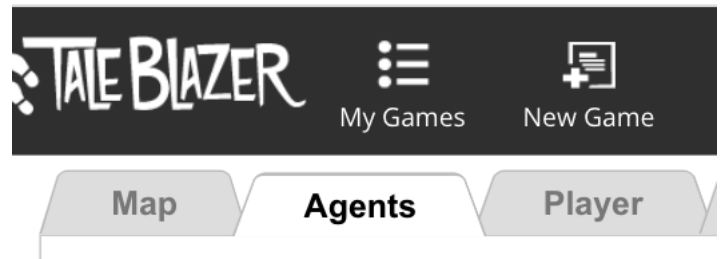


Making a walking trail with TaleBlazer -

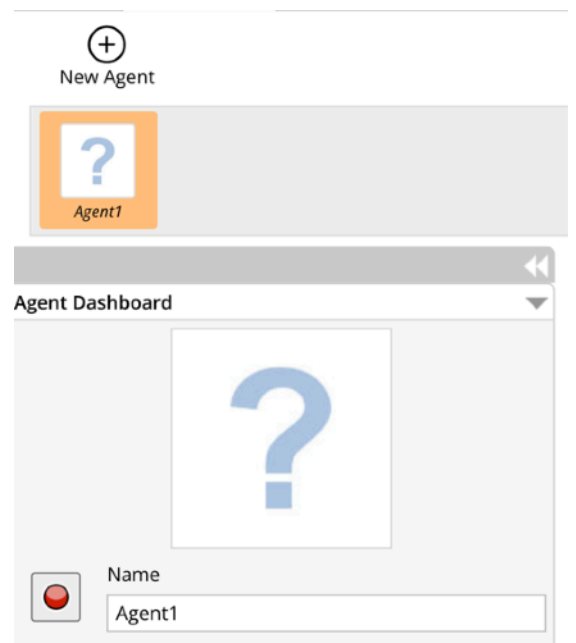
Step 1

At the top of the page, click on the tab that says Agents. An **Agent** is what TaleBlazer calls the character, place or object at one of the interactive locations in your game/trail.



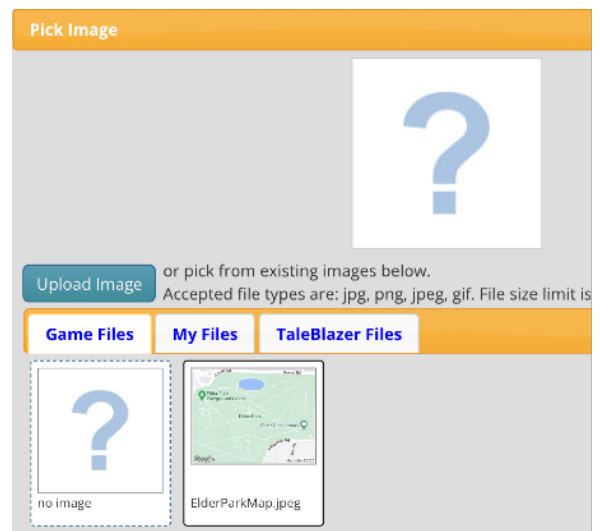
Step 2

At the moment we only have one Agent, called (boringly) Agent1. Click on the large blue question mark just below the words **Agent Dashboard**.



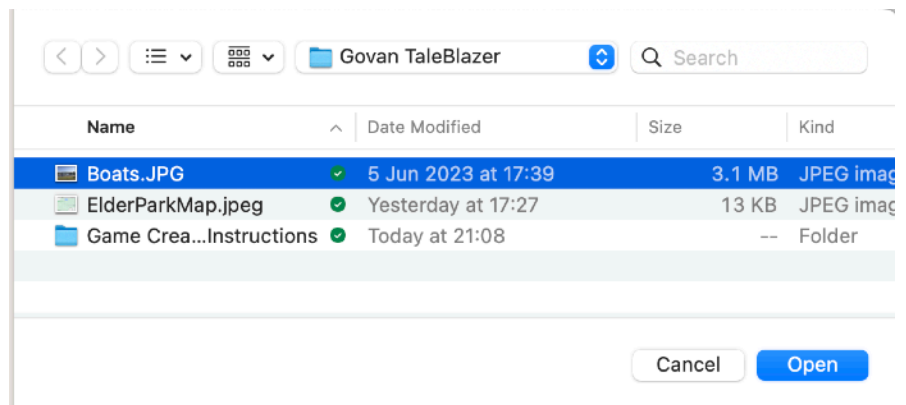
Step 3

You can now pick an image to use for this agent from files stored on your computer. To do this, click on the **Upload Image** button.



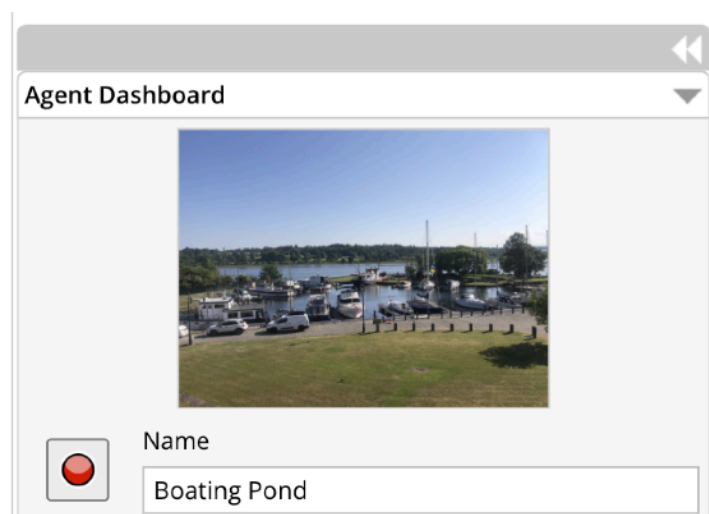
Step 4

Click on the image you want to use for that Agent then click the **Open** button.



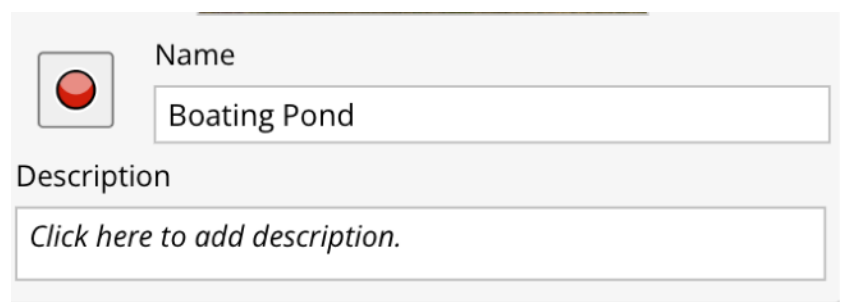
Step 5

You'll now see your Agent with its new picture in the Agent Dashboard. Click on the field and type in a new name (we've called this Agent **Boating Pond**).



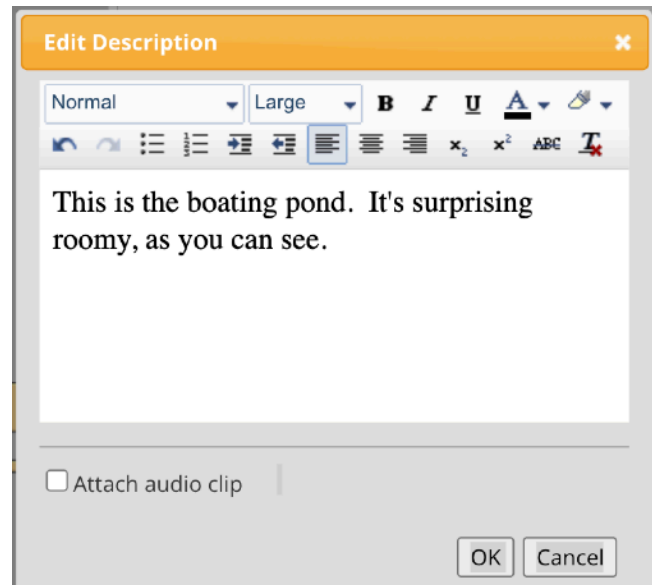
Step 6

Next, click on the Description area:



Step 7

Type in whatever text you want to show when someone arrives at this location. Click **OK** to save it.



Showing agents on map

Still in the Agent tab for your agent, we want to make sure our settings will make it behave the way we want it to.

Step 8

Click on the Accessibility radio button that says “Agent is included at start”. This will make sure all your agents are visible throughout the walk.

Accessibility

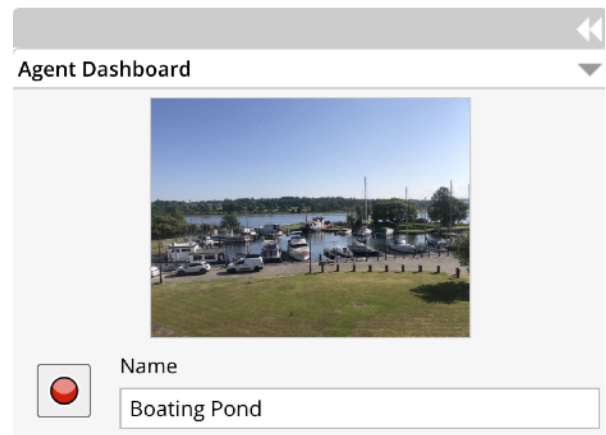
Is this agent included in the world when it starts?

- Agent is included at start
- Agent is NOT included at start

Change icon appearance

Step 9

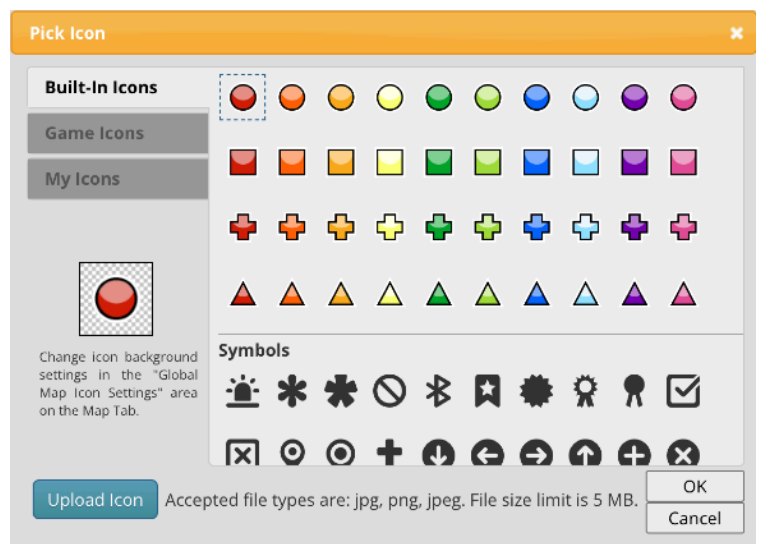
Click on the red circle next to the Agent's name. (This is its icon - the small image that will represent it on the map during the game).



Step 10

You can choose any of the other available icons for your agent by clicking on one and then clicking OK.

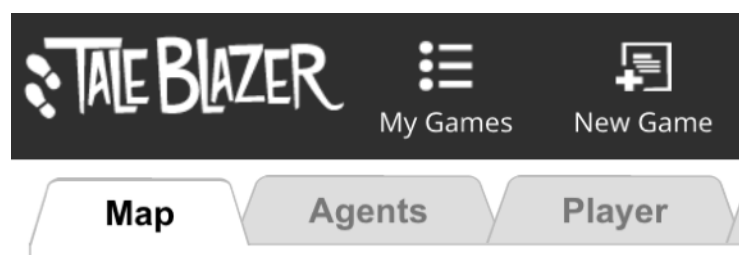
It's a good idea to choose a different colour or shape for each one.



Locate on map

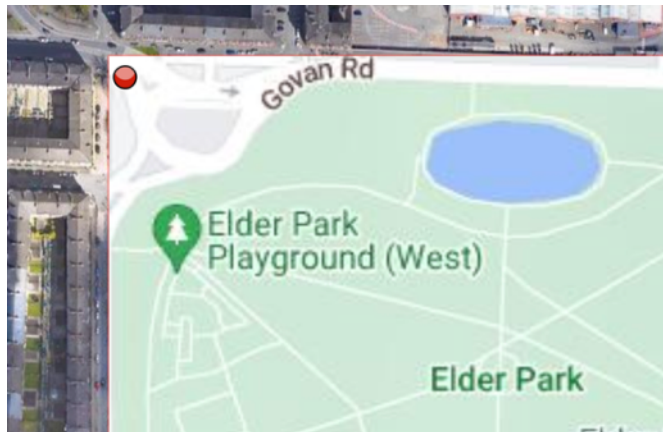
Step 11

Click back onto the **Map** tab at the top left of the page.



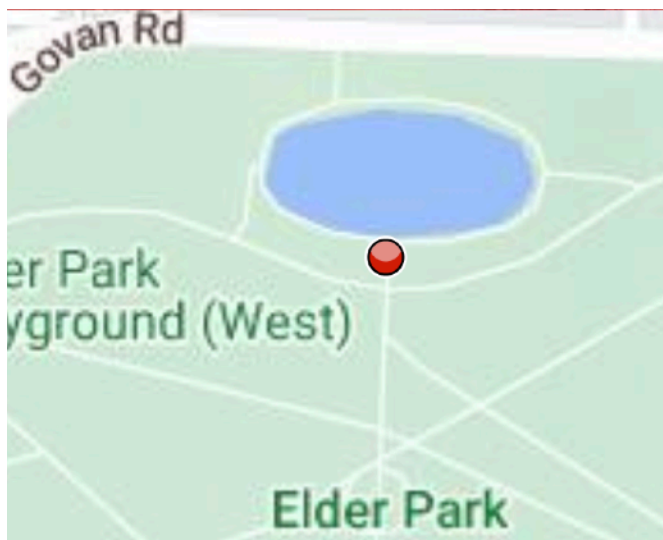
Step 12

You should see your Agent's icon somewhere inside the game area of the map. (It's usually somewhere odd to start with, like here in the top left hand corner).



Step 13

Obviously this isn't much good, so click on the icon and drag it to where it's supposed to be (in this case, beside the pond).



That's your agent set up!