

## Mini-Games

There will be a series of mini-games that connects to the core game, while being stand alone gameplay experiences. Mini-games will serve to initially attract, entertain, and intrigue players, giving them a small taste of all the fun that can be found in the world of Wanderlands.

### Possible Platforms:

- Facebook
- Mobile Devices

### Mini-Game 1: Bridge Battles

**Genre:** Tower-Defense, similar to *Plants vs Zombies*

#### Brief Gameplay:

The players must withstand the onslaught of the Red Spades by building up towers to defeat them. They will be shown an area of mixed-elements, such as wind, water, and fire, with a bridge at the bottom of the screen. This bridge represents the connection between two fragments.

On the bridge, there are a fixed number of glowing orbs, representing the strength of the connection. The stronger the connection, the more orbs there are to protect. From openings in the area, the waves of Red Spades will come to attack the bridge. The players must place their units, represented as towers and Wanderlands creatures, in strategic locations and attack the invading forces.

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#### Play Time:

Each level in the mini-games will last around 3 to 5 minutes, depending on the level of difficulty. The game levels are meant to be replayed multiple times for the players to fully reap the rewards and enjoy their upgraded skills.

#### Rewards:

All mini-games are also playable in the core game when unlocked at the proper time. Rewards of the mini-games, played through other platforms, will still contribute back to the core game by updating the players' successes and inventory. Rewards may include special items and Tofubills for the core-game, as well as downloadable contents, like wallpapers, collectible artworks, and redeemable prizes from the "Wanderlands" online community.