Request

**Elevator Pitch**
This is a game about following in the footsteps of another player while taking advantage of their discoveries, their success, and their failures. Simultaneously, you leave behind the marks of your own path that others will trace. You can be a leader providing guidance and have your wisdom respected **OR** you can fear succession, keep your victories to yourself, and mislead those who follow.

**Goals**
- To interpret the moves of previous player and use them to understand and complete levels
- Go as far as you can without losing

**Mechanics**
- Leave behind visual hints or deceptions
- Read visual hints and detect deceptions
- You have one life. Dying takes you back to step 1.

**Pace**
- Medium-Fast
- Long play sessions should take significant skill

**Theme**
- Guidance
- Deception
- Discovery

**Target**
- Young adults
- People with game experience

**Rules**
- Pay attention to your environment, or you will die
- Make new discoveries

**Interface**
- 2D Sidescroller
- One main path with smaller sub-paths
- Inventory with carry limit
- Path editing toolbox

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**1**

I’m going to leave this arrow here so that others know that there are arrows here!

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**2**

**DAMAGE, OW**

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**3**