**GAMEPLAY DOCUMENT**

**FOR KERA**

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**SUMMARY**

[**VIV-THE « DS »** 1](#_Toc477894180)

[**X-RACE AGAINST TIME** 2](#_Toc477894181)

[**XI-CHOICES DURING MISSION** 2](#_Toc477894182)

[**XIII-TAKE OVER** 2](#_Toc477894183)

# **VIV-THE « DS »**

Disruptive situations can be confused since they relate more to the course of the missions. It is not a direct play mechanic. In summary, ds are situations where team play is most challenged. They intervene in full missions without the users being warned in advance. But the atmosphere, the music and the situation itself will suggest to the users that they have to play as a team and find a solution.

DS can be:

* Team member protection: One or more teammates are assigned tasks and during the performance of their duties they are unable to defend themselves. Users who are free must protect them at all costs from any danger.
* From riddle resolution: to advance or solve a goal, the five users will be led to seek a solution around them. The puzzle resolution may require the use of special abilities.
* Separation of teammates: the group can be separated into two or three parts in order to solve a problem. It is up to the users to decide how to separate to solve the problem.
* All that was mentioned above at the same time, at the same time.
* There may be other situations.

# **X-RACE AGAINST TIME**

The race against time is a mechanic which consists in imposing a time to the users. They will have to fulfill a specific objective within this time frame. Depending on whether they succeed or lose, they will have rewards. This may also affect the conduct of missions.

# **XI-CHOICES DURING MISSION**

Some mission objectives will impose choices on users. The choices will have an impact on the current mission or on future missions, or on the availability or non-availability of certain options.

**XII-** **DISABLING RELAY ANTENNAS.**

This task is exclusive to the team robot. It must, whenever requested, retrieve and deactivate the relay antennas present on a card. It is able to do this through the ERAE.

# **XIII-TAKE OVER**

Take over is a game mode that will only be available on a digital tablet and PC. It will be related to the game of course.

We offer players the opportunity to take control of Nancy and play against his friends or against other players in a mode available on the twelve cards. Each card has disputes number of rounds that must be overcome to pass to the following.

Those who play on tablets only will be able to:

• Position his pawns, the robots as he sees fit.

• Produce new robots, make them as they want within the limits of the available options in order to use them in full match.

• Both sides have a certain prize pool. They equip themselves with the kitty to play the rounds. And stock up on several essential elements to continue the mission. Even if the options of support and attacks of the characters will always be present.