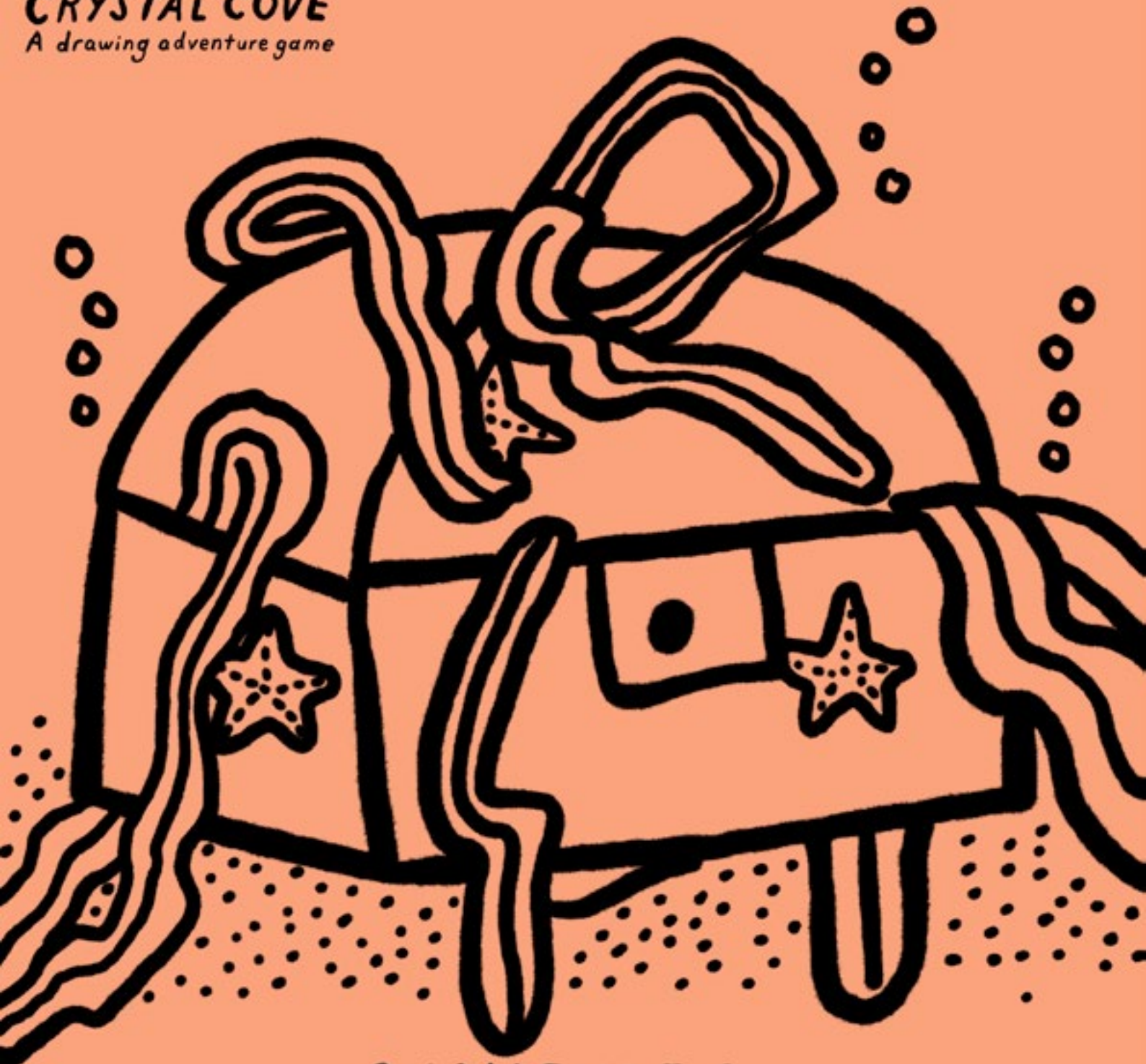


CRISIS!

CONCERNED CAMPERS AT CRYSTAL COVE

A drawing adventure game



CHALLENGE 2

LOST TREASURE!

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.

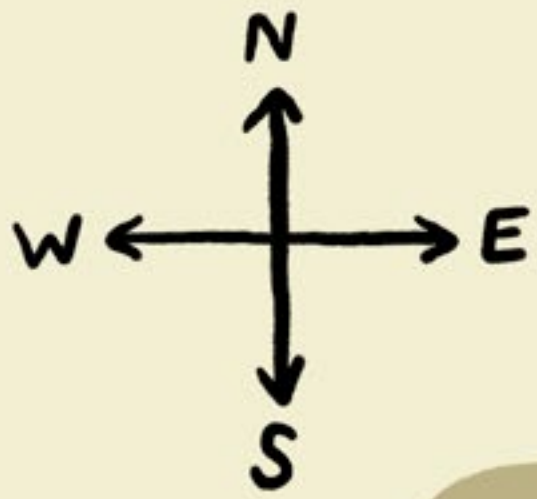
FACILITY:

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

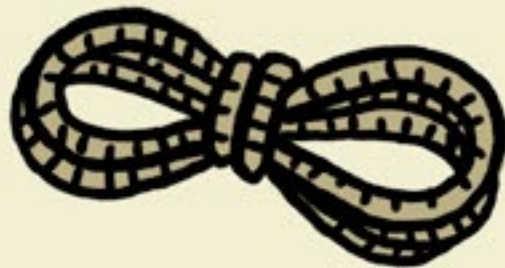
PACK YOUR BAG!

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!



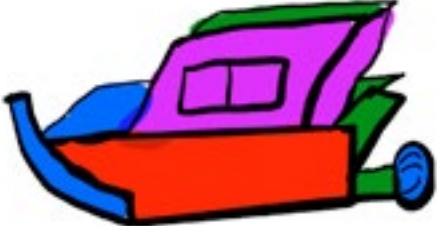
CAMPER:

The village chief needs help finding something precious she has lost 10 years ago but she has forgotten what it is! How do we help her recover her memory and the treasure?



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

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

MATERIAL



CHICKEN FEATHERS

Unlimited quantity. Ethically sourced from local chickens.	SOME SUGGESTED USES:
	<ul style="list-style-type: none"> • tickling device • filling "chapteh" (feather duster) • writing instrument • feather duster

MATERIAL



COINS

Tiny pieces of metal used as currency.	SOME SUGGESTED USES:
	<ul style="list-style-type: none"> • money • collectible • to put in super-market trolleys or lockers


MATERIAL



CRYSTALS

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


MATERIAL



RASPBERRY JAM

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


MATERIAL



LOGS

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

MATERIAL



ROCKS

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

MATERIAL



SHELLS

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

SOLUTION: INVENTION

The village chief needs help finding something precious she has lost 10 years ago but she has forgotten what it is! How do we help her recover her memory and the treasure?

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

SOLUTION: FACILITY

The village chief needs help finding something precious she has lost 10 years ago but she has forgotten what it is! How do we help her recover her memory and the treasure?

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

SOLUTION: CAMPAIGN

The village chief needs help finding something precious she has lost 10 years ago but she has forgotten what it is! How do we help her recover her memory and the treasure?

Design a poster to solve this problem!



The chief retrieved her treasure among some seaweed and piranhas with your help. She feels brave again.

YOU COLLECTED A



BADGE FOR RESOLVING
THE PROBLEM! KUDOS!