

Catch the thief

The game is a multiplayer game (the thief player, operating with the right, left and up buttons and the cop, with the AWD combination). The two characters are the thief and the cop. The game's concept is a thief trying to escape the cops. Initially, in the first level, the thief has already stolen some amount of money and one police officer is following him. To complete the level successfully the thief has to reach the safe at the end of the road.

The first level is the cop chasing the thief, who has already stolen some money and tries to reach his safe. There are multiple platforms where more money is located and the thief is trying to collect them too. While there are some obstacles on the way and with each time the thief collides with them, he loses one money object. The cop can shoot towards the thief and when the projectile reaches the player, one life reduces from a total of 3 and when all 3 end, the game ends(the cop wins and the thief loses). Again when the cop catches the thief the game end on the behalf of the cop.



The next level has almost the same atmosphere, the scene is different, assuming that the thief had escaped the cops the previous level, and has gone stealing again. This time he advances and can occupy citizens bodies for a certain amount of time where he can't be caught by the cop. When the time ends he returns to his thief clothes and the cop can catch him again.



The obstacles and the rewards will advance with each level.