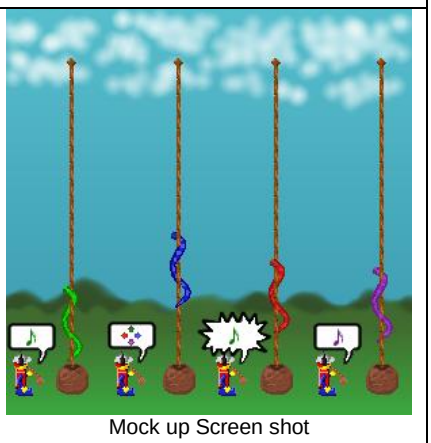
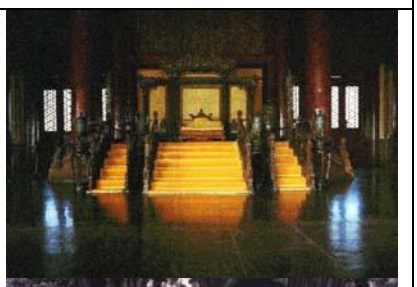
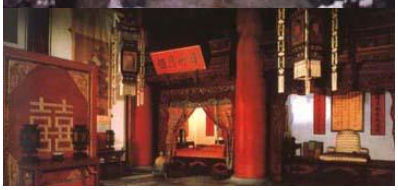
Title:	Snake Charm – Indian Theme
Players:	1 to 4
Controls:	No Use Green No Use Red Blue No Use Purple No Use No Use No Use No Use No Use
Engine:	Single Screen
Game Type:	Eye to Hand, Quickest to the top
Story:	
Gameplay:	**Players Aim** Players have to make their snake climb the rope by playing the note that corresponds with the snake's current colour. **Scene** Each character is sat down holding a flute, next to them is a basket with an extended rope. As the character plays the flute the snake will rise from the basket and slowly climb the rope, for each correct note the snake will move slightly upwards, wrong notes make the snake slide slightly down the rope. **Playing the Flute (Controls)** The flute has four notes each represented by a colour, each colour has a corresponding direction on the D-pad, 'Red' (Left), 'Purple' (Down), 'Green' (Up) and 'Blue' (Right). When a player presses a direction the character will play a note, and the snake will respond.  Mock up Screen shot In-between playing notes the characters speech bubble will display they directions and colours (Shown on the second character in screen shot). When the character plays a note, it will be displayed in a speech bubble. If the note is correct the speech bubble will be normal, if the note is wrong then the speech bubble will be spiked, These will be displayed for around a second before reverting back to the colours and directions. **Snakes** At the start of the game the snakes will all be in their baskets, with their heads sticking out. Each will have their start colour. When the game starts the players must press the corresponding colour to start the snake moving. If the snake is at the bottom of the rope and the character plays the wrong note, the snake will not move any further down. Once the snake has finished moving (Up or down) it will then change to the next colour, thus allowing the character to play the next note. When a snake reaches the top of the rope then it will perform a dance and the winning player stands up, punching the air in excitement. **Winning** The first player to get their snake to the top of the rope is the winner.
High Score:	Quickest time to charm the snake to the top of the rope

Title:	Hide and Seek – Chinese Theme
Players:	1
Controls:	No Use Forwards No Use Turn Left Turn Right No Use Backwards No Use Jump Use Item No Use Jump
Engine:	3D
Game Type:	Platformer with object interaction.
Story:	The Emperor has shown Pepper around his palace and then challenged Pepper to a game of hide and seek with the Emperor and his courtiers.
Gameplay:	When you meet the Emperor of China he shows you around his palace and then invites you to join him in a game of hide and seek. You have been shown the palace, so you must try and remember all of the possible hiding places you have passed. Then run around the palace as quickly as you can and look into all of the hiding places. You will also need to jump up onto the furniture to get to some of the higher hiding places. **Environment:** The Palace in this subgame is the same Palace found in the main world engine. By closing doors and gates the player will be kept in the subgame area. The area for hide and seek would include the Throne Room, the Emperors Bedroom, the Kitchen, an enclosed Garden and the Dining Hall. **Hiding Places:** Behind floor length drapes, under the bed, in the canopy of the bed, in a large vase, up a tree, down the well, in the wardrobe, in a storage jar, in a cupboard, in a cauldron, behind some sacks, behind a hedge and under the throne. The people hiding will not move from one hiding place to another. Each time the game is played different hiding places are used, there are more hiding places then people playing the game so in each game several of the hiding places will be empty, and different places will be empty in each game. **Interaction:** Pepper can run up to object and press the use button, Pepper will then perform an action appropriate to that item, for example pulling the drapes aside, or opening a cupboard. **The Start:** Being the searcher Pepper has to close his eyes and count to one hundred before going to look for the hiders. **Timer:** This game will be limited to at most 3 minutes so the player doesn't get frustrated by wondering around for ages not finding that last elusive person. **Sound** **Ambient:** When Pepper has his eyes closed, and is counting to one hundred, you will hear in the background, footsteps, whispering and doors creaking. The direction and intensity of these sounds are accurate to the direction and distance that the person making those sounds are. This could include some one talking and a door being shut and the talking becoming muffled, showing that that person is in an adjacent room to Pepper. We will hear Pepper quietly counting to a hundred and then calling 'coming ready or not'. **Successful Actions:** When Pepper goes searching the other players could whisper 'Shush he's coming' or similar when Pepper gets near to their hiding place. **Unsuccessful Actions:** **Neutral Actions:**
High Score:	Number of people found.





Title:	Tower Climb - Tibetan
Players:	1-2
Controls:	Jump Back / Jump/ Climb Up Vine / Jump Forward Back / Forward Crawl Backward / Duck / Crawl Forward
Engine:	Vertical scroller, tower rotates as Pepper climbs
Game Type:	Timed, climb to the top of the tower. Fastest time wins
Story:	Pepper has been challenged by Edmund Hilly to climb to the top of the highest tower in all the Himalayas He must reach the top of the tower before Hilly to win the help of the monks who live in the village at the bottom of the tower.
Gameplay:	The tower includes of a number of platforms that lead up and around the main tower itself. Pepper and Hilly must run around the tower jumping over gaps onto the platforms until they reach the top of the tower. In the single player game the computer controls Hilly. In multiplayer mode it is the second player. A number of obstacles hinder the players on their way up the tower. *Trapdoors* Some of the platforms have trap doors in them that will drop the player through onto the level below if they aren't jumped over. *Ropes* Some gaps are too wide to be jumped and the player must jump onto ropes that hang from some of the platforms on the tower and swing across. *Windows* Some of the windows in the tower have monks in them who will pop their heads out at regular intervals and knock Pepper off the tower. *Birds* Birds will occasionally fly across the screen ready to knock Pepper off if he doesn't duck as they fly by. *Vines* Some areas of the tower include vines. These can be climbed up to save time but this isn't explained in the instructions. The player may see XXX climbing them or discover it for himself. *Falling Bricks* The tower is very old and sometimes bricks fall down from the top of the tower. Pepper must avoid the bricks as they fall to avoid being knocked down a level on the tower.
High Score:	Pepper's score is based on the time take to climb the tower with a bonus if he beats Hilly to the top.