

Logic

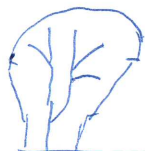
↑ one kart per exit
□ shack



need to create
multiple loading paths
and a buffer space.

- No-load zone = buffer
space

- load zone - cone shape
to allow for 3-4-5
karts to be loaded
at once.



Path

