

# End User Spoilers

**Scene 1:** Type 'Listen' in the red box when it appears to make the scene transition.

**Scene 2:** When the green and black banner appears at the middle of the bottom of the screen it acts like a dial. Moving the mouse to the right slows down the pace of the automatic typing (and the speed of the sound), to the left speeds it up again. The scene will close once the mouse has been moved back to the left five times.

**Scene 3a:** When the program has sensed enough sound (whistles/hums, etc.) it will turn the word interface green and black and FM sounds will be mixed in with the reverberation added to the sounds the program picks up. The backdoor out of scene 3a is to press the key (no shift).

**Scene 3b:** The green and black portion of scene 3 is timed. After enough time has elapsed the interface will ask if the user wishes to have more time in this environment. If the answer is 'no', then an exit button will appear.

**Scene 4:** The User needs to make all the aliens disappear (either by running them over with the box at the bottom using the arrow keys or by shooting them with the ball activated with the spacebar (which only works at intervals). After this, a congratulations box will appear and then another level will start. This second level is time based and will automatically move to the next scene after about two minutes.

**Scene 5:** After the user tries to draw with the mouse, a ball will appear and sound will start. The sound is relational to the movement of the ball, which in turn follows the drawn line as best it can. Catch the ball by clicking on it three times to end the scene.

**Scene 6:** Click on the green ball at the centre top of the screen. The vision will go redder and the sound will change. The vision is now controlled by the user's movement on the screen. A 30 second period of immobility (and therefore silence) will automatically end the scene. Alternatively the back door out of this scene is to press lower-case 'a'.

**Scene 7:** An exit sign appears when the pink balls have been clicked enough times. The wav file will be on the desktop. N.B. If you play again the wav file will only be written if you have moved the previous version of the file from the desktop, or have deleted it. Even if you are prompted to overwrite the old file, the program will not actually do so. Therefore ensure there is no file called EndUser.wav on your desktop before starting the program if you want to preserve the audio. The file will typically be about 170MB in size.