

# Cooties Quick Start Guide

Version 5.0

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## What is Cooties™?

Cooties is a virus-transfer simulation program that integrates social interaction with hands-on activity. Students have their Cooties characters, called Coodles, meet by sharing data (beaming) through their Infrared (IR) ports. Cooties then keeps track of who've they met and notifies them when they become sick. After students have completed a Cooties meeting session, they can get together and try to solve who was the initial carrier of the virus, or track the path of viral transmission.

Teachers use a secret login name and button to access and change the Cooties game parameters. Teachers can determine the incubation time of the virus, individual immunity levels to the virus, and which Coodles will be initial carriers of the virus. Cooties comes with five initial condition settings, but you are given the option of changing these or adding your own, depending on your lesson plan needs and the size of your class.

Have fun!

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## System Requirements

- Palm OS 3.5 – 5
- Windows 98 or higher, running Palm Desktop 4.0.1 or higher. (Palm Desktop 4.1 recommended).
- Mac OS 9.x or OSX, running Palm Desktop 4.1.
- 99 KB memory on handheld.

## Getting Started

1. Tap the **Cooties** icon to open Cooties.
2. Type a name for your Coodle. (Figure 1) Make sure each name is unique in the Cooties session.

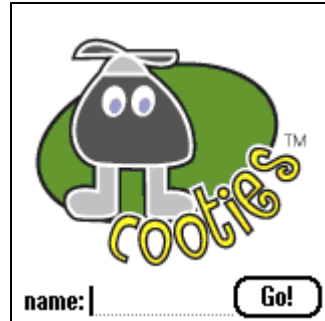


Figure 1

3. Tap **Go!** to begin the simulation.

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## Playing Cooties

It's time to meet other Coodles.

1. To meet another Coodle, align your IR port with a friend's IR port and tap **Meet**. (Figure 2) It's important that only one person in the meeting tap Meet.



Figure 2

2. Your screen shows the message "Go find someone!" (Figure 3)



Figure 3

3. As soon as your handheld starts communicating with your friend's handheld, the message will read "Don't move!" The meeting takes only a brief moment.
4. Your friend's name appears on your "has met" list. (Figure 4)



Figure 4

5. Meet lots of Coodles. Isn't it nice to meet other Coodles?
6. You cannot meet the same Coodle twice. If you try, you will get a message similar to Figure 5. Click **Ok** to continue.



Figure 5

7. Oh no! Depending on your initial condition, you may become sick by the virus. (Figure 6)

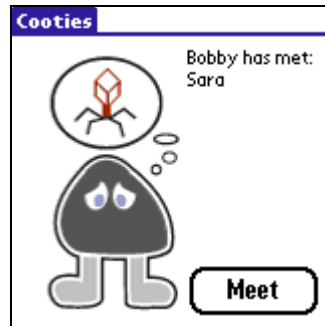


Figure 6

8. It is even possible to be sick, but still appear physically healthy. Talk about how.
9. It's time to figure out who the initial carrier(s) was, and if possible, trace the path of transmission between each Coodle.

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### Teacher Menu/Game Parameters

Cooties allows you to select between or edit the game parameters, so that each Palm begins a session with a unique set of initial conditions. This means that you'll never have the same Cooties session twice!

1. To access Teacher Mode, type "teacher" as your user name and then tap the cooties' eyes. (Figure 7)

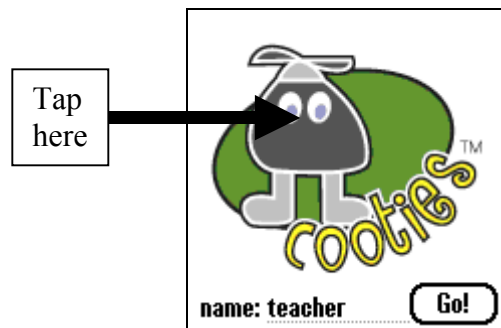


Figure 7

2. This takes you to the Teacher Menu (Figure 8), where you may set initial carriers, incubation time and immunity percentage.

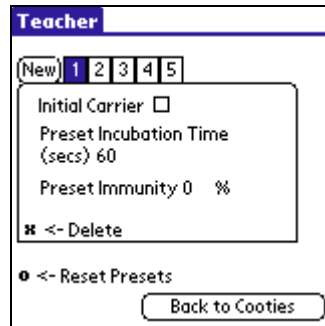


Figure 8

3. **Initial Carrier:** Check it to start a Coodle with the virus.  
**\*\*At least one Coodle needs to start as an initial carrier\*\***
4. **Preset Incubation Time:** Time necessary for a Coodle to get sick.
5. **Preset Immunity:** Resistance level to getting sick. A Coodle with 25% immunity has a 75% chance of getting sick after meeting a 'sick' Coodle.
6. There are five preset initial conditions. To add a new one, tap **New** and set the conditions accordingly. To delete a preset, tap the preset number and then the **X** to the left of "Delete." To reset the presets to their original settings, tap the **O** to the left of "Reset Presets."
7. Changes in Teacher Mode remain in all subsequent sessions until they are changed again. To exit the Teacher Menu, tap **Back to Cooties**.

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### Starting a New Game

1. To start a new game, tap **Cooties** on the top menu bar, and then tap **New Game**. Cooties asks whether you're sure you want to start a new game. If you are, tap **Yes**.
2. Once a Cooties simulation has begun, it's important that every Coodle remains in the same game. A new feature of Cooties is that if you accidentally leave the program Cooties, you are not exited out of the game. You may return with all of your information intact.

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## Additional Support

Additional support and user information can be found at <http://www.goknow.com/Support/>.

If you have any questions or concerns, please contact: [support@goknow.com](mailto:support@goknow.com).