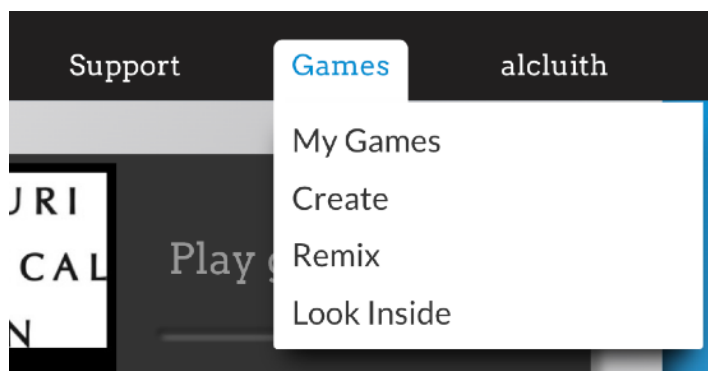


Making a walking trail with TaleBlazer - Set up the map

Go to <http://taleblazer.org/> , create an account and log in.

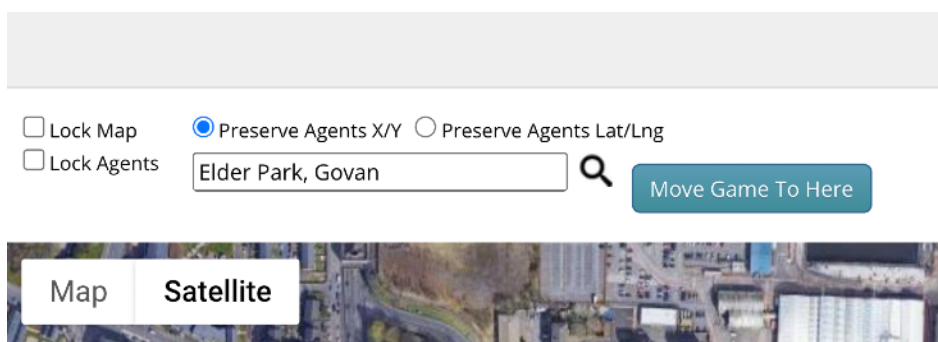
Step 1

Click on Games and select **Create**.



Step 2

In the box at the top of the page, type in the location of your game/trail.

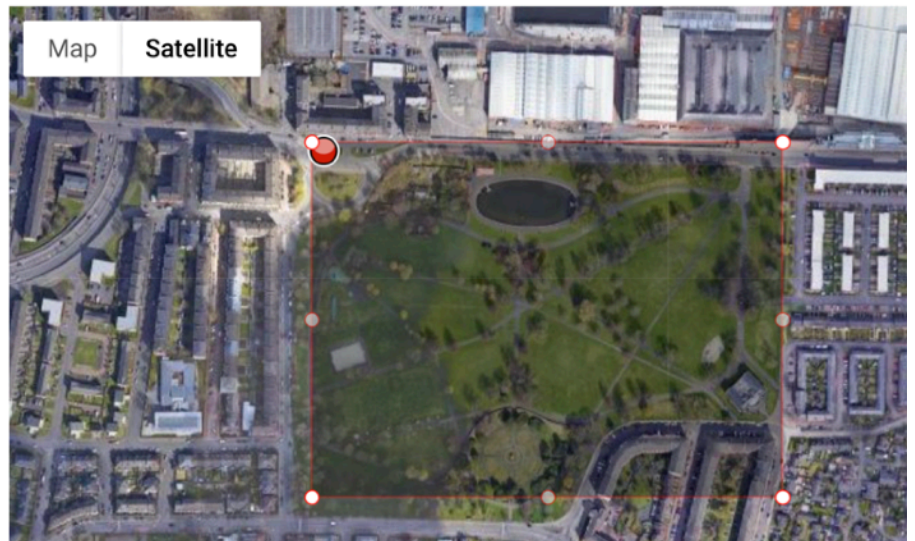


Here we've put in "Elder Park, Govan".

Then click on the **magnifying glass** symbol to relocate the Google maps image. Now click the **Move Game to Here** button.

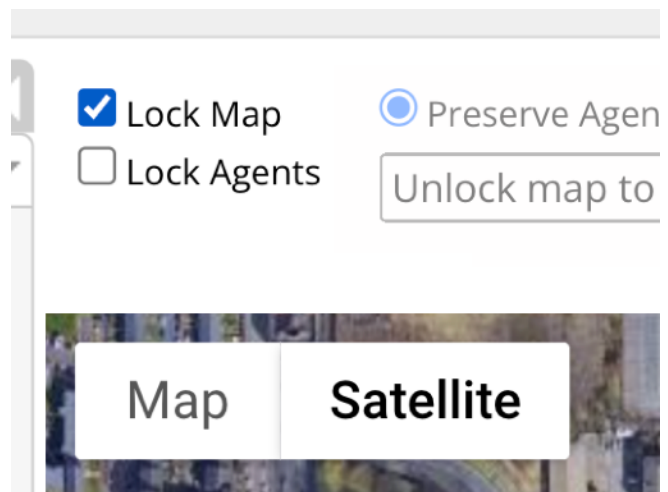
Step 3

You'll see a box shape outlined in red, with white dots. Click and drag on the edges and corners of this to make it cover the area you're interested in.



Step 4

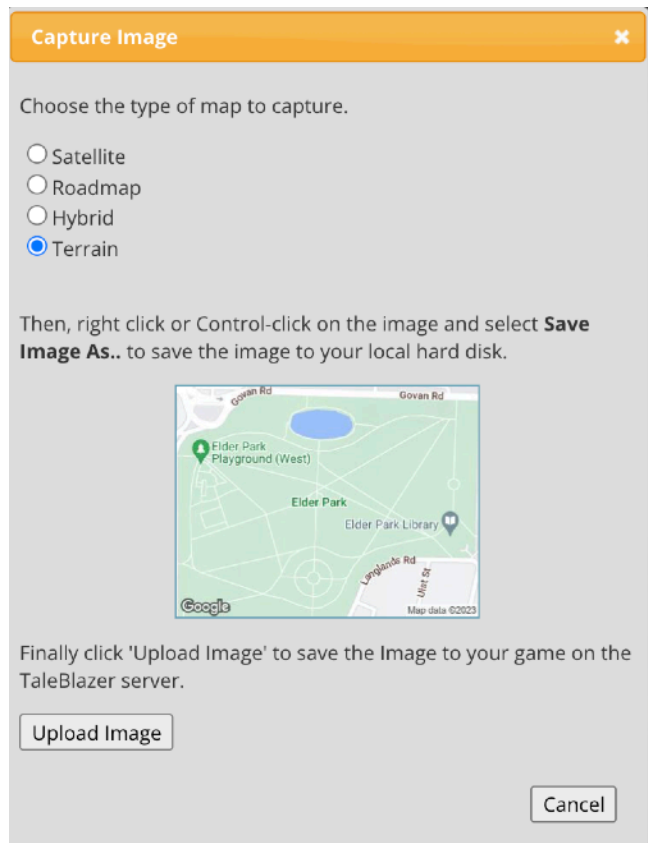
Now, click the square next to "Lock Map".



We want to use a **custom map** so that we don't need an internet connection when using our game/trail. This will take a few steps to set up.

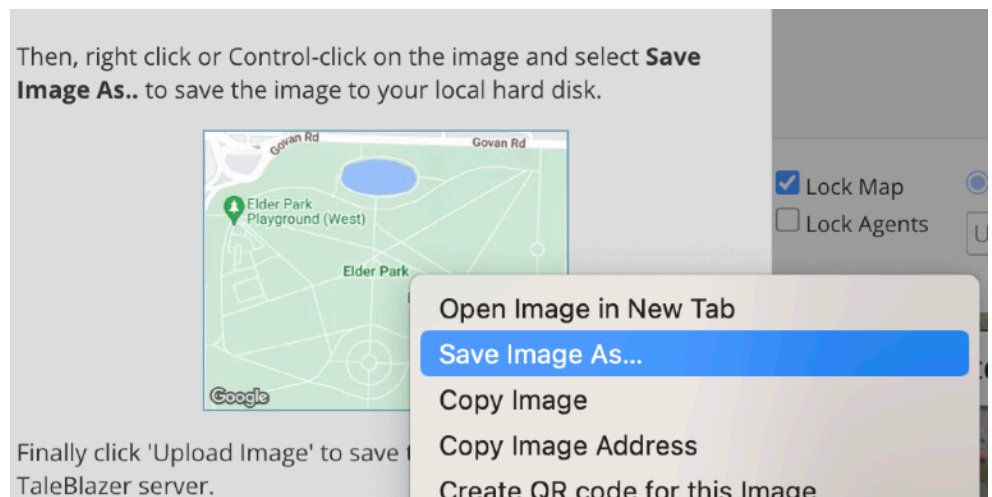
Step 5

Click on the “Capture Image” button.



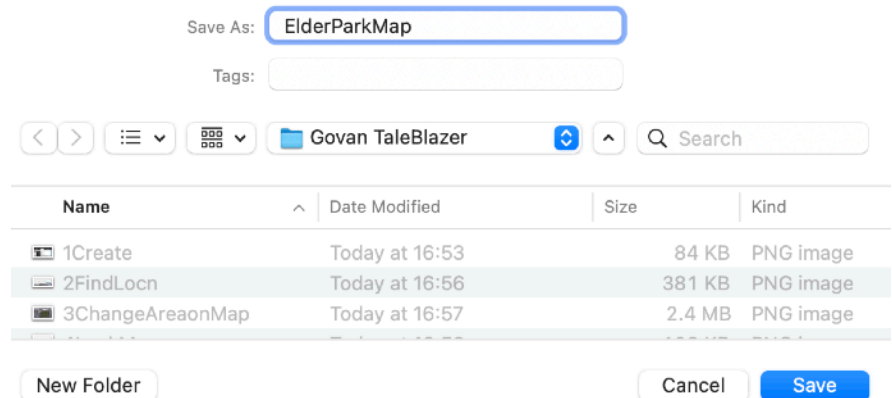
Step 6

Use the round buttons at the top to choose the look of your custom map.



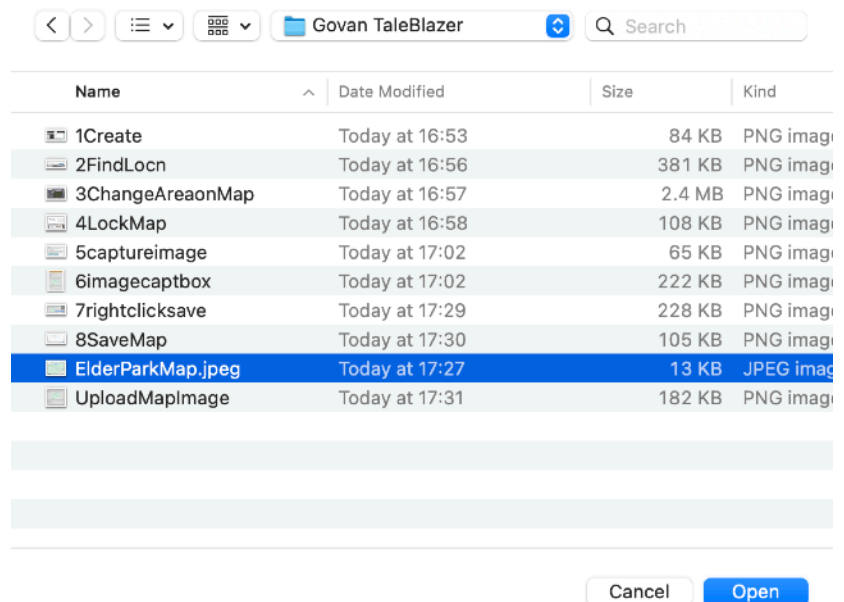
Step 7

Next, right-click with the mouse on the image of the map and choose “Save image as” in the popup menu.



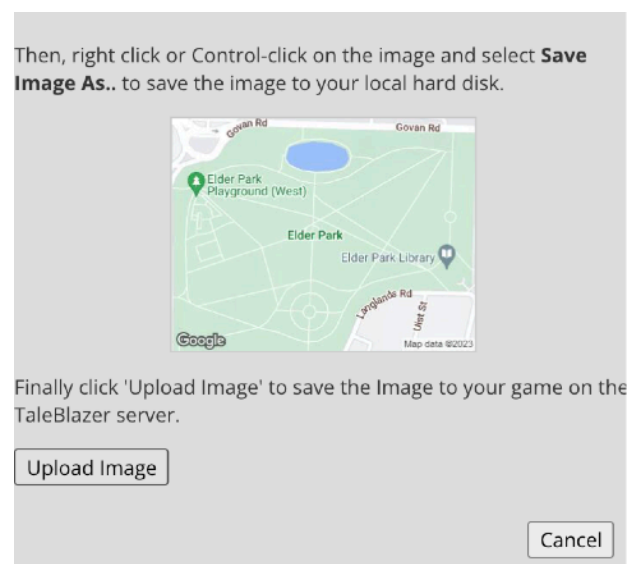
Step 8

Find a place on your computer to save your map image (you might want to make a folder specially for each game/trail you make). Now click the **Save** button.



Step 9

You'll now be back in the Capture Image popup. Click on the **Upload Image** button.



Step 10

Navigate to the folder you saved your map image in in Step 8. Click on it and then click the **Open** button.

Step 11

Now that our map is set up, we can click on the “use a custom map” choice.

Map Type

use a dynamic map (requires a data plan)

use a custom map

Press 'Capture Image' to capture the current Google image of the map and upload it to the server. Press 'Choose Image' to upload a customized image for the map.

Step 12

Now go to the top right of the page and click on the box that says **New Game**.

Type in a new name that reflects the content of your game/walking trail.

Step 13

Finally in this section, click the Save Game icon next to the Game Name box. It's a good idea to do this every 5 minutes or so when you're working on your game so that you don't lose data if your computer crashes.

That's the trickiest part of the game/trail process done! Now we can go on to add the spots that will trigger information to appear when people walk past them (known as **Agents**).