Sync—Info/Idea Transmission

“Sync” is a co-op puzzle solving adventure game that separates players to different scenes. The clues for puzzles are embedded in both scenes so in order to move forward, players need to transmit information and ideas to help each other.

Communication is the key!

Controls:

* Player 1: Move— “WASD”; Jump—“Shift” ;
* Player 2: Move-- ; Jump— “Space” ;

Rules:

* For each puzzle, players have **1 min**, there will be a timer. If one of the players fails, both players will die (tragically) and restart the puzzle.
* If players die from anything else, they will revive from the same spot.
* If one player steps into a trap, only player from other side can save them.