

*SECRET*  
**agent**  
*SOCIETY*® **DIGITAL HEADQUARTERS**

**SAS DIGITAL  
HEADQUARTERS  
INSTRUCTION  
MANUAL**



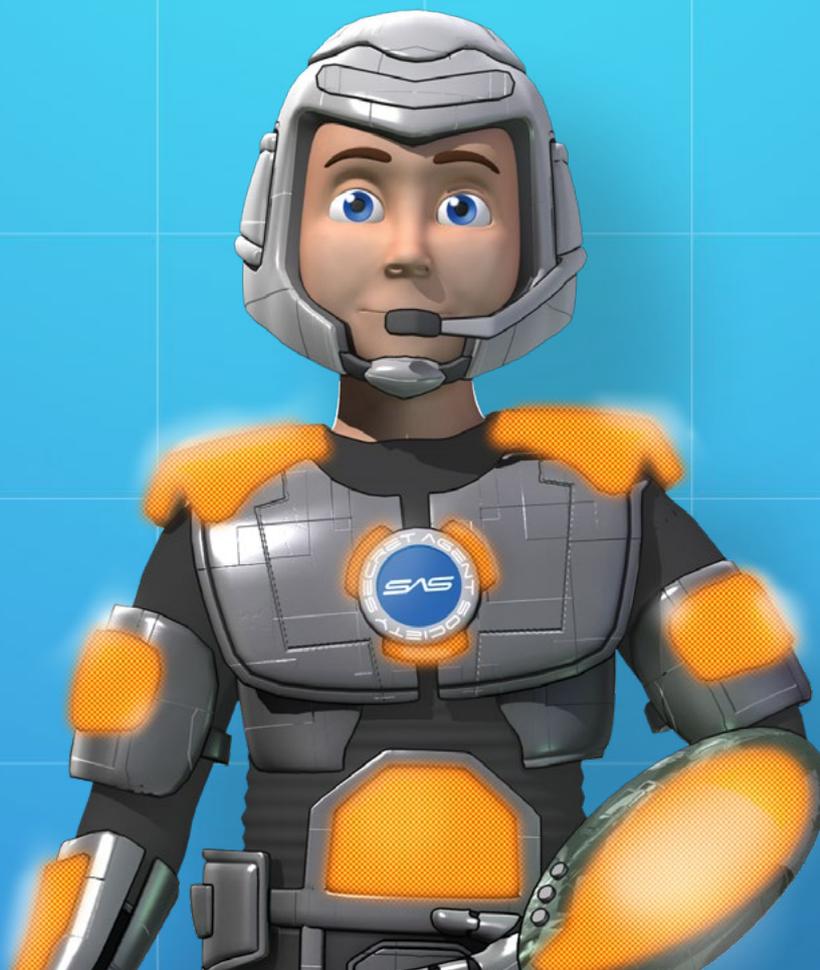
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## GAME OVERVIEW

The year is 2030, and soon after birth, all children undergo a genetic screening procedure to determine their ideal career. This procedure has shown that the player is best suited to a career as a Secret Agent, specialising in the field of Controlled Remote Viewing (mind-reading). The player's character (the Junior Detective) enters the International Secret Agent Society Headquarters, where he trains with four other rookies: Kade, Ben, Monique and Lisa. Throughout the training, the player is rewarded with promotions and gadgets they will need to help them through their missions.

To graduate from the academy, the player must complete a four level course filled with training activities and secret missions.

Activities included in this game are designed to be played alone or with clinician or carer support, depending on the child and desired learning experience. These activities are determined by which SAS intervention you are using; Stand Alone (SAS-SA), Small Group (SAS-SG) and Whole-of-Class (SAS-WOC). The intervention type can be found in the bottom left hand corner of the screen.



## Purchasing The Game

If you have not received or purchased a pack containing the Secret Agent Society (SAS) Computer Game Product Key, please go to [www.sst-institute.net](http://www.sst-institute.net) to find out what your options are.

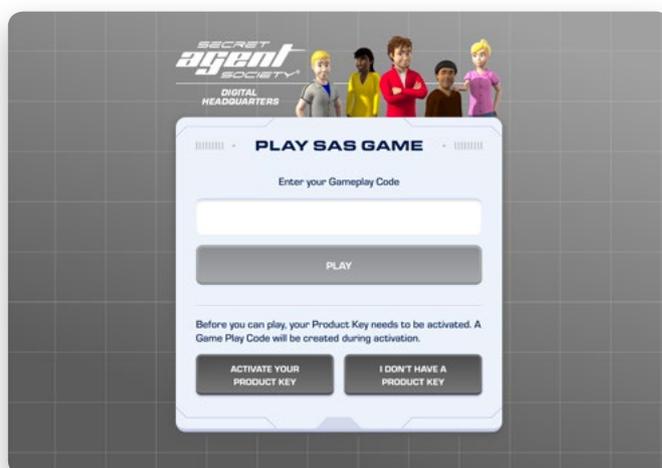
Activities included in this game are designed to be played with clinician or carer support, depending on the child and desired learning experience.

## Activating Your Game Account

1. Locate your unique SAS Computer Game Product Key on your SAS Computer Game Pack or inside your SAS Parent Workbook.
2. Go to [www.playsas.net](http://www.playsas.net) and follow the instructions to set up an account and activate the account using the Product Key.
3. During the activation process, a five-character gameplay code will be provided to play the game. Please record this on your Product Key sticker and provide to the game player.
4. Once activated, you will have 12 months access to play the SAS Computer Game with a later option to renew for a further 12 months of play.

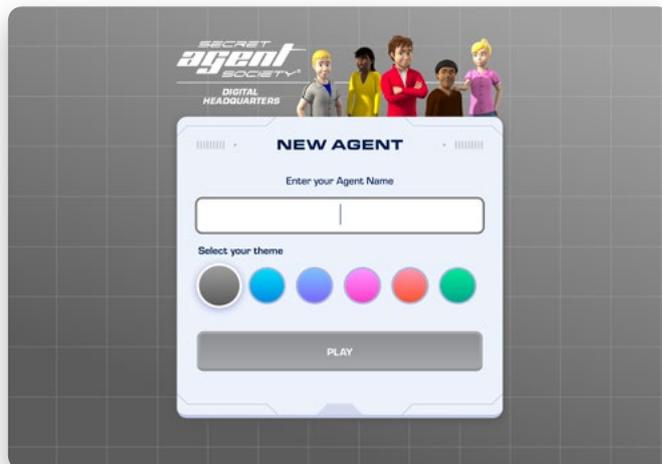
## Starting The game

To play the game at any time after activation, go to [www.playsas.net](http://www.playsas.net) and enter your five-character gameplay code to open the game.



## Your User Profile

The first time a user plays the game, they'll need to create a New Agent and enter an agent name of their choice (this name cannot be changed later). Only one New Agent profile can be created per account. When next entering the game, the agent name will appear automatically.



## The Control Room

Once you have begun the game, you will be taken to a control room, where the user will see buttons for the Academy Levels, Mission Journal, and Scene Generator. In some game modes, access to these different areas of the digital SAS Headquarters will be unlocked progressively as the user plays. In other game modes, all areas are unlocked from the beginning for flexible use. Mission Journals can all be accessed via the Mission Journal button, however these are also integrated throughout levels where recommended for skill practise between activities. For more information on Mission Journals see page 29.

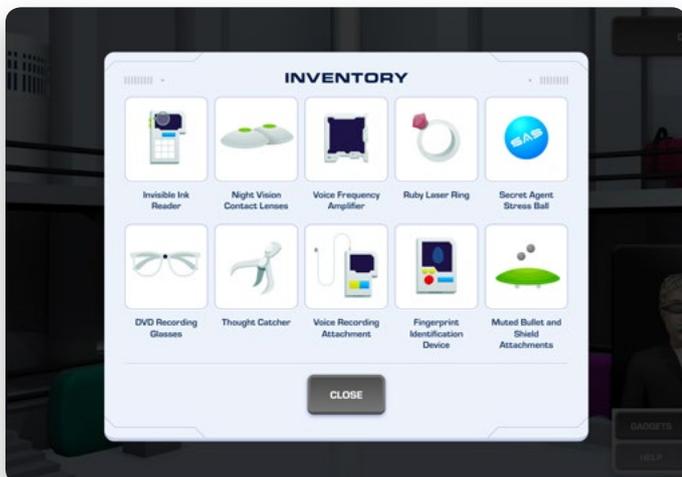


## Agent Ardon

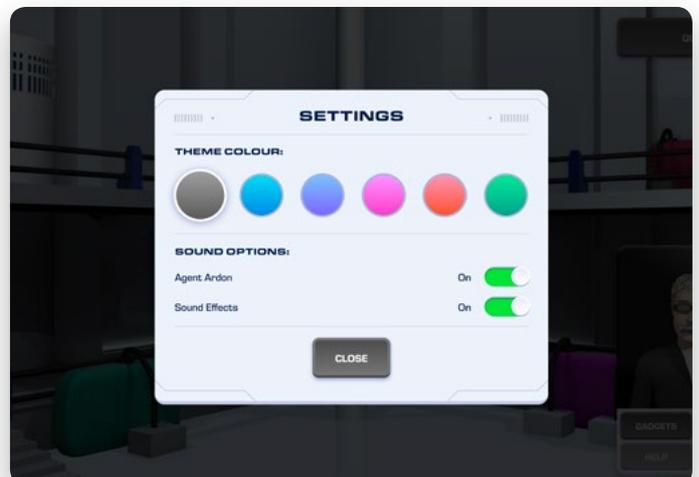
To help the player through their training, a mentor special agent, Agent Ardon guides them through the program by communicating via a handheld PC. You can use Ardon to change settings, get help and view the gadgets.



## Gadget Inventory



## Settings Menu



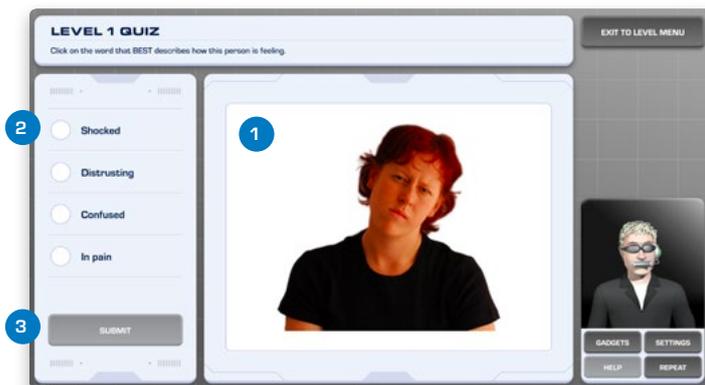
Level 1 of the computer game aims to teach the player how to detect the feelings of others from their facial expressions, body language and voice tone, pitch and volume. Journal Missions will be included throughout Level 1 where recommended for your game mode (if applicable).

## Quiz 1

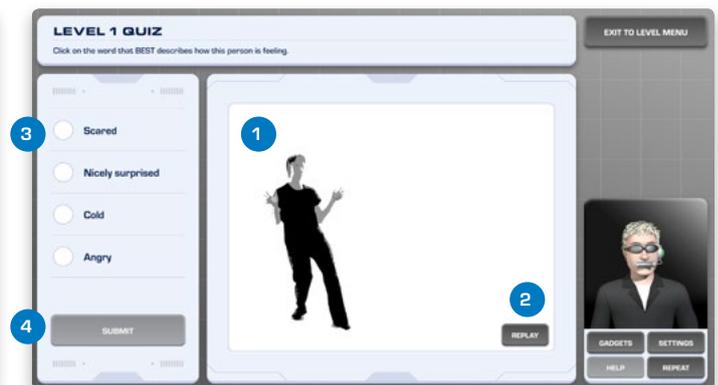
### Aim of the quiz:

At the beginning and end of each level in the game, the player is asked to complete a nine-question quiz. This quiz tests the player's knowledge and understanding of the concepts taught in level 1.

### How to play:



1. Study the image
2. Select a response from the list
3. Submit the answer



1. Study the video
2. Replay if necessary
3. Select a response from the list
4. Submit the answer



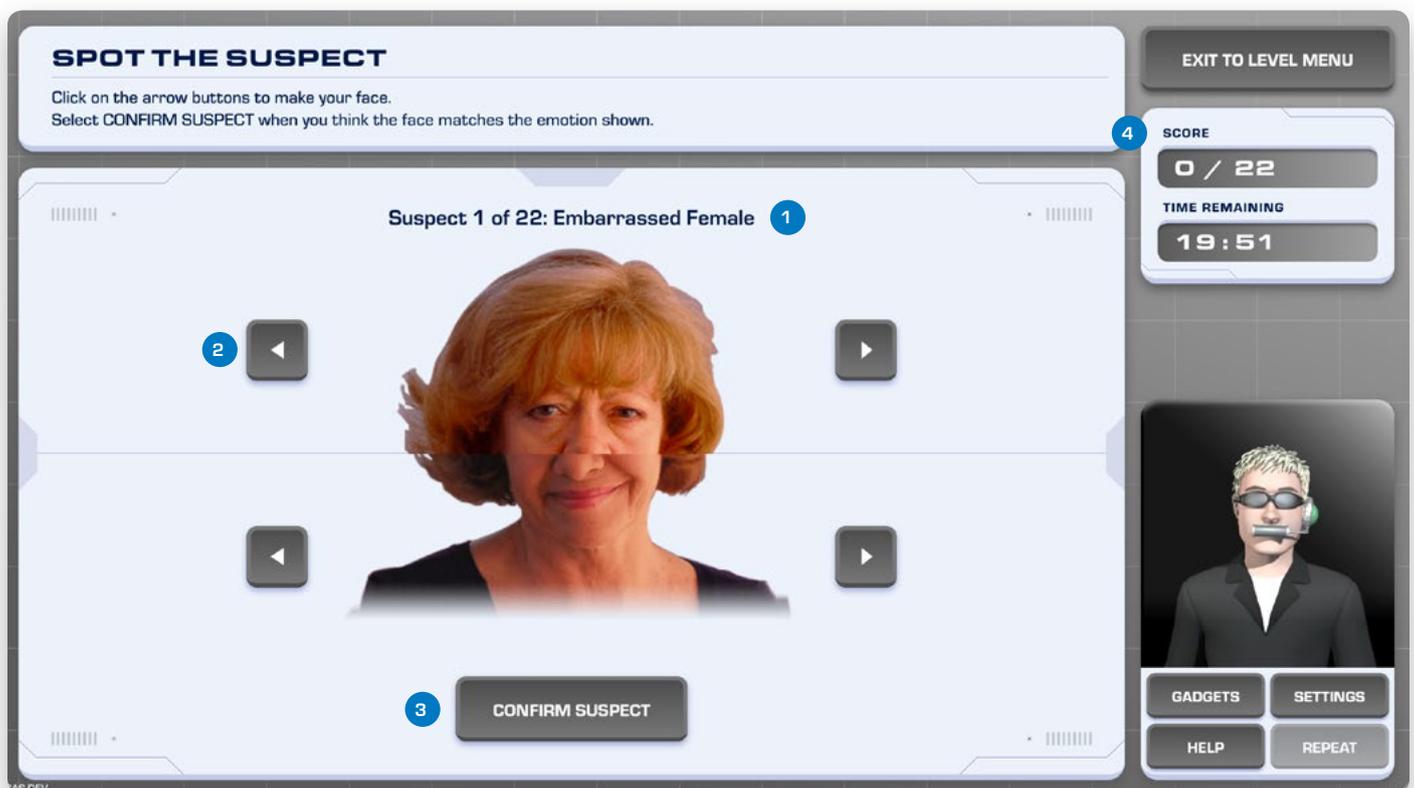
1. Listen to the voice
2. Replay if necessary
3. Select a response from the list
4. Submit the answer

## Spot The Suspect

### Aim of the game:

The player aims to make faces that match the descriptions shown on the screen. There is a target score of 17/22 during the 20-minute time limit. If the player does not reach the target score, the game will prompt you to move on to the next activity after two attempts. This activity is designed to teach emotion recognition from facial expressions.

### How to play:



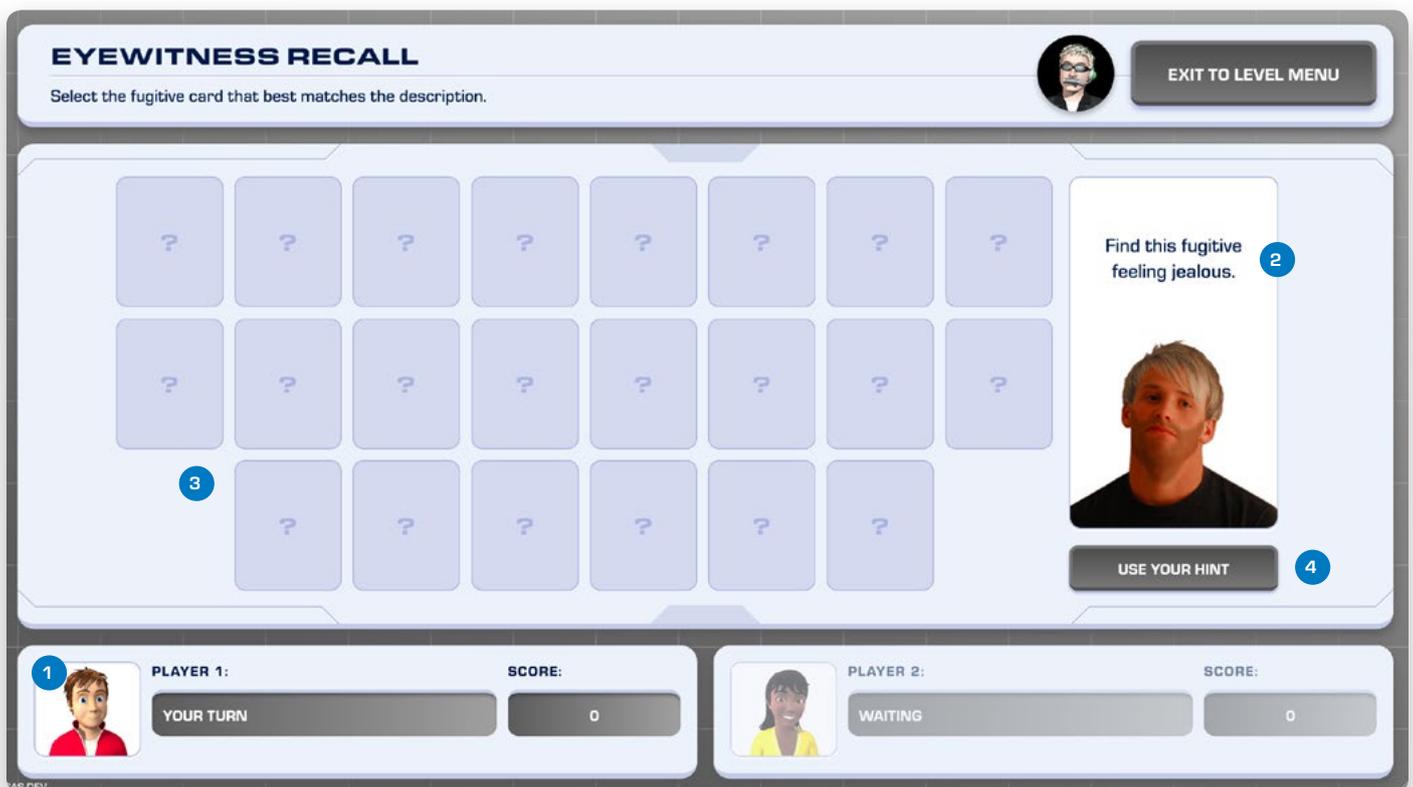
1. Check what suspect emotion you are looking for
2. Use the arrow keys to make that facial expression
3. Confirm the suspect
4. Keep an eye on the score and remaining time

## Eyewitness Recall

### Aim of the game:

The aim of the game is to select the card that BEST matches the emotion description of the fugitive shown in disguise. Similar to the card game 'Memory'. The game continues until no cards are left and the player with the highest score wins. In real life, people's facial expressions often change within an instant. Therefore, the Eyewitness Recall activity has been designed to improve the player's speed at facial expression recognition while also engaging their working memory to enhance their facial recognition skills in everyday life.

### How to play:



1. Check who's turn it is by looking at the status panels
2. Check which fugitive you are looking for, and what emotion they are showing
3. Click on the cards to reveal the facial expression underneath
4. Use the hint button when necessary

## The Line-Up

### Aim of the game:

The player watches 11 video segments in which people's facial expressions are not visible. For each segment, they choose the emotion label that BEST describes how the suspect is feeling. The player has a target score of 9/11 correct within an 8-minute time limit. If the player does not reach the target score, the game will prompt you to move on to the next activity after two attempts. This activity aims to teach emotion recognition from body posture and movement.

### How to play:



1. Watch the video
2. Replay if necessary
3. Select a response from the list
4. Submit the answer
5. Keep an eye on the score and remaining time

## Voice Verification

### Aim of the game:

For each of the mystery voices played, the user must select the emotion label that BEST describes the narrator's voice. The player has a target score of 17/20 correct within a 7-minute time limit. If the player does not reach the target score, the game will prompt you to move on to the next activity after two attempts. This game aims to teach the player how to identify people's feelings from their tone of voice.

### How to play:

**VOICE VERIFICATION**

Listen carefully to the secret message being played. Select the emotion that BEST describes the narrator's voice.

3

- Angry
- Bored
- Confused
- Distrusting
- Embarrassed
- Excited or Proud
- Guilty
- Jealous
- Nervous or Afraid
- Sad or Upset
- Sarcastic or Teasing

4 SUBMIT

1

2 REPLAY

5

EXIT TO LEVEL MENU

SCORE  
0 / 20

TIME REMAINING  
6 : 37

GADGETS SETTINGS

HELP REPEAT

1. Listen to the voice
2. Replay if necessary
3. Select a response from the list
4. Submit the answer
5. Keep an eye on the score and remaining time

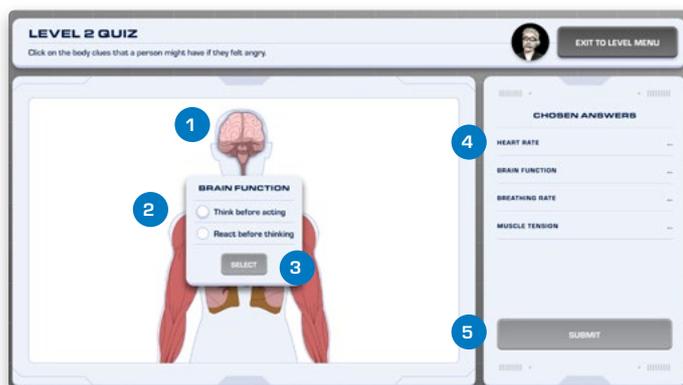
Level 2 of the computer game aims to teach the player how to detect their own feelings from physical body sensations. It also teaches them about degrees of emotion, and how to integrate face, body, voice and situational clues to detect how other people are feeling. Journal Missions will be included throughout Level 2 where recommended for your game mode.

## Quiz 2

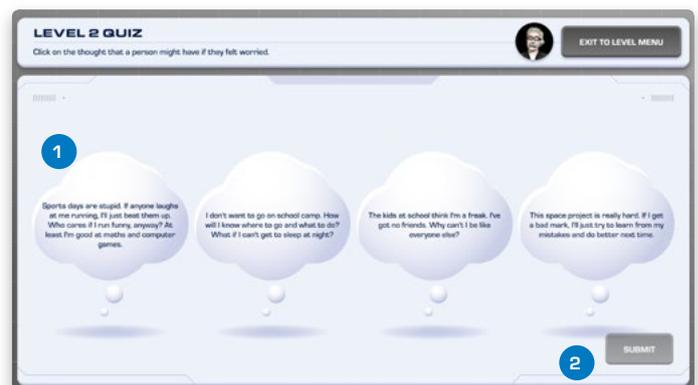
### Aim of the quiz:

Before beginning the Level 2 training activities, the player is prompted to complete Quiz 2. This quiz tests the player’s knowledge and understanding of the concepts taught in level 2.

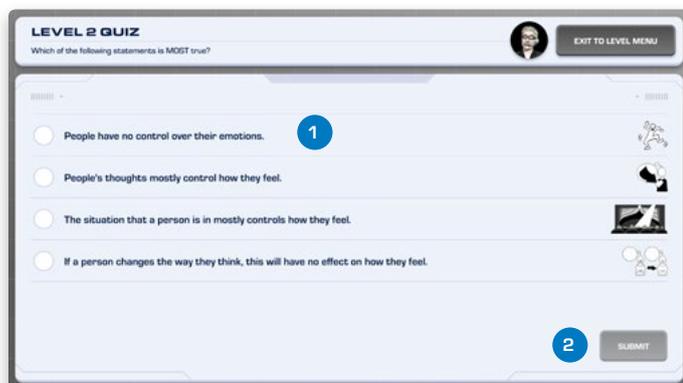
### How to play:



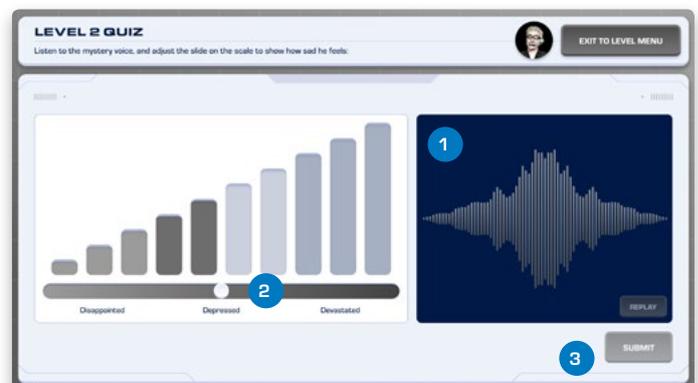
1. Select a body part
2. Select the response
3. Confirm the response
4. Keep track of outstanding responses
5. Submit final responses



1. Select a thought cloud
2. Submit the responses



1. Select a response from the list
2. Submit the responses



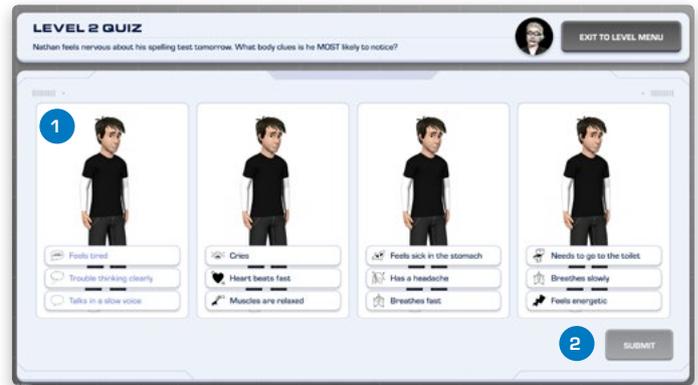
1. Listen to the voice
2. Move the point along the scale
3. Submit the responses

## Quiz 2

How to play:



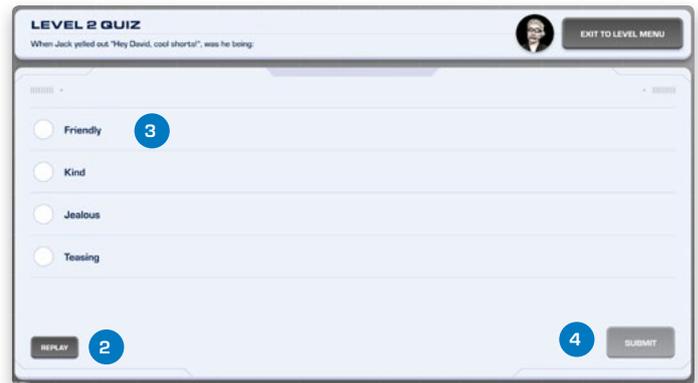
1. Drag each image into the correct position below
2. Submit the response



1. Select a response from the list
2. Submit the response



1. Watch the video



2. Replay if necessary
3. Select a response from the list
4. Submit the response

## Detective Laboratory

### Aim of the game:

The player must complete 4 emotion monitors: Happiness, Sadness, Anger and Anxiety. Players adjust pointers on emotion monitors to show how the human body typically reacts to each of these emotions. The correct response for each item includes a range of points on the scale. At the end of each emotion is the ‘Thought Catcher’. This involves using the Thought Catcher to catch all of the thoughts that match a target emotion. For each of the thought catcher activities, the player has 1 minute to catch at least 3 of the 4 thoughts that match the target emotion. They are awarded 300 points for each target thought caught.

This activity aims to improve the players’ awareness of the physical body sensations and thoughts often associated with feelings of happiness, sadness, anger and anxiety.

### How to play:



1. Select an emotion monitor to begin



1. Check which emotion the monitor is referencing
2. Move the point along the scale
3. Submit the response



1. Check what thoughts need to be caught
2. Click on the thoughts to catch them

## Degrees Of Delight And Distress

### Aim of the game:

In this game, the player is shown a series of 'Emotionometers'. Each features three bodies at the mild, medium and intense anchor points of the emotion scale. The player chooses the body clues that signal when they feel mild, medium and intense levels of emotion onto the bodies. At least one body clue must be added to each body on the scale in order to move on. There are no correct or incorrect responses.

This activity aims to extend the player's understanding of their own physical body clues that signal when they feel different intensities of happiness, sadness, anger, and anxiety.

### How to play:

1. Check which emotion the scale is referencing
2. Select a body clue from the list
3. Drag it onto the corresponding body
4. Create extra body clues if needed
5. Click 'X' to remove unwanted body clues
6. More to the next scale

## Secret Agent Viewing Panel

### Aim of the game:

The player watches secret video footage of game characters Kade, Monique, Lisa and Ben. To successfully complete this activity, the player must correctly identify how the target person feels in three out of four of the scenes shown for each officer. If the player does not reach the target score, the game will prompt you to move on to the next activity after two attempts.

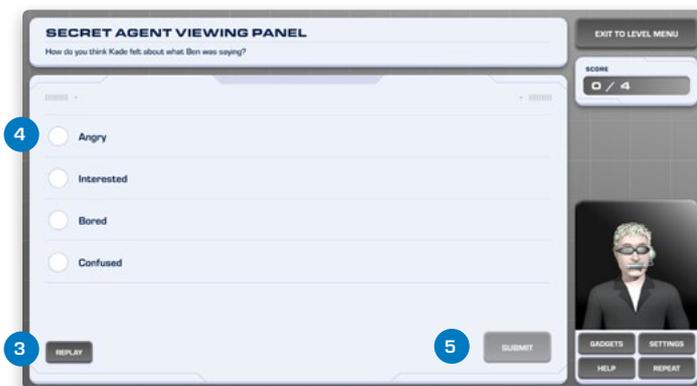
### How to play:



1. Select an Agent to begin



2. Watch the video



3. Replay the video if necessary
4. Select a response from the list
5. Submit the response

Level 3 of the game helps the player to integrate, apply and extend on the skills that they have learned in Levels 1 and 2. This level also provides modelling for the use of key ‘relaxation gadgets’ and a series of social skills. The player attempts four animated ‘choose-your-own adventure’ style missions that present social challenges such as:

- Trying something new,
- Losing a competition,
- Working as a team,
- Meeting new people and
- Coping with bullying.

In completing each of the missions, the player identifies the characters’ thoughts and feelings and decides how best to cope with the situations that arise. The storyline changes depending on the player’s choices. Once each mission is completed, the player is encouraged to repeat the mission and explore making different choices.

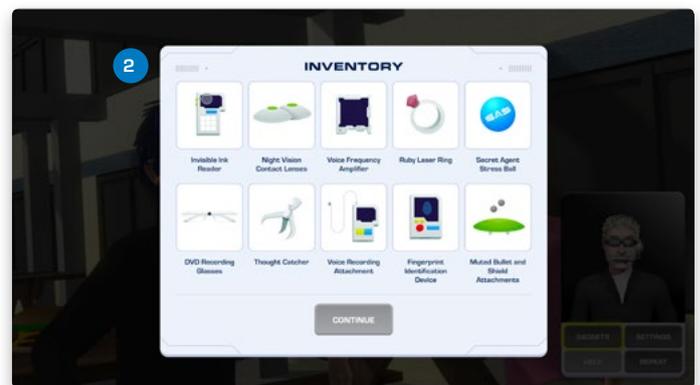
Journal Missions will be included throughout Level 3 where recommended for your game mode.

## Gadget Selection

During Level 3 you are sometimes asked to activate Gadgets from your inventory.



1. Select ‘Gadgets’ on the PDA



2. Choose the required gadget from the inventory

## Quiz 3

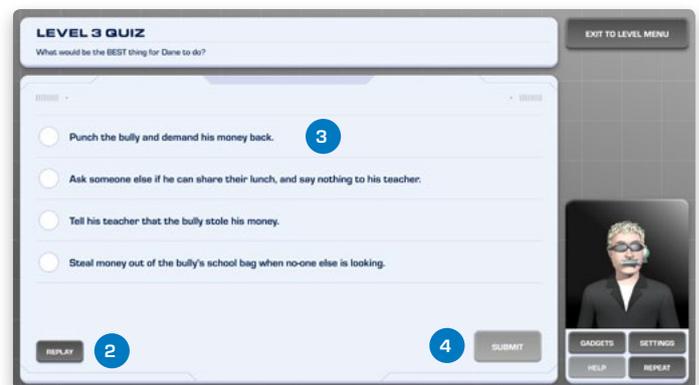
### Aim of the quiz:

Before beginning the Level 3 training activities, the player is prompted to complete Quiz 3. This quiz tests the player's knowledge and understanding of the concepts taught in Level 3.

### How to play:



1. Watch the video



2. Replay the video if necessary
3. Select a response from the list
4. Submit the response

## Crime at the Cathedral

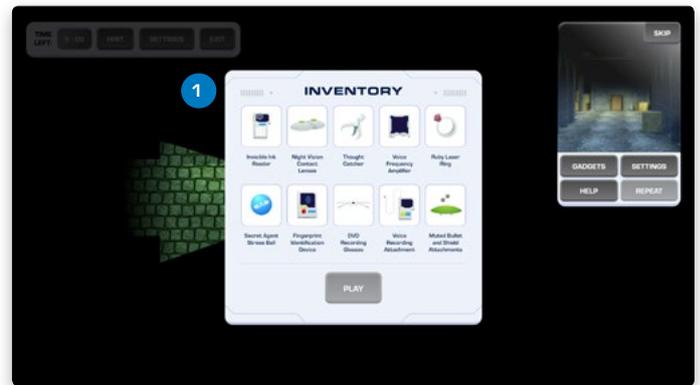
### Aim of the game:

This mission involves the player's character tracking down thieves who plan to steal artwork from a cathedral. The mission explores using Relaxation Gadgets. The player goes through a series of challenges that require them to make choices about how to manage their character's emotions and identify what a character is thinking and feeling.

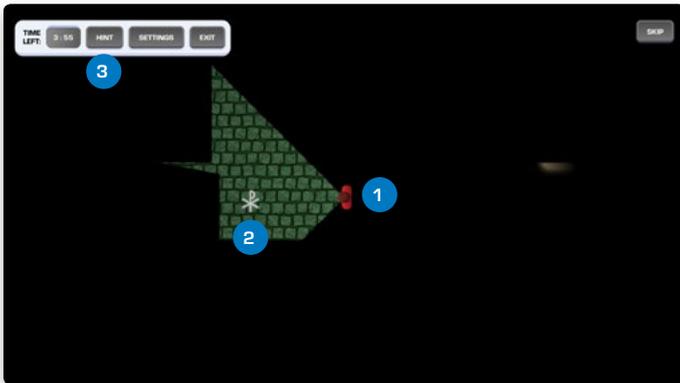
### How to play:



1. Move the selection box over the secret symbol



1. Choose the required gadget from the inventory

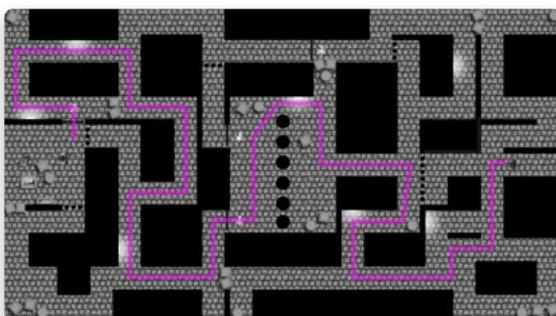


1. Find the way through the maze to the bandits
2. Use the symbols to open secret passageways
3. Use the hint button when necessary



1. Select an emotion from the list
2. Drag it onto the heart symbol for each of the characters

Solution:



## Crime at the Cathedral

### How to play:



1. Select an action from the list
2. Confirm the selection



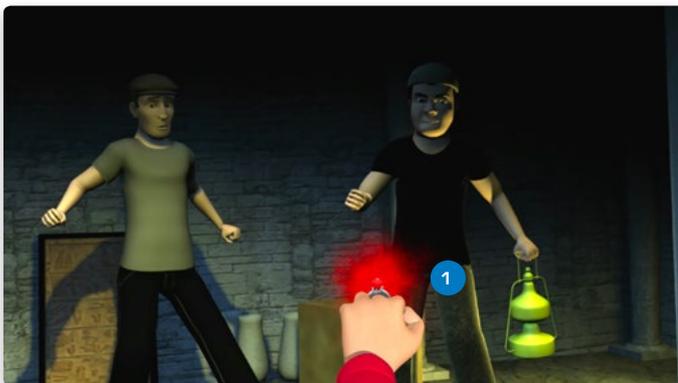
1. Select a thought from the list
2. Drag the thought into the empty thought cloud



1. Select a thought from the list
2. Drag the thought into the empty thought cloud



1. Choose the required gadget from the inventory



1. Aim the ring at the bandits and fire

## Detective Flight Challenge

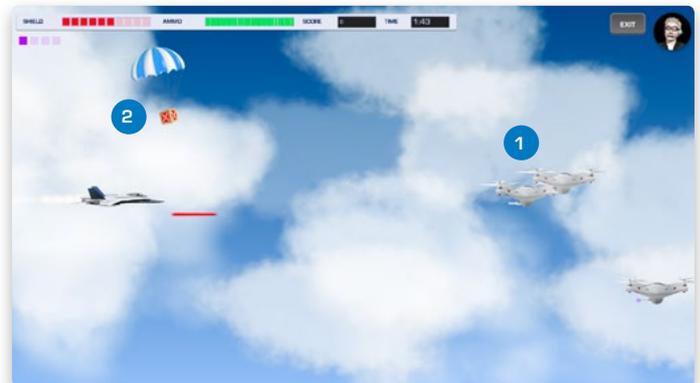
### Aim of the game:

This mission involves the player competing in a jet fighter competition as part of their training. This mission explores the benefits of using Relaxation Gadgets. The player identifies for their character is feeling and what they can do to calm down, which impacts on their performance during the mission.

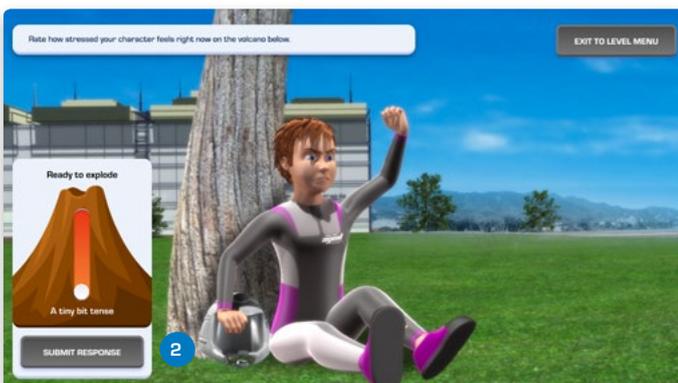
### How to play:



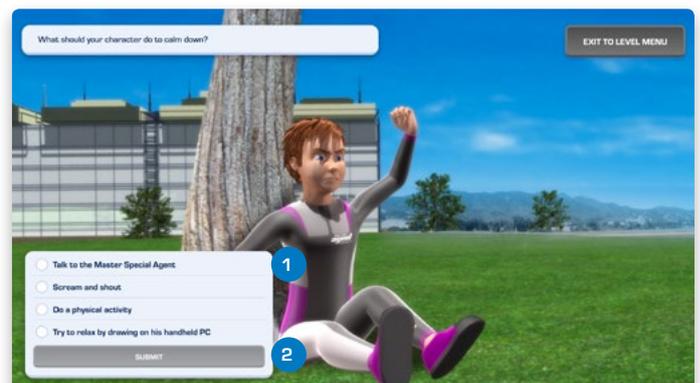
1. Select a thought from the list
2. Drag the thought into the empty thought cloud



1. Shoot down enemy drones
2. Collect crates to replenish and upgrade ammo and shield.



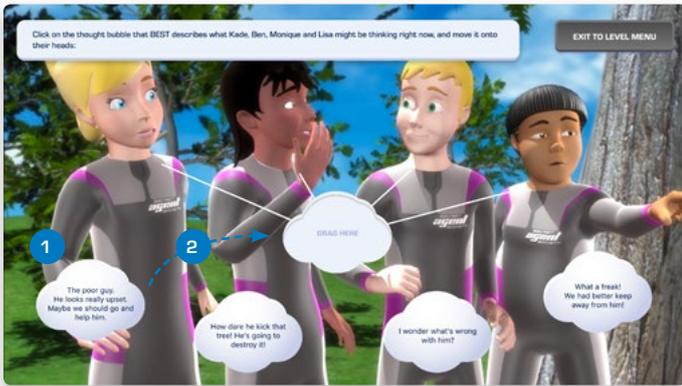
1. Drag the marker on the scale to the appropriate position
2. Submit the response



1. Select an action from the list
2. Submit the response

## Detective Flight Challenge

### How to play:



1. Select a thought from the list
2. Drag the thought into the empty thought cloud



1. Select an action from the list
2. Submit the response



1. Select a thought from the list
2. Drag the thought into the empty thought cloud



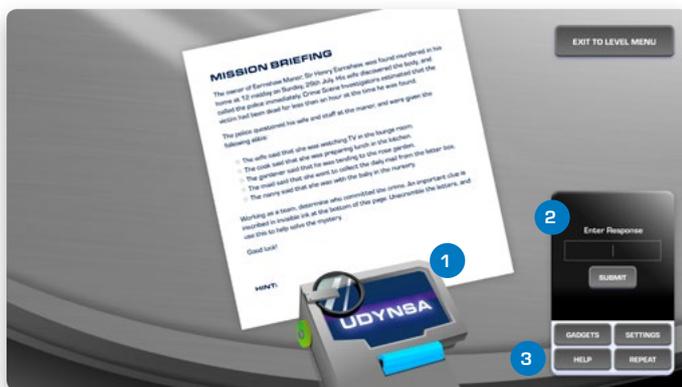
1. Select an emotion from the list
2. Drag the emotion onto the heart symbol

## Murder at Earnshaw Manor

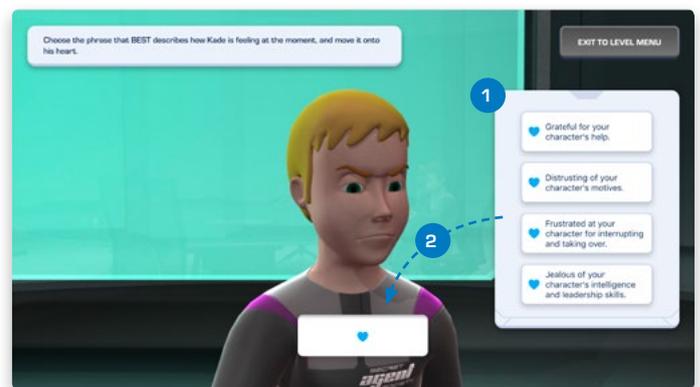
### Aim of the game:

This mission involves the player's character working with the other characters to solve a mystery. The player needs to detect how other characters are thinking and feeling, and explore the outcomes of making different choices while managing social problems. This mission explores The Play Code, The Damage Control Code and The Confusion Code.

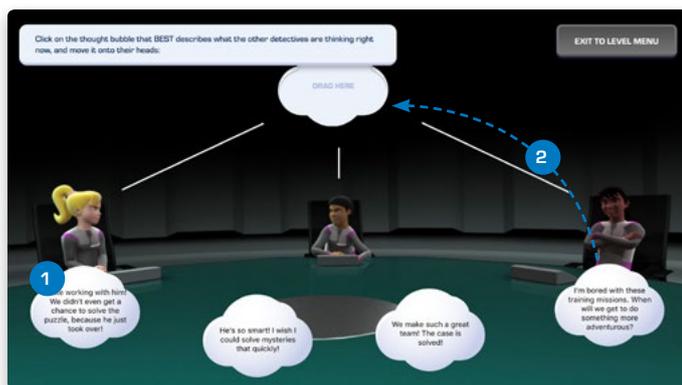
### How to play:



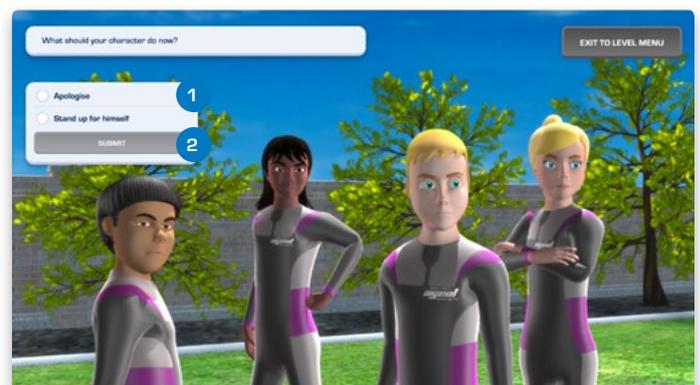
1. Use the clue on the invisible ink reader
2. Enter the response on the PDA
3. Get help if necessary



1. Select a response from the list
2. Drag the response onto the heart symbol



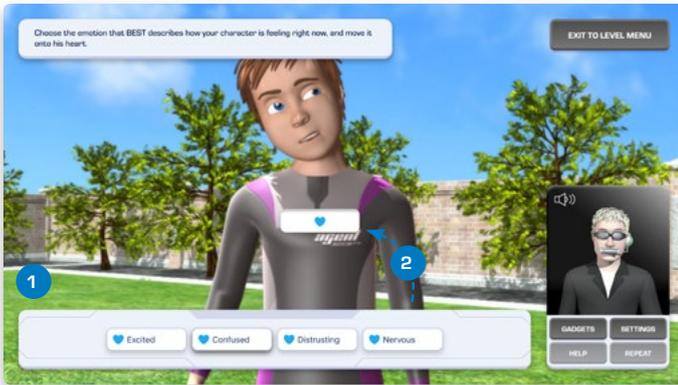
1. Select a thought from the list
2. Drag the thought into the empty thought cloud



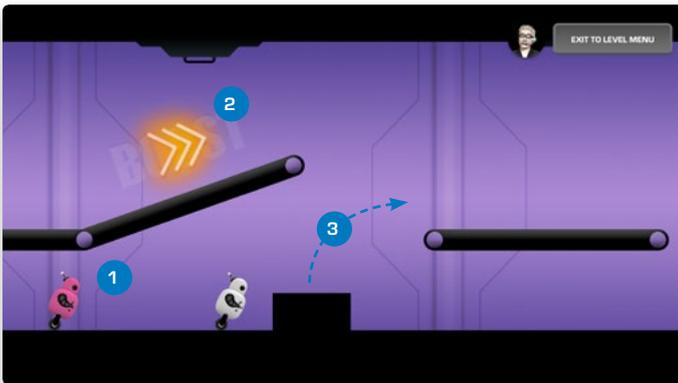
1. Select an action from the list
2. Submit the response

## Murder at Earnshaw Manor

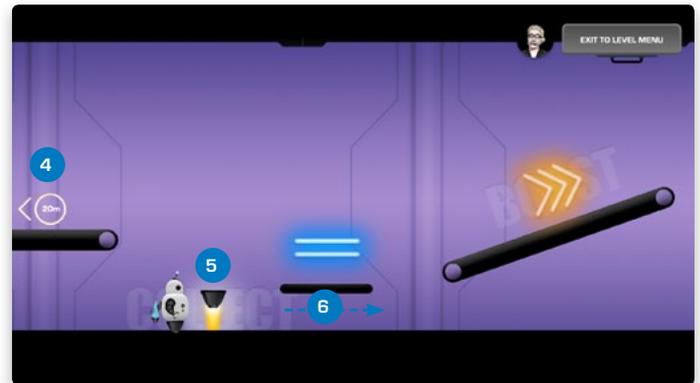
### How to play:



1. Select an emotion from the list
2. Drag the emotion onto the heart symbol



1. Race the opponent to the end of the level
2. Use boosts to get ahead
3. Jump over obstacles and onto platforms



4. Check the marker to see how far ahead/behind the opponent is
5. Collect powerups to ensure you get through the big obstacles
6. Duck under low platforms



1. Select an emotion from the list
2. Drag the emotion onto the heart symbol



1. Select a thought from the list
2. Drag the thought into the empty thought cloud

## Secret of the Schoolyard Ghost

### Aim of the game:

This mission involves the player's character going undercover as a new student at an art school to solve a ghost mystery. In this mission, the player participates in a conversation, detects other characters' thoughts and feelings and responds to a potential bullying situation. This mission explores the Conversation Code, Detecting the Difference Between Accidents Jokes and Nasty Deeds, and the Bully Guard Body Armour.

### How to play:



1. Select an emotion from the list
2. Drag the emotion onto the heart symbol



1. Select a thought from the list
2. Drag the thought into the empty thought cloud

## Secret of the Schoolyard Ghost

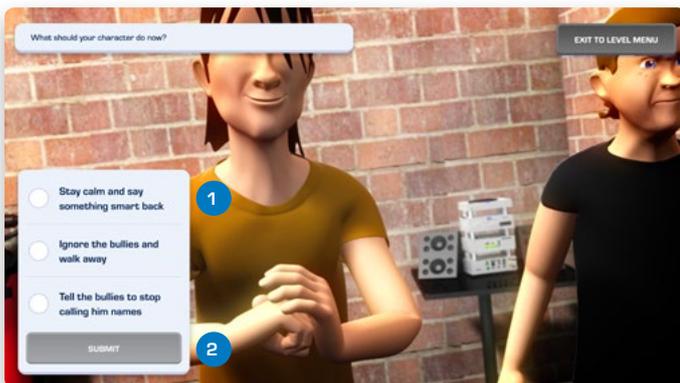
### How to play:



1. Select an emotion from the list
2. Drag the emotion onto the heart symbol



1. Shoot the muted bullets and use the shield to rebound
2. Aim for the floating ghost
3. Keep an eye on the remaining bullets and the ghosts health



1. Select an action from the list
2. Submit the response



1. Select an emotion from the list
2. Drag the emotion onto the heart symbol

## Secret of the Schoolyard Ghost

How to play:



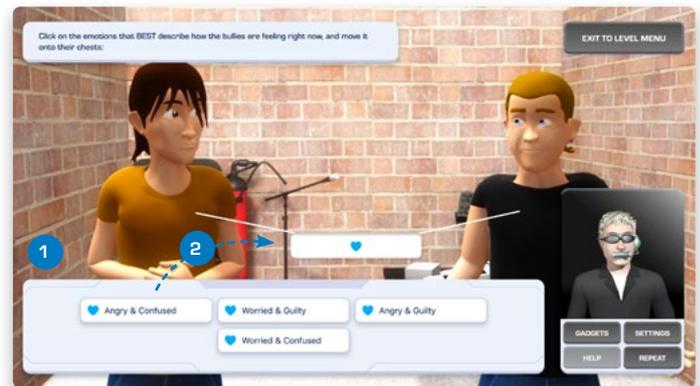
1. Select an emotion from the list
2. Drag the emotion onto the heart symbol



1. Select an emotion from the list
2. Drag the emotion onto the heart symbol



1. Select an emotion from the list
2. Drag the emotion onto the heart symbol



1. Select an emotion from the list
2. Drag the emotion onto the heart symbol

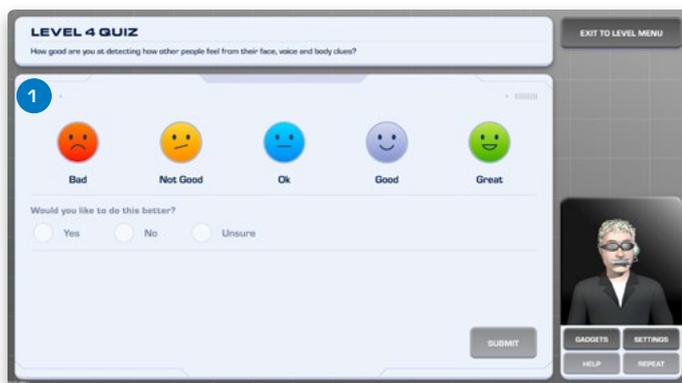
Level 4 is the final level of the game. Here you complete your Mission Journals and the final quiz before moving onto graduation! Journal Missions will be included throughout Level 4 where recommended for your game mode.

## Quiz 4

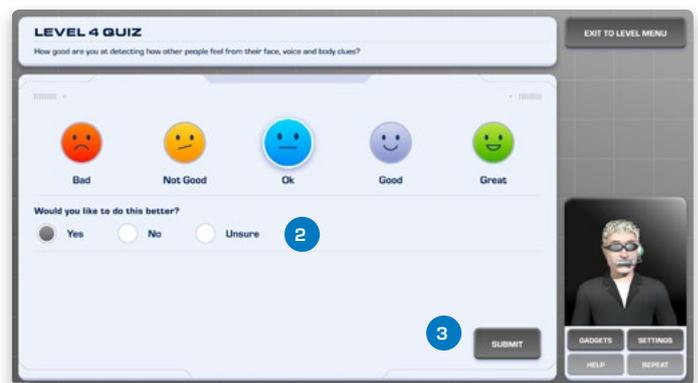
### Aim of the quiz:

Before graduation, the player is prompted to complete Quiz 4. This quiz is used as a self assessment tool to see where the player feels their strengths and weaknesses lie.

### How to play:



1. Select a face from the scale



2. Select a response from the list
3. Submit the responses

## Graduation

Level 4 finishes with the graduation ceremony, where the user's character graduates from the academy.



The Journal contains self-reflection questions for 16 missions that invite the player to practise using the skills demonstrated in the computer game and featured on the SAS Code Cards. Each Mission Journal provides an initial description of what the player is asked to do and then lists a series of questions that they are encouraged to answer after completing each mission. To give the player enough time to master one skill before learning another, it is generally recommended that they only try a couple of missions each week or as recommended by their SAS Facilitator if participating in the SAS Small Group Program.

To respond to the journal questions, the player may be required to do one or more of the following:

### 1. Type in Their Response

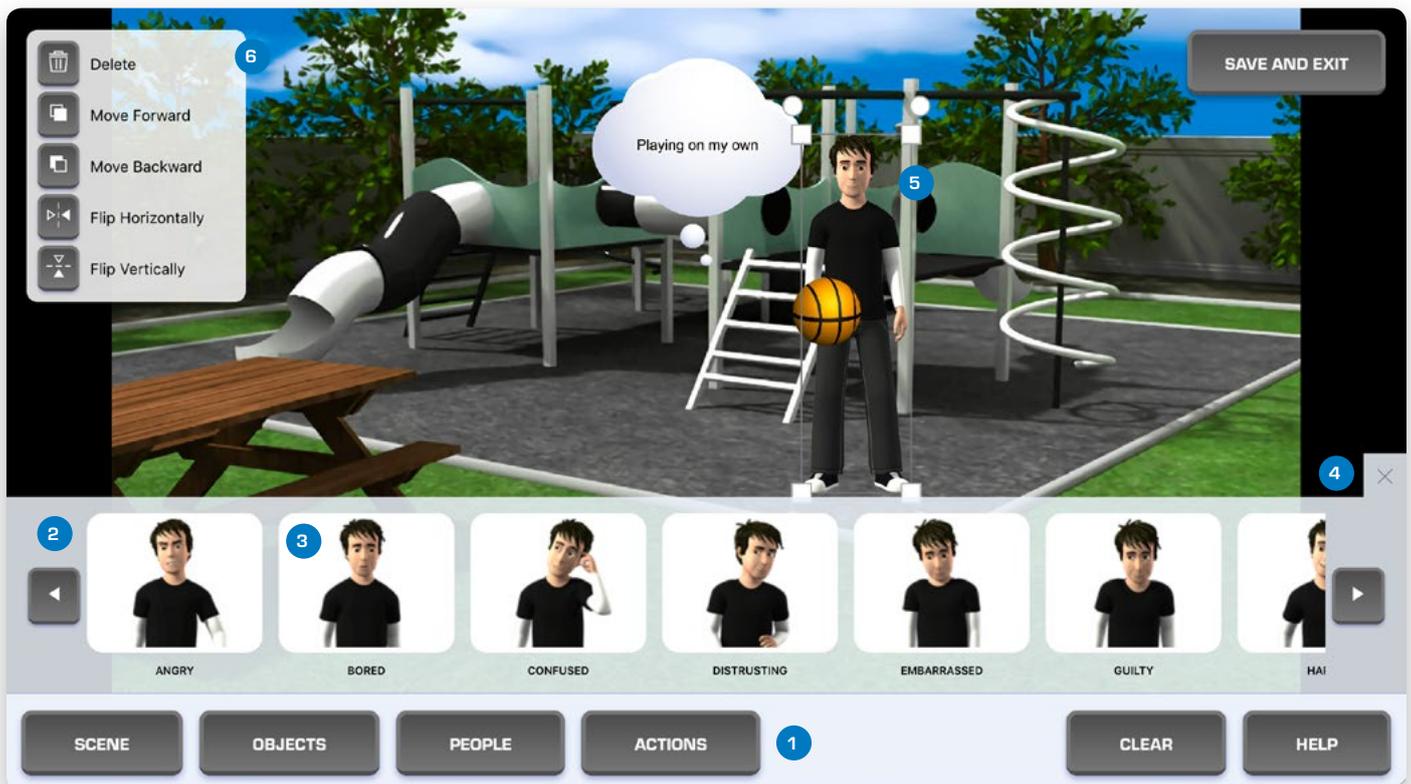
For most questions in the Secret Agent Journal, the player can type their response into a text box.

The screenshot shows a digital interface for a 'SECRET SPY MISSION'. At the top left, the title 'SECRET SPY MISSION' is displayed. Below it, a paragraph of instructions reads: 'Carefully watch other people's facial expressions, body postures and movements at home, at school and when you are out to detect how they are feeling. Be careful not to stare! When you have completed this mission, answer the questions shown using words and/or pictures from the scene generator.' In the top right corner, there is a small circular profile picture of a man with glasses and a grey button labeled 'EXIT'. The main content area features a question: 'Where did you watch people?' followed by 'QUESTION 1 OF 4'. Below the question is a large text input field with the placeholder text 'Type your answer here' and a small blue circle containing the number '1'. To the right of the text field is a large grey button labeled 'BEGIN SCENE GENERATOR'. At the bottom left of the interface is a 'PREVIOUS PAGE' button, and at the bottom right is a 'NEXT PAGE' button.

1. Click in the text field and enter the response

## 2. Create a Picture Using the Scene Generator

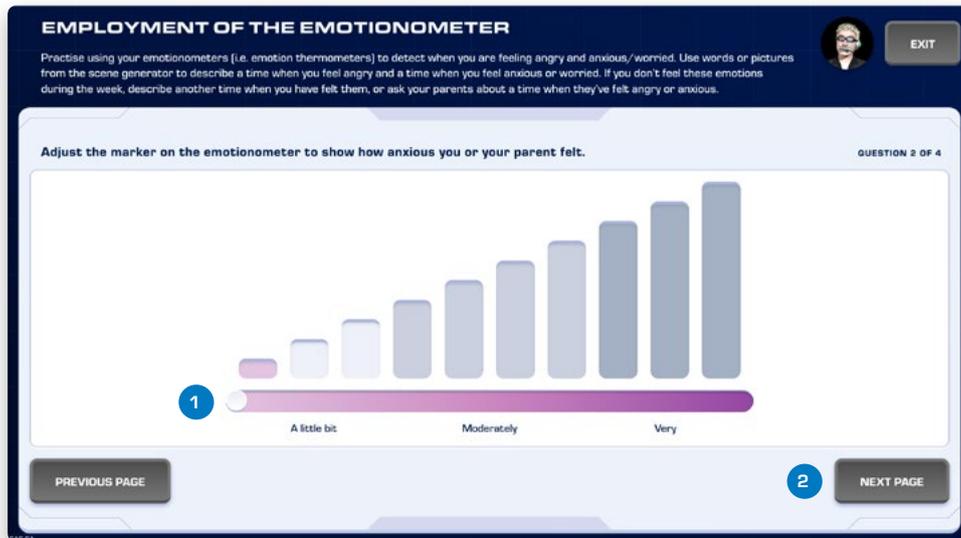
Some children prefer making pictures to answer the Secret Agent Journal questions. To allow for this, a Scene Generator device has been included in the Journal. To make a picture using the Scene Generator, the player clicks on the blue Scene Generator rectangle. Then, they can create a picture using the menu items available.



1. Choose an item to be added to the scene
2. Scroll through options using the arrow buttons
3. Select an option to add to a scene
4. Close the option tray
5. Click on an item to select
6. Use the edit menu to edit this item

### 3. Adjust the Pointer on a Scale

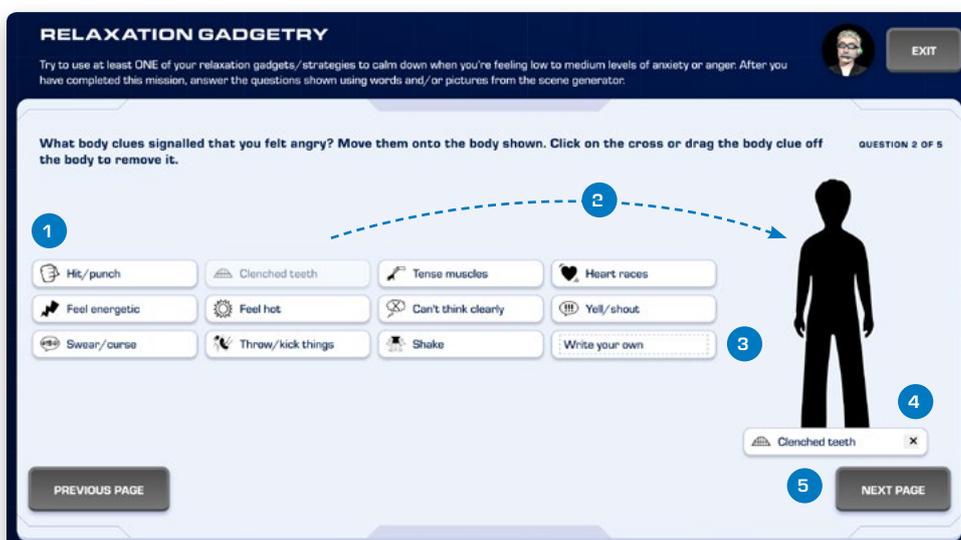
For some questions, the player is asked to adjust the pointer on a scale to show the intensity of their emotions. To do this, they select the pointer and move it to the appropriate point on the scale.



1. Drag the marker to choose a point on the emotionometer
2. Move to the next page

### 4. Add Body Clues to a Body

For some questions, the player is asked to add body clues to a body to illustrate the physical sensations that they felt. To do this, they select each of the body clues that they wish to add and drag them onto the body. A body clue can be removed by clicking the 'X' or by dragging it off the body.



1. Select a body clue from the list
2. Drag the clue onto the body
3. Create any extra body clues
4. Click the 'X' to remove
5. Move to the next page

## Devices

SAS Digital HQ is designed to run online with most modern devices and browsers.

We recommend not connecting your devices to external monitors as this may affect game performance.



### DESKTOP/LAPTOP

- ✓ Full Game Levels
- ✓ Mission Journal
- ✗ Offline

#### Minimum Requirements

##### Mac OS X 10.11

4GB RAM

Core i5 1.6 GHz

##### Windows 10

Core i5 2.0 GHz

4GB RAM



### TABLET

- ✓ Full Game Levels
- ✓ Mission Journal
- ✗ Offline

#### Minimum Requirements

##### iPad Air 1

iOS 11

##### Windows 10

##### Android Tablets

Android 4.4 (KitKat)+



### MOBILE / CELL

- ✗ Full Game Levels
- ✓ Mission Journal
- ✗ Offline

#### Minimum Requirements

##### iPhone 6

iOS 11

##### Windows 10

##### Android Phones

Android 4.4 (KitKat)+

## Browsers

Recommend using the latest versions of Chrome, Firefox, Safari or Edge.

[Internet Explorer 11](#) not recommended.

## Internet connection

We recommend using ADSL2+ or above.

## Troubleshooting

### Technical Support

The main culprit for a game issues are internet connection dropouts. If you experience this (or any other crashes), try the following:

1. Be patient, your internet connection may have only dropped out momentarily and may reconnect unprompted. If not, you may have to reconnect manually through your devices settings.
2. Try refreshing your browser.
3. Logout of the game and log back in. This may result in some lost progress.
4. If the previous solutions still have not worked, please visit our [Technical Support](#) webpage to get in touch with Social Skills Training tech support.

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