
TRACE EFFECTS QUICK START GUIDE



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I. LOGIN INFORMATION

1. Type the below address into your browser of choice:

<http://americanenglish.state.gov/trace-effects>

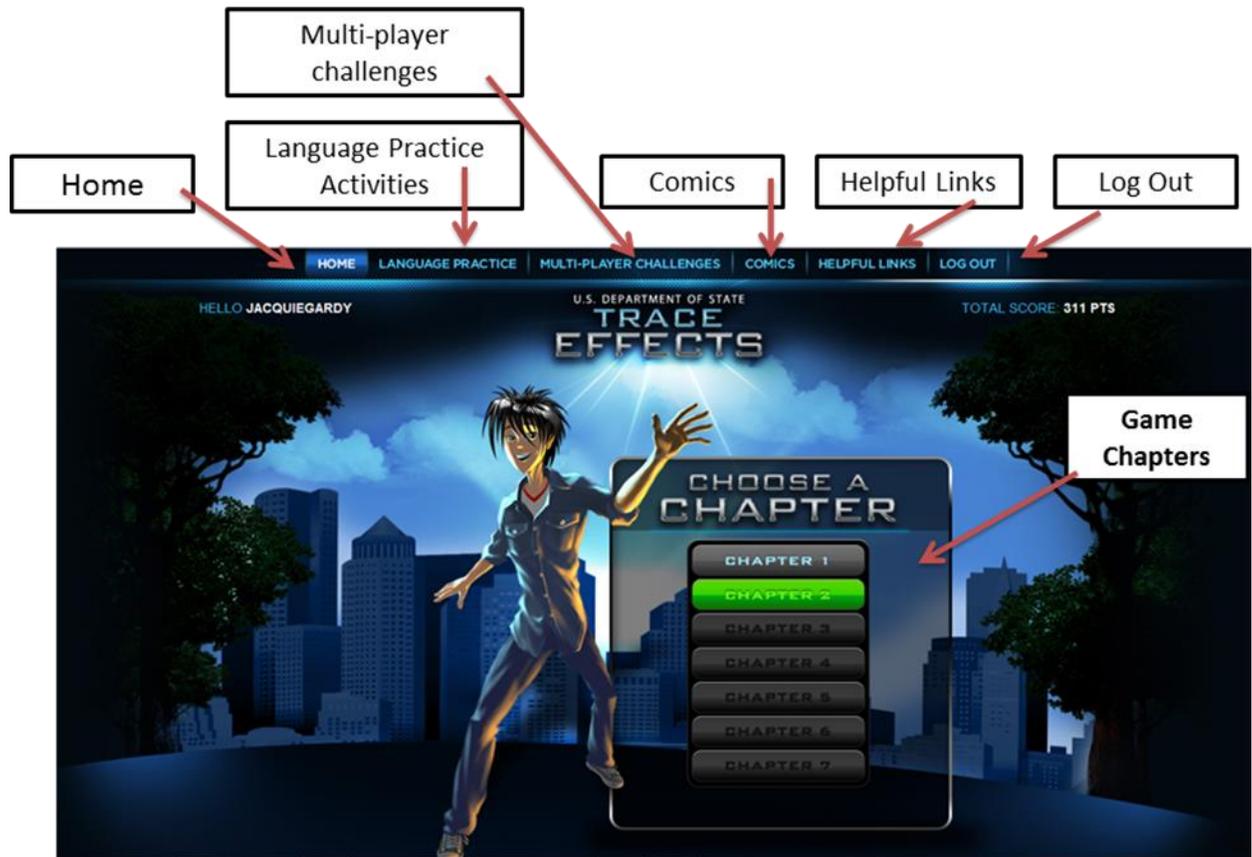
You will see this screen:



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:

- Once you log on, 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/>
- Get to know the menu screen:



- Watch the introduction and then start playing the game.

II. INSTALLATION INSTRUCTIONS FOR LAB ENVIRONMENTS

For each computer, please pre-load the game before students access this game. The load time is longer the first time than during subsequent plays.

- Open on each computer, enter password watch the intro movie cycle completely through. When finished, begin the game and have Trace follow Eddie out to the main campus. Close down the game.
- Note: There is no “save” function at this time. Students will need to complete the entire first chapter in one setting.
- 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 webplayer (<http://unity3d.com/webplayer>). Each computer will need a mouse. Speakers or headphones are also needed. Trace will run on either Macs or PCs.

IV. FUNCTIONAL COMPONENTS AND GAME PLAY MECHANICS

The player controls the main character, Trace. Trace is a student from the future who 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

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 and 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 action tab. *Note: Action words only remain within Trace’s action 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 1 KEYBOARD FUNCTIONS



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 successfully collected, the player will be able to access that object through their “Actions tab.”

Note: Inventory items only remain within Trace’s action 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 Interaction

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:



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, they may respond with information that will help the player complete their objective - or 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 they can combine the action words they have collected with items in their inventory. For instance, when interacting with a locked door, the player may choose to combine the “Unlock” action word with their “Key” inventory item - thus causing Trace to unlock the door with his key.

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 is the menu that 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 - as it relates to the person or object he is currently interacting with.

Primary Interface



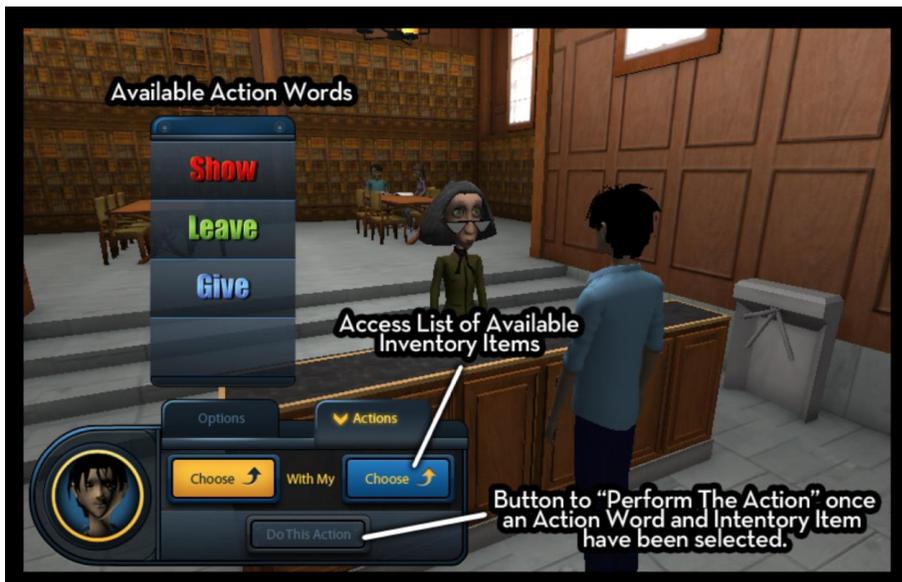
This is the interface displayed while the player is able to move Trace (ie when Trace is not engaged with an interactive object):

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/she would like Trace to say.

Interactive Object Interface (Actions Tab)

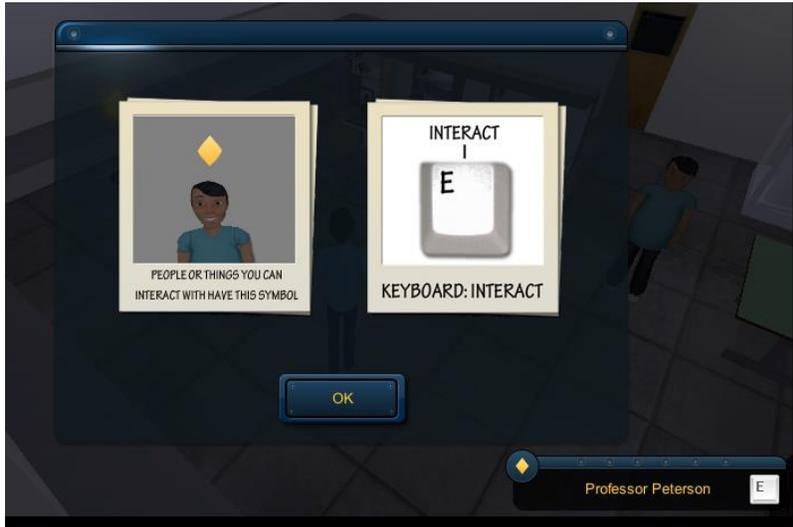


This is the menu that is displayed when engaged with an interactive object and the “Actions Tab” is selected. Here the player can select an action word in the first box, and an inventory item in the second box. Once both selections have been made, the player can press the “Do This Action” button to make Trace perform the action indicated - as it relates to the person or object he’s currently interacting with.

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



VII. 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 EFFECTS!

Trace Effects Quick Start Guide

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