DigiPen
INSTITUTE OF TECHNOLOGY

[Surviving the Isles]

A Simulation Game

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Developer's Note

Dear Participants

 Welcome to Surviving The Isles, an island survival simulation game. The game seeks to instill better understanding between working professionals so that better communication, teamwork and cooperation as well as leadership may be developed.

 Through the various scenarios and mini activities incorporated into the game, you as participants may be given the chance to articulate your feelings and come up with your own possible solutions to the in game problems as you work together as a team to overcome them and survive.

RuneStone

Materials Required

Basic Items

1. Pen/ Pencils
2. x04 to x05 Individual Management Sheets
3. x01 Resource Management Sheet
4. x27 Resource Cards (x09 Resource Cards per Yield Zone on map)
5. x01 Map
6. x01 Tool Table
7. x01 Weather Table
8. x01 Resource Gathering and Yield Table

Raft Items

1. x01 pair of scissors
2. x01 bag of ice-cream sticks
3. 50cm of twine or string
4. x01 box of playing cards
5. x20 pieces of cloth (squares)
6. x20 strips of paper
7. x01 bag of weights for float test

Signal Fire Items

1. x01 box of either Jenga blocks or Uno Stacko blocks

Learning Objectives

Communication

1. <u>Participants use observational and listening skills to gain understanding</u>

   To meet these objectives, participants will:

   1.1 Listen and observe to gain and interpret information.

   1.2 Check for understanding by clarifying and asking questions.

2. <u>Participants communicating ideas clearly and effectively</u>

   To meet these objectives, participants will:

   2.1 Communicate with other people who come from different backgrounds and cultures.

   2.2 Effectively use actions, sound, and or imagery to help support their presentations.

   2.3 Work on a common task so that different strategies or ideas may be presented.

3. <u>Participants use communication techniques and skills to effectively work with others as a team</u>

   To meet these standards, participants will:

   3.1 Cooperatively work as a member of a group

   3.2 Through discussions, seek out agreements and solutions to a common problem.

Economics

1. <u>Participants will get to understand the impact scarcity within an organization</u>

   To meet this standard, participants will:

   1.1 Understand the scarcity condition which requires people to choose among alternatives and bear the consequences of that decision.

2. <u>Participants will get to understand management within the organization</u>

   To meet this standard, participants will:

   1.1 Understand how to properly manage and allocate resources and manpower

Game Objective

The main game objective of each group is to escape from the island, which they will be stranded, once the game commences. The main objective of the game is to be fastest team to escape the island.

The game is split into various phases. Each phase of the game has to be completed in order for the team to progress to the next phase of the game. Hence all phases are required to be completed, in order to complete the game and successfully escape from the island, which they are stranded on.

Set up / Preparation

1. Ensure the participants are in groups of 4 to 6. For grouping purposes, it would be a good idea to find out how many people are participating so that the number of groups may be established beforehand.

2. In order for the participants to be randomly spilt into the various groups, have each participant write on a slip of paper their preferred name to be addressed. Have them then place that piece of paper into a box or container of some sort.

3. Next, split the participants into various groups by drawing a name from the box or container. As each name is called out, have the participants briefly introduce themselves at the same time. This is to break the ice and have everybody acquainted with each other.

4. Splitting of the participants may be done in any order or method you wish. Just ensure that there is a good mix of people in each group.

5. Once the participants are already in their groupings, give them some time to interact with each other and get to know one another, preferably 5 to 10 minutes before giving them instructions to appoint a representative for their group. This representative will be the person in charge of the equipment issued to each group as well as being the group's facilitator during the course of the game. He/she ensures that the group follows accordingly the instructions as described within the guide book issued as well as the instructions given by the Game Facilitator. Whenever in doubt, He/she may clarify this with the Game Facilitator.

6. Once the appointment has been made, get the representative of each group to collect the necessary equipment to begin the simulation game.

Phase One - Planning

Time: 30 Minutes

Objective: To build a common task plan

Game Facilitator narrative:

North Atlantic Airways Flight 334 has made an emergency landing on a secluded island somewhere in the Caribbean while on route to New York City from Rio De Janerio, Brazil

The landing was rough. The Captain and the First Officer however did not manage to survive the landing. Some of the crew and most of the passengers survived the impact.

Most of the onboard luggage and equipment on board the plane have been disintegrated by the fire, which erupted after the impact. Due to the state of shock, nobody was able to salvage any form of items from the plane. The plane's fuselage has all but burnt away leaving behind scraps of charred metal.

It has been now about 6 hours after the plane made the its emergency landing. People are huddled in their own groups talking amongst themselves and wondering whether help would ever arrive.

Participant activities:

- Participants are to use this time to discuss in their group two potential ideas of rescue. Either to 1) build and maintain a signal fire to attract the attention of passing aircrafts or 2) to build a raft to escape the island from which they are trapped on.

- Once each group has managed to come to a decision to which method of escape they have chosen, they are to share it with the other groups and explain to them why such a means of escape has been chosen. The next page shows the requirements for each escape method, as well as the advantages and disadvantages of each method. These are provided so that the groups may discuss and weigh the pros and cons of each method of escape.

<u>Escape Methods</u>

- Building a signal fire
  - A signal fire may be a good means of attracting the many passing aircrafts which can be heard within the vicinity of the island. Few materials are needed to build the signal fire. Once the materials are collected, a means of maintaining the signal fire is also required. The island is also prone to unpredictable weather; this may also hinder the building of the signal fire process. However, once a proper signal fire is built, rest assured, help will be on its way, provided the weather is good.

Advantages	Disadvantages
• Requires less materials and time compared to the building of a raft • Escape from the island may be quick	• Signal fire maintenance is required • Unpredictable island weather patterns

- Building a raft
    - With the many materials available on the island, building a raft may seem like a viable option for a means of escape. It has been known that several islands are scattered around the area. It might be highly possible to run into a group of people and get help. Building a raft is slow and arduous. Much material is needed as well as time. To successfully escape, a strong and proper raft is needed to be built.

Advantages	Disadvantages
• Is not affected by the island's weather patterns • No form of maintenance is required	• Requires much materials and time due to the slow and arduous building process • Escape success depends on the strength and stability of the raft built

Phase Two – Material Collection and survival

Time: 30 – 60 Minutes

Objective: To execute the plan / Survival

Game Facilitator's narrative:

The survivors have finally managed to come up with a plan of escape. However, materials are required for the plan to be a success. The island possesses much resource which is lying all around them.

Other than executing the plan of escape, the survivors need a means of survival especially with the unpredictable weather of the island. Shelter, food and water are required.

A good shelter is needed to ensure the survivors are safe. Every participant has a food and water meter attached to him/her. The meter has a minimum of 0 (empty) and a maximum of 10 (full). This is recorded and maintained on the Individual Management Sheet of each participant.

Example:

Food

1									10

Water

1									10

Each time a participant gathers a resource, builds or crafts something, food, water and time are utilized.

It has also been noticed after some exploration of the inner portions of the island that parts of the island are rich certain resources. Tools may also be made with

these resources. These tools aid in the increased efficiency of resource collection. Experimentation is needed to craft these tools.

Participant resource gathering game rules:

- Shelter (optional)
    - Shelters are essential for survival. Groups however may decide to go without shelter during the course of the game. However, it should be noted that going without the building of a shelter, participants within the group incur a Food and Water penalty as stated by the Food and Water information on this section.
- Time
    - Time during the game is calculated in four, 6 hour blocks each day. The first 3 blocks may be used for gathering of resources, building or crafting.
    - The last 6 hour block is reserved for resting. No form of activity may be carried out unless stated otherwise.
- Resource Gathering
    - Gathering of resources require the usage of Food (Energy).
    - Participants choose the location they wish to gather from, and the yield they wish to obtain, depending on their own personal and collective decision. (Refer to the Resource Gathering and Yield Table provided for full details)
    - With reference to the table and the Energy and Water cost while gathering the resource, deduct this amount for the particular participant's Food and Water bar.
    - The location of a resource location is random and depends on the revealing of Resource Cards that are supplied. There are 9 Resource Cards for each designated yield, for a total of 27 cards. Before the game starts, the representative sorts these cards out

into their respective yield piles and then shuffles each pile separately.

- o Whenever a resource location is desired to be explored based on the given map together with the yield as represented on the map, reveal the top card of the chosen yield pile. That location is now considered "explored". Place the corresponding Resource Token onto that location with the symbol matching the revealed card.
- o Crafted tools offer certain bonuses when used for resource gathering. Apply them when needed.
- o Resources gathered and used for crafting or exchanges are recorded on the group's Resource Management Sheet accordingly.

- Food & Water
    - o Participants require Food and Water at all times for survival.
    - o This is all recorded on the Individual Sheet accordingly using preferably a pencil as it constantly changes with each 6-hour block.
    - o Participants are required to maintain their Food meter above 0 in order for them to carry out gathering, crafting or building activities. If a participant's Food level is at 0, he/she may carry out any form of activities for an additional 3 turns before fatigue sets in. Until the Food meter is at least a one can the participant continue engaging in the various activities.
    - o Participants are required to maintain their Water meter 0 in order for them to carry out gathering, crafting or building activities. If a participant's Water level is at 0, he or she may not carry out any form of activities instantly until the water meter is at least 1.
    - o With every block of 6 hours that pass, each participant must deduct **1 Food and 2 Water** from their meters even if they had not engaged in an activity <u>with a shelter present</u> or **2 Food and 3 Water** <u>without a shelter present.</u>

Participant activities:

- Once the various resources are gathered, depending on the plan the group has chosen during Phase One, the group may exchange it with the Game Facilitator for certain items as will be explained for each of the different escape routes.

- Other than collecting the materials for, groups may consider the building of a shelter. This would in the long run be helpful to the survival of the group as it cuts down on the amount of Food and Water lost per 6 hour block. Regular maintenance of the Shelter has to be done every day with a certain amount of materials. A shelter may be built at any point of the game.

Shelter Building Materials

- To build a shelter for the first time

Resource	Cost
Fiber	30
Food	-
Stone	20
Wood	25

- To maintain the shelter each day

Resource	Cost
Fiber	15
Food	-
Stone	5
Wood	10
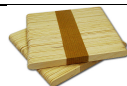
Escape Methods

- Building a signal fire (Collection)

Item	Image	Cost
Jenga Block		3 Wood and 2 Stone

- o The above table shows the exchange cost of a resource with a material involved in the building of a signal fire.
- o Once a Jenga block is obtained, it should be placed in the center of the table so that the group is reminded of their goal they have set out to achieve. Each Jenga block obtained is then built upon it. . The materials collected may be exchanged back for the resource cost.
- o There is no limit to how many Jenga blocks may be exchanged during each of the participant's turns in the group. As long as they fulfill the cost requirement

- Building a raft (Collection)

Item	Image	Cost
Ice Cream Sticks		5 Wood per stick
Twine		1 Fiber per 5 cm
Playing Cards		5 Fiber per piece
Thin Cloth		15 Fiber per piece
Paper		5 Wood, 10 Fiber per piece

o The above shows the exchange cost of a resource material with a material involved in the building of a raft.

o Once a material is obtained, it should be placed in the center of the table so that the group is reminded of their goal they have set out to achieve. The materials collected may be not exchanged back for the resource cost since these materials have been reserved for the building of a raft.

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Phase Three – Maintaining signal fire / Building the raft

Time: 30 – 60 Minutes

Objective: Cooperation amongst the group

Game Facilitator's narrative:

With all the necessary materials gathered and basic survivability achieved through the gathering of resources, it is now time to put your plans into action.

The maintaining of the signal fire requires teamwork, coordination, dedication and patience from each of the members in your group. The signal fire building is an ongoing process and may be done concurrently with other activities like gathering and crafting. Take note; signal fires are prone to the island's unpredictable weather patterns

The building of the raft requires all the efforts of the group members since it is a physically demanding task. No other activities like gathering and crafting may be done during the building process. The building of the raft may be done at any point during the game where the group members deem fit. Therefore it is advised that groups considering this escape approach plan their strategy properly before progressing with the building phase.

Participant activities:

Escape Method

- Signal Fire (Maintenance)
    - Their objective is to build a Jenga block of 15 layers in order to successfully light and maintain the signal fire and be rescued.
    - However, due to the unpredictable weather patterns of the island, there might be a chance that while building the tower, certain unfortunate events may happen, hindering the building of the signal fire. Likewise for weather events which may aid in the signal fire building. (Refer to the Weather Table for provided for full details)

- o If a Jenga tower collapses at any one time, the signal fire is lost and is needed to be re-built again.

- o The group may decide to place Jenga Block anywhere in the signal fire, as long as the base has a maximum of 3 Jenga blocks and a minimum of one. For example, teams that has only 1 -2 blocks at the bottom most layer may choose to insert a Jenga Block on top of that layer instead of possibly ensuring a steady base. As long as the tower does not collapse, the fire still burns.

- Building a raft (Construction)
  - o At any point during the game as decided by the group, the participants may construct the raft with the exchanged materials. How the group plans to construct the raft is entirely up to them. As long as the raft constructed does not capsize during the escape phase, which will be explained later.
  - o On top of the materials collected, the group must have at **least two Hammers and two Saws** in their Resource Management Sheet Inventory slot in order to begin building the raft, These tools will not break unlike the gathering of resources or the crafting of tolls.
  - o The raft must have 3 visible components: 1) A hull, 2) A mast, 3) A sail. The game facilitator reserves the right to reject a raft if these components are absent.

Phase Four activities – Escape

Time: 10 – 15 minutes

Objective: To complete the game / To test the success of the intended plan

Game Facilitator's narrative:

Signal fire completion

You have managed to successfully keep 3 signal fires lit. Help is on the way as from the horizon, the survivors see a flurry of activity as a number of helicopters start to divert their course towards the island.

Congratulations on your escape! You managed to survive!

Raft building completion

The raft has been built; the survivors attempt to set it out into the open sea. So will the efforts pay off?

Raft successfully sea worthy

You have managed to successfully build a sea worthy raft capable of withstanding the weight of all the survivors Help is on the way as the survivors sail into the sunset, towards the nearest populated island.

Congratulations on your escape! You managed to survive!

Participant activities:

<u>Escape Method</u>

- Signal Fire (Completion)
    - o Once the participants have managed to complete the escape and hence the game, the participants are to be debriefed by the facilitator while waiting for the other groups to complete their task.

- Building a raft (Escape)
    - o To test the sea worthiness of the constructed raft, the game facilitator will half fill the water basin.
    - o The group then proceeds to place their constructed raft into the basin. If the raft sinks, they construction has failed and they will be required to continue with the game and return back Phase One of the game and re plan their strategy.
    - o If the raft floats for at least 10 seconds, the team has to place a bag of weights provided to simulate the weight of the group on the raft to simulate them getting onto the raft.
    - o At this stage, if the raft sinks, the group returns to Phase One of the game and rework their strategy.
    - o If it floats, the group has hence successfully escaped the island
    - o Once the participants have managed to complete the escape and hence the game, the participants are to be debriefed by the facilitator while waiting for the other groups to complete their task.

Annex

Resource Gathering and Yield Table

Resource Location	Resource(s)	Food Cost to reach location	Die	Number rolled for 1st resource			Number rolled for 2nd resource			Number rolled for 1st resource (with tool)			Number rolled for 2nd resource (with tool)		
				1–4	5-8	>9	1-4	5-8	>9	1-4	5-8	>9	1-4	5-8	>9
				Yield											
Forest (Fruits)	Food	2 (Low)	2D6	3	4	5	-	-	-	4	5	6	-	-	-
		4 (Med)		4	5	6	-	-	-	5	6	7	-	-	-
		6 (High)		4	6	8	-	-	-	6	8	10	-	-	-
Forest (Plants)	Fiber	2 (Low)	1D12	2	2	3	-	-	-	4	4	5	-	-	-
		4 (Med)		3	4	4	-	-	-	5	6	6	-	-	-
		6 (High)		-	-	-	-	-	-	-	-	-	-	-	-
Forest (Trees)	Wood	2 (Low)	1D10	1	2	3	-	-	-	2	3	4	-	-	-
		4 (Med)		2	2	3	-	-	-	4	6	8	-	-	-
		6 (High)		3	3	4	-	-	-	6	9	12	-	-	-
Spring	Water	2 (Low)	3D4	1	1	2	-	-	-	3	4	4	-	-	-
		4 (Med)		2	2	3	-	-	-	4	5	5	-	-	-
		6 (High)		3	3	4	-	-	-	5	6	6	-	-	-

Resource Location	Resource(s)	Food Cost to reach location	Die	Number rolled for 1st resource			Number rolled for 2nd resource			Number rolled for 1st resource (with tool)			Number rolled for 2nd resource (with tool)		
				1–4	5-8	>9	1-4	5-8	>9	1-4	5-8	>9	1-4	5-8	>9
				Yield											
Quarry	Stone	2 (Low)	1D10	2	2	3	-	-	-	2	3	4	-	-	-
		4 (Med)		2	3	3	-	-	-	4	4	5	-	-	-
		6 (High)		3	3	4	-	-	-	6	6	7	-	-	-
Forest (Meat)	Food / Bone	2 (Low)	2D6	2	3	4	0	1	1	3	4	6	1	1	1
		4 (Med)		3	4	5	1	1	2	4	6	9	1	1	1
		6 (High)		4	5	6	1	2	2	6	9	12	2	3	3
Jungle	Food / Wood	2 (Low)	1D10	2	2	3	1	1	2	2	3	3	1	1	2
		4 (Med)		2	3	4	1	1	2	3	3	4	2	3	4
		6 (High)		2	4	5	1	2	3	3	4	5	3	4	6
Lush Forest	Wood / Fiber	2 (Low)	1D12	1	1	2	1	1	2	1	2	2	2	2	3
		4 (Med)		1	2	2	1	2	2	2	3	4	2	3	3
		6 (High)		2	2	3	2	2	3	3	5	6	3	3	4

Resource Location	Resource (s)	Food Cost to reach location	Die	Number rolled for 1st resource			Number rolled for 2nd resource			Number rolled for 1st resource (with tool)			Number rolled for 2nd resource (with tool)		
				1 – 4	5-8	> 9	1-4	5-8	> 9	1-4	5-8	> 9	1-4	5-8	> 9
				Yield											
Lagoon	Water / Food	2 (Low)	2D6	1	1	1	0	0	1	2	2	3	2	2	3
		4 (Med)		1	1	2	1	1	2	2	3	3	3	3	4
		6 (High)		2	2	3	1	2	3	3	4	4	4	5	5

- Resource locations come in a variety, namely based on Food cost to get to that location.
- There are locations which participants may obtain 2 types of resources.
- Each location is separated into 3 yield zones: Low, Medium and High, which also depict the type of yield and Food cost of that particular location.
- Gathering from each resource location takes up one 6 hour block of time regardless of which of the 3 yield zones you pick for each resource location.
- Each yield zone requires the participant to deduct the Food cost accordingly from Individual Management Sheet, on top of the mandatory 6-hour block Food cost for survival. The collected resource is added to the Resource Management Sheet.
- The die roll represents to outcome of the possible yield within the stated bracket. i.e. If a participant chooses to gather from the Lagoon, on the High Yield zone he rolls a 2D6 for both Water and Food and tabulates his score on the above table. He rolls an 8 for Water and a 3 Food, resulting in gathering 2 units of Water and 2 units of Food, which is added to the

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Resource Management Sheet. As he does not utilize any tools to gather, he does not obtain and resource bonus and ignores the last two columns of the table above. Since his group has built a shelter, by carrying out this activity in the stipulated 6 hour block, he must deduct 1 + 6 Food and 2 Water from his Individual Management Sheet.

<u>Weather Table</u>

Changes in the Weather occur daily. One person in the group rolls a 2D6 for Weather every day. Once everybody in the group has made their decisions, one day is completed. Resolve the outcome of the Weather by carrying out the stated on the Effects column of the Weather Table.

Die	Weather	Effect
2	Fog/Mist	Unable to gather resources this turn
3	Heavy Rainfall	Remove 4 Jenga Blocks from anywhere in each Signal Fire
4	Wild Fire	Remove 2 Jenga Blocks from anywhere in each Signal Fire
5	Drizzle	Remove 1 Jenga Block from the top of each Signal Fire'
6	Clear Skies	Nothing happens
7	Clear Skies	Nothing happens
8	Clear Skies	Nothing happens
9	Sunny Day	Add 1 Jenga Block to the top of each Signal Fire
10	Drought	Unable to gather from spring and lagoon areas. Add 2 Jenga Blocks to anywhere in each Signal Fire
11	Rock fall	Unable to enter High Food Cost resource Areas
12	Wildfire	Unable to gather at forests and jungle areas. Add 4 Jenga Blocks to anywhere in each Signal Fire'.

<u>Tool Table</u>

Tool	Recipe	Uses	Break Limit	Repair Cost
Wooden Spear	03x Wood 01x Fiber Hammer Saw	Medium Forest (Meat) Low Lagoon	2 Uses	01x Wood 01x Fiber
Stone / Bone Spear*	03x Wood 02x Stone / 02x Bone Hammer Saw	High Forest (Meat) Medium Lagoon	4 Uses	02x Wood 01x Stone / 01x Bone
Basket	04x Fiber Saw	All Forest (Fruits) Low Quarry Low Forest (Trees)	5 Uses	01x Fiber
Bucket	06x Fiber Hammer Saw	All Lagoon (Water only)	5 Uses	03x Wood 01x Fiber
Net	06x Fiber Saw	All Lagoon (Food only) Low Forest (Meat)	3 Uses	03x Fiber
Snare	01x Wood Saw	Low Forest (Meat)	1 Use	-

Tool	Recipe	Uses	Break Limit	Repair Cost
Bone Knife	02x Bone Hammer Saw	All Forest (Plants)	6 Uses	01x Bone
Stone / Bone Axe*	03x Wood 04x Stone / 02x Bone Hammer	Medium and High Forest (Trees) Medium and High Lush Forest	4 Uses	01x Wood 02x Stone / 01x Bone
Hammer	02x Wood 04x Stone 02x Bone	Crafting of Tools	4 Uses	01x Wood 02x Stone / 01x Bone
Saw	03x Wood 04xStone / 02x Bone	Crafting of Tools	4 Uses	01x Wood 02xStone / 01xBone

*Tools may only be repaired by using the materials it was made from. I.e. The Bone resource may not be used as a cost component to repair a Stone Axe.

- Recipe constructions of tools are made known to the participants, as the crafting of it is not mandatory.
- There is no limit to the number of tools a group may craft.
- Recipe and Repair costs are deducted from the group's Resource Management Sheet.
- "Break Limit" represents the number of times the tool may be used before it is deemed useless and a new tool being required to be crafted. Each

craft or gather during a 6-hour block is considered to be one Use of the tool.

- Refer to "Repair Cost" if an individual decides to repair a tool to prevent it from reaching its break limit.

<u>Individual Management Sheet</u>

- This sheet represents the individual's Name (how he/she wishes to be addressed by the other group members), Food and Water meters as well as any tools he/she possess.

- All participants start off the game with 10 Food and 10 Water on the meter. Record accordingly as explained in the Phase Two section of the game. Each individual is responsible for this as there needs to be constant checking.

- The Tools in the Personal Tool Inventory may be transferred to the Group Tool Inventory for the usage by others.

Name: _____

<u>Personal Tool Inventory</u>

Food

1									10

Water

1									10

Resource Management Sheet

- This sheet represents the overview of the group's resources and tool inventory.
- Record accordingly the resources collected and consumed as seen in Phase 2 and 3.
- The Tools in the Group Tool Inventory may be transferred in by individual participants as well as transferred out to other participants within the group for usage.

Food	Water	Wood	Fiber	Stone	Wood

Group Tool Inventory

Resource Cards

Spring

Water   3D4

Amount Gathered

Barehanded			Proper Tools		
1-4	5-8	9+	1-4	5-8	9+
2	2	3	5	5	6
3	3	4	6	6	7
4	4	5	7	7	8

Forest (Trees)

Wood   1D10

Amount Gathered

Barehanded			Proper Tools		
1-4	5-8	9+	1-4	5-8	9+
1	2	3	2	3	4
2	2	3	4	6	8
3	3	4	6	9	12

Forest (Fruits)

Food   2D6

Amount Gathered

Barehanded			Proper Tools		
1-4	5-8	9+	1-4	5-8	9+
3	4	5	4	5	6
4	5	6	5	6	7
4	6	8	6	8	10

Quarry

Stone   1D10

Amount Gathered

Barehanded			Proper Tools		
1-4	5-8	9+	1-4	5-8	9+
2	2	3	2	3	4
2	3	3	4	4	5
3	3	4	6	6	7

Forest (Plants) — Fiber — 1D12

Amount Gathered

Barehanded			Proper Tools		
1-4	5-8	9+	1-4	5-8	9+
2	2	3	5	5	6
3	3	4	6	6	7
4	4	5	7	7	8

Forest (Meat) — Food/Bone — 2D6

Amount Gathered

Barehanded			Proper Tools		
1-4	5-8	9+	1-4	5-8	9+
2/0	3/1	4/1	3/1	4/1	6/1
3/1	4/1	5/2	4/1	6/2	9/2
4/1	5/2	6/2	4/2	9/3	12/3

Jungle — Food/Wood — 1D10

Amount Gathered

Barehanded			Proper Tools		
1-4	5-8	9+	1-4	5-8	9+
2/1	2/1	3/2	2/1	3/1	3/2
2/1	3/1	4/2	3/2	3/3	4/4
2/1	4/2	5/3	3/3	4/4	5/6

Lush Forest — Wood/Fiber — 1D12

Amount Gathered

Barehanded			Proper Tools		
1-4	5-8	9+	1-4	5-8	9+
1/1	1/1	2/2	1/2	2/2	2/3
1/2	2/2	2/2	2/2	3/3	4/3
2/2	2/2	3/3	3/3	5/3	6/4

Lagoon					
Water/Food					2D6
Amount Gathered					
Barehanded			Proper Tools		
1-4	5-8	9+	1-4	5-8	9+
1/0	2/0	2/1	4/2	4/2	5/3
2/1	2/1	3/2	4/3	5/3	5/4
3/1	3/2	4/3	5/4	6/5	6/5

Map

- Below shows the basic map overview of "Surviving The Isles" The map is split up into 3 sectors: Green (Low), Yellow (Medium) and Red (High). Each sector represents the 3 different resource yields with as well as the Food Cost to reach these areas per 6-hour block. Full descriptions and information may be obtained from the Resource Gathering Table.

- Map Keys are shown below the actual map and are used to represent the types of Resource Locations found throughout the island. The symbol is split into 3 parts
  - o Symbol: representing the resource type
  - o Die Roll: represents the die needed to be rolled to check for yield result
  - o Resource Type: represents the type of resource which may be found at that particular resource location.

- Full resource information on the Resource Symbols may be found on the Resource Cards itself. This Map serves as an overview for convenience.

| Base Camp | Spring 3D4 (Water) | Forest (Meat) 2D6 Food / Bone | Forest (Fruits) 2D6 Food | Forest (Plants) 1D12 Fiber | Forest (Trees) 1D10 Wood | Quarry 1D10 Stone | Jungle 1D10 Food / Wood | Lush Forest 1D12 Wood / Fiber | Lagoon 2D6 Water / Food |
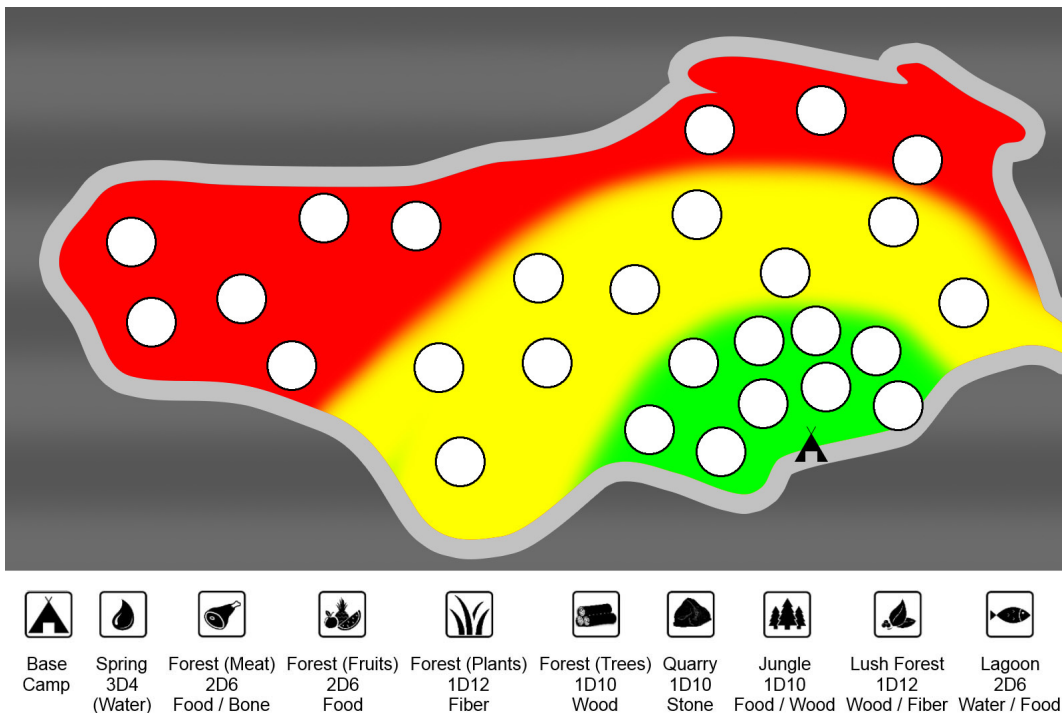
Game Facilitator's Use

<u>Debrief Questions</u>

This section provides some questions the game facilitator may wish to utilize once a group has managed to complete the game as a form of recap or debrief. A selected number of questions may be posed to the group for discussion.

1) What did you think went wrong/right during the game?
2) How would you rate your group's performance in the game?
3) Would you have stuck with your group's plan or go for the alternate route?
4) What would you have done things differently?
5) Was there a clear leader in the group during the game?
6) Did anyone try to speak out and try to share their views on certain ideas
7) Did you think everyone contribute to the effort of the plan?
8) Do you think that working alone may have been a better option versus as a group?
9) Was the plan carried out smoothly? Or were there hiccups along the way?
10) Other than the learning objectives sent forth through this game, what other things would you think that the group has learnt through the game "Surviving the Isles"?

<u>Personas</u>

Below is a list of possible personas the game is targeted for. This is mainly for the game facilitators to consider while facilitating the game for companies or organizations.

Profile 1

Name:	Louis Bernard
Gender:	Male
Age:	34
Marital Status:	Married
Nationality:	American
Race:	French
Hobbies:	Spending time with the family, playing casual console games, going on vacations to Asian countries
Occupation / Position:	IT Support Manager
Background:	Daniel is a French American who works as an IT Support Manager in one of America's prominent banks. The job pays well and is able to support the family without much problem. He is currently married and has a 3-year old son. He is a family man and enjoys and treasures the time he spends with his family. Some of his favourite ways of spending time with the family is playing console games and bringing them on vacations.

Profile 1

Name:	Fernanda Gracia
Gender:	Female
Age:	25
Marital Status:	Attached
Nationality:	American
Race:	Mexican
Occupation / Position:	Customer Support
Hobbies:	Reading books, shopping, journaling
Background:	Cindy is a Mexican American working in America. She is currently attached. She currently works in a small American bank in the Customer Support department. She earns enough to support herself. She enjoys reading books, shopping and journaling during her free time. She aspires to, one day; hold a high and prominent position in the business industry.

Profile 1

Name:	Danny Wong Jin Wei
Gender:	Male
Age:	39
Marital Status:	Married
Nationality:	Singaporean, US PR
Race:	Chinese
Occupation / Position:	Relations Officer
Hobbies:	Driving cross-country, Playing video games, Sports
Background:	Danny is a Singaporean Chinese who permanently resides in the US. He is married and currently works as a relations officer in one of the banks in the US. He has 3 children. He enjoys driving cross-country during the holidays, playing video games and sports with his family.