

Münster Monks

/// Concept #3



'People should always help each other to save themselves.'

'The participant must help the monks to ring the bell and protect Münster from falling into harms way.'

Premiss

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Interaction

Level 1: Easy, switches and doors.

Level 2: Medium, trapdoors.

Level 3: Hard, combination of both.

‘The final goal is to lead the monks to the bell at the top floor. With switches, levers and pull ropes the participant guides the monks through the levels.’

3 Levels

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Gameplay

**The participant noticed
something is coming.**

**It's clear the monks want to
reach the bell.**

Together you guide the monks.

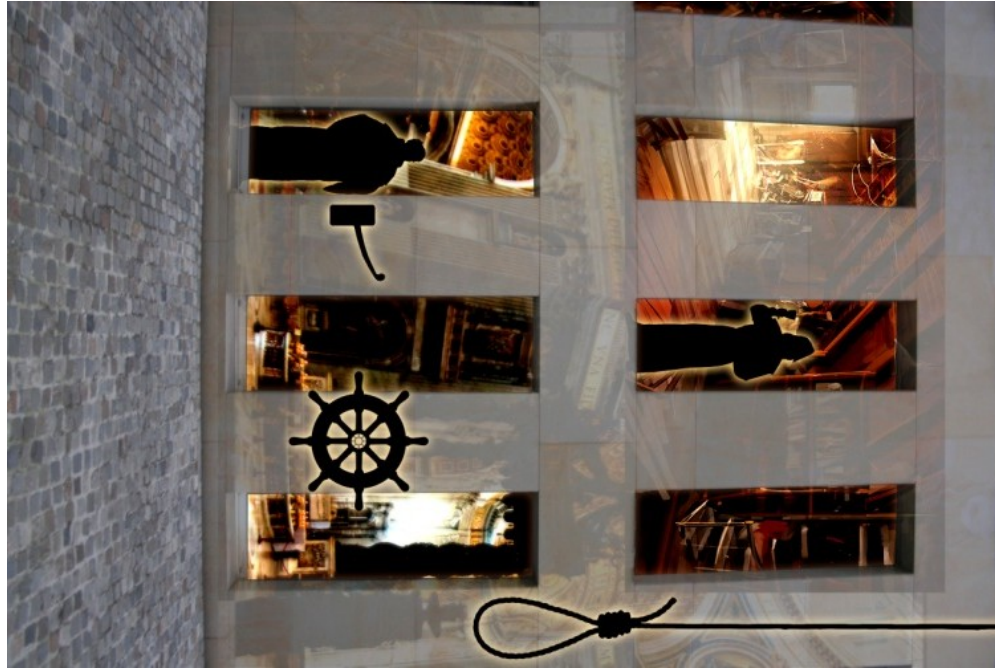
**You need each other to save
the city.**



Narrative



Look & Feel



Visualisations

END

Concept #3



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