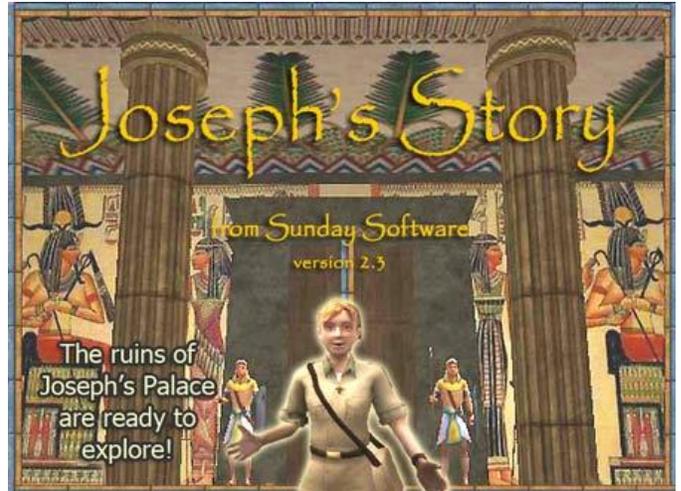


Sunday Software's Outline and Guide to Joseph's Story

This version of Sunday Software's guide was created for the Supporting Members of Rotation.org who can download the program for free!

Quick Tips:

- Be sure to read the README and Tech Notes before installing and running Joseph's Story. Depending on your operating system and computer setup you may need to make some adjustments to your Display Settings.
- Keep in mind that the story is presented through a **game** format. *There will be challenges.*
- Navigation is accomplished by using your keyboard arrow, home and end keys.
- Things happen in a particular order and certain areas and options will not open up until you have completed the previous area or actions. Listen carefully. Consult this guide if needed for the solutions.
- **Press the ESC key at any time to see a menu of the game and jump ahead.**
- Joe 2 was made for students to play from start to finish to learn the whole scope & sequence of the story. That said, you can use the Jump Menu to skip around.
- It is one adventure that takes about 35-40 minutes to complete by a group of students. You could project or show the program on a big TV to a group, letting individuals play through certain areas and stopping to discuss some of the content presented in the program.
- Listen and Read as you move through the ruins, that's how you know what to do. Sir Dabney is especially helpful with "what to do now" instructions.



Game Plot and Content

Joseph has left his amazing story behind in his mysterious palace for future generations to discover. But he's also made getting through the palace rather challenging and mysterious. The Biblical story unfolds through presentations, animations, narrations, and player actions. Your students guide "Robin MacTavish," a teenage archaeologist, through the **underground ruins of Joseph's palace** recently discovered beneath the Egyptian sands by her grandfather, Sir Dabney MacTavish.

Game Controls:

- Arrow Keys to steer.
- Spacebar to open doors/gates when possible. Not all gates can be opened using the spacebar. Some gates won't open until you complete required tasks.
- Mouse to aim airblaster and to aim Robin's gaze.
- Left click mouse to fire airblaster or select items. Alternately, you can use the Ctrl key.
- F7 key will toggle Robin on/off the screen.
- ESC key for main menu and exit option.
- Home key to jump. (in Potiphar's pool, press the END key to sink, Home key to rise).
- Shift key can increase Robin's walking speed in some levels.

Important First Things for Teachers to Know

1) It is Robin and Dabney's CONVERSATIONS during the game which tell you what to do next, help tell the story, AND provide points of reflection and life application. Dabney functions as the TEACHER. Your students will naturally favor 'action' over conversation, so be prepared to reiterate some of the dialog and points which Dabney makes.

2) The key to finding your way around the ruins is to pay attention to Dabney.

If he's walking somewhere try to follow him. Or if you get ahead of him, and see him coming up behind you, let him pass.

3) If Dabney is standing somewhere, there's a pretty good chance that:

- a) He's told you do something and now he's waiting for you do it, find it, complete it, see it.
- b) He has something to say once he gets to the location where he wants to say it. Move out of his way.

4) Game events and narrations happen in a precise order. As you move through the ruins, **events are triggered**. So for example, if the next event is that Dabney has something to say, he may walk to a spot and be ready to say it, but only if Robin walks up to him and triggers the event. And unless you use the menu to jump around, you can't do things out of order because that would ruin the need to tell the story in a linear fashion. So for example, the Wheat dream room opens before the Sun/Stars dream room can be accessed.

5) There are certain "gamey" things which may **challenge or slightly frustrate some players who either can't overcome or don't like game-y challenges**. This is why it's important for the teacher to be present with this guide in hand ready to help move them along where you feel the need.

6) Kids love to play games more than once. You can easily spend two weeks with this software. We have put in extra content and things like "Dabney's Bible Study Scrolls" for a teacher and students to go back and explore more deeply.

Detailed Outline to Joseph's Story

Opening Dig Tent Level:

Robin first appears in the tent. Read the two chalkboards. There's a post-it note telling Robin to meet Dabney outside. When they **both** get back in the tent, and after Robin talks to Dabney again, *then* you can grab the Airblaster and go down below. You can't grab the airblaster until Dabney has come inside and talked to Robin. You'll see a blinking ring underneath the blaster.

Before you go down, there's a short video presentation found on the computer in the tent. Approach it to play. The video has a narrated summary and timeline of Joseph's place in history.

Secret Tip #1: Press the F7 key to toggle from 3rd person to 1st person view to easily read the note.

Secret Tip #2: Go behind the green chalkboard to see a hidden message.

***Please note:** Dabney is old and walks slow. Sometimes Robin has to wait for him to catch up. If she stands too close to him when he's walking, he'll stop and not say anything. After he gets up to walk, let him get inside the tent. Give him room to go where he wants to go.

1. The Dream Level:

This level is simpler than it looks. There's a short spider maze to blast through (see map), then it's up the long stairs and into the Hall of Dreams. There are two side rooms in there to learn about the two dreams. Then the gate opens leading down to the Well Room.

Robin blasts spiders in the hallway. Dabney opens the gates (sometimes you have to wait for him). Don't stand in front of him or near him when he's walking because he'll stop to look at you. Stay out of his way and let him pass... he may just be going to open a gate for you! Dabney also doesn't like to walk where spiders are active. Stand back a few feet to fire the blaster at the spiders. If you're too close, you'll miss them. **If Dabney doesn't open the final gate** leading into the Hall of Dreams, go back and finish off a spider or two you may have missed, or get out of his way and let him pass to the gate. View the MAP of the game to see how to get through this section if you need more help.

- a. Follow Dabney into the Dream Hall where he will stop and talk in front of the Coat of Many Colors.
- b. Dabney leads Robin to the the First "Wheat" Dream Room, then sends her to the Sun/Moon room:

>>Wheat room -which she must walk into after the Wheat narration is complete and stand on the blinking circle to activate a reflection from Robin. When she exits down the steps, Dabney has a comment for her, then Dabney tells her to find the Star/Moon room.

>>**Stars/Moon room** -after the narration in the Stars room she must stand on the blinking circle to activate her comment. Afterwards, Dabney meets her at the entrance to the short maze that leads down to the Well Room. The map at the end of this guide shows you how to get downstairs. It not as complicated as it looks.

****One of the three study question scrolls now appears in the scaffolding.** View/Discuss it before you go down to the Well Room, or come back to it after the end of the game.**

>>**Well Room** --Dabney sends Robin out of the Dream Hall through the now open hallway, through a small maze which goes down to the Well Room.** Once in the Well Room, Robin approaches Dabney who tells her the story of Joseph's brothers selling him into slavery. He then tells her **not to go near the well**, which is a hole in the floor covered by boards. But of course, your kids will be curious and thus, *****Robin must go fall into the well to advance the story.*****

Robin climbs out of well and the slave traders appear and take her away.

To get downstairs to the Well Room: Go into the hallway, turn right, and turn right again, and go down the stairs. There you'll find a corridor which leads to the Well Room. Dabney will be standing there and there's a glowing spot on the floor where Robin needs to go stand in order for the next narrations/activity to commence. Don't worry about getting lost in the hallways leading down to the Well Room. They aren't very complicated.

2. Potiphar's house:

When Robin repeatedly approaches Potiphar's wife, the wife sounds the alarm and the guards try to trap Robin. She finds a big green key and exits through the large door. You may need to press your Home key to jump away from the guards. **Trick:** you swim underwater in the pool by pressing your home/end keys and forward arrow. To get back out, you must press your home key repeatedly to make Robin stand up.

3. Potiphar

Robin is led to Potiphar who lectures her and sends her to prison. A Guard is restraining her from behind and Robin must walk *straight* to Potiphar. If she tries to walk around in Potiphar's house, the guard will restrain her from behind and make her walk straight.

4. Pharaoh's Prison

After a moment, Robin is found by Dabney who unlocks her cell. The second study question scroll can also be found in the cells. Then Dabney leads Robin to go meet the Baker and Cupbearer. She must correctly interpret their dreams in order to advance. Afterwards, follow Dabney to prison exit and step around him at the door. Press your spacebar to open it.

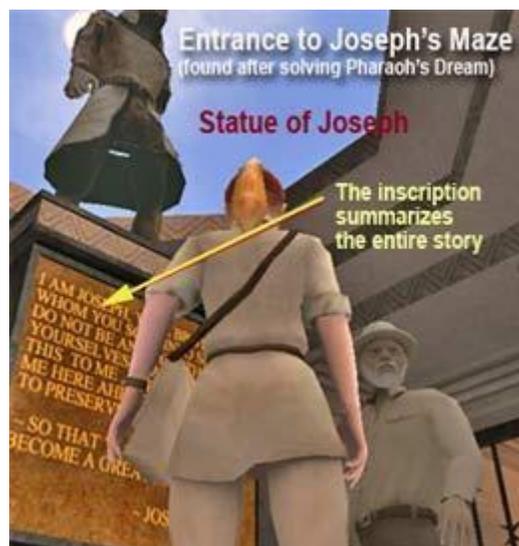
5. Pharaoh's Palace & Dream

Robin must first approach Dabney, then on to Pharaoh to hear his dream questions. These must be answered correctly in order to exit. If you get the answer wrong, you are 'thrown in prison'. Click Pharaoh's picture to return to Pharaoh and try again. (Tech Note: When selecting an answer you should see a red arrow cursor. If you see a white hand cursor, right click to make the red arrow cursor appear.)

Question 1: "B" is correct. Question 2: "C" is correct (though B 'looks' correct it is not because Joseph did not 'buy grain from the nations'). **Tech Note:** Do not stand too close to Pharaoh; when you approach him, only come close enough to begin his script.

Fun Tip: If you approach the guards, they will mumble taunts at Joseph/Robin.

Dabney meets Robin at the Palace exit. What he has to say there is important, as he begins to summarize and segway into the next long part of the story about the brothers.



6. Joseph's Maze (a.k.a. "Pharaoh's Maze")

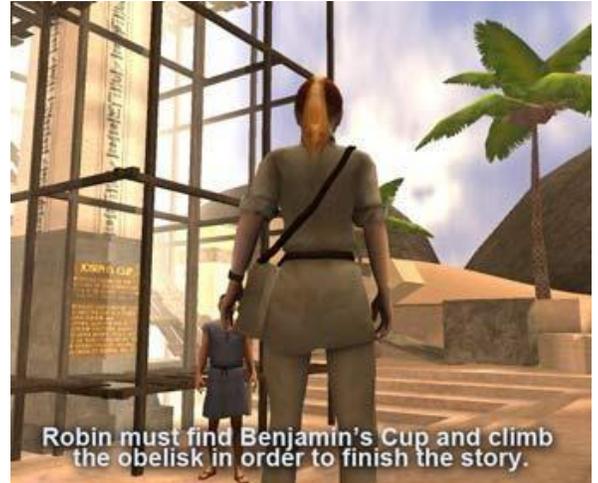
Robin talks to Dabney at the base of Joseph's statue, then she opens one of the gates and enters Joseph's Maze. This maze is not as complicated as it looks. There are only two ways to go -once you stand and hear each narration and see the transforming illustration on the wall. The wrong way shortly ends in a dead-end. See the MAP at the end of this guide for help with the maze.

The maze narrates the story of Joseph meeting his brothers in Egypt. After each narrated illustration -if Robin goes the wrong way she either comes to a dead end, or in the case of one strange passageway, she gets dizzy and is returned to listen again, then she must proceed in the correct direction to find the next narrated illustration station. The maze is not as complicated as it looks. There are only two directions you can choose, other than going back. Owners of Joe 1.0 will notice the resemblance to the original maze, including the electronic "heiro-trans" boxes on the wall and the scarab & eye of Joseph motif on the doors in the maze.

Finding the Cup of Benjamin

At the beginning of Joseph's maze there's a large statue of **large statue of Joseph** (*look up using your mouse to see Joseph*) and an inscription which summarizes Joseph's point of view on what has happened to him. **At the end of the maze** is one final illustration to see and hear, then the cup of Benjamin will appear across from the illustration panel in a secret compartment in the stone obelisk. When Robin grabs the cup, the stone moves revealing a way out of the maze and towards the Hall of Reconciliation.

Trick: You can leap up on top of Joseph's statue by running towards Dabney, pressing your Home key to jump and bounding upward. Might take a few tries!



7. Hall of Reconciliation

a. Robin walks towards the giant obelisk. As she approaches, Dabney hails her. (Note: if the game slows down on you as you are moving in this level, tap your PageDown key a bit or aim your mouse down to change your point of view a bit downward, allowing Robin to walk faster.)

b. Robin climbs the scaffolding to talk to Dabney. After some discussion about the symbol of the cup, Robin inserts the cup into the obelisk.

c. Judah, Reuben and Benjamin each have something profound to say, and Robin responds to them. You must approach them in the correct order (look for the blinking circle under them).



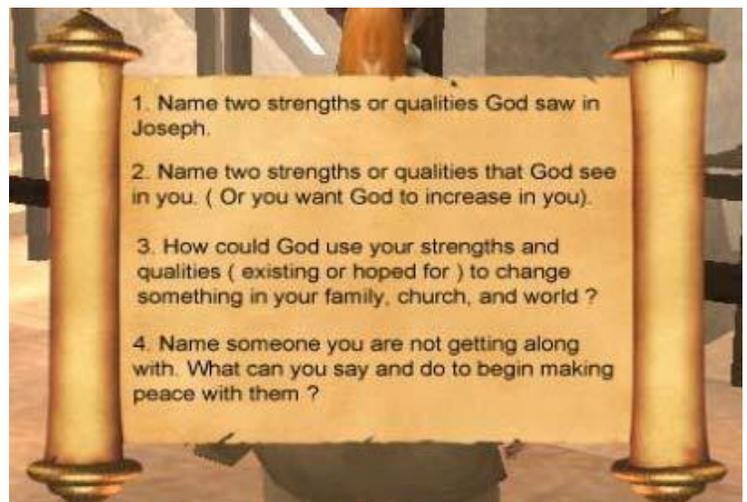
8. Game Ending Options Menu

After the third brother talks with Robin, a "Congratulations" screen appears with two options:

YES = Go to the Dig Tent.

NO = Stay on this level.

If you select **YES** to go to the Dig Tent, the **Joseph's Song video** can be played when you walk up to the tent computer and "play". This song is a REFLECTION. Lyrics below. If you select **NO** and stay on this level, you can go read Dabney's Bible Study Scroll #3 which appears behind Robin near the obelisk (see scroll 3 graphic on right) There's nothing else to do on the Brother's level except perhaps practice diving off the obelisk!



After reading the Study Scroll, you can press ESC to call up the menu and view the Joseph Music Video. **If you choose to go to the Dig Tent**, you will bypass the study scroll and go directly to the Tent level. If you approach the computer in the tent, you can select to play the Joseph Music Video from there. Otherwise, the game is still over and you can't go back into the ruins unless you press ESC and jump to a level or restart the game. If you accidentally exit out of the Obelisk level without reading the third study note, you can press ESC and select to Go Talk to Joseph's brothers again and this time stay in the level to look at the scroll.

The "Joseph's Song" Music Video... a reflection/discussion movie

When you press "Esc" a menu appears. You can jump to different parts of the story. One of the options is a music video montage featuring the ballad "Joseph's Song" performed by recording artist Chandler Wright. It's a good piece to come back to, listen to again, and discuss. If you select to return to the Dig Tent, the Joseph's Song video can be played when you walk up to the tent computer. The music will sound familiar to you as an instrumental version plays at the opening of the CD and in the final level.

*The 4 minute song and video titled "Go Where the Spirit Says Go" **summarizes** the meaning of both the game and the Bible passages for today's students. If you click the screen while the video is playing, the music video will stop/disappear. It can be viewed at any time during game play. btw...the vocalist is Chandler Wright, recording artist and lead singer of the country band Jacked Up.*

Go Where the Spirit Says Go

My brothers and my sisters, O they do not understand,
I have these dreams and visions like great grandpa Abraham Their
jealousy and anger, O they wish me well and dead,
But even at the bottom, there's this voice that's in my head, saying... Go, where
the Spirit says Go, And Dream what the Spirit says Dream, And Love, what the
Spirit says Love. God has a plan for you.

You pass through trial, temptation, search your heart and speak the truth, Share your
gifts with others, no excuses for your youth.
And when the time is ready to forgive and find the cup,
Remember, what others put down, God surely raises up! When you... Go, where
the Spirit says Go, And Dream what the Spirit says Dream, And Love, what the
Spirit says Love. God has a plan for you.

Bible Notes

When did this story occur? The dating of Joseph in Egypt is subject to much debate. Most scholars believe it reflects the period of the 12th Dynasty in Egypt, which puts it in the 19th or 18th Century B.C. If you approach the computer in the Dig Tent it will offer a brief presentation to your students about a possible timeline and connect Joseph to the Exodus story. The story was passed down word-of-mouth until it was written down during the Babylonia Exile in the 6th Century B.C.

What is the story of Joseph trying to teach us?

The answer is "many things" --as you would expect from a story that covers 17 chapters of scripture! In addition to theological and moral issues, there are issues of "race, class, and politics."

The Joseph's Story game emphasizes these theological points:

1. Joseph stayed faithful to God and his godly values -even though bad things happened to him.
2. Joseph's faith allowed God to use his life and circumstances to bring good out of a bad situation.
3. Joseph freely shared his faith and gifts with others.
4. God was behind the events of Joseph's life with a great purpose: to place Joseph in a position of authority so that he might rescue his people from famine, and continue his promise to raise up a people and nation dedicated to God. (reminds me of the Esther story)

5. Joseph forgave his brothers for the great wrong they had done, and made peace with them. Time had changed the brothers.
6. Our Values and Reconciliation are choices we make. At every turn of his life, Joseph could have forsaken his values. Joseph decided to remain faithful to God and his values, which led him to reconcile with his brothers.
7. God has a plan for each of us. God gives gifts to each of us to help his plan. What are your gifts?

DABNEY'S BIBLE STUDY SCROLLS

Dabney's Bible Study Scroll #1: found in the scaffolding of the Dream level.

1. What could Joseph have done differently to avoid conflict with his brothers?
2. Reuben was the oldest brother and kept the others from killing Joseph. If you were Reuben, what would you have said to the brothers? to Joseph?
3. Why didn't Reuben confess to his father Jacob what the brothers had done?

Dabney's Bible Study Scroll #2: Found in a jail cell in Pharaoh's Prison

1. Joseph has been sold into slavery, and thrown into Pharaoh's prison. How do you think Joseph was feeling about God's plan for his life?
2. List 3 things that Joseph could do in prison to help strengthen his faith in God during these difficult times.

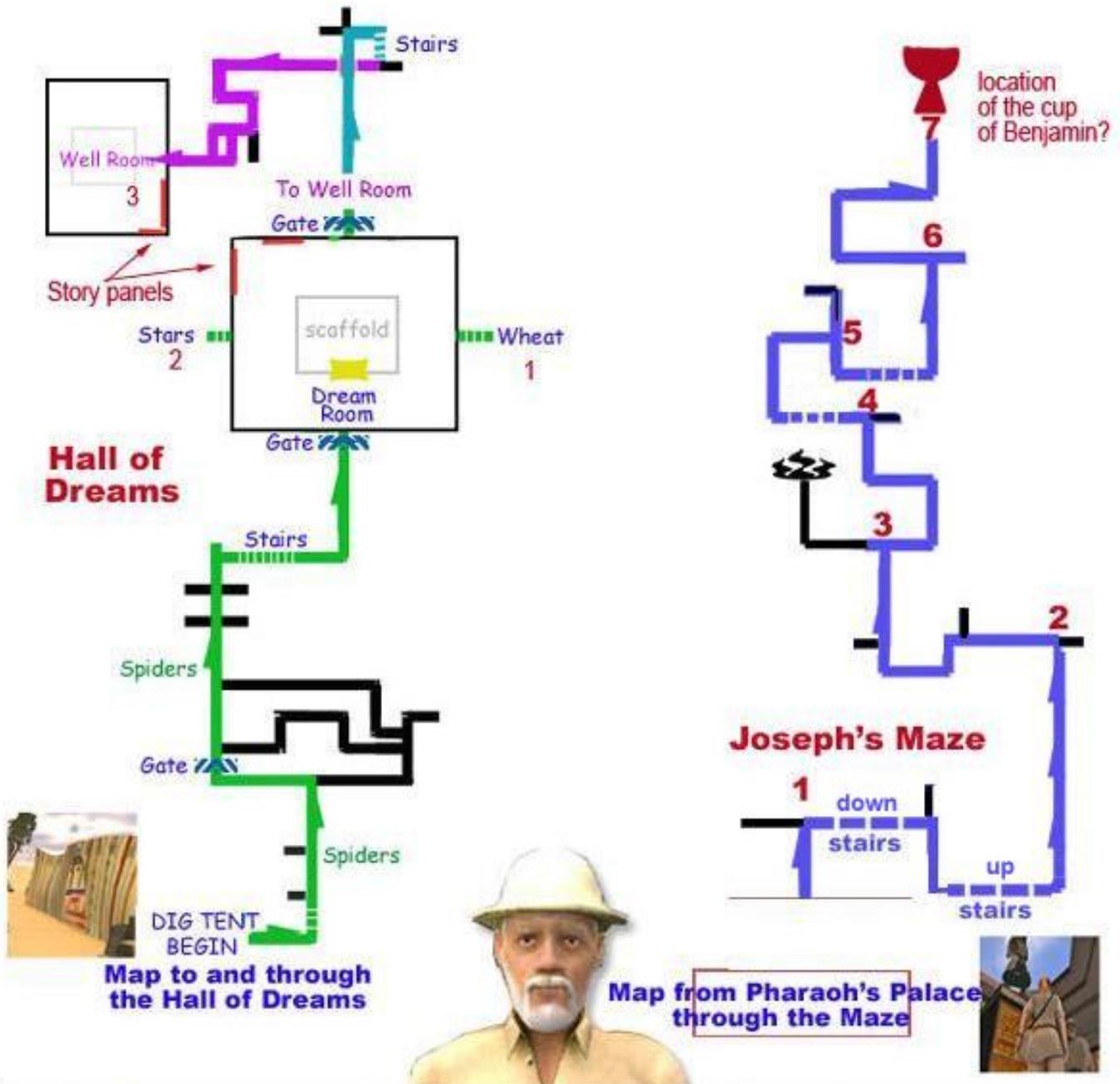
Dabney's Bible Study Scroll #3: found in the Obelisk Level ...seen after Robin talks to the brothers.

1. Name two strengths or qualities God saw in Joseph.
2. Name two strengths or qualities that God sees in you. (Or you want God to increase in you).
3. How could God use your strengths and qualities (existing or hoped for) to change something in your family, church, and world.
4. Name someone you are not getting along with. What can you say and do to begin making peace with them

"The Baker's" Tech Notes:

- If Robin ever appears to be stuck, try backing her away, wiggling or jumping away.
- Set your Windows Display Resolution to as close to 800x600 as you can for best performance. If graphics appear stretched on your wide aspect monitor, open your graphic properties and select "maintain aspect ratio" or "center."
- The **"windowed" mode which** you can select in the start up screen will start Joe in a window instead of full screen. That window can be dragged to your preferred size by pulling its sides with your mouse. We put it there for those who have wide aspect monitors and need an option to drag the game screen to a proper proportion.

Sir Dabney's Map of the Ruin's of Joseph's Palace



The colored lines are the correct path. Black lines are dead-ends. Some gates will not open if you have not accomplished a previous task. For example, you cannot enter the Well Room until you have visited both Dream Rooms in the correct order (the same order as in the Bible). The numbered locations in the Maze are narration/video points. Listen before proceeding. Maze gates and blocking panels cannot be opened with your spacebar until the narration is over. They also will not open if you forgot to do something.