**Puzzles**

**Problem:** Both robots must escape through the door of their own colour.

**Mechanics:**

* Pusher: heavier robot, pushes all objects, pushes thrower
* Thrower: lighter robot, can only rotate while holding object, can only throw lighter objects.
* Walking: Pusher moves slower than Thrower.
* Jumping: Thrower can jump higher than Pusher

**Objects:**

* Pressure Plates: only activated by Pusher or heavy objects.
* Buttons: pressable by anyone.
* Doors: opened by activation through buttons or pressure plates or a combination of both
* Push-able objects: all objects are push-able by pusher.
* Throwable objects: only throwable objects are throwable by thrower.

**Puzzle 1:**

**Solution:** Pusher pushes heavy object on pressure plate to activate both doors.

**Process:**

* Pusher starts on a higher ledge than thrower with a barricade
* Pushes a couple of pushable and throwable objects below
* Thrower finds out he can’t lift heavier objects
* Thrower throws throwable object to Pusher who can stand on them to jump over barricade
* Thrower throws Pusher into small room so he can pushes heavy object on pressure plate opening both doors.

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**Puzzle 2:**

**Should know:**

Pusher can push all objects.

Thrower can only throw throwables.

Pressure plates open doors.

Which doors they should go through.

Levels do not end if going through wrong door.

You can jump on objects.

**Might know:**

Pusher can only activate on pressure plates.

Only heavier objects can activate pressure plates.

**Solution:** Thrower hits button to open room that has heavy object for pusher to put it on pressure plate

**Process:**

* Pusher starts on a lower level than Thrower with stairs that he can’t jump onto.
* Thrower pushes button that opens door for other room on top of stairs.
* On top of stairs there’s a pressure plate that opens exit door.
* Other room has heavy object that pusher can push on pressure plate and exit.

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**Puzzle 3:**

**Should know:**

Buttons open doors.

**Might know:**

Only heavier objects can activate pressure plates.

**Solution:** Two buttons open counter doors on two separate platforms, thrower helps pusher get unstuck and place heavy object on pressure plate in middle of room.

**Process:**

* Pusher starts on a higher platform locked from a bridge to heavy object with button in room that activate doors of other bridge (work counteractively).
* light box that can be pushed through ledge.
* Thrower tries to put it on plate but doesn’t work.
* Thrower puts light box under open ended platform with button and jumps onto it to press button that opens doors to pusher bridge.
* Pusher goes through bridge to heavy object and stays there.
* Thrower puts light box under pusher bridge and jumps onto it and goes to pusher platform to press button and open thrower bridge locking himself in.
* Pusher pushes heavy object to open platform and presses button to open bridge for thrower so he jumps off.
* Pusher pushes heavy box onto pressure plate and they escape.

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**Puzzle 4 finale:**

**Should know:**

Everything except…

**Might know:**

Thrower can be pushed while holding a light box to activate pressure plate.

**Solution:** Pusher and Thrower have to work together with a light box, a heavy box and 3 pressure plates one hidden behind room.

**Process:**

* Pusher and thrower walk in together to a room of two pressure plates with a light box and a heavy box and another plate inside a room.
* Both pressure plates have to be activated to open door.
* Ideally, pusher pushes heavy box on one plate, pushes thrower holding a light box on other plate to open doors.
* Pusher walks through room to stand on other plate, drops two heavy boxes that can be used to activate both plates and leave room.

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