THE LIBRARY PIZZLES

(this is not a spelling error)

SUMMARY

This is the document that describes the puzzles that will be used to present Snip at Babycastles. These puzzles will introduce players to one of the main focuses of Snip as a game, which is the use of puzzle-solving skills.

The puzzles come in two parts. The first part directly invokes critical thinking by requiring the player to make use of objects in order to reach a goal. The second part presents players with the idea that objects can have more than one function, and these functions can expand the knowledge of what players are able to do within this environment.

Enjoy!

ASSETS REQUIRED

√ = we have a version of this asset

Bookshelf √

Sideways Bookshelf

Boxes √

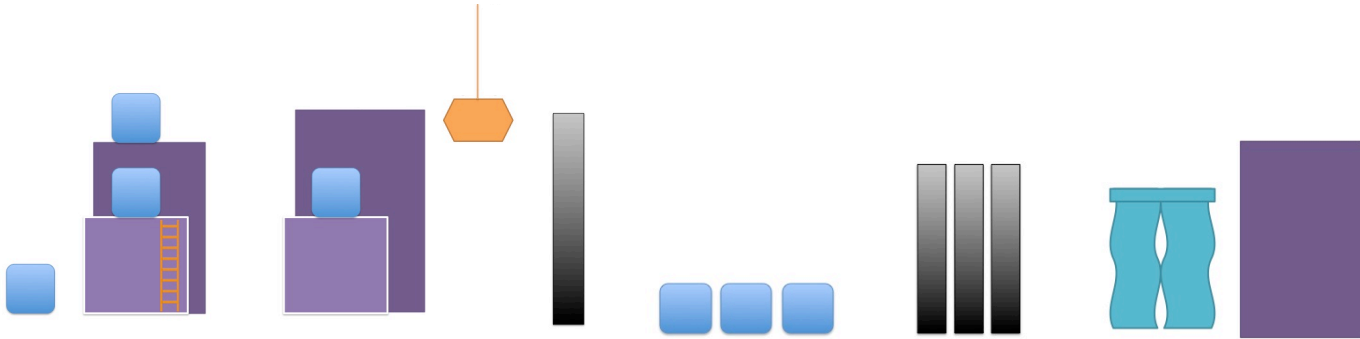Ladder √

Chandelier √

Curtains √

Rift

Switch

THE LAYOUT

LAYOUT GUIDE

| COLOR	(If this is printed in black and white...)	OBJECT	ROLE
Purple	The large rectangles	Bookshelf	Used as platforms for Anais and other objects.
Blue	The small squares with a slight gradient	Box	1. A movable object that can be used as a platform. Can be jumped onto.
			2. A switch activator (refer to Part Two)
Black	The tall, skinny rectangles with a gradient	Sideways Bookshelf	**PATH OBSTRUCTION**.
			Prevents Anais from moving past unless she goes over it or it is deactivated.
Teal	The curvy object to the right	Curtains	Used to let pretty sunlight in (refer to Part Two)
			Also used to activate the far right bookshelf (also refer to Part Two)
Lighter Orange	The hexagon on a string	Chandelier	Can be used as a hanging platform.
Darker Orange	The stitching on the far left rectangle	Ladder	Used for climbing up and down.
n/a	n/a	Switch	Activates the chandelier.
			(Refer to Part One)

A
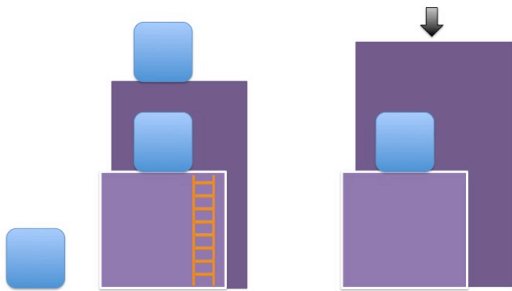
The goal in this first section is to reach a switch that is on the tallest of the four bookshelves (refer to the arrow), using the strategy of stacking objects to reach heights.
*Please note, these boxes can't be lifted, only moved left and right.
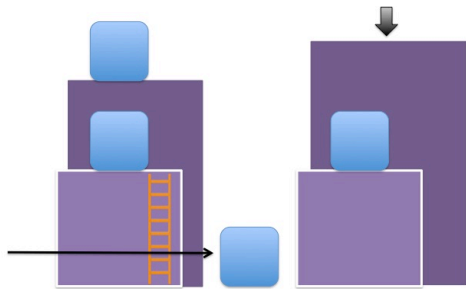
B

The first step is to move the box on the floor to the space that is in between the bookshelves, setting a base for the other boxes.
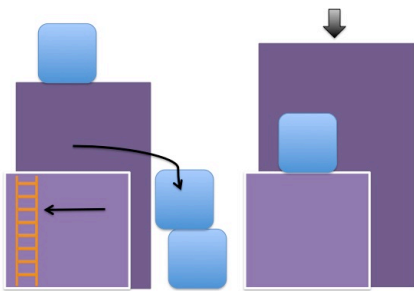
C

The next box that can be reached is the one on the bookshelf with the ladder. Anais will need to move the ladder over, climb up, and push the box on top of the one from [B] (or climb up the unmoved ladder and hop over in order to push it).
***If Anais pulls the box instead of pushing it and she goes over the edge of the bookshelf, she will release the box and fall to the ground.*
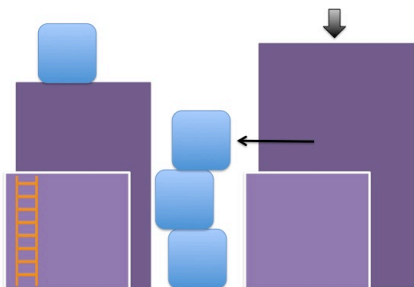
D

Anais will then use the two-box stack to jump to the smaller right bookshelf. She can then hop over and push the box on top of the stack. This will allow her to reach the high left bookshelf.
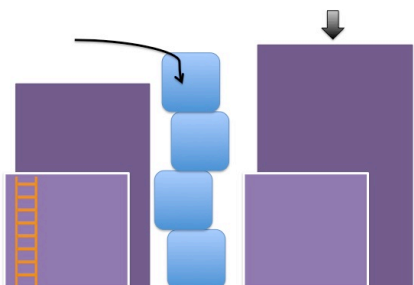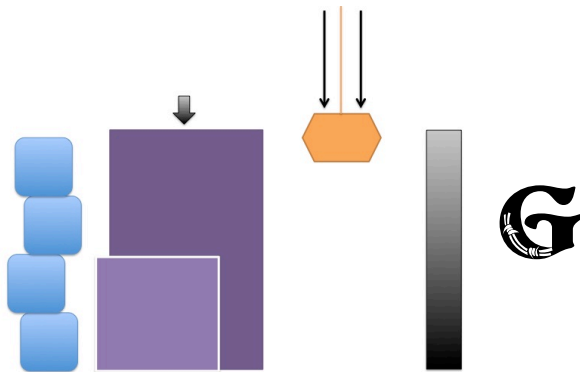
E

Anais now has to jump on the three-box stack and jump onto the high left bookshelf. Repeat by pushing the fourth box on top of the other three. Now Anais can jump on the stack and thus, jump on top of the high right bookshelf.
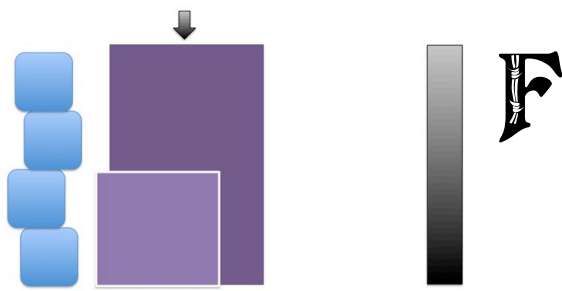
Once Anais is atop of the high right bookshelf, she can now activate the switch that is on top of it.

Activating the switch will make the chandelier drop down from the ceiling, which Anais can use as a platform. She will jump onto the chandelier, and then jump over the bookshelf that was blocking the way. This will allow Anais to move onto Part Two.

A

B
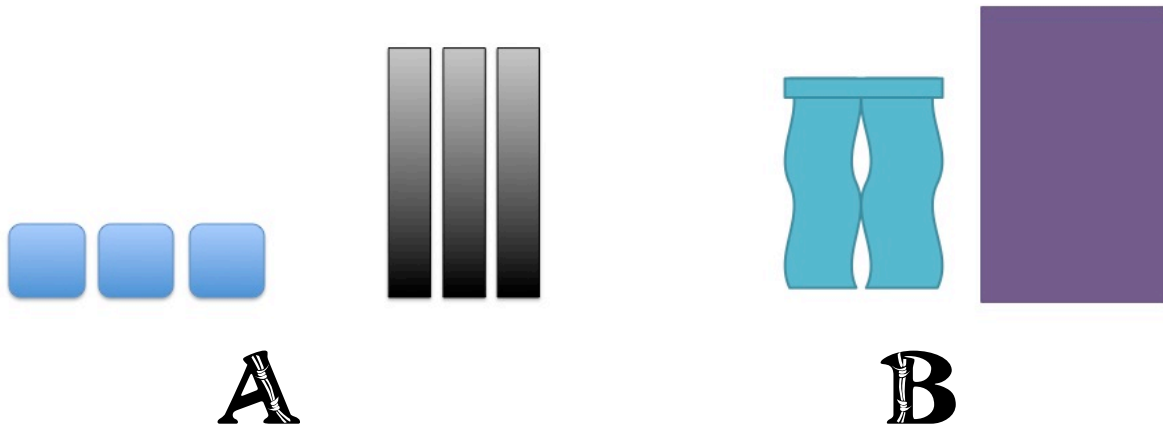
PART TWO EXPLANATION

[A]: Within the library there will be three boxes, each with a switch that activates when Anais jumps on top of the box. Each switch within the boxes will correspond to one specific bookshelf. When Anais activates a switch, the corresponding bookshelf will sink into the floor allowing access to the path beyond. After activating all three switches and all three bookshelves sink, Anais will be able to move forward where she will see the next step of the puzzle.

[B]: In this next step of the puzzle, there will be a curtain that can have the blinds pushed or pulled. The state of the curtain, open or closed, should correspond with the state of the bookshelf that is blocking the portal into snip world. Pushing the curtains open should move the bookshelf away from the portal so Anais may enter snip. When the curtain open there should be a small amount of light that is let into the library (like turning up the brightness on a TV).