HOW TO PLAY *BE WASHINGTON*

TECHNICAL SPECIFICATIONS:

Be Washington will run in modern web browsers and has been tested for:
- Internet Explorer 11 or greater, Chrome, or Firefox

In addition to the web-streaming game play, *Be Washington* is also available in the Google Play and Apple App Stores with the ability to cache video for those on slower internet connections. The app runs on:
- Android 6.0 or higher
- iOS 11 or higher

IF YOU'RE HAVING TROUBLE STREAMING THE VIDEOS:
- Download the app version and click on the download button to cache the video.

HOSTED GAME PROCEDURE:

The hosted game requires a main (host) screen and individual devices to play. The host can control the pace of the game by playing and pausing the scenario. Each individual device will have access to advisors and the ability to vote on the final decision. Votes for each specific session are compiled and displayed on the host screen, in addition to all-time results.

1. Visit http://play.bewashington.org

2. Select "Host A Game". Each game will have a unique code required to sync the individual devices.

3. To set up the game on an individual device, players should visit http://play.bewashington.org and select "Join a Game". After joining, players enter the unique code. The unique code will remain visible throughout the scenario allowing latecomers to join.

4. As players login, the player counter below the unique code will increase. After all players successfully log in, the host selects "Start Game".

5. At the start of each game, the host can choose from four scenarios: The Battle of Second Trenton (1777), the Newburgh Conspiracy (1783), the Genet Affair (1793), and the Whiskey Rebellion (1794).

6. After selecting a scenario, the game will begin on the host screen. (For additional background information, please see *Background and Timeline* available in the [downloadable lesson plan](#) folder for each individual scenario.)

7. As the game continues, the host can pause or exit the scenario at any time.

8. After background information is presented, three possible solutions will be revealed. The individual players will vote at the end of the advisor briefings.

9. After the background and final choices are revealed, the game-play will become live on the individual devices. The individual player will select an advisor on the screen to hear their opinion.

10. A timer will begin in the upper right hand corner on both the host screen and the individual devices, indicating how much time remains before voting begins.

11. For each advisor, a sliding scale on the left hand side allows players to decide how much they agree or disagree with each individual. As players make their decision, the host screen will reflect the total agreement or disagreement for each advisor based on how the room votes.

12. While players listen to advisors, each scenario will interrupt with dispatches sharing the most up-to-date information. The game and clock will pause on the individual devices, show the dispatch on the host screen, and resume the interactive play on individual devices after the dispatch is complete. Additional advisors may become available.

13. After the clock expires, the three possible solutions will be displayed again. Players will have 10 seconds to select an option and select "Confirm".

14. The group's majority decision will be revealed after voting closes, followed by an explanation of George Washington's final decision.

15. Total results for the individual game will be revealed, in addition to all-time results for the scenario.

16. After the game concludes, the host screen will return to the menu of scenarios. The same unique code can be used for all of the scenarios; there is no need to reenter the code.

17. To leave *Be Washington*, click "Exit".

For more information, including complete lesson plans for the Be Washington scenarios, visit BeWashington.org.

SINGLE-PLAYER GAME PROCEDURE:

The single player game includes the complete scenario, advisors, and all-time results.

1. Visit http://play.bewashington.org

2. Select "Single Player".

3. There are four scenarios to choose from: The Battle of Second Trenton (1777), the Newburgh Conspiracy (1783), the Genet Affair (1793), and the Whiskey Rebellion (1794).

4. After selecting a scenario, the game will begin. (For background information, please see *Background and Timeline* available in the downloadable lesson plan folder for each individual scenario.)

5. The player can pause or exit the scenario at any time.

6. After background information is presented, three possible solutions will be revealed. The player will vote on one at the end of the advisor briefings.

7. The experience will switch to advisor briefings. The player should select an advisor on the screen to hear their opinion. For each advisor, a sliding scale on the left hand side allows the player to decide how much they agree or disagree with each advisor.

8. A timer will begin in the upper right hand corner indicating how much time remains before voting begins.

9. Dispatches may interrupt the advisor briefings; the timer will resume after they conclude. Additional advisors may be added.

10. After the clock expires, the three possible solutions will be displayed again. The player will have 10 seconds to select an option and select "Confirm".

11. Following the vote, George Washington's decision and the all-time results of the scenario will be revealed.

12. After the game concludes, the game will return to the menu of scenarios. You can choose another scenario to play, or leave *Be Washington* by selecting "Exit".

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