

Game Instructions

If you idle more than 30 minutes, you will be automatically logged out

Skips the challenge. If used, you get zero for that challenge.

Gives you a pointer on how to solve the specific challenge. Use this sparingly; it reduces your score for that challenge by half.

Displays the primary function of the challenge you are in, ex. "Assemble (1 of 16)".

Each challenge has a different allotted time limit (in seconds) which is counted down as you play. At half-time the alarm will warn you. If the time runs out before you answer, you do not get points for that challenge.

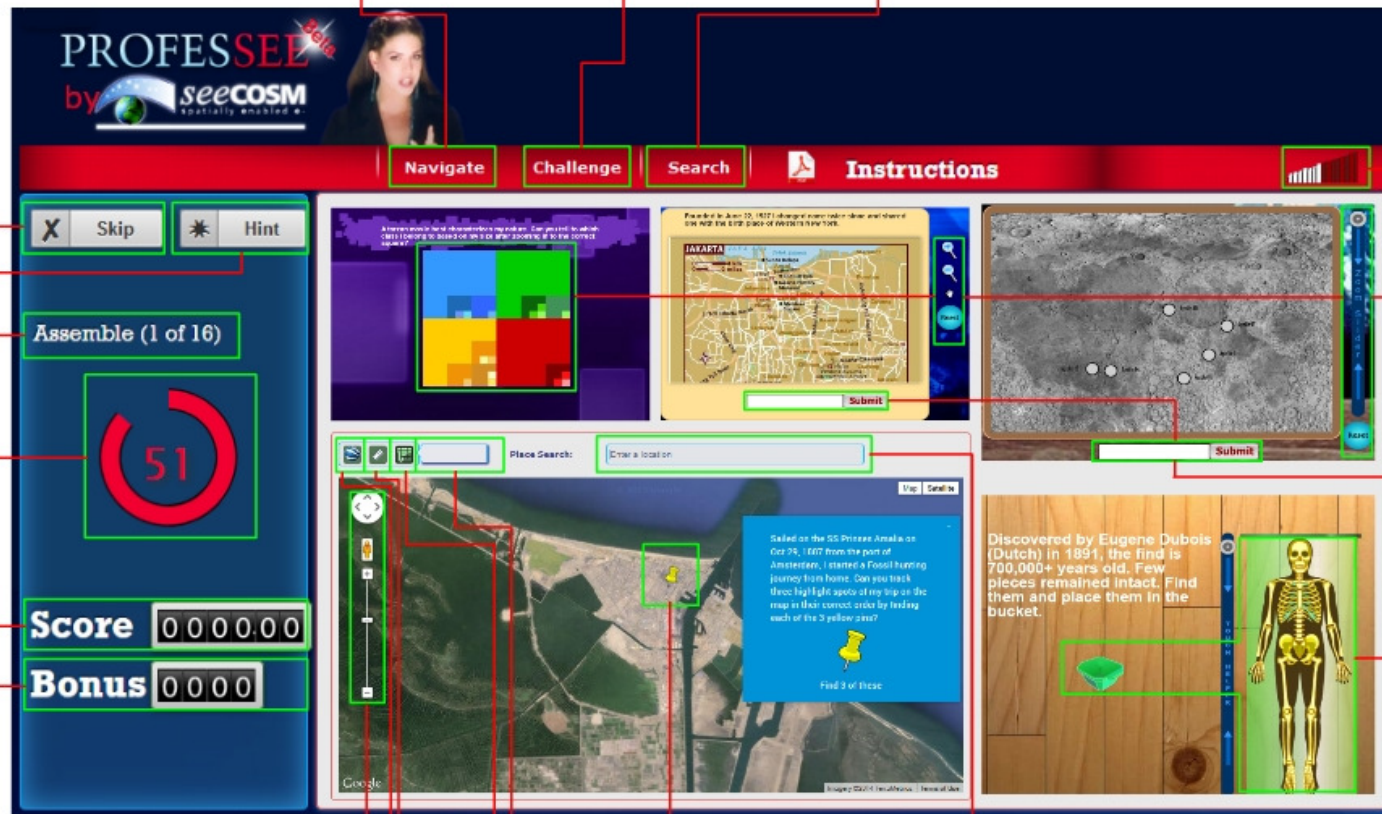
Your score will be updated at the end of each challenge. Once you submit your answer, the larger the amount of time you have remaining, the higher your score is.

Upon correctly completing a challenge, you get 10 bonus points which are added to your score instantly.

Takes you to the map area, where you can perform actions and solve challenges.

This button takes you back to the Challenge area.

Takes you to the search engine to research information in order to solve game challenges.



Use this to control the volume of the background music.

Use to Zoom in, Zoom out, Shift and Reset the picture.

Answers box: either to insert answers manually or automatically.

Several challenges have questions that will require dragging and dropping of objects.

These are the conventional Google Maps tools, you can rotate, zoom in, zoom out, and shift the map image to different locations.

This tool resets the globe to its original extent.

This tool is used to measure distances between various points. To do so, click your locations of choice, and submit the distance.

This proximity analysis tool creates a buffer (enclosed zone) around a point. Click the desired point on the map, and insert the radius in the text box that appears.

This box appears when using the Buffer Tool. Type within it the radius you want the buffer to have.

You may need to click on the yellow place-mark to answer questions or move forward.

Within this box, type the name of the place to which you want to go, and choose it from the list that appears.