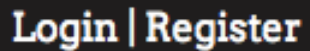# Narrative Mystery Tutorial
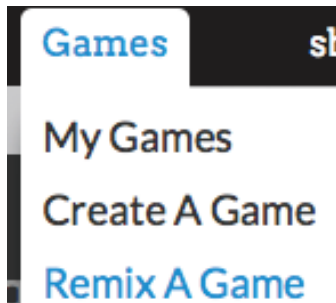
In this tutorial, you will remix the game you played earlier to tell your own story.

COPY THE GAME TO YOUR ACCOUNT

1. On your computer, go to *www.taleblazer.org*.

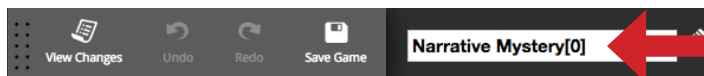2. Click **Login|Register** in the upper right corner.

3. Log in using your username and password.

4. Go to the **Game** menu and choose **Remix A Game**.

5. Type in the game code given to you by your instructor, and click **Find Game**.

6. Click **Remix Game**.

7. Type a new name for your game at the top of your screen.
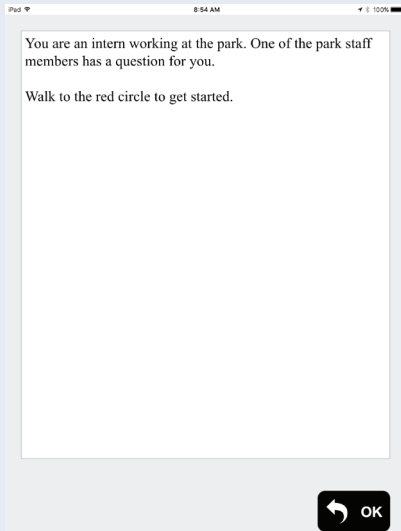

8. Click **Save Game**.

TaleBlazer does not automatically save your work!
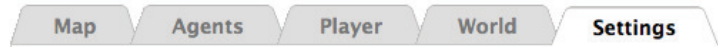
Click **Save Game** often!

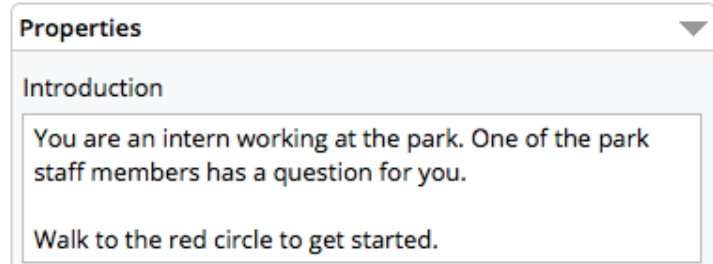This is the game introduction on the mobile screen. Use different fonts and colors to make it interesting.

You are an intern working at the park. One of the park staff members has a question for you.

Walk to the red circle to get started.

OK

INTRODUCE YOUR GAME

Give your players an introduction so they know how to begin.

1. Click the **Settings** tab.

Map	Agents	Player	World	**Settings**

2. Click the **Introduction** box.

    Properties

    Introduction

    You are an intern working at the park. One of the park staff members has a question for you.

    Walk to the red circle to get started.

3. In the text editor, erase all the words and type your own introduction. What does the player need to know when they start the game?

    Edit Introduction ✕

    Normal ▾   Normal ▾   **B** *I* U̲ A ▾ ⬧ ▾

    ↶ ↷ ☰ ☰ ⇥ ⇤ ☰ ☰ ☰ x₂ x² ABC T̶

    Link

    You are an intern working at the park. One of the park staff members has a question for you.

    Walk to the red circle to get started.
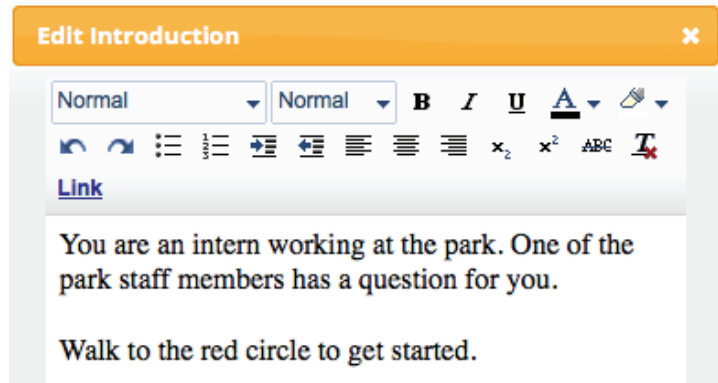
4. Click **OK** to close the text editor box.

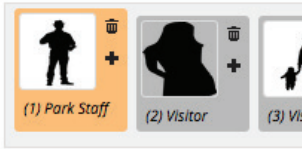5. Click **Save Game**.

    Save Game

MAKE YOUR FIRST AGENT

Agents can be characters, objects, locations, or other things your player might meet during the game. Agents show up as icons on the map.
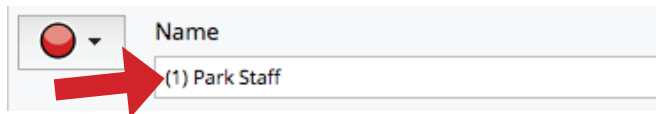
1. Go to the **Agents** tab in the game editor.
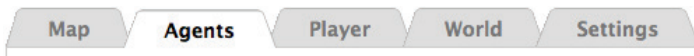
2. Click on the first agent, "(1) Park Staff."

3. Edit the dashboard for the first agent. The dashboard is what the player sees when they bump into the agent while playing the game.

   a. Click on the name box and rename the first first agent.

   b. Write a description for the agent. What does the player need to learn from this first agent?
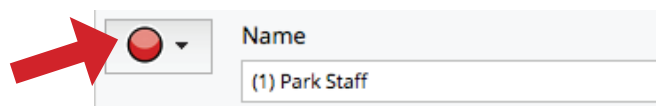
   Description

   This beautiful old oak tree has died. We've cut the branches off so they don't fall, but we haven't decided what to do with the trunk.

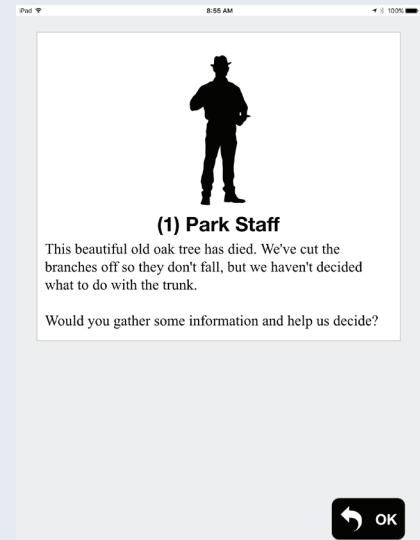   Would you gather some information and help us decide?

   c. Click on the picture of the park staff member. In the box that appears, click **Upload Image** to use a picture from your computer. When you are finished, click **OK**.
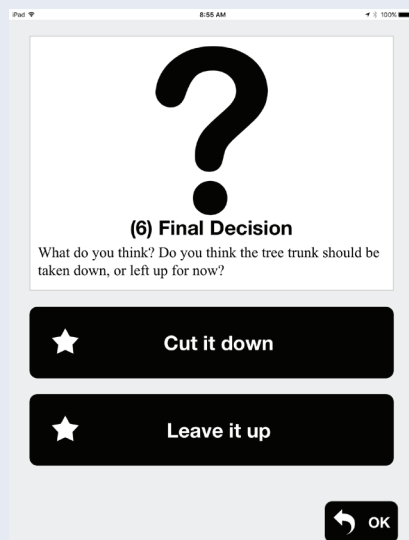

   d. Click on the red circle. This is the agent's map icon. Choose an icon for your agent.

This is an agent dashboard on a mobile screen. Notice how the name, image, and description appear.
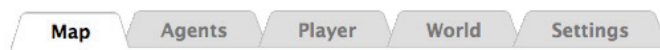

(1) Park Staff

This beautiful old oak tree has died. We've cut the branches off so they don't fall, but we haven't decided what to do with the trunk.

Would you gather some information and help us decide?

e. Click the **Map** tab at the top of your screen.

Find your agent on the map (which icon did you just choose?). Hover the mouse over the icon to make sure it is the correct agent. Move the icon to its place on the map.

f. Click **Save Game**.

4. Repeat step 3 above for agents 2–5. Make sure to check your game diagram and notes to help you!
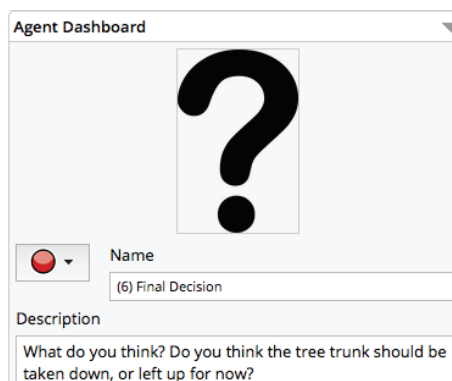
5. Click **Save Game**.

CREATE YOUR GAME ENDING

Your game will end when the player answers a final question. They will see an end agent that tells them how they did, based on their answer.

1. On the **Agents** tab, go to the agent "(6) Final Decision."

2. Change the agent's name, image, description, icon, and map location just as you did with the other agents. Make sure that you ask the players your final question somewhere in the description.

This is the agent where the player makes a decision. Notice how the question is asked in the description area.

In TaleBlazer, actions show up as buttons that the player can tap on the mobile screen.

3. What happens because of the player's answer to the final question? Change agents 7 and 8 to tell the player what happened based on how they answered the final question. The player will only see the agent for the answer they chose.

4. Go back to agent 6 (it asks the final question).

5. In the area labeled **Actions**, look at the top two actions in the table. (The bottom two don't matter right now.) These are the two answers players can choose in the game.


6. Click the box with the name of the first action ("Cut it down"). Type one of your answers to the final question. Keep it short.

7. Change the name of the second action from "Leave it up" to your other answer choice.

8. Note that in the "Content" column of the actions table, your first action has content called "Answer A." This connects to the blocks with the top block "**Answer A.**" When the player taps the button while playing the game, the computer runs any blocks that are connected to the "Answer A" block. Make sure that the **include** and **bump next** blocks for both your actions show the correct agent for that answer.
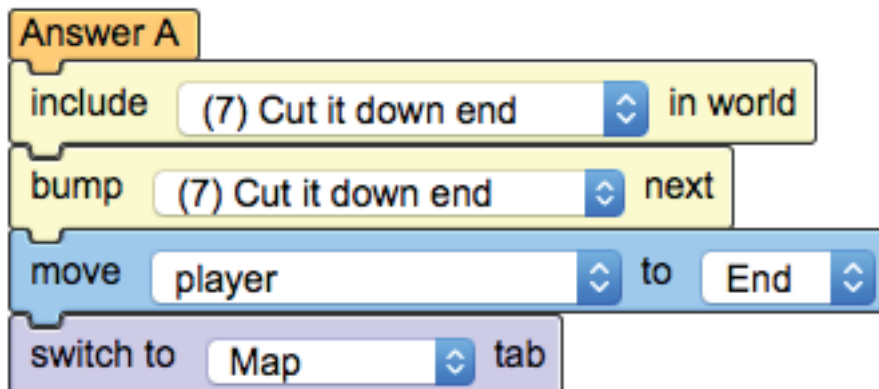
9. Click **Save Game**.

TEST YOUR GAME

Take a notebook to write down things you want to change.

1. Don't go outside quite yet! Make sure your mobile device is connected to the internet.
2. Open TaleBlazer and tap the **My Games** button near the bottom of your screen.
3. Log in using your TaleBlazer username and password.
4. Find your game in the list of games and tap on it.
5. Tap **Download**. Once the game has downloaded, you can go outside.
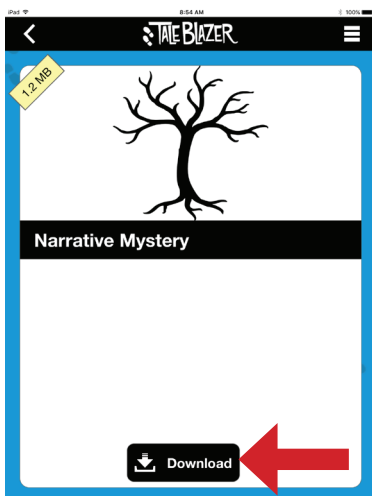
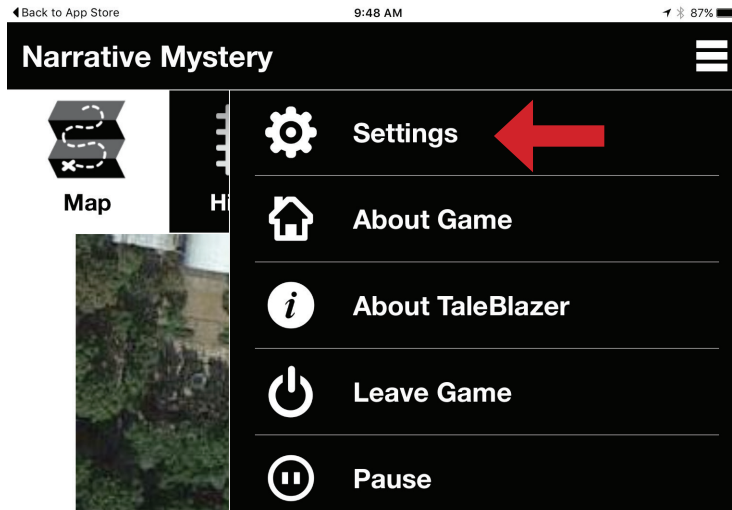6. Tap **Play** to start your game.

TEST YOUR GAME WITHOUT GOING OUTSIDE

It is important to test your game outside, to make sure that the agents are in the correct places. Sometimes, though, you will want to test your game while you are still indoors. Turn on **Tap to Visit** so you can tap the icons on the screen instead of walking to them.
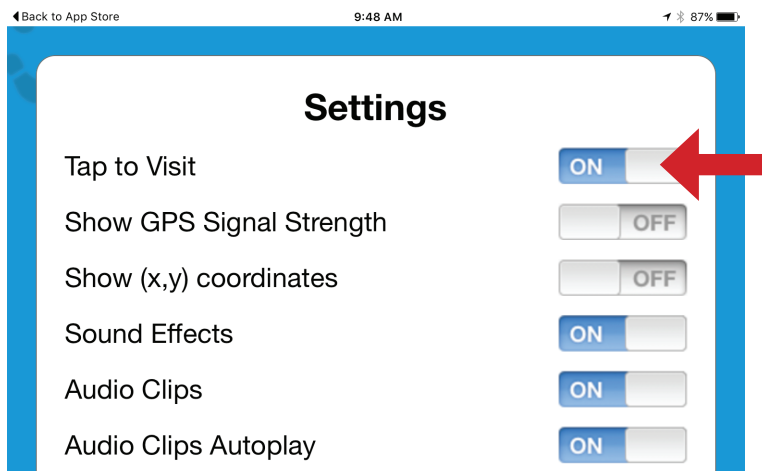
1. Open the **Menu.**

2. Choose **Settings**.

3. Turn on **Tap to Visit.**

4. Tap **OK** to return to the game.
5. Play the game by tapping the icons on the map.