

Instructions to Supplement a Game Specifications

This field is in the same pop up where you submit the name of your game, the thumbnail icon, and the description.

1. The instructions cannot simply say something like "Just follow in-game instructions." If your instructions are written to just follow the instructions presented in the game, you will need to re-do them. The point of having these instructions outside of the game is for teachers to easily access them without playing the game. Imagine you are a teacher with 20 students asking for help on how to play the game - there's no time to sit down and play the game, you need a coherent set of written instructions you can quickly reference.
2. The instructions should not just be a general description of the game about what they will learn or the storyline.
3. Focus on controls of gameplay or things to know about how to navigate.
4. Put yourself in the shoes of a teacher or student who doesn't know this game or don't have strong gaming skills like you do. What simple yet descriptive and effective language can be used to say how to play?
5. If you'd like to adjust your game instructions without submitting a new version, you can email me and I'll adjust them on the backend.
6. I'll email you directly if I find that the instructions need an update. But per #5, I encourage you to take initiative and update them to make sure they are great.

7. This feature is **HIGHLY** requested by our teacher community. By having *descriptive, well-written* instructions, *teachers will be drawn to your game*.
8. *Optional, but could differentiate your game*: you may submit a .pdf to me with visuals and written text to describe how to play the game. This could also be an excellent resource for teachers - opening a pdf with visuals from the game would give them context for the written instructions. Submitting a pdf file version of your game instructions must be done over email to gamedevs@legendsoflearning.com

Example

Game: [The Numberlings: Positively Dangerous](#)

The instructions Leo submitted are excellent because they use simple language but are descriptive, and it's broken into each part of the game for clarity. I encourage you to use this example for inspiration.

Submitted Instructions:

Room 1: Passenger Cabins

- Each room has a required number of passengers. One has too many and one has too little.
- Drag passengers to and from rooms and use the number line as your guide to figure out how many passengers each room needs.

Room 2: Cargo Room

- Each room requires a certain weight. The large monitor on the right side of each room will display the requirement.
- There are 3 crates with different weights you can choose to place inside each room. Select a crate and tap inside an empty space in the room to place the selected crate. You can do this as many times as you want until you reach the weight requirement . Tap a crate to delete it from the room.

Room 3: Engine Room

- The ship uses 3 kinds of fuel and there are 3 containers for each kind inside the engine room.
- The engineer will give you clues as to how much each container needs.
- You can use the up and down button on each container to adjust the fuel level.

Room 4: Command Center

- You need to determine the ship's distance from certain points of interests in the Ship-o-Matic computer.
- The computer will give you clues. Select the best option based on the requirement.

Let me know if you have any questions! Please check your game in the developer portal to make sure all your game submissions have instructions

included. If one or all of your games doesn't have instructions, you are welcome to email them to me and I'll upload them for you.