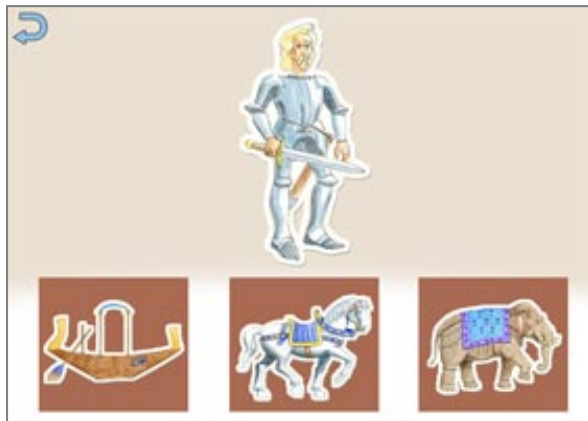# Choose and Tell: Legends - An example of an adventure

Choose a Character

First, select your hero! Choose from Sir Lancelot, Jason (of the Argonauts), the Pharaoh, Rama or Hiawatha.

Having chosen a character, you will hear some appropriate music. The voiceover will then say that your hero has lost his love – can you help him go on a quest to find her?

How will They Travel?

Choose from a horse, an elephant, a royal barge, the ship Argo or a canoe.

The computer will randomly select from these to offer the student three things to choose from (this can be reduced to two if required). You do not need to choose the mode of transport that matches the character.

The Destination

Will the hero go to a castle, a forest, a pyramid, a palace or a temple?

Choose a Door

When the character has reached their destination, they will be presented with a choice of doors or pathways. Either a monster or treasure lies ahead!


Finding Treasure

If the hero is lucky, they will find treasure behind their chosen door and they will progress straight to level 2.

If not then the character will have to choose another door or pathway and may be faced with further questions or treasure before progressing to Level 3 of the game.

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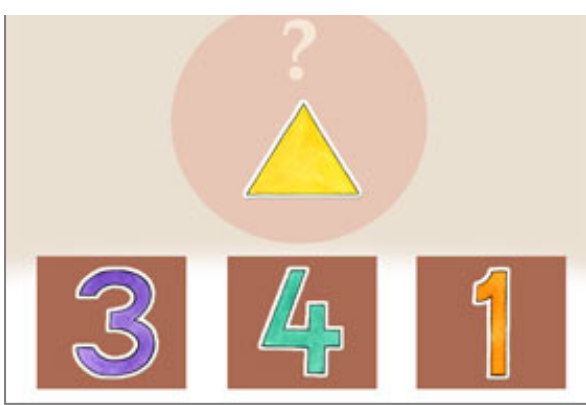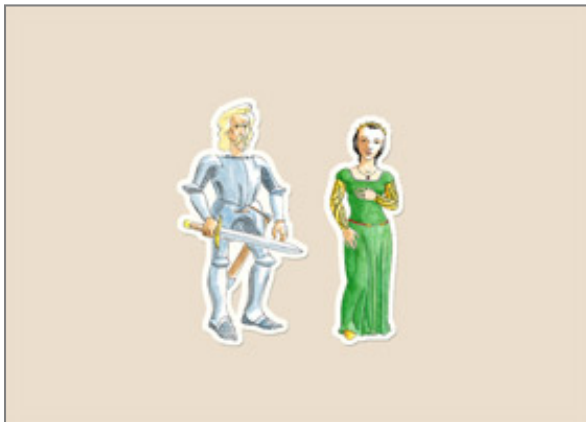
game.
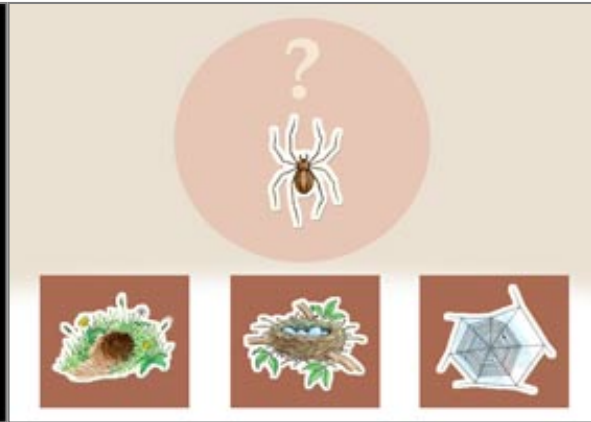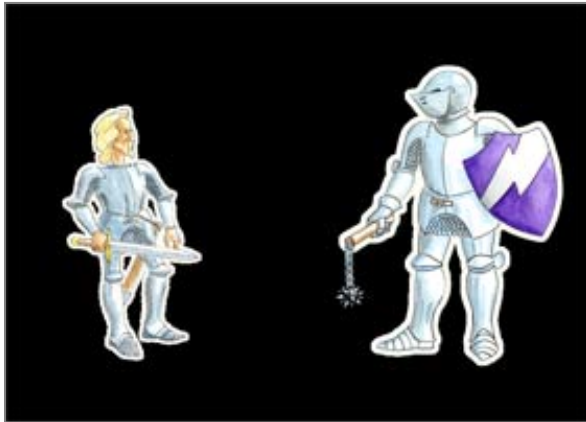
Finding a Monster

If the hero is unlucky, they will find a monster behind their chosen door who will ask them a question. They must answer correctly to progress to the next level.

Level 3: Finding the Lady

Now the hero will find their lady, trapped in a cage. Answer another question correctly to set her free.

Replay the Story

At the end of the game the student will see a summary of the treasure they have collected and monsters they have encountered.