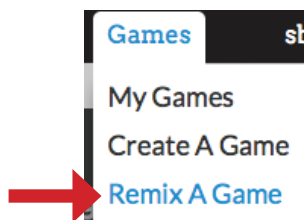




# Score Game Short Tutorial

## REMIX THE GAME

1. Log in to [www.taleblazer.org](http://www.taleblazer.org).
2. Go to the **Games** menu, and remix the game, using the game code given to you.

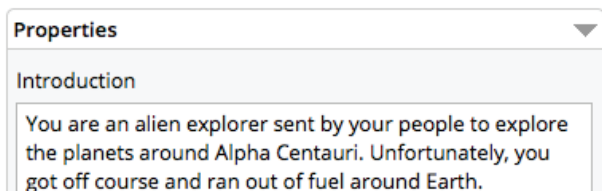


3. Click **Save Game**.



## INTRODUCE THE GAME

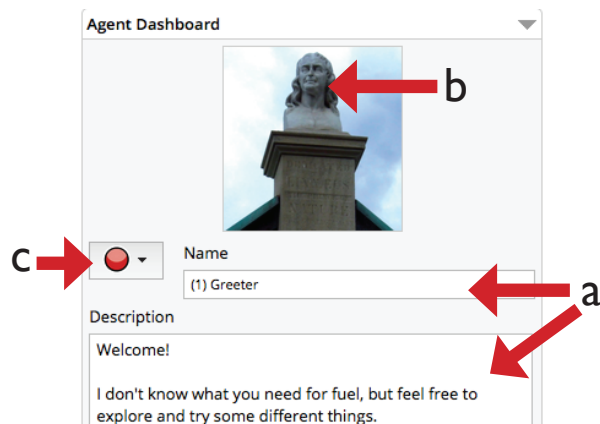
1. On the **Settings** tab in the editor, click the **Introduction** text box and write an introduction to your game.



2. Click **Save Game**.

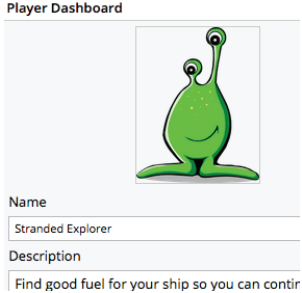
## FILL IN YOUR AGENTS

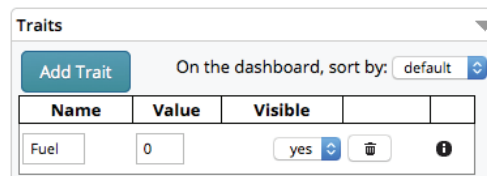
1. Click the **Agents** tab at the top of the screen.
2. Select the first agent to begin your story.
  - a. Change the **Name** and **Description** by typing in the text boxes.
  - b. Change the image by clicking on it and uploading your own.
  - c. Change the map icon by clicking the red circle next to the agent's name.



3. Repeat step 2 for agents 2–6.
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**.

## CREATE YOUR SCORE SCREEN

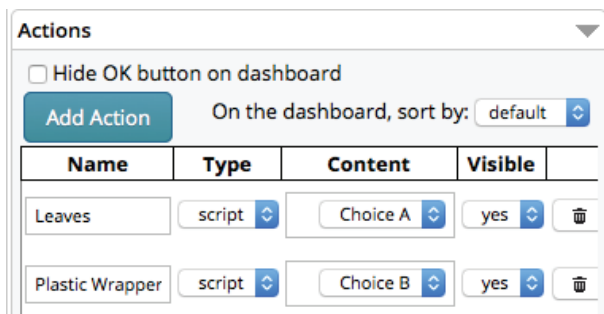
1. Go to the **Player** tab.
2. The player dashboard shows the player's score and quest. Fill in the name, image, and description for the player dashboard.
3. Find the **Traits** area on the left of the screen.



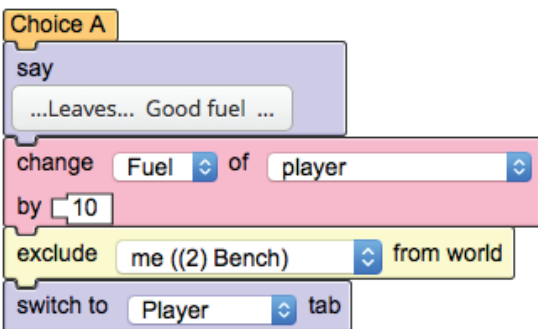
4. Rename the "Fuel" trait to whatever you want to call the score in your game.
5. Type the player's beginning score in **Value** column.
6. Click **Save Game**.

## CREATE CHOICES FOR THE PLAYER

1. On the **Agents** tab, select the second agent.
2. Look on the left side of the screen for **Actions**.
3. The top two actions are the possible answers for the agent’s question. Change the names of these actions to fit your game.



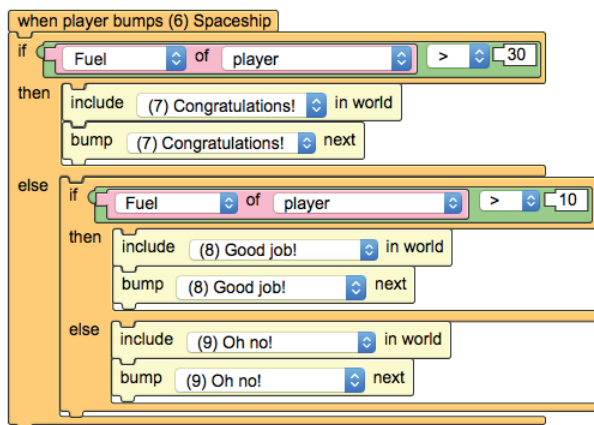
4. Your first action has content called “Choice A.” When the player taps the button during the game, the computer follows the instructions on the blocks that are connected to the “**Choice A**” block.



5. **Say** blocks show text to the player. Change the text in the **say** block to tell the player about their choice.
6. The computer will add any number in the last box of the **change** block (next to the word **by**) to the player’s score. Change this number to a number that works for your game.
7. Edit the **say** block and the **change** block for “**Choice B**” to work for your game.
8. Repeat steps 2–8 for all the other agents that offer the player a choice (Agents 3, 4, and 5).
9. Click **Save Game**.

## CREATE YOUR GAME ENDING

1. On the **Agents** tab, go to Agent 6.
2. Look at the blocks connected to the **when player bumps** block, and read them like a sentence.



What this all means is:

- a. If the player’s score (“Fuel”) is more than 30, the software will include and go directly to (bump next) Agent 7 (once the player has closed the dashboard for Agent 6).
  - b. If the player’s score is NOT above 30 AND the player’s score is above 10 (between 11–30 points), the software will include and go directly to Agent 8.
  - c. If the player’s score is NOT above 30 AND NOT above 10 (so, 10 or lower), the software will include and go directly to Agent 9.
3. Change the numbers at the ends of the green blocks to work for your game.
  4. Edit Agents 7, 8, and 9 to tell players how they did and what happened based on their scores.
  5. Click **Save Game**.