

The **Winter Wonderland Game** is a Candyland®-type board game for two players with a winter theme. Everything is controlled from a simple toolbar with a button to choose a card, navigate, and indicate the turn is finished. Players move through a magical winter landscape on bright colored stepping stones. Special stones lead to some wild and crazy animations, but only if you land there! Here are some tips and suggestions to make the game work smoothly.

Switching Players

Important: a player **MUST** click the **DONE** button to end a turn. This switches to the controls for the other player. If a player forgets to do this, the wrong playing piece will move. I have colored the background of Player 1's controls dark green, and Player 2's controls light green, to make it easy to distinguish them.

Moving Along The Path

The navigation arrows move the selected piece approximately one stepping stone. It takes two clicks to cross the special stones at the stations along the route. If a student accidentally gets off the path, the arrows may be used to back up or hop along in the snow and then get back onto the path.

On each turn, the selected player must walk to the **NEXT** stone of that color, but steps are not counted in any way. Sometimes it may be easier, after a misstep, to slog through the snow alongside the path and then hop back on at the destination color.

Special Stations

There are five cards with pictures instead of the colored stepping stones. When one of these is drawn, the game automatically moves the player directly to that location. A brief animation enlivens these automatic moves. I have included an announcement to prepare students for the jump, and each destination is announced, so that the players won't lose sight of where their game pieces land. The animations are

mainly for fun, but also reinforce the result of moving to a distant location on the board.

Winning The Game

Once a player passes the snowflake stone, there is a possibility of drawing a card for a color that would be past the end of the path. If that happens, the player **MUST** click the **Win Game!** button. The player's game piece will be automatically moved to the multi-colored star stone, the game announces the win, and the victory animation will play.

This is the clunkiest part of the game. I wish the animation could activate automatically when the player's game piece lands on the star stone, but for technical reasons there is no way. I have put the **Win Game!** button in a separate toolbar to prevent its accidental activation, and you'll just have to tell the kids that they can click that button only when they win. My experience has been that kids are more attuned to following "the rules" than adults, so I believe this will work just fine!

Troubleshooting

1. Problem: Moving via the arrows gets out of sync with the path.

Solution: Movements are controlled by multiple "Type (whatever) arrow" actions. There are more than 60 such actions in each arrow button. Try removing one or two of the duplicate actions, and move the piece over a long stretch of path to see if it continues hopping from stone to stone.

More info: I built this game using a monitor large enough to display the entire board full size, and coordinated the arrows to the distance between stones at that size. This may not scale down if the display or resolution is different. I have tested it on two resolutions, but have not tried shrinking the game window.

2. Problem: The card sign becomes left-justified, so the MOVE TO: and color cue are off-center in the sign.

Solution: The sign has a text box without background or frame on top of the sign graphic. It seems to lose the **Centered** justification when ICS quits instead of saving it. I think I've worked around this by adding a Center action to the card-drawing buttons.

To fix this, under **Edit->Select Object** choose **sign**. Open the **Properties** of the **sign** text box from the **Edit** menu. The text box is set to not respond to mouse. Temporarily set it to respond. Highlight the text, and check the settings under the **Text** menu. It's supposed to be **Centered, Bold, 18 pt** and the graphic should be **2.5 times line height** (check this in **Properties**).

Changing The Game Pieces

It's possible to set up the game with alternate colors for the game pieces, but **don't delete the pieces to load a new clip art**. That would thoroughly mess up the game! Instead, open the **Properties** of each piece and load the image under the **Picture** tab. Look for **extraGamePieces.zip** in your download. The file decompresses into a folder containing eight JPEG files of game piece art in various colors and just the right size to load into the Player 1 and Player 2 images.

If you change the image in a game piece on the main page, you must also do so on the animation pages. There are two animation pages each, one for each player, for the **rainbow, candy canes, tower, gingerbread town, snowflake, and victory** animation. This means you must make the change on **each of those pages while at timepoint 0** to exchange the game piece art for a different color.

To do this, open the **Properties** of the game piece on the main page, and change its image under the **Picture** tab. Then also change the image in the game piece on each animation page. There are seven animation pages for each player, named to match the players. Example: **Rainbow Junction 1** has the rainbow animation for **Player 1**.

On each animation page, open **Create IntelliMation**. At 0, control-click the game piece and change the image under the **Picture** tab by clicking the **Paste** button. **BE SURE** you click the box to have picture changes carry through the IntelliMation! Close **Properties** and repeat the process on the next animation page for the same player.

Save a copy of the game under a new name with the alternate game piece(s) so you only have to go through this procedure once! If you want to use your own clip art, even a photo of a student, you can do so. Keep the size about the same as these game pieces, 52 pixels wide by 92 pixels high. Otherwise the pieces will not line up with the path. You can adjust the size within ICS by changing the **Horizontal** and **Vertical** settings.

Extra Reset Button

I put in a hidden reset button to use while I was building the game. It might come in handy if you need to start over, so I left it. It's in the upper left corner of the snow on Page 1.