balance question: a "free" arrow can still bring the tower down, and half the towers need a pull from under a load.

A collapse you want to watch. Real rigid-body physics, wood knocks and dust; one tap rewinds the fall, so failure is a show, not a punishment.

Brass clamps. Two blocks joined by a brass butterfly key slide out together and hold each other up: a block can hang over a gap.

Workshop tools. Undo, Load Map (red = carries, green = safe) and Wedge, paid with pearls.

CONTENT & META

- **600 towers** in six workshops, morning to moonlit night; golden-arrow goals, pull limits, a hard order every 10 levels
- **20 wooden toy models + 20 dioramas** built as you play (lighthouse, harbor, funfair…); they come alive when finished
- **Inlay Drawer:** 8 stones bought with pearls change every arrow in the game; **Amethyst** only in the Master Pack
- **Daily Order** (same tower for everyone, world ranking) · **weekly wooden leagues** (Pine → Pearl)
- **Daily gift streak** (7 crates) · **friend challenges** by link, playable instantly in the browser

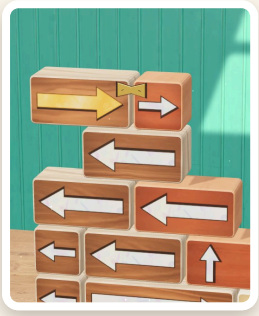
MONETIZATION (BUILT IN)

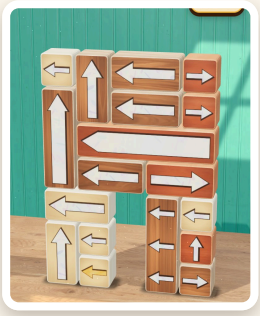
- **Rewarded** (always the player's choice): +3 pulls on fail, ×2 pearls, free pearls (5/day), free helper, ×2 daily gift
- **Interstitial** only when leaving a result card: none in the first 8 levels or 2 minutes, then max 1 per 2 levels, 90 s apart
- No ads while building or pulling · no banners
- **IAP ready:** Master Pack (no ads + 1500 pearls + Amethyst), No Ads, 3 pearl pouches; nothing buys score

TECH & HANDOVER

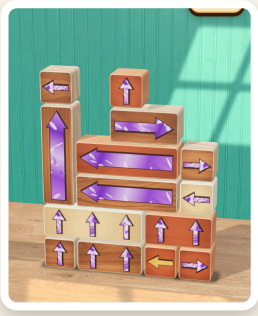
PLATFORMS	Android (Capacitor 8, test APK) · web · iOS-ready
ENGINE	TypeScript, three.js (WebGL), Rapier physics
ADS LAYER	One file, named placements; AdMob + UMP consent today, swap for MAX / your SDK
ANALYTICS	`track()`: game_start, round_start/end, level_up, ad_shown, purchase, session_end
PUBLISHER SDKS	Facebook + AppMetrica integrated, off until keys are set
REBRANDING	Name, package, leaderboards, share link, ad and SDK keys in one config file
LANGUAGES	EN, ES, PT, DE, FR, ID, TR
LOW-END	Graphics High/Medium/Low with auto step-down; idle frames throttled

SCREENS


BRASS CLAMP


GOLDEN ARROWS


TOPPLE!


AMETHYST INLAY


MODEL SHELF

Tichka Games · tichka.org

Play: arrowtopple.tichka.org · Gameplay video · akarayaka@yahoo.com