

Game ideas

1. Hunting game: There are two rooms initially. Two players play the game. One of the players play the role of predator; another one plays the role of escaper. Each of them is put in one of the 12 the room at first (but not the same room). The escaper needs to find the sword hidden in one of the rooms to kill the predator. The predator needs to kill the escaper as soon as possible. Both predator and escaper can place traps to trap the other person (make other one cannot move for a while). Each room can also have traps at the beginning. Two people continue entering in room and place traps until one person win. The predator win when both of them are in the same room, and the escaper does not have sword or he has sword but he gets trapped; the escaper win when both of them are in the same room, and the escaper has sword and does not get trapped.
2. Bomb Bomb Bomb: Two players are in are a center of a circuit. Fruits are placed around the circuit. There are few bombs hide in the fruits (they are fruit like but nobody know unless you take them). Each player can take 1-10 fruit once. After they take the fruits, they take those fruits to the basket in the center to get point (1 fruit per point). Once a bomb is found, all the fruits the player get turn into dust (which means score turns into 0). After all fruits are taken, the player who get more fruits win.
3. Shadow world: A girl is walking on a long long path. She has a magic gun to protect herself. The shadow will jump out from the four directions in front her (south;north;east; west). She needs to use the magic gun to shoot the shadow. The gun will easily run out of bullets, so she needs to recharge it. She can pick up bullet on the path. The girl also has a flashlight to light up the path. The flashlight can run out of power too and everything turns into dark after that, so the girl has to walk under darkness. The girl can turn off flashlight to save power or she can pick up battery on the road to recharge the flashlight. If the shadow touches the girl, it swallows the girl and game ends; if the girl walks through a certain amount of distance and sees the sunlight, she wins. Other tools may also be picked up on the road depending on how complex the design is.