

Game Scenario 1: Game Introduction: Meeting Melanie and Professor Carlson.

The player wakes up, surrounded by darkness. As her eyes come to focus, she is aware that she is in a dense jungle. She can look around, and sees dense jungle foliage. There is a small clearing ahead, where she can look up and see through the canopy. The silence is broken by the sound of an airplane. Looking up, she sees a 1940s model single propeller aircraft.

“You made it...we thought you’d never get here...we were afraid...” interrupts the voice of a young girl. Behind the player, stands a girl, about 12 years old. The player turns to her, and try to speak, but before she can, she speaks, “Quick, before...just hurry.”

The player doesn’t know who this girl is, or why he or she is here, or what this danger facing them might be. She takes off running through the forest. The player is not on rails here, but is expected to follow. If the player runs off in another direction, Melanie follows, pestering the player. The player darts through the forest, with the girl. If you try to interact with her...she responds curtly – we don’t have time, or I’ll explain it in a moment. Just hurry...you’ll know more in good time. Dialogue items:

“Come on, hurry”

“There are dangerous things in the jungle”

“I’ll tell you more when we get there, I promise”

“Please hurry, I’m getting annoyed”

“I’ll explain it in a moment, I told you”

“You’ll know in good time...Now come on”

With each statement, she grows more annoyed. Finally, if the player doesn’t follow, Melanie approaches the player and injects her with a tranquilizer.

After a 1 minute jog through the forest, you arrive at a clearing. Melanie introduces you to her home. Here....(gasping) we made it. She points to her left. There, you see a small tent, provisions and an older man. Melanie introduces you to her uncle: Professor Carlson.

“Welcome to our camp. As you can see, I’ve suffered from ... Right now, I can’t walk. My dear Melanie, here, does what she can to help me, but we need your help.”

Questions the player should be asking: What the dangers are that Melanie speaks of? What happened to Dr. Carlson? Why were they here? Why are you here...how did you get here? What kind of help might I offer?

First, you'll want to get settled. Pick a spot to set up camp and then get back to me.

Game Scenario 2: Solving Puzzles in the Temple of Light: Illuminating the Room.

Somewhere in the middle of the gameplay, when the player has traveled in various directions through the jungle, overcome challenges, and proven competency in basic optics practices, Carlson suggests that Melanie take the player to the Temple of Light. There, Carlson promises the player will be amazed by what he sees and learns.

Indeed, the first thing the player must accomplish upon entering the temple is to fill the chamber with light. This can only be achieved by focusing sunlight from a small overhead portal through a series of lenses to a large reflective surface that will illuminate the chamber. The player must analyze the angles of the lenses – some of which are fixed in place, remnants of the Mayan's work, but broken, -- and then calculate the type of lenses to use from the backpack (by this point in the game, the player has accumulated 5-6 other tools in the backpack, so there is no need to send Melanie on an errand – unless the player is annoyed and just wants to get rid of her 😊).

You approach a gigantic Mayan structure. You're amazed by the tall pillars and monumental stature.

Melanie leads the way, seemingly familiar with the ways of these ruins. "Don't worry...I was scared my first time in here, too." Just be care and don't touch anything."

Around a corner, you notice a large lens contraption – but there is no way to get to it.

"Look..here". melanie scans the room and quickly darts through an open hole. "Up here...this the lens I was telling you about. I think that if we point it the right direction, we can bounce the light off of that mirror, and light up the room. But wait...around the mirror it looks like there might be some traps. You better get this right, or we might never get out of here. I hope that Uncle Carlson knew what he was talking about when he explained to us the way that lenses work...."

You look in your toolkit. Maybe we have the right parts. Consulting your optics book, you check over what you know about light and lenses. This can work. Since you can't fit through the hole, Melanie shouts instructions back to you.

Melanie calls out...”the mirror is 14 feet, 2 inches from the wall. It’s six feet off of the ground, I think...it’s a little taller than I am, though. According to our notes, the hole we want to hit is 3 feet off of the ground, and it’s 2 1/2 inches across. Where do you think we should put the lens?

After double checking your notes and scribbling some equations, you venture a guess. Place the lens at a 36 degree angle from the ray of light. Use the biggest lens you have – the one that’s 6 inches across. Now, hold the lens between 9 and 11 inches away from the mirror that you tilted. And cross your fingers...

After the first try, you missed your target. It looks like the lens needed to be angled downward. You try again with the adjusted calculations. The soft glow of light from the room beneath you lets you know that you’ve succeeded.

Now that you can see the room, you see that there is a column of small holes...what are those for? Do we shine the light into them? Melanie wants to use another lens to shine the light through the middle hole. Your next challenge awaits.

Game Scenario 3: Building a Camera and Taking Photographs

Using the spyglass she created, the player has located the bandits and mapped out their hideout. Dr. Carlson is intrigued by some documents that you described seeing. Now, your challenge is to gather information on them to take back to Dr. Carlson. But how?

Carlson suggests that you put together a makeshift camera. You have many of the parts from Carlson’s camera that w broken in the raid. Now, your challenge is to create a lens for the camera by combining various elements. Having checked out the camp site several times, and gone through your stash, you have estimated the distance to the camp from your vantage point. Now, the trick is to put together a lens that will work. Using glue, some sticks, and some pieces of plastic, you put together a lens at your camp.

After the lens dries, you take it down to the camp. You climb down a ravine and up into a tree – which you believe offers the best vantage point, given your set of lenses. If you have time before sundown, you might also head to the other side of the camp. Melanie stays back up on top of the ravine and walks to the other side so she can keep a look out. You’ve made up a set of signals using a mirror to shine light that you can use to communicate if someone is coming.

You snap 4 or 5 pictures of the camp, getting good shots of their jeeps, their supplies, and the hangar off in the distance, which might conceal a plane. A light flickers in the

distance. It's Melanie. There is a series of three flashes of light, which signals that an intruder is coming. You gingerly get down from the tree, protecting your camera. These are your only lenses, so if you lose them, you're in trouble. You wonder if there was enough light for the pictures to come out as your feet land on the ground.

You scurry up the ravine, and hide behind a rock. Luckily, it looks like you're ok. On your way back, you notice a wonderful sunset over the horizon. Thinking to yourself, "When will I be in the Amazon again?" you snap a few photos for posterity. (Later, you can upload these to the website).

Getting back to the camp, you hand the film over to Dr. Carlson to develop. When nightfall comes, Dr. Carlson heads into his tent, carefully closing the flap behind him so as to create a makeshift darkroom. You'll have to wait for the morning to see if you're in luck....

Game Scenario 4: Building a Telescope

At some point in the game, the player spots the bandits' hideout, possibly due to the smoke rising above the trees. The bandits are crowded around a tent, discussing plans and rifling through papers. It looks like the bandits are planning some sort raiding plan. But of what sort? The bandits are also loading up jeeps, signaling to the player that disaster is imminent. The player feels a sense of immediacy as she realizes that she must move quickly. But, what are they planning? A raid on Carlson and Melanie's camp? Stealing something from the temple?

The player might attempt to get a closer look, using the lens from her camera or a set of binoculars. Perhaps the player attempts to take a snapshot of the camp to gather information about the bandits' plot. If the player gets too close, a guard will pursue, ending the game.

To get a closer look, the player will need to use a lens. Melanie suggests hiking to the observatory on the hill, crawling through a cave that leads closer to the opposite side of the camp, or climbing a nearby tree. The player chooses to walk the winding path to the observatory. At the top of the observatory, there are the remains of an old telescope. There is a fixed, stationary viewfinder where the player can insert a lens. The player must estimate the distance and calculate the proper focal length for the lens. If the player does not have the proper lens, she must consider another vantage point, or return to the temple to obtain another lens.

Thus, there is no “penalty” for miscalculating the focal length, other than lost time. Running back and forth from the camp to various vantage points takes time. Hours could be spent running back and forth getting lenses if the player tries to solve the problem through trial and error. If the player takes time to calculate the correct lens, she will save time.

Game Scenario 5: Experimenting with lenses in the dark chamber.

Having inspected the island, you’ve collected a lot of data. You found several good vantage points for viewing the bandits’ caves through a spyglass. You’ve calculated all of the distances, but before you head all of the way over there, you figure you’ll test out some of these ideas in a controlled environment. You still have a few questions about focal lengths, etc.

You shut the doors to your tent, letting in just a single ray of light. You carefully hold a lens.

You have located the hideout, including the hangar where you believe the bandits keep their airplane. You’ve rescued the relic from the temple. Now, your task is to try and commandeer the airplane, escape from the island, and turn the bandits into the authorities.