

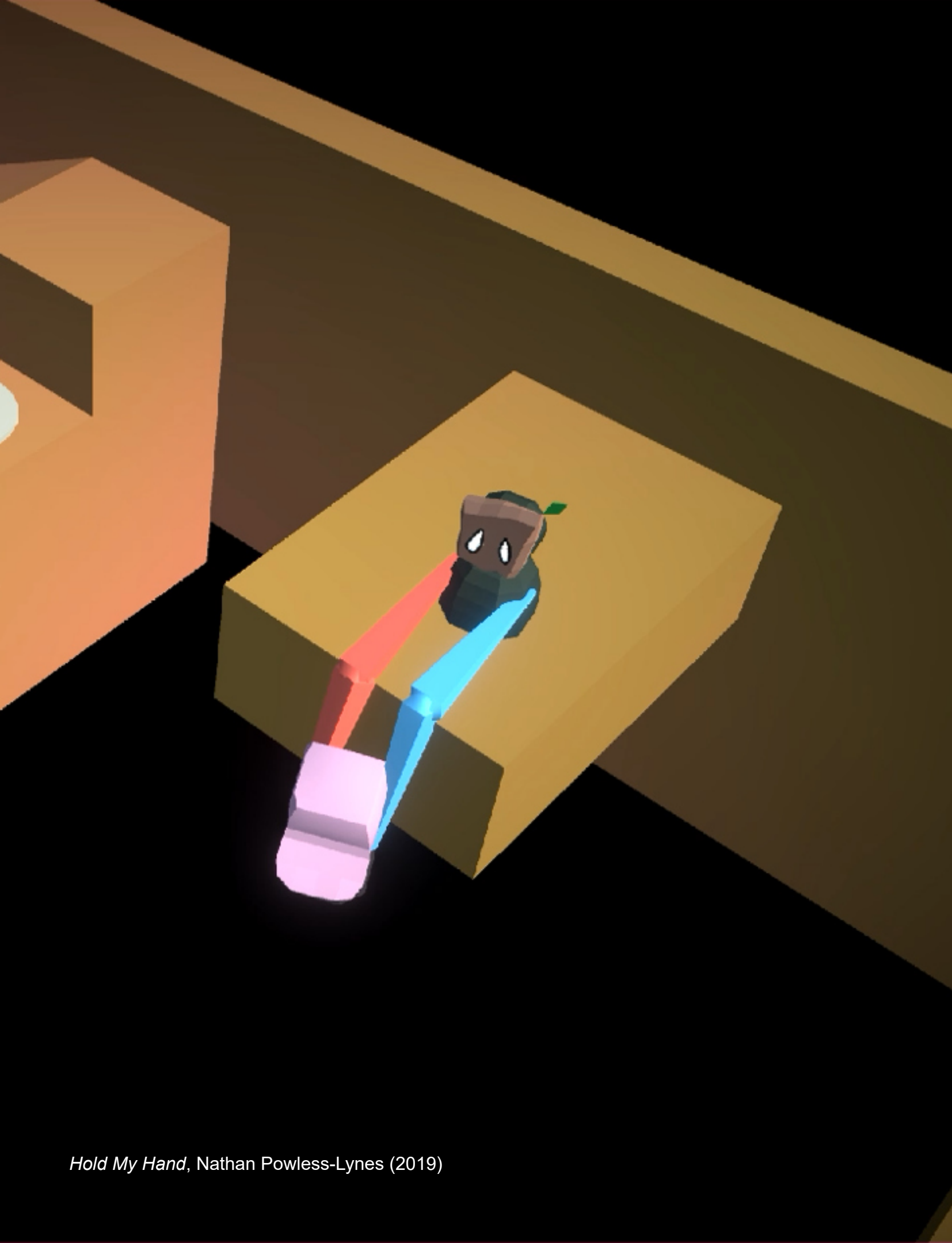
HOLD MY HAND

NATHAN POWLESS-LYNES

Hold My Hand is a cooperative puzzle game about two people holding hands and overcoming obstacles together. Embark on a journey of companionship, attachment, and letting go.

This is a game about holding hands to solve puzzles. Every puzzle requires cooperation and a bit of physical contact. So get close, learn to depend on each other, and work together to the very end. The game is meant to be played with two people sharing a controller, as if holding hands.

Download: <https://nathanpowlesslynes.itch.io/hold-my-hand>



Hold My Hand, Nathan Powless-Lynes (2019)



NATHAN POWLESS-LYNES

Nathan Powless-Lynes is an award-winning game designer from southern Ontario. He prides himself on creating unique, different-yet-pleasant games. He is a recent graduate from Sheridan College's Bachelor of Game Design program. In the past few years, he has presented his games and spoken at events including Level Up, EGLX, imagineNATIVE, and Different Games.

Nathan is currently employed at Ubisoft Toronto as a Level Designer.



Image courtesy of imagineNATIVE (2019)