

Guide – Wiseman in Corn Maze

In the center of the corn maze, there is an NPC character. The script for this NPC can be found in '**wise-man.txt**'.

There is also a box nearby. When the user clicks on this box, a number of posters appear throughout the maze. The script for this box can be found in '**posters-box-main.txt**'.

The user must find and click each one of these posters.

The script of one of the poster objects can be found in '**poster.txt**'. It sends a message to the main box that keeps track which posters have been collected. The poster is displayed or hide using **lSetAlpha** and it also rotates when it is clicked to show the face of the object with the poster text.



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