

## Playing/Using the Games: Sky Runner

This document will go over how a student plays Sky Runner

Sky Runner is a reward game. While it still has educational value it cannot be customized like our other games and does not have any data reporting. It can be controlled via settings on the “Student Config” on the student’s “Profile” page (Please Review Student Dashboard (Overview) for more information)



When the student plays Sky Runner for the first time they will be introduced to a tutorial. In Sky Runner the player will run endlessly along the bridge. The student will hear audio cues to indicate various things.

**A High Pitched Whirring Noise:** This means there are coins in the lane, stay in the lane to collect the coins

**A Penguin Noise:** This means there is a penguin in the lane, swipe left to avoid it. Penguins are always in the right lane.

**A Rabbit Noise:** This means there is a rabbit in the lane, swipe left or right to avoid it. Rabbits are always in the middle lane

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**A Bear Noise:** This means there is a bear in the lane, swipe right to avoid it. Bears are always in the left lane.

**An Alligator Noise:** This means that there is an alligator blocking the path, tap on the screen to jump over the alligator when you hear the noise.

**A Bird Noise:** This means that there are birds blocking the way, swipe down on the screen to slide under the birds and avoid them.

**A Wave Crashing Noise:** This means that a part of the platform you are running on is missing ahead, when you hear the wave crashing noise swipe up on the screen to jump to the other platform.

The student's goal is to avoid the animals and obstacles but also collect as many coins as they can!