

GAME OVERVIEW

Change your size to turn laboratory machines into a way out.

Yibo Wang

PLAY DEMO

WATCH GAMEPLAY

One body system. Three different rhythms.



SMALL / SPEED



MEDIUM / BALANCE



HEAVY / LOAD

MOVE → LOSE MASS / REST → GAIN MASS

Food changes mass immediately. Plan the body you need next.



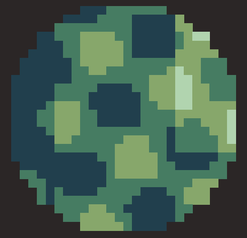
1 GROW



2 SHRINK

F COLLECT FOOD

GREENHOUSE

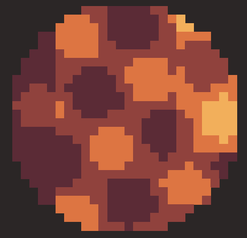


NORMAL

Rest: gain mass
Move: lose mass

Ducts · pressure · balance

FOUNDRY

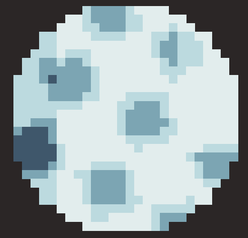


HEAT

Rest: gain faster
Move: lose more slowly

Counterweights · stored energy

FROZEN OBSERVATORY



COLD

Rest: gain more slowly
Move: lose faster

Springs · airflow · landings

Featured puzzles, not exclusive device lists. Every region reuses the same body vocabulary; climate changes its timing.

Weight changes the route.

Heavy can open a path; a lighter body may be better at using it.

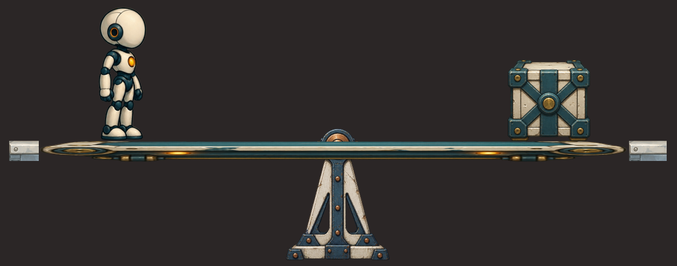
COUNTERWEIGHT / OPEN HEAVY, CROSS LIGHT



Empty returns; stone falls. Retry via the lower-left lane.

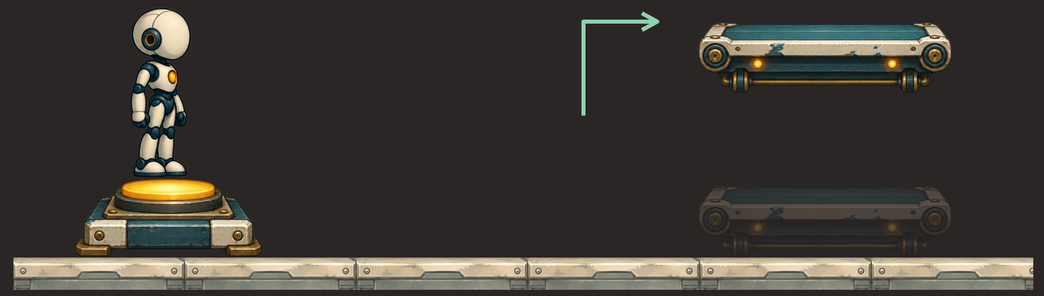
BALANCE BRIDGE

Medium levels. Light/heavy tilt.



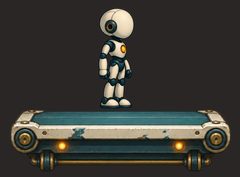
PRESSURE CALL LIFT

Heavy calls it down. Board the waiting lift to ride up.



MASS LIFT

Small rises. Medium holds. Heavy descends.



S ↑ M – L ↓

Beacon: save body + food.

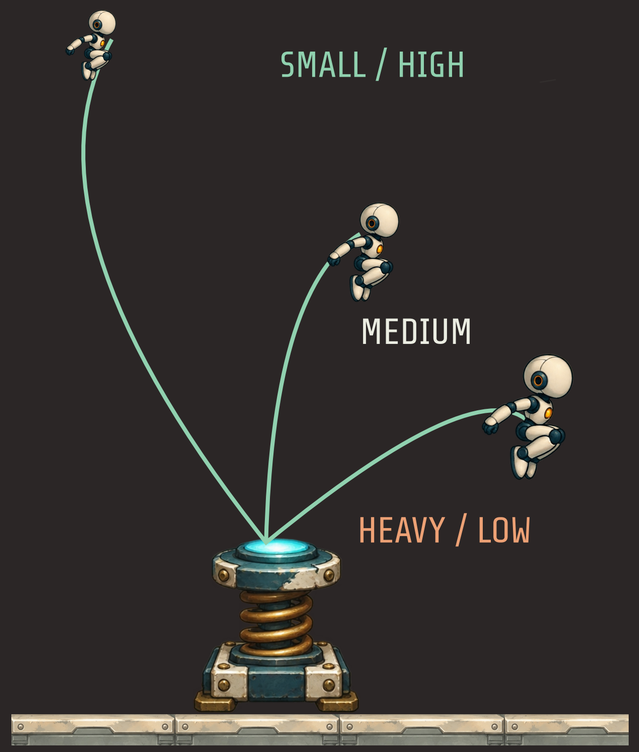


Also: small bodies fit low passages; crates act as physical counterweights. Beacons require safe medium-body clearance.

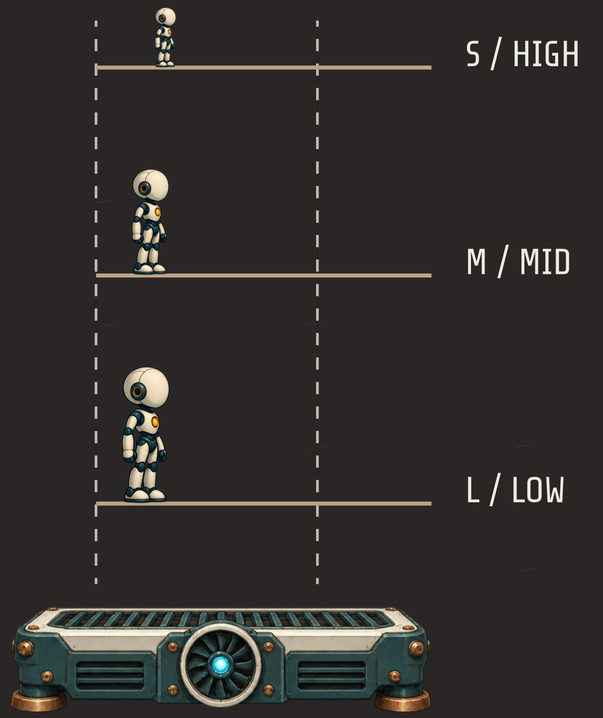
Change size. Choose the landing.

A spring gives an impulse. A wind field lets you keep adjusting in the air.

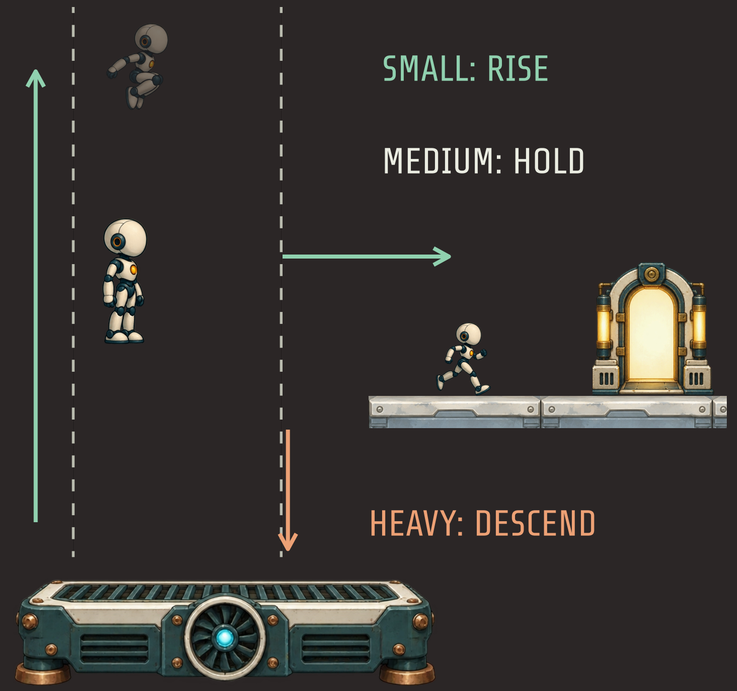
SPRING / CHOOSE THE BOUNCE



TIERED WIND / THREE HEIGHTS



FREE WIND / BRAKE ANYWHERE



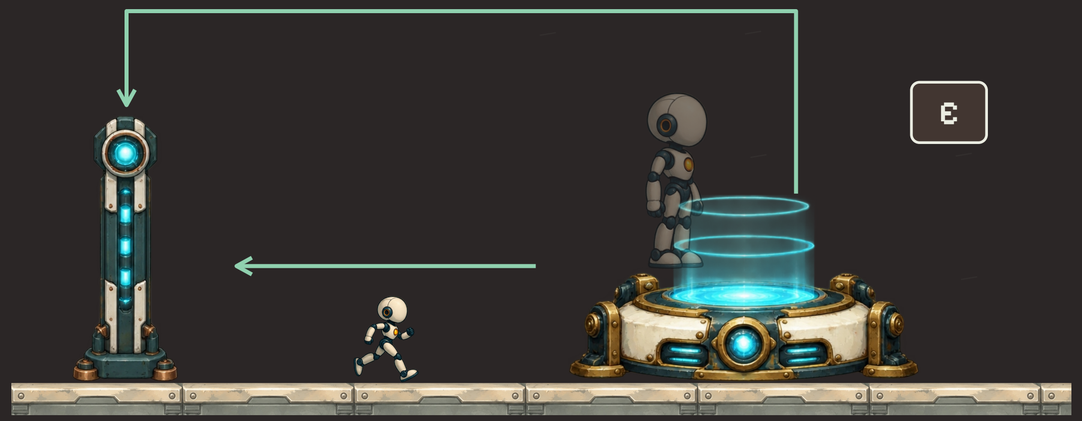
Light reaches higher; medium gives control; heavy returns to a lower route.

In free wind, medium holds the current height. It does not snap to a middle tier. Spatial assemblies are explanatory.

Leave weight. Save shape. Store impact.

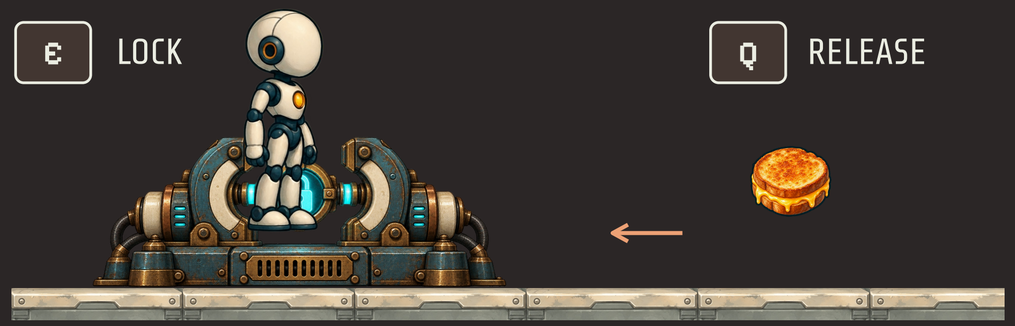
ECHO / A TEMPORARY LOAD

Record while heavy, then shrink through its linked gate.



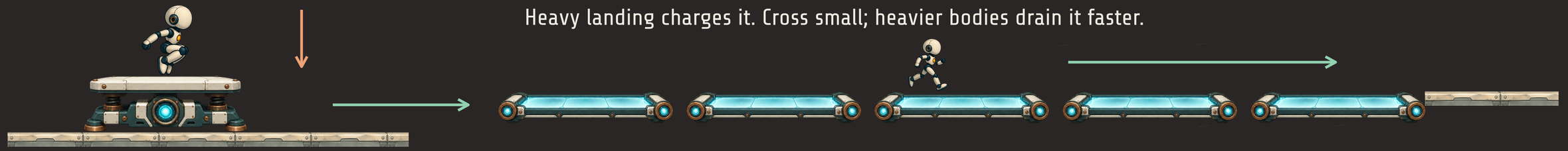
MASS LOCK / HOLD NOW, CHANGE LATER

Movement, rest and food queue a future weight. Release only when there is room.



IMPACT CAPACITOR → TEMPORARY BRIDGE

Heavy landing charges it. Cross small; heavier bodies drain it faster.

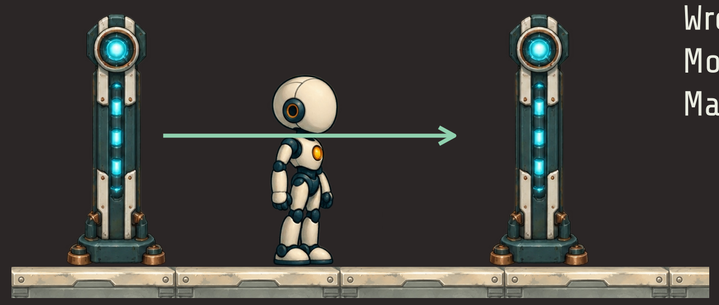


Echo and bridge energy expire. Mass lock buffers changes, then applies them on release or expiry once the body fits.

A door should explain its condition.

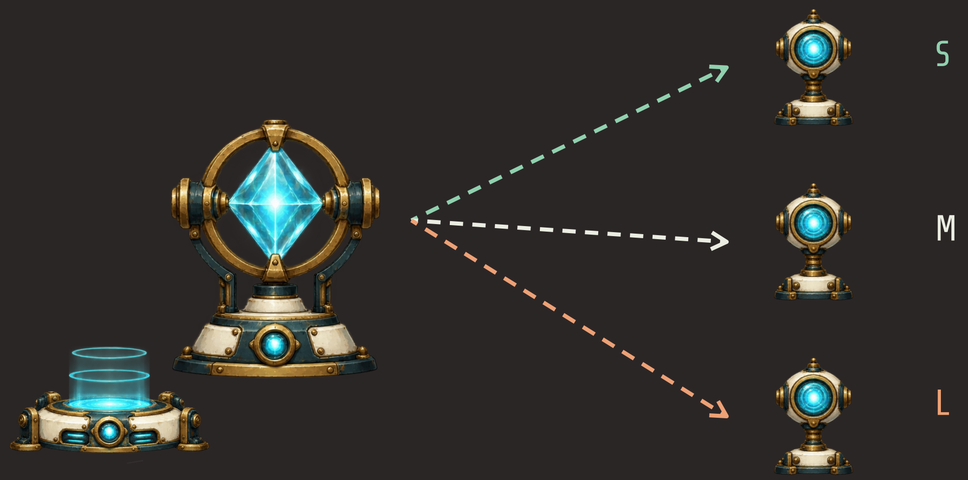
BODY SCANNER / MATCH + STAND STILL

S / M / L



Wrong size → red
Moving → wait
Match + still → open

MASS PRISM / ROUTE THREE BEAMS



Every size charges one receiver. All three power the marked machinery.

BODY RELAY / STORE A ROUTE LINK

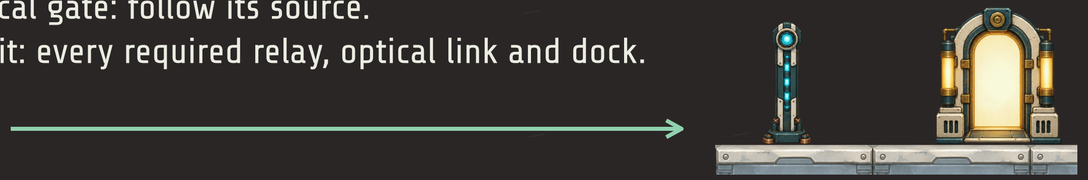


MATCH → CHARGE → STORED

R1 / R2 / R3 match the exit checklist.

LINKED GATES + EXIT

Local gate: follow its source.
Exit: every required relay, optical link and dock.



Completed relays, optical charges and docks survive checkpoint retries. Temporary local power is separate from exit progress.

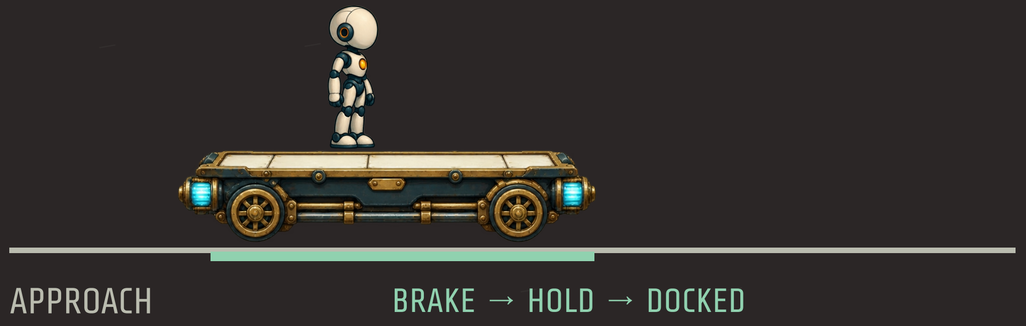
Your body steers the carriage.

Small goes right. Heavy goes left. Medium brakes—and must stay still at the cyan dock.



DOCK / BRAKE AT THE CYAN MARK

Release movement. Stay medium and still until the dock registers.



Return variant: reach the far stop, then come back heavy before docking. A registered dock is saved.

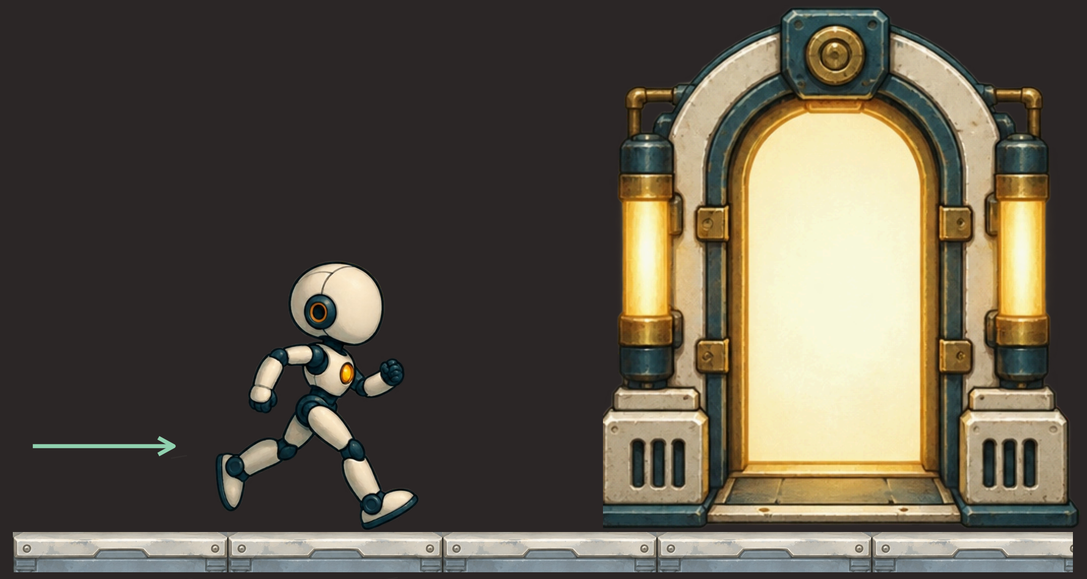
Play the full experiment.

15 chapters / 3 regions / English / Windows x64

PLAY DEMO

hajimi9914.itch.io/fit-to-pass

Watch gameplay & design film



RETRY + REPLAY

Checkpoints, Continue, chapter select and a confirmed New Game restart.

Yibo Wang — Game Design & Programming. All levels and gameplay systems.
Art & Music — AI-generated.

Release v2.4.0 / Unity 6000.5.9f1. Evidence: author playthroughs + scripted regressions. External first-time playtesting remains next.