Welcome to The Bridge

You wake up in a prison cell. The prison is empty. All the prisoners have escaped. After you escape the cell, you find notes all around the prisoner explaining where everybody has gone. As you make your escape from the prison, a mysterious bridge that has “suddenly” appeared can be seen in front of you. Your only way to freedom is to cross it. But who knows what mysteries it contains…

Playtime: Min it could take: 30 minutes approx.

Max it could take: 1-2 hours

RULES

Players: 1 to 2 players ONLY.

You MAY:

* Destroy clay, and wood (BUT YOU CAN ONLY DESTROY WOOD WITH FLINT AND STEEL).
* Kill your enemies any way you wish.
* Use teleport if one of you dies in co-op, BUT only up until Challenge #8.
* Back up your world if you are worried.

You MAY NOT:

* Destroy anything else/ any other blocks.
* Destroy signs.
* Use water on lava.
* Place any blocks except water blocks.
* Inventory edit
* Use any navigational program or any other program to navigate through.
* Play on peaceful
* Destroy chests (This is a new rule. Sorry)

You MUST:

* Play on Medium or Hard difficulty in Single Player (why? In single player, you’ll be incredibly nerfed.)
* Play on Easy, Medium or Hard difficulty in Co-Op.
* Choose who is Player 1 and Player 2. If (somehow), you come to record my map, which would be brilliant, the recorder should be in charge and should be player 1.
* Follow the rules you are reading right now ;)
* Follow any in-game rules you may find.

You SHOULD:

* Explore every room you see. Who knows what you’ll find.
* Destroy all clay blocks you see (Again, who knows what you’ll find)
* Get rid of all clay. It is not needed.
* Set the time to night at checkpoints in co-op.

If there is anything in the game which looks rather odd and lame, please excuse it. This is my very first adventure map so I am not that talented just yet. But pretty good for a first attempt, no?

Please leave all feedback in the forums or contact me via email for any suggestions or problems you may have. Give the map a rating on the forums and I will put as many as I can, good and bad, in the main post.

Depending on the feedback, I may make “The Bridge 2” with a better story, better puzzles and a lot lengthier.

And before you ask, I began making this before beds were made. Besides, you don’t get comfy beds in prison. Well. At least prisoners shouldn’t.

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Other current projects:

* Pokemon Johto Map
* City in the Sky – New Adventure Map
* Alan Wake – Bright Falls