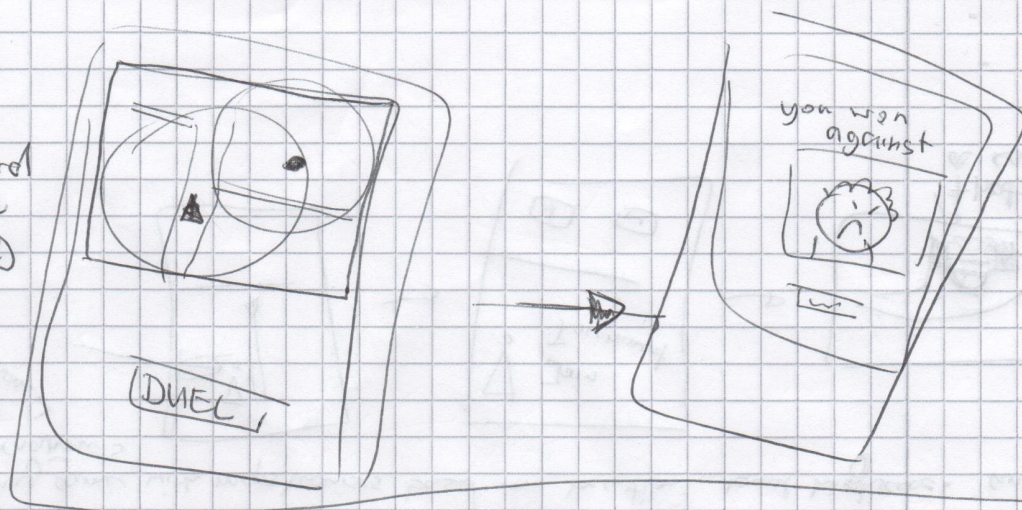


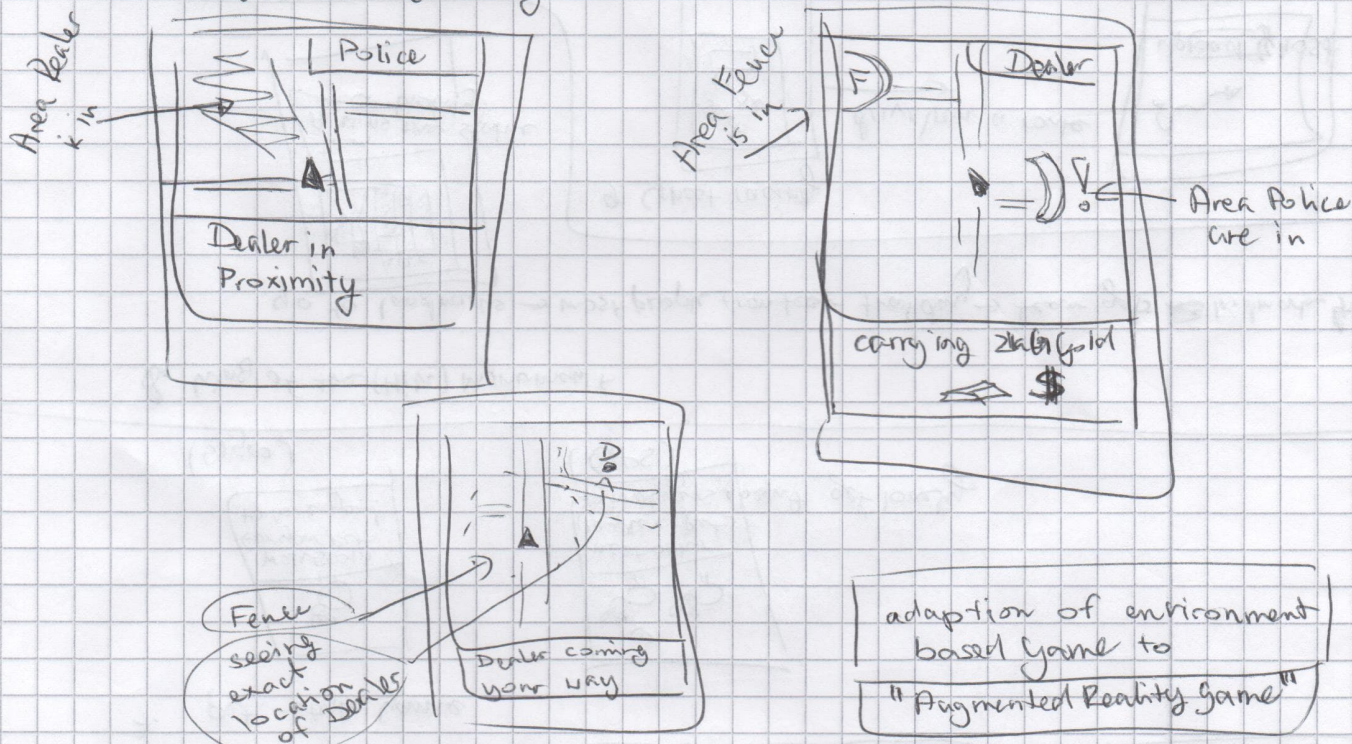
1.

location based dueling with face of loser as reward  
 → you can see him in reality and enjoy his loser-face (or talk to him and be nice)

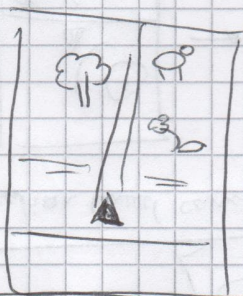


2. Dealer & Fence VS Police (Buster?)

Dealer bring goods to fences and Police needs to stop them on their tracks (finding)



3.



location based hunting/foraging game with trading and crafting with other people

4.

landmark based minigames about/based on trivia submitted by players

Quiz?  
 Wild dances? (gyroscope movements)



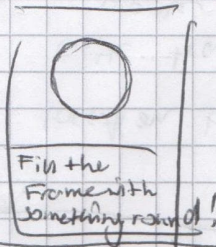
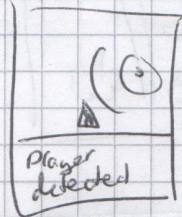


5.

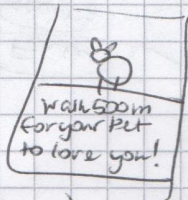
player made  
geocaching, where riddles are at the location that guide you to  
new caches +



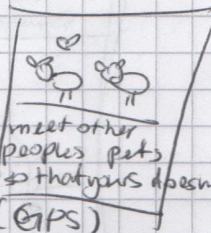
6. location based camera duels



7. pet - style game



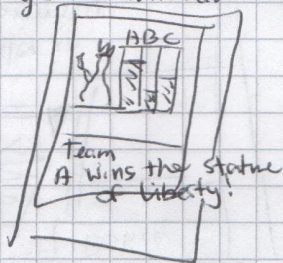
(Gyro)



(GPS)

8. King of the (Hill) Monument

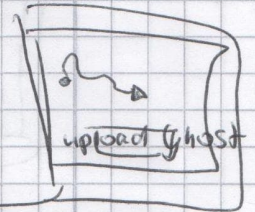
go to landmarks → most people from team that day → team gets ~~the~~ landmark for a day



9. Ghost racing



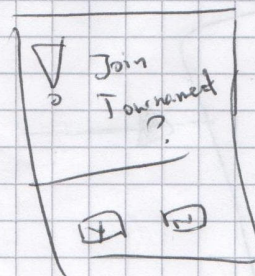
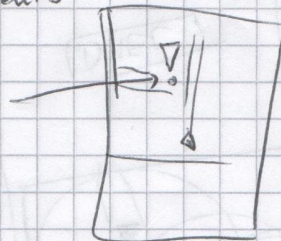
drive/run a route



other people can challenge your time and upload own time - races runs

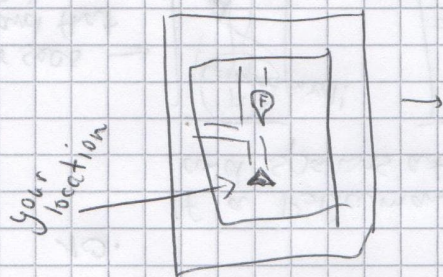
10. racing game with maps/courses based on location: local highscore and tournaments

tournament

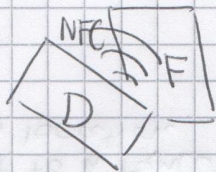




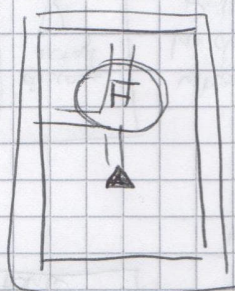
# 1. Fence played by Players



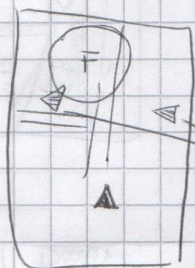
Dealer needs to get wares via NFC



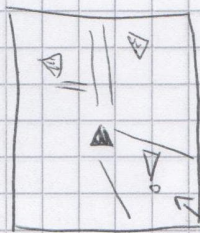
# 2. Fence played by AI / Server



# 3.

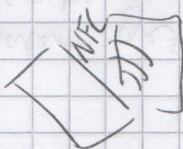
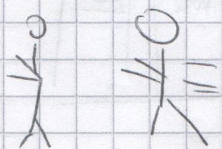


other Dealers



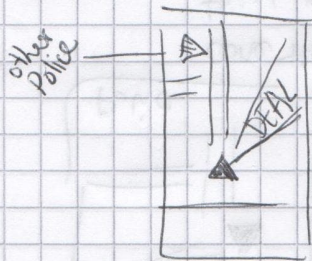
Alert if Police is very close to you

# 4. No Maps at all, only Data Transfer via NFC (even without server)



Police has to catch Dealers in Real life, all phones have to connect after match to compute winner

# 5.

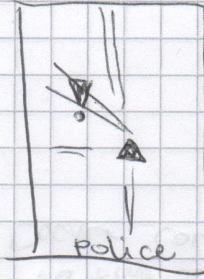
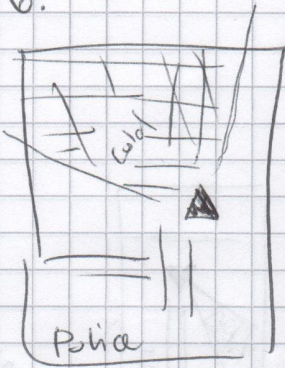


Police gets Alert when a Deal is made, Deal marked on Map to try to find out which way the Dealer could've gone



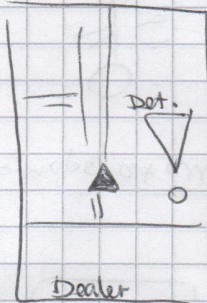


6.



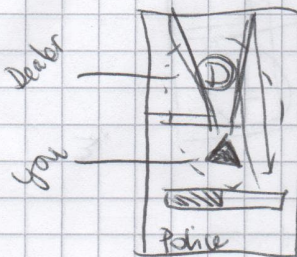
Cone that gets stimmer when getting near a Dealer, then marks their current position on Map when close enough to

7.



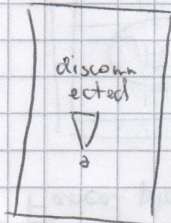
Dealer gets notified when detected, so he can run away

8.



Bar rises with time when police is close enough to Dealer (even while both are moving). if complete, Police takes out the Goods.

9.



When a Dealer disconnects he drops all Goods for Police to pick up if they find it (as if it were a dealer)



10.

If a Policeman is next to a Fence for too long it despawns and spawns at a new location

Dealer sees Fence and that there's Police nearby



Police can't see Fence on Map, but stays where a lot of Deals were made