The Other: A Maze

BACK TO WANDER/EXPLORE

+ 50 pt bonus + TIP

BACK TO WANDER/EXPLORE

50 pt penalty

BACK TO WANDER/EXPLORE

+50 pt Bonus

Game Logic GAME START Start Master Timer 10pts per minute (ppm) for each minute of gameplay 0. WANDER/EXPLORE <—(only available AFTER first attempt to EXIT game) Can happen anytime, one random instance every Helpful OTHERS (GUIDES) Clearly marked, big area When player first clicks to EXIT game, Player EXITs game. 11. • Player dodges (or collides with) objects, following path (opeight minutes of play. share their stories and help they're asked, "Do you want to play a game?" tional), up/down levels, against a countdown clock. Countdown to random instance is turned OFF They spin a wheel, and answer quiz questions. player through maze. **GUIDES GAMESHOW EXIT ACCIDENTAL** For Prototype, use blue music balls in Maze I courtyard. while a player is experiencing Snarlies, listening to a **CHALLENGE ENLIGHTENMENT** Guide, involved in a Time Challenge, or playing the Player gets 5 pts per each ball he collides with. At that random instance, player is wisked up, watching the maze receed below him, and rises (Collision Version) above the planet and (hopefully) gets a new perspective. Game of skill and speed, as a diversion to the narrative. **GUIDES** Begin COUNTDOWN (~ 2:00) Player Triggers SNARLIES AUDIO: "Do you want to play the Gameshow and earn points?" TRANSPORT player from MAIN Scene to GAMESHOW Scene (Get player position) On Game Start, MASTER TIMER begins (First Time Only) (Player does nothing SNARLIES INTENSIFY or moves to GUIDE boundary) ---- > Player Collides with Object Random Instance selected; A/AE countdown (up to 8:00) begins SPIN WHEEL for Question WHEEL is SPINNING, then STOPS MOVE FORWARD; SNARLIES SUBSIDE Object Triggers Sound When A/AE countdown ends, get player's position AUDIO: "Thanks for playing *TOAM*! Your TRANSPORT player from DISPLAY QUESTION on LEFT SCREEN MAIN Scene to GAMESHOW Scene PLAY AUDIO of Question. point total is _____ • READOUT of Total Points DISPLAY ANSWER OPTIONS on RIGHT SCREEN **GUIDE APPEARS** • AUDIO: "And one last chance, do you really PLAY AUDIO of Answer Options Object Disappears DISPLAY "Select Your Answer" want to quit, or would you like to re-enter START COUNTDOWN CLOCK (optional ditsy music) the Maze and continue playing?'' DISPLAY buttons to exit or re-enter. Player Gets 5 points Quickly elevate player, facing the ground so they see the full Player Leaves Before Guide Finishes 9-plex maze (pause), then the visual of this maze being just one part of an entire landscape of mazes, with mazes stretching to the horizon (another pause). Continue elevating player until the Is there another Object? entire planet comes into view, and stop elevating (long pause). COUNTING DOWN: Player SELECTS Answer Option and it is Highlighted. COUNTDOWN ENDS. Audio: "Time's up! Make your selection in 10, 9, 8, . . " .. then, make the player fall back to Eart, to the exact positon they were at when the AAE happens. RE-ENTER **EXIT** GUIDE'S CLIP COMPLETE Yeah RETREAT/BACK UP —> SNARLIES SUBSIDE Player Approaches Next Object | Finishes By End of Countdown TRANSPORT player to random Doesn't Finish by Countdown GETTIP FROM GUIDE RIGHT ANSWER WRONG ANSWER AUDIO: BZZZ! (Loozer Buzzer) location in maze, preferably ter-ritory they haven't yet explored. Audio: Fanfare & Cheering Audio: "Sorry, OK, you're a little too Right Answer Lights Up late! OK, g'bye!'' (Right Answer Flashes). Audio: Sad Trombone. "Sorry!" • +100 pt Bonus. Audio: "Play Again?" TRANSPORT player back to MAIN Unity Scen (Transport to saved player position)

BACK TO WANDER/EXPLORE

+100 pt Bonus, just for experiencing it!

BACK TO WANDER/EXPLORE

-50 pt Penalty

Yeah! (can repeat 3X)

GAME OVER