Let the adventure begin! Below is all the information you need to get started!

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I. LOGIN INFORMATION

1. Type the below address into either Internet Explorer or Safari:

   http://www.traceeffects.com/

   You will see this screen:

   You will have to register with your name, email address and user name. Please keep in mind that the computer you log on to stays logged on unless you log out.

   You will see this screen
   for registration:

2. Once you log in, it will tell you that you need to install the Unity driver. There is a link directly on the platform, or you can visit this site: http://unity3d.com/webplayer/

3. Get to know the menu screen:

4. Watch the introduction and then start playing the game.

II. INSTALLATION INSTRUCTIONS FOR LAB ENVIRONMENTS

For each computer, please pre-load Trace Effects <u>before</u> students access the game. The load time is longer the first time than during subsequent plays.

1. Open Trace Effects on each computer, enter the password, and watch the introductory movie cycle completely. When finished, begin the game and have Trace follow Eddie out to the main campus. Close down the game.

2. Note: There is no "Save" function at this time. Students will need to complete the entire first chapter in one setting.

3. When working with students on this trial, please group students into pairs or small groups (2-3 students per computer).

III. SYSTEM MINIMUM REQUIREMENTS

To run the program, the school will need to have at least a DSL connection. The computers would also need to have the latest version of Java installed as well as the Unity 3D web player (http://unity3d.com/webplayer). Each computer will need a mouse as well as speakers or headphones. Trace will run on either Macs or PCs.

IV. FUNCTIONAL COMPONENTS AND GAMEPLAY MECHANICS

The player controls the main character, Trace. Trace is a student from the future who has accidentally traveled backward through time. He needs to complete certain actions in order to be able to return home. Each chapter contains a set of milestones for Trace to achieve. Trace moves around the game-world, collecting items and interacting with different people. A console that appears at the lower left of the screen displays the choices for what Trace can say in an interaction. Game objectives are completed through a combination of the following elements:

V. CHARACTER MOVEMENT & CONTROLS

To navigate Trace through the game-world, players use the following keys on a standard keyboard:

W = Walk Forward

S = Walk Backward

A = Rotate Counter-Clockwise

FIGURE 1 KEYBOARD FUNCTIONS

D = Rotate Clockwise

E = Interact with a nearby object or character

Spacebar = Jump

Shift = Run

The mouse lets the user view the world from above as well as from different sides. As a result, it often creates a dizzying effect.

While moving through the game-world, Trace will encounter "collectables" that he can use in his "Actions" tab (described below). These collectable items fall in to two categories:

1. *Action Words*

These are giant floating Action Words (verbs) scattered throughout the game-world. Trace can collect them by simply touching (passing over) them. The word then disappears from the game-world, and can be utilized within Trace's "Actions" tab.

Note: Action words only remain within Trace's "Actions" tab for the duration of a chapter. Once a new chapter begins, Trace will start with no Action words and will need to collect new ones.

FIGURE 2 ACTIONS WORD

2. *Inventory Items*

Similar to Action Words, Inventory Items (nouns) are scattered throughout the game-world. In the pilot, these appear in the Inventory when Trace interacts appropriately with the right people or objects. Once these Inventory Items are collected, the player will be able to access that object through the "Actions" tab.

Note: Inventory Items only remain within Trace's "Actions" tab for the duration of a chapter. Once a new chapter begins, Trace will start with no Inventory Items and will need to collect new ones.

**Character and Object Interactions**

Certain characters and objects within the game-world are designated as "interactive," meaning that Trace can engage with them by approaching and pressing the "E" key. Once engaged with an interactive object or character, the player will have access to two "tabbed" menus in the console on the left side:

COLLECT WORDS TO BE USED LATER
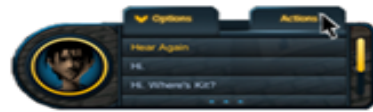
SELECT THE ACTION TAB TO USE WORDS AND OBJECTS

1.

2.

3.
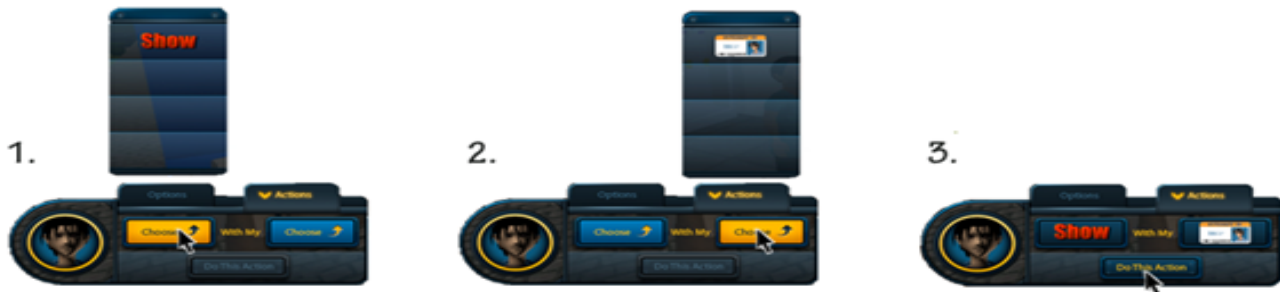
The "Options" Tab

This menu allows the player to select things for Trace to say from a variety of choices. Depending on the player's selection, the character Trace is engaging with will react in different ways. For instance, if Trace asks a question, he or she may respond with information that will help the player complete his or her objective. Alternatively, if Trace does not follow the correct social protocols, he may be perceived as rude and the character may react negatively.

The "Actions" Tab

When engaging with an object, Trace can also choose to do something in relation to that object, as opposed to speaking. The player does this by selecting the "Actions" tab where he or she can combine the Action Words collected with items in the inventory. For instance, when interacting with a locked door, the player may choose to combine the "Unlock With" Action Word with the "Key" Inventory Item, thus causing Trace to unlock the door with his key.

The Point System

Throughout the game, players choose what Trace says when he interacts with characters. Informative, polite, and helpful responses earn the most points. The best answer is worth 3 points. Acceptable answers are worth 1 point. Occasionally, players will be provided a choice that is too casual or impolite. Choosing this answer will result in negative points for the player.

During the game, Trace will be asked to complete a variety of objectives in his quest to return to the future. When players complete these objectives, they will be rewarded between 10 and 25 points

depending on the complexity of the objective. Choosing the best possible answer for each dialogue and completing all of the chapter objectives will give the players the maximum number of points.

VI. GAME INTERFACE

Primary Interface:
This is the interface displayed while the player is able to move Trace (i.e. when Trace is not engaged with an interactive object)

Interactive Object Console ("Options" Tab)
This is the menu that is displayed when the player approaches an interactive object and presses the "E" key. The "Options" tab is selected by default, where the player can select what he/she would like Trace to say.

Interactive Object Interface ("Actions" Tab)
This menu is displayed when engaged with an interactive object and the "Actions" tab is selected. Here the player can select an Action Word in the first box, and an Inventory Item in the second box. Once both selections have been made, the player can press the "Do This Action" button to make Trace perform the Action indicated.

Primary Interface

This is the interface displayed while the player is able to move Trace (for example, when Trace is not engaged with an interactive object):

Interactive Object Interface (Options Tab)

This is the menu that is displayed when the player approaches an interactive object and presses the "E" key. The "Options" tab is selected by default, where the player can select what he or she would like Trace to say.

Interactive Object Interface (Actions Tab)

The menu in the previous picture is displayed when engaged with an interactive object and the "Actions" tab is selected. Here the player can select an Action Word in the first box and an Inventory Item in the second box. Once both selections have been made, the player can press the "Do This Action" button to make Trace perform the Action indicated.

Conversation Interface

When someone is speaking, the interface changes into a "letterbox" format, and displays a simplified interface that indicates who is speaking. When that character has finished speaking, the player can use the conversation controls to have the last line repeated or to move on.

Note: If the player asks for the line to be repeated, a transcription of what is being said is displayed at the top of the screen.

Conversation Interface

VIII.   DVD Version

The DVD version differs a bit from the online version. The opening screen looks like this:

CD & DVD Information

Software Install

Upon insertion of the Trace Effects installation DVD, your computer should prompt you to run the disk. If it does not, double-click to open the DVD, and then choose the traceeffects.exe file.

DVD Video Walkthrough

The Trace Effects Video Walkthrough DVD is designed to play best on a standard DVD player or on a computer using a media player. After inserting the DVD into the computer, the DVD should open automatically. If it does not, click the "Start" button, open "All Programs," and then open the media player to run the DVD.

Windows Trouble-Shooting

The Trace Effects game is designed to run at a screen resolution of 800x600.

1. Click the **Start** button and the select **Control Panel**.
2. Under **Screen resolution** select the new resolution; 800x600 is preferred for Trace Effects. Click **Apply**.

3. Click **OK**. Your screen may go dark. This is normal when Windows changes resolution.
4. After changing the resolution, you have 15 seconds to confirm the change. Click **Yes** to keep the new resolution. To keep the old resolution do nothing and the resolution will revert to the old setting.

Mac Trouble-Shooting:

If you attach your Mac to a TV screen, it might remember the display mode and not automatically revert back to a normal resolution. To change it manually, follow these steps:

1. Open a new **Finder Window**.
2. Hold **Command Shift** and press the **G** key.
3. Type ~/Library/Preferences
4. Delete the file named "unity.departmentofstate.U.S. Department of State - Trace Effects.plist"
5. Relaunch the app, and it should open in the correct sized window.

THANK YOU FOR PLAYING TRACE!