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Clarice ♥

**THE ULTIMATE CAMP EXECUTIVE HANDBOOK**

# Introduction

Thank you for volunteering to be a Camp Executive!

You now have the following responsibilities:

* Creating the first impression the Freshmores will have of SUTD
* Creating the first experience they have here
* Being a representative of SUTD

It is important that we welcome the incoming batch with open arms and pass on the culture of SUTD - the Orientation Committee and Camp Executives have one voice to inculcate a culture to our next badge of students which gives them a sense of belonging towards SUTD. Hopefully through this experience, you will not only be able to experience being a leader but also enjoy this break from academics and find meaningful friendships along the way. Please read up on the next few pages as a guide for your Camp Executive journey!

During the start of orientation

* Be familiar with all the games that you are involved in
* Rehearse your scripts to explain the games in your own words ☺
* Rehearse some lines to hype up the mood of the OGs
* Be familiar with the starting time and ending time for each slot
* Most importantly, make sure to HAVE FUN and BE SAFE!

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|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Start** | **End** | **Day 0** | **Day 1** | | **Day 2** | **Day 3** | |
|  |  | All Houses | Auryx  Nova | Pyxis  Vela | All Houses | Auryx  Nova | Pyxis  Vela |
| 0800 | 0830 | Matriculation | Breakfast | | Breakfast + SP Letter |  | |
| 0830 | 0900 | Breakfast + Collection of Time Capsule Letter | |
| 0900 | 0930 | Dry Station Games | | SUTD 10th Anniversary Phototaking |
| 0930 | 1000 | Mass Dance  House Time | House Time  Mass Dance |
| 1000 | 1030 | Amazing Race |
| 1030 | 1100 |
| 1100 | 1130 |
| 1130 | 1200 | Mass Dance + Cheer | |
| 1200 | 1230 | Lunch + SP Letter Exchange | | Lunch | |
| 1230 | 1300 |
| 1300 | 1330 |
| 1330 | 1400 | House Time  Mass Dance | Mass Dance  House Time | Wet Station Games | |
| 1400 | 1430 |
| 1430 | 1500 |
| 1500 | 1530 | Fifth Row Showcase |
| 1530 | 1600 | Dry Mass Game | |
| 1600 | 1630 |
| 1630 | 1700 | Wet Mass Game | |
| 1700 | 1730 |
| 1730 | 1800 | OG Interaction  Learn Cheers | Dinner + Travel Back to SUTD + Wash Up |
| 1800 | 1830 |
| 1830 | 1900 | SP Letter + Mask | Wash Up + Dinner | |
| 1900 | 1930 | Dinner + Time Capsule Letter | Dinner | |
| 1930 | 2000 |
| 2000 | 2030 | Orientation Opening Ceremony | Nightwalk  + Pre-Wet Mass Game Construction Phase I + Arena Games | | Finale | |
| 2030 | 2100 | Secret Partner Games |
| 2100 | 2130 |
| 2130 | 2200 |
| 2200 | 2230 |  | |
| 2230 | 2300 |  | |

# Personal Schedule

|  |  |
| --- | --- |
| **Day 0**  **Wed, 15 May 2019** | Matriculation Duty |
| **Day 1**  **Thurs, 16 May 2019** | Dry Station Game 6: Laundry Toss |
| Dry Mass Game: Global Games |
| Nightwalk |
| **Day 2**  **Fri, 17 May 2019** | Amazing Race: Gardens by the Bay |
| SP Intro Game: Now You See Me 2! |
| SP Game 1: Bingo Race |
| **Day 3**  **Sat, 18 May 2019** | Wet Station Game 8: Musical Mats |
| Wet Mass Game: OGL Jail |
|  |

# Dry Station Game Matrix

Time: 0900 – 1200

Venue: CC1 – CC8, Foyer at LT1, Fifth Row Alley

**Matrix**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Game | | **Station 1:**  **Dragon’s Tail** | | **Station 2:**  **Connect Four** | | **Station 3: Trial of Strategy** | | **Station 4: Grid of Misfortune** | | **Station 5:**  **Capture The Flag** | | **Station 6:**  **Laundry Toss** | |
| Venue | | CC5 | CC6 | CC1 | CC2 | CC3 A | CC3 B | CC7 | CC8 | Foyer at LT1 | Fifth Row Alley | CC4 A | CC4 B |
| Start | End |  |  |  |  |  |  |  |  |  |  |  |  |
| 0900 | 0925 | 19 v 9 | 10 v 12 | 15 v 7 | 18 v 2 | 20 v 3 | 13 v 17 |  | 5 v 8 | 14 v 16 |  | 11 v 4 | 6 v 1 |
| 0930 | 0955 | 20 v 7 | 13 v 2 | 5 v 10 |  | 11 v 6 | 1 v 14 | 4 v 16 |  | 19 v 8 | 18 v 3 | 15 v 17 | 9 v 12 |
| 1000 | 1025 |  | 11 v 16 | 20 v 1 | 14 v 8 | 4 v 10 | 18 v 12 | 17 v 9 | 3 v 19 |  | 15 v 6 | 2 v 7 | 13 v 5 |
| 1030 | 1055 | 15 v 4 | 3 v 6 |  | 11 v 17 | 19 v 8 | 9 v 16 | 20 v 2 | 14 v 7 | 5 v 12 | 13 v 1 |  | 18 v 10 |
| 1100 | 1125 | 5 v 17 | 18 v 8 | 19 v 12 | 9 v 3 | 15 v 2 |  | 11 v 1 | 13 v 6 | 20 v 10 | 4 v 7 | 16 v 14 |  |
| 1130 | 1155 | 14 v 1 |  | 4 v 6 | 13 v 16 |  | 5 v 7 | 15 v 10 | 12 v 18 | 17 v 2 | 9 v 11 | 3 v 20 | 8 v 19 |

\*Note: Each station will be duplicated.

# Dry Station Game 6

|  |  |  |
| --- | --- | --- |
| **Day, Date** | Day 1, Thursday, 16 May 2019 | |
| **Activity Name** | Laundry Toss | |
| **Location** | CC4, divided | |
| **Start Time** | 0900 | |
| **Dismissal Time** | 1200 | |
| **Game Masters** | 2 GMs/station  Total: 4 GMs   * OGLs from each OG to aid GMs in returning the tossed laundry back to the starting point for participants | |
| **Pre-Game Instructions** | * Set up clothing line and prepare various clothing of different sizes * Point system to be updated live on the whiteboard by GMs | |
| **Game Objective** | Two modes of the game, up to the first OG to arrive to select the game mode.  Mode 1:  To toss as many pieces of laundry onto the clothing line as possible.  Mode 2:  To have more pieces of laundry hanging on the clothing line at the end of the round.  3 rounds will be played for this game. Different game modes can be played for each round, as determined by the previous round’s winner. | |
| **Game Description** | * Each OG will form up a line at the starting line * Participants are to take turns to use their feet to pick up the laundry and toss it   **Activity Sketch**    Note: Raffia string as clothing line has to be taut.  **Venue Layout** | |
| **Gameplay and Rules** | * No tossing of laundry using other body parts apart from feet. * Laundry can only tossed at the kicking zone. | |
| **Timeframe of Game** | * Explanation: 5min * Gameplay: 6min/round * Buffer: 2min   Total: 25min | |
| **Safety** | | |
| **Hazards/ Risks Identified** | | **Safety Measures Taken** |
| Participants may hit other participants when tossing the laundry. | | Ensure participants tossing the laundry stand in a line and not in front of/behind each other. |
| Participants may kick too hard and fall backwards. | | OG mates are to hold onto their members’ shoulder for support when playing the game should they feel unbalanced.  Ensure first aider is on standby throughout the entire game. |

# Dry Station Game 6 Script

Welcome to the Laundry Toss. Can also introduce self/ OGs/ etc. [Intro]

The aim of this game is to win as many points as possible.

TO START:

Each OG split into half, the line up behind the line.

10 mins per game

TO WIN:

Use your legs to toss the clothes onto the lines.

1 point for each successful toss.

Total score from two games decides the winner. If OG wins both games, bonus points awarded.

RULES:

If you accidentally tossed it to opponent’s line, a point will be given to the opponent.

# Dry Mass Game: Global Games

**Global Games**

At 1600, 1630, 1700, 1730 and 1800, GMs are to inform the OGs at base that the Global Games are to begin in 10 minutes. Each OG is to send out one person who has not participated in any Global Game before to Foyer at LT1.

Each Global Game lasts a maximum of 15 minutes.

These OGlings that are sent out would be subject under the ‘max 4 scouts’ rule. Thus, OGs are to plan and communicate with those outside to come back and exchange whenever a Global Game begins. At any point of time, there can only be 4 OGlings from each OG that are scouting around. This includes the scout that will be participating in the Global Games. Ie. There will only be a maximum of 3 scouts from each OG roaming around to search for clues.

Any OG which is not able to have their representative be sent to Foyer at LT1 within the 10 minutes limit will be disqualified from the current Global Game, limiting their opportunities for rewards. The categories for each Global Game will only be revealed when the Global Game starts.

Description of each Global Game are as follow:

## 1. Physical (Agility) – Squirrel Game

**Sound Off: 1600**

**Game Start: 1610**

**Logistics**

* Vertex mats

**Pre-Game Instructions**

* OGlings are to be first divided into groups of 3 (Camp Execs to fill in for any incomplete groups).
* One person from each group will be designated as the Squirrel and the other two are to act as Trees.

**Game Description**

* The default position for a group is for the two Trees to stand apart and interlock their hands in front of each other. The space in between them would be where the Squirrel has to stay inside.
* When a round of game begins, either “Hunter”, “Fire” or “Earthquake” will be called out by the GM.
  + Hunter: all Squirrels are to leave their group and look for a new pair of Trees.
  + Fire: all Trees are to leave their Squirrels behind and look for new Squirrels.
  + Earthquake: both Squirrels and Trees are to leave and form groups with new people
* GMs are to enter/leave the game from time to time so as to constantly ensure that the total number of players is not a multiple of 3

**Game Objective**

* End result of the game will be one final group of 3. The House with the most people in the group of 3 wins the game.
* In the event that one player each from 3 Houses are remaining in the final group, one more round will be played with two GMs added into the game, acting as Trees. The 3 remaining players are to stand at different sides of LT5, equidistant from the Tree, then frog walk their way towards the Tree. The first to become the Squirrel is the winner House.

## 2. Intelligence – Trivia Quiz

**Sound Off: 1630**

**Game Start: 1640**

**Logistics**

* 1x Portable Projector Screen
* 1x Portable Projector

**Pre-Game Instructions**

* Ensure all participants have entered the Kahoot! Quiz channel.

**Game Objective**

* To score the highest points possible through questions posed on Kahoot!

**Game Description**

* What room has no doors or windows?
  + Mushroom
* What is yours but others use it more than you do?
  + Your Name
* What starts with e but only has a single letter in it?
  + Envelope
* What do an island and the letter T have in common?
  + They’re both in the middle of water
* What has four fingers and a thumb, but not living?
  + Glove
* I have keys but no locks. I have a space but no room. You can enter, but can’t go outside. What am I?
  + Keyboard
* What comes once in a minute and twice in a moment, but never in a thousand years?
  + The letter M
* What runs but never walks, has a mouth but never talks?
  + River
* What is a teacher’s favourite nation?
  + Explanation
* A boy has as many sisters as brothers, but each sister has only half as many sisters as brothers. How many brothers and sisters are there in the family?
  + Four brothers and three sisters.
* What gets wet when drying?
  + Towel
* What lives without a body, hears without ears, speaks without a mouth?
  + Echo

## 3. Deception – Barter Puzzle Game

**Sound Off: 1700**

**Game Start: 1710**

**Logistics**

* 4x different jigsaw puzzles of similar difficulty levels

**Pre-Game Instructions**

* Players from the same House is to be grouped together. 4 groups in total.
* Provide each group a set of jigsaw puzzle

**Game Objective**

* To complete their group’s jigsaw puzzle in the shortest of time possible.

**Game Description**

* Groups are to compete with one another to determine the winner by completing the jigsaw puzzle in the shortest time possible.
* However, some puzzle pieces are mixed around in other group’s jigsaw puzzles.
* Teams are to retrieve those pieces back by trading jigsaw pieces with one another.
* All decisions made have to be made by the group together.

## 4. Teamwork

**Sound Off: 1730**

**Game Start: 1740**

**Logistics**: NIL

**Pre-Game Instructions**

* Participants from the same house are to be grouped together. 4 groups in total.

**Game Description**

* Participants from each group are to sit in a circle with their backs facing each other.
* Each round, a number will be called by the GM and the participants are to raise any number of fingers from 3 to 5. The sum of all the fingers raised by a group should tally with the number called by the GM.
* Groups who do not raise the correct number of fingers will be eliminated.
  + Depending on difficulty of this game, perhaps the group with the furthest number of fingers raised from the number called will be eliminated.
* Difficulty of the game can be increased along the way, by adding the following conditions:
  + Only players whose backs are tapped by the GM can raise their fingers for that specific round
  + Only players who are wearing glasses can raise their fingers for that specific round

**Game Objective**

* To collectively raise the number of fingers called by the GM.

**Gameplay and Rules**

* Participants will be given 3 minutes to discuss their group’s strategy prior to the start of the game. After which, no communication is allowed.

## 5. Luck – Butterfly Game

**Sound Off: 1800**

**Game Start: 1810**

**Logistics**

* Timer (GMs’ phones)
* Vertex Mats

**Pre-Game Instructions**

* GMs to demonstrate the actions of each stage of animal
* Diagrams to be shown on projector screen for players’ reference

**Game Objective**

* To be the first person to become a Cat
* In the event that there is no Cat after 15 min of gameplay, person of highest stage wins the game.

**Game Description**

* All participants are to start as Caterpillars. When the game commences, everyone is to crawl around looking for another participant to challenge a game of Rock, Paper, Scissors.
* The winning player will evolve into Cocoon, who will then roll around to search for the next opponent.
* With the exception of Caterpillars, whenever a player loses a challenge, he/she will be downgraded back to their previous stage, while the winner progresses on.
* Sequence of evolution
  + Caterpillar: Wriggle
  + Cocoon: Roll
  + Butterfly: Squat walk with hands flapping as butterfly wings
  + Beetle: Crawl on knees
  + Mouse: Walk on knees
  + Cat: Walking upright
* Game ends when one person becomes a Cat or the time limit of 15min is up, whichever comes first.

**Gameplay and Rules**

* No player can back out when challenged.
* When a player loses a game of Rock, Paper, Scissors to another player of lower stage, the loser is to be lowered by one stage, while the winner goes up a stage.
* When a Mouse is progressing to Cat, the mouse has to win two games in a row to become a Cat.

# Nightwalk

##### Each OG is split into half, A and B. **Refer to Annex C for all 4 pillar rooms proposal**

##### Wave 1: OG1, OG6, OG11, OG16

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Game | | **ASD** | | **EPD** | | **ESD** | | **ISTD** | |
| Venue | | CC14 A | CC14B | CC12 A | CC12 B | CC11 A | CC11 B | CC13 A | CC13 B |
| Start | End |  |  |  |  |  |  |  |  |
| 2000 | 2010 | 1A | 1B | 6A | 6B | 11A | 11B | 16A | 16B |
| 2012 | 2022 | 16A | 16B | 1A | 1B | 6A | 6B | 11A | 11B |
| 2024 | 2034 | 11A | 11B | 16A | 16B | 1A | 1B | 6A | 6B |
| 2036 | 2046 | 6A | 6B | 11A | 11B | 16A | 16B | 1A | 1B |

##### Wave 2: OG2, OG7, OG12, OG17

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Game | | **ASD** | | **EPD** | | **ESD** | | **ISTD** | |
| Venue | | CC14 A | CC14B | CC12 A | CC12 B | CC11 A | CC11 B | CC13 A | CC13 B |
| Start | End |  |  |  |  |  |  |  |  |
| 2048 | 2058 | 2A | 2B | 7A | 7B | 12A | 12B | 17A | 17B |
| 2100 | 2110 | 17A | 17B | 2A | 2B | 7A | 7B | 12A | 12B |
| 2112 | 2122 | 12A | 12B | 17A | 17B | 2A | 2B | 7A | 7B |
| 2124 | 2134 | 7A | 7B | 12A | 12B | 17A | 17B | 2A | 2B |

##### Wave 3: OG3, OG8, OG13, OG18

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Game | | **ASD** | | **EPD** | | **ESD** | | **ISTD** | |
| Venue | | CC14 A | CC14B | CC12 A | CC12 B | CC11 A | CC11 B | CC13 A | CC13 B |
| Start | End |  |  |  |  |  |  |  |  |
| 2136 | 2146 | 3A | 3B | 8A | 8B | 13A | 13B | 18A | 18B |
| 2148 | 2158 | 18A | 18B | 3A | 3B | 8A | 8B | 13A | 13B |
| 2200 | 2210 | 13A | 13B | 18A | 18B | 3A | 3B | 8A | 8B |
| 2212 | 2222 | 8A | 8B | 13A | 13B | 18A | 18B | 3A | 3B |

##### Wave 4: OG4, OG9, OG14, OG19

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Game | | **ASD** | | **EPD** | | **ESD** | | **ISTD** | |
| Venue | | CC14 A | CC14B | CC12 A | CC12 B | CC11 A | CC11 B | CC13 A | CC13 B |
| Start | End |  |  |  |  |  |  |  |  |
| 2224 | 2234 | 4A | 4B | 9A | 9B | 14A | 14B | 19A | 19B |
| 2236 | 2246 | 19A | 19B | 4A | 4B | 9A | 9B | 14A | 14B |
| 2248 | 2258 | 14A | 14B | 19A | 19B | 4A | 4B | 9A | 9B |
| 2300 | 2310 | 9A | 9B | 14A | 14B | 19A | 19B | 4A | 4B |

##### Wave 5: OG5, OG10, OG15, OG20

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Game | | **ASD** | | **EPD** | | **ESD** | | **ISTD** | |
| Venue | | CC14 A | CC14B | CC12 A | CC12 B | CC11 A | CC11 B | CC13 A | CC13 B |
| Start | End |  |  |  |  |  |  |  |  |
| 2312 | 2322 | 5A | 5B | 10A | 10B | 15A | 15B | 20A | 20B |
| 2324 | 2334 | 20A | 20B | 5A | 5B | 10A | 10B | 15A | 15B |
| 2336 | 2346 | 15A | 15B | 20A | 20B | 5A | 5B | 10A | 10B |
| 2348 | 2358 | 10A | 10B | 15A | 15B | 20A | 20B | 5A | 5B |

# Amazing Race: Gardens by the Bay

## Gardens by the Bay Game 2: Pass On Ping Pong Ball

|  |  |
| --- | --- |
| **Day, Date** | Day 2, Friday, 17 May 2019 |
| **Activity Name** | Pass On Ping Pong Ball |
| **Location** | Gardens by the Bay – Malay Pavilion |
| **Start Time** | 1000 |
| **Game Masters** | * 1 Area IC * 2 GMs/station   Total: 1 Area IC, 4 GMs |
| **Logistics** | * 5x PVC pipe approximately 20cm long * 5x A4-sized flat cardboard * 5x A4 paper * 5x A4-sized 6mm transparent acrylic * 2x plastic cup * 2x ping pong ball |
| **Pre-Game Instructions** | * Participants are to take a material each and form a chain. |
| **Game Objective** | To pass the ping pong ball from the starting point to the plastic cup at the end. |
| **Game Description** | A collaborative game within an OG.  Each participant is to take a piece of material  that allows the ping pong ball to roll on/through it The OG is to pass the ping pong ball for a distance of 10 metres. As the participants do not add up to a distance of 10 metres when remaining stationary, participants are to move along the chain until they reach the finishing line. The last person is to land the ping pong ball into a plastic cup.  **Activity Layout**  **https://lh6.googleusercontent.com/1_0h2qGkGIMRPw4JJExBxeItoKUUBsaCPmh7MH-u-KS6FCp5Sca0dVyC0UK6VlBvQOETbl4uGjmm_c69SwRK70r81b-6hu30R6snfIzQW3AkvLOWgCY5M0TifsRC4X4D5H4YJHvw** |
| **Gameplay and Rules** | * Ping pong ball can only travel forward. * Ping pong ball must stay on the material that the participant is holding onto. * When the participant is in possession of the ping pong ball, he is to remain stationary on the ground. No walking allowed. * Failure to adhere to the rules above, the OG has to restart the game. |
| **Timeframe of Game** | * Explanation: 2min * Gameplay: 10 min * Buffer: 3 min   Total: 15min |

# Secret Partner Games Wave Matrix

Time: 2000 – 2300

Venue: DS 1 – 8, ISH1, ISH2

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Game | | **Station 1:**  **Bingo Race** | | **Station 2:**  **Three-Legged Ballon Catching** | | **Station 3: Fishing for Partners** | | **Station 4: Balloon Mania** | | **Station 5:**  **Musical Hula Hoop** | |
| Venue | | DS1 | DS2 | ISH1 A | ISH1 B | ISH2 A | ISH2 B | DS3 – DS5 | | DS6 – DS8 | |
| Start | End |  |  |  |  |  |  |  |  |  |  |
| 2020 | 2040 | Introduction Game: Now You See Me 2! | | | | | | | | | |
| 2045 | 2105 | A | B | C | D | E | F | G | H | I | J |
| 2110 | 2130 | I | J | A | B | C | D | E | F | G | H |
| 2135 | 2155 | E | F | G | H | I | J | A | B | C | D |
| 2200 | 2220 | C | D | E | F | G | H | I | J | A | B |
| 2225 | 2245 | G | H | I | J | A | B | C | D | E | F |

# SP Intro Game: Now You See Me 2!

|  |  |
| --- | --- |
| **Day, Date** | Day 2, Friday, 17 May 2019 |
| **Activity Name** | Now You See Me 2! + Romantic Tic Tac Toe |
| **Location** | At the respective location of the first secret partner station game allocated to each wave. |
| **Start Time** | 2000 |
| **Dismissal Time** | 2030 |
| **Game Masters** | Game Masters of respective first game stations |
| **Logistics** | **Now You See Me 2!**   * Third written letter * Decorated Masks   **Romantic Tic Tac Toe**   * Printed Tic Tac Toe sheets * 50x pens |
| **Pre-Game Instructions** | * Ensure all pairs are present before starting the game.   **Now You See Me 2!**   * Third letter and masks decorated by the partner will be distributed before the start of the Secret Partner Games * Each wave will be directed to the first game station for the introduction game. * All participants to put on the mask that their secret partners have decorated for them once they have reached the venue.   **Romantic Tic Tac Toe**  Round 1: Played within a couple   * Tic Tac Toe sheet and pens to be distributed to each pair. |
| **Game Objective** | **Now You See Me 2!**   * Face reveal to each other and chit chat * Serves as a platform and opportunity to know more people in SUTD   **Romantic Tic Tac Toe**   * To get 3 marks in a row (up, down, across, or diagonally). |
| **Game Description** | **Now You See Me 2!**   * Once participants have found their partner, they may sit down together and start conversing to know each other better.   **Romantic Tic Tac Toe**  The game is played on a grid that's 3 squares by 3 squares.  Different actions will be pre-assigned to each of the tic tac toe boxes. Individuals/Couples will have to complete the assigned actions to be able to mark down the box.  9 Actions/Questions will be randomly allocated to a tic-tac-toe grid such that each couple does not have the exact same actions/questions.  Actions/Questions include: 1. Name three qualities you prioritise in a relationship.  2. Tell your partner what you like most about them.  3. Name three things you and your partner appear to have in common.  4. 3 positive characteristic of your partner.  5. Take two minutes and tell your partner your life story in as much detail as possible.  6. Exchanging instagram accounts 7. Post a couple photo on Instagram story with SUTD Orientation 2019 Hashtag  8. Sing a chorus from any song.  9. Traffic light colour  10. Share an embarrassing moment in your life.  11. Among your friends, what are you best known for?  12. 18. What is the most ridiculous thing you’ve done because you were bored?  13. What are some accomplishments that you are really proud of?  14. What is the silliest fear you ever had?  15. Demonstrate an odd talent that you have.  16. Tell your partner something that not many people know about you.  17. What are people often surprised to learn about you? |
| **Gameplay and Rules** | **Romantic Tic Tac Toe!**   * Individuals/Couples will have to complete the assigned actions to be able to mark down the box. |
| **Timeframe of Game** | * Explanation: 2min * Now You See Me 2! Gameplay: 10min * Romantic Tic Tac Toe Gameplay: 10min * Buffer: 3min   Total: 25min |
| **Safety** | |
| **Hazards/ Risks Identified** | **Safety Measures Taken** |
| Inappropriate touching | OGLS to warn the participants about sexual harassment and to keep a lookout for any signs of discomfort from the participants.  Participants who fail to adhere to game rules repeatedly will be disqualified. |

# SP Game 1: Bingo Race

|  |  |  |
| --- | --- | --- |
| **Day, Date** | Day 2, Friday, 17 May 2019 | |
| **Activity Name** | Bingo Race | |
| **Location** | Dance Studio 1, 2 | |
| **Start Time** | 2045 | |
| **Dismissal Time** | 2245 | |
| **Game Masters** | 2 | |
| **Logistics** | Pre-Game Setup Logistics   * Masking tape * Carboards for bingo grids * Permanent Marker   Game Logistics   * 2x Skipping Rope * 4x packs wet wipes * Food Logistics: Raw Onion, Oreo, Wasabi * 8x Permanent Marker * A4 Paper * 14x Plastic Cups * Drinking Water * 20x Rubber bands | |
| **Pre-Game Instructions** | * Split the wave into two equal groups * Each group is to line up in front of their respective bingo board | |
| **Game Objective** | The first group to obtain three 5-in-a-row lines on the 5 by 5 life sized bingo board wins. | |
| **Game Description** | Each group lines up in their pairs in front of a 5x5 bingo board.  The game masters will randomly pick out a number that corresponds to a grid in the bingo box. The next pair in line has to walk up to their respective bingo grid and uncover that specific grid. In order to claim the box, the couple has to complete the challenges stated in that grid. | |
| **Gameplay and Rules** | * The challenge on each grid is covered and only the couple who selected that grid can uncover the grid to reveal the challenge. * Should the couple choose not to do the challenge, they have to cover the grid back up. * Upon completion of the challenge, the grid should be uncovered to signify that the grid has been claimed. * No interfering with the other group.   Bingo Grids   * Sing a chorus from any love song. * Try not to laugh while keeping water in mouth while looking at each other for 30 seconds. * Make the opponent team laugh. * Open Instagram and follow the account of your partner. Like the latest 50 pictures of your partner’s picture. * Each pair to tie each other’s hair. Not to be removed until the end of the Game.   + Rubber bands will be provided for those with no hair bands. * Jump rope together 15 times without stopping. * Couple to imitate a romantic movie scene pose and snap a picture of their pose.   + Titanic   https://lh6.googleusercontent.com/s4WPv1JawrqbBz3kCoHcTwKrFxukU_P-7ciF7Lfk8TNUhntmy_o9TFjJ3z1xj38SAdokgTQdTLaoF2j1Rrw0FUbvh_9K_fHQdbXPRo5CCHFFjV64Gssmu2vlkNbb3GQ0eBUZQjs4   * + The Proposal, Matt & Mong https://lh6.googleusercontent.com/DB1OtDafCTQI7gqtqOjcsA40pZNGw34VdS5PmnDhCxZf9Qx01zkW9aO9wn4zkAXjeYYU1Zwmj-jvmkOiAFJe3jp6RXJBhyulqGbSEB9_9A0862OD3CQ7_y3J7t-7Ui2_DNDUh5dx   + 算什么男人   https://lh6.googleusercontent.com/mUfxOAjkHeRMLOYn8zMMvZ-bg18_816NTs-9U7MziTOiDZWoqqnrICt5dgBhTVJUm0BEcw_7f15Xxw3VRNFp_Bz4plS_lLFpbUoCoT7wyFf_baBFl5oeKQ7G-hIjVOqHMDFL8N37   * + 告白气球   https://lh6.googleusercontent.com/I49d2aba2Ylx5CtBdLibCmJYu70o1uiAA5Y4OuhcOlLqtlBJ8-amYIHIyMEqlrSseFKYvQAh6bs53hcZIxcsxmjRWgW06wbpkMHUwuvkOrk9XldWBkNNDfqYGOSVUFOVZtfZHxxv   * Couple to finish eating a raw onion. * Couple to draw a portrait of each other while blindfolded. * Compliment your partner in front of everyone by listing 3 traits. * Couple to feed each other 1 oreo filled with wasabi. * Elephant spin shoe catching: one of the pair to spin 15 rounds and throw his/her shoe to the other partner to catch. * Hold hands for the rest of the game   + Grid opened after they hold hands. However, if the couple is spotted not holding hands, they are deemed to have failed the challenge and the grid is closed again. * https://lh4.googleusercontent.com/9sPT2nhKZ_bAxp-lEO6CuSURaWeb4kRyckBJxvBDy-lAz7ZZOWn9xPqZodSbherAF87u5kfnTKOgYrUpcwdhwCbD_9_wt3xw1PXKpsrfknBeYNOFA-JFRqPkACHwa82A-MZyEkZd * Push up cross high five 5 times * High c-curve hearts: trace our a heart shape   https://lh4.googleusercontent.com/zmMIlJBtoxYyJ-LJiUPdn-Wjv2vkJEfiX4XcexAUICL6hU5CQ1ymSysA6FnqglkDE8zV5M5ldxPWEjz23RBz9vTc3oW1USA1pZDCVX5an2TYnmZpciR696b-h1x8Ad2ApqDQnE0S   * Mimic a kpop dance chosen by the group * Hold your hands together and sing the “I Love You” Barney song out loud to the entire wave. * Hold a continuous conversation for 2 minutes. * Do a model runway walk as a couple. * Say the alphabets in backward order, partners to alternate between an alphabet each. * Do a partner crab-walk.   + One at the front, one at the back. Person at the front is to hold on to the shoes of the person at the back. * Trace your partner’s eyebrows in one stroke with your fingers. * Take a couple photo and post on your Instagram story with FOC2019 Hashtag * Come up with one pick up line for each other. | |
| **Timeframe of Game** | * Explanation: 2min * Gameplay: 12min * Buffer: 3min * Forfeit: 3min   Total: 20min | |
| **Safety** | | |
| **Hazards/ Risks Identified** | | **Safety Measures Taken** |
| Couples may collide with one another while playing the game. | | Advise participants to be careful and that only walking is allowed. No running.  Game masters to inform participants that they are allowed to opt out of the game should they feel uncomfortable after the briefing. |
| Inappropriate touching | | OGLs and game masters to warn the participants about harassment and to keep a look out for any signs of discomfort from the participants.  Participants who fail to adhere to game rules repeatedly will be disqualified. |

# SP Game 1: Bingo Race Script

1. Split into two equal groups and line up behind the bingo board in your pairs
2. Explaining the rules: When I call for the next pair, the next pair in line can walk up to the game master beside the board and draw a random piece of paper. The paper contains a number that corresponds to a specific grid on the bingo board. Uncover that grid to reveal the challenge and read it out to everybody ( not just ur group) . If you successfully completed the challenge, pass your paper back to the game master and the grid can remain uncovered. If you fail or choose to decline the challenge, return the paper back into the bowl , cover up the grid and go to the back of the queue again. The first group that completes the bingo grid wins. Remember that you can only approach the bingo grid when the game master gives you the go ahead.

# Wet Station Game Matrix

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Game | | Station 1:  Shoot Down the Coke Cans | Station 2:  Shoot to Dunk | Station 3:  Back to Back | Station 4:  Dodge Sponge | Station 5:  Tank Assault | Station 6:  Wet Shirt Relay | Station 7:  Towel Volleyball | Station 8: Musical Mats | Filling Water Bombs |
| Venue | | Field | | | | | | | | |
| Start | End |  |  |  |  |  |  |  |  |  |
| 1320 | 1335 | 1 v 6 | 3 v 18 | 11 v 10 | 7 v 19 | 2 v 12 | 15 v 4 | 16 v 14 | 8 v 20 | 5, 13, 9, 17 |
| 1337 | 1352 | 3 v 18 | 1 v 6 | 7 v 19 | 11 v 10 | 15 v 4 | 2 v 12 | 8 v 20 | 16 v 14 | 5, 13, 9, 17 |
| 1354 | 1409 | 11 v 16 | 17 v 15 | 1 v 13 | 3 v 20 | 6 v 14 | 8 v 19 | 2 v 9 | 12 v 5 | 4, 10, 7, 18 |
| 1411 | 1426 | 17 v 15 | 11 v 16 | 3 v 20 | 1 v 13 | 8 v 19 | 6 v 14 | 12 v 5 | 2 v 9 | 4, 10, 7, 18 |
| 1428 | 1443 | 2 v 13 | 14 v 10 | 6 v 5 | 8 v 18 | 1 v 20 | 17 v 9 | 11 v 7 | 4 v 19 | 3, 12, 15, 16 |
| 1445 | 1500 | 14 v 10 | 2 v 13 | 8 v 18 | 6 v 5 | 17 v 9 | 1 v 20 | 4 v 19 | 11 v 7 | 3, 12, 15, 16 |
| 1502 | 1517 | 8 v 5 | 7 v 20 | 16 v 4 | 12 v 9 | 13 v 10 | 3 v 11 | 1 v 17 | 18 v 15 | 2, 14, 6, 19 |
| 1519 | 1534 | 7 v 20 | 8 v 5 | 12 v 9 | 16 v 4 | 3 v 11 | 13 v 10 | 18 v 15 | 1 v 17 | 2, 14, 6, 19 |
| 1536 | 1551 | 12 v 19 | 4 v 9 | 2 v 15 | 17 v 14 | 16 v 5 | 7 v 18 | 6 v 13 | 3 v 10 | 1, 11, 8, 20 |
| 1553 | 1608 | 4 v 9 | 12 v 19 | 17 v 14 | 2 v 15 | 7 v 18 | 16 v 5 | 3 v 10 | 6 v 13 | 1, 11, 8, 20 |

# Wet Station Game 8

|  |  |  |
| --- | --- | --- |
| **Day, Date** | Day 3, Saturday, 18 May 2019 | |
| **Activity Name** | Musical Mats | |
| **Location** | Field | |
| **Start Time** | 1320 | |
| **Dismissal Time** | 1610 | |
| **Logistics** | * 1x Tarp * 30x Sponge Mats * 1x Portable Speaker/Loudspeaker * Water Supply | |
| **Pre-Game Instructions** | * Ensure sufficient number of mats | |
| **Game Objective** | To claim a mat to sit on every time a music stops. Last two remaining participants wins. | |
| **Game Description** | Musical chairs, but wet. Players must dance while the music plays, and fight for a spot on the sponge mats provided when the music stops. Number of mats on the playing area will decrease after every time the music starts again.    **Activity Sketch/Venue Layout**  https://lh6.googleusercontent.com/Zse03SrcEhMHUtc8CJO8tBYmFkcL4YSYW8VtvjysqMd5adibGgz-kNu0EENEePRjq2mqPjCWx8enN8dSkQOEs-akXyUzXt1Ryp4o6F4OJtK3gv0HX8Zqn9Js0NZEt4S9DjHnQWDz | |
| **Gameplay and Rules** | * Participants who fail to dance when the music is playing will be disqualified * Movements have to be different for each round. (Eg. Leopard crawling, rolling on their backs, etc) * Participants cannot force others off their mat once they have claimed it * Failure to source for a mat to sit on when the music stops results in disqualification | |
| **Timeframe of Game** | * Explanation: 2 min * Gameplay: 7 min * Buffer: 2min   Total: 11min | |
| **Safety** | | |
| **Hazards/ Risks Identified** | | **Safety Measures Taken** |
| Participants might hurt one another when trying to scramble for a sponge mat to sit on. | | Advise players to be mindful of others’ safety during the game. |
| Participants might slip and fall if they step on a met. | | Participants are not allowed to use their feet to move the mat. |

Wet Station Game 8 Script

Instructions for participants: (just read out word for word if you suffer from mind block, words in orange are for GM’s reference)

While the music is playing, you are to dance and move around the tarp. Participants who fail to dance when the music is playing will be disqualified. Once the music stops, you are to sit on a mat. One mat can have only 1 person sitting on it. You cannot force others off their mat once they have claimed it. (GMs to exercise judgment when more than 1 person claims ownership to a mat) Failure to source for a mat to sit on when the music stops results in disqualification. GMs to remove 6-10 mats and music to be played between 10-30 seconds for each round (can be more or less depending on time constraints)

# Wet Mass Game : OGL Jail

|  |  |  |
| --- | --- | --- |
| **Day, Date** | Day 3, Saturday, 18 May 2019 | |
| **Activity Name** | Wet Mass Game | |
| **Location** | Construction Phase II: ISH 1 & 2  War Phase: Field | |
| **Start Time** | 1625 | |
| **Dismissal Time** | 1830 | |
| **Storyline** | Being unable to decide who to stay and populate the planet, the 4 factions decided to have a final war. This war resulted in a major pollution of the environment, namely the factions’ fuel sources (tables). The faction with the least polluted fuel source will be able to survive and continue living on Earth.  **Plot Twist**  The endroids managed to hack the OGLs and deactivate them. This leaves the OGlings to fend for themselves without the OGLs.    **Resolution to Plot Twist**  Every OGL will be assigned a number between 00 to 99. To reactivate their OGLs, OGlings will the central computer (Camp Execs in the center of the field) and guess the reactivation code of their respective OGLs to free them. The camp execs will key the numbers guessed by the OGLings into a telebot which will then return a result as to whether the OGL can be reactivated. Reactivated OGLs will bring benefits to their houses that can help ensure their house is the least polluted.  The faction with the least polluted fuel will be victors who can continue staying on the planet while the other factions will have to source for a new planet for survival. | |
| **Pre-Game Instructions** | **Instructions to be repeated before commencement of war phase**   * To come out victorious, pollute the other factions’ fuel source by damaging their shields and throwing sponges into their tubs while at the same time, protect your fresh water supply from contamination (sponges) by the other houses * Water bombs can be used to break down shields of other factions or to attack intruders attacking base. * You are only allowed to roam in the free area in the vehicles built beforehand. Once the vehicle is destroyed, you have to return to your home base. Each vehicle can only travel with 3 people at a time (unless otherwise stated). | |
| **Game Objective** | * Prevent fuel contamination by limiting the number of sponges in the designated area as much as possible/ throwing more sponges into other houses’ area. * The more sponges there are in the tub, the more polluted the fuel. * The house with the least number of sponges in their area wins. | |
| **Game Description** | The field will be split into four portions, one for each house. Each house will have 5 inverted tables covered with newspaper, raffia string and trashbags as shields surrounding it, so as to make it challenging for other houses to shoot wet sponges into the designated area.    **Construction Phase I: Building of Transport Vehicles**   * This activity is conducted on the night of Day 1, concurrently held with Nightwalk and Filler Games. (Refer to Pre-Wet Mass Game - Construction Phase I Activity Write Up)     **Construction Phase II: Filling of Plastic Bag Water Bombs & Building of Hula Hoop Shield**   * As a buffer time to convert the activity layout from Wet Station Games to Wet Mass Game, participants will be given 45 minutes to enforce the defence of their respective OGs’ fuel source (tables) using materials provided, and fill plastic bag water bombs. * Each OG is cover the exposed areas of a table, as shown in Diagram 1 below. Each house will 5 tables in total. * A fixed number of newspaper (4 sheets of newspaper), raffia string, trashbag and tape will be distributed to each OG. * All houses will be given unlimited number of plastic bags to fill as water bombs. After which the time limit is up, unused plastic bags will be removed. * At the same time, participants are to bring their constructed vehicles to the playing area allocated to their house. * A fixed number of sponges will be distributed to each house.     **House Benefits**  In line with Orientation’s Storyline, the respective Houses will have benefits for their House based on the skillset of their House.   |  |  | | --- | --- | | **House** | **Benefit** | | Nova *(Resourceful)* | Increased quantity of resources(newspaper, trashbags, raffia strings) for shields | | Vela *(Proactive)* | Have two people in one vehicle instead of three hence increasing mobility | | Pyxis *(Analytic)* | Increased number of numerals assigned to each OGL, therefore having higher possibility of reactivating the OGLs | | Auryx *(Creative)* | Have the freedom to rearrange the layout of their tables and shields |     **War Phase**  Attack   * Only by travelling in a transport vehicle can the participants move out of their own boundary to throw plastic bag water bombs in order to weaken the shields of other houses. * Participants are to throw sponges into other houses’ fuel source to contaminate the fuel. The number of sponges in the table area will be counted after the game. * Once the transport vehicle is broken, participants have to return to their own houses’ playing area.   Defense   * Within a faction’s own boundary, participants can throw plastic bag water bombs against intruders attacking their house, by breaking the transport vehicle they are travelling in. * Once the transport vehicle is broken, participants have to return to their own houses’ playing area. * Only sponges thrown into the area is considered as contaminating the fuel. * Any sponges that fail to enter the area and lands in the faction’s boundary will be collected by the Camp Executives to be used for trading. * All OGLs are hacked into and deactivated (inactivated OGLs are to remain outside the boundaries of the field). * OGLs are unable to join in unless they are reactivated by their own OGlings.   **Resolution to Plot Twist**   * Every OGL will be assigned a number between 00 to 99. Each house is assigned a multiple of a number. * To reactivate their OGLs, OGlings will go to the Camp Executive for their house and guess the assigned number of their respective OGLs to free them. * The camp executives will be stationed in the middle of the field during the game with a waterproofed phone to access a telebot. * OGlings have to find them and tell them their OG number and guess their OGL’s number. * Every time a guess is made by the OGlings, they have to “pay” 1 sponge to a central bucket. * The camp executive will then key the OG number and number guessed by the OGLings into the telebot which will then return a result as to whether the OGL can be reactivated. * Reactivated OGLs will rejoin the game as normal players but can travel freely in the war area without vehicles. * In addition, for every OGL reactivated, the house will get to use the central bucket of sponges. * The central bucket of sponge will be refilled with a minimum of 10 sponges after every successful guess. Sponges collected from not entering the fuel sources will be used to replenish the minimum.   **Possible Immediate Benefits for Reactivating OGLs**   * Normal OGL reduces sponges * Endroid adds sponges, play as per normal * Get extra sponges   Note: Deactivated OGLs will be jailed at the Grandstand.  **Activity Sketch/Venue Layout** | |
| **Gameplay and Rules** | * No one is allowed within the boundaries of the tarp areas. For sponges thrown into the boundary but are not in the designated area, camp executives will collect the sponges which will be added to the “central bucket” to replenish the minimum. * Outer boundary as outlined by tape is restricted to members of the house only (Refer to Activity Layout above) * Only members of their house can be within the house’s outer boundary. * Be gentle. This is just a game. * No aiming of water guns at other participants. Water guns are only to be used to damage shields. | |
| **Timeframe of Game** | * Explanation: 15 minutes * Construction Phase II Gameplay: 30 minutes * War Phase: 50 minutes * Buffer: 15 minutes   Total: 110 min | |
| **Safety** | | |
| **Hazards/ Risks Identified** | | **Safety Measures Taken** |
| Participants may slip when they run across the tarp area. | | Set it as a boundary where people are not allowed to enter. |
| Participants may get hurt if water gun is aimed at their face. | | Strict enforcement on OGLs to only use the water guns to shoot at the hula hoop shields, and avoid aiming water guns at other participants’ faces. |
| Freshies might be too violent when snatching coloured wristbands from V1 robots. | | Constantly remind participants to not be violent and have subcomm members roaming around to ensure no one is getting too violent. Participants who do not heed our advice will be disqualified. |
| Heat stroke | | OGLs to ensure OGlings drink up before activity commences. |
| Participants may slip and fall while running. | | Ensure first aider is on standby throughout the activity. |
| **Wet Weather Plans** | | |
| **Wet Weather Venue** | Both ISH (2 houses in each) | |
| **Wet Weather Plan** | No plastic bag water bombs. Switch sponges to plastic playpen balls as “pollution”.  Change of rules:   1. OGLs send 2 OG per house to roam in the free area for 15 mins. 2. Each freshie has a paper bangle that acts as a “ticket” for them to roam freely in the play area. When broken, they have to exit the play area and can only return in the other intervals. 3. Bangle can be broken by V1 robots. 4. After 15 mins, change OGs and swap houses. | |
| **Hazards/Risks Identified** | | **Safety Measures** |
| Participants may slip on the small plastic balls that are rolling freely on the ground. | | Constantly remind participants no running is allowed. Participants who do not heed our advice will be disqualified.    Ensure first aider is on standby throughout the activity. |

# Annex A : Important Numbers

|  |  |
| --- | --- |
| Evan (Project Director) | 8539 2185 |
| Philia (Project Director) | 8103 3351 |
| Ying Xuan (Programmes Director) | 8518 0980 |
| Jun Yuan (Logistics Director) | 9734 4021 |

# Annex B : Forfeits

Rationale: we want OGs to put their 100% energy into making the games fun. These challenges help to support our goal and ensure people will put in more effort into winning than just giving up and not put in effort to play the games. It also includes helps to make memorable experiences, reminiscing the funny things the OG does together. At the end of the day, these challenges are meant to make things less awkward, OGLs should take the suggest appropriate challenges and not push anyone who is uncomfortable to do something they don’t want to.

\***It is not a must to implement these challenges - they are purely here to make things more interesting.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| S/N | Name | Description | Logistics | Remarks |
| 1 | Pickup Lines | Say a pickup line to a member of another OG | - |  |
| 2 | Chicken Dance | Do the chicken dance (with music?) | - |  |
| 3 | Walk Around Sing Song | Sing out loud while walking around | - |  |
| 4 | Where’s My Treasure | Pretend to be digging and say, “where’s my treasure”. | - |  |
| 5 | Pirate Parrot | Pretend to be a pirate parrot e.g. “arrrgh me maties” | - |  |
| 6 | Imitate OGL | Imitate the talking style and unique quirks of OGL | - |  |
| 7 | Duckwalk | Do the duckwalk, saying “quack” repeatedly | - |  |
| 8 | Frog Jump | Jump like a frog and say, “ribbit” | - |  |
| 9 | Elephant Walk | Elephant walk (hands in front like the trunk), and do trumpet sound | - |  |
| 10 | Barrel Roll | Roll around like a barrel, mimicking the sound of a barrel along the way | - |  |
| 11 | Sing Meme Songs | Sing Meme Songs | - |  |
| 12 | Be a Rock | Curl up and be unmoving, like a rock | - |  |
| 13 | Meme Picture | Take a picture based on a meme of choice | - |  |
| 14 | Hatch an Egg | Pretend you’re a chicken and “hatch” an egg | - |  |

# Annex C : Nightwalk Rooms

## ASD Room

|  |  |
| --- | --- |
| **Day, Date** | Day 1, Thursday, 16 May 2019 |
| **Activity Name** | Sandstorm |
| **Location** | CC11 |
| **Start Time** | 2000 |
| **Dismissal Time** | 0000 |
| **Storyline** | The survivors come up to a ruined city after a war, the place is almost desert-like, but first, they have to make the place more hospitable by rebuilding the buildings. |
| **Game Masters** | 3 GMs/station  Total: 6 |
| **Logistics** | * + Maze walls   + Styrofoam blocks   + 2x Industrial Fan |
| **Pre-Game Instructions** | Ambience: Completely dark room. Almost desert like setting with rocks and debris and rubble strewn around. Abandoned city   * + Ensure that windows are all covered up. |
| **Game Description** | Participants are given 3 torchlights in total. They are to split into smaller groups, with 3-4 members maximum sharing a torchlight. Participants are to use the torchlights to navigate their way through the maze to collect modular structures and coins hidden/scattered within the maze. However, each group can only bring out a maximum of 2 blocks from the maze to be deposited at the construction site.  They will be given a total of 5 minutes to search for block pieces within the maze. At the 5 minute mark, participants are to start building a wall that has to be minimally 2 metre in height and 3 meter in length.  With the collected coins found from within the maze, participants can trade in with GMs for more resources required/benefits to build the wall structure.  List of Benefits:   * + Number of additional building blocks   + No increasing of fan strength for one round.   At every 2 minutes mark thereafter, the industrial fan will be turned on. Subsequently, the fan speed will be increased every 2 minutes.  After the group has successfully constructed the wall, only 5 participants can remain behind, whom have to support their constructed wall for 5 seconds with the fan still on. After completing this stage, the group wins the maximum points available.  In the event that the group did not retrieve sufficient block pieces to build the wall structure, participants are still required to build the highest structure possible. The OG will not win the maximum points available as they did not meet the height requirement for the wall to be built.  ***If teams cannot construct the wall within 5mins:***  Game masters to hint on how to build the wall. |
| **Gameplay and Rules** | * Do not punch/bang the walls to ensure safety. * Enter and exit the maze in a calm and orderly manner. No running etc. * No obstruction of wind * There should not large gap or holes found on the wall. |
| **Timeframe of Game** | * Explanation + Buffer: 4min * Gameplay: 12min * Reset: 4min   Total: 20min |
| **Contingency Plan** | IF THE BLOCKS BREAK:  Game masters to provide back up pieces.  IF FAN NOT WORKING:  use back up fans  IF MAZE IS DESTROYED:  rebuild the maze if possible, or else abandon the maze. |

## EPD Room

|  |  |
| --- | --- |
| **Day, Date** | Day 1, Thursday, 16 May 2019 |
| **Activity Name** | EPD Room |
| **Location** | CC13 |
| **Start Time** | 2000 |
| **Dismissal Time** | 0000 |
| **Storyline** | An artificially intelligent has been trapped in an AI Jail for many years. He/She detects the presence of intruders, but doesn’t trust them. It tests them to see if they are humans capable of thought, they have to find the emergency stop button that was used to shut down the projector many years ago. They must light up spotlights for the AI to recognize them, and make correct poses. The AI finally trusts them and tells them the numbers of the final code to escape, but cannot remember the order. Participants must press real buttons in the correct order to escape the jail/free the AI. |
| **Game Masters** | 4 GMs/station  Total: 8 GMs |
| **Pre-Game Instructions** | * Ensure clues are all scattered at different places around the room * Reset game buttons, done by the GM using the master laptop |
| **Game Objective** | To press the buttons in the correct sequence in order to successfully escape the room. |
| **Game Description** | An AI Voice will guide participants to obtain clues to fulfil a series of mini challenges that will allow them to escape.  Participants are to search for the camera start button based on clues given by the AI voice. The button will be hidden behind a table. By pressing the button, participants will be able to turn on the projector that will be set up in the middle of the room.  Participants are to search for clues to turn on the spot lights (clues scattered around the room) such that their posture can be detected by the projector. They are to make the correct poses based on clues that are scattered around the room and by the AI voice.  The AI voice will then reveal the digits, but not in the correct order. Participants are to search for the correct buttons corresponding to each digit and press them in the correct sequence in order to successfully escape the room.  **Activity Sketch/Venue Layout** |
| **Gameplay and Rules** | * Enter and exit the maze in a calm and orderly manner. No running etc. * No rough handling of props that can lead to damage. * No tampering with or damaging of clues. * Any misbehaviour will lead to immediate eviction of the team from the room. |
| **Contingency Plan** | NIL |
| **Timeframe of Game** | * Explanation: 2min * Gameplay: 13min * Reset: 5min   Total: 20min |

## ESD Room

|  |  |
| --- | --- |
| **Day, Date** | Day 1, Thursday, 16 May 2019 |
| **Activity Name** | Puzzle Room |
| **Location** | CC11 |
| **Start Time** | 2000 |
| **Dismissal Time** | 0000 |
| **Storyline** | Survivors find themselves in a biochemical lab that contains hints to help save their planet. |
| **Game Masters** | * 2x briefing (1 per room) * 4x reset (2 per room) |
| **Pre-Game Instructions** | Ambience: Completely dark room. Almost desert like setting with rocks and debris and rubble strewn around. Abandoned city   * + Ensure that windows are all covered up. |
| **Game Description** | Teams will be split into two halves of the cohort classroom.  The room contains two puzzles to be solved. A lab intern is in the room, requesting them to retrieve a hard copy of a lab report. This report contains useful information about mutants and how to combat them.  Game Flow:   1. Puzzle 1: Computer Terminal Quiz 2. Puzzle 2: Tangram combined with SUTD map   **Activity Sketch/Venue Layout**  https://lh3.googleusercontent.com/pV3B1xqouDP-5ApL6H61gcBQV0uB4CXTiVv6bxz76XXf_RnSmZ5V5H3XLSwZTj9hRhRntP3saKhRde7xObMR-NAJscIcuz0YeOfuiFTqMn231E0PcLbCjHB7tOpwsa1k2BlNU11r |
| **Gameplay and Rules** | * No touching the doors * Game master to only open the door once they have the entire answer or the time is up |
| **Timeframe of Game** | * Explanation + Buffer: 4min * Gameplay: 12min * Reset: 4min   Total: 20min |
| **Contingency Plan** | * Some math questions will be given to participants to solve * OR play metro game app |

## ISTD Room

|  |  |
| --- | --- |
| **Day, Date** | Day 1, Thursday, 16 May 2019 |
| **Activity Name** | MADLAB |
| **Location** | CC 12 |
| **Start Time** | 2000 |
| **Dismissal Time** | 0000 |
| **Storyline** | The nuclear fallout has resulted in the birth of hordes of mutants. The remaining survivors are tasked to look for a chemical solution to help save their planet by killing the mutants. |
| **Game Masters** | 4 GMs /station  Total: 8 GMs |
| **Pre-Game Instructions** | * Scatter all clues around the room with debris * GM to provide a hint to the group: “Find the violet light and it will guide you.” * Ensure windows all well covered up so that UV writings will be visible when shone on using UV torch. |
| **Game Description** | There are two missions to complete in this room.  **Mission I**  A hint will be given to the group at the beginning: “Find the violet light and it will guide you.” This refers to the UV torch (placed near whiteboards) that the group must search for.  When the group first enters the room, they are greeted with darkness. The only illumination in the room comes from strip LED lighting on the floor. The whiteboards around the room are scrawled with codes, notes and random symbols, while the room will be scattered with clear plastic cylindrical tubes (target) and scrap materials (distractions).  The clear plastic cylindrical tubes represent chemical tubes, in which the chemical name is written on it using UV marker, which can only be seen under UV light. Participants are to place 5 correct pieces in a specific order in order to complete this mission.  A monitor will be set up in the middle of the room. When participants are ready to submit their attempt, they are to stand clear of the table and press the buzzer button.  For every attempt that the wrong configuration is submitted, a signal will sound off, red lights will glow on the monitor screen, and the “machine” (monitor) is switched off for 15 seconds with the message: “Incorrect Answer. System restarting in 15 seconds.”  The state of the game will be constantly monitored by the gamemasters via a webcam. Once the participants have placed the plastic tubes in the correct configuration, Mission I is complete. This will be indicated by green lights glowing on the monitor screen, and participants are to proceed to Mission II.  **Mission II**  After figuring out the rightful chemical combination, participants are to connect mock water pipes (storyline to be added: regarding allowing the chemical to flow through for usage/survival given that the resource was being cut off). Instructions will be given on the monitor screen upon completion of Mission I.  Participants will be given the start and end points and fixed existing pipes.  Start point and end points will be marked on the floor using tape or other fixtures. Physical play pieces representing control pipes will be scattered across the maze. Each control pipe has unique functions similar to logic gates in computing – for instance, the Y-combinator pipe is similar to the OR gate. The players must place the correct play pieces in the correct spaces to have “water” flow from the inlet(s) to the outlet(s).  The state of the game will be constantly monitored by the gamemasters via a webcam. If the players have placed the pipes in the correct configuration, green lights will be glowing on the monitor screen, signalling that participants have completed the entire mission. The gamemaster will signal for the exit door to be unlocked.  Concept Sketch |
| **Gameplay and Rules** | * Enter and exit the maze in a calm and orderly manner. No running etc. * No rough handling of props that can lead to damage. * No tampering with or damaging of clues. * Any misbehaviour will lead to immediate eviction of the team from the room. |
| **Timeframe of Game** | * Explanation + Buffer: 4min * Gameplay: 12min * Reset: 4min   Total: 20min |
| **Contingency Plan** | Run voice recognition version on a main computer. Participants will receive instructions from a speaker. |