Engaged Citizenship | TEAMWORK
THOMAS WAS ALONE: PARENT IMPACT GUIDE
AGE 10+ | 1+ Hours

"...Thomas Was Alone takes a simplistic world inhabited by two-dimensional geometric shapes and creates meaning out of it. What starts as a red rectangle jumping across small gaps is slowly built into a stirring metaphor for the human condition."

--Phillip Kollar, Reviews Editor, Polygon

thomas was alone

ABOUT THOMAS WAS ALONE
Thomas Was Alone is a game about Thomas, a red AI rectangle who can jump. Thomas realizes that he is alone and longs for friendship. As he progresses through the world's puzzles, he discovers other AI programs with their own persoanlities. Together the AIs must help each other with their different skills in order to proceed to wherever they are heading. For more information, visit: http://bit.ly/1kfHEWt

THEME FOR THIS GUIDE: Teamwork
Thomas Was Alone is a 2D puzzle platformer game about AI programs who have suddenly gone rogue. In this game each rectangle gains a personality and they must help each other to reach the portal at the end of each level. This game focuses on the idea of teamwork: working with one or more individuals with different strengths and weaknesses to achieve some goal.

HOW TO USE THIS GUIDE	Challenge your child to play *Thomas Was Alone* and think about how teamwork can apply to daily life. How does working with other people help accomplish a goal? What are the benefits of collaborating? Use this guide and the Player Impact Guide to become familiar with *Thomas Was Alone*.
DISCUSS THE GAME	*… the gameplay* • How did you use the skills of the rectangles in combination with each other to accomplish a task?[+1] • Was it beneficial for Thomas to be with the other rectangles even though they were different from him? Why? [+2] • Were there any rectangles you disliked? Did that rectangle still play an important role in each level?[+2] • *… the game's impact* • How do you see teamwork play out among you and your friends' daily activities? [+1] • What kinds of skills do people have that benefit different types of goals? How do diverse skillsets help with collaboration and projects? [+2]
INTERACT WITH THE GAME	• Have your child pick two game achievements and describe how they were earned and what they mean. [+1] • Have your child setup two challenges, and watch as they complete them. [+2] • Play the game yourself, and complete the "Game Basics" section of the player Impact Guide. [+2] • Solve one challenge that your child sets up for you to complete with their help. [+2]
SHARE THE GAME	• Post a positive reflection on the CGI Facebook page: http://facebook.com/gamesandimpact [+2] • Engage in conversations with other parents about your experience using the guide and playing the game. [+2] • Host a "Game Slam" event, using these and other challenge questions you create. [+3]

Family Challenge: Play *Thomas Was Alone* as a family and find alternate ways to use each rectangle as a team to complete a level. Make a video describing the different ways you found for a level's success. Post it to YouTube, and share the link on the Center for Games & Impact Facebook page at http://facebook.com/gamesandimpact.