Themes:

* Packing   
  Player has to find items from a list and place them into a box to represent packing for their trip.  
  Player has to collect the boxes and place them into van.  
  Find missing boxes.  
  Use a storage box to assist the player with getting through the area ahead where they’ll have to use it to reach higher platforms/place it on a switch to open a door etc.  
  Player must move storage boxes to specific, matching locations.
* Beach  
  Swim underwater and catch specific fish.  
  Dive underwater and collect key which unlocks an underwater cave.  
  Scuba diving – find a sunken pirate ship and have to grab the treasure while avoiding sharks etc.
* Hiking/Climbing  
  Incorporate jumping puzzles = player has to jump from platform to platform and reach top of mountain.  
  To climb mountain, player must press buttons in a certain amount of time to climb each section or they will fall to the bottom.  
  Player must climb while avoiding objects falling down.  
  Rappel down mountain while avoiding enemies.
* Rafting   
  Player controls raft and has to get through area without hitting any objects.  
  Construct raft and race AI to the end.
* Caving  
  Player has to travel through cave – lighting a series of torches as they go to unlock a door.  
  Travel through cave avoiding falling objects, holes etc to get to the end.  
  Travel through cave and avoid enemies e.g. bats  
  Use a projectile e.g. slingshot to knock down rocks above to create a path across a hole.
* Tomb Exploration

Must collect fragments of a broken artefact and piece them together  
Series of artifacts will light up in a different order – player must memories the order they light up in and repeat that pattern and difficulty will increase each round.

Rotate objects to get pattern to match up.  
Weight puzzles – player must move objects and balance them out on a scale to open a door.  
Chased through level by boulder and must get to the end without getting hit.  
Underwater section – must travel through water and turn valves/remove blockages to let drain water.

Must travel through tomb and use switches/levels to disarm traps and avoid them as they progress.

Activate objects/rotate them to allow a beam to travel through them that must then be aimed into a receptacle.  
Player must escape tomb by climbing rope to reach a higher level while avoiding objects that attempt to crush them. As they reach a new floor, they will have to travel through it and activate a switch which will unlock the next platform above them.  
Use a projectile that the player has to angle in specific ways to have It bounce off the wall and hit a switch. The player may have to move some objects around so they are able to get in the right location to fire the projectile.

* Forest Walk  
  Player must cross a river by jumping on floating platforms that will move around/sink if they stay on them for too long.  
  Player chased by wolves/bears – must run through area jumping over objects and climbing trees to escape them, trees falling down ahead of them etc