Rules for Gates of Horus

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Gates of Horus is an electronic learning game, based on the Virtual Egyptian Temple. For more informaton on it, visit http://publicvr.org/html/pro_gates.html. Gates of Horus is provided free to public for any personal use. If you incorporate it into any other product or public show, you must credit PublicVR and put a link to the project website in some reasonable place where the public can see it. The instructions:

> Your goal is to correctly answer questions about improtant features that found throught the temple. Each one is highlighted with a golden glow. The temple is divided into four areas, the outside, the courtyard, the hall of columns, and the inner sanctuary.

> When you click on a feature or object, the voice of the priest will explain it to you. Each time the priest explains something, he will think of some questions for you. When you click on the priest, he will ask you a yes/no quesiton about one of the things you had clicked on. When you have listened to all of the explanations and correctly answered all the questions for an area, the doors to the next area will open.

> When you start, the regular screen cursor will disappear and you will see the game cursor, a circle with a cross inside it. Use that for game play. You can make make the sytem cursor toggle on and off by pressing the ESC key. Move forward/back/left/right with the arrow keys or the w,a,s,d keys.

> When you start the game, the cursor will always be in the middle of the screen and will turn into a word ballon when it passes over a point of interest. When you left-click on a point of interest, the priest's voice will explain it.

> When you press the "L" key, your location becomes locked but you can move the game cursor freely. Press the "L" key again to return to the usual navigaiton mode. On a desktop you usually won't want to bother with the L key, but it is important when you are using Gates of Horus with a very large screen. It gives you a way to select things without making everyone motion sick.

> The "H" key toggles a help menu.

> Clicking on the priest prompts him to ask a question. On the keyboard, press "Y" to answer "Yes" and "N" to answer "No".

> Cheats: Pressing "1" opens the first gate, pressing "2" opens the second, and pressing "3" opens the third gate into the sanctuary. The only other way to open the gates is to correctly answer all of the questions for each area.

> Press shift-Q to quit the game.

For a formal and detailed description of how the game logic works see this paper:

> Jacobson, J., Handron, K., Holden, L. (2009) Narrative and Content Combine in a Learning Game for Virtual Heritage. Computer Applications in Archaeology, Williamsburg, VA. http://publicvr.org/publications/Jacobson2009.pdf