

The Constant Traveler Game Description

Summary

Manage your time and money well as you travel the globe to attend business meetings and promote your company. Mini-games will test your reflexes as you climb your way from Sales Rep to CEO.

You start the game as a Sales Rep. Your goal is to get promoted up the corporate ladder to CEO. To achieve your goal you must balance spending of your expense account and personal funds with managing your time carefully to allow for sleep and development of your business and communication skills.

You start the game with a small expense account, personal account, and **money** on hand. The expense account is used to pay for airline and hotel fees. As you progress through the ranks up to CEO, your expense account gets bigger. Your expense account gets replenished after each business meeting. If you go over your limit, you can pay for the overflow with your personal account. Your personal account can also be used to purchase items at various stores. Your salary gets paid to your personal account every two weeks, and the amount you get paid also increases as you attain promotions. Your money on hand is withdrawn from your personal account, and is the only way to pay for special items you may come across while sight-seeing and touring foreign countries.

You start the game with **attribute** points which you can spend to improve your three attributes: Smarts, Charm, and Fitness. Smarts and Charm affect how easily you improve skills, and your Fitness affects how fast your Weariness level grows. As the game progresses, there will be many opportunities to further improve your attributes, through certain activities, buying specialty products, and random events.

There are several **skills** which affect the outcome of your business meetings. As you travel, you will need to spend time improving those skills through study, observation, and practice. You can only study a skill if you have purchased an appropriate book.

The **Business skill** determines how often business opportunities appear during a business meeting.

The **Negotiation skill** determines how much taking advantage of a business opportunity affects the outcome of a business meeting.

The **Language skills** determine how often gaffes appear during a business meeting.

The **Culture skill** determines how much tripping over a gaffe affects the outcome of a business meeting.

As you travel, your **weariness** will increase. Activity during your normal sleep period will greatly increase the rate at which you become weary. Sleeping during stopovers, in flight, and at hotels will decrease your weariness. Weariness greatly impacts the difficulty of the business meeting mini-game, so it's important to keep it as low as possible.

When the game starts, you are prompted to input a character name and choose a gender. Then you are given **attribute points** to spend on your attributes. After you are done spending attributes, you can choose two skill books to start off with. Afterwards, you go to your company's headquarters. From the menu you can then choose to attend a business meeting, or spend time doing other things like shopping, training, etc. You must take a business meeting once every two-week period or face demotion.

When choosing a business meeting, you are given three alternatives. In general, the farther away a business meeting is, the greater an effect it will have on your standings with the company. The meetings all take place in foreign countries, with their own language and culture. Your skills in language and culture will have an impact on the meetings you choose to take.

Once you have chosen your destination, you are taken to the booking screen, where you choose which airline you will be traveling with. In general, the cheaper flights take longer and have more stopovers. After choosing an airline, you choose whether you will be flying coach, business, or first class. Next, you choose which activity you would like to perform while in-flight, from sleeping, watching the in-flight movie, or studying a skill. The better the class of flight, the greater the effect of the activity.

After you choose what you will be doing during the flight, you start the **in-flight mini-game**. At the bottom of the screen you will see your airplane. You can use your arrow keys to move left and right. Pockets of turbulence will come down from the top of the screen: you must avoid them to have a smooth flight. If you hit too much turbulence, your flight will be late, whereas a perfect flight will arrive early.

The flight itself will be short (30 – 60 seconds) and is geared towards casual and non-gamers, and thus will not be overly difficult. However, bad weather could make a particular flight more difficult to navigate.

Any non-direct flight includes **stopovers**. While waiting at the terminal for the next flight, you will have the option of sleeping/studying at the terminal, shopping at the airport store, or (if there is more than 8 hours between flights) sight-seeing. However, if you go sight-seeing there is a chance that you will take too long and miss your flight, being delayed until the next one.

After the stopover, you once again choose your activity for the flight and play the mini-game, until you reach your destination.

After you reach your **destination**, you choose which hotel of three you will be staying at. Like the class of flight, rates for different hotels will affect the quality of sleep and other activities there. Once you've chosen your hotel, you can choose how to spend your time until the meeting takes place. You can sleep at the hotel, watch local television (which raises your culture skill for the area), study, go shopping, go sight-seeing, or visit specialty locations for the area. These activities take up 4-8 hour chunks of time.

Sight-seeing will increase your culture skill for the area (more than watching TV), but carries some risk. You may be mugged or otherwise have an unfavorable random event occur while you are out; if so, you may lose your money on hand, items you are carrying, or time. The better your culture skill for the area, however, the more likely it will be that you have a favorable random event.

When you've used up the time beforehand, you go to the business meeting, where you are faced with another decision: will you be aggressive or cautious? If you take an aggressive approach, business opportunities will provide a greater effect, but so will any gaffes.

When the mini-game starts, a meter at the top of the screen will display the company's attitude towards you and your company. Where the meter starts will depend on your current relationship with the company. If you have a neutral relationship, the meter will start around the middle. If you're late for the meeting the bar will be considerably lower.

At the bottom of the screen you will see a horizontal three-lane "conversation" section. You will be on the left-hand side of the screen, represented by an image of your head. Business opportunities and gaffes will appear on the right side of the screen in one of the three lanes and move to the left towards you. You can use the up and down arrow keys to move your head and avoid gaffes and hit opportunities. Hitting gaffes will decrease the opinion meter, and opportunities will increase it. The speed at which the objects move will depend on your Weariness; the higher it is, the faster they will move.

At the end of the mini-game, your performance will be determined by the opinion meter. If it is low, the company may sever ties with you and your company, which will move you closer to being demoted or fired. If it is high, it will improve relations with your company, and you will move closer to promotion. Plus, an exceptionally high opinion meter may earn you cash or item bonuses!

After your performance review, you have the option of returning to HQ or proceeding directly to the next meeting. At that point your expense account is replenished.

Other than the mini-games, the game is completely menu-driven. In addition to whatever menu or mini-game is being displayed at the time, the balance of the expense account, personal account, and cash on hand are always displayed. The user may also

save the game at any time other than during a mini-game or in the middle of a random event. There is also a status screen, which allows you to view your attributes, skills, current job title, and inventory. The mini-games will be keyboard-only, but the menus will be keyboard or mouse.

Currently, the only multiplayer consideration for this game is a leaderboard that displays those with the most money.