

# CRISIS!

## CONCERNED CAMPERS AT CRYSTAL COVE

*A drawing adventure game*



### CHALLENGE 3

# NOISY NEIGHBOORS!



# CRISIS! CONCERNED CAMPER'S AT CRYSTAL COVE

is an adventure game that  
can be played alone or with  
friends.

To play:

- one challenge booklet
- one dice
- drawing materials

1. Pick a challenge booklet
2. Fill in the Pack Your Bag list. Collect the answers from all the players. The items on the TOOLS LIST that we will be able to use to solve the problem. The more players you have the more number of tools you have.
3. Read the CHALLENGE that we are going to tackle. The questions are the problems we have to find SOLUTIONS to.
4. Roll a dice. The number on the dice determines the number of materials you can select from VILLAGERS' HELP. Pick randomly and add the materials to the TOOLS LIST.

## SOLUTIONS:

The solutions would be presented in the form of drawings. Feel free to discuss your ideas with your fellow players and propose concepts together.

## INVENTION:

Draw an imaginary device or instrument to solve the problem.

## FACILITY:

Design a space to solve the problem.

## CAMPAIGN:

Come up with a slogan and draw a poster to solve the problem.

Spend as long as you like and restart as many times as you want. Feel free to come up with your own problems for Crystal Cove and share them with us!





CRYSTAL COVE MAP



# CRYSTAL COVE FACTS

POPULATION: 1700

## MAIN AREAS:



FORESTS



RIVER



BEACHES



VILLAGES



MOUNTAINS



CAVES

## ISLAND SPECIALTIES:



OAK TREES



RASPBERRIES



CHICKENS



CRYSTALS



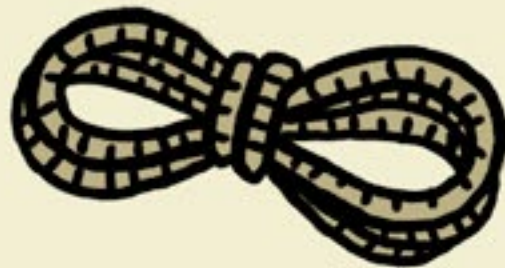
# PACK YOUR BAG!

Before we start on our journey, let's pack our bags!

List down **FIVE** items your backpack for your adventures.

They could be tools, travel essentials, your favourite toys, snacks, anything that you might need on an island you have never been to before.

Choose carefully!



**FIVE  
THINGS I  
WILL PACK IN  
MY BAG FOR AN  
ISLAND  
ADVENTURE**

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_



# YOU AS A CAMPER!



Draw yourself as a camper!

What would you wear for the outdoors? Would you wear a cap? How about sunglasses?

What top would you wear?  
Will you prefer shorts or pants?

Remember to draw your backpack!



CAMPER:



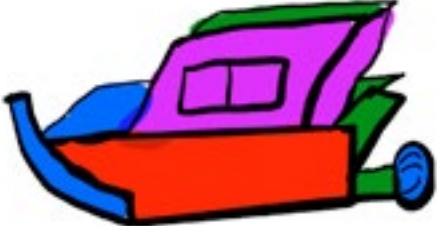
The neighbourhood cat musician is super passionate about playing his violin and sometimes play until the wee hours of the night. His neighbours are losing sleep. How do we help the neighbours sleep while not interrupting the musician's flow?





The villagers have provided some materials to help us. Roll the dice to determine how many extra materials we have to add to our material pile.

**MATERIAL**



**A BOAT**

<i>This can bring you across most water bodies.</i>	<b>SOME SUGGESTED USES:</b> <ul style="list-style-type: none"><li>• transportation</li><li>• storage space</li><li>• event space</li></ul>
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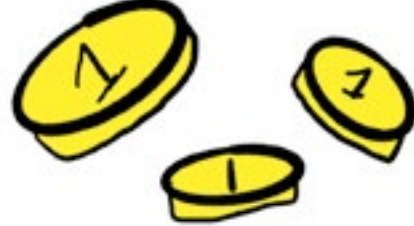
**MATERIAL**



**CHICKEN FEATHERS**

Unlimited quantity. Ethically sourced from local chickens.	<b>SOME SUGGESTED USES:</b> <ul style="list-style-type: none"><li>• tickling device</li><li>• filling "chaptah" writing instrument</li><li>• feather duster</li></ul>
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**MATERIAL**



**COINS**

Tiny pieces of metal used as currency.	<b>SOME SUGGESTED USES:</b> <ul style="list-style-type: none"><li>• money</li><li>• collectible</li><li>• to put in supermarket trolleys or lockers</li></ul>
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**MATERIAL**



**CRYSTALS**

Colourful, shiny, beautiful. Some humans and birds really like them.	<b>SOME SUGGESTED USES:</b> <ul style="list-style-type: none"><li>• decoration</li><li>• gifts</li><li>• distraction</li><li>• magical powers??</li></ul>
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**MATERIAL**



**RASPBERRY JAM**

<i>A yummy island specialty freshly made in small batches.</i>	<b>SOME SUGGESTED USES:</b> <ul style="list-style-type: none"><li>• spread on bread</li><li>• eat with meatballs</li><li>• a very weak glue?</li></ul>
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**MATERIAL**



**LOGS**

<i>They used to be trees.</i>	<b>SOME SUGGESTED USES:</b> <ul style="list-style-type: none"><li>• construction</li><li>• structure</li><li>• crafting</li></ul>
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**MATERIAL**



**ROCKS**

<i>These are really hard and rough.</i>	<b>SOME SUGGESTED USES:</b> <ul style="list-style-type: none"><li>• construction</li><li>• weight</li><li>• can be polished</li></ul>
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**MATERIAL**



**SHELLS**

<i>Commonly found along coastal areas. Animals used to live in them. They were used as currency a long time ago.</i>	<b>SOME SUGGESTED USES:</b> <ul style="list-style-type: none"><li>• accessories for humans and mermaids</li><li>• temporary homes</li><li>• decoration</li><li>• collection</li></ul>
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# ***SOLUTION: INVENTION***

*The cat musician plays his violin through the night and neighbours are losing sleep!  
How do we help the neighbours sleep while not interrupting the musician's flow?*

*Invent a device with the tools and materials we have to solve this problem!*



# *SOLUTION: FACILITY*

*The cat musician plays his violin through the night and neighbours are losing sleep!  
How do we help the neighbours sleep while not interrupting the musician's flow?*

*Invent a space with the tools and materials we have to solve this problem!*

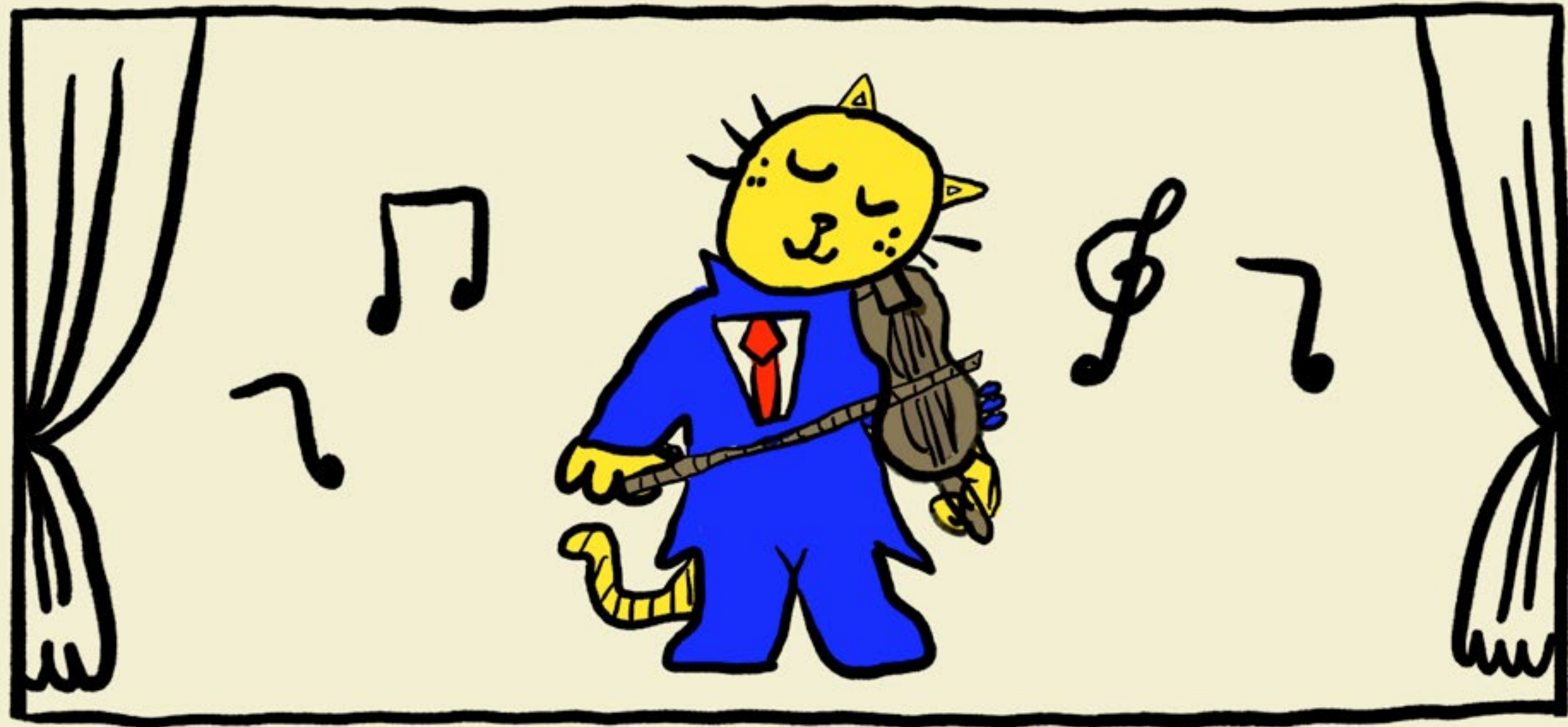


# ***SOLUTION: CAMPAIGN***

*The cat musician plays his violin through the night and neighbours are losing sleep!  
How do we help the neighbours sleep while not interrupting the musician's flow?*

*Design a poster to solve this problem!*





BRAVO

BRAVO!

*After long hours of practice, Cat Musician decided to hold a concert for the people of Crystal Cove. All his neighbours promised to be there to support him.*



YOU COLLECTED A



BADGE FOR RESOLVING  
THE PROBLEM! KUDOS!