What's it about?
Scope

Some basic choices

• What is your target group?
• Thinking of a specific event?
• What’s the experience you intend to offer?
• What date & time does it all take place?
• How many participants are involved?
• Using a specific geographical region?
• How long does it all take in total?
Social Behavior

Triggering a specific behavior?

• Familiar Stranger
  *Individual who is recognized from regular activities, but with whom one does not interact*

• Small world phenomenon
  *Six Degrees of separation*

• Obedience to authority
  *Obey an authority figure who instructs to perform acts that conflict with personal conscience*

• Breaching experiment
  *Peoples' reactions to violations of commonly accepted social rules or norms*
Demographics

Which characteristics are important?

- Age
- Gender
- Education
- Ethnicity
- Religion
- Language
- Ownership of ...
- Income
- Sexual orientation
- Consumption of ...
- Occupation
- Migration
Cultural phenomena

There are more sides to each story.

- Marriage
- Travelling
- Communication / Meeting people
- Religion
- Art
- Music
- Traditions
- Rituals
- Clothing / Fashion
- Etiquette / Manners
- Working life
- Leisure activities
- Possessions
- Sports
Storyline

How does your story unfold?

• Chronological
  Story needs to be experienced in a specific strict order

• Layered
  Story can have different levels of interaction for different users

• Interactive
  Storyline takes form based on user interaction

• Character perspective
  Experience a story through someone else’s eyes

• Micro narratives
  Storyline is cut up into small stories that can be understood individually
Themes

You can look for ...

- Kindness / Affection / Love
- Hospitality
- Laziness
- Uniqueness & Similarities
- Speed / Motion / Travel
- Loneliness
- Confusion & Surprises
- Connections
- Privacy
- Transformation
- (De)Construction
- Lust, gluttony, greed, sloth, wrath, envy, pride

in the city.
What are the rules?
Interaction

What are the participants doing?

• Sharing
• Messaging
• Leaving & Marking
• Tracking
• Annotating (with media)
• Collaborating
• Searching & Finding
• Trading
• Confronting / Meeting
• Mapping
• Logging
• Misleading
• Buying / Selling
• Adding opinions
Interaction

What are the participants doing?

• What happens at the different locations? How do they relate to each other?
• What happens in the virtual and physical world?
• Do participants interact in realtime?
• Do they play in teams or individually?
• Is everyone mobile or are participants supported by online players?
• How do participants use media?
Game mechanics

What game rules could you apply?

• Turn based interaction
• Scoring action points
• Auction or bidding / Trade
• Territory control
• Capture (the flag) or eliminate (pieces)
• Catch-up
• Role playing
• Puzzle solving
• Different levels
• Team competition
• Race against time
• Remote operator driving human avatar
• Collect objects from environment
• Dark Players, actors & props
Game mechanics

What happens when these classic games become location-based?

• Monopoly
• Twister
• Poker
• Stratego
• Cluedo
• Risk
• Trivial pursuit
• Chess
• Checkers
• Go
• Donkey Kong
• Mario Bros.
• Pong
• Space Invaders
Victory conditions

How do you win?

- **Goals**
  This is the most general sort of victory condition, which can be broad enough to encompass any method of winning, but here refers to game-specific goals that are usually not duplicated in other games. An example is the checkmate of a king in chess.

- **Loss Avoidance**
  Some games feature a losing condition, such as being checkmated (chess), running out of cards first (War), running out of hitpoints (Quake), or being tagged (tag). In such a game, the winner is the only remaining player to have successfully avoided loss.

- **Piece elimination**
  Some games with capture mechanics are won by the player who removes all, or a given number of, the opponents’ playing pieces.

- **Puzzle guessing**
  Some games end when a player guesses (or solves by logic) the answer to a puzzle or riddle posed by the game. The player who guesses successfully wins.
Victory conditions

How do you win?

• Races
  Many simple games (and some complex ones) are effectively races. The first player to advance one or more tokens to or beyond a certain point on the board wins.

• Structure building
  The goal of a structure building game is to acquire and assemble a set of game resources into either a defined winning structure, or into a structure that is somehow better than those of other players. In some games, the acquisition is of primary importance (e.g. concentration), while in others the resources are readily available and the interactions between them form more or less useful structures (e.g. poker).

• Territory control
  A winner may be decided by which player controls the most "territory" on the playing surface, or a specific piece of territory. This is common in wargames, but is also used in more abstract games such as go.

• Victory points
  A player's progress is often measured by an abstract quantity of victory points, which accumulate as the game develops.
Interaction & Gameplay

Some games explained
one Suspect, one Weapon, and one Room card are put in an envelope, and represent the true facts of the case.

the rest of the items are distributed amongst the players

"I suggest it was Mrs. White, in the Library, with the Rope." Rope and Mrs. White have to move to the Library, players have to show the detective one of the cards secretly if they have them.

One wins by eliminating all possible items, and make a proper accusation.

Players can trick each other by purposely hiding certain cards, asking players, to rooms they don’t want to go, pretend they have certain cards in their hand.
At the beginning of play, three cards — one Suspect, one Weapon, and one Room card — are chosen at random and put into a special envelope, so that no one can see them. These cards represent the true facts of the case. The remainder of the cards are distributed among the players.

The aim is to deduce the details of the murder; that is, the cards in the envelope. There are six different characters, six possible murder weapons and nine different rooms (typically Hall, Lounge, Dining Room, Kitchen, Ballroom, Conservatory, Billiard Room, Library, and Study), giving 324 possible solutions. In the course of determining the details of the murder, players announce suggestions to the other players, for example, "I suggest it was Mrs. White, in the Library, with the Rope." All elements contained in the suggestion are moved into the room in the suggestion.

The other players must then disprove the suggestion, if they can. This is done in clockwise order around the board. A suggestion is disproved by showing a card containing one of the suggestion components to the player making the suggestion (for example, the Rope), as this proves that the card cannot be in the envelope. Showing the card to the suggesting player is done in secret so the other players may not see which card is being used to disprove the suggestion. Once a suggestion has been disproved, the player's turn ends and moves onto the next player.

The player's suggestion only gets disproved once. So, though several players may hold cards disproving the suggestion, only the first one will show the suggesting player his or her card. A player may only make a suggestion when his or her piece is in a room and the suggestion can only be for that room.

Once a player has sufficiently narrowed the solution, that player can make an accusation. According to the rules, "When you think you have worked out which three cards are in the envelope, you may, on your turn, make an Accusation and name any three elements you want." You may name any room (unlike a Suggestion, where your character pawn must be in the room you suggest)

The accusing player checks the validity of the accusation by checking the cards, keeping them concealed from other players. If he has made an incorrect accusation, he plays no further part in the game except to reveal cards secretly to one of the remaining players when required to do so in order to disprove suggestions. Also, according to the rules, "If, after making a false Accusation, your character pawn is blocking a door, [you must] move it into that Room so that other players may enter." Since a character pawn can only block a door by being outside of a Room, this clearly demonstrates that the character pawn need not be in any Room to make an Accusation. If the player made a correct accusation, the solution cards are shown to the other players and the game ends.

It is possible for a player to be using the piece representing the murderer. This doesn't affect the game play; the object of the game is still to be the first to make the correct accusation. If the game is played with two people, the process of elimination diffuses the same information to both players. Such a game tends to pass quickly. The Hasbro version of the game is not advertised as a two-player game.

**Tips**

- If one player apparently wants to go to a certain room, other players can thwart him by pulling his piece to other rooms.
- If no one gives a card on a suggestion, that means either that particular player guessed one card correctly, guessed two cards correctly, guessed three cards correctly or wants to confuse his opponents by suggesting three of his own cards.
- If some player is doing elimination too transparently (by, say, suggesting the same room and killer over and over, only replacing the weapon each time), other players can easily notice that player is doing something, perhaps by the component he changes with each suggestion, and thus deduce the cards this player has seen.
Players compete to acquire wealth through stylized economic activity involving the buying, renting, and trading of properties using play money.

The object of the game is to bankrupt the other players.

If a player lands on an unowned property, he can buy it for its listed purchase price. If it is taken, he must pay the owner a given rent, the price dependent on its level of development.

Players can deal and bargain.

One wins by bankrupting someone else, or one plays with a time limit.

There is a limited number of houses and hotels, so players are forced to develop.
Players take turns in order, with the initial player determined by chance before the game. A typical turn begins with the rolling of the dice and advancing clockwise around the board the corresponding number of squares. Landing on Chance or Community Chest, a player draws the top card from the respective pile. If the player lands on an unowned property, he can buy the property for its listed purchase price. If he declines this purchase, the property is auctioned off by the bank to the highest bidder. If the property landed on is already owned and unmortgaged, he must pay the owner a given rent, the price dependent on whether the property is part of a monopoly or its level of development. If a player rolls doubles, he rolls again after completing his turn. Three sets of doubles in a row, however, land the player in jail. During a turn, players may also choose to develop or mortgage properties. Development involves the construction, for given amounts of money paid to the bank, of houses or hotels. Development must be uniform across a monopoly, such that a second house cannot be built on one property in a monopoly until the others have one house. No merges between players are allowed.

Limited number of houses and hotels
In order to put a cap on total development of property sets in the game, there are only 12 hotels and 32 houses. This limitation is in place to ensure that property sets cannot be developed unless there are houses or hotels available to purchase from the bank. This cap allows a certain amount of dominance to be developed by some players, because if every set of property were fully developed there would be enough rent collected between different players to allow the game to drag on for an extended period. This limitation on numbers of houses and hotels leads to an advantage for one player.

Dealing and bargaining
Much of the skill comes from knowing how to make the best use of a player's resources and above all knowing how to strike a good bargain. Monopoly is a social game where players often interact and must deal with each other in ways similar to real world real estate bargaining.

The end game
The makers always felt that forty-five minutes was about the right length for a game, but Monopoly could go on for hours. Also, a game was supposed to have a definite end somewhere. In Monopoly you kept going around and around. However, the problem of time can be resolved by playing with a time limit and counting each player's net worth when the time is up. In fact, tournament play calls for a 90-minute time limit.

Played strictly to the rules, many games will be effectively decided when one player succeeds in bankrupting another because the bankrupt player gives all his property to the one to whom he could not pay his debt.

Another path to a faster ending is by a key property bargain, whether it be a very shrewd trade which sets one player up with a well-positioned set or a very rash trade where an inexperienced player gives his experienced opponent an underpriced gem. Either way, a deal which pays off for one player is most often the turning point of the game.

A third way to finish the game is to wait for all of the property to be bought. Once this has occurred, the player with the most money is victorious.
RISK

World Domination Board Game

- Players control armies, with which they attempt to capture territories from other players.

- The goal of the game is to control all the territories—or "conquer the world"—through the elimination of the other players.

- A player’s turn consists of Reinforcements (receives additional armies based on the number and value of controlled territories, or by turning in Risk cards), Attacking (to gain territory and win a Risk card), Fortifying (moving armies between territories).

- First, players should control entire continents to get the bonus reinforcement armies.

- Second, players should watch their borders for buildups of armies that could imply an upcoming attack.

- Third, players should build up armies on their own borders for better defense.
Players try to develop their settlements, harvesting resources, building roads, villages and cities.

The object of the game is to be the first to get to a set number of points, which are represented by villages, cities, the longest trading route, chance cards and the biggest army of knights.

A big part of the game is trading: one can offer any resource, or combination of resources, for any other card.

Chance also plays a big part, a roll of the dice decides which resources can be harvested.

Building and expanding ones settlement, requires different specific resources.
Gameplay Settlers of Catan

The players in the game represent the eponymous settlers, establishing a colony on the previously uninhabited island of Catan. The island itself is laid out randomly at the beginning of each game from hexagonal tiles of different land types. Numbered tokens are then placed on each of the tiles, except for one desert hex.

Starting with two settlements and adjoining road sections, players build roads, settlements, and eventually cities as they settle the island. Roads are built along the edges of the hexes, and settlements at the corners; no two settlements may be built on adjacent corners. Positioning of roads and settlements allows a player to deny other players access to essential resources, and good building is one route to victory.

Each turn, a roll of the two dice determines which hexes produce resources. This is the main random element in the game. Normally, players with settlements adjacent to those hexes receive resource cards of the appropriate type, with cities yielding more resources. However, if the dice roll is 7, the "robber" token must be moved to a different hex. This allows the player to prevent that hex from producing resources and to steal a resource card from another player.

The resource cards can be spent to build more roads or settlements, upgrade settlements to cities, and to obtain development cards for later use; or they can be stored for trade or later use. When a seven is rolled, players with too many stored resources lose half their stored resources, making the choice of whether to build or store resources a difficult one.

Players are allowed to trade among each other the resources they have produced, and to trade "off the island" for a hefty price. By building settlements in certain positions, players may obtain better off-island trading prices. Bad luck in the game can be mitigated by trading, and trading is the main method of player interaction in the game; astute trading is another route to victory.[4] If a player is winning, other players may refuse to trade; this allows them to catch up with the leader.

A player receives a victory point for each settlement built, and another for each settlement upgraded to a city. Various other achievements, such as establishing the longest road, grant a player additional victory points. The victor is the first player to possess ten victory points on his or her turn.

There is no combat. Apart from moving the robber, refusing to trade, cutting off building routes, taking the "longest road" and "largest army" cards, and using certain development cards, there is no way to harm other players. The layout of the board and restrictions on building allow for a player to be boxed in through poor play or bad luck. Also, given the random component of the board layout, it's possible for a player to gain a monopoly on a certain resource, then demand steep trade rates from the other players. Home games generally take between one and two hours to complete.

Teuber's original design was for a large game of exploration and development in a new land. Between 1993 and 1995 Teuber and Kosmos refined and simplified the game into its current form. Unused mechanics from that design went on to be used in Teuber's following games, Entdecker and Löwenherz. The game's first expansion, Seafarers of Catan, adds the concept of exploration, and the combined game (sometimes known as "New Shores") is probably the closest game to Teuber's original intentions.
LUDO

Race Board Game

- Typical race game, in which players try to get their pawns around the board ASAP.

- A player moves one of their pieces forward the number of squares indicated by the die. When a player throws a 6 the player may bring a new piece onto the starting square, or may choose to move a piece already in play like any other throw. In either case, every throw of a 6 is rewarded with an additional turn. If a player cannot make a valid move.

- If a pawn lands on a piece owned by another player, the other player's piece is said to be captured. It is removed from play and must re-enter via its starting square when a 6 is thrown.

- Once a piece has moved around the board completely, it passes along the "home column" of its colour. A piece can only complete the journey by throwing the exact number required: if the number thrown is too large, another piece must be moved or the player must skip their turn. The winner is the player whose four pieces finish the journey first.
Gameplay Ludo

At the start of the game, the player's pieces are placed in the areas to the next to the arms.

Players take it in turn to throw a single die. A player moves one of their pieces forward the number of squares indicated by the die. When a player throws a 6 the player may bring a new piece onto the starting square, or may choose to move a piece already in play like any other throw. In either case, every throw of a 6 is rewarded with an additional turn. If a player cannot make a valid move, such as when they have no pieces in play and they do not throw a 6, they must pass the die to the next player.

A piece may not be moved onto a square occupied by another piece of the same player. If a piece lands on a piece owned by another player, the other player's piece is said to be captured. It is removed from play and must re-enter via its starting square when a 6 is thrown.

Once a piece has moved around the board completely, it passes along the "home column" of its colour. A piece can only complete the journey by throwing the exact number required: if the number thrown is too large, another piece must be moved or the player must skip their turn. The winner is the player whose four pieces finish the journey first.

If playing the block rule (see below), where a piece is doubled if a player lands on a space he already occupies, then an opponent's piece is blocked at this point and cannot move onto or past the space unless a six is thrown.
CRUEL 2 B KIND

Big Urban Game

• Cruel 2 B Kind is a game of benevolent assassination.

• Players are assigned three secret weapons. They will seem like random acts of kindness, but to other players they are deadly maneuvers. Players will be killed by a compliment, or they might be taken down by an innocent group cheer.

• You will be given no information about your targets. Anyone you encounter could be your target. The only way to find out is to attack them with your secret weapon.

• Other players have been assigned the same secret weapons, and they’re coming to get you. Anything out of the ordinary you do to assassinate YOUR targets may reveal your own secret identity to the other players who want you dead.

• As targets are successfully assassinated, the dead players join forces with their killers to continue stalking the surviving players. The teams grow bigger and bigger until two final mobs of benevolent assassins descend upon each other for a spectacular, climactic kill.
Gameplay Cruel 2 B Kind

Cruel 2 B Kind is a game of benevolent assassination.

At the beginning of the game, you are assigned three secret weapons. To onlookers, they will seem like random acts of kindness. But to other players, the seemingly benevolent gestures are deadly maneuvers that will bring them to their knees.

Some players will be slain by a serenade. Others will be killed by a compliment. You and your partner might be taken down by an innocent group cheer.

You will be given no information about your targets. No names, no photos, nothing but the guarantee that they will remain within the outdoor game boundaries during the designated playing time. Anyone you encounter could be your target. The only way to find out is to attack them with your secret weapon.

Watch out: The hunter is also the hunted. Other players have been assigned the same secret weapons, and they're coming to get you. Anything out of the ordinary you do to assassinate YOUR targets may reveal your own secret identity to the other players who want you dead.

As targets are successfully assassinated, the dead players join forces with their killers to continue stalking the surviving players. The teams grow bigger and bigger until two final mobs of benevolent assassins descend upon each other for a spectacular, climactic kill.

Will innocents be caught in the cross-fire? Oh, yes. But when your secret weapon is a random act of kindness, it's only cruel to be kind to other players...

Not sure you're cruel enough to play as an assassin? Don't worry - you can still experience killer kindness. Just show up to any game site at the right time. You can hang out, watch the game, and play along as an "innocent bystander"!
CAPTURE THE FLAG

Traditional Outdoor Sports Game

- Two teams each have a flag (or other marker) and the objective is to capture the other team's flag, located at the team's "base", and bring it back to their own base.

- One variation of the game includes a "jail" area in addition to the flag on each team's territory. If a member of one team gets tagged by a member of the second team in the second team's territory, the tagged person must sit in jail either for a pre-determined time limit, or until an untagged member runs through the jail.

- Variations include: human chain in order to release captured people, or "Jail Break!" may be called, and all players in jail have a chance to run to their respective sides to freedom.

- Capture the Flag has made a recent comeback as part of the urban gaming trend.

- Capture The Flag is often used in first person shooter video games as a multi player mode.
PAC-MANHATTAN

Big Urban Game

• Pac-Manhattan is a large-scale urban game that utilizes the New York City grid to recreate the 1980's video game sensation Pac-Man.

• A player dressed as Pac-man will run around the Washington square park area of Manhattan while attempting to collect all of the virtual "dots" that run the length of the streets.

• Four players dressed as the ghosts Inky, Blinky, Pinky and Clyde will attempt to catch Pac-man before all of the dots are collected.

• Using cell-phone contact, Wi-Fi internet connections, and custom software designed by the Pac-Manhattan team,

• Pac-man and the ghosts will be tracked from a central location and their progress will be broadcast over the internet for viewers from around the world.
**Gameplay Pac-Manhattan**

**Objective**
Pac-Man attempts to clear the game board of dots before getting caught by ghosts.

**Setup**
4 players are designated as Ghosts, 4 player are designated as Ghost Generals
1 player is designated as Pac-Man, 1 player is designated as Pac-Man's General.
Ghost Generals and Pac-Man's General fire up the control panel and select the corresponding character names from the list. The Ghosts and Pac-Man proceed to their starting locations.
When all players are at their starting stations the Ghost and Pac-Man Generals move their icons to the starting point on the game board.

**The Playing Area**
The Pac-Manhattan grid covers a 6 x 4 block area surrounding Washington Square Park.
Intersections are designated by a letter and number starting in the top left corner and continuing left to right
Power pellets are located at the intersections A1; E1; A6; E7 (i.e. the corners of the board) If they are active their intersection is colored yellow, when consumed their intersection turns white.
Washington Square Park is off limits to all players.

**Game Play**
Pac-Man and Ghosts
At the start of the game, Pac-Man runs along the streets, staying outdoors, within the designated playing area at all times. The ghosts may begin to chase Pac-Man. Pac-Man continues to run the board until all of the dots are "eaten" or one of the ghosts eats Pac-Man.
Upon arriving at a street corner, Pac-Man and the Ghosts must report their new location to their respective Generals.
When Pac-Man arrives at an intersection with an available Power pellet he automatically consumes it. If being chased, Pac-Man must touch the pole at the corner to activate the power pellet. Upon consuming a power pellet Pac-Man is "invincible" for two minutes and may eat the ghosts. If a Ghost is eaten, the ghost must return to the starting point before being able to chase Pac-Man again.

**Communication**
Pac-Man's General can pass any information regarding the state of the board to Pac-Man.
Ghost Generals can inform the Ghosts of other ghosts' locations and Pac-Man's power up state (powered or not) but may not reveal Pac-Man's Location

**Scoring**
Pac-Man receives 30 points per block traveled in entirety and 200 points for the first ghost captured during a particular power pellet's duration. Points gained for catching a Ghost are doubled for each subsequent Ghost (i.e.200, 400, 800, 1600).
Manhunt refers to a number of variations on the game of tag, usually played at night and in an urban area.

The goal in any version is to avoid being tagged by anyone designated as "it", or (for those already "it") to tag anyone who has not been tagged.

“One vs many games” involve an individual starting with a unique designation and goal compared to all other players, who have a common goal. Players may be required to indicate their participation with a visible marker, such as a bandanna. Game play begins after one player has been designated (either as Manhunter or Hunter, see below) and remaining players are given time to run and hide. Games are usually played with time limits and boundaries.

“Team games” involve one team or group tasked with hiding or running, and one tasked with tagging or capturing the former. Team games may involve keeping scores, though the rules governing how points are scored may vary. Game play begins after players have been divided into teams and given time to hide or begin running. Team games usually involve team bases.
Variations Manhunt

One vs many games

Regressive variant This variation is called regressive due to the potentially exponential increase of tagged players. One person -- the Manhunter -- is chosen to be "it" and everyone else -- Fugitives -- runs away and hides. When any of the fugitives are tagged, they are "brainwashed" and become additional manhunters. The goal of this game is to be caught last, to hide until everyone else gives up, or optionally to stay untagged until a predetermined end time for the game. There is no point scoring system. 1 to 3 rounds are played in a night and subsequent rounds may use different areas of play.

Reverse variant In this variant, one man -- the Hunted -- hides, and everyone else -- the Hunters -- tries to find him. Hunters are normally armed with flashlights to aid in their search. Hunters may set up squads to search certain areas, try to scare the hunted into giving up, and arrange traps before the game starts (usually without any of the hunted knowing about them). If there are multiple hunted and one is captured, the hunters may try to interrogate him.

To win, the hunters must corner the hunted who then surrenders. If the hunted is surrounded and has no way to escape without fighting, he is caught. Games are played at night.

Homefree variant This game is played with one Hunter, who must guard a designated "homefree" section of the playing field. The Hiders must get past the Hunter and tag the homefree spot before they are tagged by the Hunter. Anyone who is tagged becomes another Hunter. This Hiders usually team up and surround the Hunter to allow many to reach homefree.

Team games

Capture variant The Finding team attempts to capture players from the Hiding team and bring them to their base. A player who has caught a member of the "hiding" team must take them to the base and cannot catch other players until then. Captured players cannot try to free themselves when caught or en route to the other team's base. Captured players cannot resume play until another person on their team tags the base and shouts "Manhunt". This variety of manhunt is played all over the world.

Escape variant This game is played with two teams, Hiders and Finders, of 5 or more players. The leader of the finding team may use a flashlight. The leader of the hiding team carries binoculars. The finding team designates a location as a base before the game starts.

Players are caught when a finder says "1, 2, 3, manhunt!" (alternatively "manhunt, manhunt 1 2 3!") while holding a hider. The hider is then brought back to the finding team's base. If a hider returns to the finding team's base and puts his hand on a captured teammate and says "1, 2, 3, manhunt!", the teammate is then freed. If half or more of the hiders are caught, the finders win, and if less than half of the hiders are caught, the hiders win. If you are caught by the captain of the finding team, you cannot be freed and remain "caught" until the end of the round.

A to B variant This variation is played with a group of Hunters and a group of Runners. The distance of the game varies on the size of the group, but is usually between half a mile to up to 5 miles. The point of this variant is for the runners to make it from point A to point B without being caught. Hunters search the area for runners. Neither the hunters or runners are required to work together within their groups, and can at any time go on their own. When runners are caught, they too become hunters. A runner is caught when grabbed by a hunter while in sight of a patrol car. This is to prevent a single hunter from guarding the destination. This variant also works best after dark, though the use of flashlights is frowned upon.
ASSASSIN

LIVE ACTION ROLE PLAYING GAME

- also known as Gotcha, Assassins, Paranoia, Killer, Tag, Elimination, or Circle of Death.

- Players try to eliminate each other from the game using mock weapons in an effort to become the last surviving player.

- Potential players send in their personal details. Once enough players have signed up, the game host assigns targets to the players.

- A player is usually told the personal details of their target as collected by the game host.

- When a player eliminates his target, he gets his victim's target(s). If only one player remains, the game is over.

- Generally an elimination will involve something like getting hit by a water pistol, or slain with a cardboard sword.
RAVENCHASE ADVENTURES

Puzzle Hunt / Big Urban Game

- Extremely elaborate puzzle hunt/ treasure hunt.
- Use of coding and cyphering, riddles, etc.
- Hunts last from 3 hours up to a month, either to score as many points within set time, or to be the first crack all codes.
- Mysterious atmosphere, cross between the DaVinci Code and National Treasure.
- Players play in small groups.
- Use of treasure map, actors, phone numbers to call, hidden objects.
Big Urban Game

- There are fewer finer ways of whiling away time in the city than watching people go by and wondering what their stories might be. This game is based on that pursuit.

- Teams of Watchers are delivered a pack of six letters. Each letter is from a friend of a Character; the friend tells the story of the Character in need and asks for a message to be delivered to them. The Watchers sit and watch people go by in a public space. Amongst the crowd are Characters, with costume, props and a small set of actions that subtly embody the individuals of these stories.

- The aim of the Watchers is to identify the Characters and approach them with a message for whichever character they think it is. If they deliver the appropriate message demonstrating correct identification, they are given a token in turn, worth 5 points for first identification and 1 point for the next two identifications. After being approached, a Character will leave the space - for 5 minutes if correctly identified, for 2 minutes if not.

- The team of Watchers with the most points at the end of the game wins.
Players wander the city as a small group (5-7 people) with a bingo card, not with numbers but with typical and atypical examples of city life.

These everyday life examples might be rats, taxis, tourists, cop on bike, worn down building, church, islam, the future, children playing, hustler, prostitute, bar, bouncer, 80s fashion, pornography, satellite dish, shop sign in Spanish etc etc.

When a player sees a thing that is on his card, he points it out and yells what it is, all people in the group need to see it and agree on it.

As the tour continues, players mark off their bingo score cards with the items they see. First to finish receives a free drink of their choice (i.e. beer) at a nearby bar.
Maps

Going somewhere?
Maps

There are different ways of seeing the world

• Road maps
• Satellite maps
• Historic maps
• Hybrid maps
• Fantasy maps
• Demographic maps
• Blank maps (navigating relative positions)
Percentage of light hair in Europe

- 80% or more
- 50-79%
- 20-49%
- 1-19%
NEW SIMPLIFIED MAP OF LONDON

RIVER

VERY RICH

LOSERS

LOSERS
Population
Map of Online Communities and Related Points of Interest

Geographic area represents estimated size of membership.

NOT A COMPLETE SURVEY. SIZES BASED ON BEST FIGURES I COULD FIND BUT INVOLVED SOME GUESWORK. DO NOT USE FOR NAVIGATION.

Spring 2007
the City of New Amsterdam
on the Island of Manhattan
in the Colony of New Netherland. Anno 1660
How does 7scenes work?
Create & publish a scene

A 5 step process

• Pick a genre for your scene. The different kind of genres you see here represent the different (game) rules that your scene can have.
• Fill in your scene details. Give your scene an icon, a name, a short description, some optional background info. The instructions, intro and outro you are used when you play the scene on your phone.
• Configure the rules of your scene. Depending on the genre you chose in the first step you have different options to configure here.
• Go to the map to add places to your scene! Add notes, sounds, video, photos and tasks.
• The final step. You can publish your scene to specific people by creating an event and you make your scene available to everyone.
Secret Trail

The rules

• Goal: discover a secret in the shortest amount of time.
• Places have a strict chronology
• When playing a secret trail you discover the scene a place at a time: you only see the next place on the map.
• Only for mobile players
Adventure

The rules

- Goal: Score the most amount of points within game time
- Define different roles and skills
- Tasks can be available on a role basis
- Skills determine the outcome of virtual confrontations
- Skills can be a reward for completing a task.
- You can also pick up a skill at a location.
- Skills may be needed to open up tasks on location.
Collect & Trade

The rules

- Goal: Collect the objects you need within game time
- Define different assignments for each team.
- Define the objects that can be collected
- Trading is location-based, so can only take place if players are close together.
- Collectible objects can be a reward for completing a task.
- You can also pick up a collectible object at a location.
Play a scene

More ways to play

- Depending on the type of scene you can play in teams in a multi-user game or have an individual experience.
- You navigate different places on a map. You see yourself and possibly others.
- You can send others short messages
- You can leave notes and photo's at every location.
- Teams can work together with web-based players.
- All interaction is updated in realtime
Share a scene

Different ways of sharing

- Progress of a scene can be shared lived on the web.
- All your traces are stored and can be played back on the web and shared with others.
- You share the scenes you create so others can experience the too.
How does it all work?
Bluetooth & WiFi

- Connect to and exchange with people as they pass by in a 7 meter radius.
- Connect with Urban Screens in public space.
- Set up small ad hoc sharing networks with others.
- Present in most mobile phones
GPS

- Main usage is navigation: x, y & z
- Positioning at 5 m. radius accuracy
- Atmospheric interference
- Only outdoors
- Urban Canyon: tall buildings interfere with GPS signals
WiFi

- Positioning & Internet connectivity
- 10 - 20 m accuracy in urban areas
- Indoors & outdoors
- Laptops & Mobile phones
Voice calls

- Somebody at the other side of the line giving information
- Automated responses
- (Almost) always available
• Not only to people but also to an automated system as user input.
• Wide range of phones supported
• (Almost) always available
Mobile phone

- Calls
- Internet
- Positioning
- Photo & Video camera
- Media player
Stickers & chalk

- Stickers with corresponding numbers for info on location
- Stickers & Chalk as markers of territory
- Tools for game designers & players
Cards

- create cards for extra interaction along the way - like trading
- Use existing card types like memory cards or create new ones
- Give a new meaning to cards. What would a player do with a joker?
Dice

- Adding the factor of chance to the mix
- There can be one pair of dice or each player could have dice
- You could create your custom dice with specific meaning
Gameboard

• Combining the city as a playing field with a small hardcopy playing field. How do places in the city relate to fields on the board?
• Use an existing gameboard or create a custom one.
• Mobile and local players could play together.
An RFID tag is an object that can be applied to or incorporated into a product, animal, or person for the purpose of identification using radio waves. Some tags can be read from several meters away and beyond the line of sight of the reader.

- Passive tags: 10 cm - few meters (no power source)
- Active tags: hundreds of meters (power source & broadcasting signal)
- Cheap (tags, but now also readers)
- Under the skin
A QR code is a scannable 2D barcode containing information in both the vertical and horizontal directions

- Scanning using photo camera in mobile phones
- Print on stickers - indoor and outdoor use
- Easy to program: relate to online resource (url)
Urban Screen

- Content can be from online resource
- Interaction with mobile phone via sms/mms, bluetooth, ..
- Broadcasting of live video streams
- Smaller screens can have touchscreen interaction
Public space technologies

- Street & Traffic lights
- Office building lighting
- CCTV camera’s
- Radio frequencies
- Phone booths
Sensors

- Heat sensor
- Motion Sensor
- Stress sensor
- Bio sensor
- Noise sensor
Clothing & wearables

Wearable computers are computers that are worn on the body. They have been applied to areas such as behavioral modeling, health monitoring systems, information technologies and media development.

- **Smart clothing**: shirt, coat, pants and shoes

  *What would this smart interaction be? Think smart textiles!*

- **Smart accessories**: hat, glove, bracelet, glasses, umbrella, keychain, watch

  *What happens on physical exchange?*

- **Smart gadgets**: (Hello, my name is) E!, Scottie, iPod shuffle, Momenta necklace (pc + projector), tamagotchi
Projects

Some inspiration!
Your Are Not Here

YANH invites participants to become meta-tourists on simultaneous excursions through multiple cities. Passers-by stumble across the curious YANH signs in the street. The YANH street-signs provide the tel nr for the Tourist Hotline, a portal for audio-guided tours of one place on the streets of another. Through investigation of these points and with or without the aid of a downloadable map, local pedestrians are transformed into tourists of foreign places. Baghdad vs NYC & Gaza City vs Tel-Aviv.
Biomapping

A community mapping project in which participants are wired up with an innovative device which records the wearer's Galvanic Skin Response (GSR), which is a simple indicator of the emotional arousal in conjunction with their geographical location. People re-explore their local area by walking the neighbourhood with the device and on their return a map is created which visualises points of high and low arousal. By interpreting and annotating this data, communal emotion maps are constructed.

www.biomapping.net
Dot.Walk raises regimentation to an art form by giving instructions for a walk through a city. These instructions correspond to an algorithm and can be traced back to a simple computer programme. The psychogeographical project supplies instructions (software) on how to use a city (hardware). If the city is a database of human culture through the ages than generative psychogeography is the query best suited for weaving unconnected facts into a logical dataset.
Yellow Arrow

Yellow Arrow is a global public art project in New York. The Yellow Arrow symbol means ‘there’s more here: a hidden detail, a funny story, a memory, and a crazy experience.’ Each arrow links digital content to a specific location using the mobile phone. When encountering a sticker on the street, one can send the unique code printed on it as a text message to a particular phone number. Moments later a text message will be received with a message left by the sticker’s original owner.
Uncle Roy All Around You

Uncle Roy All Around You is a game that pitches Online Players around the world alongside players on the real streets of the city. Street Players use handheld computers to search for Uncle Roy, using the map and incoming messages to move through the city. Online Players cruise through a virtual map of the same area, searching for Street Players to help them find a secret destination. Using webcams, audio and text messages players must work together. They have 60 minutes...
GPS Drawing

The work is located in the actions and methodologies of drawing. GPS drawings are exhibited as printed editions and sculptures as part of ongoing research into writing over the earth and drawing with ourselves as we move. The raw GPS data is the material used for digital and physical representation. The drawing takes place as and when one is being recorded by the GPS. We draw with ourselves as we move and map our experiences along the way.
Amsterdam RealTime

Every inhabitant of Amsterdam has an invisible map of the city in his head. The way he moves about the city and the choices made in this process are determined by this mental map. Amsterdam RealTime attempts to visualize these mental maps through examining the mobile behaviour of the city's users. Created for the exhibition Maps of Amsterdam 1866-2000 at the Amsterdam City Archive in 2002.
Frequency 1550 is a mobile city game that uses GPS and UMTS technology to let pupils of the secondary schools actively learn about history instead of passively absorb knowledge. The aim of Frequency 1550 is to bring the middle ages alive for pupils, within their history lessons. Teams consisting of street and online players solve location-based assignments conquering zones of Amsterdam and engaging in location-based gameplay while navigated a mediaeval map on their mobile phones.
N8 game

The N8 game is a competition where teams compete to draw the most inspiring 8 onto the inner city map of Amsterdam using a smartphone and GPS. Along the way they let their creative juices flow when taking photo’s and recording video and uploading these at their current location. The overall progress was projected live at the Waag building during the annual museum night in 2005.
Fort Amsterdam

Fort Amsterdam is a GPS based role playing game discovering New York’s Dutch history in a time when New York was called New Amsterdam. Playing as a colonial Dutchmen, Brit or Manahatta indian you solve questions at historic locations in and around Battery Park to score points and pick up ammunition (supersoakers & water balloons) to use in the final battle where your goal is to capture the original flag of New York without getting wet. Run at the Come Out & Play festival in June 2008.
PacManhattan

A large-scale urban game that utilizes the New York City grid to recreate the 1980's video game sensation Pac-Man. A player dressed as Pac-man will run around the Washington square park area of Manhattan while attempting to collect all of the virtual "dots" that run the length of the streets. Four players dressed as the ghosts Inky, Blinky, Pinky and Clyde will attempt to catch Pac-man before all of the dots are collected. Using cell-phone contact, Wi-Fi Pac-man and the ghosts are tracked.

www.pacmanhattan.com
Milk project

The MilkLine is one of the countless movements of the international food trade, produced by Latvian farmers, made into cheese by a local factory with the help of an Italian expert, transported to the Netherlands, stored in a charming Dutch cheese warehouse to ripen, sold at the Utrecht market and finally eaten by Dutch citizens. This map follows the milk from the udder of the cow to the plate of the consumer, by means of the people involved. All those involved were given a GPS device for a day.
A dangerous gangster has just escaped from prison in *The Target*. He is terrorising the city because a client will give him money for every crime he commits. Three policemen are sent to catch the man before he has managed to collect €1,000,000 and he leaves the city. The gangster has to steal (virtual) objects that are located all over the city to be able to commit the crimes: a knife, a rope ladder, explosives, etc. Every time he steals an object or commits a crime, however, the police find out. This ensures the gangster leaves a trail of his activities in the city that can be followed. The police satellites also succeed in exactly localising the gangster every 6 minutes and the policemen can continuously check how far away they are from their “target” (the gangster). But the gangster knows how to intercept the satellite signals and is given the same information as the players on his screen... and he has a few special defences to shake off any police pursuit... Will the police succeed in disabling the gangster before he has achieved his goal?
NavBall is an exciting new multiplayer game that uses GPS phones to create an action-packed 45-minute match across the city! The NavBall World Premiere took place at the Come Out and Play Festival in Amsterdam in 2007.

- 2 teams of 11 players compete for 45 mins
- For each team, a Ball and Goal are placed on a city map
- The location of the ball is discovered by GPS
- By lining up, a team kicks the ball towards the goal (& scores)
- Highest NavBall score wins!
Mobile Math

The players claim a virtual quadrangle by visiting the physical location of its corners and saving them online. Different types of figures carry different weight, the more difficult they are to make the higher they score. Players need to develop a good understanding of quadrangles. Further a good analysis of the map and the surroundings is useful: what is the area, where can we get to easily and where not, and how long will it take to finish a figure?

Players can cross the plans of other teams by blocking the figures before the others manage to finish them. This is done by placing another figure within the perimeter of the others; it is not sufficient to place only one corner point. Players face the dilemma between taking the time for a large of complicated figure and the risk that another team crosses their plans by guessing the aim from the points already set and quickly placing a smaller figure that would block completion. Inversely it is easier to quickly complete a number of small figures; however they have to be fairly complicated to yield a high score.

The opposite of the base game play, the construction of figures, is their destruction. Destroying figures releases space in the playing field. Moreover, like blocking other teams, it is fun to destroy the figures of others. To delete an enemy figure, a team has to find the center points of imagined copies of the original figure adjacent to any of the edges of the original figure. By visiting these center points physically and sending the location to the server a team can delete the original figure.
Urban Eyes

Urban eyes wants to provide an alternative view to the city, using pigeons as the messengers and the CCTV camera networks overlooking the main streets and back alleys as their eyes. CCTV cameras would be equipped with RFID tag readers and pigeons would be fed with bird seeds with embedded RFID tags (birds need stones in their digestive system, so the digital seeds would be harmless.) The seeds can be purchased in a camera shop, and come with an unique URL from where to access the data gathered by the birds the seeds are fed to. When the pigeon flies close to a CCTV camera, its inbuilt RFID reader captures the bird's ID and sends an image or short video clip at that moment to the urban eyes server to a unique URL. The image database of a given pigeon grows until the RFID tag is ejected from the system after roughly 12 hours.
Monopoly Live

We have turned London into a real-life playing board, and real taxi cabs into real-life playing pieces. All you have to do is make as much money from rent as possible, from five other cabs who are your opponents in the game. We’ve kitted out 18 cabbies with GPS (Global Positioning System), meaning we can pinpoint their exact whereabouts in London. They will be going about their normal day, picking up and dropping off customers all over town. All that you’ve got to do is spend the £15m we give you on properties from around the Monopoly Here & Now board, distribute your apartments and hotels and choose your cabbie.

You are placed into a game with your cabbie and 5 other taxi drivers, all travelling around London. Every time one of the other cabs stops outside one of your properties, you get paid rent. Any time your cabbie lands on a property you don't own, you pay up. Simple! This is the world's biggest game of Monopoly. The locations are real, the cabbies are real and the other players are very real. It's your job to beat them and bag the prizes...

www.monopolylive.com
Day of the Figurines

Day Of The Figurines is part board game, part secret society. The game is set in a fictional town that is littered, dark and underpinned with steady decay.

It lasts for 24 days beginning from Thursday 12th June. Each day represents an hour in the life of a small English town that shifts from the mundane to the cataclysmic: Scandinavian metallists play a gig at the Locarno that goes horribly wrong as troops invade the town from the west.

How you respond to these events and to each other creates and sustains a community during the course of the 24 hours of the town. From the Gasometer to Product Barn, the Canal to the Rat Research Institute, up to 1,000 players roam the streets, defining yourselves through your interactions. The centrepiece of the game is a model town housed at Wolverhampton Art Gallery. Each of the 1,000 players is represented by a small plastic figurine which is moved by hand every hour for the duration of the game. To play, players are invited to create a figurine to enter the town: to name it and answer questions about its past. Thereafter participation in the game is via SMS on your mobile phone.
Drift

The ubiquity of GPS (global positioning satellite) and other tracking technologies suggests that "being lost" may itself be an experience that is being lost. However, simply knowing one's geographical location as expressed in longitude and latitude coordinates has little bearing on one's personal sense of place or direction. "Drift" poses the age-old question "Where am I and where am I going?" in a contemporary moment in which spatial positioning and tracking technologies provide evermore precise, yet limited, answers to this question. The installation embraces the flow of wandering, the pleasure of disorientation, and the playful unpredictability of drifting as it relates to movement and translation.

Sounds blend footsteps on different surfaces with spoken word in different languages. Spoken word passages are drawn from poetry and literature dealing with the theme of wandering, being lost, and drifting. The installation covers a 2 km x 2 km region that is filled with areas of interactive sound. The region moves with the tide such that at low tide all the sounds are out on the Watt, at high tide they flood the town. Sounds play automatically as you wander through these interactive areas with a Pocket PC, GPS and headphones. The location of the areas changes constantly with the shifting tides - therefore, the best strategy for finding them is simply to wander.
Demor

Demor is a location based 3D audio shooter. Demor does not only focus on the entertainment aspect of computer gaming, but also attempts to contribute to the emancipation of the blind and visually impaired people in order to enhance their integration with the ‘sighted’ world.

In order to play the game, the player is equipped with a backpack containing a laptop, headphones, a GPS module, a head tracker and a modified joystick. The arena can be any large, empty outdoor space, such as a soccer field. The system works with a zero point (i.e. the place the player is standing when the game starts) and initializes itself after a first press on the joystick button. The 3D auditory environment will then unfold itself around the player.

As soon as the game starts, the player finds himself situated in the center of a 3D audio shooting game. He can then move through the auditory surroundings and hear sounds coming from his left, right and the direction in which he is heading, and which can come from close-by, a distance and any space in between. The objects that produce these sounds are - among other things - the bad guys, the surroundings and ammunition.

The location-based aspect of this game lies in the fact that the soundscape will adjust itself in real time to the position of the player and the direction in which she moves her head. In order to achieve the highest score, the player must shoot as many enemies as possible by turning her head towards them and then pulling ‘the trigger’.
Not all subways are created equal. What if technology designers recognized this fact and attempted to create an interface that took a deeper look at what being mobile means to each of us? What if they tried to reflect and enhance your sometimes conflicting, but always meaningful and situated, experiences? What if they designed for your underground? They did. They created undersound.

undersound is a new type of experience, an interface that is on your mobile phone and in the underground stations you pass through every day. It is part personal, part public and all about the tube. undersound is a way of listening to, distributing and affecting the flow of music in the underground that goes beyond just the music itself. It allows you to see your journeys, the people around you, and the tube itself in a new light. There are three key aspects of life underground that we tapped into in the design of undersound.
Loca is an exercise in everyday surveillance, tracking digital bodies in physical space. It examines what happens when it is easy for everyone to track everyone, when surveillance can be affected by consumer level technology within peer-to-peer networks without being routed through a central point. One element of Loca is a node network, through which Loca observes people’s movements by tracking the position of the Bluetooth enabled devices that they carry. The Loca node network enables people to explore pervasive surveillance environments in a performative way. A person walking through the city centre hears a beep on their phone and glances at the screen. Instead of an SMS alert they see a message reading:

"We are currently experiencing difficulties monitoring your position: please wave your network device in the air."

Loca engages people by responding to urban semantics, the social meanings of particular places:

"You walked past a flower shop and spent 30 minutes in the park, are you in love?"

People were sent messages from a stranger with intimate knowledge of their movements, written in such a way as to leave them unsure if they had not unwittingly joined a social network called Loca. Over the course of the week the tone of the messages changed, the all-knowing friend turning out to be one friend too many, "coffee later?" changing to "r u ignoring me?".

www.loca-lab.org
Drew Hemment
‘Ere be dragons

‘Ere Be Dragons is a game where the player goes on a journey, as they explore the real world another world is created on their pocket PC. This is a world beyond what they see before them, a world that is created by their own heartbeat. As they travel through this landscape the physical and physiological changes that occur in their body helps to create a different world in the game.

At the start of the game they set their ideal heart rate range, if they go above or below this range the world will begin to fade, you need to keep walking and keep your heart rate at a steady pace to keep the world alive. Throughout the game there is the sense of being chased. Your responses help create the way the game world changes, when you do well, the landscape blossoms and becomes colourful and light, if you do badly then the light fades a mist appears, and the landscape darkens.

The aim of the game is to build a new map of the world that represents individual player's response to exercise, when they reach the final destination they receive a map of the new world that they have built. To continue the game the player either expands the world by making new journeys or changes the existing one by improving their heart rate range over the same journey. To keep the game world alive they need to keep walking.
Love City was a mobile phone game that connected three UK cities in an urban menage a trois. Using SMS messages, mobile location, a website and a series of events staged at different periods, Love City set out to create an experience that fused an imaginary virtual world with the actual locations in 3 real cities. Players of the game are actively encouraged to explore their own city and as a consequence reveal a secret world hidden beneath.

Players progress in the world through the act of flirting and flattery, finally revealing the true secret of Love City itself.

The game uses mobile cell location to track users' positions in the three cities. When a player moves between mobile phone 'cells', s/he (Player 1) receives an SMS that includes an update about Love City and the status of other players in their area or in one of the cities. Players can then connect with each other by sending a text to another person in another place. If Player 2 accepts Player 1's message of love, a connection is made and these form a "bonded pair". If a second connection is made from this group to a third player, then a triplet or Ménage à trois is created.

When a triplet is formed, Player 1 is awarded an avatar known as the "offspring" which acts as an agent for them in this particular cell. Subsequent connections with this agent are relayed to the original player who may be far from the cell but can still connect and initiate a process which leads to the creation of more offspring and points for them. Thus their empire grows.

Love City connects the people and places of the Three Cities to create one Love City.
Call cutta

Imagine you are buying a ticket at the box office for an individual show on a specific day, but are not led to the auditorium of the theatre. Instead, you get the key for a room and a sketch of how to get there. It might be a room in the theatre, an office, or an apartment somewhere close by. You open the door and you find a phone ringing. You pick up the phone and a person with a strange accent strikes up a conversation with you. The person seems to know the room you are sitting in, even though he is about 10,000 km away. The voice belongs to a call centre agent from Calcutta, India. He and his colleagues usually sell credit cards and insurance on the phone to people on the other side of the globe or provide navigational help in cities that they have never been to themselves. But this time you are not supposed to buy anything. By now, you are standing at the window and your transcontinental conversation partner is pointing some curious people in the opposite building out to you. On the notebook desktop in your room images and videos are opening up out of nowhere. A story is about to develop and you realize that the call centre agent and you and your city are the very first protagonists of the plot.