

MISSION BRIEFING Mission Synopsis

This synopsis is provided as an overview for TEACHERS. We advise teachers NOT to hand this out to the students prior to playing the adventure since much of the suspense will be eliminated.

The mission begins with Beta, Delta, Eureka, and the player on their last day of vacation at *Roboland*, an amusement park. The player has a chance to try out his/her piloting skills against Beta in the game, *Mars Lander*. After this game, the team proceeds to the *Vectorama* arcade, a game designed to introduce the player to vectors (organisms, usually insects that transmit diseases to humans).

After completing the *Vectorama* game, the team ends their vacation and returns to work at the Center for Disease Control and Prevention in Neuropolis. The team's leader, Alpha, shares an incoming message from Sirius, a public health officer stationed in Africa. There is an outbreak of malaria in the region of Mabufo. The team is needed immediately to help with treatment and prevention efforts. The player gets an overview of the worldwide impact of malaria, through a short quiz. Prior to leaving Neuropolis, Beta calls in to report that her daughter is ill and she cannot go to Mabufo.

On the flight to Africa, Eureka shows the player a short segment about investigations in the 1800s to discover the cause and transmission of malaria. Included is a re-enactment of one of the experiments linking mosquitoes to malaria. Two of the three scientists that are introduced won a Nobel Prize for their work. Dr. Alphonse Laveran discovered that malaria is caused by a protozoan parasite. Dr. Ronald Ross and Dr. Patrick Manson worked out the transmission between humans and mosquitoes. At the conclusion of the interactive, there is a quiz to summarize the contributions of the three scientists.

Upon arriving at Mabufo, the player is introduced to Kamili (local doctor) and Sirius (public health officer). Both Kamili and Sirius need help. If the player selects Sirius, he/she receives training in mosquito control. The training includes short videos about the stages in the life cycle of the mosquito. The video is followed by a training game called *Mosquito Massacre*. The objective of the game is to kill the stage of mosquito with the appropriate weapon -- a water pump for draining breeding sites of eggs, larvae, and pupae; a larvacide for killing larvae; and insecticide for killing adult mosquitoes. After completing training, the player interactively searches the village to find ways to protect the residents from mosquitoes using the newly trained techniques.

If the player selects Kamili, he/she goes to the clinic and is introduced to the symptoms and treatment of malaria. The *Plasmodia Invaders* segment teaches the player that malaria plasmodia invade red blood cells and cause a toxin to be released which results in a cyclic high body temperature. In *Immune System*, the player sees the body's reaction to the invasion with responses from B-cells, antibodies, and phagocytes. The player shows what he/she has learned by answering training review questions. The next game, *Plasmodia Invasion*, shows the body being invaded while the player tries to fight off the plasmodia. Following that game, *Plasmodia Invasion 2* shows how much easier it is to battle the invaders when anti-malarial drugs are present.

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At the completion of *Plasmodia Invasion 2*, Kamili asks for help identifying symptoms in the patients at the clinic. A phone call interrupts and the caller reports that Eureka never arrived with the supplies. It appears that Eureka is being held ransom in exchange for diesel fuel the rebels need, but fortunately, the robot escapes and reports the mission of delivering supplies was completed. The work of spraying and delivering bed nets continues and the scene flashes forward two months. The Reconstructors are going home after a successful mission. Delta hopes next time no one is kidnapped in the process!