

PEGI 3

Orchid Creator 2

A PRO EVOLUTION GAMES PRODUCTION



MANUAL

FOR THE GAME AS PART OF THE SHOW
»DARWIN AND HIS FABULOUS ORCHIDS«

» ORCHID CREATOR 2 «

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1. INTRODUCTION

“Darwin and his Fabulous Orchids” is a show for planetariums including interactive parts.

The show presents a brief summary of the life and times of Charles Darwin as well as his botanical researches into orchids. Looking at a family of plants in detail will help to understand the evolution theory and will give an impression of the complex biological processes on our planet.

Since so much knowledge is presented in the show, particular attention was paid to entertaining ways of storytelling - also by means of a game.

It was designed to be technically compatible to all types of Planetariums – as a plug and play system to the greatest extent possible.

These instructions are intended to help you set up the show on your system as smoothly as possible and to enable you to present an entertaining show from start to finish.

2. BRIEF DESCRIPTION

The show consists of a playback part lasting approximately 42 minutes and the game with approximately 5 to 8 minutes duration, depending on the speed of the player. It integrates into the shows structure of three sections:

- a) Before the game: approx. 31 minutes
- b) The game: 5 to 8 minutes
- c) Until the end of the show (including the credits): approx. 11 minutes

The game was programmed to be independent of the various planetarium systems. It was designed as a self-executable program (.exe) to run on Microsoft Windows, being projected with a separate video projector in addition to a fulldome projection system.

The display resolution was developed for a standard video projector (1024 x 768 pixels resolution). In addition to the full-dome projection system, you will need a standard 4:3 video projector linked to a laptop (or any other PC) on which you can start the game by double-clicking the .exe file.

The game automatically turns into a full-screen presentation so that the audience will see the video projection of the game on top of the full-dome projection.

When the game is over, the video projector can be turned off again and the break in the show is over. The playback fulldome video show can be continued. If required, the show can certainly be performed without the game.

Further details on the procedure can be found in section 5.

3. SYSTEM REQUIREMENTS

- A fulldome video system.
- an additional standard 4:3 video projector (minimum resolution 1024 x 768 pixels)
- an additional computer (e.g. laptop) connected to the 4:3 video projector for the purpose of running the game.
- Windows operating system with the following components:
Windows XP service pack 2 / Windows Vista 32 bits.
- A graphics card which supports DirectX 9.0c with Shader Model 1.1 or later (preferably Shader Model 2.0) (see <http://msdn.microsoft.com/en-us/library/bb203925.aspx>).
- An input device (joystick) with a USB connection and a USB extension cable so that the joystick can be easily handed to a member of the audience.
- The game can also be easily controlled with a wireless joystick in large domes.

On account of its excellent ergonomic characteristics, we recommend a “Competition Pro USB” joystick, which is reduced to a control lever and two “fire” buttons. Modern game controllers also work, but they can prove confusing to inexperienced players because of the large number of buttons which are not required for the game in any case. If everything else fails, then the game can be controlled by means of the cursor keys.



SpeedLink’s “Competition Pro USB” joystick can be ordered at various online shops, such as Amazon.

4. INSTALLATION

4.1 INITIAL INSTALLATION

The game can be downloaded from:

<http://download.mediendom.de/orchidgame/>

The game should be downloaded onto the computer which is to be used for playing.

After download is completed, the game will automatically be installed and be ready to play. You will need some DirectX components installed on the computer. In case your computer doesn't have them already installed, you might see an failure message. In that case you will need to additionally install the DirectX components. The DirectX SDK is very helpful (you will find the link for download via: *<http://download.mediendom.de/orchidgame/>*).

During installation, a folder is created on the PC and the entry "OrchidGame" is made in the Windows Start menu. After installation, the game will automatically start.

4.2 OPTIONAL UPDATES (FREE OF CHARGE)

Each time the game is started, there is an attempt to make an Internet connection to the Kiel University of Applied Sciences website. The game checks for available updates. You will be asked to download, but this process is optional. Download and installation takes place in the background while the game is running. Next time you start the game, it automatically runs the updated version. However, the process is optional. In other words, you do not need an Internet connection to play the game and you can start the game without having to download any updates.

5. TIPS ON TIMING AND PLAYING THE GAME DURING THE SHOW

Run the show until approx. 31 minutes.

At this point, you will be in the “Darwin Museum” sequence. You will recognize the sequence by a wooden console (around the springline of the dome) with 9 brass-colored levers. When the last lever with the word “**COMPETITION**” is activated, you have to start the game.

The presenter has to turn on the additional video projector and the PC / laptop with the game installed.

Taken into consideration that an average video projector takes between a few seconds and one minute to reach the highest degree of brightness required for projecting,, the game begins with a title tune and image (approx. 1 minute duration).

As a placeholder, a fake loading bar is displayed. (You have the option to wait until the projector has reached its highest degree of brightness, though the game could be started immediately. (*Playing the game, see “4. Installation”*))

Now it is up to the presenter to find a volunteer.

(Tips on how to find a volunteer as well as for ideas for the commentary can be found under “6. Suggestions for introductory remarks”)

As soon as the presenter has found (or drafted the services of) a volunteer, he should explain to him / her “face to face” how the joystick works.

The presenter should ideally point out that the joystick has two functions in the game.

In the first part of the game, it is used for moving the selection box and in the second part of the game, for moving the air flow to control the wind.

(Overview of the controls under: “7. Game controls”)

There is no visual introduction to using a joystick in the game itself, as we considered it best to leave the decision open for customers, which input device to use best in a dome.

The player simply presses the button on the joystick and starts the game.
The narrators voice explains all next steps on what to do.

At the end of the game, players are given an evaluation of the orchid they have created.

After that, the presenter should end the game and turn off the additional video projector used for showing the game. The presenter should then continue the pre-rendered full-dome video show.

As of this point, the show runs automatically until it ends without any further intervention being necessary.

6. SUGGESTIONS FOR INTRODUCTORY REMARKS

At the beginning of the game, the presenter needs to find a volunteer in the audience.

(Ideally somebody experienced in using a joystick).

To make the recruitment a little easier, you could point out that a volunteer will have the chance to become immortal in the name of an orchid!

Orchid hunters risked their lives to find their very own species of orchid. Unlike those hard conditions, players can create their own orchid, which will then be named after them, without the risk of death!

Picking one person out of the audience, ideally the presenter should ask for the person's name and keep it in mind until the end of the game. The player's name can be used to form the name of the orchid created in the game.

The name of the plant should be made up of the words "Orchidacea and the surname + -ensis".

Example: If the player's name is "Mary Smith", then the orchid will be called "Orchidacea Smithensis".

Once a player has been selected, the presenter hands over the joystick and explains how to play the game.

(Overview of the controls under: "7. Game controls")

Sometimes it helps, if the presenter remains standing close to a player. The player might feel more comfortable knowing that the presenter is next to answer any questions if there is a problem.

To start the game, the player presses a button. All further steps are announced and explained by the narrator voice.

At the end of the game, an insect gives its botanical evaluation of the orchid created by the player. There are two different ways of giving the evaluation - a happy version if the orchid is capable of surviving, and a sad version if the orchid has no chance of survival.

There are 24 different evaluations. Which one of the 24 possible evaluations is played, depends on a table in the program, which is based on all the possible ways of combining the components.

7. GAME CONTROLS

Game Control by a joystick or keyboard. The input options are:

»ORCHID CREATOR 2« CONTROLS		
Key	Joystick	Function
Press »cursor left«	Move left	Move the menu selection box to the left Turn the air flow anticlockwise
Press »cursor right«	Move right	Move the menu selection box to the right Turn the air flow clockwise
Press »cursor up«	Move up	Move the menu selection box up
Press »cursor down«	Move down	Move the menu selection box down
Space & Enter	Button	Menu selection Activate air flow
ESC	-	Skip text / music
F9	-	Reduce volume by 5%
F10	-	Increase volume by 5%
ALT-Q	-	Quit game

When the game is over, a black screen appears. If you press the spacebar / enter key or the button on the joystick, a menu appears where you can restart or end the game. However, in the show, it is better to end the game with ALT Q to avoid menu selection sounds.

8. SUPPORT & CONTACT

If you have any questions or comments concerning the concept or the production, please contact:

Ralph Heinsohn
Tilt Design Studio
Phone: +49 40 6898 6898 -5
E-mail: rh@tiltdesignstudio.com

If you have any technical questions, please contact:

Markus Schack
Kiel University of Applied Sciences
Phone: +49 431 210 17 22
E-mail: markus.schack@fh-kiel.de

Good luck and lots of fun with “Orchid Creator 2” !