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**Change the World**

Action / Puzzle-Solving / Survival / Virtual-Reality

In this game, the player assumes the role of an alien from a far away galaxy. This alien discovers a strange object, an American probe. Inside is an unusual object is a VHS tape. Attempting to dismantle the thing the alien notices images against the gray squares of the tape. Soon the alien reverse-engineers a contraption that will chain the squares together to produce something akin to video.

This VHS tape contains a number of important and tragic television events throughout history. Somehow, after viewing such unusual sights, the alien discovers that it can will itself into the events of the video.

Once transported, the player(as the alien) is given a limited reach in time and space for which to alter(or not alter) the event in whatever way he or she wishes. The major catch is that the player must survive long enough for the event to end or change. So, if the player chooses to intervene first he or she must figure out what to do or how they choose to intervene.

Each level will be different, with some events being notably easier to alter than others. Some of the events included will be: The A-Bomb over Hiroshima/Nagasaki, The Challenger Space Shuttle disaster, the Assassination of John F. Kennedy, and the terrorist attack of 9/11.

For each event/level there will be a number of ways to 'solve' the puzzle, each way having its own range of skills necessary or difficulty required. As an example, maybe the player will cause the A-bomb to be dropped in the middle of the ocean, or hide it, or crash the bomber somewhere. The scope with which the player has to influence the events will be somewhat limited and grounded in reality. This means that the player couldn’t make the bomber vanish in thin air. While the alien has the power to exist within the events it witnesses, it has no other ‘powers’ and simply becomes as an extra ‘human’ person that participates in each event.

When the game is complete the player will return to the “beginning.” The beginning will be altered depending upon the choices the player made during the game. The process will repeat itself again, finding another ‘time-capsule’ VHS tape, only this time its contents will be of possible major aftermaths that came about as a result from the player interference. Based on how the player changed an event they will be rewarded with several possible aftermaths to each event.