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10/20/99
ONDCP
"Wanna Be"
Rich media games
World Travel
Copy

BANNER COPY:

Wanna travel the world?
Click here.

SFX NOTE: the SFX names below will be replaced with file names, when available

INTRO/TIPS SCREEN

Wanna Travel the world?

1. Talk your best friend into going with you.
2. Find some comfortable shoes
3. Pack light!.
4. Learn how to say, "Where's the bathroom?" in every language.
5. Figure out Where you want to go.

•Animation for each "tip"

•Last tip is a hotlink to game.

SFX:
•Intro Music

GAME INTRO SCREEN

Where Do You Want To Go?

•Logo animates in

SFX:
•Fanfare

GAME INSTRUCTION SCREEN

Where You Want to Go

Play this game to learn about places to visit all over the world!

1. We'll name 5 countries. Rotate the globe and use the Magnifier to find each one.
2. Select the correct country by clicking on it.
3. After you find all 5 countries we'll give you a quiz question...and the answer is of the five countries! Click on the correct one to win!
4. If you can finish the level before time runs out, you

•Logo fades out, is replaced by the instructions.

SFX:
•Transition sound

get to go on to the next level.
5. Finish all 4 levels and you're READY TO TRAVEL THE WORLD!

Ready?

- Prompt to continue

SFX:

- Transition sound

MAGNIFYING GLASS INSTRUCTION SCREEN

How to search the globe

1. To rotate the globe, click on the arrows at the edges of the globe viewer.
2. To magnify an area, rotate the globe so that area is in the center of the Globe Viewer. Then click on the magnifier buttons to enlarge or reduce the image.
3. To choose a country, just lick on it!

Click ≥ To start!

- Instructions

- Prompt to start game.--shown as word balloon

SFX:

- Transition sound

BEGINNING SCREEN

Level One

You have 3 minutes!

- Globe appears
- Clock flashes & sets

- Time limit established (the higher the level, the shorter the time limit)
- The game begins.

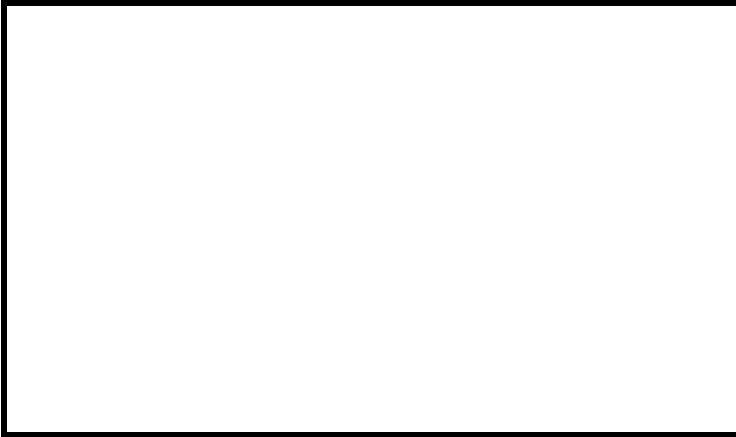
SFX:

- Gameplay loop 1 (1st 1/3 of time)
- Gameplay loop 2 (2nd 1/3 of time)
- Gameplay loop 3 (3rd 1/3 of time)

"FIND" SCREEN 1

1. Find India!

- "Find" prompt comes up. User has to search the globe (by rotating it &



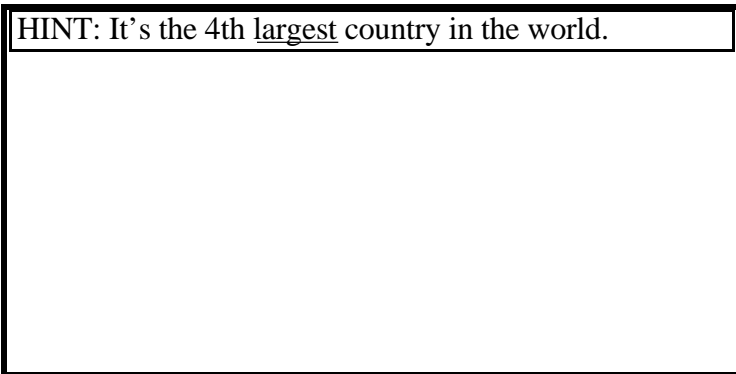
zooming in) to find the country.

- Note: There will be five series of “find” screens: 1/1A/1B, 2/2A/2B, 3/3A/3B, etc.

SFX:

- ”Right” Sound
- ”Wrong” Sound
- Gameplay loop 1 (1st 1/3 of time)
- Gameplay loop 2 (2nd 1/3 of time)
- Gameplay loop 3 (3rd 1/3 of time)

“FIND” SCREEN 1A

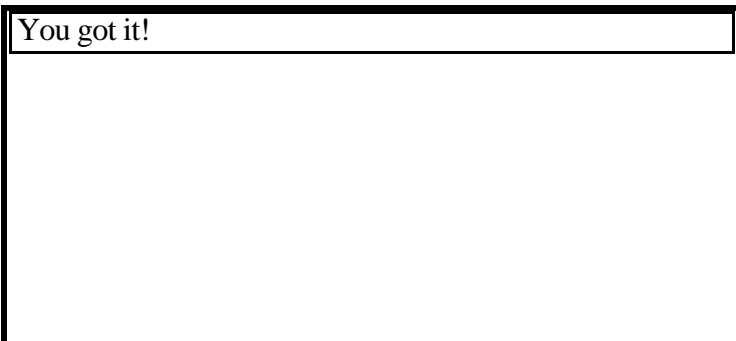


- Hints come up if User makes a wrong choice (preceded by a “nope!”) or if User takes more than 3 seconds to make a choice. This is done until User chooses correctly (or clock runs out)

SFX:

- ”Wrong” Sound
- Gameplay loop 1 (1st 1/3 of time)
- Gameplay loop 2 (2nd 1/3 of time)
- Gameplay loop 3 (3rd 1/3 of time)

“FIND” SCREEN 1B

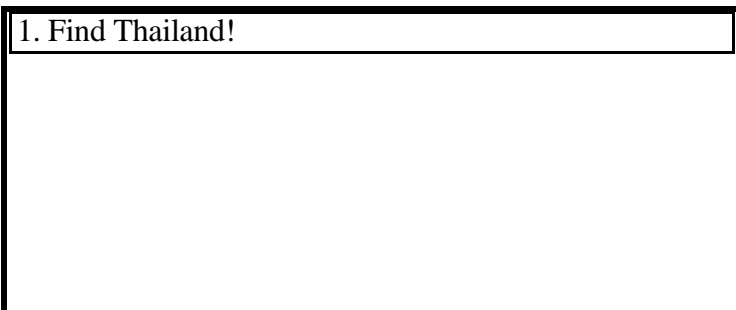


- When User gets the country right, country will light up & stay lit for the rest of this level of the game.

SFX:

- ”Right” Sound
- Gameplay loop 1 (1st 1/3 of time)
- Gameplay loop 2 (2nd 1/3 of time)
- Gameplay loop 3 (3rd 1/3 of time)

“FIND” SCREEN 2



- ”Find” prompt comes up. User has to search the globe (by rotating it & using the magnifying glass tool) to find the country.

- Gameplay loop 1 (1st 1/3 of time)
- Gameplay loop 2 (2nd 1/3 of time)
- Gameplay loop 3 (3rd 1/3 of time)

“FIND” SCREEN 2A

HINT: Thailand is the 8th largest country in the Pacific Rim.

- Hints come up if User makes a wrong choice (preceded by a “nope!”) or if User takes more than 3 seconds to make a choice. This is done until User chooses correctly (or clock runs out)

SFX:

- “Wrong” Sound
- Gameplay loop 1 (1st 1/3 of time)
- Gameplay loop 2 (2nd 1/3 of time)
- Gameplay loop 3 (3rd 1/3 of time)

“FIND” SCREEN 2B

You got it!

- When User gets the country right, country will light up & stay lit for the rest of this level of the game.

SFX:

- “Right” Sound
- Gameplay loop 1 (1st 1/3 of time)
- Gameplay loop 2 (2nd 1/3 of time)
- Gameplay loop 3 (3rd 1/3 of time)

QUESTION SCREEN

Click on the country to answer.

• In 14th Century b.c., King Tut (Tutankhamen) ruled this country from age 9. Find it!

- Level ends with a multiple-choice question. The answer will be one of the five countries the game has chosen for this round.

• Question will be Kid-Positive World-history/geography-themed questions, e.g. child royalty, young Olympic champs, etc.

• To answer the question, the User must click on the correct country

• If user clicks on wrong country, a buzzer sounds, word “nope!” appears. If user clicks on correct country, a bell rings, & User goes on to next level.

SFX:

- “Right” Sound
- “Wrong” Sound
- Gameplay loop 1 (1st 1/3 of time)
- Gameplay loop 2 (2nd 1/3 of time)
- Gameplay loop 3 (3rd 1/3 of time)

END GAME SCREEN

Time's up!

- Placed over--or re-replaces--game screen

SFX:
•"Wrong" Sound, 3 times

SCORE SCREEN

Score:

You made it to level __.

Great job/try again/better luck next time?

Want to Play Again?
Click ≥ to start

You'll get everywhere faster
Without drugs in the way.
YOU KNOW. YOU MATTER. YOU DECIDE.

- Screen shows User's score.
- Response based on User's score
- "play again" prompt as kids' word balloons. ≥ is pic of "play" button from console.
- Messaging featured in window.

SFX:
•Intro Music