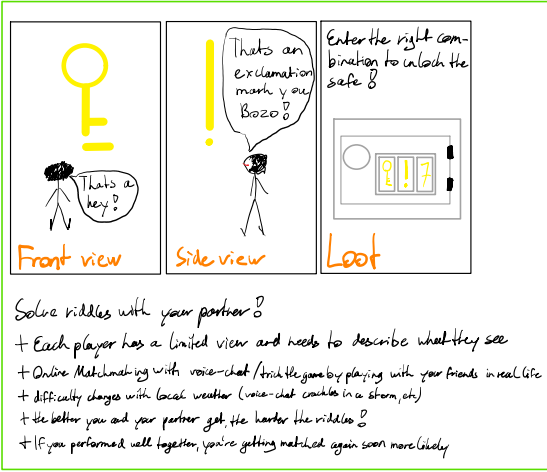
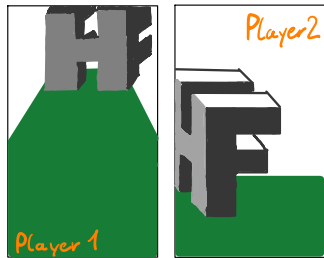


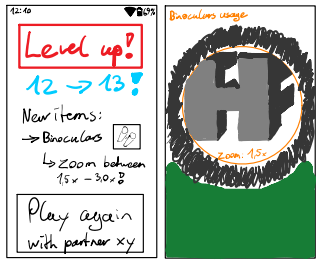
Original idea:



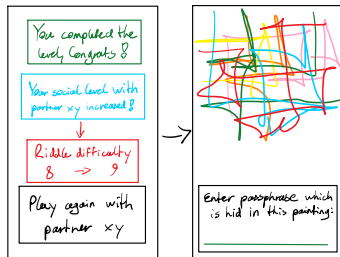
Detailed:



- + Looking from all sides, top & bottom yields "HOF" as code word for example.
- + Both Players can only rotate around one axis, which are disjoint

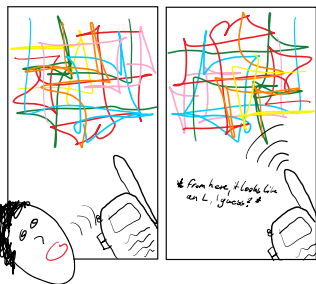


- + Every 2-3 levels you complete with a certain partner, both of you will be rewarded for playing which each other.
- + Non-necessary but useful items, like binoculars, mirrors, keys for bonus treasures

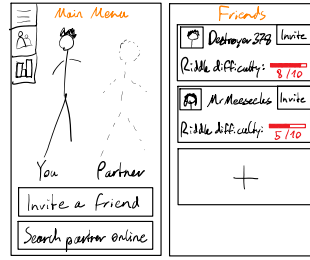


- + Every few levels you complete with a certain partner, the riddles get more difficult?

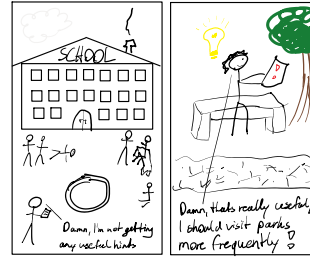
damn that's hard...



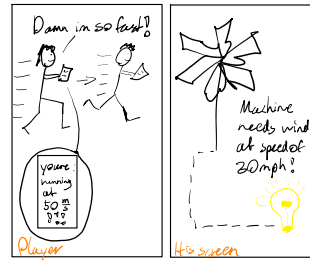
- + Both players own a walkie talkie, which implements an immersive voice-chat
- + Only one player can talk at a time



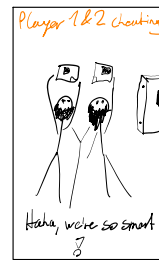
+ Pretty self-explanatory



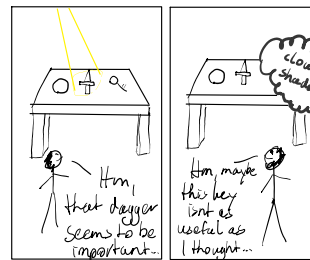
- + If you're stuck on a riddle, there will be some hints for you after a certain time
- + However, when you're at school, Uni, Work you will get hints that will say something like "maybe you'll get an idea, when you're not busy / at home!"
- + If you're in a park, you will get a 'flash of inspiration' and the hints you get will really help you



- + To solve all riddles you will need to make use of your mobility
- + For example: - Speed, to power small machines
- Going to a bookstore, to learn reading the riddles runes



- + The game will detect, if you're playing together in the same location
- + If you do so, the riddles will get harder, but you will be rewarded with an EP-Bonus of 2.0x



- + Riddles are influenced by local daytime as well
- + Some riddles need daylight to speed up the process of solving it
↳ A sunray points to an important spot
↳ A cloud hides things that are not necessary



- + If it storms at the players location, his incoming & outgoing signals will crackle, which adds difficulty to the riddle
- + If it's very hot, the walkie talkie will Overheat and will not be usable for a short period of time