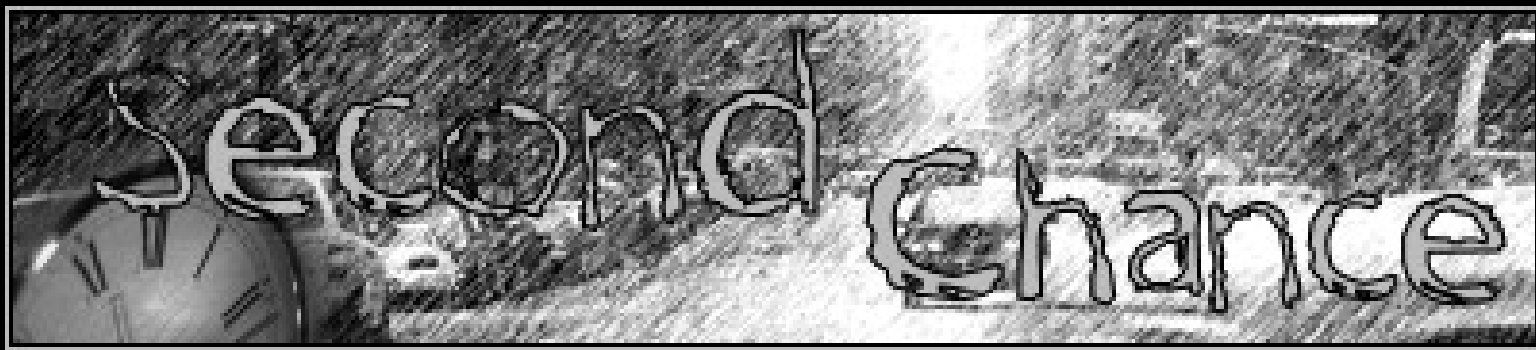




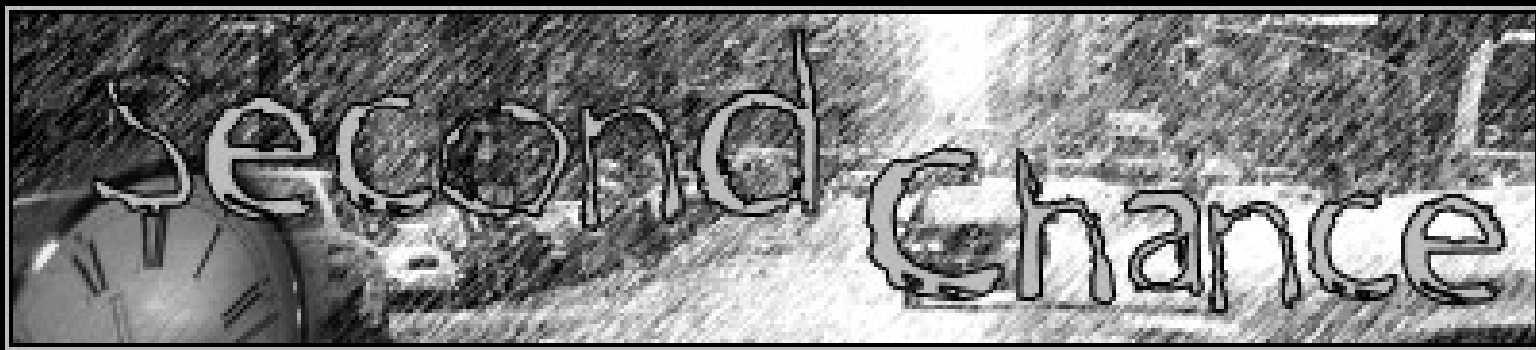
Second  
Chance



Action/Puzzle game

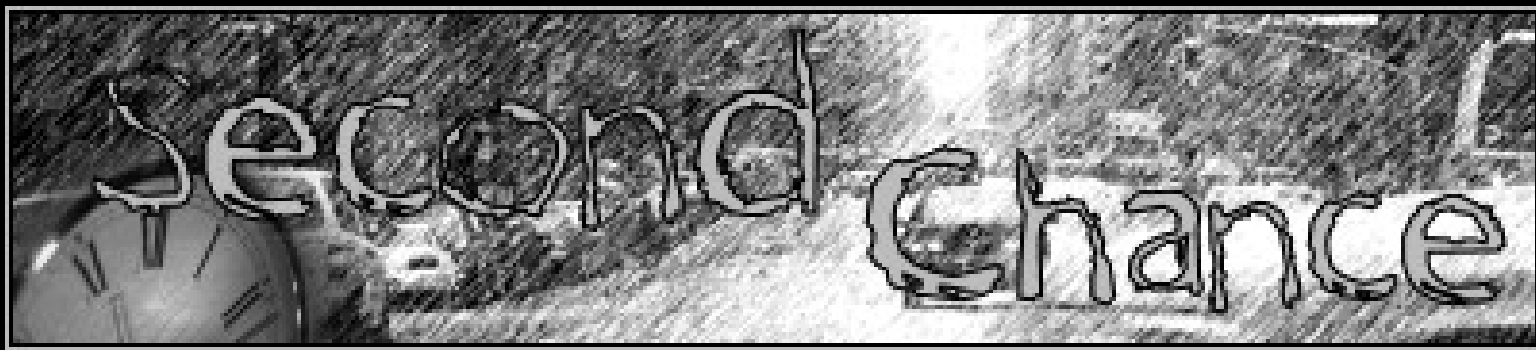
Two Players, Separate Timelines

Split Screen, Cooperative Play



## Mode 1: Short Action Game

- x Maps will be randomized and some objects will be placed around to increase player cooperation.
- x Objects look different in each timeline, but are linked
- x Players get a chance to increase their abilities as they progress



- x Players focus on killing hostiles while making clever use of objects to aid each other.
- x Fast paced cooperative gameplay that requires quick thinking to find logical connections between objects.

# Second Chance

Example Object: Desk



Even though the object has suffered damage and aging it made it to the future.

Possible Use: Place item in a drawer to send it to the future.



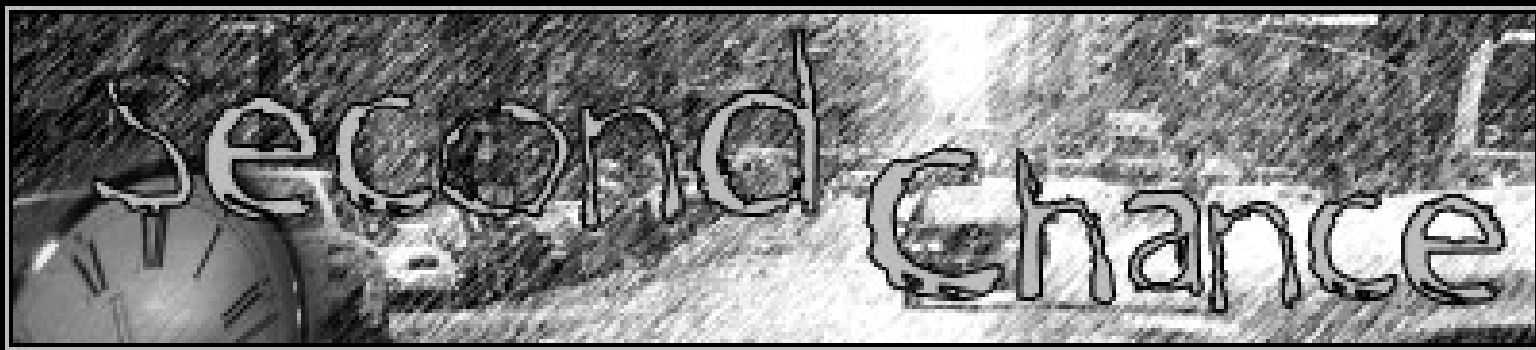
# Second Chance

Example Object: Seeds

By planting these seeds in an outdoor area, it is possible to make plantation grow over time

Possible Use: Plant poisonous ivy seeds in ground that grow and damage trespassers in the future.





## Mode 2: Story Mode

- x Preconstructed maps with more subtle puzzles.
- x The future is linked to the past: Both players can influence each other's timelines in separate ways.
- x Compelling story that depicts the struggle of free will against fate.

Past



Future





**SPECIAL  
CURATIVE PLANT**





**PENCIL BOX IN  
POOL OF ICE**







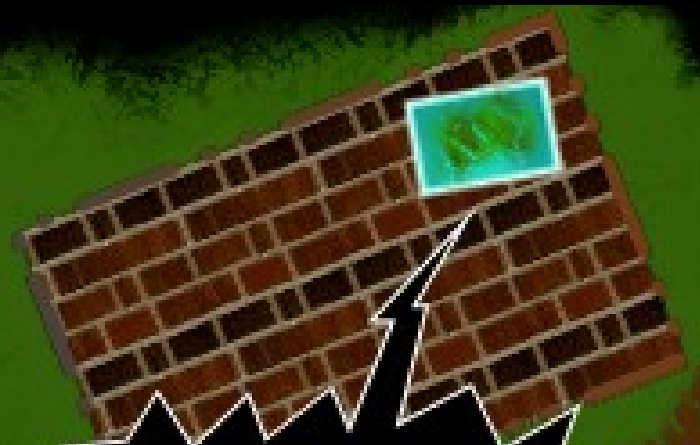
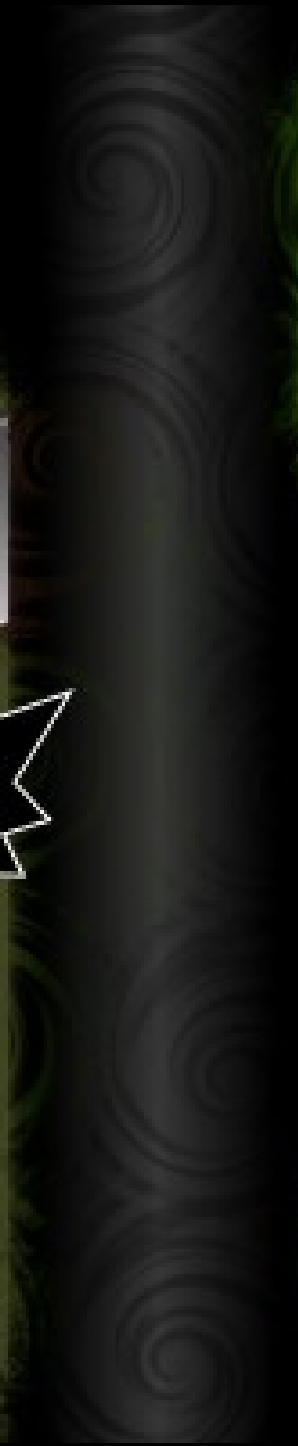
**IRON DOOR**








**NEEDS TO GET PAST  
THE DOOR**

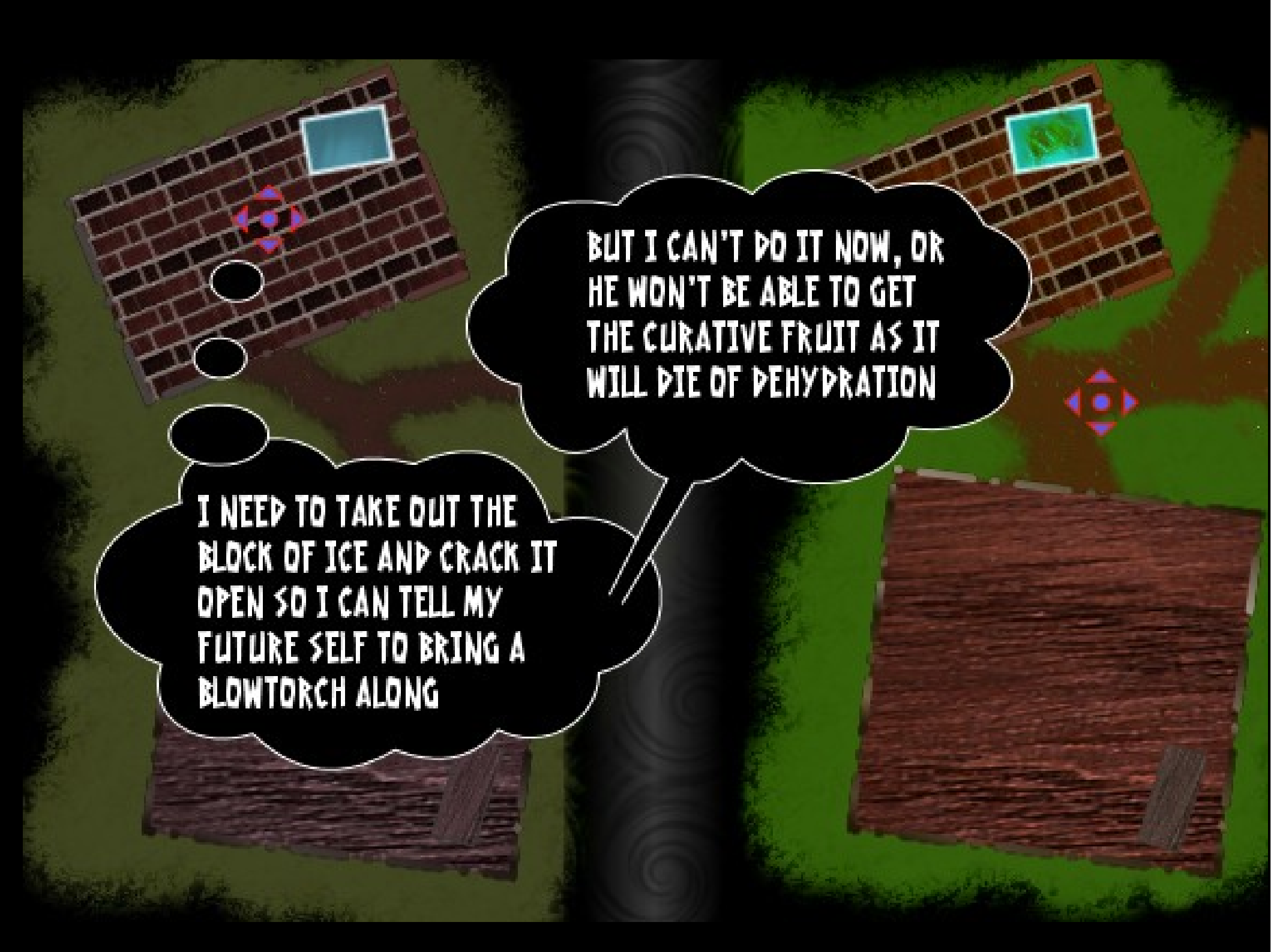


**NEEDS TO GET  
CURATIVE FRUIT**





I NEED TO TAKE OUT THE  
BLOCK OF ICE AND CRACK IT  
OPEN SO I CAN TELL MY  
FUTURE SELF TO BRING A  
BLOWTORCH ALONG

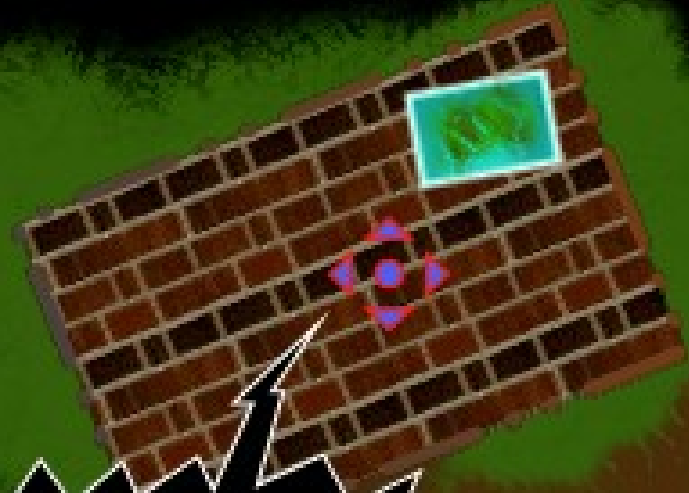


I NEED TO TAKE OUT THE  
BLOCK OF ICE AND CRACK IT  
OPEN SO I CAN TELL MY  
FUTURE SELF TO BRING A  
BLOWTORCH ALONG

BUT I CAN'T DO IT NOW, OR  
HE WON'T BE ABLE TO GET  
THE CURATIVE FRUIT AS IT  
WILL DIE OF DEHYDRATION



**\*WAITS\***



**\*TAKES FRUIT\***



TAKES PENCIL





**WRITES NOTE:  
"PLEASE TAKE A  
BLOWTORCH WITH YOU!"**





READS NOTE, PUTS IT  
IN HIS SHOPPING LIST



**BLOWTORCH APPEARS  
IN BACKPACK**





**BLOWS HOLE THROUGH  
IRON DOOR**



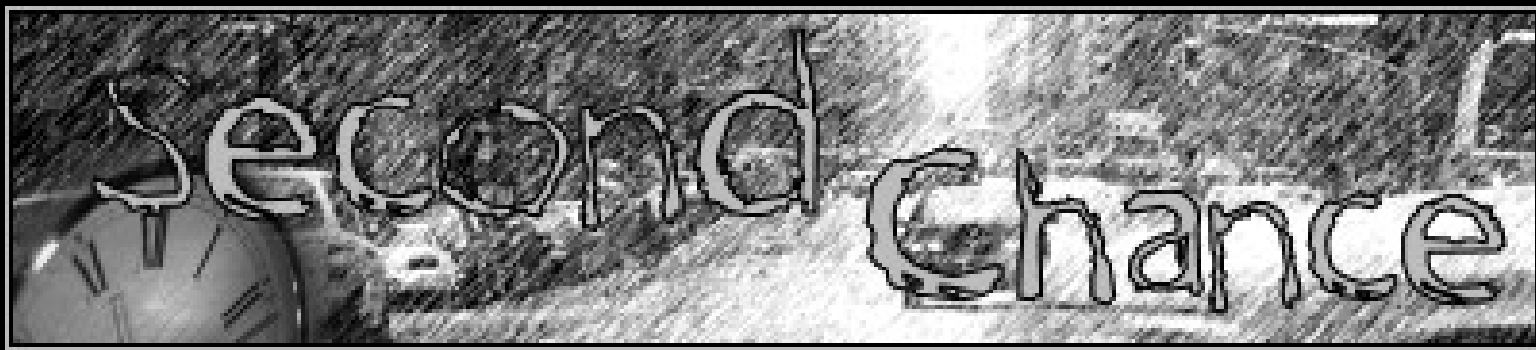
**LEAVES AREA**



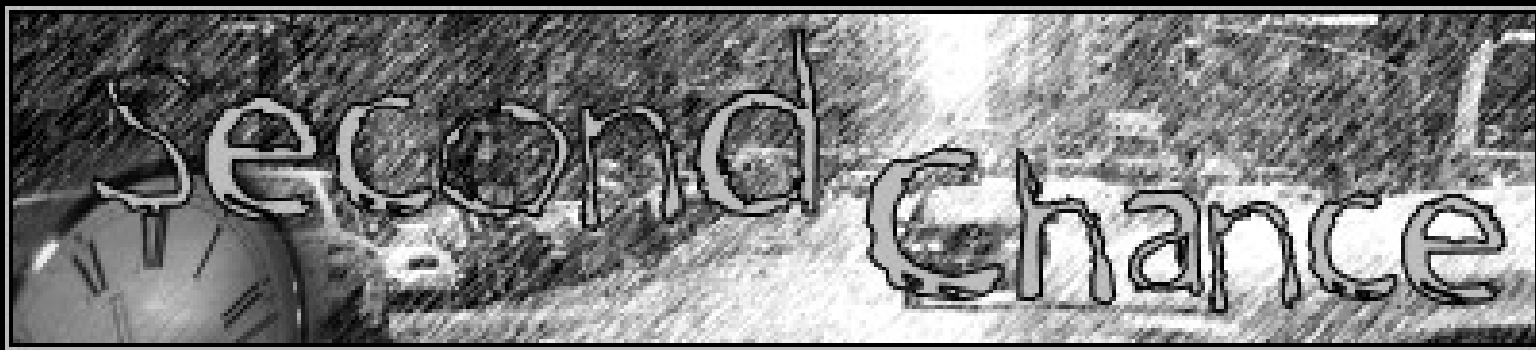


**LEAVES AREA**



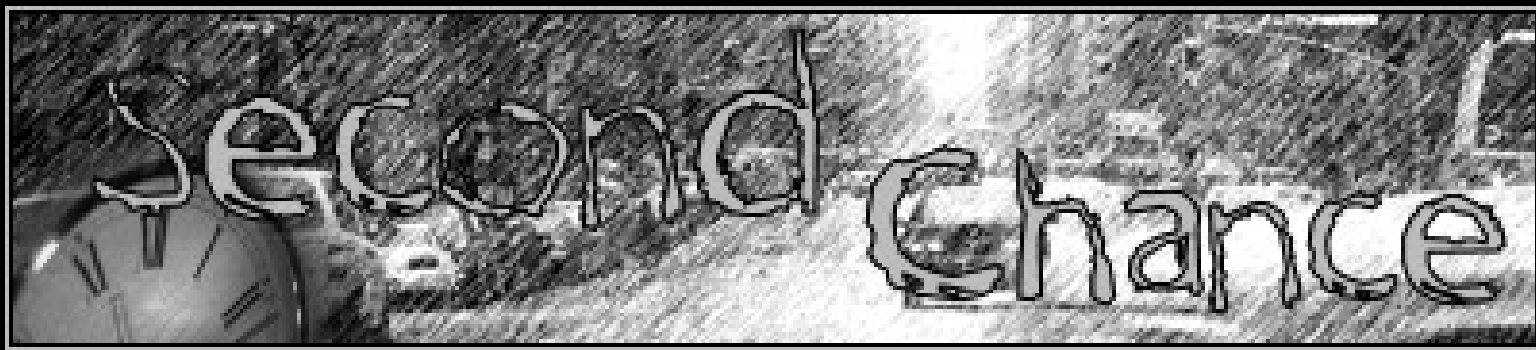


- x Add in monsters, locked doors and weapons, and it becomes even more complex.
- "should I go all out with my gun, or save some ammo and put it in the chest to send it to him?"
- "I should pick the fruit as fast as possible so he can get the pencil and tell me what he needs"



## Mode 3: Second Chance

- Players are 10 seconds apart
- Every change in the future screen reflects on the past screen in 10 seconds.
- Every change in the past screen reflects on the future screen immediately.
- Little subtlety, objects look same



- x Intense action, little puzzle
- x True cooperative - both players actively help each other
- x For the player in past, the other screen is a preview of the coming danger.
- x For the player in future, the other screen is a second chance for his errors to get fixed.

# Second Chance

## Ideal Development Platform:



One copy is enough for two players.

The player uses the bottom screen to play the game.

The top screen mirrors the game on the other player's DS.

A black and white photograph of a busy city street. In the foreground, a large clock face is visible on the left. A person is walking across the street in the middle ground. Several cars are visible, including one in the lower right foreground. The text "Second Chance" is overlaid in a stylized, outlined font across the center of the image.

Second  
Chance