

Location: Inner alleys of a Metropolis city – less inhabited part (Urban Alleyway)

Time: a snowy winter night, present day

Story: Your friend gets on the wrong side of a local city gang and is captured and being held. You get a phone call/note from your friend/gang telling you of your friend's predicament and it is your job to rescue him.

Goal: Rescue your friend from the hands of a gang lord and his henchmen by sneaking through their alleys and/or brute forcing your way through, and then return to the base (police station or home).

Rescuer (Player): Friend of person to rescue (most likely male, but not determined yet)

Person To Rescue: Friend of Rescuer, got on the bad side of a gang and was captured

Enemies:

- Gang members – will attack if they notice you in their base
- Cold – long exposure to cold will decrease your health, lit trash fires around town will keep you warm (Maybe you must find matches in order to light the fires)