



Score Game Overview

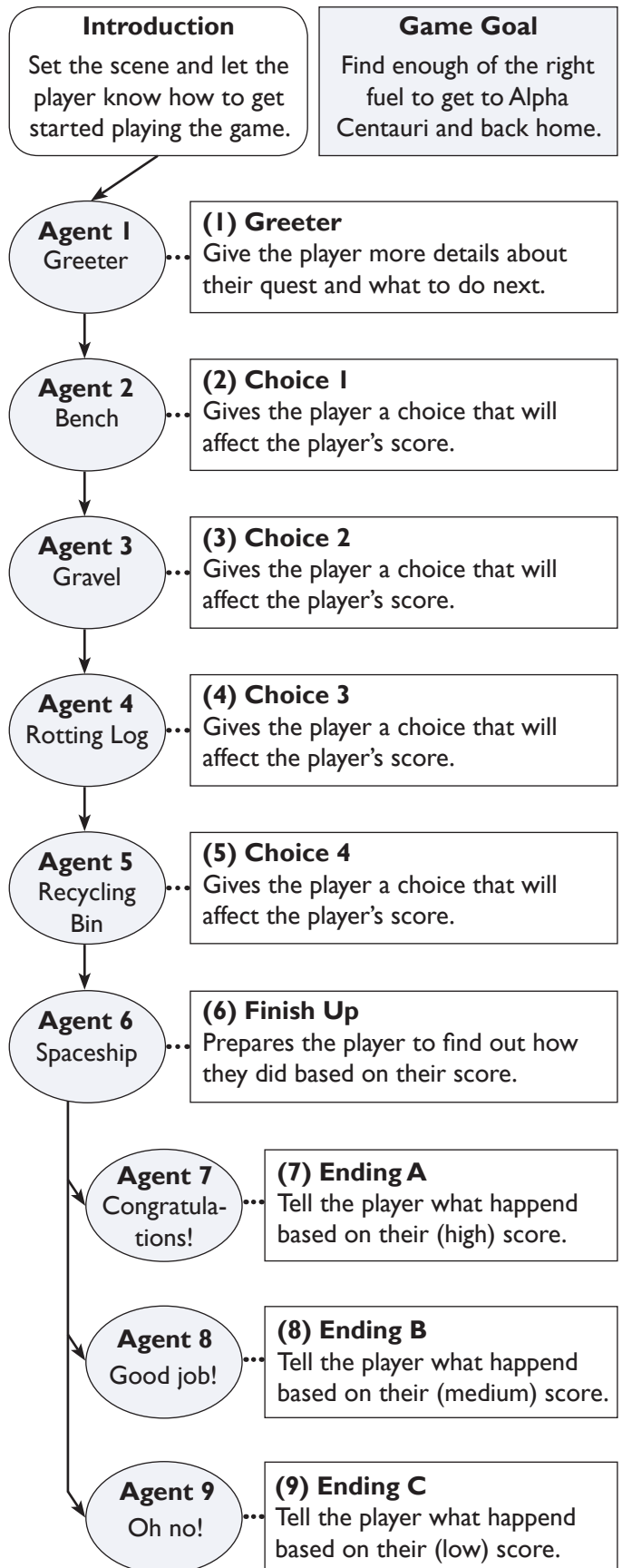
GAME OVERVIEW

Scripting Difficulty: Beginner/Intermediate

This game uses a score to track how well the player is doing throughout the game. Most people are familiar with games that use scores, so young designers may find it easier to come up with game ideas using this format. Players earn or lose points throughout the game, and at the end of the game, the player is told the cumulative consequences of their choices. Game designers have the opportunity to explore the effect of multiple events on a single variable.

Game designers will have to manipulate the script blocks a little bit more using this template than they might using the Narrative Mystery template. While this element might be a little tricky for younger designers, designers in middle school or above should appreciate the extra challenge, regardless of their scripting experience.

The specifics of the Score Game involve a fantastical look at the real world. The player plays the role of an alien who landed on Earth in need of fuel for their ship. As the player explores, they have to figure out which items will provide the best fuel (Spoiler: think about organic vs. inorganic substances). At the end, the player finds out whether they are able to continue on or are stuck on Earth for a while.



GAME IDEAS

You and your game designers may well have many ideas for your own games, but TaleBlazer is an unfamiliar game platform and it might be difficult to think of games that fit the template. We've designed the templates to be versatile and have listed some game ideas below to spark your thinking.

- **Economic Game:** As the player visits the various agents in the game, they must make decisions that affect their bottom line. The score would track their money through the game. This game could be historical or contemporary.
- **Health Game:** The player takes on a specific role and must navigate a series of challenges. The score tracks the player's health as they decide how to respond to the challenges. Players could play the roles of animals, people from different time periods, or made-up creatures. You could also turn the game around and have the score track the health of something that isn't the player—an ailing plant or animal, for example.
- **Environmental Impact:** Players make decisions in the game that affect their environmental impact in some way. The score could track the player's water usage, carbon footprint, biodiversity score, or some other variable that would simulate the effects of their decisions on the world around them. Decisions could be about everyday actions (Chicken sandwich or hamburger? Paper or plastic bag?) or site management decisions (Cut grass short or keep it longer? Plant roses or native plants?).
- **Knowledge, Trust, and Trainings:** Score games can also be used to simulate an apprenticeship or training program during which the player has to make good decisions in order to gain trust or knowledge points. Different scores would earn players different ranks or levels of achievement.