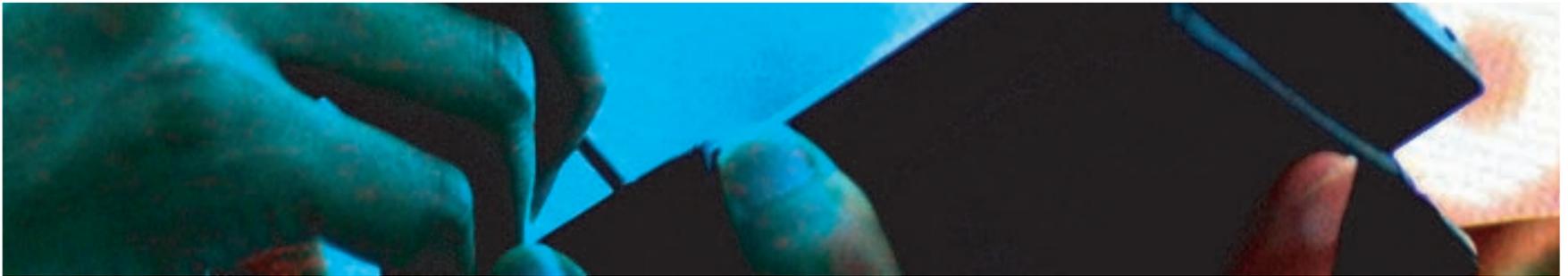


Game Plan – Phase III

I See Where You Are `In Central`



A major debate broke out among Justin, Linda and Hector...

We began to feel the RGP model not very realistic. It's too clumsy, too much stuffed with critique, too burdened with representational meanings, and it's almost impossible to see people engaging bearing a temporary identity suddenly able to internalize the ethos and pathos of those roles to behave like the designated character.

We began to think of simple questions: what does it mean to play a game? What's the basic game situation here? Finding a location the fastest one can? To get as many tasks done as possible within a time frame? Or does the process matter more than the results, i.e. collaboration and negotiation matter most? We also brought back the use of maps – as they powerfully and directly affect the search for location...

I See Where You Are `In Central`

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Game Location

Starting point : City Hall, Central, Hong Kong

Game Time

20/10/2005(Thu) 7:00pm

29/10/2005(Sat) 2:30pm

30/10/2005(Sun) 2:30pm

Players

8 (4 street players + 4 PC players)

Game Objectives / How to Win?

With the help of a handheld PDA set and a PC program, each team (contains 1 street and 1 pc player) need to search for a secret spot located in Central and get there as fast as they can. The fastest team wins.

The Checkpoints

There are 5 different checkpoints virtually located in 5 different locations in Central for each team. In order to get to the final destination, players need to search for those 5 checkpoints with the help of the device provided : a PDA set with a location-tracking system for the street player and a flash program hosted in a website for the PC player.

Throughout the game, street player and the pc player in each team must develop their own way of cooperation as they are playing two different roles in the map-searching process :

1) The checkpoints could only be picked up by the street players in the physical space with their PDA in hand.

2) Each team will be provided with a fake central map -- however, only the PC player can see it.

The Navigation

The pc player, who is represented by an avatar inside the map, have to navigate the fake map and look for the next check point. The street player, on the other hand, could only see the pc player's avatar's corresponding location from the PDA set and therefore, have to follow the pc player's navigation path in order to reach the next check point (in the physical space).

As the map they are using is a fake one, there may be situation that the check points, which are located inside the City Hall on the map, may turn out be found in the middle of the Queen's Road in the physical world. And the street players may find it difficult to follow the pc player's path as it may become un-walkable in the real world.

The Magic Items

Throughout the game, the street player may encounter different virtual objects in different locations. They may be objects which could facilitate their map-searching process or solely useless objects to distract player's attention.

1) 'Direction' magic - providing hints of the direction of the next check point.

2) 'Fog' magic - most of the area in the map are covered with fog. As the pc player's avatar moves, the area around it will be unveiled. The size of the unveiled area will be changed by this Fog magic

3) 'Freeze' magic - once it is taken, the pc players will be freezed for 30 seconds

The Performer

Several performances will take place in various locations throughout the game. They act as external factors which will force changes on the players' routes.

During the game, the performer(s), who is also walking on the street, will be asked to input two types of data, a number and a short pharse, which will in turn affect the outcome of the game. For example, the location of checkpoint(s) will be changed if the performer enter a specific type of number.

Performer(s) can generate that number by creating his/her own rules, for example, counting number of people wearing red shirt, people entering a bookstore etc.

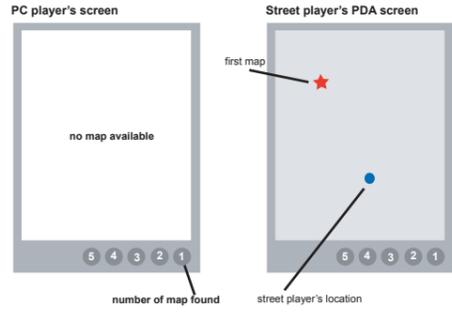
I See Where You Are 'In Central'

Start of the Game

The street player will start the game from the City Hall and the pc player will play the game inside the station in the City Hall.

At the beginning, the location of the first map will be shown in the street player's PDA map. (It will be the area near the City Hall).

Once the first map is picked, it will be shown in the pc player's screen.



Map #1

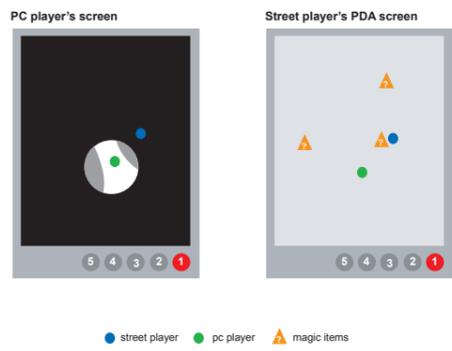
The map is entirely covered with 'fog' except the area around the pc player.

The next check point is located somewhere in pc player's screen covered with 'fog'.

Street player can only see pc player and his/her own location from their PDA as well as different magic items



The street player may be tempted to go to get the magic items along the path.



If the magic item s/he got is the 'message of hint', an indication will be shown on the street player's screen about the direction of the next check point.



Map # 2 found

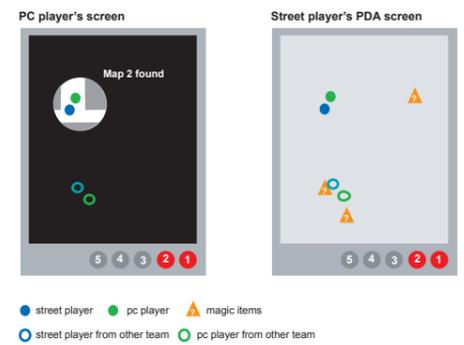


Map #2

Once map2 is found, the map shown on PC player's screen will be changed and the graphical representation of the PDA map will also be changed, too (a totally new landscape, with new magic items)

The process will go on until they have found all 5 maps and approaching the final destination.

During the whole process, players may see the location of other team players. They may need to look for strategy to avoid others as they might use some of the magic items to obstruct them.



Map #5

The fastest team who reaches the final destination first wins.

