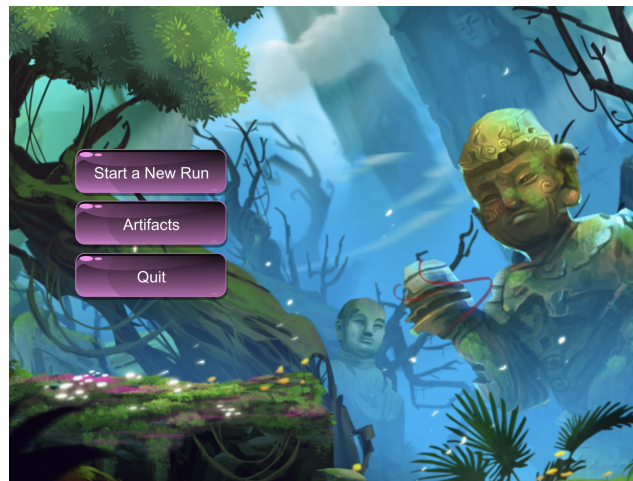


Playing/Using the Games: Temple Explorer

Temple Explorer is a game where students will have to follow their Genie's instructions and navigate through a temple to find chests and rewards. As with all of our games, Temple Explorer can be played solely using Audio, and is fully accessible with either **VoiceOver** or our **Accessibility Mode**

After starting the game, students will be given some basic instructions for the game and will then be brought to the main menu.

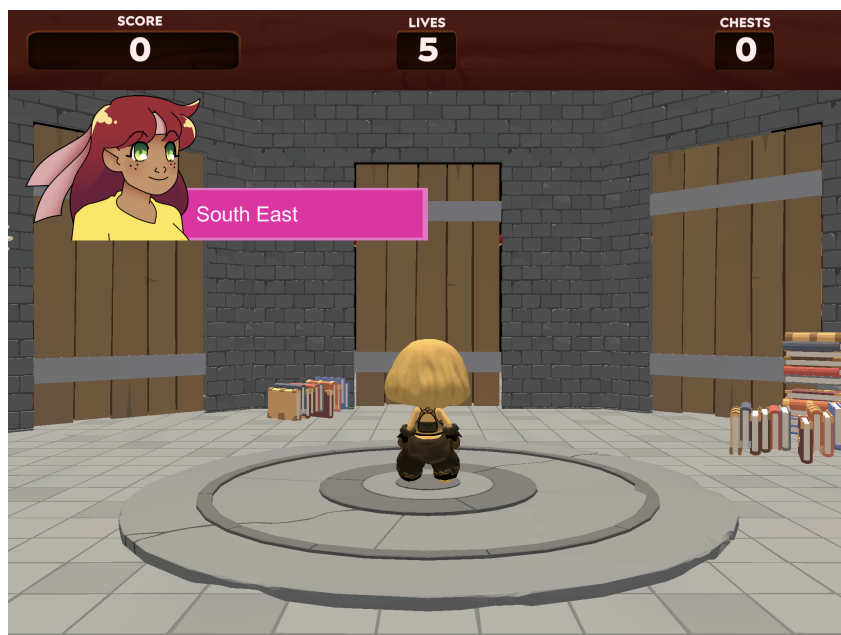


Start a New Run: This brings the student into a temple for them to explore and find rewards

Artifacts: Artifacts are the items that students will collect from playing the game. The Artifact button will bring them to the room where all the artifacts they have collected are stored.

Quit: This will exit the game and bring them back to their **Games Page** this is the recommended method to quit the game. Using the **Main Menu** option from the pause menu (Three Finger Swipe Up) will bring you back to this page (Pictured above).

Playing The Game



After selecting **Start a New Run** the student will be brought into a temple to explore. The layout of the temple, and the instructions provided to them by the genie will change depending on the skill they were assigned.

Students will have to follow the instructions and swipe in the directions announced. The orientation of this game is landscape (With the charge port/home button facing left).

Skills and Possible Configurations of the Game:

Please take a look through the goal on the website to familiarize yourself with the various different skills. **Below is a reference guide for the terminology used in the skills and what that translates to in the game.**

4-Way Directionality: The Temple will have 4 doors surrounding the character, and instructions will only be presented for these 4 doors (e.g. Forward, Back, Left Right).

8-Way Directionality: The Temple will have 8 doors surrounding the character in an Octagon pattern, our skills only use this layout for Cardinal instructions (e.g. North East, South West etc..) Students will swipe in the directions announced.

Relative: Instructions will be using relative directions (Left, Right etc..)

Cardinal Fixed: Instructions will be using compass directions but with North always fixed at the top of the screen (In front of the character).

***Cardinal:** Instructions will be using compass directions **but North will move dynamically as the student moves through the Temple (e.g. The student starts by moving East - Swiping to the Right, they are then asked to go North, now they are facing East, so to move North they swipe to the left on the screen.) A double tap during this mode will announce which direction they are currently facing if they forget.**

Basic/Easy Skills: Students will receive 1 instruction at a time from their genie.

Intermediate/Medium Skills: Students will receive 2 instructions at a time from their genie, and will need to complete both instructions before the genie returns.

Advanced/Hard Skills: Students will receive 3 instructions at a time from their genie, and will need to complete all three before the genie returns. With Cardinal directions, where North moves, if the student goes the wrong way on a subsequent instruction their orientation will return to where it was when they initially received the instructions. For example, a student is facing South, they are told to go North, then East, then West. They travel North, then head East, but then choose incorrectly on the third instruction, the orientation of their character will return to South. **A double-tap can be used to remind them of their orientation.**

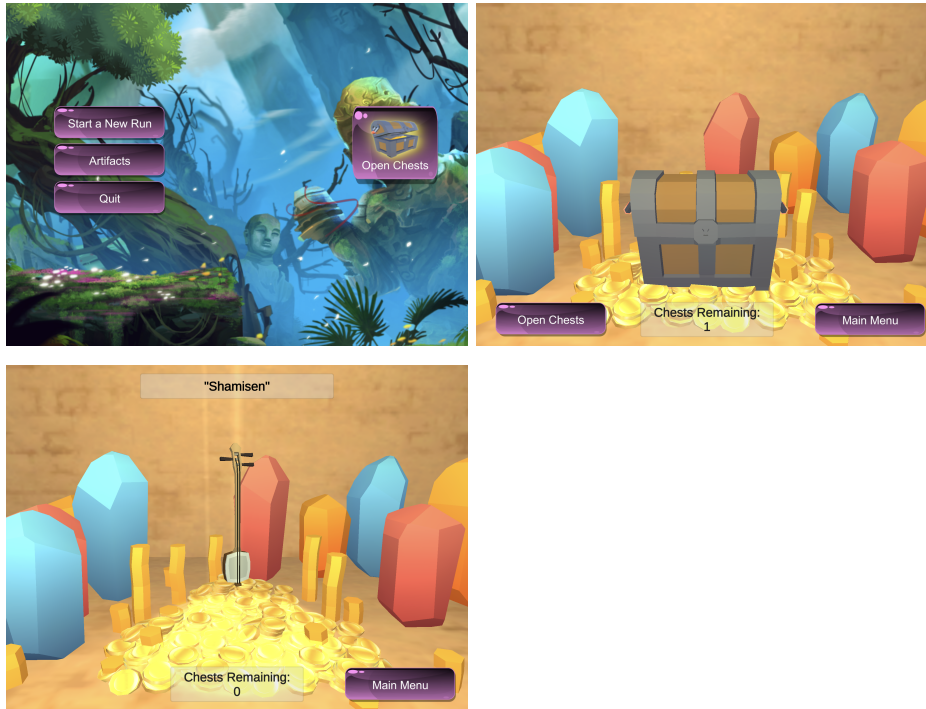
****These skills can be quite challenging even for older students. For example, Advanced 8-Way Cardinal Directionality will have the student progress through an 8 Door Temple, receiving three instructions at a time with North moving as they move.**

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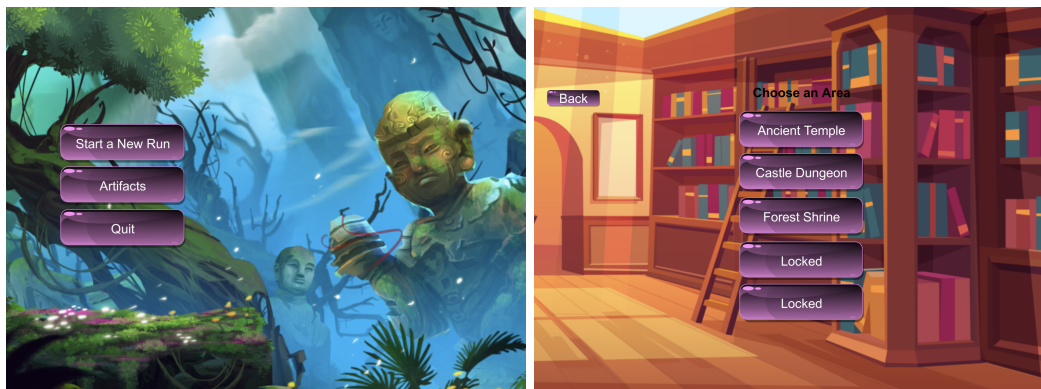
Artifacts

Artifacts are the treasure that students will collect from playing the game. After completing **10 instructions** correctly they will receive a Treasure Chest, these chests contain Artifacts that the student can collect.

Students can open chests on the Main Menu by selecting the Open Chests Button



All of the Artifacts Students Collect and their Descriptions can be found via the **Artifacts** button on the Main Menu



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Artifacts are sorted based on the Temples they were collected from. Students can select one of the three Temples to see all of the artifacts from that Temple.



Students can select one of the Artifacts they have collected to hear an audio description of and about the item.