

Hide & Seek

In 2067, it was the most popular period for Android housekeepers to sell. But during this period, a Android murder case happened in your town. A wealthy manor owner and his family were all killed at 3 a.m. After detecting, all the signs indicated that the Android housekeeper is the murder, unfortunately, the android was disappeared. Then the whole town was in the shadow of fear. Thirty years later, everyone has forgot about it. A young girl bought the manor at a very cheap price. But according to her memory, every three o' clock at midnight, she can hear very slight mechanic footstep sound came from first floor, and a hoarse and magnetic voice said that do you want to play hide-and-seek? It was not until one day, she cannot stand this shit and decide to get up to find out what's happen. Then the game begin.

Design Goal

Exploring new game mechanics. In game industry, both of 3A games and indie games are getting homogeneous. Therefore, I really want to create something that is different from others'. So, Hide & Seek can be thought as an attempt about that.

Wow factor

Everybody has childhood. The game with a lot elements about childhood games will make audiences resonate, like Merry-go-round, Rubber band skipping and so on. In addition, when you make a combination of childhood and horror, how it will look like? And if when you set the classic childhood game in the future, what may happens?

Components



3 MAPS



10 SOUND TOKENS



1 HUMAN MODEL



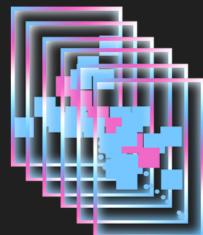
1 ANDROID MODEL



Scanning QR code for
downloading APP



10 EMP TOKENS



6 SOUND CARDS



1 dice cup

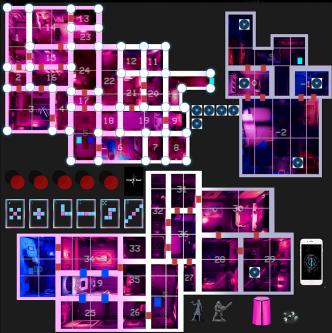


10 SKILL CARDS



5 DICES

Set-up



1. Human roll 4 dice with dice cup.
2. Selecting a room according to the sum of 4 dices' numbers and then randomly choosing and recording the number of the grid about the room with the APP.
3. Android roll 4 dice without dice cup.
4. Android selects a room according to the sum of 4 dices' numbers and then put your model on the point around the room randomly.
5. Setting the location of 5 EMPs in number 1-12 room of first floor.

Notes :

1. Hiding phase is only played on first floor. Only Hunting phase can go second floor or underground. Changing floor can be seemed as moving one grid
2. Do not let Android know where you are! Please Rolling dices with dice cup, and recording your location secretly.

Action Game phase 1: Hiding

Step 1.

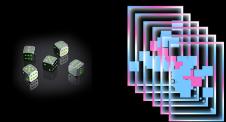
Human go first, moving 0-2 grids in a round. In that phase, the movement of human is invisible. What human needs to do is recording her location with App.



Note: Picture only shows one direction of movement. Human can also move to the other directions, except diagonal movement.

Step 2.

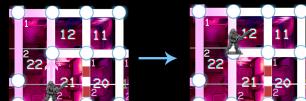
Human rolls 1 or 2 sound dices, picking and using the sound card according to dice's number.



Note: Usage of sound cards will be explained on the page 6.

Step 3.

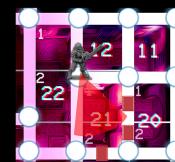
Android moving 0-3 points in a round.



Note: Android can only move along the route from point to point.

Step 4

Selecting a room around you to scan human location.



Step 5.

Asking human player whether he is in the room that android scanned. If answer is yes, entering Hunting phase. If it is no, back to step 1. If android can not scan human until the battery runs out, human win.

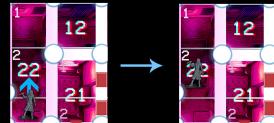


Action

Game phase 2: Hunting

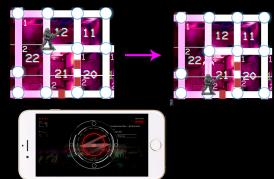
Step 1.

If android scans human successfully, hunting mode launched. Android can get extra battery. And human appears on the map. Starting from the grid human were scanned. Human moves 1-2 grids first.



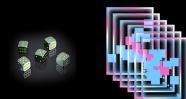
Step 2.

Android launches Stealth mode, which means android will be invisible on the map in phase 2. Moving 0-3 grids in each round.. Recording its location with App.



Step 3.

Android rolls 1 or 2 sound dices, picking and using the sound card according to dices' number.



Step 4.

Human moves 1-2 grids. If human stops in the room which is same as android's. Then entering judgement phase of win or lose, which will be detailed on EMP instruction.
If human do not stop in the room that same as android's until android runs out of battery.
Human win and vice versa



Hiding mode

In hiding phase, when human move to a grid which has available hiding place. Human can choose to enter hiding mode. When human determin to enter hiding mode, human player should roll 2 dices and select a skill card randomly.



Note: In this mode, human cannot move in the next one round at least.

Game Rules

Sound card

Sound cards are consisted of many squares. Each square represent a grid of map.

Pink Square represents your location.

General situation

Rolling 1 dice and select 1 sound cards according to the dice you roll. Then choosing

1 grid strategically according to the card and put the red sound token on the grid.

Example



Special situation

When android and human go through red door or launch hiding mode, they

should roll 2 dices and select 2 sound cards. Then choosing 2 grids strategically

according to the cards and put the red and black sound token on the grids respectively.

Example



Note:

1.The sound card you choose must be shown to your opponent..

2.If the numbers of 2 dices are same. You can be able to put 1 token on the

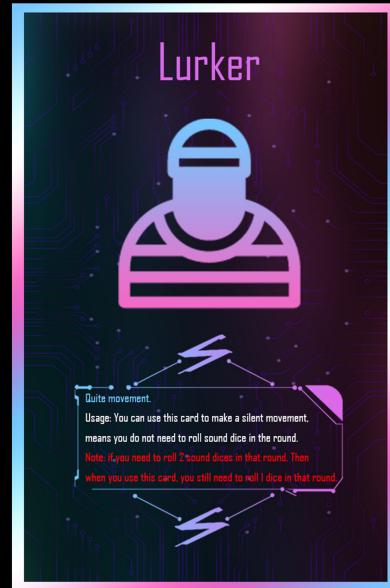
grid like general situation.

Game Rules

Skill card

Skill cards has 10 different skills, depending on the words of each card.

Example



Note:

1.Every skill card can be only used once and you can only use 1 skill card in a round.

Game Rules

Trap



In hunting phase, Android can set trap in the room that going through in this round. And trap will not be destroyed, except 3 situations - human uses EMP, android sets next one or human is hit by the trap. When human enter in the trap room, she will be injured by the trap. Then she can only move 1 grid in the rest game. When human is hit by the trap twice, GAME OVER.

EMP

Human can get EMP by go through the grid which has EMP in hiding phase and hunting phase. 5 EMPs are setted by android and 5 EMPs have fixed locations that are shown in the setup picture on page 2.

General situation

In hunting phase, when human feel danger, mean human feel trap or android near her. Using an EMP can help you to go far away from them safely. The range of EMP is 3 - 8 rooms around human, which is shown on the map with red color.



Special situation

When human enter in the same room of android, means human is caught, you can use an EMP. Then Rolling 5 dices. If the sum of 5 dices' numbers are smaller than the number of the room that you in. Human can escape and android stop moving in next round

If human has no EMP or the sum of 5 dices' numbers are bigger than the number of the room, GAME OVER. Human lose.

Note:

When android is effected by EMP, android stop moving in the next round.

When trap is effected by EMP, it will be destroyed immediately.