

# Gamestar Mechanic

## Episode 1: Journey to Factory 7

**Name:**

**Goal:** I can identify the different components (avatars, goals, items, enemies, rules, and gamespace) used in creating games.

### Mission 1: Naviron Adventure

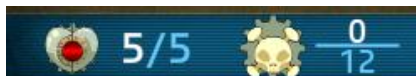
1. How many levels does this Mission have?
2. Name the Avatar.
3. Name the Goal.
4. Name the Items.
5. Name the Enemies.

### Mission 2: Altair Journey



1. The above picture represents two goals and rules. Explain the meaning of the two goals.

### Mission 3: The Acheron Gauntlet



1. The above picture represents two goals and rules. Explain the meaning of the two goals.

### Mission 4: Karakuri Mindbender

1. How many levels does this Mission have?
2. Name the Avatar.
3. Name the Goal.
4. Name the Enemies.
5. Name the Gamespace.
6. Explain the wraparound.