Carmen GO

From "Black Sheep" to "Carmen Sandiego"

Designer: Livia Lai
Advisors: Class of 53614

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PREMISE

▲ Based on

    - the plot of Netflix cartoon series "Carmen Sandiego";

    - the core mechanism of Go Game series.

▲ Introducing the story of how orphan "black sheep" turned

into anti-thief Carmen Sandiego.

▲ Educate the player about the meaning of historical relics,

and fighting against to evil.

LEVEL 1

Carmen, originally an orphan, was adopted by mentors from V.I.L.E., earning the nickname "Black Sheep."
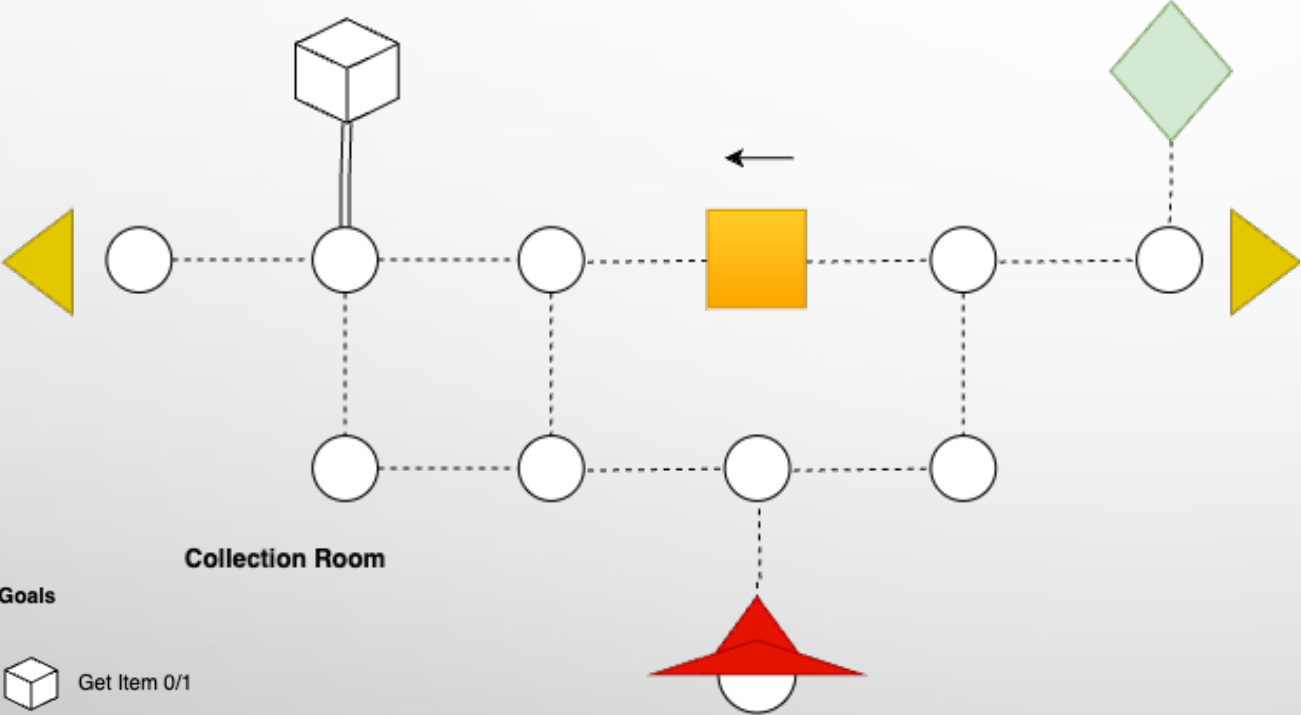
She learned the art of steal in V.I.L.E. and set her sights on becoming a top-notch thief.

Level 1 - Practice stealing skill in VILE

LEVEL 2

V.I.L.E.'s graduates are kicking off their first mission in Casablanca, aiming to snatch the Eye of Vishnu.

It's here that "Black Sheep" met an archaeologist who unveils the true significance of the relics.

What move will she make next?

Level 2 – Graduate mission for Diamond

Trigger A

You met an archeologist.
He told you the meaning of relics.
Steal relics can be true
crime! Do not ever do that!

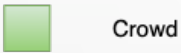Now, get the Eye of Vishnu back

from your classmates!

LEVEL 3

Ever since "Black Sheep" turned her back on her graduation mission, she has been confined within V.I.L.E.. She's done with wrongdoing and longs to get away.

Now, it looks like her chance to escape has arrived with Ms. Booker's departure from VILE. Will "Black Sheep" seize this moment?

Level 3 – Escape from V.I.L.E

Goal

Leave without being caught 0/1

Notice

- The Exits become "possible" Exits (yellow ones). Try them. For the result, refer to the Trigger Page.

- You can not stay in the front, left or right line without blocking stuff of an advanced enemy!

- If the next step is blocked, then the character will not move.
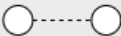
Enemies

Normal Enemy

    can catch adversaries if they are in front line of them)

Advanced Enemy

    can catch adversary characters if they are in front, left or right line of them

Enemy Status

Standing, arrow shows their facing direction

Moving, 1 step per round

n

Waiting, waiting for n turns to move

Warning

Chasing, 2 steps per round

Special

Lock

    unlock by special condition

Environment

Sight-blocking Barrier   Sight-blocking Door

Control Room

Corridor

Trigger D

Trigger C

Main Entrance

The Pipe

Trigger B

Trigger A

Trigger A

Unfortunately,

this exit has been disabled!

Trigger B

You have successfully escape
from the V.I.L.E.!

"Black Sheep" got the
new name
"Carmen Sandiego"
from the red hat.

Now, it's time to see the

outside world!

Trigger C

Ms. Booker is gonna leave the island by the boat!

How about stealing her coat and leave before being caught?

Notice

- The item (coat) in control room unlocked;

- Ms. Booker (left one on the corridor) will still be chatting for 6 turns then come to fetch her coat. (along the lowest path)

- Ms. Booker will get mad if found the coat not there, turning into chasing mode after "Black Sheep";

- Normal enemy will turn into chasing mode if they are in sight of mad ally.

- Be hurry and good luck!

For the status changes of enemy, path Ms. Booker Is following, refer to the Following slide pages.
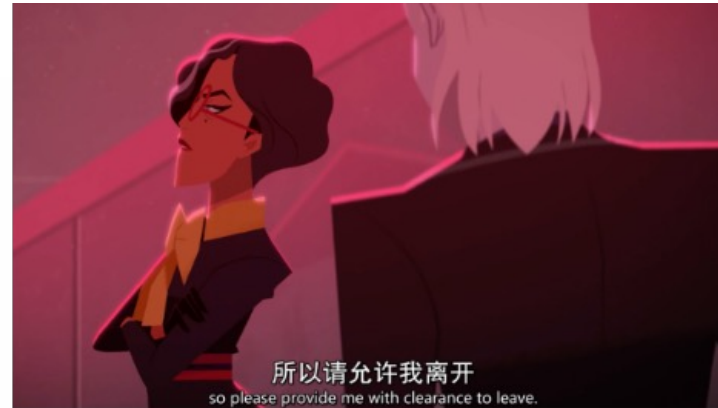
Trigger D

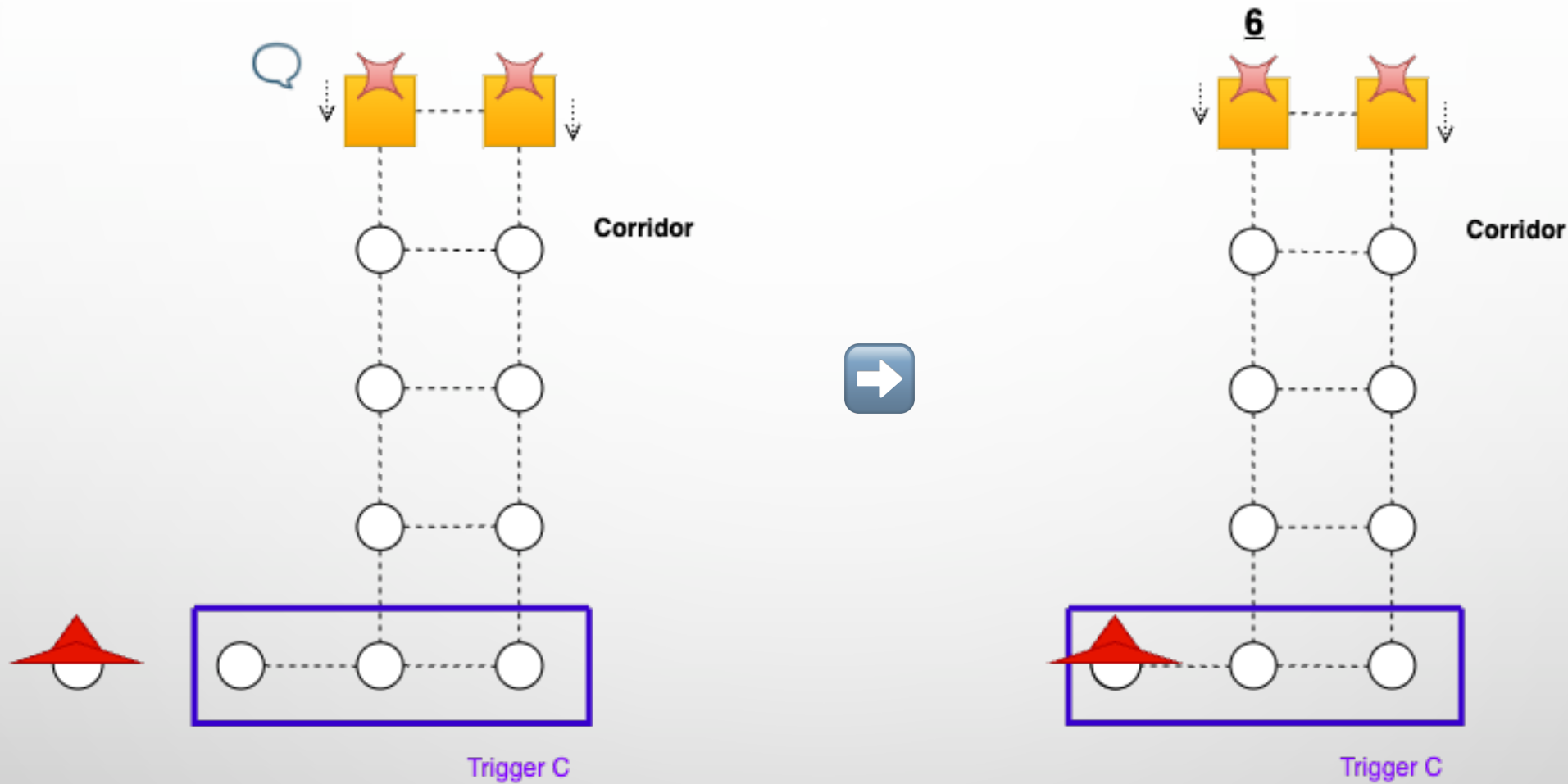You got the coat!

Now you're Ms. Booker :)

Notice

- Icon of character changed to yellow hat, means she's in disguise.

- "Black Sheep" in disguise will not be treated as adversary by normal enemies unless they are in chasing mode.

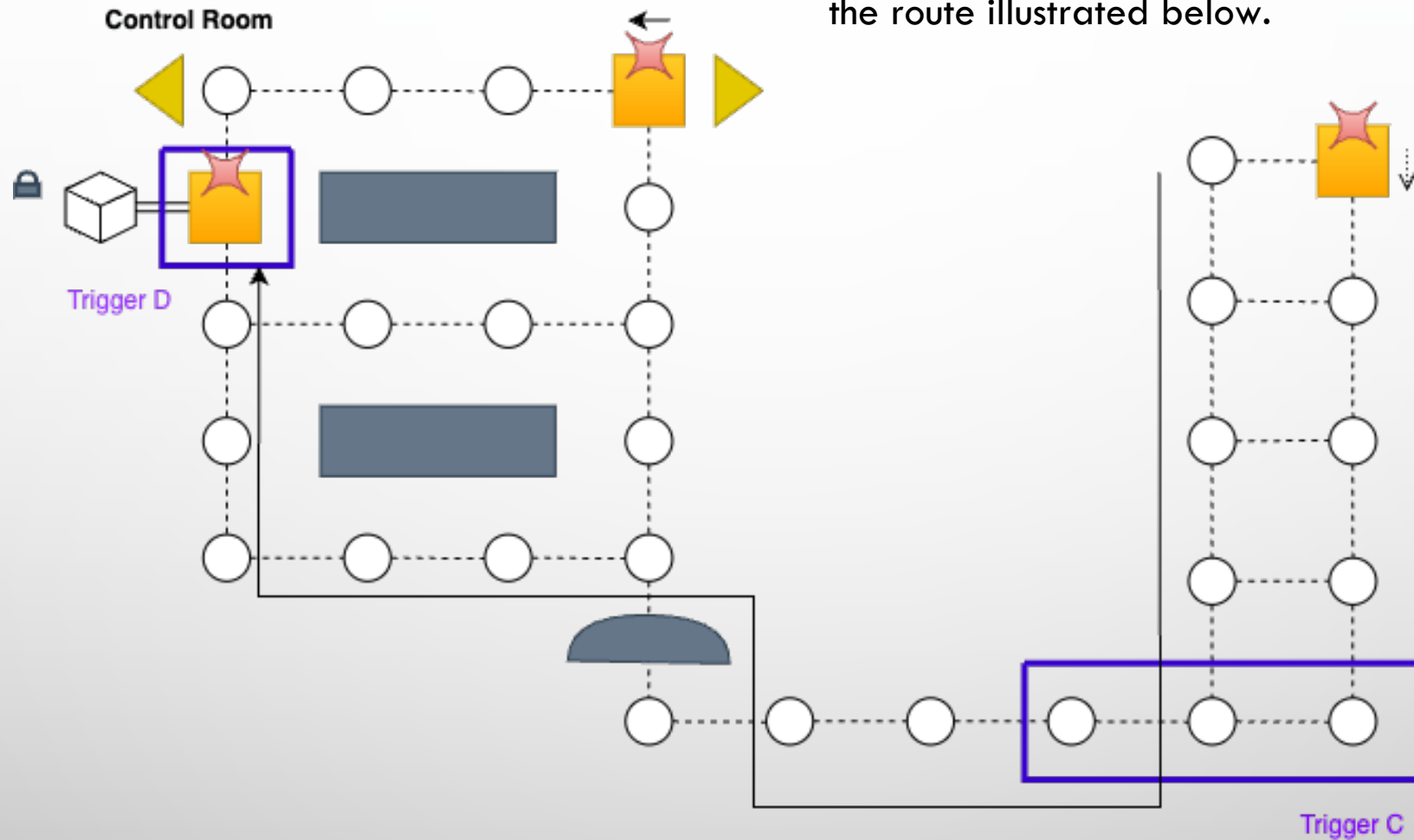Because they know you are in disguise from the chasing boss :)

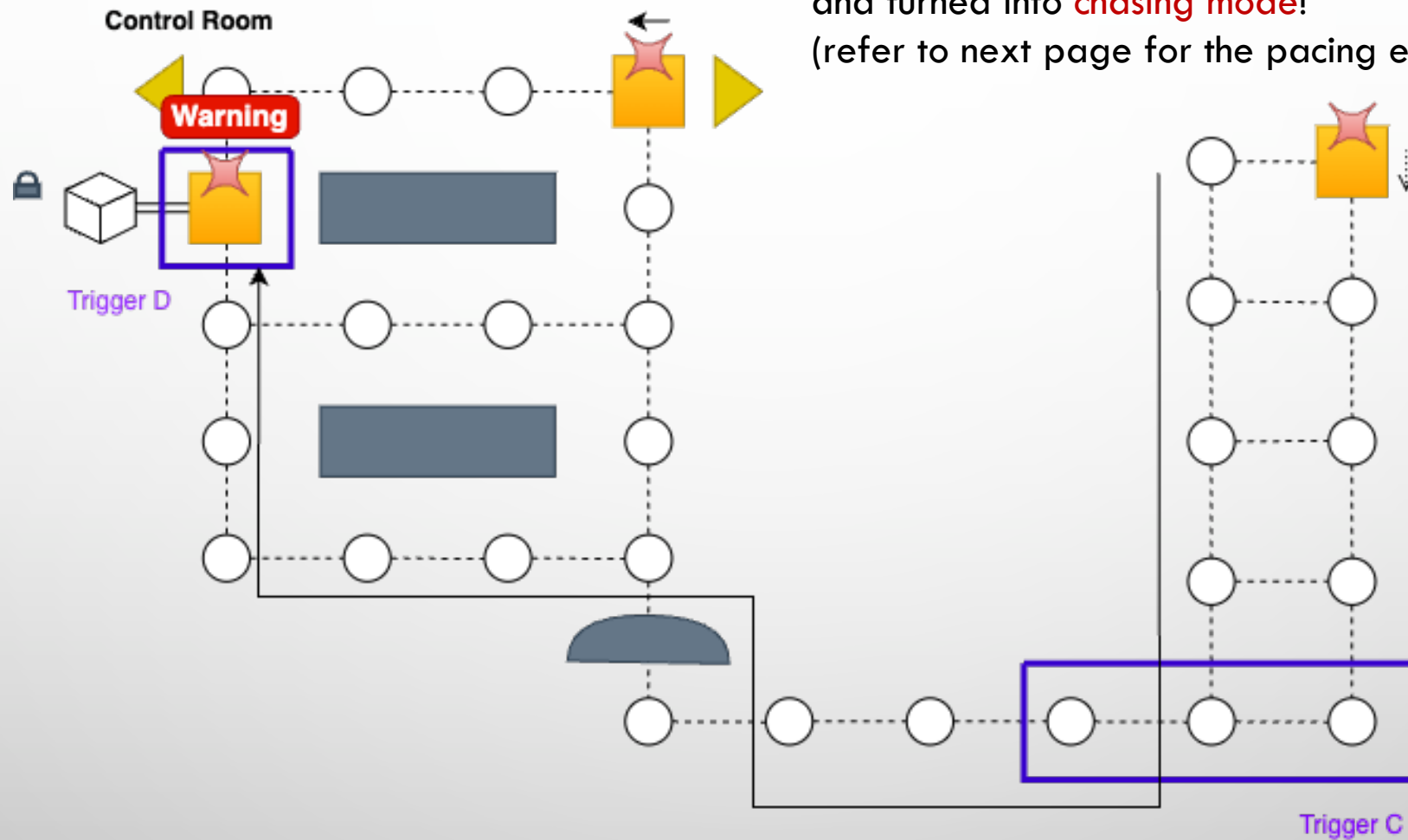# Status Changing Example 1 - Waiting

Status Changing Example 2 - Route

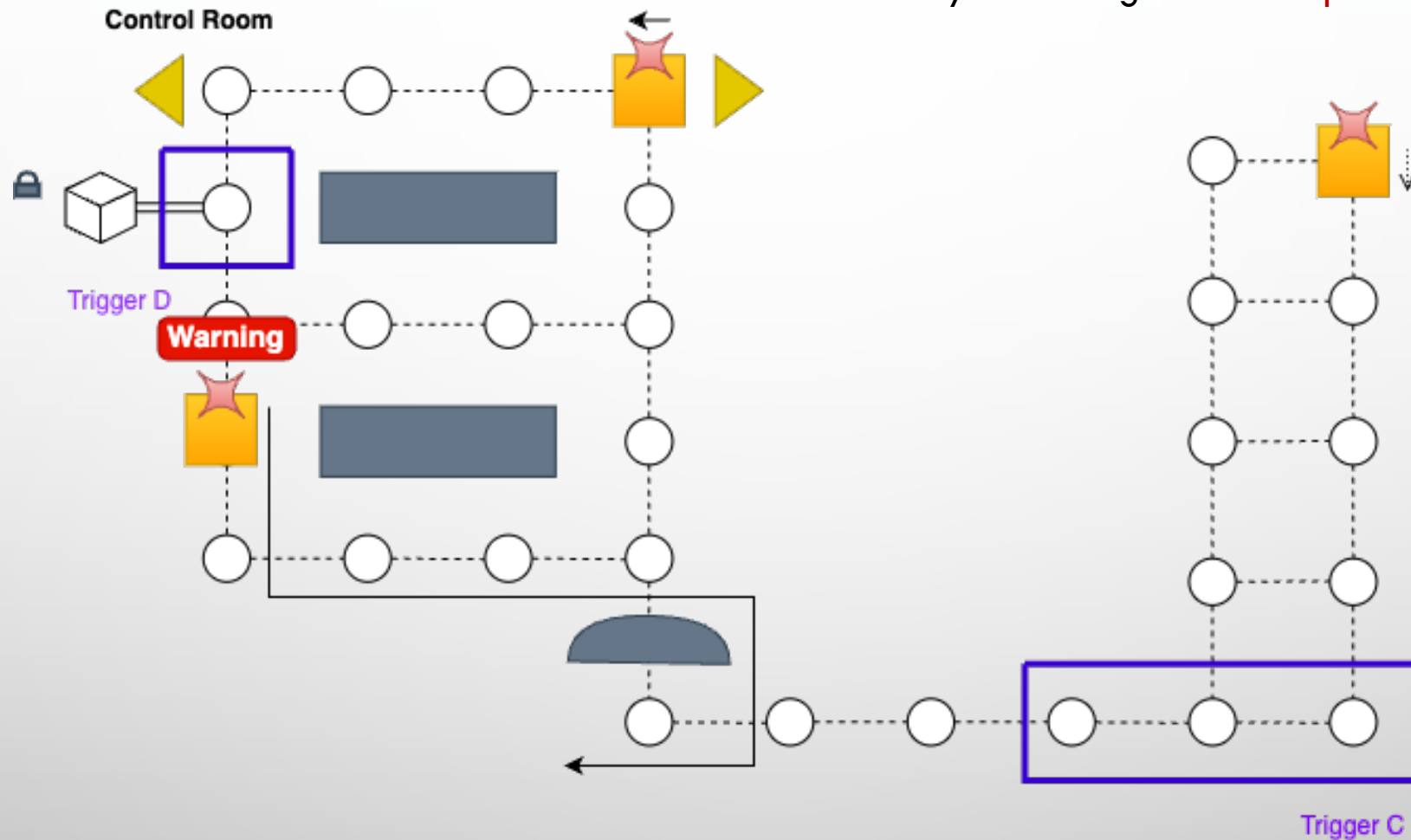Ms. Booker will go to fetch her coat through the route illustrated below.

Status Changing Example 3 - Chasing

When she found her coat is gone, she became angry and turned into chasing mode!
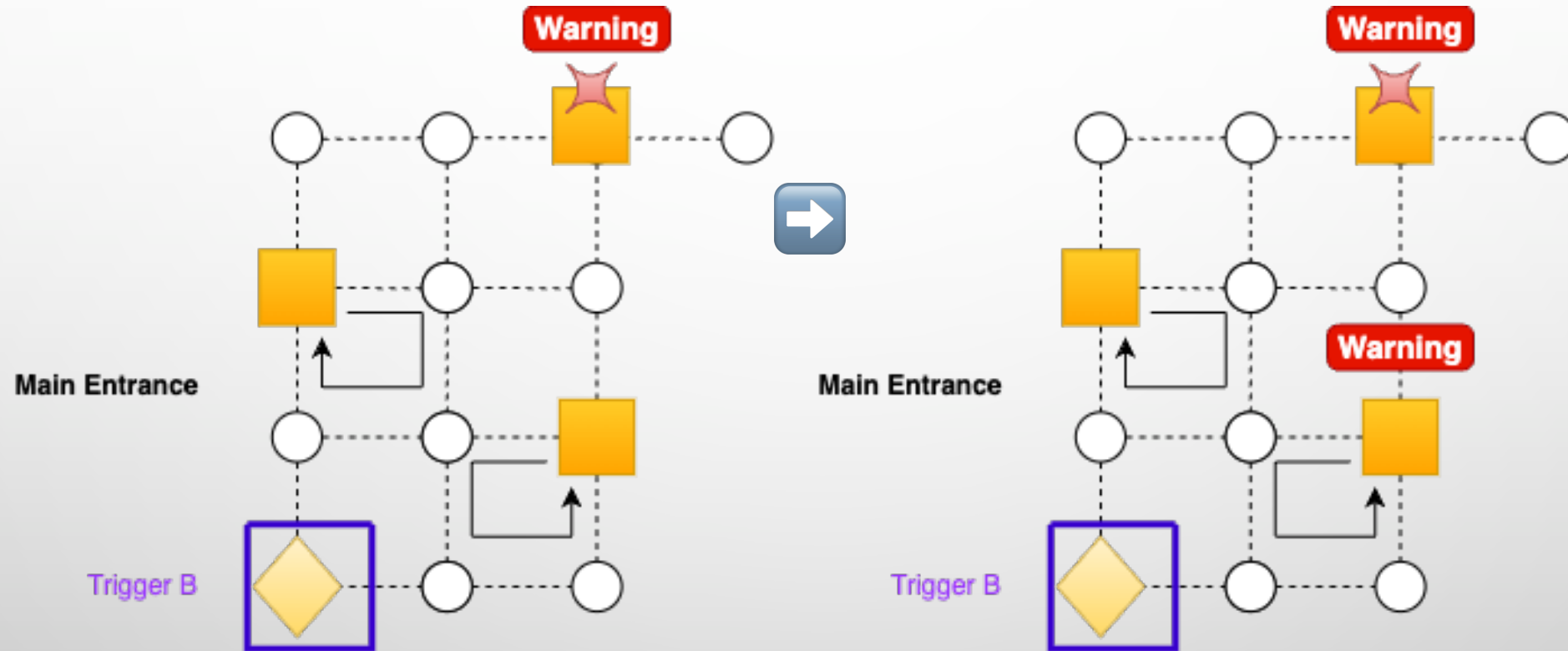(refer to next page for the pacing example)

Status Changing Example 3 – Chasing (Step)

Enemy in chasing mode will pace 2 steps per round.

Status Changing Example 3 – Chasing (Infection)

When enemies are in sight of an angry emeny, then they will be infected and began to chase after main character!

Appreciate any feedback!