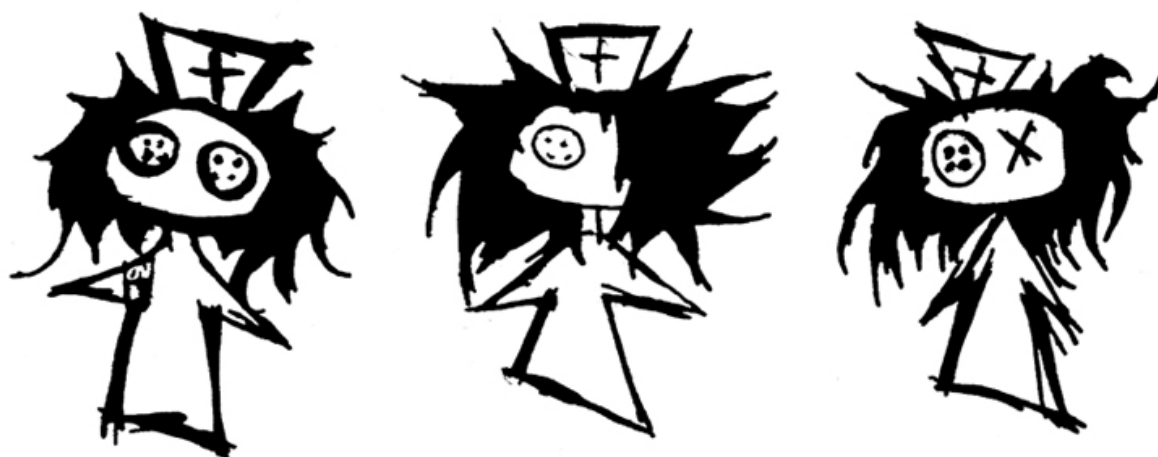


Game Concept

Needles & Brains



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Quick concept

This game is a party-game, like Mario-Party, Crash Bash or Raving Rabbids, but based on a board. It is like the Game of the Goose but scattered with mini-games.

It is a single player game which ends when the player reaches the last space and finishes the last mini-game.

The player has to go out of an old creepy building haunted by living-dead nurses, by facing them during mini-games.

Concept overview

The game's target is teenagers and adults from ages 13.

It is a single player off-line game, on Nintendo DS.

The player plays a character, the hero, who is visible on the screen (third-person view).

Game mechanic is based on the Game of the Goose with mini-games. The hero moves forward in the building : rooms (floors) separated by stairs. The building has several floors and each floor is accessible by only one way. The goal is to escape from the building : the hero starts in the basement to run away by the roof. He has to go upstairs, there is no way back or alternative way, he has to go through each floor to go to the next. In each floor is one room and in each room is one mini-game. Success in the mini-game enables access to next stairs, it is a linear progress.

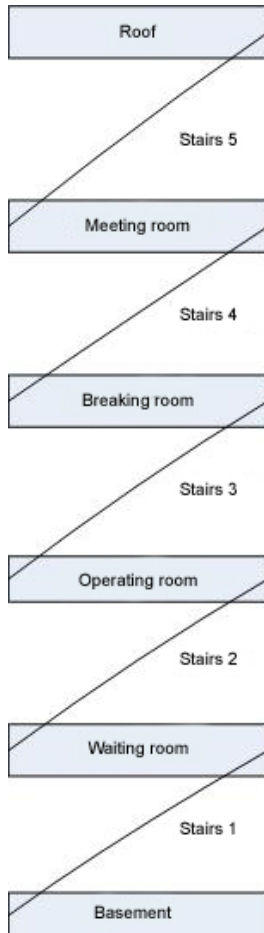
The player throws a dice and moves forward as many steps as points he gets.

Some steps could launch the bonus mini-game. The hero has to participate, but if he loses there is no effect on the main story. If he wins he gets an item which helps him with the main story. At the end of the mini-game, he comes back on the stairs he was before the mini-game.

When the hero reaches a floor, whether he made the exact result (with the dice) or more, he stops and enters the room and the mini-game starts. Excess result is lost and couldn't be use later. He has to win the mini-game to go through the room and access to the next level. If he loses he comes back to the beginning of the stairs and has to go upstairs again and tries the mini-game again.

Game mechanics

Building



The game mechanic is based on Game of the Goose's mechanic. The player plays a character -the hero- (like a piece in Game of the Goose) which moves on steps (like spaces on board).

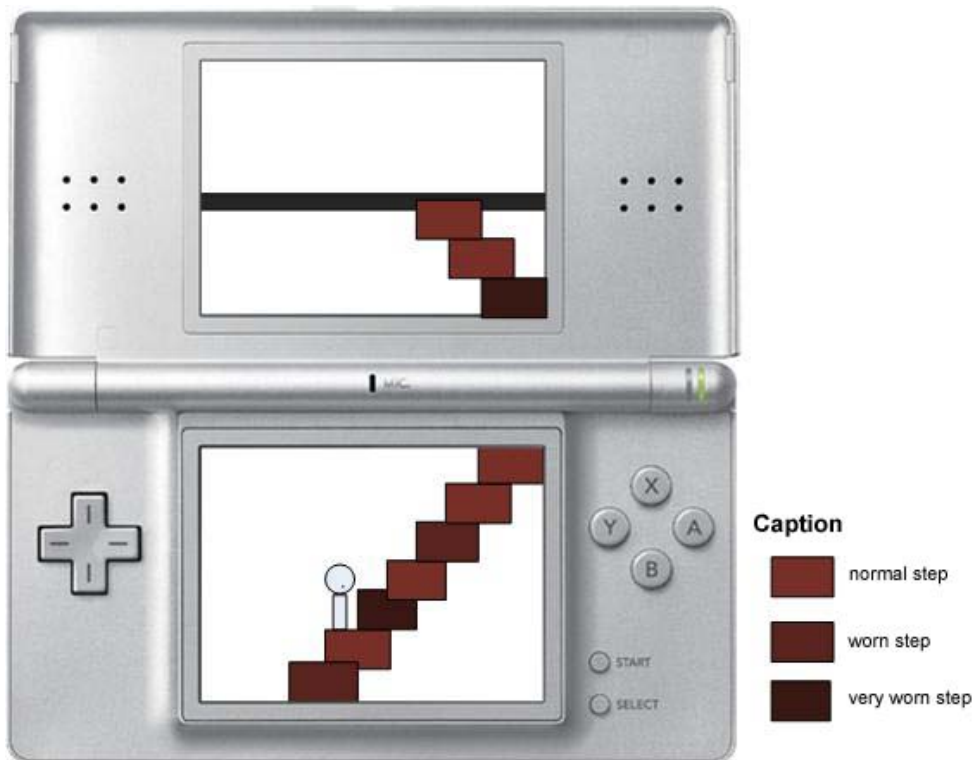
He starts from the basement and has to go to the roof to escape from the building. He goes in each floor, one by one, using the stairs. Each floor is separated by one only way: stairs (between 10 and 21 steps). When he reaches a floor, he enters the room (only one room in a floor) and that launches the room's mini-game.

There is no mini-game in the basement, the hero begins when he goes out of the basement, at the beginning of the stairs 1.

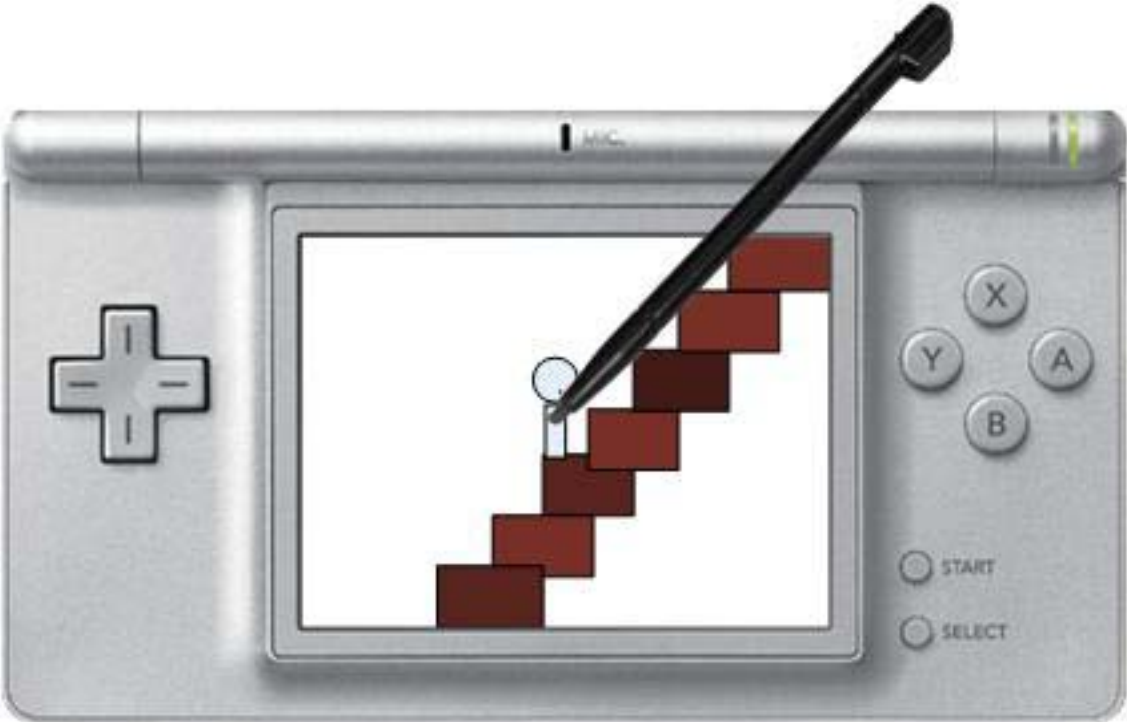
The player draws progress by blowing on a 6-face dice. The hero moves automatically as many steps as many points in the result.

Special steps

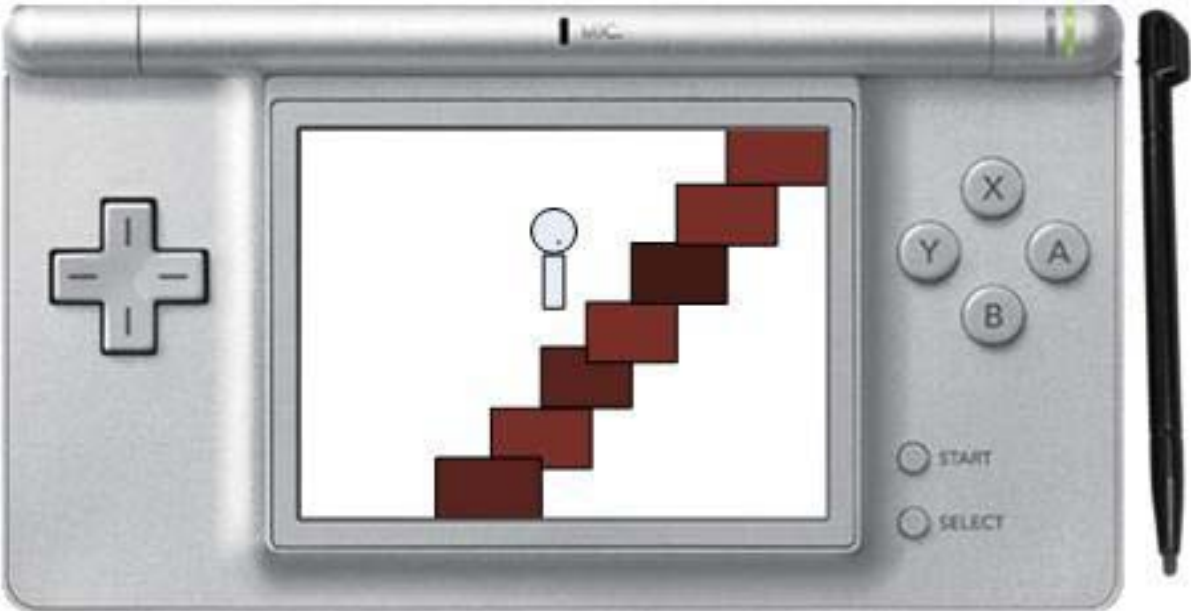
There are some special steps which start events: if the hero stops on a step which is too worn-out, it cracks and he falls in a cellar and the bonus mini-game starts. It is always the same game but each time it becomes harder. If the player wins he gets an item which helps him in the next floor. If he loses there is no effect because it is a bonus content. At the end of the mini-game, whether he wins or loses, the hero comes back on the step he was before. Nonetheless he goes on the next step to not fall again.



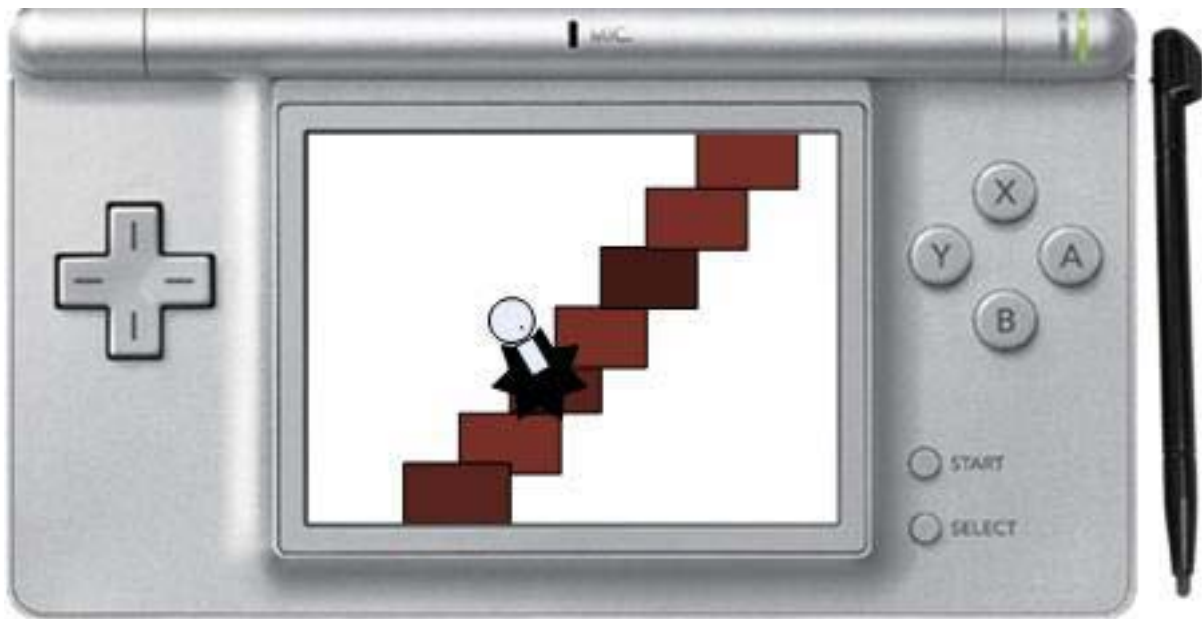
Wear on steps is visible on screen. Some steps are very worn-out and break inevitably if the hero stops on them, but others are in an intermediate state, so the player can't know what could happen with those. However the player can make the hero jump, with the A-button or by clicking on the hero, if he is on a worn-out step which didn't break and if he wants to attempt breaking it.



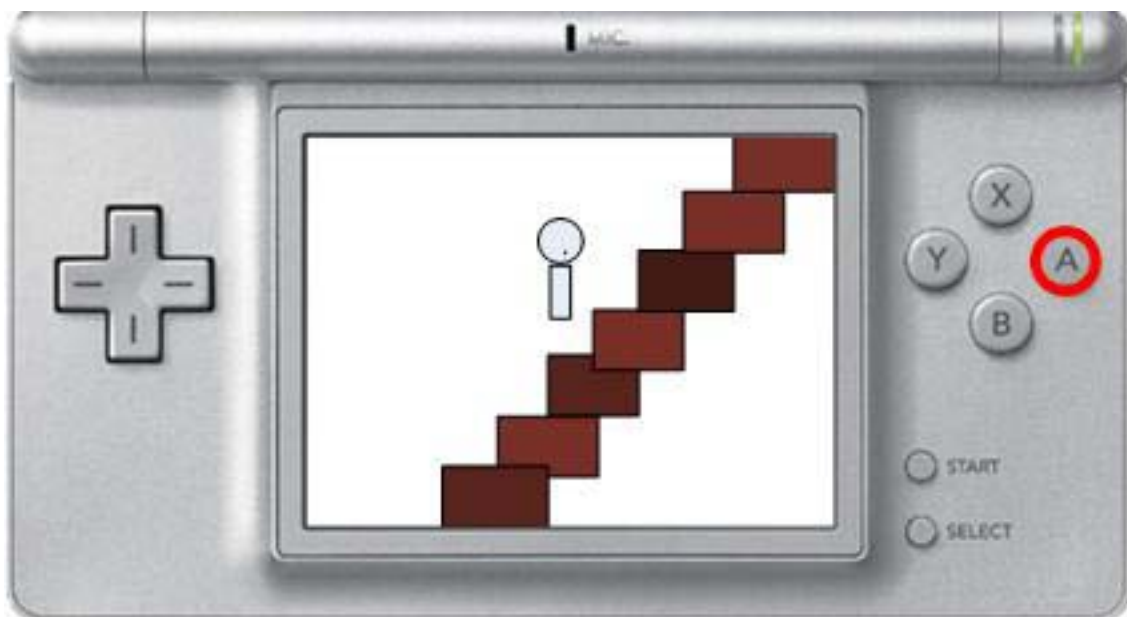
Jump - 1: the player touches the hero with his stylus to make him jump



Jump - 2: the hero jumps



Jump - 3: if the step was worn-out enough, it breaks and the hero falls through (breaking : visual and sound feedback)



Jump: the player can also make the hero jump by pushing the A-button

The last step can't be worn-out and there are never two worn-out steps next to each other (so the hero can't fall again in a trap while he just goes out of one).

Each stairs are longer and more used than the previous.

Mini-games

When the player throws the dice and gets a score equal or superior to necessary score to go to the last step, he goes to this step and enters the room automatically. The mini-game starts automatically after a short scene which explains the situation. If the player loses he goes back to the beginning of the stairs (leading to the game he just lost).

Stylus and buttons could be used during mini-games.

Statistics

Stairs

5 stairs

Order	Number of steps	No. of worn steps	No. of very worn steps
1	10	3	1
2	13	4	2
3	16	5	3
4	19	5	4
5	21	6	5

Mini-games

5 mini-games + 1 bonus mini-game

Order	Place	Type	Description
1	waiting room	shield	Make the nurses blind by tearing their metal button eyes down to stop them
2	operating room	pong	Send back organs thrown by the nurses
3	break room	reflex	Push the right button at the right moment to imitate the nurses and disguise oneself as one of them
4	meeting room	shoot'em up	Kill the nurses but spare innocent guinea pigs
5	roof	whack a mole	Tan a nurse's skin by flattening warts before them explode
bonus	basement	dodge	Dodge syringes