

Name: ~~Car~~ Chase Car Game.

Team play: 1 drives the car  
1 shoots the Guns

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Game Play: Survive in the town  
as long as possible "end  
time is 40 min"  
or.

Complete the objectives  
in the game before the  
time runs up "40 mins"

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Takes place: in New York

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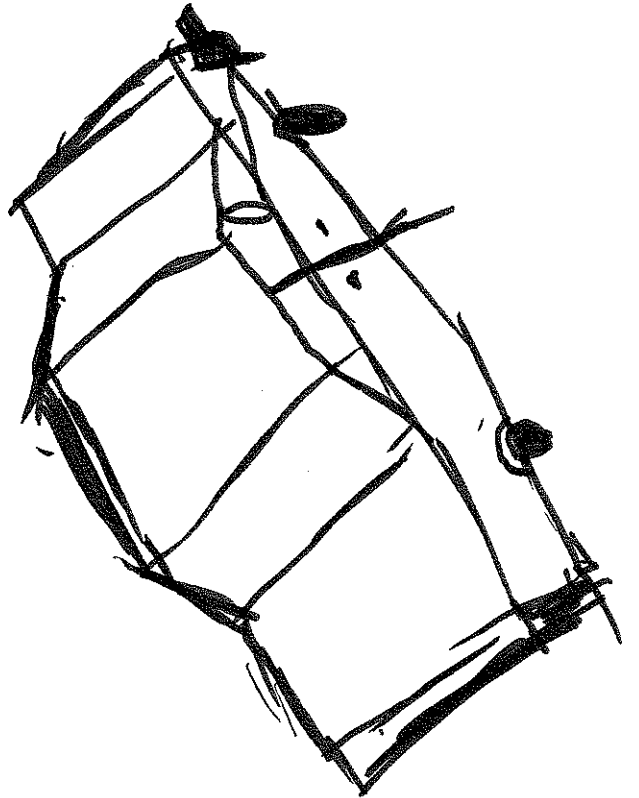
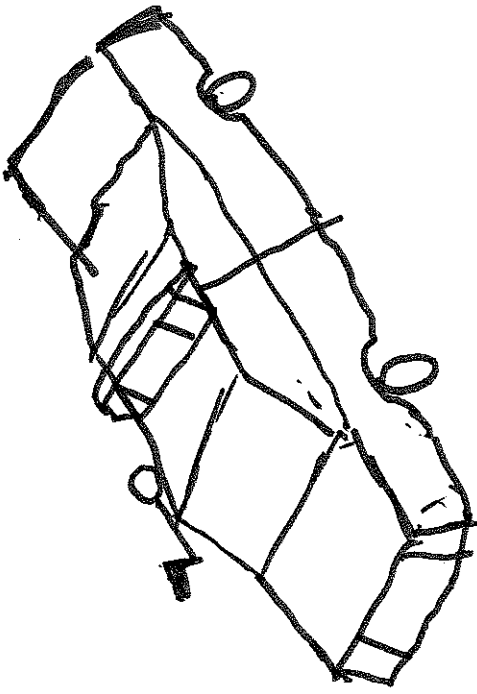
Multiplayer: 1 teif team

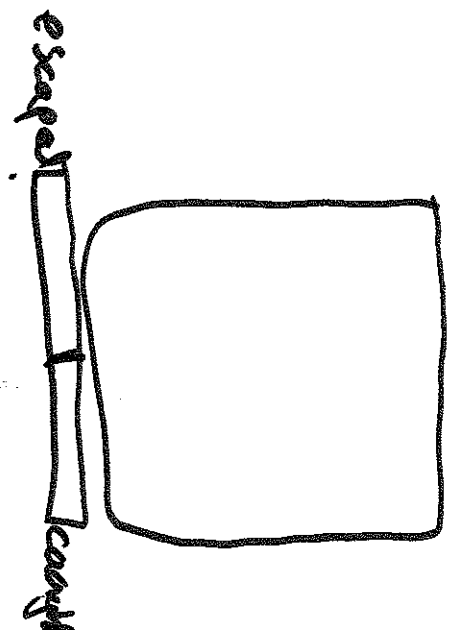
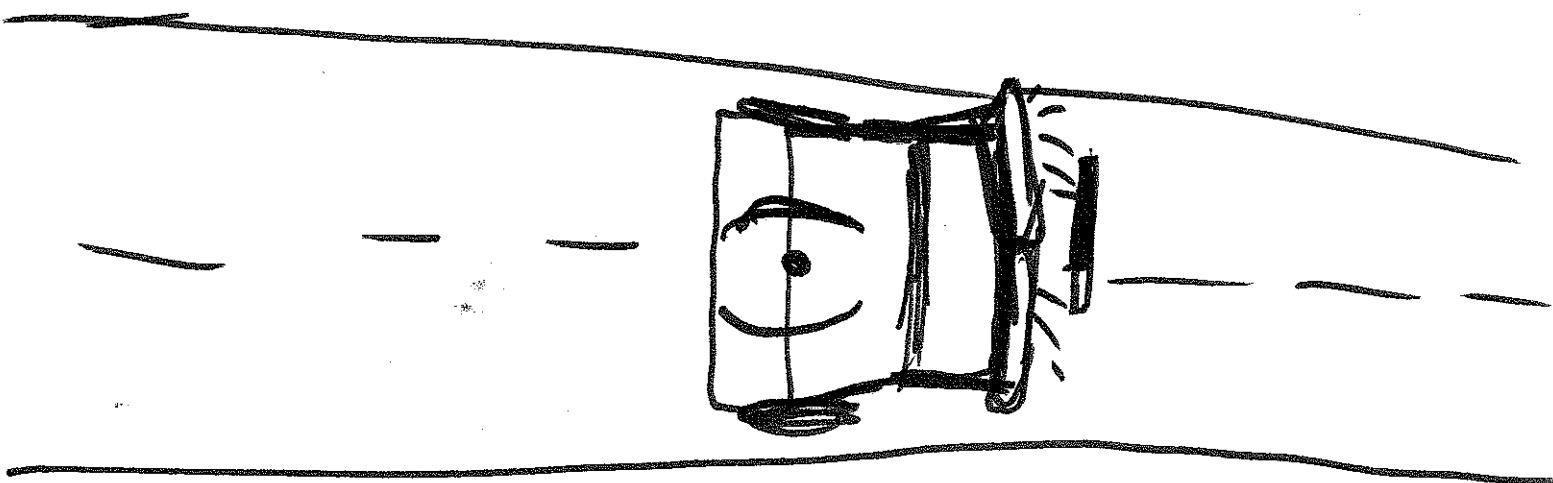
1 FBI team

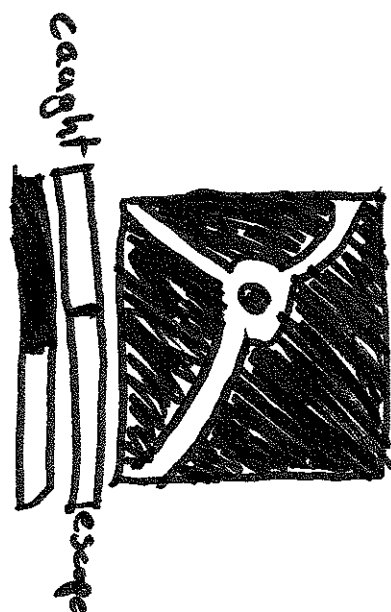
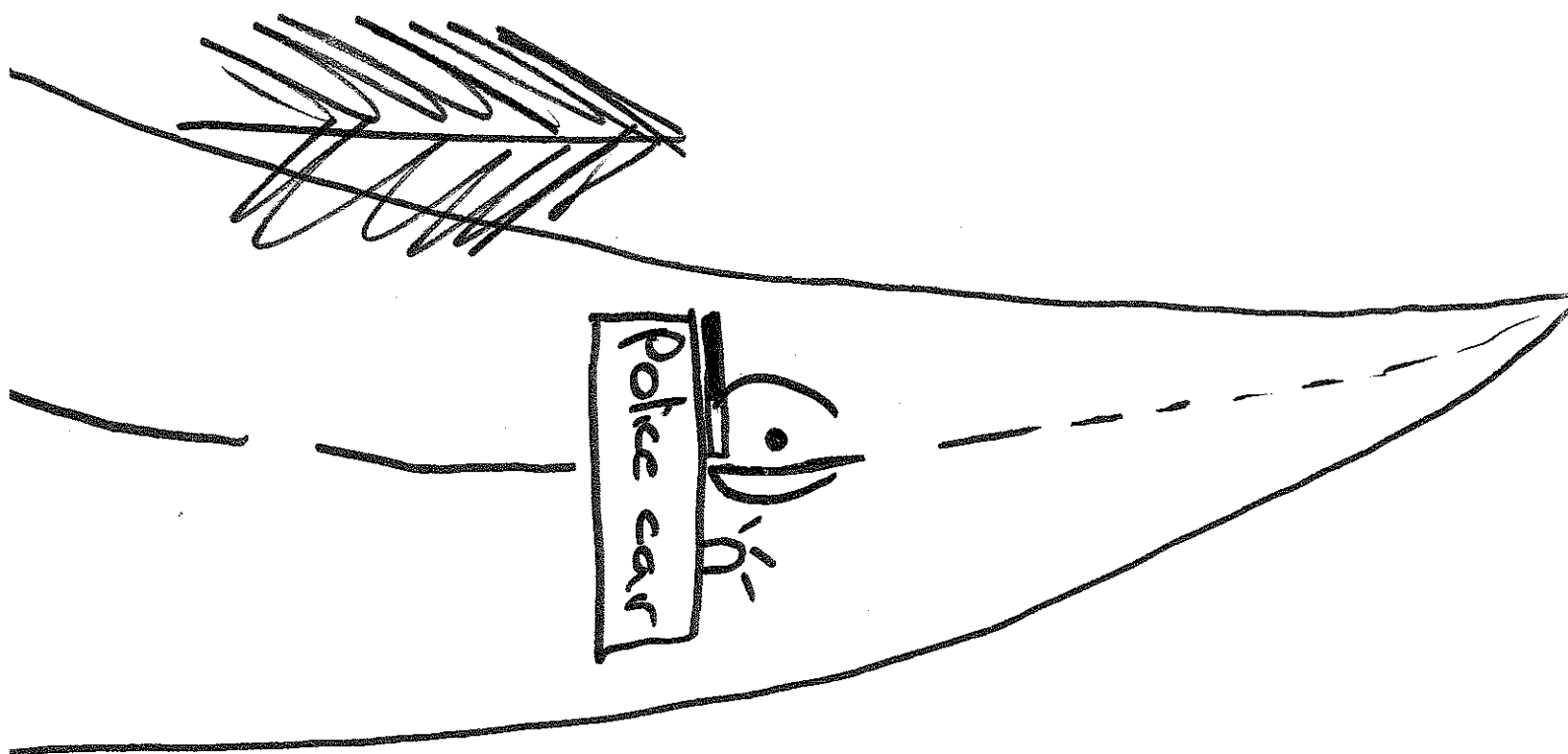
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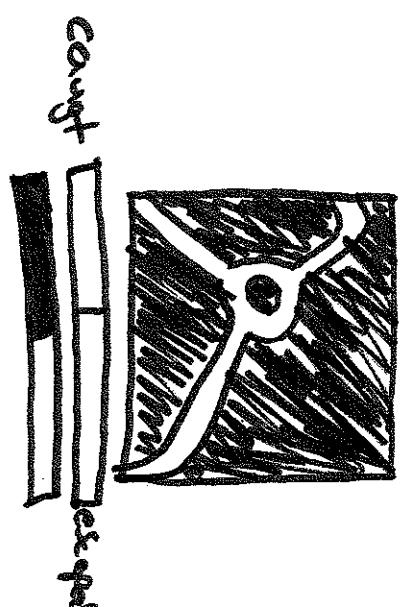
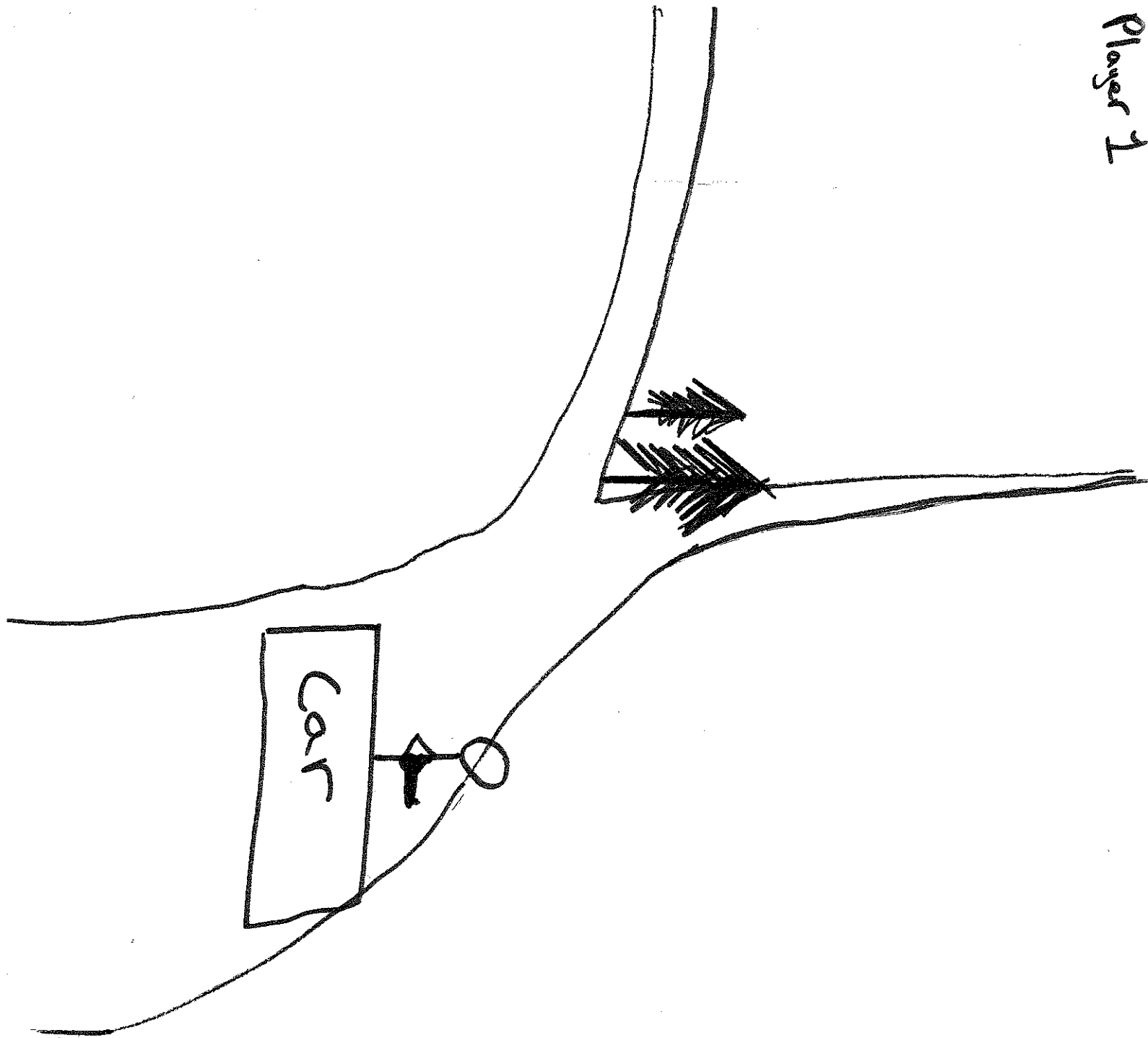
CHASE





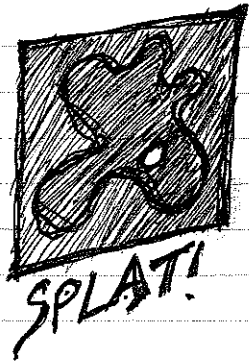


Player 1



GAMES THEORY  
27/10/09. 5.

Name of Game Name of people in team.  
One sentence description of game.



\* ~~Alt~~ GUI - sketch of online screen.

\* ~~Alt~~ Description of game in one sentence

- Theme, core dynamics.
- Mechanics - rules of play.
- Why do I want to play?
- Explain cooperative aspects.

**CHASE.** Nathan, Pierre, Martin, Matthias, Tim.

A game based on a car chase idea between the Mafia and the Police.

**THEME.** It is a car chase game based in the city.

**WHY DO I WANT TO PLAY?** Games like both shooting and vehicle chase are quite rare, and therefore this would be an original game, and therefore fun to play.

**EXPLAIN COOPERATIVE ASPECTS.** Each team can be played by two players, and as this game has an element of strategy.

GAME THEORY.  
27/10/09. 6.

## CHASE! RULES OF PLAY.

~~Two teams, each team controls one car. With one player driving the car, and one shooting guns.~~

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## GAME PLAY.

The object of the game is to survive in the town as long as possible, until the time elapses, after 40 minutes

OR

To complete some GAME OBJECTIVES, before the allocated time limit, i.e. 40 minutes.

One team represents the Mafia, one the Police.

