

Level

# Rivers

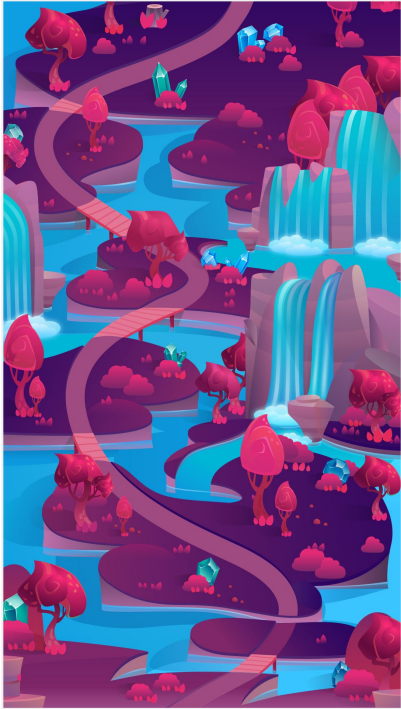
#A41F6B

#E52B77

#07E9E1

#3CBBBF

## Map



## Flip It



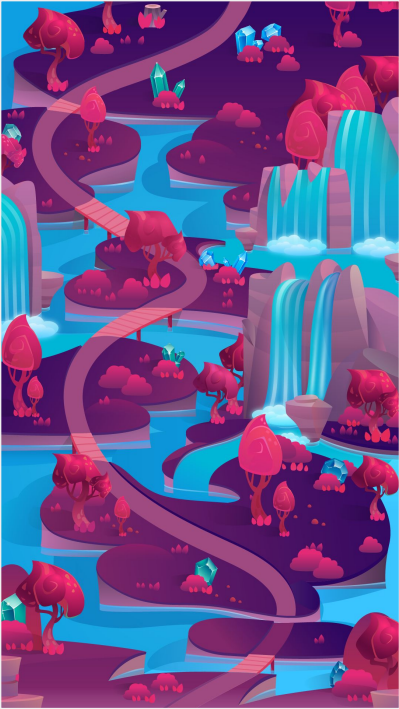
## Spin



## Characters



## Map



## Colors

(No change)

## Flip It



## Icon Styling

(No Change)

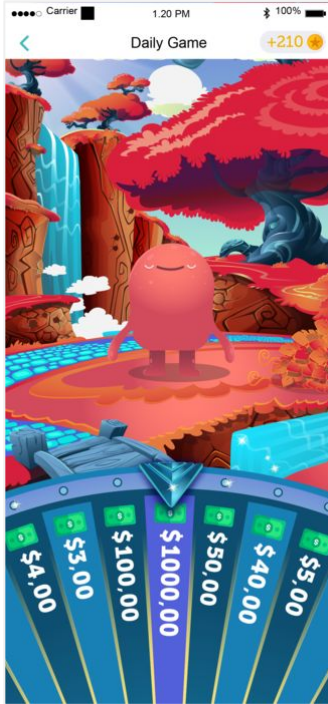


## Pattern

The wave pattern on the unflipped cards can be simplified to improve readability.



## Spin

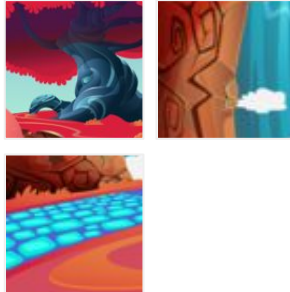


## Colors

Trees can be shades of berry, the ground/grass shades of deeper purple, and water shades of blue from the map and the flip it game.

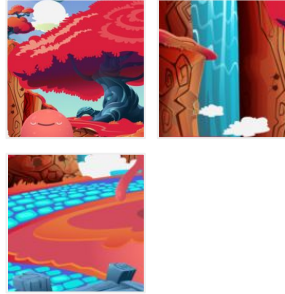
## Detail

Removing detail on the rocks, trees and the bricks will help make this feel on brand.



## Scene Styling

The trees, the styling of the rocks and the water should match the previous game and the map

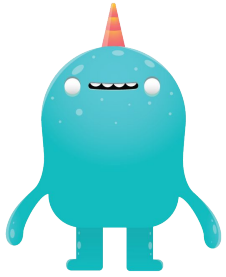


## Wheel Styling

(No Change)



## Characters



### Colors

(No Change)

### Detail

(No Change)



### Colors

Red can be made a berry color to fit better in the palette and the world.

### Detail

(No Change)