# Takes place in space (or underwater) on a breaking ship

While in the spaceship Rooms will open up via keycodes unlocked from prior rooms with the option to open up connecting routes for more access to the ship

# Modifyable difficulties

Timer

Chasing

Ability to find the puzzle

Length of the puzzle (this should be a set thing for each puzzle so not too long and not to short)

# Dif 1

Player A tells player B the pictograms to press

A Trapped in a room that’s about to be exhaled into space or drenched in water and has a little keycode to type into

B is in a security room after hiding and needs to let out his companion

The keycode is in a strange language and after typing into activates a timer till ejection

Whenever A types something in B see the symbols in not particular order with the color green yellow or red. Yellow being is in the code and green being is in the right place.

Must press 4 different buttons for the passcode

Best plan have the display bounce around

Important. Show the symbols that were pressed and not in any order and with the right colour hue

1112

# Dif 2

There is a bunch of parts in a device. Player a has almost all of them in except one and player b has a picture of all the parts with extra things. Player a must find the part without the extra pieces to put in. player a must also manage something else while this is going on maybe an overheating game that requires players on both ends to pull a switch to either raise or lower the heat level

Player a has a set of images they can press.

1. A puzzle where you send a picture through a pipe to the other player and it changes in some way. Then you have to figure out what would happen if a specific picture that you can’t put in the pipes went through the pipes and choose the finished result

Player A has a bunch of pieces are lying around. Also has a lever to lower the heat. Each piece has a temperature on it

Player B has an instruction manual that’s been modified to show the pieces with extra bit. And the manual also has a whether that piece will take away or add heat

The more time passes the wilder the heat fluctuates in general

If the heat goes to far in one direction the machine overloads

Maybe something to do with cold fission vs normal fission

## Puz 3

Player a has to do a jumping puzzle

Player b can turn on and off low gravity but has to be held. Player b has a light switch that turns on for himself and the player a. also turns of electric areas in both

Maybe link this up with the invisible maze thing so player b has to navigate a maze and player a can see the room properly from different cameras

## Puz4

Player a has the ability to freeze the monster by moving lights around in player b’s area. Player b needs to freeze the monsters in the right places

Player a has a tilt table that’s connected to the same controls as the moving lights. Every now and then player a’s vision is cut and player b gets to see whats happening. Player a must control the tilt table while not able to see. To make sure they do this the timer needs to be tight

So player a hold and uses an remote to use the puzzle

Player b must run around with multiple enemies trying to trap them in the right place

## Puz 5