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# Overview

#### Summary of Use

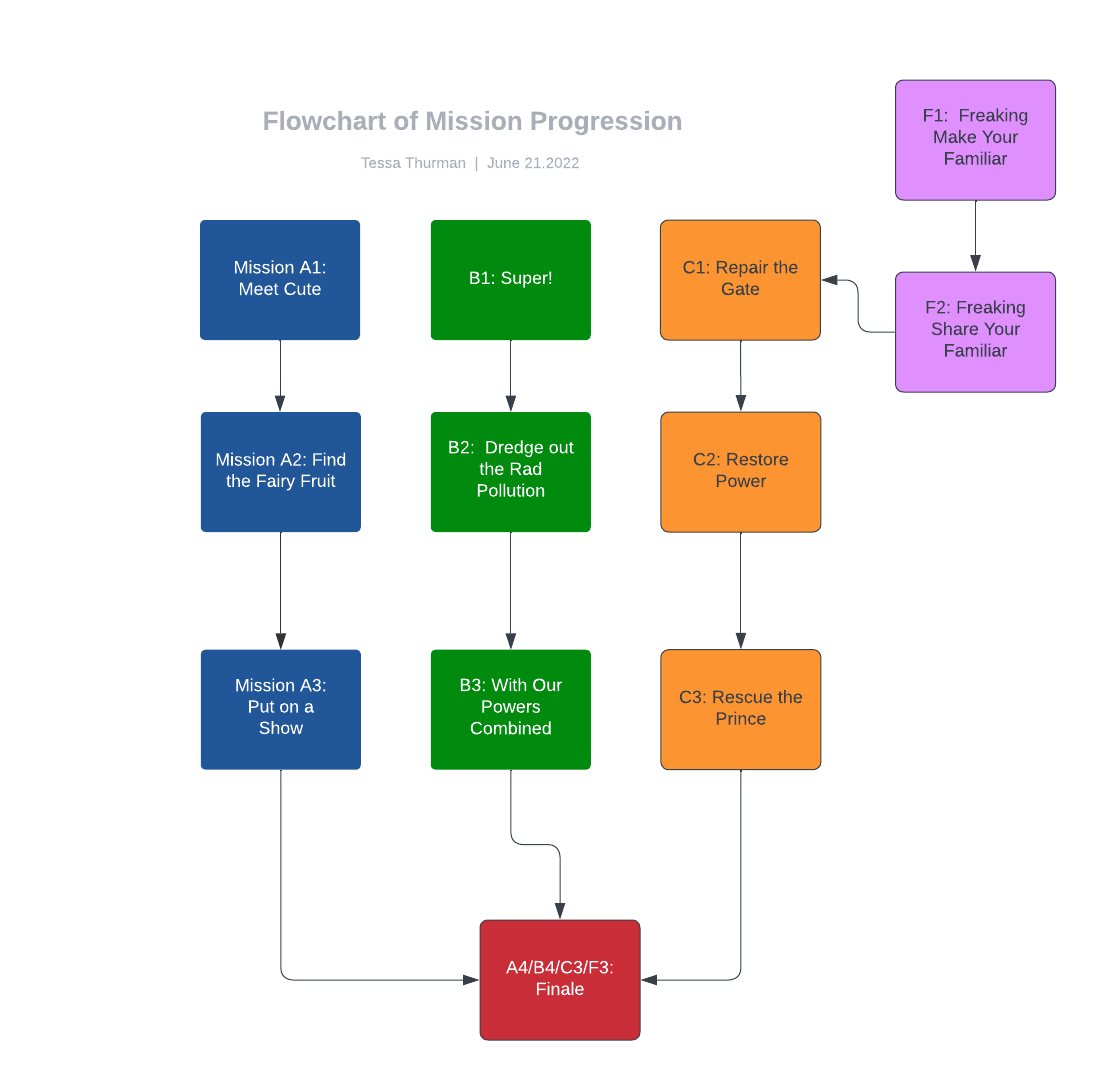
This LARP document is meant to streamline the Anywear Academy approach to running missions. **The “required missions” for the story to function are:**

**EITHER (OR BOTH time permitting) Choose at least ONE:**  
 *Plot A* (Mission A1/A2/A3) in which campers navigate Fairy World and use LED/UVs

*Plot B* (Mission B1/B2/B3) in which campers become Superheros and use LED/UVs

**Plot F (Missions F1/F2)** in which every camper makes a Familiar

**Plot C (Missions C1/C2/C3)** in which campers explore a Space Station, and use new Broadcasting and Melody Maker skills to rescue a hostage

**FINALE** in which campers navigate a party to discover the identity of the shapeshifting villain

Plot A and Plot B use equivalent skills, but Plot B requires more intricate pre-made props.

We heavily recommend reading through the full Plots and Missions you plan to use to identify NPCs, props, and recommended classes needed to accomplish each. All of these are completely open to customization as necessary. Make them your own!

#### History of The Anywear Academy

“The universe is a vast and wonderful place. It is full of different beings who have their own cultures, technologies, and ecosystems. When a ripple in space–time continuum was observed on Earth in the Sol system, the scientists of the planet didn’t fully comprehend what they were seeing or the gravity of their discovery. Their lives, and those of every other human on Earth, were about to change. What would start as a global effort to investigate the scientific anomaly would turn into the largest, and most secretive operation dedicated to dimensional exploration.

Dubbed The Anywear Academy, this organization which was founded by a dedicated group of scientists has tasked itself to explore new civilizations and cultures for the betterment of all life across these planes of existence. Functionally the Anywear Academy is governed by a board of directors. Historically, these have been members of the scientific community who have shown themselves to be not only brilliant in their field, but also moral and ethical.

As time has passed more and more technology has flowed into the Earth dimension, and the process for reaching different dimensions at will has been perfected. The culmination of this technology are Gates! To avoid the possibilities of military use of these portals the board of governors has chosen to keep this technology to itself, away from the prying eyes of the world who would likely use it for their own personal gain. This choice has led the Anywear Academy to operate in the shadows away from the influence of other organizations or governments.

Anywear Academy employees fill a variety of jobs and functions, but they universally have a love for exploring new ideas and a growth mindset. No matter what role they eventually fill, every member of the Anywear Academy starts off at the same place, working in the field, learning their tradecraft. The culmination of this work is the creation of a familiar. These familiars serve as an integration of technology and emotion and allow the scientists to easily interact with portals as well as help with communication. The bond between a scientist and their familiar can be very close and special, they become like another member of the family.

*Bona Voluntate:* Good intentions”

#### Set Design of The Anywear Academy

**Anywear Academy HQ:** A futuristic and minimalistic design.Though campers will be using multiple materials for each project, areas labeled with signage and plastic tubs can facilitate areas labeled for specific types of wearable making and technical production. For example a “sewing station” with fabric and sewing machine, or a “coding center” with computer access and LED strip assembly supplies. Set dressing can include portraits of “past Anywear Academy founders” and scientific ephemera like beakers of glitter or microscopes. At least one doorway must be accessible off of the space to serve as a portal to other realms (such as Elpheme) when lit by LED lights.

**Elpheme or Fairyland**: A world lightly decorated with seemingly organic elements such as faux flowers, greenery, or spanish moss. Elpheme should invoke a sense of magical naturalism; a fake tree centerpiece and inexpensive sparkly tulle hung about the room can mimic a fairy forest. Glitter is messy, though evocative of the fairy magic plotline, should camp runners desire it. At least one doorway must be accessible off of the space to serve as a portal to HQ when lit by LED lights.

**Superhero World or MetroCity:** The metropolis they are visiting is called MetroCity, a gritty cityscape. It is populated by some normal citizens like ‘The Mayor’ but also by Superheroes and Supervillains in flashy caped costumes. These superpowered citizens all have superpowers, which campers will blend in with using wearable designs that disguise their micro bit based abilities as superpowers. The set itself should utilize a more industrial and warehouse feel, similar to scenes set in DC/Marvel when the villain has set up a dastardly plan in an abandoned warehouse or as a superhero lair. False walls can be assembled from storage tubs, lighting darkened to a moody tone, and gray/neutral tones prevail. A window looking out onto a comicbook cityscape, or a brick wall can be projected for ambiance.

**Alliance Space Station**: Dark--lights should only be from EITs or spillage from planet Neptune (project image of Neptune). [Or emergency cyalume sticks](https://getcyalume.com/). Cardboard boxes dressed up to look like consoles. Objects hanging on fishing line to indicate weightlessness (that are cut/drop when power comes back on, so just one that NPC can cut when power comes on for dramatic effect.). The light should ideally be connected to a power strip that they literally turn on e.g., when they solve the puzzle, the power comes on both IG and OOG at the same time--it’s a big, obvious win and they will cheer! Also have parts of a familiar on a table.

**Alliance Space Station Required Props**: One closed, sealed box tunnel inside the space station. It is locked by an electronic seal. *It cannot be opened until Mission C3.* This is where the Protean stashed the real Fairy Prince, who will be rescued in Plot C3.

#### Gates

Gates referenced in this document are physical doorways lined with LED lights, the doorway leading from one room to another being representative of a portal between dimensions. Explorers must “sync their MUIT devices” to the color or pattern of the gate to get through.

#### Options for In-Character Debriefing:

This guide reminds facilitators in each module to have some form of documentation/debrief left behind by campers to this effect:  
“**Debrief/Assessment**:

Characters should leave some documentation behind on how to \_\_\_\_\_\_ just in case other EITs (explorers in training) don’t go on the next mission;i.e. what code the micro:bit needs to activate the wearable. This can include a paste bin of applicable code, a scrapbook page, or a “completed mission memo” that they need to fill out.”

However, we also recommend two additional, though optional forms of debriefing/assessment for the camp depending on time and availability. Both of these allow for additional data capture in a “more organic” way:

1. Explorers leave a video-diary/mission log describing how their mission went from their perspective. The explorers can conduct this type of reflection organically, as long as a camera is running.
2. An inquisitive Anywear Academy “reporter” is set up to ask campers about their recent LARP mission for a few minutes after each mission, preferably press-conference style. Explorers can be asked guided questions, especially regarding how they utilized their skills learned from classes and how they socially/emotionally interact with technology. The reporter can serve both as a facilitator that can ask about educational guidelines being met in a less obtrusive way AND act as an outlet for congratulations and frustrations alike. Photos, video footage, and voice recording can be tools used by the reporter. Consider the reporter character to be an out-of-character focus group leader who has been grafted into the world along with the ability to say “the Anywear Academy archives MUST know about the spectacular work you’ve done here today… Tell us, what was it like programming the gate?”

# Dramatis Personae (Non-player Character Info)

*A list of plot-necessary Non-Player Characters for each mission to be played by staff members. Background, Abilities, Motivations, and applicable Weaknesses are listed for each. Additional NPCs may be used but require less information (ie Fairy Ball partygoers.)*

### NPC Anywear Academy Facilitators (All Missions)

**Background**

= Fictional facilitators of Anywear Academy, one accompanies every mission utilizing new technologies and designing wearables with students. They can/will be played by multiple staff members - staff are encouraged to mold their NPCs to their personal preference and acting [famed fashion designers turned roboticists, textile engineers, mad scientists, etc.].

**Abilities**

= Can suggest solutions to practical and diplomatic problems (but does not solve them directly). Will provide assistance to foster student plans.

**Motivations**

= Encourage the personal creativity/problem solving of students.

**Costuming**

= Lab coats, flashy metallics, daring fashions

**Behavior (acting tips)**

= intelligent but outgoing, Miss. Frizzle-esque, fun, wants explanations

**Sample quote**

= “Alright Anywear Academy, for this next mission we are tackling the big wide beautiful world of LED wearables.”

### Court Fairy (Mission A1, A2)

**Background**

= A Fairy Court Organizer, tired of collecting Fairy Fruit every year at the whim of their beloved Fairy Prince among their many other important duties. Royal Party Planner.

**Abilities**

= Can differentiate between Fairy and deadly Nightshade berries using personal magic (UV light). Will inform players magic light can do so. However, their personal magic is limited and players cannot rely on them to determine berries.

**Motivations**

= Asks players to find the prince's favorite food to bring to the ball to ask to join the alliance; refuses to collect all the Fairy Fruit themself again. Wants to distribute invitations.

**Costuming**

= using glitter and natural or flowing fabrics and various natural accessories like leaves, floral crowns etc

**Behavior (acting tips)**

= friendly, outgoing, exasperated by many tasks needing completion

**Sample quote**

= “Well friends, I love the Prince but MY GOODNESS I have better things to do than to be searching through every Fairy Berry in the Elpheme just because he’s a picky eater!”

### The Fairy Prince (A3, C3, Finale)

**Background**

= An obnoxious, petulant child (but looks adult, they are 600 years old). Politically important caring for all fairies; aloof but swayed by novelty and personal assistance.

**Ability**

= Can differentiate between Fairy and deadly Nightshade berries using personal magic (UV light).

**Motivations**

= Wants to eat nothing but chocolate covered Fairy Fruit. A fickle Prince that seeks out novel entertainment and to sustain the peace in Elphame. Keeps aloof. The alliance between Earth and Elphame was lost due to falling out of contact and no birthday gifts for years, a snub to the Prince himself.

**Costuming**

= using glitter and natural or flowing fabrics and various natural accessories like leaves, floral crowns etc

**Behavior (acting tips)**

= childish, self-centered, not cruel but can be demanding, seeks entertainment

**Sample quote**

= “I am so happy that everyone, including my new friends, have gathered yet again to celebrate *my* birthday.”

### Metro City Mayor (Mission B1, B2, B3)

**Background**

= A Mayor desperate to protect the city from Supervillain threats they can not counter. Well informed of the actions of supervillains and local disasters.

**Abilities**

= None. The Mayor appeals for help accordingly!

**Motivations**

= Appeals for maximal assistance from the visiting superheroes. Grateful for all efforts at fixing damage to the city and preventing havoc.

**Costuming**

= using glitter and natural or flowing fabrics and various natural accessories like leaves, floral crowns etc

**Behavior (acting tips)**

= stressed, everyday hero, motivational, concerned about others

**Sample quote**

= “I cannot allow the people of Metro cIty to live in fear anymore.”

### Supervillain - “The Chameleon” [Disguised Protean] (B3)

**Background**

= A super villain in full costume (bodysuit/mask/cape), secretly the Protean antagonist in disguise. Big on monologues, taunting, and threats of cartoonish proportions.

**Abilities**

= Can open and close portable gates to new worlds using a device.

**Motivations**

=They are determined to terrorize the population into submission. Willing to steal, cause damage, and destroy the city.

**Weakness**

= Lights flashing at a certain BPM sequence will cause the villain to flee.

**Costuming**

= using glitter and natural or flowing fabrics and various natural accessories like leaves, floral crowns etc

**Behavior (acting tips)**

= taunting, over-the-top, evil laughter, regards others as lesser

**Sample quote**

= “You’ll never see me coming, just like the city will never expect this!”

### The Protean (A4, B3, C3: Finale)

**Background**

= An alien shapeshifter, they impersonate others to amass power and dominance over other worlds. They USED TO BE A MEMBER OF ANYWEAR ACADEMY! That is before they were kicked out for misusing their technological skills for evil. Has been traveling between worlds much longer than Anywear Academy. Impersonates the Fairy Prince by wearing a similar costume in Mission A4 and is The Chameleon/Supervillain in Metro City. Willing to steal, kidnap, cause damage, and destroy things!

**Abilities**

= Can open and close gates using a device, shift into new forms, put on disguises mimicking other identities.

=[During Mission A3] Has the same abilities, motivation, and similar costume to The Fairy Prince listed above. Is mimicking them during the Mission.

**Motivations**

= Wants to impersonate and capture powerful people. To be powerful across all worlds they come across.

**Weakness** = A specific melody at a certain BPM rhythm played with motion/lights/sound in sync will cause the Protean to become disoriented and highlight flaws in their disguise. They will be made identifiable and be unable to make new portals when so affected.

**Costuming**

= naturalistic and glittery fairy clothes while in Elphime, Chameleon supervillain costume while in Metro City

**Behavior (acting tips)**

= a sneaky and arrogant creature who mimics others, hand wringing, evil laughter, looming, physically flinches at a certain melody played at the proper BPM

**Sample quote**

= “I am everyone and no-one, you think this is the end of the Protean?”

## Plot A (Elphame, Fairyland)

*Explorers have magical powers in Fairyland (Elphame) with their wearables, but they have to disguise them so they appear like innate magic and not a tech device, which fairies hate! The Academy hopes to bring Fairyland into the Alliance of worlds; EITs are on a diplomatic mission. Your goal is to get on the royal family’s good side by planning the ultimate party to honor the Fairy Prince. If the party goes perfectly, they’ve agreed to lend their aid to help the Portal Explorer Association. Should be easy, right? Except that the crown prince is a spoiled 600-year-old child who wants everything to go exactly his way.*

**Plot A Goal: Re-establish an alliance with Elphame (Fairyland) and Earth via a party~**

#### Set Dressing:

**Anywear Academy HQ** and **Elpheme/Fairyland** are used in these Plot A missions. See Set Dressing for more details.

### Mission A1 - The Meet Cute

Campers design LED light-up wearable fashions to enter portals and blend in with the sparkling fairy inhabitants of Elphame.

#### Checklist

▢ Mission Tech: Colored LED Lightstrips

Affiliated connections, boards, wiring, batteries necessary

▢ Prop: LED “Portal” to Elpheme (LED lined doorway to Elpheme room from HQ)

▢ Wearable Materials

Fabric

Base Clothing (Plain T-shirts, Thrifted Clothes, etc.)

Sewing Machine

Thread

Hot Glue gun

Duct Tape

Foam sheets

Construction Paper

Fabric Markers

etc.

#### Prerequisite Anywear Academy Classes Needed for Mission

Class 1: Lights & Colors (see p. XX)

Class 2: Design Bodystorming (see p. XX)

#### Character Goals

**Discover why the alliance was first disintegrated**

The alliance between Earth and Elphame was lost due to falling out of magical contact with each other and no subsequent birthday gifts, a personal snub to the Prince to be rectified.

**Appeal to Fairy Culture - Assimilate through Wearable ‘Magic’**

Students will craft sparkling wearable technologies that will allow them to fit into the fairy culture through glowing LED lights, similar to fairy magic.

#### Connections to Other Scenes and Plots

This scene is the first in Plot A, and introduced the concept of The Fairy Prince.

#### Scene Activities

1. Prep: While still at HQ, campers prepare a costume or wearable that will allow them to blend into that world without suspicion (i.e., anything that makes them more fairy-like, such as wings, pointy ears, floral outfits). No tech — just crafting first.
2. Prep: The NPC Anywear Facilitator tells the explorers their costumes are great, but since fairies are sparkly/glowy, they need to sparkle too — by disguising LED strips into their costumes.
3. Mission: Once the costumes are prepared, they have to match the color of their wearables to the color of the gate to be able to pass through it!
4. Mission: Meet a Courtly Fairy, have players role-play asking them about alliance. Fairy should tell them about the upcoming Fairy Ball when they might present more gifts, and tell them to come back soon to help get Fairy Fruit.

**Results of Scene**:

* If players meet goal: **Craft wearables including LED lightstrips**

Then, NPC Anywear Academy Facilitators tell them they will easily blend in with the sparkling fairy population of Elpheme

* If players do not meet goal: **Craft wearables including LED lightstrips**

Then, either NPC Anywear Academy Facilitators assist them in adding

LED lightstrip functionality to their wearables OR campers will be recognized as

‘outsiders’ by the courtly fairy and any other Fairy NPC

* If players met goal: **Program LED lightstrip wearable to match color at portal**

Then, they may travel through the portal (LED doorway) to Elpheme and meet the Courtly Fairy NPC when their wearables match the color of the portal

* If players do not meet the goal: **Program LED lightstrip wearable to match color at portal**

Then, either NPC Anywear Academy Facilitators assist them in adding

LED lightstrip color functionality to their wearables OR campers will have to

write a rhyming spell to alter the color of the portal door

**Debrief/Assessment**:

Characters should leave some documentation behind on how to open the gate and their decisions behind incorporating lights into their costumes just in case other EITs (explorers in training) don’t go on the next mission;i.e. what code the micro:bit needs to activate the wearable. This can include a paste bin of applicable code, a scrapbook page, or a “completed mission memo” that they need to fill out.

#### Potential Script

*It is critical that the mission briefing ‘explains’ how the real world classes (“Lights and Sound”, say), become representational for magic in the other dimension. So simple “using lights” can become “synchronize the MUIT.*”

#### NPCs Required for Scene

**NPC Anywear Facilitator -** Character(s) encouraging Campers to explore their creativity in fairy costume making AND to help ensure their LED lightstrip wearables are functional/can utilize coding learned in previous classes to the best of their abilities.

**Courtly Fairy -** There to greet and affirm explorers look like Fairy folk, also to introduce the concept of returning for party planning help.

### Mission A2 - Find the Fairy Fruit

Campers will utilize skills to program UV LED strips to determine which Fairy Berries are safe for the Fairy Prince to eat, with some assistance from the Courtly Fairy.

#### Checklist

▢ NPC: Courtly Fairy

▢ Mission Tech: UV LED Strips

▢ Picture of Fairy Berry

Ie. printed picture of faux grapes or marbles used as Fairy Berry Props

▢ Fairy Berries (painted black) [# = Players x 3]

Ie. faux grapes or marbles spray painted black

▢ Prop: Nightshade Berries (painted black and with UV paint) [# = Players x 3]

Ie. faux grapes or marbles spray painted black WITH UV reactive

pigment/invisible coating applied overtop of black paint

#### Prerequisite Anywear Academy Classes Needed for Mission

Class 1: Lights & Colors (see p. XX)

Class 2: Design Bodystorming (see p. XX)

#### Character Goals

**Discover why the alliance was first disintegrated**

The alliance between Earth and Elphame was lost due to falling out of magical contact with each other and no subsequent birthday gifts, a personal snub to the Prince to be rectified.

**Appeal to Fairy Culture - Assimilate through Wearable ‘Magic’**

Students will craft sparkling wearable technologies that will allow them to fit into the fairy culture through glowing LED lights, similar to fairy magic.

**Choose the Correct Fairy Fruit - Don’t Choose Nightshade Berries**

Students will gain confidence in their skills to use UV LED lightstrips to discern between poisonous nightshade berries and regular fairy berries. A skill that now carries the weight of a potentially (though fictional) life or death consequence, and a “correct” answer, not nebulous like the fashionability of wearables made in previous Mission A1.

#### Connections to Other Scenes and Plots

This mission connects Plot A and encourages explorers to make decisions that will help impact the future of the human/fairy alliance through UV tech.

#### Scene Activities

1. Prep: Last Mission the explorers met a Courtly Fairy, have players role-play asking them about alliance. Entering Elphame again, The Courtly Fairy informs them the Fairy Prince’s favorite food is Fairy Berries. Yet poisonous nightshade berries are extremely similar in size and color [shows them similar prop pictures].The Courtly Fairy will demonstrate JUST ONCE using their magic (a concealed UV lightstrip) how to tell the difference between the two. Once explorers are convinced to help, in exchange for an invite to the Fairy Ball, the Courtly Fairy departs.
2. Prep: The NPC Anywear Facilitator assists the explorers back at HQ by demonstrating that the closest tech equivalent to that magic is UV light. Campers then coordinate disguising UV lightstrips strips into their costumes IN ADDITION to their current LED lit costume.
3. Mission: Explorers must now utilize their UV lights, now synchronized as a sort of magic into their MUIT device, to identify which berries are safe Fairy Berries and which are poisonous Nightshade Berries. They should collect ([# of campers] x 3) of Fairy Berries if possible.
4. Mission: In the last 5 minutes of the mission the Courtly Fairy reappears and explorers can provide Fairy Berries if they have found them. In gratitude for their help, the Courtly Fairy gladly invites them to the Fairy Prince’s birthday party next, and will undoubtedly call upon their help in the future.

**Results of Scene**:

* If players met goal: **Identify Safe Fairy Fruit using UV lightstrips**

Then, the Courtly Fairy will gladly take the fruit as a gift to the Fairy Prince, establishing the explorers of the list of birthday invitees

* If players do not meet the goal: **Identify Safe Fairy Fruit using UV lightstrips**

Then, the Courtly Fairy will applaud the explorers as still being so considerate to their needs, and establishing the explorers of the list of birthday invitees nonetheless

**Debrief/Assessment**: Characters should leave documentation behind on how to identify the Fairy Berries as opposed to deadly Nightshade Berries using UV lightstrips just in case other EITs don’t go on the next mission (remember that quote on commenting on code from academy HQ, above);i.e. what code the micro:bit needs to activate the wearable.

#### Mission Sheet (script)

“If only someone could help me magically sort these Fairy Berries. I have so much on my plate you know, and I am not so much a green thumb with plant magics.. Do you think you could help me? You know, if you bring such a fine gift for the Fairy Prince I can guarantee you an invite to the Birthday Ball.” - Courtly Fairy

#### NPCs Required for Scene

**NPC Anywear Facilitator -** Ensuring campers are empowered to make their wearables change color, feel confident using UV LED lightstrips, and open the gate.

**Courtly Fairy -** To facilitate/ask campers to help them gather the fairy berries, while also drawing them into the Fairy Prince Birthday Party theme.

### Mission A3 - Put on a Show

Campers will attempt to hire entertainers for the Fairy Prince’s Birthday, but will instead be tasked with developing a group entertainment themselves. (This is an open ended collaborative project for campers, though we hope they use wearable technology to do so.)

#### Checklist

▢ NPC: The Fairy Prince

▢ Mission Tech: Colored LED Lightstrips

Affiliated connections, boards, wiring, batteries necessary

▢ Prop: Wearable Materials

Fabric

sewing machine

hot glue

duct tape

etc

▢ Prop: Instruments (acoustic, electric, improvised easily picked up)

Drums

Pots and Pans

Tamborines

Maracas

etc

▢ Prop: Performance Prop Materials

Fabric

Streamers

Tape

Poster Paper

etc.

#### Prerequisite Anywear Academy Classes Needed for Mission

Class 1: Lights & Colors (see p. XX)

Class 2: Design Bodystorming (see p. XX)

Class 3: Flash LED Design (see p.XX)

#### Character Goals

**Coordinate a Collaborative Group Performance**

Campers will be tasked with an open ended challenge to create entertainment. They will have to work as a unit, embracing each other’s various skills to develop an interesting demonstration.

**Incorporate Wearables into Open Ended Design**

Students will incorporate their LED wearable experience into their performance without external guidance to achieve a specific need. Organic incorporation of learned technology will allow them to embrace their skills outside of assigned tasks.

#### Connections to Other Scenes and Plots

This plot encourages group collaboration/creativity and leads into the A4 Finale of the Fairy Prince’s Birthday smoothly.

#### Scene Activities

1. Prep: The NPC Anywear Facilitator tells the explorers they will need to find entertainment for the Fairy Prince’s Birthday. However, his favorite variety troupe has food poisoning (ate wrong Fairy Berries). The campers themselves will have to step in and coordinate some form of entertainment that highlights their unique skills. This is an open-ended goal but may easily include group dances, skits, magic demonstrations, and fashion show, etc.
2. Mission: Entering the Castle/Elpheme portal campers may briefly ask the Fairy Prince what his preferred type of entertainment is before he must run off:  
    Anything with moving parts

Anything that combines lights with singing or dancing

Anything that makes him laugh

Spectacular costumes

Anything with his favorite color

1. Mission: Campers have the majority of the scene time to prepare props and choreograph their performance together. They can also use tech/wearables they have already built.
2. Mission: The Fairy Prince arrives in the last 10 minutes of the scene to view the entertainment. The Prince is a very transparent judge. If he doesn’t like a performance, he’ll say what he wants to see more of at the actual masquerade! If he loves it, he’ll go wild.

**Results of Scene**:

* If players meet goal: **Coordinate a Collaborative Group Performance**

Then, the Fairy Prince will be overjoyed at the performance skills they highlighted as well as their teamwork!

* If players do not meet goal: **Coordinate a Collaborative Group Performance**

Then, the fairy Prince will applaud their individual efforts or ask them to improvise with what they have so far. The NPC Anywear Facilitator will also stress the aspect of teamwork for the coming finale mission.

* If players met goal: **Incorporate Wearables into Open Ended Design**

Then, campers will amaze the Fairy prince through their innovative use of magical color and patterns. They must “be powerful magicians.”

* If players do not meet the goal: **Incorporate Wearables into Open Ended Design**

Then, either NPC Anywear Academy Facilitators assist them in adding

LED lightstrip flashing functionality to their wearables OR campers will have to

describe why it is better to perform without the wearables on.

**Debrief/Assessment**:

Characters should leave documentation behind on the Fairy Prince’s reaction to the group performance and what aspects future party planners can stress. This is just in case other EITs don’t go on the next mission (remember that quote on commenting on code from academy HQ, above);i.e. what code the micro:bit needs to activate the lightstrip in the flashing pattern/new colors

#### NPCs Required for Scene

**NPC Anywear Facilitator**

**Fairy Prince** - The Fairy Prince prefers entertainment that caters to his desires:

Anything with moving parts

Anything that combines lights with singing or dancing

Anything that makes him laugh

Spectacular costumes

Anything with his favorite color

Mission A5, B3, C3 Finale - Party Crashers   
[This should be the FINAL MISSION all Explorers Attend and Can Be Found at the End of the Document. It should take place after all Plots including Plot A1-3, Plot B1-3 (if utilized), and Plot C1-3 (if utilized). Plot F has little impact on the Finale, and so does not have a plot hook.]

## Plot B (Superhero World/MetroCity)

*Campers must disguise themselves as Superheroes using wearable fashion, and upon entering the super world of MetroCity will tackle “dangerous missions.’ Using their problem-solving skills to combine micro bit technology, teamwork, and creativity, they will assist the powerless Mayor in defeating the dastardly shapeshifting Supervillain ‘The Chameleon.’ Missions will center on helping the population of MetroCity when threatened by outside forces, and bringing solutions to others. Recognizing they themselves are powerful through their costumes and applied technological skills, we hope they are empowered to see themselves as the everyday Superheroes they are!*

**Plot B Goal: Encourage Campers to feel *empowered* by their ability to use technological skills learned in camp classes, and to save the day (and others) gaining recognition as well-costumed superheroes themselves!**

#### Set Dressing:

**Anywear Academy HQ** and **Superhero World/MetroCity** are used in these Plot B missions. See Set Dressing for more details.

### Mission B1 - Super!

Campers will be told their next mission involves a desperate plea for help from MetroCity; they will design super costumes that both allow them to blend seamlessly into a world of superpowers AND they will have to be courageous to save jewels immersed in acid slime! Each super persona will have to be unique, each superpower triggered by a different input.

Checklist

▢ NPC: The Mayor

▢ NPC: Anywear Academy Facilitators (to approve costumes)

▢ Mission Tech: Colored LED Lightstrips

Affiliated connections, switches, boards, wiring, batteries necessary

▢ Prop: Wearable Materials

Undecorated masks (domino masks)

Fabric

sewing machine

hot glue

duct tape

etc

▢ Prop: *Three to six medium-sized* [*(2’-3’) Halloween Mystery Boxes Mystery boxes*](https://www.thespruce.com/halloween-feel-box-game-1357636)

should look like sewage containment or acid bath, or bio waste, or poison, or radioactive waste (something players are hesitant at first to reach inside)

NOTE: these must be assembled in advance by staff

▢ Mission Prop: Goo/Slime/Jello to fill mystery boxes

▢ Mission Prop: Fake Jewels/Crystals

#### Prerequisite Anywear Academy Classes Needed for Mission

Class 1: Lights & Colors (see p. XX)

Class 2: Design Bodystorming (see p. XX)

Class 3: Flash LED Design (see p.XX)

#### Character Goals

**Embody a Superhero!**

Campers will be tasked with crafting and wearing superhero costumes to be recognized as Supers themselves. They will design bodystorm comic book costume elements like capes, masks, gloves, etc. Additionally, they must incorporate their LED wearables into this costume so it appears they have superpowers or enhancements (think glowing hands, light up laser vision goggles, cyborg parts). Each will need to have a unique power AND be triggered in a unique way (ie. laser goggles triggered by a button press vs. three claps triggering a super glove). Students will also prepare Super Personas complete with names and an explanation of their powers.

**Be Courageous and Save the Jewels!**

Campers will be tasked with saving stolen jewels hidden inside of yucky mystery containers of goo. They will have to encourage each other to reach in and feel around for the jewels before they disintegrate. [Optionally, they can match the color of their wearable to the color of the goo inside the container to protect them from any adverse effects, if additional challenge is required.]

#### Connections to Other Scenes and Plots

This scene establishes the plot of helping to defeat the Chameleon, helping save others as a theme, while also encouraging individual creativity/bravery.

#### Scene Activities

1. Prep: The NPC Anywear Facilitator tells the explorers they have intercepted a desperate plea for help from MetroCity, a Superhero themed world. A Villain there named the Chameleon has thwarted other superheroes and so there is no one left to stop them. Campers must go there as Superheroes to assist the Mayor of MetroCity, complete with super costumes, a prepared super persona (name and power description), and incorporate wearables into their costume to demonstrate their supposed superhero abilities. Each super power must be unique, and the method to trigger them must also be unique.
2. Mission: Players utilize their wearable materials and LED lightstrips to construct these costumes and their UNIQUE powers
   1. They must be in a costume recognizable as a Superhero costume
   2. They must use some form of learned technology/LED lightstrip skill/micro bit incorporated in the costume to demonstrate them having a superpower
   3. **They must each have a “unique super power” triggered in a “unique” way**
      1. One student builds ‘laser goggles’ triggered by a button press vs. another building a ‘super glove’ triggered by three claps
   4. They must create a Super Persona consisting of
      1. Superhero name
      2. A description of their superhero power
3. Mission: Once they have completed their super personas they travel through the gate and meet the Mayor of MetroCity. The Mayor asks who they are and each player shares the details of their super persona!
4. Mission: Confirming they are all Superheroes, the Mayor tasks them with retrieving the precious jewels the villain ‘the Chameleon’ stole and left to dissolve inside acid vats!
   1. OPTIONAL: Campers can be asked to match the color of their wearable to the color of the goo inside the container to protect them from any adverse effects, if additional challenge is required.
   2. Players must then reach into the Mystery boxes and feel around in the slime to find the fake jewels hidden inside.

**Results of Scene**:

* If players meet goal: **Embody a Superhero!**

Then the NPC Anywear Facilitator will allow them to pass through the gate to MetroCity, and the Mayor will not doubt their ability as Superheroes when he asks about their names and powers.

* If players do not meet goal: **Embody a Superhero!**

Then The Mayor will inquire as to why the player has no visible superpower, is it an internal or hidden super power perhaps?

▢ If players meet goal: **Be Courageous and Save the Jewels!**

Then the Mayor will be forever grateful, and the Jewels can be sent back to their rightful owners. The Mayor will recognize their abilities and contact them again when ‘the Chameleon’ strikes next!

* If players do not meet goal: **Be Courageous and Save the Jewels!**

Then The Mayor will describe how awful it is ‘the Chameleon’ put them in an unwinnable scenario! As ‘the Chameleon’ is clearly intending to steal and ruin more things, the Mayor will call upon campers again soon.

**Debrief/Assessment**:

Characters should leave documentation behind regarding their Superhero Personas, so that other explorers in training may copy their coding/build methods of representing faking having a superpower and so they remember their identities for future missions to MetroCity. Also they can describe the optional task of coding their LEDs to the color of the acid slime. This is just in case other EITs don’t go on the next mission (remember that quote on commenting on code from academy HQ, above);i.e. where did they incorporate the wearable into the costume, how did it play into the persona, how they matched the color of the slime.

#### Mission Sheet (script)

**NPC Anywear Facilitator:**  
  
”In order to be ambassadors to Metro City, you must blend in with the superheroic population. Face the challenge of designing your unique superhero costume with limited time and materials, then incorporate LED wearables into your costume to activate the gates! Disguise your MUIT as part of a normal supersuit, and you’ll be assisting the Mayor of Metro City in no time. Everyone should have a ‘unique’ superpower, triggered in a unique way, or it might arouse suspicion. It’s the best way to discover what nefarious plans the supervillainous Chameleon may be hatching there!”

**The Mayor:**

“Thank goodness, quick, you have to retrieve the crown jewels of the city! The Chameleon stole them and tried to hide them where we couldn’t get them in our containment units. Please, get as many as you can before they are destroyed!”

#### NPCs Required for Scene

**NPC Anywear Facilitator -** [to encourage group problem solving through the sharing/solving of multiple prop clues AND facilitate creativity/LED use in decor]

**The Mayor -** The Mayor of MetroCity, he is desperate to find new Superheroes that will take on the schemes of the dastardly Supervillain ‘The Chameleon.’ The Mayor themself cares deeply for MetroCity citizens but doesn’t have superpowers, and so relies on others to assist. [to inspire the campers to help and to develop their super-personas]

### Mission B2 - Dredge Out the Rad Pollution

The Mayor of MetroCity has called again: Campers must locate stolen items hidden amongst nefarious forgeries, all the real items the Chameleon touched are now radioactive! Luckily explorers know radioactive materials better reflect UV light. The real difficulty will be finding these items and then safely getting them into the Decontamination Disposal Unit… without ever being able to touch them directly!

Checklist

▢ NPC: The Mayor

▢ NPC: Anywear Academy Facilitators (to approve rad suit costumes)

▢ Set Decor: Warehouse set dressing (storage boxes, tarps, crates, stacked chairs)

▢ Mission Tech: UV Lightstrips

Affiliated connections, boards, wiring, batteries necessary

▢ Mission Prop: UV reactive paint (clear, need UV reactive light to be spotted)

▢ Mission Prop: Multiples - anything you can get ahold of multiples of that will fit

within the decontamination disposal unit (some painted with UV, some not).

The exact props should be varied (ie. some books, some statues, some clocks). Scale the quantity based on the number of Players:

# Players x 3 = UV painted radioactive props scattered around

# Players x 3 = Normal props scattered around

▢ Prop: Wearable Materials

Masks

Fabric

sewing machine

hot glue

duct tape

etc

#### Prerequisite Anywear Academy Classes Needed for Mission

Class 1: Lights & Colors (see p. XX)

Class 2: Design Bodystorming (see p. XX)

Class 3: Flash LED Design (see p.XX)

#### Character Goals

**Dredge out the Rad Pollution**

Campers will be tasked with identifying which items in a room have been made radioactive by the Chameleon as opposed to forgeries, and clearing the room of all stolen radioactive items while properly disposing of them in the Decontamination Disposal Unit. Accordingly, the explorers will have to utilize UV lights that will respond to radioactivity while also fully disguising them as a superpower or in their super suit. After recognizing them, campers will also have to move all the objects into the Decontamination Disposal Unit without touching them due to the radioactivity! NPC Anywear Academy Facilitators are open to use optional challenge objective to increase the difficulty of moving the radioactive items safely.

#### Connections to Other Scenes and Plots

This serves to connect Plot B scenarios, and connects themes of radioactivity to the Chameleon (who is later revealed to be the radioactive shapeshifter, the Protean).

#### Scene Activities

1. Mission: Campers will be tasked with identifying which items in a room have been made radioactive by the Chameleon, and clearing the room of all radioactive items while properly putting them in the Decontamination Disposal Unit. These items have been discovered in the Chameleon’s abandoned lair. Explorers will have to:
   1. UV lights that will respond to radioactivity (UV reactive paint, similar to the first fruit) while also fully disguising them as a superpower or in their super suit
2. Mission: Recognizing radioactive objects, campers will also have to move all of them into the Decontamination Disposal Unit (the oil drum/trashcan labeled as such) without touching them due to the radioactivity.
   1. Players can move the objects without touching them.
   2. Campers are encouraged to have a corresponding superpower catchphrase (similar to “my spidey sense is tingling!”) when using UV light.
   3. OPTIONAL: Players can be informed that radioactive objects must be moved from a further distance than a foot, without using just fabric/rubber gloves as the only barrier, or utilizing some form of micro bit technology (such as a grabbing arm utilizing servos). By not having gloves or tongs at hands players can be asked to come up with another more innovative solution.
   4. OPTIONAL: If players find this challenge to similar to Fairy World and too easy, it could also be done entirely in darkness (no additional light in the warehouse other than that produced from players suits/the gate.)
   5. OPTIONAL: If campers are heavily invested in sewing, facilitators can use the opportunity to teach explorers how to sew gloves!
3. Conclusion: The NPC Anywear Academy Facilitator talks with the students about possible reasons why the Chameleon’s stolen items may be radioactive. Sources of radioactivity include excessive MUIT portal use, outer space, magic use, mad science, nuclear reactors, etc.

**Results of Scene**:

* If players meet goal: **Dredge out the Rad Pollution**

Then the Mayor will confirm all the stolen items have been found, and the Decontamination Disposal unit can be safely transported away. The Mayor will muse on why the mere presence of the Chameleon caused stolen items to become radioactive.

* If players do not meet goal: **Dredge out the Rad Pollution**

Then the Mayor will confirm enough missing items have been found to make the task safe for any remaining clean up team. Anything in the Decontamination Disposal unit can be safely transported away. The Mayor will muse on why the mere presence of the Chameleon caused stolen items to become radioactive.

**Debrief/Assessment**:

Characters should leave documentation behind regarding how they were able to find the UV radioactive items, what they used to safely move the items from a distance, and what some potential sources of radioactivity may be. This is just in case other EITs don’t go on the next mission (remember that quote on commenting on code from academy HQ, above);i.e. where did they incorporate the UV light wearable into the costume, what items were stolen that were radioactive.

#### Mission Sheet (script)

**The Mayor:**

“We must keep these radioactive relics away from the citizens of MetroCity! Only you can assist us in keeping these dangerous objects off the streets. Not only that, but the original art has become radioactive and we can’t tell them apart from the forgeries! Why would the Chameoleon want to spread radioactivity around? Why would items he stole become radioactive?”

#### NPCs Required for Scene

**NPC Anywear Facilitator -** [to encourage group problem solving through the sharing/solving of multiple prop clues AND facilitate creativity/LED use in decor]

**The Mayor -** The Mayor of MetroCity, he is desperate to find new Superheroes that will take on the schemes of the dastardly Supervillain ‘The Chameleon.’ The Mayor themself cares deeply for MetroCity citizens but doesn’t have superpowers, and so relies on others to assist. [to inspire the campers to help and to develop their super-personas]

### Mission B3 - With Our Powers Combined

Campers have been called to aid in an attack against MetroCity, and the Chameleon has finally arrived! The Mayor has asked for a unified League of Heroes to face down the Chameleon, and explorers must find unique ways to activate all of their superpowers simultaneously to drive him away for good.

Checklist

▢ NPC: The Mayor

▢ NPC: Anywear Academy Facilitators (to approve costumes)

▢ NPC: The Chameleon

▢ Set Decor: Warehouse set dressing (storage boxes, tarps, crates, stacked chairs)

▢ Briefed campers

#### Prerequisite Anywear Academy Classes Needed for Mission

Class 1: Lights & Colors (see p. XX)

Class 2: Design Bodystorming (see p. XX)

Class 3: Flash LED Design (see p.XX)

#### Character Goals

**Defeat the Chameleon**

Campers will be tasked with creating a unified Super League to take on the Chameleon. In earlier challenges each player was tasked with creating a unique power, utilizing a unique trigger. Now they will all need to synchronize their powers to take down the Chameleon! Campers will have to program all of their micro bits to respond only when multiple triggers happen in order or simultaneously! This way they can ensure their powers are all activated at the same time. (ie. both ‘laser goggles’ and ‘super glove’ now require a button to be pressed, a broadcasted frequency received, AND three loud claps to be triggered)

#### Connections to Other Scenes and Plots

This scene is a transition point from Superhero World/MetroCity to that of the Finale set at the Fairy World/Elpheme.

#### Scene Activities

1. Prep: Campers are informed of the major objectives to chase the Chameleon out of MetroCity by forming what the Mayor called a “Unified Super League”
   1. In earlier challenges each player was tasked with creating a unique power, utilizing a unique trigger. Now they will all need to synchronize their powers to take down the Chameleon!
      1. Campers will have to program all of their micro bits to respond only when multiple triggers happen either in specific order or simultaneously!
      2. Explorers must ensure their powers are all activated at the same time.
         1. (ie. both ‘laser goggles’ and ‘super glove’ and ‘cyber boot’ now all require a button to be pressed, a broadcasted frequency received, AND three loud claps to be triggered)
      3. Campers must present their super personas as a unified super league, with a group name!
2. Mission: Explorers program their MUIT units to go off simultaneously when exposed to multiple shared triggers. Preferably triggers are those already used by other campers for their ‘existing super powers’, and every camper will have to perform a trigger and play a part in making sure everyone is met with success.
3. Mission: Players will sync their micro bits to the gate color of Super World and enter, encountering the dastardly Chameleon, who is threatening to approach the Mayor! If the Chameleon gets too close the Mayor will get radiation poisoning! Explorers will all present their powers by announcing their group name for the super league, and simultaneously showing off/using their unique powers in a single show of unified force!
4. Conclusion: The Chameleon is frightened by the combined might of the super league and runs away, through a green portal that leads to Fairy World/Elpheme. **The Chameleon runs away, leaving behind the “inverted melody clue” as seen in Mission C3 - Rescue the Prince by mistake.**
5. Though Explorers could follow directly after, it would be shocking to the inhabitants if a super league appeared in the midst of the Masquerade Ball held for the Fairy Prince’s birthday! They will have to disguise themselves as fairies again before chasing after the Chameleon.

**Results of Scene**:

* If players meet goal: **Defeat the Chameleon**

The simultaneous show of super powers has saved The Mayor! He congratulates the unified super league, and is sure the Chameleon will never return. The Chameleon got away though, into a green portal leading to Fairy World/Elpheme - campers will have to chase after the Chameleon after blending back into the Fairy population.

* If players do not meet goal: **Defeat the Chameleon**

The super league, even if unable to trigger their powers at exactly the same time, was a unified force! It scared off the Chameleon and saved The Mayor! He congratulates the unified super league, and is sure the Chameleon will never return. The Chameleon got away though, into a green portal leading to Fairy World/Elpheme - campers will have to chase after the Chameleon after blending back into the Fairy population.

**Debrief/Assessment**:

Characters should leave documentation behind regarding how they were able to trigger their powers at the same time. This is just in case other EITs don’t go on the next mission (remember that quote on commenting on code from academy HQ, above);i.e. where did they incorporate the UV light wearable into the costume, what items were stolen that were radioactive.

#### Mission Sheet (script)

**The Mayor:**

“Help! The Chameleon will make me radioactive too if he gets too close! Just like the artifacts he stole earlier!  
  
 **The Chameleon:**

“Muahaha! You think you can stop me? I am the Chameleon, I am everywhere and can be anyone! No single super hero has ever defeated me!”

#### NPCs Required for Scene

**NPC Anywear Facilitator -** [to encourage group problem solving through the sharing/solving of multiple prop clues AND facilitate creativity/LED use in decor]

**The Mayor -** The Mayor of MetroCity, he is desperate to find new Superheroes that will take on the schemes of the dastardly Supervillain ‘The Chameleon.’ The Mayor themself cares deeply for MetroCity citizens but doesn’t have superpowers, and so relies on others to assist. [to inspire the campers to help and to develop their super-personas]

**The Chameleon -** A dastardly supervillain that is secretly the Protean! They exist to serve as a threat to the Mayor/people of MetroCity and to be a defeatable enemy. They drop the “inverted melody” clue from Mission C3 when fleeing the explorers when they activate their combined powers!

## Plot C - Space Station Mystery (Sci-fi World)

*Campers are encouraged here to use their programming skills in more advanced ways and in collaboration.* They must recontact a space station in an alternate-Earth dimension orbiting (their) Neptune (our Neptune doesn’t have this station). This alt-dimension Earth is Allied with our Earth, the Anywear Academy (they don't have an Academy there). They make CTS (Custom Transdimensional Scouts) or familiars for the Academy. The familiars return to the station with their samples that are picked up at various times by the Academy. The Academy’s gate to this remote, automated space station went down/broke, and EITs need to fix it and find out what happened.

## **Plot C Goal: Campers should feel they have mastered the skill of broadcasting programming skills, collaborating, and delegating in order to solve puzzles allowing them access to the Alliance Space Station and the familiars inside.**

#### Set Design for Plot C - Space Station Locale

**Alliance Space Station**: Dark--lights should only be from EITs or spillage from planet Neptune (project image of Neptune). [Or emergency cyalume sticks](https://getcyalume.com/). Cardboard boxes dressed up to look like consoles. Objects hanging on fishing line to indicate weightlessness (that are cut/drop when power comes back on, so just one that NPC can cut when power comes on for dramatic effect.). The light should ideally be connected to a power strip that they literally turn on e.g., when they solve the puzzle, the power comes on both IG and OOG at the same time--it’s a big, obvious win and they will cheer! Also have parts of a familiar on a table.

**Required Props: One closed, sealed box tunnel inside the space station. It is locked by an electronic seal. *It cannot be opened until Mission C3.* This is where the Protean stashed the real Fairy Prince, who will be rescued in Mission C3. But his prison has to be waiting inside starting from Mission C1.**

### **Mission C1 - Repair the Gate** Technicians at the Anywhere Academy have noticed the gate to their Alliance Space Station outside Neptune, has gone offline. The Alliance Space Station used to be the place where incoming Explorers all built their familiars before it went offline. EITs have to repair it. At the end when they open the gate, a familiar comes out with a report either in it’s mouth or attached to the familiar via pet collar that the other side is hazardous to humans, and they need protection. Mission C1 should take place at the gate on the Academy side, not actually in the Space Station. Just hide one familiar in there to come out when they get the gate to work.

**Academy Goal**: Repair the gate to the station, find out why it broke, make sure it doesn’t happen again.

#### Checklist

▢ NPC: Anywear Academy Facilitator

▢ Setting: Anywear Academy HQ

▢ Mission Tech Prop: PUZZLE

<https://docs.google.com/document/d/1IGZ5OF3nNwjzyLP6R0Qo6F7-B_FnNDZh/edit?usp=sharing&ouid=114568897422427638064&rtpof=true&sd=true> <<<<- the document explaining prop puzzle

▢ Mission Tech Prop: Space Station Gate to Alliance Space Station

LED lined doorway leading to Space Station set - uses PATTERN of colors

▢ Prop: Familiar capable of delivering a warning note

It reads: “The atmosphere is not safe on the other side, and there is no power/light or gravity nor can sound travel. You will need to build spacesuits.”

▢ Briefed campers

#### Prerequisite Anywear Academy Classes Needed for Mission

Class 1: LED Lightstrips

Class X: Broadcasting

Class X: Buttons

Class X: Controllers

#### Character Goals

#### **Open the Gate to Alliance Space Station - Solve the Puzzle**

Characters will seek to open the gate to Alliance Space Station, which requires fixing the Gate Control Central Control Gizmo. When fixed via puzzle solving, rebuilding of discovered code, and broadcasting the code to the gate; color patterns on the gate will be matched to wearables to open it.

**Discover why the Gate was Broken (continuing through C2)**

The familiar emerging from the gate right before they cross indicates that there is a lot more to the story of the gate being broken.

#### Connections to Other Scenes and Plots

The Alliance Space Station plot serves to connect the activity of building Familiars to the Academy at large, in addition it begins to reveal the strange behavior of the Protean across other worlds and Academy affiliated spaces.

#### Scene Activities

1. Prep: The gate to the sci-fi world of Alliance Space Station has been damaged. That is normally where Academy explorers build their familiars. To open it, they’ll need to fix the code on the Gate Control Central Control Gizmo.
2. Mission: First, they’ll need to make their wearable to pass through the gate. This can be much more straightforward than before, maybe they just need to make sure they are somehow wearing the LED (i.e. as a belt or something).
3. Mission: Each explorer gets a single piece of the code. They’ll need to work collaboratively to use that to build the entire code on the Gate Control Central Control Gizmo.
4. Mission: Once they’ve successfully rebuilt the code, they’ll need to use the radio broadcast to send a signal to the gate itself to reactivate it.
5. Mission: Finally the gate is on. To pass through it, they’ll need to match their wearable. This one is a bit more difficult since instead of being a solid color, the gate is a pattern of colors that they’ll need to match.
6. **Conclusion: Just before they pass through, a familiar rolls out with a warning that the atmosphere is not safe on the other side, and there is no power/light or gravity nor can sound travel (need suits, this becomes Mission C2).**

**Results of Scene**:

* If players meet goal: **Open the Gate to Alliance Space Station - Solve the Puzzle**
* If players do not meet goal: **Open the Gate to Alliance Space Station - Solve the Puzzle**

**Debrief/Assessment**:

Characters should leave documentation behind on how to rebuild the code and how they managed to crack the puzzle, in addition to broadcast the fixed signal from the Gate Control Central Control Gizmo to the gate;i.e. what code the micro:bit needs to activate the wearable.

### **Mission C2 - Restore Power**

Before the EITs investigate the space station, they need to make a protective suit (open-ended to interpretation), plus a means to communicate without sound in the dark (flashing lights). Something is jamming the normal communication channels as well as keeping the station power out, so it’s dark and they can’t talk.

**NOTE:** NPC will have to enforce no talking in this mission, OR, have a white noise generator that is loud enough to make talking difficult--without wrecking talking going on in the classes next door.

#### Checklist

▢ NPC: Anywear Academy Facilitator

▢ Setting: Anywear Academy HQ

▢ Setting: Alliance Space Station

Note: Don’t forget tunnel inside Space Station (later used in C3)

▢ Mission Tech Prop: PUZZLE

<https://docs.google.com/document/d/1IGZ5OF3nNwjzyLP6R0Qo6F7-B_FnNDZh/edit?usp=sharing&ouid=114568897422427638064&rtpof=true&sd=true> <<<<- the document explaining prop puzzle

▢ Mission Tech Prop: basic code for sending non-verbal cues using simple inputs

▢ Prop: Wearable Design Materials to build protective suits

LED lightstrips

Masks

Duct-tape

Fabric

etc.

▢ Prop (IF NECESSARY): white noise generator

▢ Briefed campers

#### Prerequisite Anywear Academy Classes Needed for Mission

Class 1: LED Lightstrips

Class X: Broadcasting

Class X: Buttons

Class X: Controllers

#### Character Goals

**Discover why the Gate was Broken**

Campers will have to repair the power puzzle console to determine how the gate was broken. The console makes it appear the station lost power.

#### Connections to Other Scenes and Plots

#### Scene Activities

**Objectives:**

1. Prep: EITs have to figure out a non-verbal mode of communication to pass information to each other. To do that, they’ll be given some code that allows them to send different messages depending on whether they press A, B, A+B, or shake the micro:bit. It’s up to them to modify the code to decide what signals they want to send with those functions.
2. Mission: They’ll need to make up a mask or hood or way to protect their breathing, and can integrate their wearable or not.
3. Mission: Once they’ve prepared their wearable protective suits, they enter the space station and investigate. There is one puzzle here, described below.
4. Mission: If they get the puzzle right, the power comes back on in the station. If they run out of time, the power cycles back on automatically.

**Set Dressing:** dark--lights should only be from EITs or spillage from planet Neptune (project image of Neptune). [Or emergency cyalume sticks](https://getcyalume.com/). Cardboard boxes dressed up to look like consoles. Objects hanging on fishing line to indicate weightlessness (that are cut/drop when power comes back on, so just one that NPC can cut when power comes on for dramatic effect.).

The light should ideally be connected to a power strip that they literally turn on e.g., when they solve the puzzle, the power comes on both IG and OOG at the same time--it’s a big, obvious win and they will cheer.

Also have parts of a familiar on a table.

**Required: one closed, sealed box tunnel. *It cannot be opened in this mission*. This is where the Protean stashed the real Fairy Prince, who will be rescued in Mission C4. But his prison has to be here now.**

**Results of Scene**:

* If players meet goal: **Discover why the Gate is Broken**

If they get the puzzle right, the power comes back on in the station.

* If players do not meet goal: **Discover why the Gate is Broken**

If they run out of time, luckily the power cycles back on automatically!

**Debrief/Assessment**:

Characters should leave documentation behind on how to fix the power panel through the simultaneous pushing of switches and the code that allowed them to communicate non-verbally;i.e. what code the micro:bit needs to activate the wearable.

#### Technical Notes for Scene

**Turning on the Power puzzle**

This will need work/prop building. The idea is simple:

To turn the power back on in the station, EITs have to push buttons (or flip switches) in a specific sequence. When all buttons are pressed or switches flipped, the power comes back on.

What makes this difficult:

1. There is a master control panel that displays the sequence, one at a time, in small lights.
2. The buttons (or switches) are scattered around the room, attached to some part of the scenery.
3. The players cannot talk to one another.

**Needs to be built:**

A control panel with four or five lights on it in a row or column (recommend having glow sticks on or near the panel so it can be seen in the dark). Directions need to be written on it (stuff in brackets [ ] are a choice for you to make and write that choice and not the other one):   
**POWER RESET**

**Enter the sequence seen here from the [buttons or switches] around the room. To start over, push here. (have a button that can reset the sequence)**

**There should be [four or five] buttons scattered around the room. Each of these has a number on it. This number corresponds to one of the [four or five] lights on the control panel.**

Pushing the reset button starts the lights on the console, one at a time.

How to do this: one player has to stand at the control panel and see what number button or switch has to be activated. They then either run over to the button and push it themselves, or they have to signal to a player standing there to push it.

When the sequence is complete, the power comes back on in the station.

**How to make this even better and force cooperation:  *two, three, or all [four or five] buttons or switches have to be pressed at the same time*--in other words, there is no way one person can do it by themselves, they have to work with others.**

Example:



Someone standing at the control panel (**they should be the only one who can tell which light needs to be switched on, so don’t use colored lights; think a number written beside a light like a breaker box)** looks at the sequence, which appears something like this:

1 (control panel player signals to player at 1 to push their button or flip their switch)

Once they do, the control panel’s “1” light goes off and then it shows:

4 (control panel player signals to player at 4 to push their button or flip their switch)

Once 4 flips their switch, the control panel displays:

2 (control panel player signals to player at 2 to push their button)

And so on.

But at the end of the sequence, we get:

2 + 3 (both 2 and 3 lights at the same time, so both player at 2 and player at 3 have to push their buttons about the same time)

Or   
1 + 2 + 3

Or whatever

**The sequence should be about 5-10 entries long, the first three should be single pushes, the remainder arae double, triple, or all push tier button (or flip their switch).**

**Remember, the players cannot talk, and it is dark in here.**

Once the sequence is complete, **all the lights should come on, anything hanging by a fishing line should be cut/dropped as gravity comes back on, and the players can talk (take any masks off).**

When the power comes back on, the station should be empty of familiars, but there should be parts of one on a table.

The duct tube or box tunnel ***with a locked seal on it that cannot be opened yet*** should be here to foreshadow the future scene. By this time, they should have to head back to HQ.

#### Notes

[Here will be detailed tips to run the scene, any warnings, what to do when everything fails, what to do when players go off the rails, how to keep the plot going, pace throttles, etc. Any advice from playtests would go here.]

### **Mission C3 - Rescue the Prince**

The supervillain dropped something when he fled in mission B4--the clue to the duct in the space station! (see Mission B4 and Space Station set design about the duct/box tunnel).

With this clue, the EITs should know that the way to open the lock on the box tunnel/duct is **sound based**. They have to play a certain tone/melody combo to open it.

The EITs hop back to the space station with an NPC Academy staffer (same one they’ve had). The power is back on, and the hacked familiars have been opened or unhacked.

Set design: same as C3, maybe with slight changes (computer on, or a computer is there, or speakers are there?).

#### Checklist

▢ NPC: Anywear Academy Facilitator

▢ Setting: Anywear Academy HQ

▢ Setting: Alliance Space Station

Note: Don’t forget tunnel inside Space Station (later used in C3)

▢ Mission Tech Prop: lock on tunnel with microphone, “requires melody to open”

▢ Prop: Clue from B3

▢ Prop (IF NECESSARY): white noise generator

▢ Briefed campers

#### Prerequisite Anywear Academy Classes Needed for Mission

Class X: Broadcasting

Class X: Melody Maker

#### Character Goals

**Rescue the Prince by Unlocking the Tunnel**

Campers must rescue the Fairy Prince by Unlocking the Tunnel inside the Space Station. The lock is associated with sounds, and players will need to uncover the correct melody based on the altered melody maker input found either following plot B3 or found hidden in the Space Station itself at the start of C3.

#### Connections to Other Scenes and Plots

#### Scene Activities

**Objectives:**

1. Open the lock on the duct/tunnel. The explorers need to figure out:
   1. That the clue the supervillain dropped in B3 goes to the station.
      1. **If EITs from B3 don’t turn it over to their C-plot comrades, NPC Academy staffers must suggest that at the end of lunch.**
      2. **If EITs did not do Plot B at all, the clue from B3 can instead be found hidden on the station somewhere for them to find.**
   2. That the lock is associated with or opens by sound. Maybe a microphone is attached to it? Figure out that a melody has to be played to open it.
   3. What the melody is. ***It should not be the easiest thing as just copying what is on the key clue card into the Makecode, there has to be some deduction, like “to lock, do this, to open, do opposite” so campers have to do the opposite of the notes?? Opposite colors, opposite position on grid?***
   4. The solution to unlocking it is playing a melody sound. If the correct code of notes are played, the lock unlocks. ***This also has to signal to NPC playing the fairy in Mission A4 to bail out of the ball and come over into the “locked” box tunnel to be the real prince.***
2. The Fairy Prince thanks EITs and lore drops the Shapeshifter weakness, that it’s also a melody and BPM, but not exactly what it is (or *he might know exactly what it is if, in the finale, the Protean needs to be tracked down or there are other things to do*), it has to be programmed. **So he can say what the notes are, but they will have to translate those notes to the colors on the music grid on their MUIT.** He says that more music and more sound can totally overwhelm Proteans and knock them unconscious, but it takes a lot of if they are strong, and this Protean is really strong, strong enough to capture the Fairy Prince. The Prince will be very upset that he missed his ball, and may, if the players can do this fast enough, **get back to fairyland (A4/B4/C4 Finale) and actually attend the real ball/dance** and have them do the show again! The Fairy Prince will not battle against Protean, he has things to do in Elphame--but he will ally with Academy for their service.

Note for C4 NPC Fairy prince- opening the door/unlocking the x is the signal to actor in A3 to leave the fairy mission and be the “real” prince in mission C4. This is a backstage, OOG thing if both missions are running simultaneously--IG, there are two identical bodies in two places. IRL, a real actor (unless you hire identical twins) has to go from A4 to C4 within seconds, and the players don’t notice what happened until they talk about it. Mainly, the egress/ingress from A4 to C4 is sealed behind them (visually at least), meaning, players can’t go that way from space station to fairy world. In the best of all possible worlds, the actor can make this switch fast enough that it appears like they were sitting in the C4 location that whole time, and that it was enclosed (only one entrance). Use the L-shaped box tunnel.

**Results of Scene**:

* If players meet goal: **Unlock the Fairy Prince Tunnel**

The “real” Fairy Prince is freed from the tunnel

* If players do not meet goal: **Unlock the Fairy Prince Tunnel**

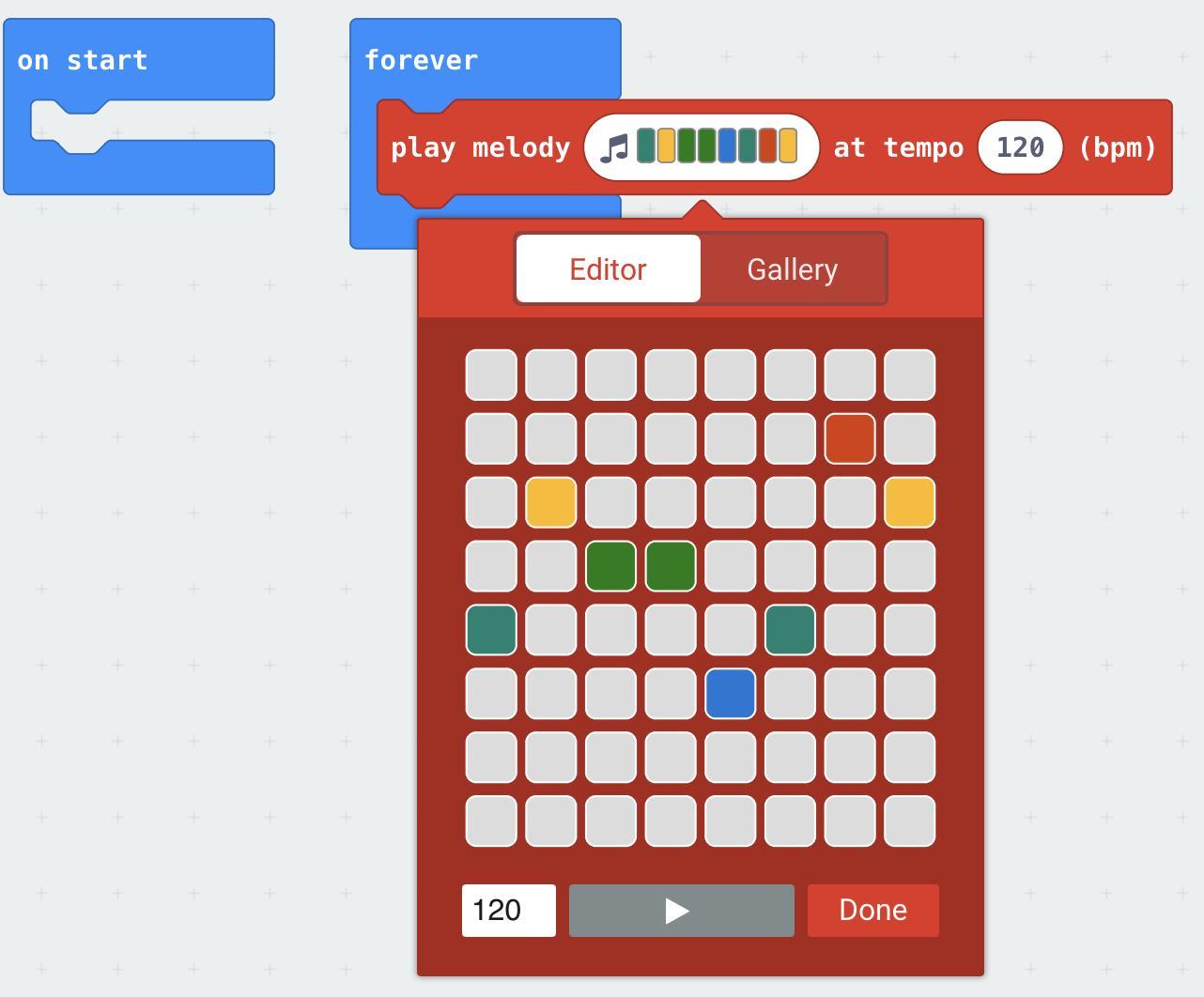
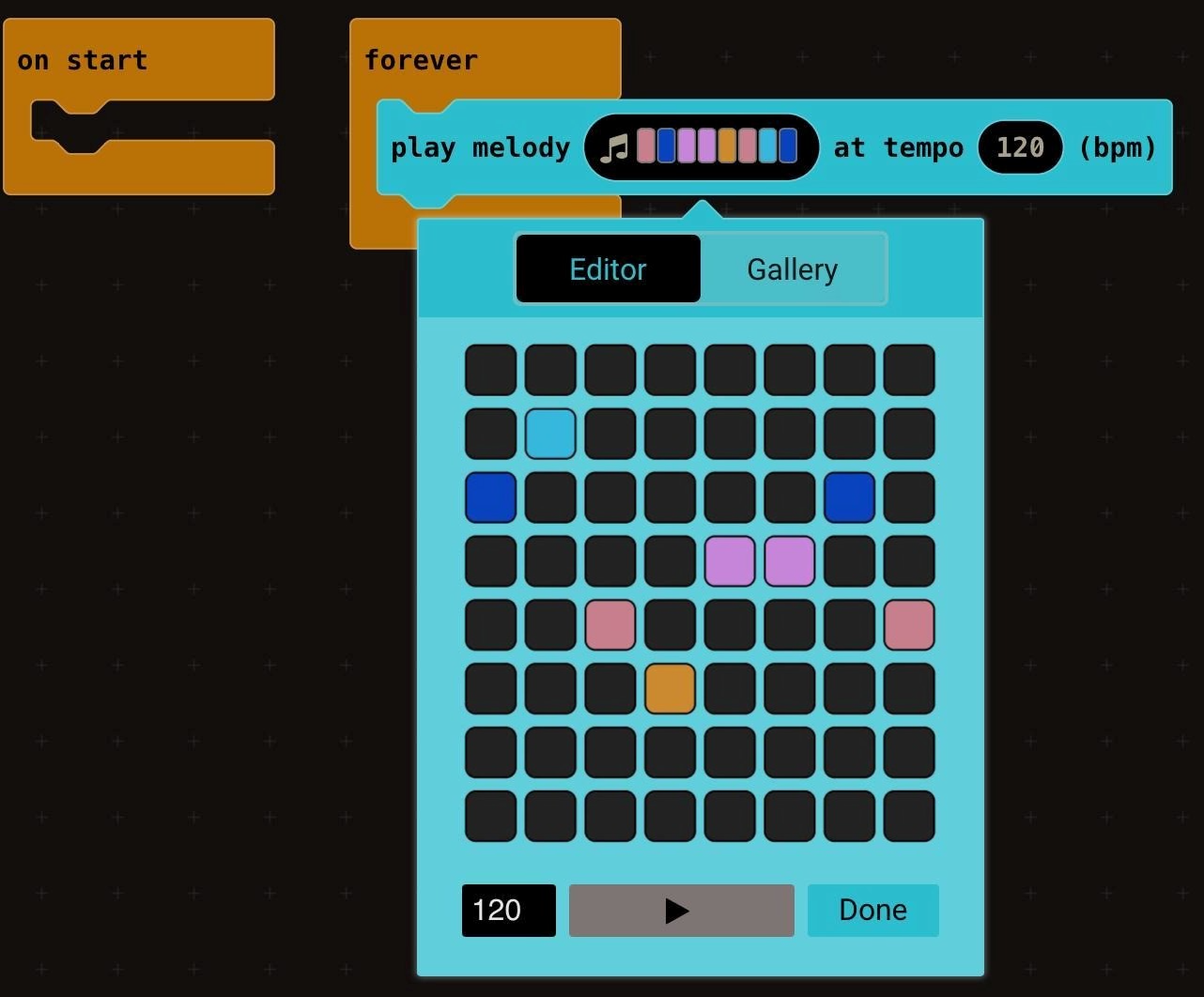
The “real” Fairy Prince is freed from the tunnel

**Debrief/Assessment**:

Characters should leave documentation behind on how to use the melody maker to input the mystery melody into the locked tunnel;i.e. what the inverted melody code was that the micro:bit needs to unlock it.

#### Technical Notes for Scene

Melody puzzle to play to unlock tunnel; how to make “the opposite” of this? This melody image has had its colors inverted AND has been mirrored horizontally. Campers will have to make the image no longer inverted AND “play it backwards” as hinted by the normal order of colors in the “play melody [color block] at tempo 120 (bpm)” box above. The answer image is below.

Answer: Notice it is color inverted and the pattern was mirrored horizontally. 

## Plot F (Familiar Creation and Social Emotional Tech Ties)

*Campers are guided through what it means to make a ‘familiar’ using the skills they have learned. Anywear Academy Facilitators will have ‘familiar’ robots built using servos, lightstrips, micro bits, etc. that campers are familiar with. Emotional attachment with these creations is then increased by crafting their own, naming them, and ascribing behaviors that students can program their ‘familiars’ to act out. Personification of their coding ability in a small interactive pet they can interact with (especially to soothe after it “freaks out”) leads campers to embrace their skills and interact with intimidating technology in a lighthearted social emotional lens.*

**Plot F Goal: Encourage Campers to feel emotionally connected to the technology they are able to craft by ascribing emotional traits and care to ‘familiar’ behavior.**

#### Set Design for Scene

**Anywear Academy HQ:** A futuristic and minimalistic design.Though campers will be using multiple materials for each project, areas labeled with signage and plastic tubs can facilitate areas labeled for specific types of wearable making and technical production. For example a “sewing station” with fabric and sewing machine, or a “coding center” with computer access and LED strip assembly supplies. Set dressing can include portraits of “past Anywear Academy founders” like Nia Lott, and scientific ephemera like beakers of glitter or microscopes. At least one doorway must be accessible off of the space to serve as a portal to other realms (such as Elpheme) when lit by LED lights.

### Mission F1 - Freaking make a bespoke familiar

The Facilitator Familiars are out of commission following their stressful encounter with the protean signal. The campers have calmed them but the Academy still needs familiars to keep watch over the academy for unseen threats. It is now up to explorers in training to create their own familiars and take up this responsibility.

#### Checklist

▢ NPC: Academy Staff

▢ Mission Tech: Colored LED Lightstrips, Servos, Microbits

▢ Prop: Materials to create familiar

▢ Prop Staff familiars as examples

▢ Prop: Printed pattern for familiar encasement (see the thing ella made and maybe jasmine? What’s she up to?)

▢ Briefed campers

▢ [Anything else needed for this mission, NAME ONLY, description is below]

#### Prerequisite Anywear Academy Classes Needed for Mission

LEDs

Servos

Repair

#### Character Goals

**Learn and create about how to make familiars**

The familiars are an integral part of the academy and in order to be fully-fledged adventurers they need to form their own familiar attachments.

**Create a way to detect the protean**

Something about radio signals. Part of their design should be a specific reaction to a radio signal given off by the protean.

#### Connections to Other Scenes and Plots

This is dealing with the fallout of mission 3 where the NPC’s familiars went a little nuts.

#### Scene Activities

1. Prep: The NPC Anywear Facilitator explains in more detail what and why the familiars are for. The participants see some examples of these in action and start to develop some ideas of their own for how to proceed.
   1. Subplot points to cover
      1. Familiars form bonds with their creators
      2. The relationship is symbiotic, both the Human and familiar get something out of it and there is no exploitation.
      3. Familiars are one of the final stages for becoming a fully fledged member of the Anywear Academy. The participants are getting a crash course because of the emergency state of the Academy.
      4. Familiars have personalities that are fairly unique
      5. Familiars are sensitive and that comes with benefits as well as the risk of overstimulation
      6. Familiars are complex organisms that combine technology and social emotional awareness fueled by a powerful AI.
      7. Familiars are very responsive to physical touch for comforting purposes.
      8. Facilitator familiars are now out of commission, giving the students reason to have to create their own.

1. Mission: Campers are presented with the familiar lesson and new crafting supplies
2. Mission: Campers must create their Familiar

**Results of Scene**:

Campers have created their first familiars but they are new and untested. They need field experience and to be socialized with others. This leads to them taking familiar on a mission and sharing their design with other campers.

#### NPCs Required for Scene

**NPC Anywear Facilitator -** to potentially show explorers their own example of a familiar and their recommendations for building one!

### Mission F2 - Freaking share your familiar

Campers have now made their first iteration of their familiar. Part of this process is to let them grow and change through knowledge sharing and co creation.

#### Checklist

▢ NPC: Academy Staff

▢ Mission Tech: Colored LED Lightstrips, Servos, Microbits

▢ Prop: Materials to create familiar

▢ Prop Staff familiars as examples

▢ Prop: Printed pattern for familiar encasement (see the thing ella made and maybe jasmine? What’s she up to?)

▢ Briefed campers

▢ [Anything else needed for this mission, NAME ONLY, description is below]

#### Prerequisite Anywear Academy Classes Needed for Mission

LEDs

Servos

Repair

#### Character Goals

**Sharing Familiars is a critical part of the mission**

Familiars act in different ways to express emotions. All team members should be familiar with each other's familiars so they can be aware of any abnormalities. This activity gives everyone a chance to see each others familiars and perhaps get some ideas for them to iterate on their own adding functionality to their own familiar.

#### Connections to Other Scenes and Plots

This scene builds on F1, further codifying familiars into cannon and demonstrating for the participants the functionality that they added to their familiars..

#### Scene Activities

1. Prep: The NPC Anywear Facilitator explains how important it is to share with the other participants their familiars so that everyone knows what to look for when a familiar has a “freak out.” Also reinforces the idea that the students can iterate on their familiars as they progress. Familiars can always “evolve.” The facilitator will also explain that everyone should have a name for their familiar as that is an important bonding experience for the creator and the familiar. Facilitator should also recap what it looks like to give valuable feedback.
   1. Feedback ideals
      1. Feedback shouldn’t be taken personal
      2. Feedback should be helpful
      3. Feedback can be ignored, the person iterating gets to decide.
      4. GROWTH MINDSET BAY-BEE!
2. Mission: Campers group up and walk each other through how their familiars work.
3. Mission: Then, campers work together to iterate on their familiars to incorporate this new knowledge.
4. Mission: Campers present their latest familiars to facilitators/peers

**Results of Scene**:

* If players meet goal:**Sharing their Familiar**

Everyone should have a little bit more knowledge on how the familiars work and have evolved theirs.

* If players do not meet goal: **Sharing their Familiar**

Those who have shared their familiar

#### NPCs Required for Scene

**NPC Anywear Facilitator -** to encourage group sharing and to hype everyone up!

### **Mission A5, B3, C3 FINALE - Party Crashers** [This should be the FINAL MISSION all Explorers ATTEND]

Campers will attend the Fairy Prince’s Masquerade using wearable technology to secretly signal to each other, in search of a suspected malicious shapeshifter in the midst of the party.

#### Checklist

▢ NPC: The Protean disguised as The Fairy Prince

▢ NPC: Courtly Fairy

▢ NPC: Assorted Fairies/Masquerade Guests

▢ Mission Tech: Colored LED Lightstrips

Affiliated connections, boards, wiring, batteries necessary

▢ Prop: Wearable Materials

Fabric

sewing machine

hot glue

duct tape

etc

▢ Mission Tech: Previously used wearable tech (LED lightstrips, sound boards, etc.)

▢ Mission Tech: LED lined door/portal to Elpheme, must be able to shift colors by

NPC command

▢ Prop: Masquerade masks (enough one for each player)

#### Prerequisite Anywear Academy Classes Needed for Mission

Class 1: Lights & Colors (see p. XX)

Class 2: Design Bodystorming (see p. XX)

Class 3: Flash LED Design (see p.XX)

(Potential other classes: Broadcasting, etc.)

#### Character Goals

**Communicate through Wearable Technology Signals**

Campers are tasked with signaling/communicating with other campers using changing signals incorporated into wearables. This can be through any signal they self determine, be it colors, patterns, sound bites, broadcasting, etc.

**Incorporate Wearables into Masquerade Fashion**

Students will incorporate their wearable technology experience into Masquerade Ball outfits. We suggest using masks and elaborate fashions with more technology and flare than ever before to impress other party goers and the Fairy Prince.

**Identify the Shapeshifter**

Campers are tasked with identifying a shapeshifter in their midst at the Masquerade. IF they have only completed Plot A and/or Plot B- we recommend making the Fairy Prince have significantly altered behavior than his original, so campers can pick up on him potentially being the shapeshifter. If campers have completed Plot C, then they will have the capability to locate the shapeshifting alien via frequencies (light patterns or sound frequency).

#### Scene Activities

1. Prep: The NPC Anywear Facilitator informs the group that intel indicates that a Shapeshifter is going to be present at the Fairy Prince’s Birthday. Their mission is to disguise themselves and infiltrate the masquerade party to make sure the shapeshifter cannot cause havoc nor recognize the campers. They must use wearable technology to send signals to teammates if they think anything suspicious is happening.
2. Mission: Each camper must build an elaborate fashion for the masquerade ball that serves both as disguise and signaling device. The signaling device must include a group agreed upon micro:bit technology such as LED lights or sound that can change when something suspicious is going on. If players have run through Plot B or Plot C, they may know the identity of the shapeshifter is the Supervillain the “Chameleon”” (plot B) or that the shapeshifter is vulnerable to certain patterns/melodies.
3. Mission: Campers have the majority of the scene time to prepare wearables, and the last third of the scene should be allotted to the Fairy Prince’s Masquerade. The Fairy Prince arrives in the last 10 minutes of the scene to view the entertainment. The prince is a very transparent judge. If he doesn’t like a performance, he’ll say what he wants to see more of at the actual masquerade! If he loves it, he’ll go wild.

**Results of Scene**:

* If players meet goal: **Communicate through Wearable Technology Signals**

Then, they will be able to discreetly judge whether the Fairy Prince, the Courtly Fairy, or any other NPC party goer is the imposter without the NPCs noticing.

* If players do not meet goal: **Communicate through Wearable Technology Signals**

Then, the imposter Fairy Prince will ask them what they are whispering about and why they are accusing his subjects of being imposters. The campers will then have to navigate explaining their concerns to the people of Fairy World directly before they may know the culprit.

* If players met goal: **Incorporate Wearables into Masquerade Fashion**

Then, campers will amaze the imposter Fairy Prince with their attention to detail and use of magic. He may not even recognize them! This will encourage the campers to easily become friendly with the Fairy Prince, and notice his bizarre behavior… he is very generous for once and his favorite color is no longer green. He is the imposter!

* If players do not meet the goal: **Incorporate Wearables into Masquerade Fashion**

Then, either NPC Anywear Academy Facilitators assist them in adding wearable functionality to their wearables OR the Fairy Prince will recognize the campers but ask why they did not use magic at his Fairy Party. The campers will have to make up an excuse as to why they didn’t use magic.

* If players meet goal: **Identify the Shapeshifter**

Then players will be able to use whatever logic (or methods such as the use of UV light to detect radiation in Plot B or melody patterns found in Plot C) to determine the Fairy Prince has been swapped with the shapeshifter. If confronted directly, the shape shifter will reveal themself to be the Chameleon in disguise! If they chase or acost the shapeshifter out of a portal, then “the real Fairy Prince” can enter through a portal of a different color [swapped by either players or Anywear Facilitators behind the scenes]. The Fairy Prince will be very grateful for the assistance and reform the alliance with Earth and Elpheme.

* If players do not meet goal: **Identify the Shapeshifter**

Then, players will still have to please the imposter Fairy Prince, who will ask players to help him open his Birthday Present. It will be a box containing a familiar minion! The Fairy Prince will reveal he is ACTUALLY the Protean Shapeshifter and has kidnapped the real Fairy Prince! He will take over Elpheme unless Explorers find a way to stop him (likely using the melody discovered from Plot C, or just by bravely confronting him).

**Debrief/Assessment**:

Characters should leave documentation behind on the strange behavior and existence of the shapeshifter for Anywear Academy for years to come! This is just in case other EITs don’t go on the next mission (remember that quote on commenting on code from academy HQ, above);i.e. what code the micro:bit needs to activate the melody to defeat the shapeshifter.\

#### NPCs Required for Scene

**NPC Anywear Facilitator**

**The Protean, disguised as The Fairy Prince**

**Courtly Fairy**

**Assorted Fairies/Masquerade Guests**