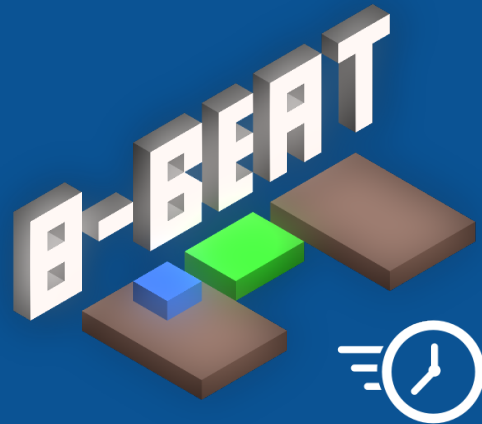# Mechanic: Timed Blocks

There are **two** colors of blocks, and they alternate with the music. Only one set of these colored blocks is visible at a time.
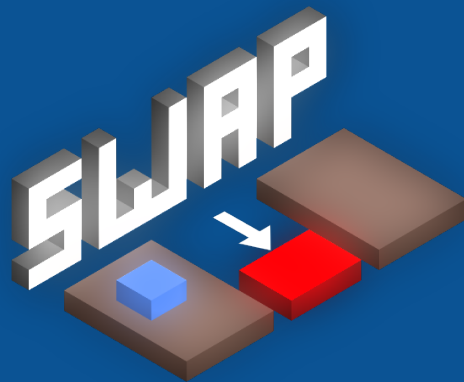
For 8 beats of music, the first color of block (Green) remains visible and collidable.

Player (Blue) can leap on the blocks.

After 8 beats have elapsed, the previously visible blocks vanish and have their colliders removed.

The second color of blocks (Red) is then activated. For 8 beats they remain on-screen.

Every 8 beats, the blocks cycle.

Players on blocks that have vanished, will fall (most likely to their death).

Using this mechanic we can set up interesting block configurations to traverse that take skill and timing.