



WE ARE EUROPE

Game Manual



Co-funded by the
Erasmus+ Programme
of the European Union



WeAreEurope Creating a Cohesive Europe

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Title: Game Manual

Date: February 2018

Version: 1.1 final

Developed by: Advancis Business Services, Lda, Portugal



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About the game



In the Game players will embody the role of a **group of young children** that inadvertently go back in time and now have to **find a way to return to the present**. During their journey, the group will be taken to **specific and relevant periods in European history**:

- The Dawn of Citizenship
- The Middle Ages
- The Age of Discoveries & Renaissance
- The Industrial Revolution & Citizenship
- The XXth century
- My Europe

In each given period in European history, the group will have to **travel** through European countries and territories, solving **challenges, riddles** and **quizzes** that take them a step further to their **objective of returning home**.

To succeed, the group of children must **work as a team** taking advantage of **different skills sets** (selected at the beginning of the game) that will be required in specific situations in the game (see more in *Game Elements and Mechanisms*).

Throughout this adventure, there will be a **character helping the group** finding their way back, but there will also be **opposing forces** whose mission is to prevent time travelling.

- The **players** are part of the same team and have to work together throughout the game play. However they will have different attributes that will be called out in specific moments in the game
- Players will have a helper (character within the game) that will assist during play by revealing the purpose of the game and by providing specific information about the game context.
- There are several **levels** within the game. Each **level** corresponds to a historical time period in Europe.
- To progress through the **levels**, the players have to access a Time Portal giving access to the next historical period (organised chronologically).
- To use the Time Portal, players have to collect 4 “medal pieces” and find the Portal’s location (country or territory) to form a whole “medal”.
- To get the “medals” to access the Time Portal (and the next **level**), the players have to travel between countries/territories in the map. The movement between countries/territories is a **turn**.
- In each **turn** (i.e. country/territory) players will have a **challenge** to solve. Players may select the difficulty level of each challenge.
- By solving the **challenge**, the players will be given one “medal piece” to open the Time Portal and certain number of **points** according to the challenge’s difficulty level.
- By solving the challenge, player will also get a clue (**riddle**) to find where to move next (to get a new “medal piece”).



- In case the players misinterpret the clues (**riddle**) and end up in the wrong country/territory, they will be told so, and they have to look into to the **riddle** again to find the right move to make. This will cost players **points** but it will not prevent players to pursue the game's objective.
- During the movement from one country/territory to another, the players can be caught by Time Agents. These Agents are an opposing force to time travelling and will try to make the players pursuit for the game's objective more difficult.
- If players are caught by the Time Agents they will have to prove they belong to the time period they are in at the moment by answering a quiz. By failing to provide the right answer, the player will be sent back to the country/territory they just left to and will lose **points**.
- When collecting the 4th "medal piece" (for the Portal to open 4 "medal pieces" are required) players will get a final **riddle** on where to find the Time Portal.
- Players will also get **badges** along the game play by reaching certain milestones.

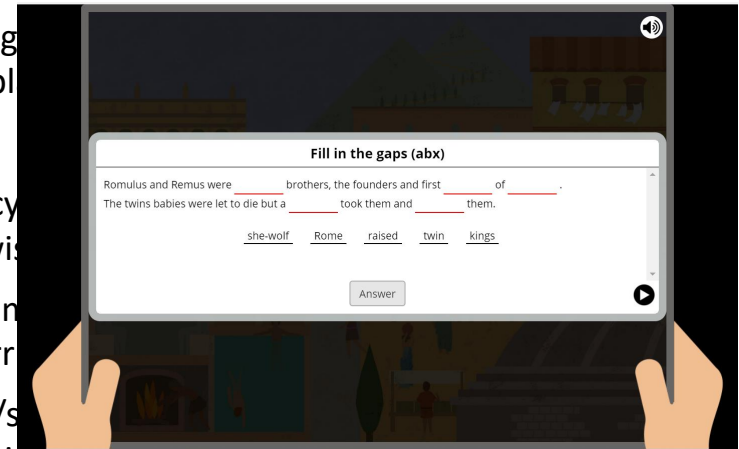




The game's objective is go through all historical periods (levels) till reaching the **present time**, using the minimum of **turns**.

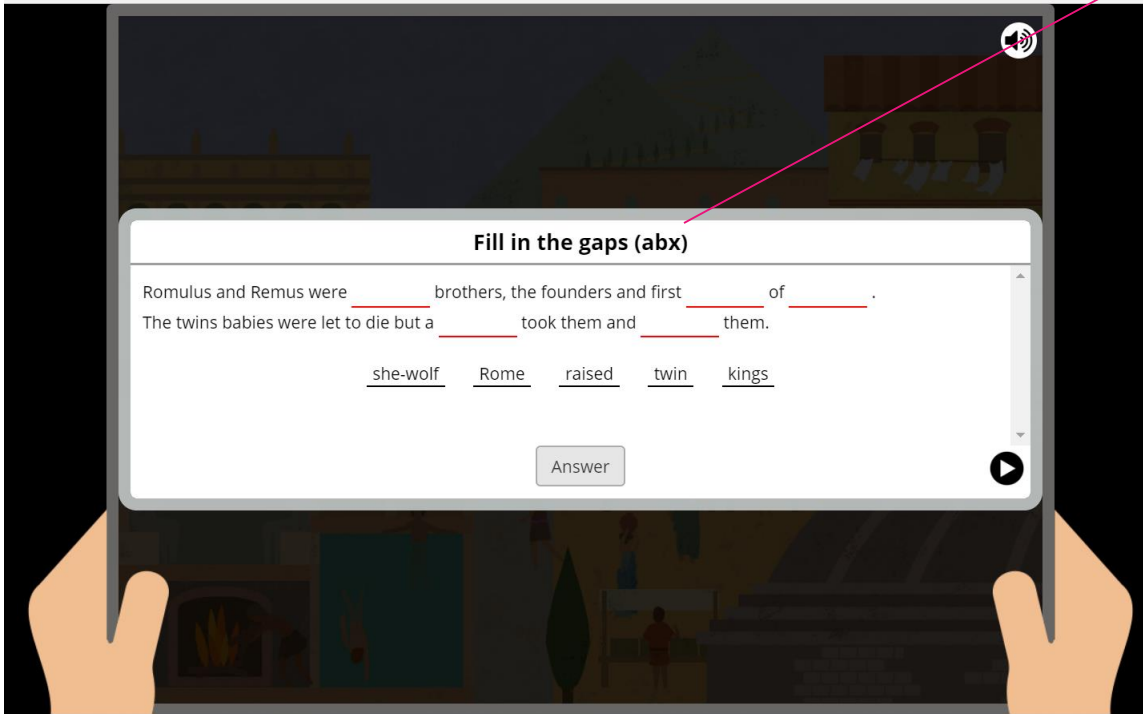
The game should be played by a team of 4 players all working together. Each player will have special attributes that will be called out during play.

- **The person of letters:** answer the challenges related to literacy and finding the solution. His/her decision can be overruled by the wise.
- **The mathematician:** answers the challenges related to mathematics. Members in finding the solution. His/her decision can be overruled by the wise.
- **The scientist:** answers the challenges related to sciences. He/she is finding the solution. His/her decision can be overruled by the wise.
- **The adventurer:** conducts the team in the movements between countries/territories (see *moving on the map*)
- **The wise:** the wise person is elected from the team members at the beginning of the game, using whatever method they agree on. The wise will accumulate this role with the role of: adventurer, mathematician, scientist or person of letters. The wise has the last word in every occasion, so he/she can overrule the decision of the other players in challenges and riddles. He/she is also the one that answers the quiz, although with the help of the other team members if he/she wants.



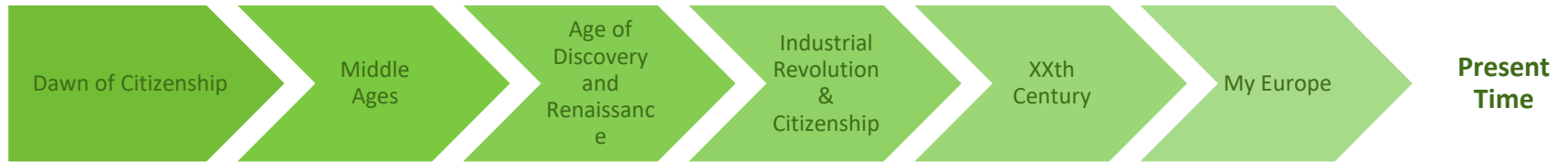
The players will be assisted by a **helper** (character within the game) that will involve them in the game's story and provide specific orientations.

The Player designated to answer a Challenge, Quiz or Riddle is identified in the dialogue box, on top, within brackets. When the team should provide a coordinated answer, the name of the team appears in brackets.





There are **6 Levels**. The levels are accessed through Time Portals with 4 “medal pieces”.





Turn is what enables the game action to move forward.

At the beginning of each historical time period (level) the location of the players is pre-fixed. Then, players have to move between countries/territories in search for the “medal pieces” to open the Time Portal.

Each turn represents a movement between countries/territories in the game map. There are unlimited turns, but players must try to complete all **levels** with a minimum of **turns** to score higher (see *Game Objectives*).

In each **turn** (i.e. country/territory) players will have a **challenge** to solve, except when moving to the wrong destination. By solving the **challenge**, the players will receive **points**, will be given one “medal piece” to open the Time Portal and a **riddle** to find where to move next to find the next “medal piece”.

When collecting the 4th “medal piece” (for the Portal to open 4 “medal pieces” will be required) players will get a clue on where to find the Time Portal.

When players take the wrong destination (country/territory) because they misinterpreted the **riddle**, no **challenges** is presented and the players are informed that they are not in the right place. In this situation, to players will also be deducted **points**.

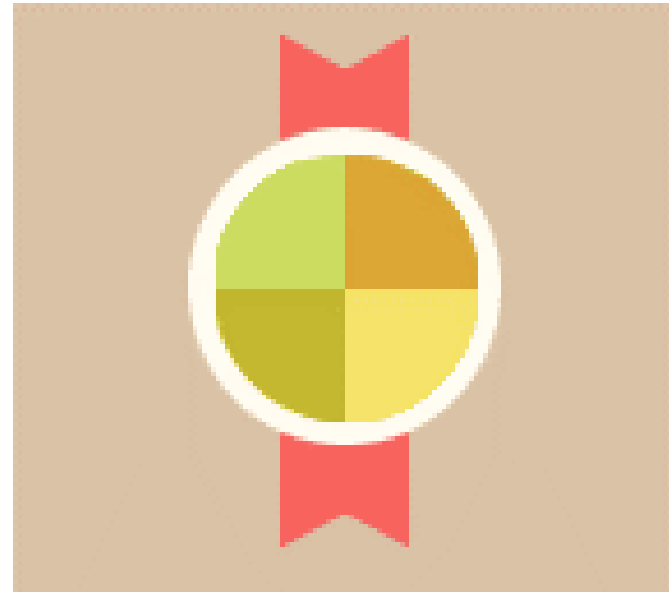


The movement on the map requires the players (the **adventurer**, specifically) to control a marker between the starting point (country/territory they are leaving) to the destination country/territory. Players should avoid the Time Agents that are moving in the map in search of time travellers.

Time Agents are characters in the game that circulate in the map pursuing players. Their job is to stop time travelling. As the game action progresses, the more agents will be present in the map and their speed raises to increase the difficulty level.

In case the players are caught by the Time Agents they will be presented a **quiz** to answer to prove they belong to that time period they are in (see *Quiz*)

Achievements correspond to the “medal” the players get by solving challenges. Each medal represents a XXI Century Citizenship Competence





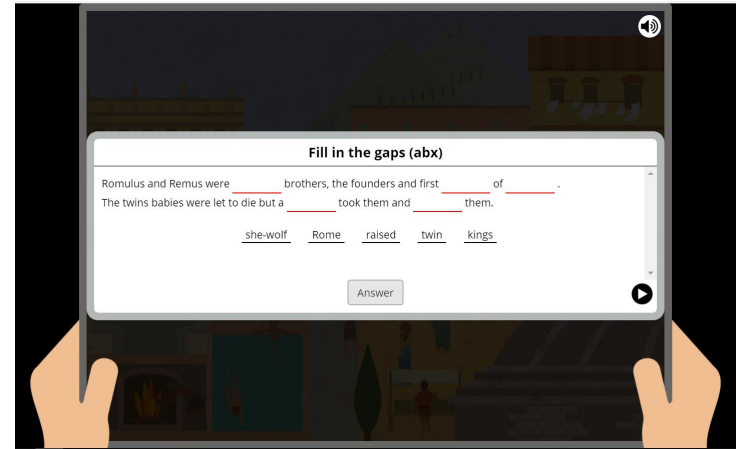
Challenges are generally an exercise that the players must solve. The success in finding the solution for the challenge is prized with points and a “medal piece” for the Time Portal.

Player will be able to chose the difficulty level of each challenge: easy, medium, hard. To each difficulty level corresponds different points they may earn (see *Points*).

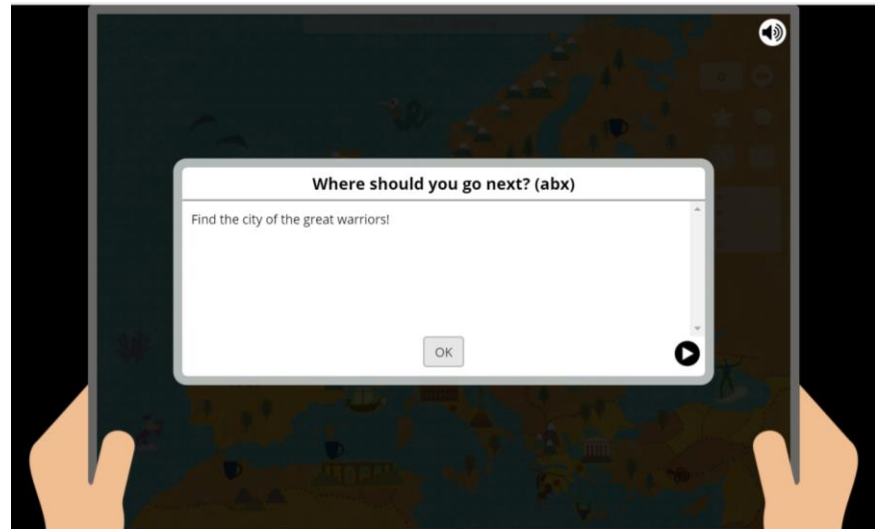
The challenges cover the following topics: **literacy, basic maths, basic sciences, other** (where all other areas fall into, as for instance: geography, economics, nutrition/health, etc.). These challenges must be primarily answered by the player with the specific attributes: the player playing **the mathematician**, for instance, answers the challenges related to basic maths (see *Players*).

The solution to the challenges may require players to do research (e.g. in books, internet, etc.) and to discuss between them. This research in a group setting is crucial for the development of important transversal competences.

By solving the challenge, besides the “medal piece” and the **points**, players will also be presented with a riddle (see *Riddles*) to find the next destination.

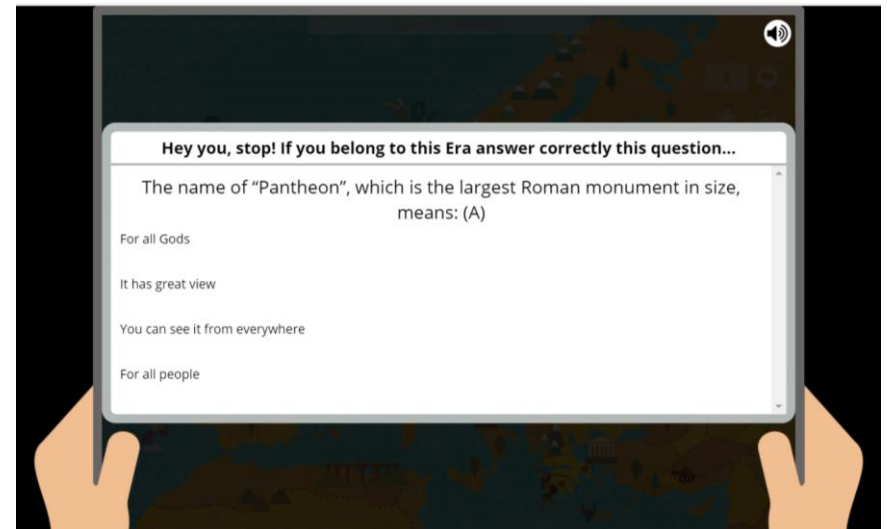


Riddles are clues that players must solve to find the next destination (country/territory) they should take. The riddle is revealed right after solving a challenge and getting a “medal piece” for the Time Portal.



Quiz happens whenever the players are caught by Time Agents during their movement through countries/territories. The quiz (one question each time) covers different aspects: history, geography, economy, culture.

In case of failing to answer correctly to the question, the players will be deducted points.





Points will be given whenever players answer correctly the **challenges**, in accordance with the difficulty level.

Challenge level	Points
Easy	+ 5
Medium	+ 10
High	+ 20

On the other hand, “5” points will be deducted each time players fail to answer correctly the quiz or fail to find the right destination (go to the wrong country/territory).

When there are no points to deduct, the point score will remain at “0”.

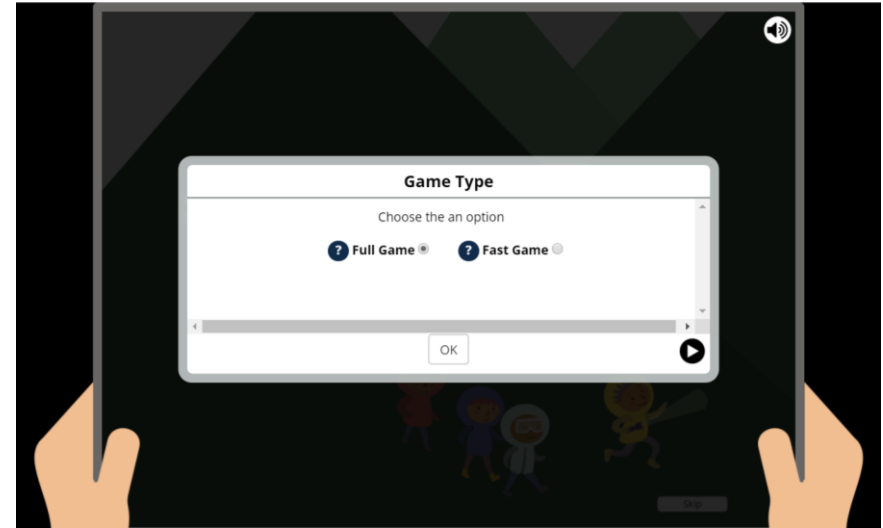


Badges provide status to the players. They will be awarded as follows.

Badges	Points
Quiz 10	By answering correctly to 10 quizzes
Quiz 20	By answering correctly to 20 quizzes
Quiz 50	By answering correctly to 50 quizzes
Stealth Mastery (1 to 6)	Each time players complete a game level without being caught by the Time Agents, they will raise Stealth Mastery level by 1
Riddle Mastery (1 to 6)	Each time players complete a level of the game without misinterpreting riddles, they will raise Riddle Mastery level by 1

The game offers two modes: Full Game and Fast Game.

The difference is that in the Full Game players may be confronted with more complex challenges that require the intervention of a teacher or parent to make the validation of the answer.



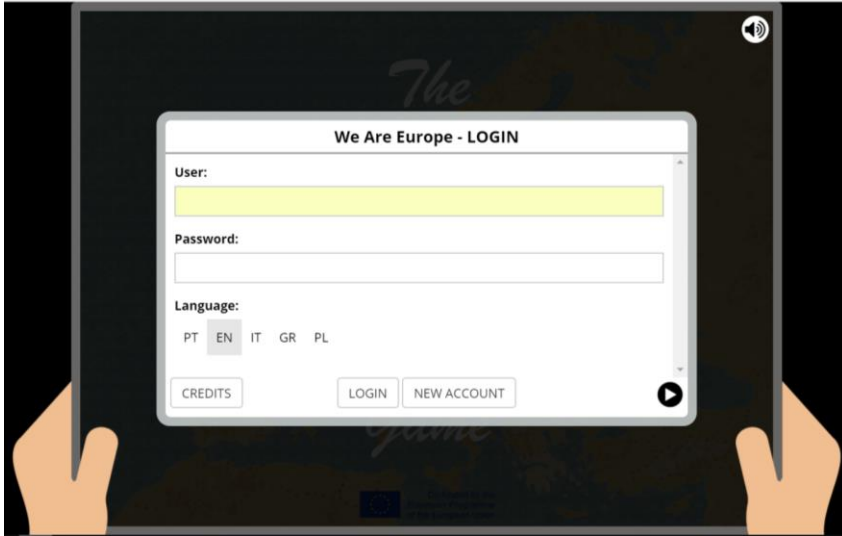


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Getting Started

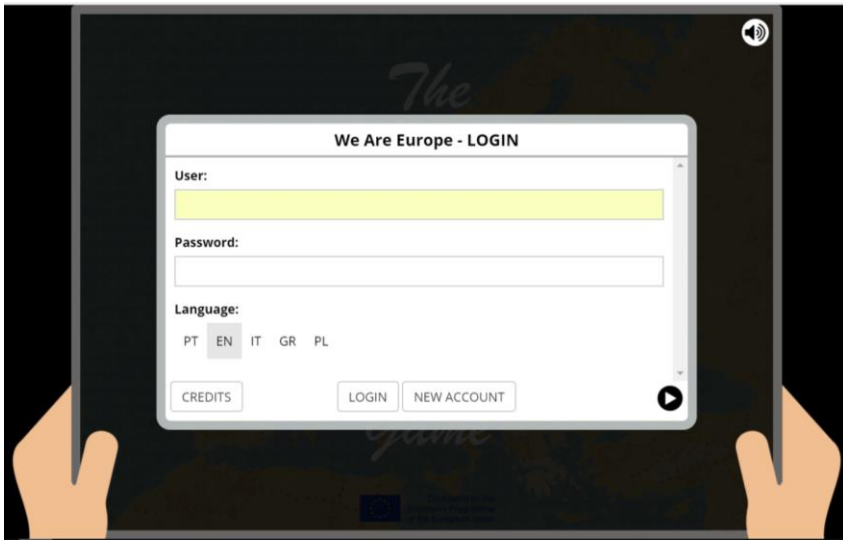


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Users entering for the first time need to register by creating a new account

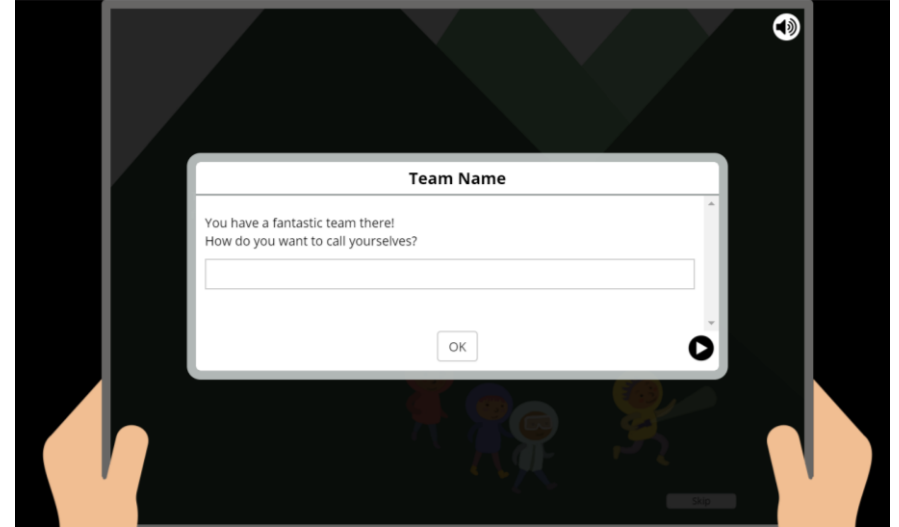
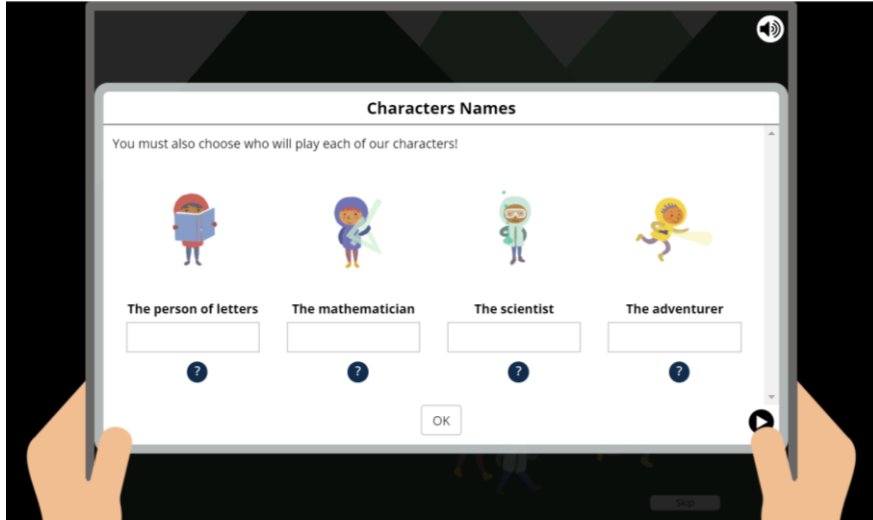




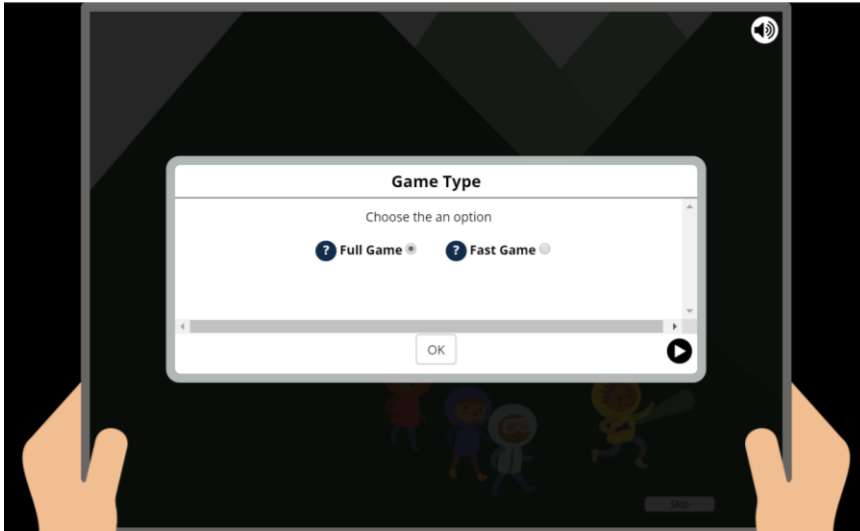
Users should select on the first menu, the language in which to play the game. Five languages are available at this moment: English, Greek, Italian, Polish and Portuguese.



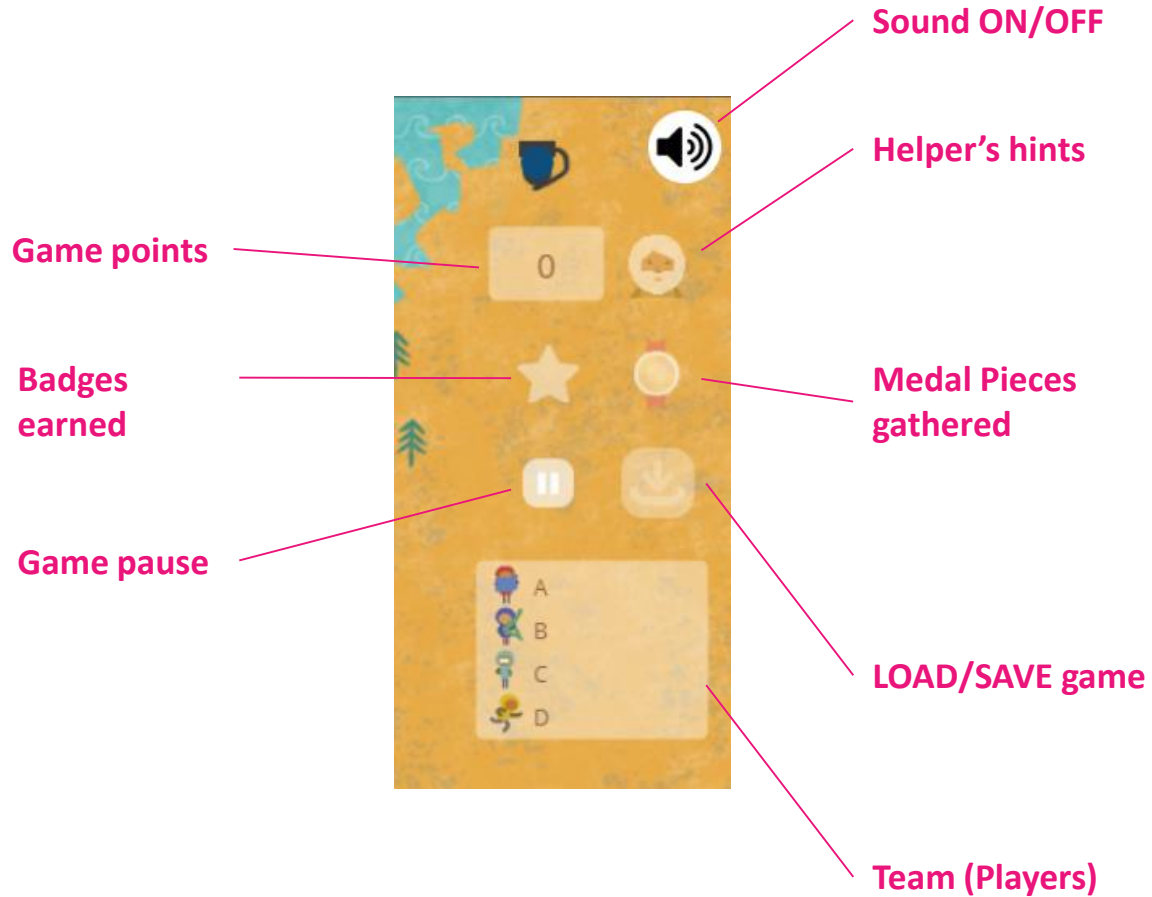
When logging in, registered users are presented with previous saved games they may resume. Other option is to start a new game.



When starting a new game, the team should be named as well as each of the 4 players. Finally decide which of the 4 players is the team leader.



The next step is to choose one of the two available game modes: Full Game and Fast Game (see *Game Modes*)





Historical Era

Players position

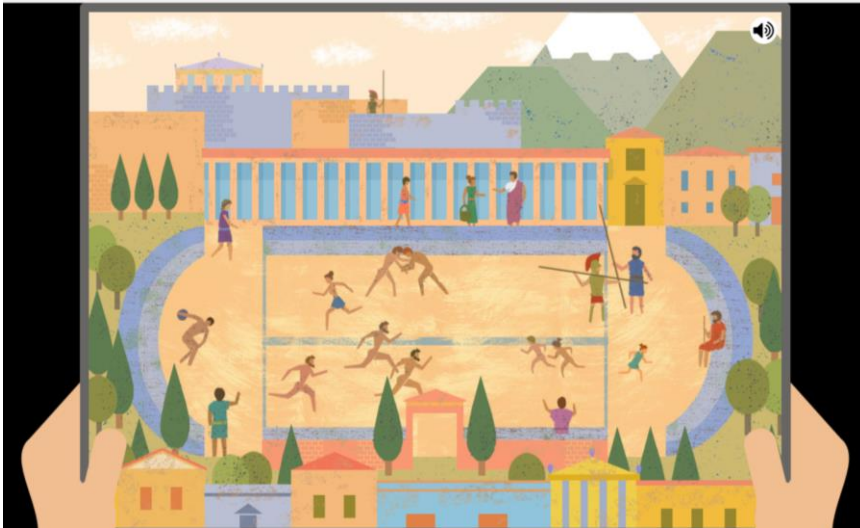
Time Agents



Before the action actually starts, players have the opportunity to explore the map. By clicking on objects with a yellow glow, information on the Era will pop up.



The action starts when clicking on a destination, represented by small dots on the map. Hovering the dots, players may see the name of the destination (e.g. Sparta)



When reaching a destination, players will have a view of the city/territory as it was in that Era.



When the action starts, players must move through the map using the mouse (on a computer) or touching the screen to change directions (on a tablet) to reach the selected destination.



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