

User Guide

Goals & Motivation

TechTrek casts you, the player, as an intergalactic space traveler whose ship crash lands on an alien planet. Friendly aliens inhabit this world and welcome you. They are impressed by your technology and want to learn more about it. Simultaneously, however, you want to build a new spaceship and return home. Thus, it is your job to introduce the society of aliens to various technologies until you have advanced them enough that they can help you build a spaceship and return home. As you know too well from your experience on Earth, some technologies can have negative consequences on a society, and therefore it is your responsibility to discern between the technologies that should and should not be introduced.

Gameplay & Instructions

To start a new game from the opening menu, click the “New Game” button. This will initiate a sequence of introductory images, explaining the background story. Use the “Next” and “Back” buttons to navigate through this until you arrive at the main screen, which should display a map in the top right corner, progress bars representing stats in the lower right corner and buttons along the top and bottom left of the screen.

The map consists of multiple blocks. Use the left and right arrows or the small icons underneath the map to toggle between blocks. When you build something, it will be displayed in the current block, provided there is sufficient space (if not, you will be notified).

The stats represent your progress. The colors indicate that quality of the stat: the brighter green it is, the better, the bright red it is, the worse. Thus, for example increasing pollution substantially will cause it to go from green low levels to bright red level. Click on any stat to see the actual numerical value and a brief description of things that affect this stat. If pollution exceeds 200 units, then you lose and an ending sequence is displayed. Each building will affect your stats both initially as you first buy them and on subsequent turns.

Use the “Build” button on the main screen to open a menu where you can navigate to the various items you wish to build. The build menus only display what is available given your current amount of money and research. When you click on an item in the menu, a

side window will appear with a detailed description. Clicking on “Build” in this window will purchase the item, or hit “Cancel” to exit. In order to finish the construction, you must click “End Turn” for the item to show up on the map.

The “Research” buttons allows you to invest in different technologies. In particular, clicking on it will open a window with the different categories you can research. When you click on an item, a side window will appear with a spinner. You can use the arrows to increase or decrease the amount you want to research, given you don’t exceed the amount of money you have. Clicking on “Research” in this window will research the amount given.

Over the course of a given turn, if you make purchases or invest in research that you want to undo, click the “Undo Turn” button which will restore the game to the start of the turn.

Click on “Main Menu” to start a new game or quit. Later versions will allow saving and loading of games.

Sample Walkthrough

Suppose that you had started playing a game, and you decided that you wanted to build an airplane. To do this, first you would click on the “Research” menu, and then invest some money into the transportation category. Do this by clicking the transportation button, then pressing the up button on the window that shows up, until it shows the number 40, and press invest to invest.

Then, click on the left and right buttons on the map until you find a block with no buildings on it.

Then, you would click on the “Build Menu”, and then the transportation menu, and then find the plane icon. Assuming you have enough money, you would click on the plane icon, then press “Build”.

Finally, press the “End Turn” button to end the turn and make your airplane show up on the map.