

Quest Walkthrough – Personal Development

Background Information.

The story for Quest is set on a volcanic island. The volcano has started to show signs of eruption, but most of the inhabitants have seen many false alarms in the past and are continuing to carry out their normal daily duties. Our Hero (who can be selected as either male or female, but hereon referred to as male) and his only family (Grandfather and Grandmother) are convinced that this time is different and their lives and the lives of all the inhabitants are in jeopardy.

Our Hero decides that it is up to him to try and save the people on the Island. His plan is to collect a crew, and with the help of his Grandparent's sets off to find the right people for the job. On his quest he faces challenges along the way, helping certain characters overcome various different problems they face.

The Personal Development module covers the following four topics, some of which also include sub-objectives. The four topics are: -

Self Esteem

Managing Aggression

Dealing with Problems and Stress (incorporating peer pressure)

Building a Support Network (incorporating setting realistic goals and trust)

Our hero must explore the island gaining information from certain characters to allow him to complete the mission(s). Some characters in the game are not vital to either the educational content or for completing the missions. They are there to give directions and add some depth to the playing environment. The player may talk to them at any time to see if they have additional game play instructions or occasionally, something witty to say.

This walkthrough is primarily for the tutors to aid students in the event that, for whatever reason, they are unable to proceed through the game. The walkthrough is a quick reference guide and will give the most direct route to successfully proceed from the beginning to the end of the game. The correct answers to various problems are included, as are the directions within the 3-D environment for each sub-mission (displayed in the top left-hand corner). The directions given for the controllable character are relative to the orientation of the character when a scene is swapped. A map is also available for further help.

Included in the game environment is a comprehensive description of all the controls the player will need to play the game.

Further documentation is available to describe the technical specifications, and also to help the tutors plan lessons and raise points for discussion.

Personal Development 1 - Self Esteem

In the self esteem module we introduce the character of Salty. Salty has low self esteem as a result of a shipping accident. Salty is, however, an experienced navigator and we would like him to join our crew.

On commencing the Self Esteem Module there will be a cut scene of a telephone call from Grandma. She will tell us that we are looking for a navigator for our ship.

Mission 1: Find a navigator.

The player can, if they wish, talk to the Harbourmaster in the centre of the harbour. This will add the Harbourmaster into the player's contacts who can be spoken or telephoned for help if necessary. Continue past the Harbourmaster to the villager outside The Dive Nightclub. He has some additional information and background on Salty and where we might find him. Continue past the villager and you will find the pub, go inside and talk to Salty.

After talking to Salty there will be a cut scene to give some background into the accident Salty had as a sailor, for which he, incorrectly, blames himself. After this there is a phone call with Grandma who gives the player some information on self esteem and also some additional information via a text message. Encourage your students to take time to look at this additional information.

Grandma suggests another place to look for help would be the potion shop.

Mission 2: Find the potion shop.

Exit the pub and turn right. Go past the villager and Harbourmaster and on the corner will be the Potions 'R' Us shop. Enter and speak to the shopkeeper.

Mission 3: Talk to the shopkeeper.

The shopkeeper suggests one of her special potions to help with self esteem, the ingredients being: -

- Encouragement
- Praise
- Reward
- Support
- Successful Task Completion

The player must collect these herbs from the secret garden and bring them back to her.

Mission 4: Find the garden entrance.

The secret garden is, paradoxically, the one place on the island that everybody has directions to. To find it, go through the village entrance and turn right. Once through the entrance you will see a guard you need to speak to before being allowed into the garden. He instructs you that to enter the garden you must first collect the key.

Mission 5: Get the key to the garden door.

The guard instructs you to take the left hand fork where a test is awaiting you. Enter through the door and you will see some instructions on a sign as you walk into the lava room.

You will need to select the phrases that can help boost someone's self esteem. The correct answers are: -

- Every step counts
- Finish your tasks
- You're great
- Get over it

Once you have selected the correct answers, a drawbridge will extend to allow you to cross safely to the key for the secret garden.

Mission 6: Return to the garden entrance.

Exit the lava room and return to the guard. You are now able to enter the secret garden by continuing past the guard.

Mission 7: Get across the lava pit.

Before you enter the secret garden there is another task awaiting you. You must successfully navigate the lava pit by selecting the correct answers on the stone slabs on the floor. An incorrect answer will send the player into the lava where they will return to the starting point. The first slab asks the question: -

Why are self esteem and confidence important?

The correct answers are: -

- It's how you feel about yourself and how others see you.
- It lets you take risks.
- Without it you will feel bad.

Continue forward to the door at the end.

Mission 8: Collect the herbs.

You are now in the secret garden where you must collect the herbs. Students who may struggle with remembering the initial ingredients can recall the information from the journal if they wish to. The correct herbs are: -

- Encouragement
- Praise
- Reward
- Support
- Successful Task Completion

Incorrect

- Happiness
- Memory
- Sleep
- Calm
- Efficiency

The player has five containers for herbs, and once five herbs are collected you cannot collect anymore unless you drop some items via the inventory. This applies to correct and incorrect herbs. To drop herbs, highlight the herb you wish to deselect and press space twice.

If the player selects the wrong herbs and returns to the shopkeeper, you will be informed of the herbs you still require to complete the task. You will then need to return to the garden and try again.

Having collected the herbs, exit the garden and return to the potion shop via the village and harbour entrance. At the harbour entrance, turn right.

Mission 9: Deliver the herbs.

On entering the shop, talk to the shopkeeper and she will give you the potion for self esteem and also some additional information on Salty's accident.

Mission 10: Give potion to Salty.

Leave the potion shop, turn left and continue to the pub where you can then give the potion to Salty when you talk to him.

Mission 11: Mission Complete.

Personal Development 2 - Managing Aggression

In the managing aggression module we introduce the character of “Arnie Asbo”, a man who has problems with aggression. Arnie is vital for our overall mission, however, as he has engineering skills that we require.

On commencing the Managing Aggression Module there will be a cut scene of a telephone call from Grandma. She will tell us that we are looking for an engineer for our ship.

Mission 1: Find an engineer.

Talk to the villager outside The Dive Nightclub, he has information about an engineer. The person most suitable is called Arnie, but unfortunately he is in prison at the moment. We see a cut scene of how Arnie managed to be sent to prison. The villager suggests we speak to the judge to see if we can get him released.

Mission 2: Find the courthouse.

You can either explore to find the courthouse, or speak to the Harbourmaster who can give directions. (As with all modules, the villagers, the Harbourmaster and the grandparents can often help with directions). Go to the village and the courthouse is second on the right by the far wall. There is a guard you can talk to if you wish, he will allow you in.

Mission 3: Talk to the Judge.

The judge informs us that we can have the prisoner released temporarily into our care, providing we can show her that we can recognize situations that may make someone angry. A phone call to grandpa is initiated for some advice on how to answer the questions correctly. Once the phone call is finished, we must answer the judge's questions. The correct answers are: -

A: Feeling frustrated and feeling trapped.

A: How people look at you

B: Being ignored

A: Being in new situations

Once the four correct answers are chosen, we are given some temporary release papers to get Arnie out of prison. We must return with him to the court for a full release by the judge.

Mission 4: Find the prison.

Leave the court and the court gardens and the Prison is located to the left on the other side of the village.

Mission 5: Talk to the prison guard.

The prison guard will inform you which cell Arnie is in (on the right). He will also give some further instructions on how to release Arnie.

Mission 6: Find Arnie's cell.

Once you find Arnie, you must speak to him. Then you place a phone call to Grandma for some advice on anger.

Mission 7: Release Arnie.

There are two posters on the prison walls, the one to the left of the cell says, "select the phrases that show peoples reactions to aggression". On the other side of the cell door is another poster which has several answers on it. You must remember the correct answers to the above question.

Correct answers are in **bold**.

1. **Increased pulse rate**
2. Making a cup of tea
3. Relaxed posture
4. **Clenched fists**
5. **Swearing and fighting**
6. Yawning
7. Open palms
8. **Tensed muscles**
9. Dancing

Using the corresponding correct numbers, you can then type in the correct key code to release Arnie (Use the keyboard numbers to type in the correct numbers, i.e. 1 – 4 – 5 – 8, no hyphens or spaces are required, any order.)

Mission 8: Get Arnie to the court.

After leaving the prison, talk to the guard who has some advice for you. You are about to enter the "walk of shame" where some of the villagers have heard of

Arnie's release and have come to show their disapproval. The guard also gives advice on how to stay calm, which is vital if Arnie is to be released fully.

Mission 9: Go and see the judge.

Return to the court, to the left on the opposite side of the village. On the way, Arnie will face abuse by the other villagers. Each time, a new technique is introduced to identify ways to manage aggression. During the walk across to court, you will stop four times and play a word game.

The game consists of words falling in random from the screen towards a target box. When a word or phrase appropriate to reducing aggression appears, the player presses the space bar when that word is inside the box. (Students with very low literacy may require supervision or help with this task).

The task speeds up as you progress and a decent level of hand-eye co-ordination is required to complete the task. The words to look out for (in order) are:-

Relax
Breathe deeply
Count to 10

On the final attempt, any of these words may be used.

In this mini-game, if the player is not quick enough, or presses an incorrect phrase, the danger bar on the right moves closer towards the top and eventually failure of the task where the player must try again (a cut scene showing the aftermath will let you know you need to try again!) A correct phrase selection will result in the danger bar receding and eventually disappear, as that part of the task will be complete. (The bar represents Arnie's anger levels).

The player may also see the phrase "walk away". If they time it correctly, walk away will complete that part of the task straight away.

Mission 10: Convince the judge.

When you return to the judge you have completed all the tasks and so Arnie is released into your care. You are warned, however, that any repeat of this behavior will mean further trouble for Arnie.

Mission 11: Mission Complete.

Personal Development 3 - Problems and Stress

In the Problems and Stress module we introduce another character called Angelina, although she is known by her “handle”, Cybergirl. Cybergirl has cybernetic implants as a result of an accident and talks with a synthesised voice. She works in an electronics store and has a particular affinity with all types of electronic equipment. She possesses all the skills we require in a communications expert.

Cybergirl has many problems at the moment which is making her stressed and unable to complete her work. She has many of the problems the students should be able to identify with.

- No Money
- Nowhere to live
- Fear of failure
- Confrontation
- Peer pressure
- Bullying
- Being scared

By working through this module, it will be possible to solve these problems for Cybergirl who will then be free to join our crew.

Mission 1: Find a communications expert.

As with other modules, some of the villagers will have some information on where to find a communications expert. Talking to the villager outside The Dive Nightclub will tell you that someone in the electronics shop should be able to help.

Mission 2: Find the electronics shop.

The electronics shop is next to the pub. If you have spoken to the villager outside the nightclub, continue past him and round the corner.

Mission 3: Talk to Cybergirl.

We speak to Cybergirl and ask her to join the crew. She is very busy at the moment and is unable to join until she has finished fixing a radio for a customer. We notice that Cybergirl does not look very well. Cybergirl then tells us the health problems she is suffering from. Her symptoms appear similar to someone who is suffering stress. We phone Grandpa who used to be a doctor and ask him what he thinks. Grandpa agrees it sounds like stress.

A cut scene appears with the problems Cybergirl is experiencing. The aim is to have all the boxes ticked and her problems solved. By removing or reducing the problems that give her stress, her stress levels should reduce allowing her to complete her job.

Our first mission is to collect some crystals for her from the mine so she can finish the radio. We must also find a pickaxe along the way to help us.

Mission 4: Find the mine.

The mine is located in the village, second on the left. Carry on over the bridge to the other side. At the end of the bridge there will be a pickaxe. Press space to pick it up.

Mission 5: Get the crystals.

Just as we enter the mine, Grandma rings us and asks if we have seen her credit cards. We tell her we have not and the call finishes.

We then use our pickaxe to mine for the crystals. Walk right up to the central pillar and press "Z" or "C" to hit the stalactite. Crystals will fall from the ceiling which you need to pick up by pressing space when you are close to the crystal. You will need at least two before returning to the shop. (You can mine more crystals and pick up extra ones, but you cannot carry more than 9)

Mission 6: Return to electronics shop.

Before we can return to the electronics shop, we meet the guard on the bridge. This guard is corrupt and wants to take our crystals off us. We stand up to him by refusing to hand them over. The guard now gets aggressive and assaults us. We call the police and he is arrested. We now learn that this guard is the bully Cybergirl is frightened of and the person who scares her. He is also the reason she has been unable to get some more crystals. Now he is out of the way, we have completed two of our objectives.

During the return to the electronics shop, there is a cut scene where Cybergirl is taking our advice and making some time to do something she likes. She is on her computer talking to a friend. Unfortunately, it appears this friend has our Grandparents credit cards and is asking Cybergirl if she can help use them.

Mission 7. Talk to Cybergirl.

After returning to the shop we give Cybergirl her crystals. Now she has her crystals we have completed another objective. You will need to speak to Cybergirl twice. The second time we ask if she has seen the credit cards. We are told that she may know where they are and will try and get them back. In doing

this, two more objectives are completed. To complete all the objectives, we need to earn some extra money for her.

Mission 8: Earn some money.

Speak to Harbourmaster by the village entrance and he shall direct you to the warehouse to do some paid work. You will be set a task where a certain amount of boxes must be loaded onto a ship within a certain time limit. If this is not done, the task can be attempted again by leaving the warehouse and then re-entering.

Mission 9: Give Cybergirl money.

Once you have completed the Harbourmaster's task, return to the electronics shop and give Cybergirl the money. You have then completed all the tasks to help reduce Cybergirl's stress.

Mission 10: Mission Complete.

Personal Development 4 - Support Network

Mission 1: Talk to the Harbourmaster.

We take a phone call from Grandpa who gives us our mission, to collect all our crew. We need to speak to the Harbourmaster and inform him we are ready to leave the island.

Mission 2: Collect your crew. 6 needed.

We set off to find Salty in the pub, The Judge at the court (who also brings the prisoner, the guard from the problems and stress module), Arnie in the village, the potion shopkeeper at her shop and Cybergirl in the electronics store. The Harbourmaster by the village entrance we will need to visit last. Grandma and Grandpa will arrive shortly to add to our crew compliment. Our Hero is the captain of the ship.

Mission 3: Assign posts.

Once we have collected everyone we get a phone call from Grandma on how to assign our crew. She suggests we phone Grandpa for some more information.

Mission 4: Talk to Grandpa.

Grandpa gives us some further advice on trust before we start to assign roles.

Mission 5: Talk to the Harbourmaster.

The Harbourmaster will direct you to the control panel where you will select your crew.

Mission 6: Assign posts.

This mini-game is about selecting the most appropriate person for the job taking into account what we know about them. There are several things to assess, character, knowledge and experience and physical aspects. We must assess their strengths and weaknesses and measure that against the requirements for the job.

The matrix below shows the penalty in days that will be added onto your score when you set sail. Each character has an ideal job where no penalty days will be added. 2 days are added if the character is in a job that is suitable but not ideal. Some characters should not be placed in certain jobs under any circumstances and if they are incorrectly allocated, the game shall end and you are invited to try again.

All of the ships positions should be filled by at least one character, two or more may also perform the same job. No characters should be unallocated. There are two positions that must be filled in the bridge, navigator and comms. As the captain, you are also located on the bridge and do not require allocating.

Rooms Complex (Days Penalty)

	Grand Ma	Grand Pa	Harbour master	Salty	Arnie	Potion Keeper	Guard	Cyber girl	Judge Jacqui
Brig Guard	2	15	0	8	20	10	20	20	2
Galley	0	5	10	20	15	2	2	2	5
Bank	10	20	10	15	5	2	20	20	0
Hospital	5	0	15	20	5	0	10	10	10
Lookout	10	10	2	2	5	15	0	10	2
Engines	10	2	2	2	0	20	15	2	15
Bridge	2	2	2	0	10	5	20	0	15

Notes

We select a member of crew for a certain job according to their competencies and take into account any deficiencies from the profile cards. The numbers represent the additional days traveling time added to the journey if the crew member is not placed in the correct job. The consequences and events from the choices will be recorded in a daily log. The optimal scenario would allow a 10 day travel time, and certain events or a combination thereof may result in the ship being unable to complete the journey so you would start again

Below is a summary of the characters ideal job, together with brief explanations of why certain jobs should be avoided. These are not designed as social commentary and some explanations are more for amusement than a reflection on reality.

Arnie shouldn't work in: -

Bridge, too volatile
Brig, he is an ex-con
Galley, too volatile
Ideal job, engine room

Grandpa shouldn't work in: -

Brig, may forget why he is there
Bank, hates numbers
Lookout, too old for the job
Ideal job, Doctor. He was a doctor before he retired.

Grandma shouldn't work in: -

Bank, may mishear
Lookout, is a little too old
Engine room, no engineering skills
Ideal job, either Galley as she was a cook, or
Bridge as first mate, we trust her implicitly

Potion Keeper shouldn't work in: -

Brig, may try to make friends with the prisoners and be too sympathetic
Lookout, easily distracted
Engine room, doesn't think it is a fit place for a lady
Ideal job, Hospital, she can make medicines

Harbour Master shouldn't work in: -

Galley, too lazy
Bank, refuses to wear his glasses
Hospital, he gossips
Ideal job, brig guard, he will sit there without getting bored or
Engine room, he is an inventor or
First mate on the bridge as he is a harbour master

Salty shouldn't work in: -

Galley, cooking sherry etc
Bank, poor maths skills
Hospital, alcoholic rub
Brig, doesn't think he can do it
Ideal job, navigator on bridge

Cybergirl shouldn't work in: -

Brig, easily pressured, may let out prisoner
Bank, easily pressured, may give out money
Hospital, doesn't like blood
Lookout, scared of the dark
Ideal job, comms on the bridge

Guard shouldn't work in: -

Brig, he should be being guarded himself
Bank, cannot be trusted
Hospital, not a nice man, poor bedside manner
Engines, doesn't like to get dirty
Bridge, cannot be trusted
Ideal job, lookout (when allowed out for work)

Judge shouldn't work in: -

Hospital, bad bedside manner
Engines, will not get hands dirty
Bridge, too bossy, wants to be in charge
Galley, not good at domestic matters
Ideal job, bank

Mission 7: Launch the ship.

When you select to launch, you can see how closely you have matched the job criteria and whether you have successfully escaped the island.

Quest Walkthrough – Work Sustainability

Background information.

Quest continues on from the Personal Development modules and we have now successfully arrived at our new destination where the locals have welcomed us. We are, for all intents and purposes, refugees in another land. It is our goal to now find work so that we can re-build our lives, and also contribute to our new community. Many of the characters from the personal development modules are again present, and they are also facing up to life in a new place.

The Work Sustainability module covers three topics,

What an Employer looks for in an Employee

Your First Days at Work

Your Rights at Work

What an Employer looks for in an Employee

Mission 1: Find a job.

As soon as we start this module, we have a phone call from Salty. He is concerned and wishes to meet us in the café. It is located to the right of “Ronnie’s fruit and veg” shop (there is a local outside).

Mission 2: Meet Salty at the café.

When we speak to Salty he tells us there is no work for him. He has tried looking for a sailing job but there are none for him. As there are plenty of jobs on the island, we tell him he must go for an interview. That is what we must do after all.

Mission 3: Find the Job Centre.

The job centre is to the right of the café, two doors along.

Mission 4: Speak to an employment adviser.

Cybergirl has already got a job as an employment advisor and suggests that some training on the computers will allow us to gain an interview for various jobs depending on how well we do. She suggests we use one of the computer consoles dotted around the room.

Mission 5: Use a console to get an interview.

Approach one of the consoles and, after selecting with the space bar, use the mouse to “log on”. There are three games to play; the student must attempt all of the games to get a score high enough to continue. If the student finishes one game and attempts it again, the score for that game will be re-set and the new score used. Once the student is satisfied with his overall score, they may quit and proceed to the next level.

Note, although the games are straight forward, instructions for the individual games are available inside the games themselves.

Mission 6: Discuss your results with the adviser.

The results earned by the student will give a greater selection of interviews they can choose from. The interview letters are unlocked by the percentage achieved. The first letter is unlocked at up to 20%, the second at between 20% and 40%, and so on until 80% or above unlocks all the letters.

Mission 7: Task complete.

Your First Days at Work

Mission 1: Talk to Angelina at the Job Centre.

Move forward from the starting position and turn right to the job centre. Angelina (Cybergirl) is behind the counter.

Mission 2: Find out about starting work.

Angelina will recommend you use the consoles to find out more about starting work.

Mission 3: Use a console to find out more.

You can select any console by pressing the space bar and using the mouse to "log on". There are two games to play; the student must attempt both of the games to get a score high enough to continue. If the student finishes one game and attempts it again, the score for that game will be re-set and the new score used. Once the student is satisfied with his overall score, they may quit and proceed to the next level.

Note, although the games are straight forward, instructions for the individual games are available inside the games themselves.

If you leave the games without scoring at least 20%, you will be asked to try again and you cannot progress further.

Mission 4: Talk to Angelina.

Angelina informs you if you have scored sufficient points that you will be able to start work.

Mission 5: Go to Fish Co.

You are to report to the manager. The Fish Co. building is located directly opposite. You can go directly through the centre (the starting position) to the other side.

Mission 6: Report to reception.

Speak to the receptionist, she will tell you to go through the door on the right where you will enter another room with several doors leading from it.

Mission 7: Find the manager's office.

The second door on the right (in relation to the game character) is the manager's office.

Mission 8: Speak to Bella.

Bella informs you that you require an induction which takes place in the training room.

Mission 9: Find the training room.

Bella has given instructions to turn right and take the last door on the opposite side of the corridor. Inside the training room is the trainer, speak to him if you wish although it is not necessary.

Mission 10: Use a console to complete training.

Use the consoles as previously, there are two games and the score attained reflects what type of report your manager receives.

Mission 11: Report to the manager.

Re-trace your steps back to Bella (your manager) to find out whether the company is impressed with your performance or not. If you have attained a low score you are invited to try the games again to attain a higher score. Otherwise you may finish the game.

Your Rights at Work

Mission 1: Find Salty.

As soon as we start this module, we have a phone call from Salty. He is concerned and wishes to meet us in the café. It is located to the right of “Ronnie’s fruit and veg” shop (there is a local outside).

Mission 2: Meet Salty at the café.

When we speak to Salty he tells us he thinks that he is being unfairly treated at work, despite the fact he enjoys his work there. He presents us with a list of complaints that he is aggrieved about. Salty has not had an induction, particularly relevant as his job as a fish filliter is quite dangerous.

Some of his complaints are valid, and some are not. We must try and decide which it is before complaining to the management. Salty has no time to research this himself so we offer to do this on his behalf. For more advice, we go and see our union rep.

Mission 3: Go and see the Fish Co. union rep.

Once out of the café, turn left and proceed through the centre of town. Take the left hand side and Fish Co. is the large building located there. Once inside Fish Co. you will need to speak to the receptionist who will allow you into the door on the right. The union rep is located beyond the second to last door on the left (the characters left). After speaking to the union rep he suggest you try the consoles in the training room for help.

Mission 4: Go to the training room.

Leave the union rep’s office and turn left, the training room is next door.

Mission 5: Speak to the training instructor.

After speaking to the training instructor you may then log onto a console and play the games.

Mission 6: Use a console to get some information.

Approach one of the consoles and, after selecting with the space bar, use the mouse to “log on”. There are three games to play; the student must attempt all of the games to get a score high enough to continue. If the student finishes one game and attempts it again, the score for that game will be re-set and the new

score used. Once the student is satisfied with his overall score, they may quit and proceed to the next level.

Note, although the games are straight forward, instructions for the individual games are available inside the games themselves.

Mission 7: Report back to union rep.

You should speak to the trainer to see if you have scored sufficient points before returning to the union rep in the office on the right of the training room.

Mission 8: Look at Salty's list.

We now have a look at Salty's list again and must now select which are the valid complaints. If we get a sufficient proportion correct, our union rep suggests making a complaint to the management. If we do not select most of the correct complaints, we are told to attempt some further training as we cannot yet proceed with the complaints selected.

Mission 9: Task complete.