

## Assignment Antarctica Quick Start Guide:

The application shortcut should be on your desktop named “Assignment Antarctica” or “Antarctica”. Double-click to launch the game.

You will see a splash screen and then a menu will appear with a picture of the Antarctica landscape in the background. If your window width seems squashed, click Options and under Graphics set the Resolution to a display size of 800 x 600 (or larger if you have the option) and click Apply and OK.

Click “Multiplayer” to launch the multiplayer version when you want your results to be saved. You will see a screen for “Avatar Selection” with 3 avatars. Select the one you prefer (the middle one is female). The program will locate servers to connect to and then display a list. Select “jsale-xp.ad.sdsc.edu” if it is available. If not, select “megahertz.sdsc.edu”. If neither of these servers are available contact Jeff Sale at jsale@sdsc.edu.

Enter your username (avatar name or student ID) in the Player Name box, and you **do not need a password so leave the Password box blank**. Be sure the server name is entered in the Server Name box and click “Join Server!”. The game might take a minute or two to load, so be patient.

When the game starts you will be located near the South Pole Station.

- Walk to the Guide Oskar (in green parka) and press the 'Q' key. This will begin a conversation with him.
- Oskar will give you instructions about your first assignment.
- You must press **Accept assignment** or **Update Notebook** to start your in game mission and receive any instruments related to the assignment.
- Your notebook will pop up with all relevant information about the assignment. You can open your notebook at any time by pressing the “Ctrl+B” (for **Book**) key.
- Once you are comfortable with the controls go out of the station and explore Antarctica. Locate data collection sites (tall posts). When you are within range of data collection, the buttons on the lower portion of the screen will turn from grey to green. Click “Collect” to acquire data. **Immediately hit Ctrl-S to save your data so you do not lose what you have collected in case the server crashes.**
- When you have collected enough data (approx. 15-20 data points, especially from the research stations), locate Steve at McMurdo Station and submit your answer to the question “Which station has the most exposure to UV radiation?” If you answer correctly, you will be given a special key and transported to a different world where you can drive a snow buggy or fly a jet car as a reward!!
- The basic game controls are presented below:

<b>Movement</b> W - Forward S - Backward A - Step left D - Step Right T - Lock Forward R - Lock Run Space – Toggle Enter / Exit Vehicle	<b>View Control</b> Right Mouse Button - Camera Control E - Zoom In TAB - Toggle 1st/3rd Person Ctrl+V - Toggle Mouse Camera Control/Button Clicks
<b>Items</b>	<b>User Interaction</b>

I - Open/Close Inventory Window	Q - Talk to Vendors (NPC's)
<b>Chat</b> Enter - Send Public Chat Message PageUp - Chat Scroll Up PageDown - Chat Scroll Down P - Resize Chat Window	<b>Misc Functions</b> Ctrl+M - Open/Close Map Ctrl+B - Open/Close Notebook Ctrl+O - Open In-game Options Dialog Ctrl+S - Save data Ctrl+P - Take In-Game Screen Shot
<b>Vehicle Control</b> W - Accelerate S - Reverse Mouse Left - Camera Free Look Mouse - Turn Left/Right	

### More Gameplay Notes:

If you are using a laptop with no mouse, you can hit Ctrl-V to toggle between control a cursor and panning your view around. Try it a few times to get used to it. You must control a cursor to click buttons for data collection, but you will find it is more convenient to pan your view while you are moving around in the world.

After you collect a data point, look at where you are on the map (Ctrl-M) to help with orientation and direction. You may also keep the map open while you are moving about.

If you want to communicate with your research-mates in-world, hit the RETURN key to open the chat box and type your chat message and hit RETURN again to send.