

Core Dynamics: Chasing & Evading, Spatial Reasoning, Race to the End

NAME: Chase & Evade No. OF PLAYERS: 2-4

Aim: For the Suspect to avoid the Police in an on-going car chase, while the Police work co-operatively to 'take down' the Suspect.

Birds Eye View

1 Player is chosen to evade the police

2-3 Players are chosen to chase the suspect

(Players take it in turns to be the suspect)

2-4 players

Race to the End

Bird eye view (Multi Location)

1 player evades

2-3 player chase

Turn Based

each hit from chasers ~~to~~ to runner

= 25 HP taken (100% HP)

Player with longest time = Winner

1 min evade = power up Healthy/Speed/other (Random)

3 min evade = Speed/Health

4 maps (Change every 4 mins)  
Locations (City/Desert/Hills/Forests)

Name:

2-3 police cars work  
co-operatively to take down the  
suspect

Rules:

Sketch online

The suspect avoids ~~the~~ the police  
in an on-going car chase, 1

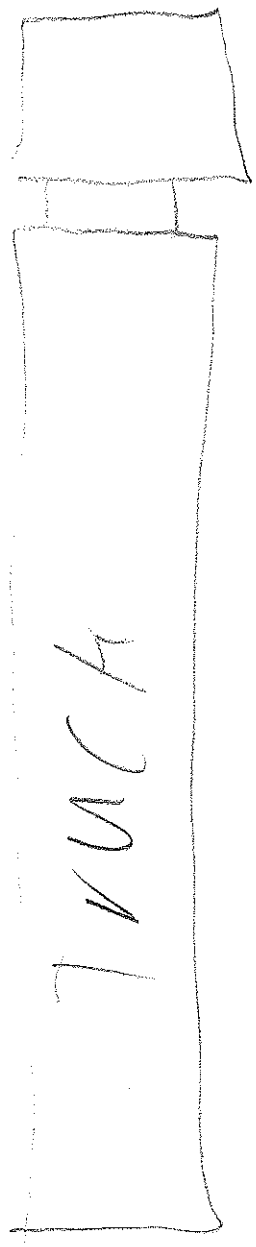
Theme

Why do I want to play

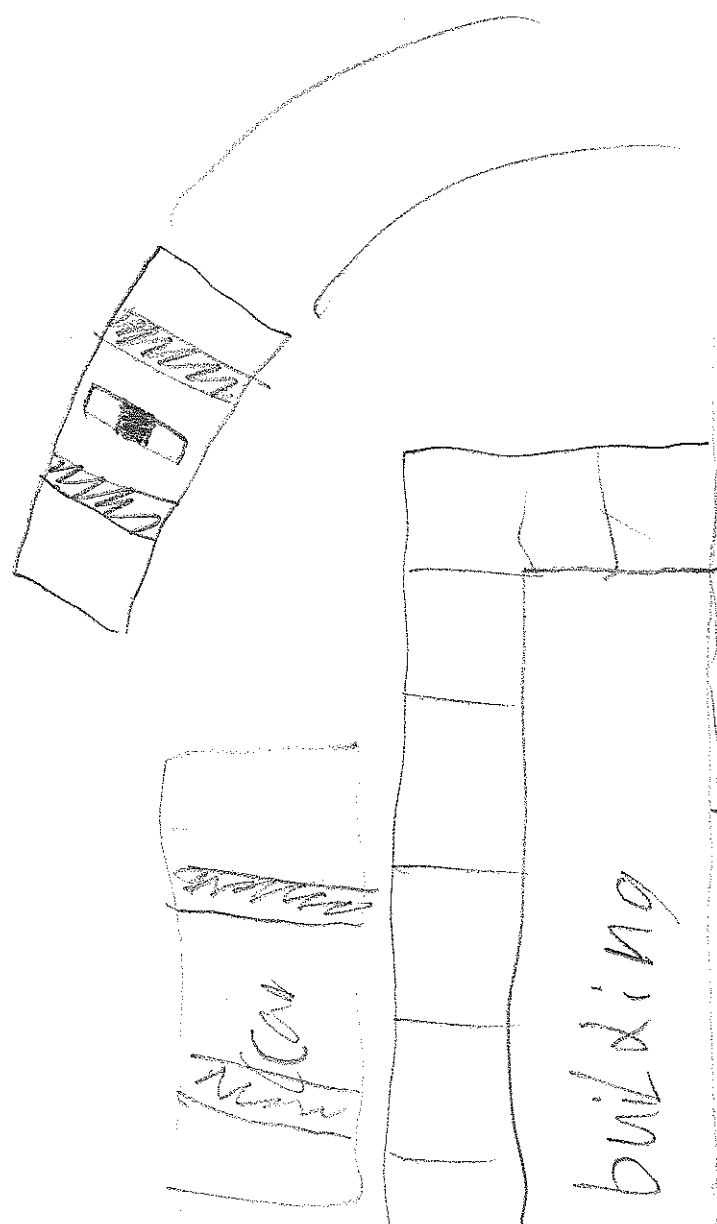
3- or aspects

IF a player leaves then a space is open for  
play.

Quick Commands



TRUCK



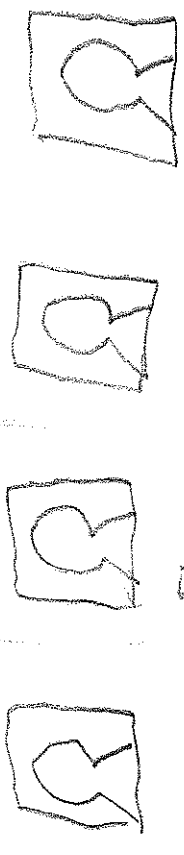
building

Police	Round
0% HP	3/4
50%	Time
100%	2:36
Power up	

Map

(Police only)

option (EXIT



Rank Rank Rank Rank  
Police Suspect Police Police

EXIT