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 <b>Link to the Game</b>	<a href="http://prosociallearn2.atosresearch.eu/content/chase">http://prosociallearn2.atosresearch.eu/content/chase</a>
 <b>Promoter</b>	Polo Europeo Della Conoscenza (Italy)
 <b>Type of Game</b>	Online game – multiplayer (2 up to 4 player) - minigame
 <b>Target Age</b>	7- 10
 <b>Language(s)</b>	English, Italian, Greek, Spanish
 <b>Prosocial Value(s)</b>	Cooperation Helping others Generosity Communication Gratitude
 <b>Prosocial Skill(s)</b>	Taking turns Set goals and plans Ask for help Help the others Join a group Share things
 <b>Objectives</b>	<ul style="list-style-type: none"> <li>‣ <i>Direct:</i> Strategic thinking</li> <li>‣ <i>Indirect:</i> Maths: probability</li> <li>‣ <i>Psychological, sociological, prosocial:</i> Team building</li> </ul>
 <b>Description of the games</b>	<p>This game looks like a board game, the players has to move through the squares to reach the goal: a hot air balloon they have to fill up with their own balloons to fly home. They are chased by a monster that eats a part of the balloons every time it reach the same square as one of the players.</p> <p>The players have to find the strategy to avoid the monster deciding how to share their moves.</p>



 <b>Equipment Needed</b>	<p>The game can be played on</p> <ul style="list-style-type: none"> <li>- Computers with at least core i3 and 4Gb ram</li> <li>- Tablets with 2Gb ram</li> </ul> <p>The minimum bandwidth required is 2 Mbps per machine.</p>
 <b>Description of The Activity</b>	<p>The players take turns to roll a dice to move their character up a path towards the hot-air balloon. Each player starts with 25 small-balloons. The dice gives moves either to the players, the monster or both. Players lose 5 small-balloons, if they are caught by the monster. Players can help each other from being caught, by offering their turn but that costs 1 balloon. There are two winning parameters in the game: the group needs enough balloons in total to inflate the hot-air balloon and fly away, while each individual wants to have the larger possible number of small balloons at the end of the game.</p>
 <b>Timing</b>	<p>The timing depends on the number of the players and the chance, generally from 10 to 20 minutes.</p>
 <b>Images or Other Documents</b>	
 <b>Other Relevant Links</b>	<p><a href="http://www.prosociallearn.eu">www.prosociallearn.eu</a></p>
 <b>Source</b>	<p>Developers: IT Innovation Centre, University of Southampton ( <a href="http://www.it-innovation.soton.ac.uk/">http://www.it-innovation.soton.ac.uk/</a> )</p>

