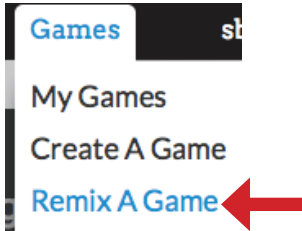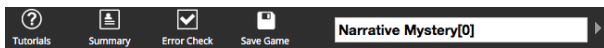# Narrative Mystery Short Tutorial

REMIX THE GAME

1. Log in to *www.taleblazer.org*.

2. Go to the **Games** menu, and remix the game, using the game code given to you.

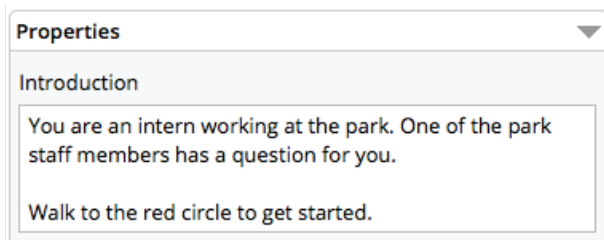3. Rename your game in the upper right text box.

4. Click **Save Game**.

INTRODUCE THE GAME

1. On the **Settings** tab in the editor, click the **Introduction** text box and write an introduction to your game.

   > Properties
   >
   > Introduction
   >
   > You are an intern working at the park. One of the park staff members has a question for you.
   >
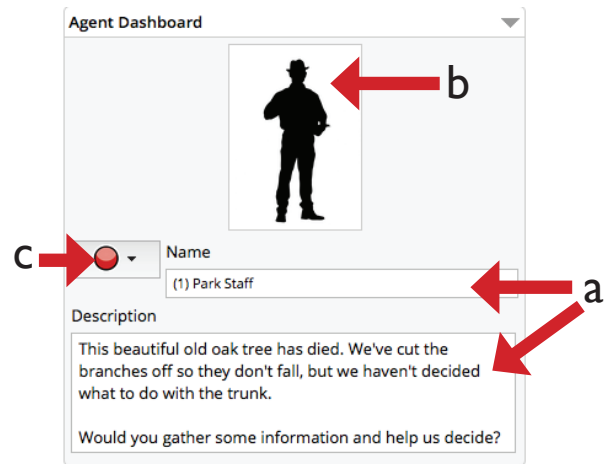   > Walk to the red circle to get started.

2. Click **Save Game**.

FILL IN YOUR AGENTS

1. Go to the **Agents** tab.

2. Change the first agent.
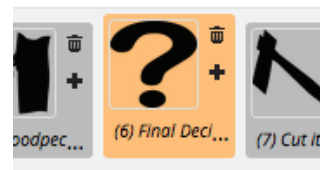
a. Change the **Name** and **Description** by typing in the text boxes.

b. Change the image by clicking on it and uploading your own.

c. Change the map icon by clicking the red circle next to the agent's name.

   > Agent Dashboard
   >
   > Name
   > (1) Park Staff
   >
   > 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?

3. Repeat step 2 for the next four agents.

4. Go to the **Map** tab and move the agents to their correct places by dragging the icons on the map.

5. Click **Save Game**.

END THE GAME

1. Select the sixth agent.

   (6) Final Deci...

   This agent asks the final question. Change the agent's name, image, and description. Make sure to ask the final question in the description.

2. Scroll down to the **Actions** table. Actions are displayed as buttons during gameplay.

3. Click in the **Name** column to rename the first two actions (change the titles on the buttons). Rename them to be the answer choices for your new final question.
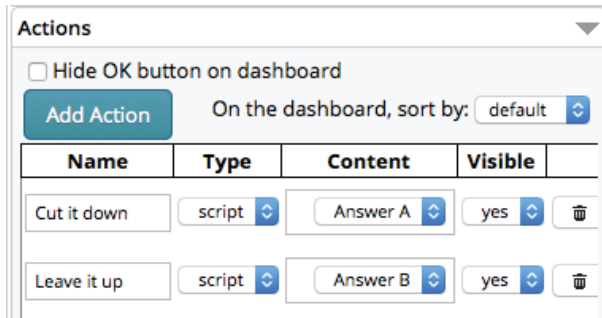
4. In the Content column of the actions table, the first action has content called "Answer A." This connects the first action to the stack of blocks topped with "**Answer A.**" When the player taps the button while playing the game, the computer follows the instructions given by this stack of blocks.
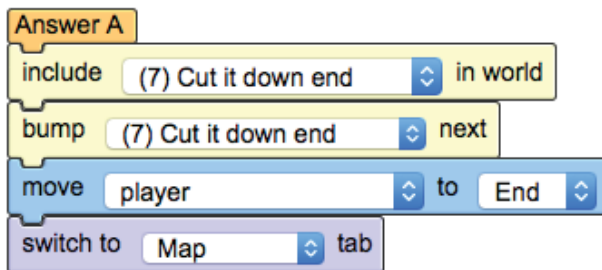
5. Change agents 7 and 8 to tell the player what happened based on how they answered the final question. The player will **only** see the agent that connects to the answer they chose.

6. Click **Save Game**.

TEST THE GAME

1. Open TaleBlazer on your mobile device and tap **My Games**.

2. Log in using your username and password from the editor.

3. Download your game, then go play outside!