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If you have any questions or problems please send an email to [pingunauten@vr-rlx.de](mailto:pingunauten@vr-rlx.de).

Welcome to the Pengunaut Trainer!

The following is an explanation of the game „Pengunaut Trainer“. This should help you to understand how the application works. The procedure is described in great detail so that you can help your child in case of need.

Please do not show your child the solutions of the mini-games unless it is absolutely unable to progress on its own.

Have fun!



# GAME CHARACTERS



MD Theodore Tails,  
Radiologist



Florence Fin,  
Nurse



Benny & Bella,  
Companions



Mrs. Beak,  
Mother of Benny & Bella

When you first start the app...

- Select a language (German/English).
- Confirm that you have read our disclaimer and safety instructions.

# CHOOSING A COMPANION

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- The player can choose whether **Bella** or **Benny** should accompany him/her on his/her adventure.
- To do so, he/she simply has to click on one of the two pictures.
- The choice can be changed in the main menu each time before the game starts.

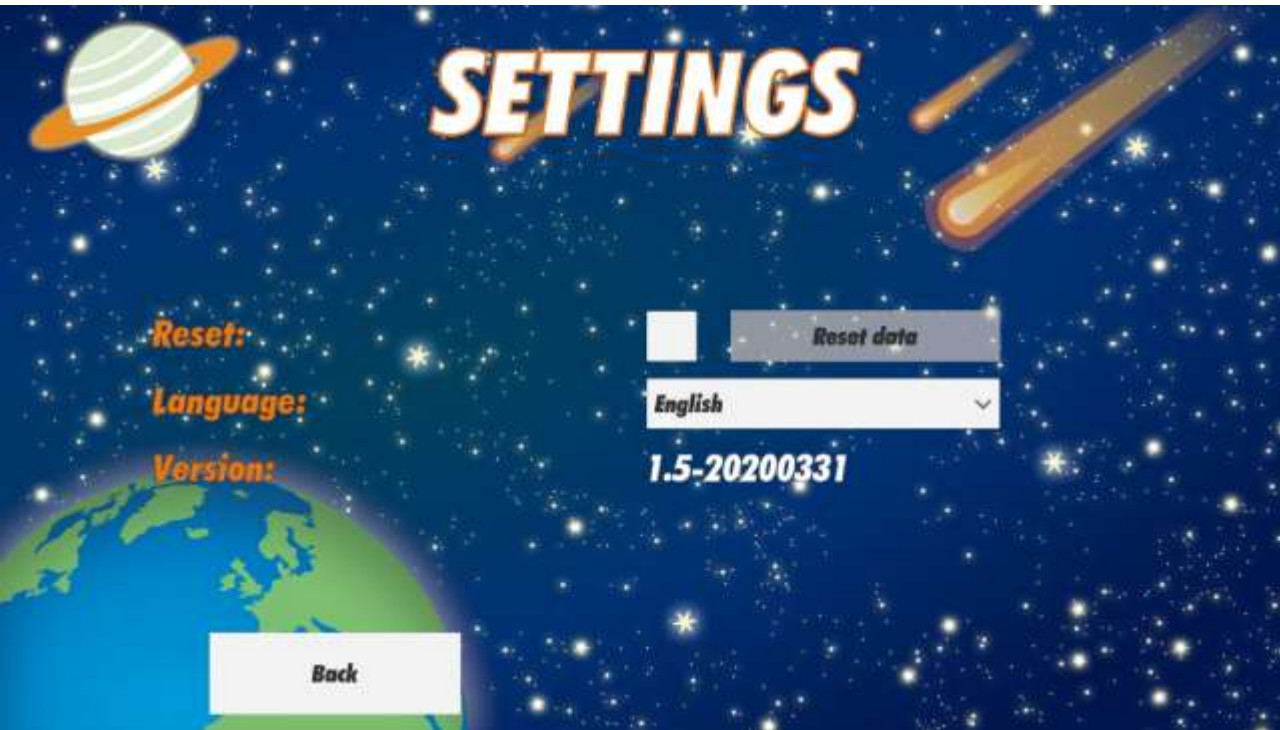


- A click on **Play** starts the game.
- You can change the language and delete all game data in the **Settings**.
- You will find information about all project participants by clicking on **Credits & Imprint**.
- **Quit?** ends the game.
- On the right, you can see which companion (Benny or Bella) has been selected. Click on the picture to open the dialogue for changing the companion.



- The **Story Mode** is recommended when using the Pengonaut Trainer for the first time. The story is told and leads the player step by step through several mini-games to the first virtual MRI scan.
- In the **Free Play Mode** all rooms and mini-games can be selected in any order without story elements. For example, you can switch directly to the virtual MRI for another training session.

**TIP:** This mode is very suitable for parents who want to try out the Pengonaut Trainer themselves before letting their children play with it!



- **Reset:** Using this menu you can irrevocably delete all game data and settings being saved.
  - To do so, place a check mark in the white square and click the „Reset Data“ button.
  - Then you will see the screen for selecting a language.
- **Language:** You can also change the language of the game.
- **Version:** The version number is only important in case you have problems with the game and want to communicate with us.



- In the virtual world, a white dot is displayed in the middle of the screen. It follows the gaze/head movement of the player and serves as a mouse cursor.
- As soon as the white dot points to an interactive element of the game, it enlarges and the circle begins to fill orange. When it is completely filled, the action will be executed (like a mouse click).
- In order to move around in the game, the luminous navigation points must be selected. Once this is done, the player automatically moves slowly to the position of the respective navigation point.



- The game starts in the waiting room of the hospital.
- The nurse welcomes the player.
  - *The player has to navigate himself /herself to the counter.*
- The nurse presents **courage formulas**.
  - *The player selects an courage formula on the virtual tablet. To do so, he/she has to select an animal.*
    - *A click on the tumb up confirms the courage formula.*
    - *A click on the tumb down rejects the courage formula so that another slogan can be selected.*



**NOTE:** *In the following, lines written in italics describe tasks of the player.*

**TIP:** The selected motto will be repeated by the characters in the game from now on. It can be changed by returning to the counter in the **Free Play Mode**.

**TIP:** Our encouraging mottos are suitable for many frightening situations! **Practice the courage formulas together with your child!**



**NOTE:** *In the following, lines written in italics describe tasks of the player.*

# ENCOURAGING MOTTOS



I am gentle and balanced – like a horse – in the fresh paddock.



I am strong and brave – like a wolf – in the silent forest.



I am brave and calm – like a lion – in the vast steppe.



I am proud and free – like an eagle – in the clear air.



I am calm and patient – like a turtle – in the warm sand.

- *The player navigates to Benny/Bella and Mrs. Beak.*
- Benny/Bella and Mrs. Beak introduce themselves.
- *The player follows Benny/Bella and navigates to the game table.*

## Mini-Game 1: Robo Magneto

- *The player has to select all magnetic objects (in a random order):*

*Smartphone, Pencil, Keys, Coins.*



- *The player evaluates the game „Robo Magneto“ on the nurse’s tablet.*
- MD Theodore Tails enters the anteroom.
- *The player navigates to MD Tails.*
- *The player follows the other characters and navigates to the next room, the control room.*
- In the control room, MD Tails explains to the player as well as Benny/Bella and the mother what can be seen on an MRI scan. He then asks the children to have a look at the MRI and try it out themselves.
- *The player navigates himself/herself to the examination room until he/she reaches the MRI.*

- In the examination room the player sees the MRI machine for the first time. Through a loudspeaker, MD Tails can still communicate with the player from the control room. Benny/Bella, Mrs. Beak and Robo Magneto are also present.
- Benny/Bella scans his/her teddy bear.
- Then MD Tails comes and lifts Benny/Bella onto the table for his/her test scan.

## Mini-Game 2: MRI-Controller

- *The player operates the MRI: He/She chooses the up arrow to move Benny/Bella into the MRI machine.*
- *After the scan the player chooses the down arrow to move Benny/Bella out again.*
- *The player evaluates the game „MRI-Controller“ on the nurse’s tablet.*
- *The player navigates back to the control room to have a look at the pictures from the two test scans.*





- Back in the control room...
  - The player looks at the pictures of Teddy and Benny/Bella together with Benny/Bella, Mrs. Beak and MD Tails.
- *The player navigates back into the examination room for his/her own scan.*

- Back in the examination room...

## Mini-Game 3: Stargazer

- *The player navigates to the MRI machine.*
- *The player removes the VR glasses, lies down and puts the glasses back on.*
- *The player lies still and enjoys the constellations.*
- *If the player does not move, the stars gradually merge to form constellations. Each constellation has its own story.*



**NOTE:** This game is the most important part of the Pengonaut Trainer. It is the simulation of an MRI scan and consists of different levels that become more and more difficult.

- In the first level the player has to last 1 minute without wobbling.
- In the second level the player has to last 2 minutes, in the third level 4 minutes, in the fourth level 8 minutes.
- In the fifth level the player has to last 5 minutes. Instead of a constellation, only the ceiling of the virtual MRI machine is displayed. This should represent the situation in the real MRI.
- If the player wobbles, the level is considered as not finished and starts again from the beginning.
- A session of the game „Stargazer“ never lasts longer than 15 minutes. After that, it is not possible to play again for that day.

- The player is moved out of the MRI machine again and remains lying on the MRI table.  
→ *The player evaluates the game „Stargazer“ on the nurse’s tablet.*
- MD Tails says goodbye to the player.
- End of training – The next session begins the next day.