



*It Takes Two* by Hazelight Studios

Reviewed by Ariella



*It Takes Two* is not part of a series, so it is a standalone game.

### **Give a summary without spoilers!**

*It Takes Two* is a two-player adventure game where players control Cody and May, a married couple on the verge of a divorce who are transformed into dolls by a magical spell. While they are trapped in this miniature magical world, they must work together to solve puzzles and face challenges to find their way back to their real bodies. The game has a unique way of combining humor, storytelling, and gameplay to explore themes of teamwork and relationships.

### **What drew you to this game?**

*It Takes Two* offers an immersive experience that focuses on teamwork and communication, making it perfect for players who love interactive stories. The engaging stories, puzzles, and mechanics that evolve throughout the game make it such a beautifully crafted game. One thing that stuck out to me was the focus on relationship dynamics and communication that resonates with players who love fast-paced gameplay and storytelling.

### **Did it remind you of something that you've previously played?**

*It Takes Two* is similar to *A Way Out* in the sense of working together to escape something. Both games have an emphasis on cooperation and communication within the gameplay. While they also both have unique mechanics, the overall structure and gameplay of both games add to the engaging experience.

### **To whom would you recommend this game?**

*It Takes Two* may appeal to people who enjoy mystical fantasy adventures and take a liking to games where you can work with someone else. It may be ideal for friends, couples, and family members who are looking for a fun game to play together. Anyone who likes action and fast-paced puzzle solving games will enjoy this game very much.

### **Overall, did you like it and would you recommend it to others?**

I would recommend *It Takes Two* for its unique ability to mix storytelling with cooperative gameplay, which offers a refreshing experience that's new and fun. The game also introduces different mechanics for players to explore and enjoy. On a more personal

side, the game can strengthen communication skills and enhance teamwork between players, depending on who you are playing with.

**Anything else that you would like to add to this review? What made you choose it? Did you like the cover? Was it recommended to you? Did you find it at the library?**

It Takes Two is extremely visually appealing with its fantasy-style areas. The game is very whimsical, which adds to the charm and appeal. The game is also full of many surprises that happen unexpectedly and make whatever you experience even more unique than it already is.