



House Party teaches young adults social responsibility regarding drinking and sex in a safe and fun digital environment of a single player time-management game.

GAME CONCEPT

You are the proud renter of a new apartment and have decided to invite a few friends from college over to see it. The word spreads around school and more individuals than you expected show. It is up to you to keep your friends and acquaintances happy while keeping them and your apartment safe. Throw a good party and watch your social status soar. Throw a bad party and watch it sink.

OBJECTIVE

As each guest leaves your party, you are awarded social status points (amount is determined by happiness of guest). Clear each level by gaining a sufficient amount of social status points. Use the social status points to purchase upgrades for your party and apartment between levels.

LEVELS

There are 50 levels of game play in House Party. Every 10 levels takes place in a new environment. A new character or upgrade is made available after each level of play.

WINNING

Complete all 50 levels to achieve supreme status as Party God at your college.

HOW TO KEEP GUESTS HAPPY:

Use snacks, music, alcohol, and ambience to keep your friends entertained. Alcohol also increases happiness, but only up to a point (when guests are tipsy) – then it rapidly decreases. When guests get drunk they tend to do things that are harmful to themselves and others – vomiting, fighting, having unprotected sex, drunk driving, and breaking things in your apartment. Offer them water, food and a nap to sober them up.

HOW TO DEAL WITH DRUNK FRIENDS:

Friends who get drunk do stupid things and it is up to you to stop them. Don't let a drunk friend leave a party – get their keys and call them a taxi or have them leave with a designated driver. If they are going to have unprotected sex, give them a condom. Don't let someone who is drunk drink more – they could end up with alcohol poisoning. Offer guests water, food and a nap to quicken sobriety.

CAN I GET DRUNK?

Some characters may ask you to drink with them. If you participate you will raise their happiness, but at the expense of your sobriety – SO BE CAREFUL. Alcohol will slow your movement rate making it harder to complete tasks.



Be careful - if you drink too much, you may end up with “Beer Goggles”

Character Symbols



Balloons



Talking balloons will appear next to your guest to express their needs. Quickly bring them what they desire to increase happiness.



Alcohol level



Watch your friends' alcohol level bar located above their heads. The bar fills up and changes color – from green (sober) to yellow (tipsy) to red (drunk) to black (alcohol poisoning) – with consumption of alcohol. Give them food and water in-between serving them drinks. Try to entertain them in other ways. If someone drinks too much it will ruin the party you've worked so hard to plan.

Happiness Factor



The happiness bar shows you how much fun your guest is having. The higher the happiness bar is when your guest leaves the more social status points you receive. If the happiness bar is empty and the guest is sober, the guest will leave and you will receive negative social status points. If the happiness bar is empty while the partygoer is drunk, the partygoer will ruin something before they leave, causing you not only to lose social status points, but force you to use your points to replace the ruined item.

Characters



Gossip Girl

- knows everything about everyone
- enjoys dancing
- decor is very important to her
- medium tolerance for alcohol



Vegan Waif

- refuses to eat snacks
- hates smokers
- vomits when drunk
- Low alcohol tolerance
- very patient



Jock

- enjoys drinking in groups
- tries to get everyone to sleep with him when drunk
- high tolerance for alcohol



Punk Rocker

- likes loud music
- smokes
- breaks things when drunk
- medium tolerance for alcohol
- impatient

Supporting Characters



The Next-Door Neighbor

Your next-door neighbor is always grumbling about something or other. She is especially sensitive to music. If your music gets too loud, she will complain. If you don't lower the music after she complains, she will call the cops to make you.

The Drug Dealer

As you climb the social ladder your parties become larger and larger. It is harder to keep tabs on who was invited and who just heard about your fiesta through the grapevine. The drug dealer is one such lackey. He comes to your party and tries to peddle his goods on your friends. When he is around, the cops have a habit of showing up. Kick him out before he damages your friends' brains and ruins your party.

**Image
to
come**



The Cops

If the cops arrive the party is over (you lose the level automatically).

Filling Requests

REQUEST

WHERE to GO

beer



keg

cigarette



pack of cigarettes

sex or
no condom



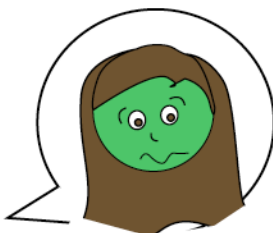
box of condoms

disgusted
by vomit



mop

player
sick



water or
snack tray

Some Objects in the Game



Package of 3 Condoms

- + give to friends before sex to prevent the spread of STDs



Pink Floyd Pint Glasses

- + increases partygoers happiness
- beer consumption rate increases



Tray of Snacks

- + reduces the affect of alcohol



Lava Lamp

- + increases partygoers happiness
- increases sexual arousal of partygoers



Stereo

- + better control over music volume



Bottled Water

- + give to drunk guests to help them sober up