Here are the rules for DUO. Enjoy ;-)

In the prototype, each Level of the game should be playable in a DUO version where 2 players share the SAME device.  
A duo version where 2 players play the game at distance (ie on 2 different devices) is not in the scope of prototype and might only be developed in a later stage, if necessary.  
   
**Preamble:**

From a strategic point of view, the DUO version should be seen as an add-one to the SINGLE version. The reason is that by definition a DUO version is less likely to be profitable and to monetize. I don’t want 2 players to play indefinitely to the duoversion without paying a penny at the end. It’s always easier to monetize with 1 player only, so the SINGLE version should remain our « flagship ». And the DUO the little extra-flavour that makes our game so unique and cool.

**How do a player unlock the DUO version?**

The idea is that the Level N of the DUO version is only available when the Level N of the SINGLE version has been successfully completed.

For instance, when the player complete Level 7 in the single version then:

- he can access the Level 8 of the single version, and

- he has also unlocked the Level 7 of the DUO version.

Like in the SINGLE version, you can replay the DUO Levels previously unlocked (in this exemple all Levels below 7)

In this system, if the players want to enjoy the higher screens of the DUO version they first need to progress in the SINGLE version.

In addition, when the players complete successfully the Level N of the DUO version, then nothing else happen. It does not unlock nor the Level N+1 of the DUO, neither the Level N+1 of the single. Nothing, it was just fun to play and share with a friend, period!

Monetization of the single version is still good, no cannibalization whatsoever!

**How do a player access the DUO version?**

My idea is that a « DUO button » will be accessible from the « main screen » of the game. We will quickly share with you our design ideas so you can easily see how it works.

**How does the DUO version fit with the general gameplay of the SINGLE version?**

1)      The general gameplay is quite similar to the single version, with a specific board appearing/disappearing (paragraph 1.3 excel applies) followed by 10 Challenges to complete (paragraph 1.4 excel applies)  
2)      Clock limit (paragraph 1.5) applies, but is COMMON to both player (ie they both have to play fast)

3) Scoring system (paragraph 1.6) applies but IS SPLIT in 2 scores: 1 for Player 1, 1 for Player 2. In addition the score shows how many Challenges (among the 10) have been won by each player (see below)

4)      Hits limit & game over rule (paragraph 1.7) applies, but is COMMON to both player. It means that when hit = 0 or time = 0, then 1 LIFE IS LOST  
5)      Paragraph 1.8 (trophies) applies, to reward the general performance of the 2 players together.   
6)      Paragraph 1.9 (progress bar) applies, with a few adjustments (see below)  
7)       Paragraph 1.10(next level) and 1.11 (saving checkpoint) DO NOT APPLY. As stated previously DUO version does not unlock anything and does not give access to upper levels

8) Paragraph 1.12 and following apply

**What are the DUO version specificities?**

Please refer to the print&play prototype rule as the DUO version gameplay is very close to it.

The 1st Challenge of the Level appears on the screen:

- Player 1 (P1) hits an icon. If right, then +X points and he continues

- if right again, the +Y points and he continues

- if wrong, then it’s Player 2 (P2) turns. P2 continues the same Challenge at the same stage that P1 committed the mistake! It means that if P1 has already discover 1 or + good icons (which remain on the screen as in the single version), then P2 only needs to discover the missing icons to win the Challenge! So P2 takes advantages of the P1 play.

- The player who has completed the Challenge N wins it, and his score shows 1 WIN. Then it’s the other player to start the Challenge N+1

- At the end of the Level, when the 10 Challenges have been completed, then the WINNER is the player who has won the more Challenges (exemple P1 has won 7 Challenges versus 3 for P2, so P1 is the champion). In case of tie game (5/5), then the player with the higher score is declared champion.