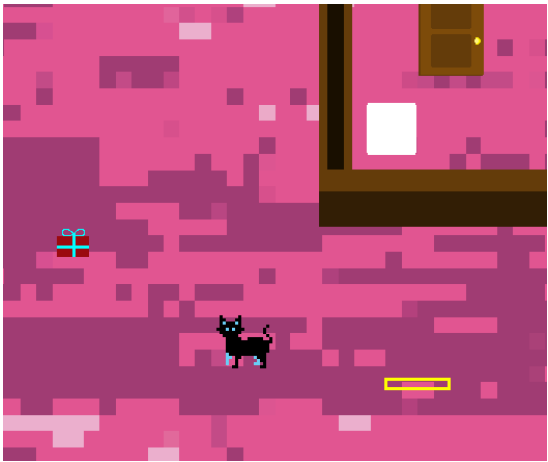
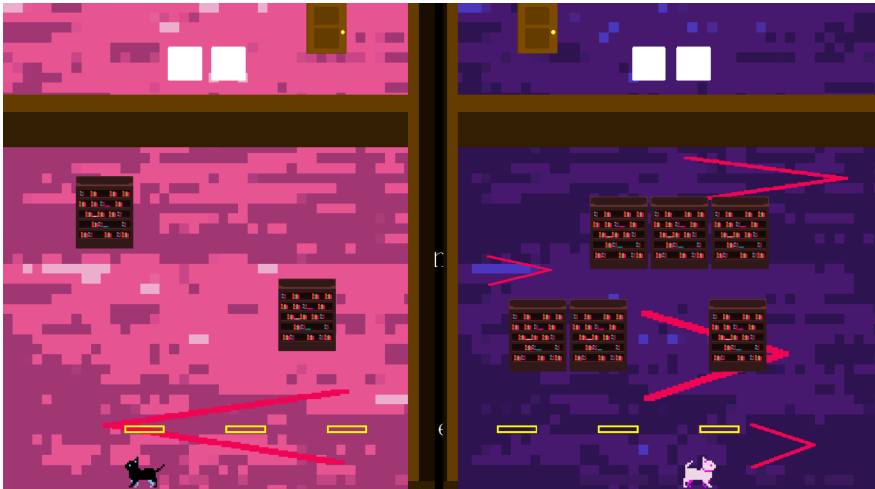
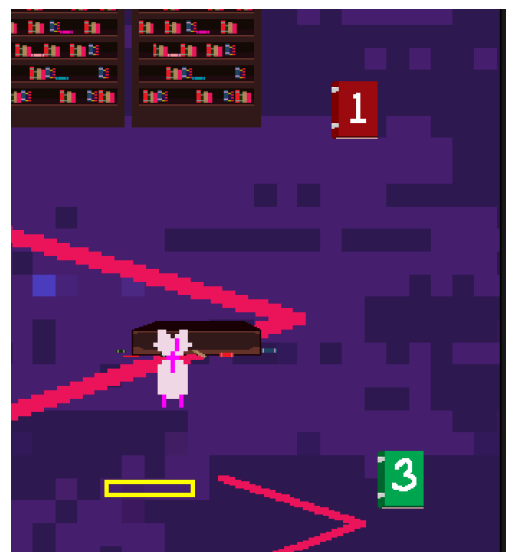


SCREENSHOTS



## CONTROLS

WASD - movement for PLAYER ONE (left screen)

LEFT SHIFT - interact for PLAYER ONE

ARROW KEYS - movement for PLAYER TWO (right screen)

RIGHT SHIFT - interact for PLAYER TWO

## WALKTHROUGH (solutions)

### TUTORIAL ROOM:

Player 1 has to grab the object in the room and place it on the pressure plate. This will make the walls disappear.

Then, both players have to step on the tile in order to proceed through the doors.

### MAIN PUZZLE:

On Player 2's screen, there is a shaking bookshelf. Go up to it and interact with it. It should fall down, and books should appear. The books must be placed on the plates in a certain order:

For PLAYER ONE, left to right: 1, 2, 3

For PLAYER TWO, left to right: 3, 2, 1

A section of the wall should disappear. Each player must take a book object and place them on the pressure plate closer to the middle. Stand on the plates (each player must stand on the one on their side). Go through the two doors.

Congrats! You have finished the game.

## SOUND CREDITS

Door unlock <https://freesound.org/people/MrAuralization/sounds/158625/>

Bookshelf <https://freesound.org/people/JustInvoke/sounds/446125/>

Plate - minecraft pressure plate sound

bgm: prelude in c minor - lb ost

correct sfx: mehraniiii on freesound

door sfx: unadamlar on freesound

pickup sfx: f4ngy on freesound

walk sfx: metkir on freesound

wrong sfx: sgtpepperarc360 on freesound