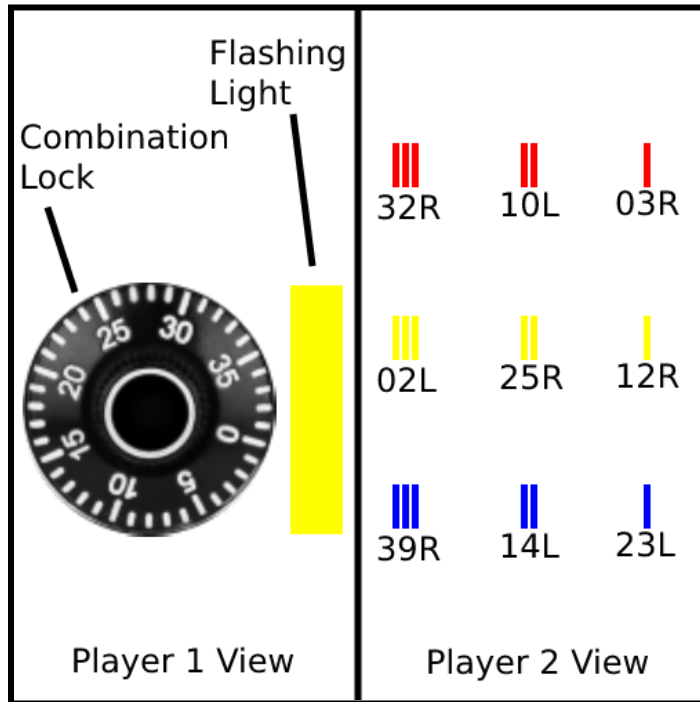


Puzzles

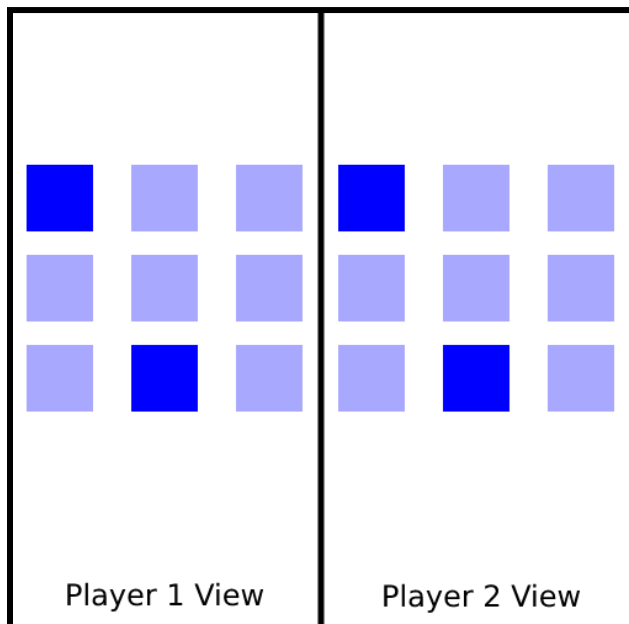
Combination Lock Puzzle:

Player 1 operates a combination lock with a flashing light next to it, the light signifies the number and direction the lock must be turned. Player 2 has the answer key to the flashing light and must tell player 1 the combination.



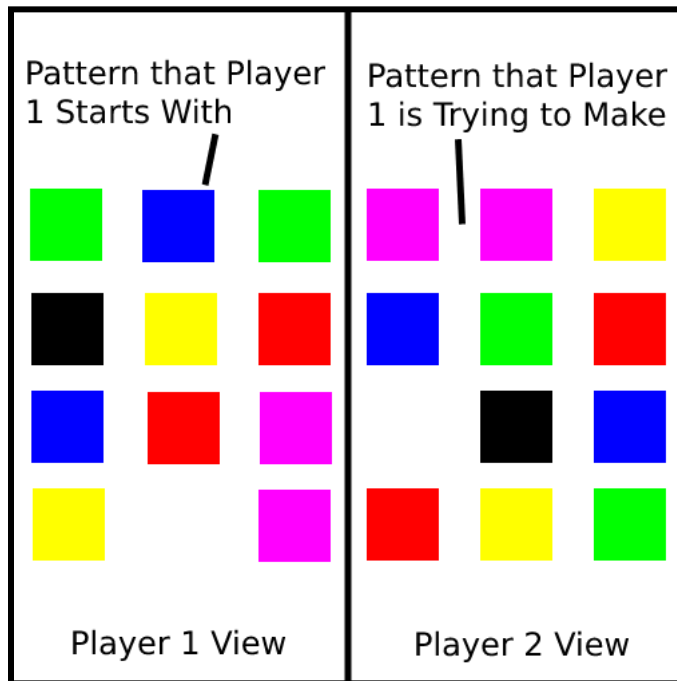
2 Player Simon Says:

Two players are placed in front of a 9x9 grid of buttons, two of the buttons will light up for a short period of time. Both players need to click and hold their mouse over one of the buttons. Players will need to communicate to make sure they don't both press the same button.



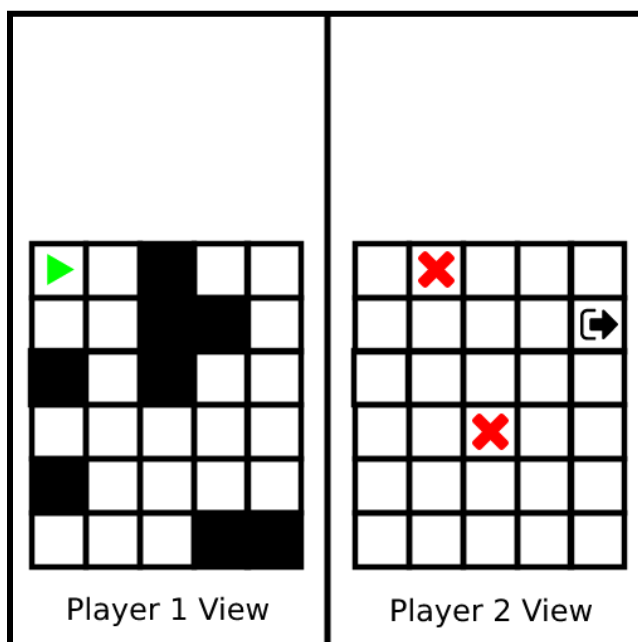
Rainbow Tile Puzzle:
Player 1 has a set of tiles that only they can see and interact with, and player 2 has a pattern that only they can see. Player 1 needs to get their tiles to match the layout that player 2 has.

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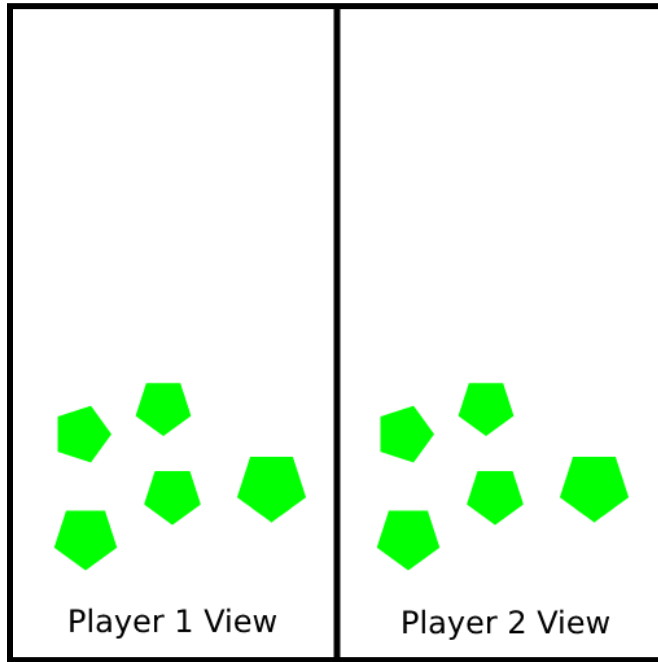
Blind Maze Puzzle:
1 player controls a triangle and must guide it through a maze full of obstacles that only player 2 can see. Player 2 see's the obstacles and the exit but not the maze layout or the triangles position

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Selective Memory Puzzle:

Both players will be shown a sequence of coloured shapes, IE 4 red squares, 2 yellow triangles and 5 green pentagons. Both players will then be asked a different question about the sequence.



<p>What Colour Were the Pentagons?</p> <p><input type="text" value="Type Here..."/></p> <p>Player 1 View</p>	<p>How Many Triangles in the Sequence?</p> <p><input type="text" value="Type Here..."/></p> <p>Player 2 View</p>
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