**THE PROPOSED GAME CONTENT FOR RABIES WARRIOR GAME APPLICATION**

* Click the apps shortcut
* The screen shows the logo of the developer with stated “Welcome to Rabies Hunter”. All the graphics in this game should be colourful 3-dimensional visual with real effect, real looking appearance and high resolution.
* Subsequently, a graphic of showing the Title of the Game in colourful and interesting font such as mixed of font type with a start button underneath the title.
* The player is required to click on the start button to play
* There will be a picture showing the scale from 0 to 100% as an indicator of the game is going to start
* The player will be required to choose the language for the game namely Malay language and English language.
* Later, the player can select for team fighter or single fighter. The team fighter is limited to only 3 members and can be either played by joining other player or randomly selected by the game apps. In the game involves a team and the other character is selected randomly by the game apps, the player will be the leader of the team and thus the player will decide movement of other characters.
* Then the player should select character. All the characters wear costumes of the traditional warrior with fighting spirit. There should be multiple characters which mean that there are at least 7 characters in this game that can be chosen. However, the first 2 characters are not locked and can be selected at the initial game. However, the other 5 characters are locked and can be selected once the player reached certain level in any situation for instance, **3rd character can be unlocked and redeemed using the coins in certain amount if the player reached level 6 in any situation. This is followed by the 4th character if the player reached level 11, 5th character for level 16, 6th character for level 21 and 7th character for level 26.**
  + I think we may not need to segregate the game level into Beginner, Intermediate and Advanced. Instead, number of mission is used.
    - Firstly, the player have to select the choices of 3 situation namely in town, village or forest. Each situation has 9 missions as described below:

|  |  |  |
| --- | --- | --- |
| **HORRIBLE TOWN** | | |
| **OBJECTIVE** | **TO SAVE THE MISSING CHIEF OF LONGHOUSE (TUAI RUMAH) WHO WAS KIDNAPPED DURING HIS JOURNEY TO ATTEND WEDDING CEREMONY IN TOWN** | |
| **MISSION** | **DESCRIPTION** | **OBSTACLES** |
| 1 | Walk, run, jump or crawl   * To reach bus stop * Take a bus to the next second bus stop | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.1: Variation of dog’s behaviour encountered during the game) |
| * Chased by the kidnapper |
| * Walk or run across the road   + Avoid from being hit by cars, etc. |
| * Crawling under a crossbar to enter unauthorized area   + To go to the opposite site by running over a bridge that is under construction |
| * Jump over   + To prevent from falling into a big hole / trench   + Incompletely build bridge |
| * Encounter the kidnapper along the way   + Fight to escape from being chased before able to get into the bus   + Fighting scene using available weapon |
| 2 | Walk, run, jump or crawl   * To reach hospital from the second bus stop * Enter hospital to look for the missing Chief of Longhouse * He was reported to be admitted here before | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.1: Variation of dog’s behaviour encountered during the game) |
| * Chased by the kidnapper |
| * Walk or run across the railway   + Avoid from being hit by train   + A train is moving on the railway |
| * Crawling under a crossbar to go towards the railway area   + Fight with the guards at the railway crossbar |
| * Jump over   + To quickly going up into the flyover to go across the road   + Moving towards the hospital on the opposite side |
| * Encounter the kidnapper in the flyover   + Fight to escape from being chased   + Fighting scene using available weapon |
| 3 | Walk, run, jump or crawl   * Get out of the hospital towards Lake Garden * To look for weapon hidden by the Chief of Longhouse before being kidnapped | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.1: Variation of dog’s behaviour encountered during the game) |
| * Chased by the kidnapper |
| * Walk or run along the side of the road   + Avoid from walking on the main road to prevent from being hit by cars, etc.   + Over the bridge to go to the other side of lake |
| * Crawling inside a crawling tubes in a children playground area   + Fighting with the kidnapper upon getting out from it |
| * Jump over   + Into a recreational swan boat to run away from the kidnapper   + Moving across the lake towards the other side of the lake |
| * Run towards the man-made artificial cave at the lake side   + The weapon that belongs to the Chief of Longhouse is hidden there |
| * Encounter the kidnapper upon finding the weapon nearby the artificial cave   + Fight to escape from being chased   + Fighting scene using available weapon |
| 4 | Walk, run, jump or crawl   * Go to train station from the Lake Garden * To move to the next train station | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.1: Variation of dog’s behaviour encountered during the game) |
| * Chased by the kidnapper |
| * Walk or run across the highway   + Avoid from being hit by cars, etc. |
| * Crawling under a big but short signboard encountered during the journey |
| * Jump over   + From one car roof to another   + To go across the road in faster way   + Moving towards the train station |
| * Encounter the kidnapper near the train station   + Fight to escape from being chased   + Fighting scene using available weapon |
| 5 | At the train station   * Walk, run, jump or crawl   + Go to the next train station | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.1: Variation of dog’s behaviour encountered during the game) |
| * Chased by the kidnapper |
| * Walk or run towards the train   + Avoiding the ticket inspector |
| * Crawling under a crossbar to go towards the railway area   + Fight with the guards at the railway crossbar |
| * Jump over   + Step over a big stone at the side of the railway and jump over the rooftop of a moving train   + Moving towards the next station |
| * Encounter the kidnapper along the way that is on rooftop of the train   + Fight to escape from being chased   + Fighting scene using available weapon |
| 6 | Walk, run, jump or crawl   * Go to shopping complex from the train station to buy some food for energy | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.1: Variation of dog’s behaviour encountered during the game) |
| * Chased by the kidnapper |
| * Walk or run across the road   + Avoid from being hit by cars, etc. |
| * You saw a group of kidnappers is having a conversation at car park area of the train station   + Crawling between cars to avoid from being found by the kidnappers * On the way to the shopping complex   + Crawling under some fallen trees at the backyard of the shopping complex |
| * Jump over   + The fence near the car park at the train station   + The roof of open car park at shopping complex upon being chased by the kidnappers |
| * Encounter the kidnapper on the car park roof   + Fight to escape from being chased   + Fighting scene using available weapon |
| 7 | Walk, run, jump or crawl   * Go to the zoo to find a hornbill to help in the next mission * The hornbill will fly to the ship harbour | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.1: Variation of dog’s behaviour encountered during the game) |
| * Chased by the kidnapper |
| * Walk or run across the road   + Avoid from being hit by cars, etc. |
| * Crawling under tree, inside bush to get nearer to hornbill cage * Cut the lower part of wire fence and crawl through the cut hole   + The cage is surrounded by a wire fence to prevent visitor from going very near towards it |
| * Jump over   + The fence of the zoo to sneak into it   + To reach and break the lock of hornbill cage to release the hornbill |
| * Encounter the kidnapper in the zoo   + Fight to escape from being chased   + Fighting scene using available weapon |
| 8 | Walk, run, jump or crawl   * From zoo, go towards a taxi station to take a taxi to a ship harbour | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.1: Variation of dog’s behaviour encountered during the game) |
| * Chased by the kidnapper |
| * Walk or run across the road   + Avoid from being hit by cars, etc. |
| * Crawling   + Under small and short signboards to hide from the kidnappers |
| * Jump over   + The fence of the zoo to sneak out from it   + The drain or hole on the road during the journey |
| * Encounter the kidnapper in the taxi station   + Fight to escape from being chased   + Fighting scene using available weapon |
| 9 | Take a taxi to ship harbour accompanied by the hornbill   * Save the Chief of Longhouse (Tuai Rumah) kidnapped in a secret room of a ship at the ship harbour * Kidnapper plan to bring the Chief of Longhouse to work as an unpaid labour in the overseas | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.1: Variation of dog’s behaviour encountered during the game) |
| * Encounter two dogs are fighting at the harbor and looks like as if they were hurting each other really badly   + What will you do?   **Turn to another direction slowly**  **without distracting them. Avoid from**  **confronting with them.**  Attack the dogs to chase them away  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for  biting you  **Immediately report the injury to an**  **adult (parents, sister, brother,**  **grandfather, grandmother, teacher**  **and others)** |
| * A dog is lying down and sleeping on the floor in front of the lock room where the Chief of Longhouse is imprisoned (Refer Table 1.1, Item 7) |
| * Chased by the kidnapper |
| * The hornbill   + Fly into the ship   + Search and observe for a container that is used to keep all the room keys   + Enter a small room to get a bunch of key that contains a key for the room that kept the Chief of Longhouse   + Fly to pass the key to the character of the player |
| * Walk or run across the road   + After get out from taxi * Walk or run towards the ship harbour   + Fight with the security guards of the ship harbour to enter the ship harbour area * Walk or run towards the ship   + Attacked by the kidnappers all the way to the ship |
| * Crawling   + Between the containers   + Inside the ship to hide and prevent from being attacked by kidnappers   + Under the stairs inside the ship to hide from the kidnappers |
| * Jump over   + The drain or hole in the dockyard   + From a container to another   + The stairs to get from land of the ship harbour into the ship   + From the stairs into the ship   + From stairs inside the ship to the locked room that kept the Chief of Longhouse |
| * Encounter the kidnapper in the ship and harbour   + Fight to escape from being chased   + Fighting scene using available weapon |

|  |  |  |
| --- | --- | --- |
| **BLOODY VILLAGE** | | |
| **OBJECTIVE** | **TO SAVE THE FLOOD VICTIM IN OTHER VILLAGE BY ENGAGING WITH OTHER VILLAGES PASSED BY DURING THE JOURNEY TO PROVIDE EQUIPMENT TO HELP SUCH AS BOATS, BUOY, FOODS, CLOTHES AND MEDICINE. THE PLAYER WILL PASSED BY FIVE VILLAGES TO GET EACH ITEM.** | |
| **MISSION** | **DESCRIPTION** | **OBSTACLES** |
| 1 | Begins from the player’s house towards the flooded village.   * The long distance journey requires few days to reach the destination.   Walk, run, jump or crawl   * Meet the head of village to get some fund for this mission * At the end of this mission i.e. once player succeeded to complete the mission, a statement appear on the screen that the head of village agreed to contribute RM 1000.00 taken from the government emergency allocation | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.2: Variation of dog’s behaviour encountered during the game) |
| * Walk or run during the journey   + Through a hanging bridge   + Through a path in a farm, riverside and seaside   + Avoid legs from being tripped by any rocks, small plants, tree roots, etc.   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from being hit by flying poison-tipped or barbed darts blew by a villager using blowpipe |
| * Crawling   + Under a big tree branch that fell over a big rock   + Under a longhouse to move from a longhouse to another longhouse |
| * Jump over   + A big tree branch that fell over a big rock   + Big hole / trench to prevent from falling into it   + Incompletely build footbridge with broken woods |
| * Encounter a group of robber along the way   + Fight to escape from being robbed   + Fighting scene using available weapon |
| 2 | Walk, run, jump or crawl   * To find a hut in the middle of a paddy field area of other village for staying overnight before proceed the journey on next mission | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.2: Variation of dog’s behaviour encountered during the game) |
| * Walk or run over a paddy field border   + Chased by a group of gangsters upon seeing you at the edge of the paddy field   + Chased by a group of buffalos which is used for ploughing the paddy field   + Avoid from fall down into the muddy paddy field (If fall, coins will be deducted. However, the player can re-start the game if they wish to) |
| * Crawling over a paddy field water irrigation canal   + Run away from the gangster   + Run away from the buffalo |
| * Jump over   + Big stone or buffalo faeces on the paddy field border   + Reaching a scarecrow in the paddy field and jump over again to another scarecrow to escape from a group of gangster who chase you from the edge of the paddy field   + To throw a weapon towards enemy |
| * Encounter a group of robbers at the hut   + Fight before able to enter the hut   + Fighting scene using available weapon |
| 3 | Walk, run, jump or crawl   * To find a hut in the durian farm area of other village for staying overnight before proceed the journey on next mission | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.2: Variation of dog’s behaviour encountered during the game) |
| * Walk or run during the journey   + Through a hanging bridge   + Through a path in a farm, riverside and seaside   + Avoid legs from being tripped by any rocks, small plants, tree roots, etc.   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from being hit by flying poison-tipped or barbed darts blew by a villager using blowpipe |
| * Crawling   + Under a big tree branch that fell over a big rock   + Under a longhouse to move from a longhouse to another longhouse |
| * Jump over   + A big tree branch that fell over a big rock   + Big hole / trench to prevent from falling into it   + Incompletely build footbridge with broken woods |
| * Encounter a group of robbers at the hut   + Fight before able to enter the hut   + Fighting scene using available weapon |
| 4 | Walk, run, jump or crawl   * To reach a village nearby a river. * To see the Head of Village for his courtesy to send his people to the flooded village. They will provide boat and buoy to help in moving out the flood victim to a safer place * Then, you will proceed to another village to get other needs | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.2: Variation of dog’s behaviour encountered during the game) |
| * Walk or run during the journey   + Through a hanging bridge   + Through a riverside   + Avoid legs from being tripped by any rocks, small plants, tree roots, etc.   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from being hit by flying poison-tipped or barbed darts blew by a villager using blowpipe |
| * Crawling   + Under a big but short signboard encountered during the journey   + Under a jetty (the shore with no water)   + Under a big tree branch that fell over a big rock   + Under a longhouse to move from a longhouse to another longhouse |
| * Jump over   + From one boat to another boat   + Take a boat to go across to another jetty   + From a boat onto a jetty   + Big stone near the jetty or near longhouse or anywhere |
| * Encounter a group of gangster at the boat jetty   + Fight to escape from being killed   + Fighting scene using available weapon |
| 5 | Walk, run, jump or crawl   * To reach a village nearby a town. * To see the Head of Village for his courtesy to send his people to the flooded village. They will supply food and drinks to help nurturing the flood victim * Then, you will proceed to another village to get other needs | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.2: Variation of dog’s behaviour encountered during the game) |
| * Walk or run during the journey   + Through a hanging bridge   + Through a path in a farm, riverside and seaside   + Avoid legs from being tripped by any rocks, small plants, tree roots, etc.   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from being hit by flying poison-tipped or barbed darts blew by a villager using blowpipe |
| * Crawling   + Under a big tree branch that fell over a big rock   + Under a longhouse to move from a longhouse to another longhouse |
| * Jump over   + A big tree branch that fell over a big rock   + Big hole / trench to prevent from falling into it   + Incompletely build footbridge with broken woods |
| * Encounter a group of robbers during the journey   + Fight before able to enter the village   + Fighting scene using available weapon |
| 6 | Walk, run, jump or crawl   * To reach a village that is famous for textile industry * To see the Head of Village for his courtesy to send his people to the flooded village. They will provide some clothes including the blanket to ease the burden of the flood victim * Then, you will proceed to another village to get other needs | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.2: Variation of dog’s behaviour encountered during the game) |
| * Walk or run during the journey   + Through a hanging bridge   + Through a path in a farm, riverside and seaside   + Avoid legs from being tripped by any rocks, small plants, tree roots, etc.   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from being hit by flying poison-tipped or barbed darts blew by a villager using blowpipe |
| * You saw a group of village gangsters gathering at the edge of the village.   + Crawling between trees through thick bush to avoid from being seen by the gangsters * Upon passing by them safely   + Crawling under some fallen trees at the backyard of the textile factory * During the journey   + Crawling     - Under a big tree branch that fell over a big rock     - Under a longhouse to move from a longhouse to another longhouse |
| * Jump over   + The fence near the textile factory   + A big tree branch that fell over a big rock   + Big hole / trench to prevent from falling into it   + Incompletely build footbridge with broken woods |
| * Encounter the gangsters at the textile factory compound   + Fight to escape from being killed   + Fighting scene using available weapon |
| 7 | Walk, run, jump or crawl   * To reach a village that has a health clinic * To see the head of the health clinic for his courtesy to send his staff to the flooded village. They will provide basic healthcare service and medicine supplies to help in treating the flood victim who are sick * Then, you will proceed to another village to get other needs | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.2: Variation of dog’s behaviour encountered during the game) |
| * Walk or run during the journey   + Through a hanging bridge   + Through a path in a farm, riverside and seaside   + Avoid legs from being tripped by any rocks, small plants, tree roots, etc.   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from being hit by flying poison-tipped or barbed darts blew by a villager using blowpipe   + Chased by a group of gangsters upon seeing you at the edge of the health clinic area |
| * Crawling   + Crawling between trees through thick bush to avoid from being seen by the gangsters   + Under a big tree branch that fell over a big rock   + Under a longhouse to move from a longhouse to another longhouse |
| * Jump over   + A big tree branch that fell over a big rock   + Big hole / trench to prevent from falling into it   + Incompletely build footbridge with broken woods |
| * Encounter the gangsters in front of the clinic   + Fight to escape from being robbed and killed   + Fighting scene using available weapon |
| 8 | Walk, run, jump or crawl   * From the village towards a water village (House in the village built on the water at a sea shore) * Find a friend who lives there and to stay overnight before moving to the flooded village | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.2: Variation of dog’s behaviour encountered during the game) |
| * Walk or run during the journey   + Through a hanging bridge   + Through a path in a farm, riverside and seaside   + Avoid legs from being tripped by any rocks, small plants, tree roots, etc.   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from being hit by flying poison-tipped or barbed darts blew by a villager using blowpipe |
| * Crawling   + Under a big tree branch that fell over a big rock   + Under a longhouse to move from a water village house to another water village house |
| * Jump over   + A big tree branch that fell over a big rock   + Big hole / trench / drain to prevent from falling into it   + Incompletely build footbridge with broken woods   + From one water village house to another water village house |
| * Encounter the robbers in the water village house area   + Fight to escape from being robbed   + Fighting scene using available weapon   + Helped by friend who saw you being attacked |
| 9 | Walk, run, jump or crawl   * From the village, move towards the flooded village to complete the mission | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.2: Variation of dog’s behaviour encountered during the game) |
| * A dog is lying down and sleeping on the floor in front of the entrance fence of the shelter hall where the flood victims is staying (Refer Table 1.2, Item 7) |
| * Chased by a group of robbers |
| * The hornbill   + Fly towards every unit in the longhouse and inspect for any people trapped inside it.   + There is a child trapped inside a room   + Once the hornbill identified the child, the hornbill will dropped over the roof with loud squeaking sound   + The player then enter the house to save the child |
| * Walk or run during the journey   + Through a hanging bridge   + Through a path in a farm, riverside and seaside   + Avoid legs from being tripped by any rocks, small plants, tree roots, etc.   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from being hit by flying poison-tipped or barbed darts blew by a villager using blowpipe * Walk or run towards the shelter hall   + Fight with the robbers * Walk or run towards the house to save the child   + Attacked by robbers   + Towards a boat to get into the house |
| * Crawling   + Inside the longhouse to find the room where the child is trapped   + Under stairs inside the longhouse to look for the child |
| * Jump over   + A big tree branch that fell over a big rock   + Big hole / trench to prevent from falling into it   + Incompletely build footbridge with broken woods   + Into a boat   + The drain or hole or trench to prevent from falling into it   + From a unit of longhouse to another into the room where the child is trapped |
| * Encounter the robbers at the boat landing area before saving the child AND before reach the shelter hall   + Fight to escape from being killed AND save the child   + Fighting scene using available weapon |
| * Encounter a group of dogs are fighting and looks like as if they were hurting each other really badly   + What will you do?   **I will walk away slowly**  **and find alternative way**  **towards my destination**  Throw a big wood to scare  them and stop them from  fighting  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the**  **wound with clean water**  **and soap or wound**  **cleansing medicated**  **solution for 15 minutes**  Wash the wound with  clean running water for  less than one minute until  no dirt seen over the  wound |
|  |  | * Encounter two dogs are fighting at the shelter hall for the flood victims and looks like as if they were hurting each other really badly   + What will you do?   **Turn to another direction slowly**  **without distracting them. Avoid from**  **confronting with them.**  Attack the dogs to chase them away  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for  biting you  **Immediately report the injury to an**  **adult (parents, sister, brother,**  **grandfather, grandmother, teacher**  **and others)** |

|  |  |  |
| --- | --- | --- |
| **LOST JUNGLE** | | |
| **OBJECTIVE** | **TO SEARCH FOR A GOLD TREASURE KEPT HIDDEN INSIDE A CAVE NEAR A RIVER** | |
| **MISSION** | **DESCRIPTION** | **OBSTACLES** |
| 1 | Walk, run, jump or crawl   * To reach the peak of a mountain from the foothill | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.3: Variation of dog’s behaviour encountered during the game) |
| * Chased by the group of other gold diggers |
| * Walk or run at the cliff of a mountain   + Avoid from fall down into canyon   + Avoid legs from being tripped by any rocks, tree roots, etc.   + Avoid from hitting any trees |
| * Crawling   + Under fallen trees along the journey   + Between trees through thick bush to avoid from being seen by the other gold diggers |
| * Jump over   + Any big stone or gap between two mountains or big hole during the journey   + A big tree branch that fell over a big rock |
| * Encounter the other group of gold diggers along the way   + Fight to escape from being killed by the group   + Fighting scene using available weapon |
| 2 | Walk, run, jump or crawl   * To reach a hanging bridge | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.3: Variation of dog’s behaviour encountered during the game) |
| * Chased by the group of other gold diggers |
| * Fell downwards towards a river from the top of a fountain   + Swim across the river towards a nearby jungle * Walk or run through the jungle   + Avoid legs from being tripped by any rocks, tree roots, etc.   + Avoid from hitting any trees   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from being hit by arrows released by hunters |
| * Crawling   + Under fallen trees along the journey   + Between trees through thick bush to avoid from being seen by the other gold diggers |
| * Jump over   + Any big stone or gap in drains / big hole / trench during the journey   + A big tree branch that fell over a big rock   + Step over a big stone and jump over the moving logs to get across the river |
| * Encounter the other group of gold diggers along the way   + Fight to escape from being killed by the group   + Fighting scene using available weapon |
| 3 | Walk, run, jump or crawl   * Walk through very long hanging bridge to the other side of the jungle * Underneath the hanging bridge is a deep canyon | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.3: Variation of dog’s behaviour encountered during the game) |
| * Chased by the group of other gold diggers |
| * Walk or run along hanging bridge   + Avoid from falling down into the deep canyon (If fall, coins will be deducted. However, the player can re-start the game if they wish to)   + Push away all monkeys at the side of the bridges that disturb the player during the journey along the bridge |
| * Crawling   + To avoid arrows from the other gold digger who is chasing the player |
| * Jump over   + During entry and exit of the hanging bridge   + To avoid from being hit by arrow released lower by the other gold digger who is chasing the player   + To kick or push the monkeys at the higher site of the hanging bridge side that disturb the player during the journey along the bridge |
| * Encounter the other group of gold diggers who blocked at the exit of the hanging bridge   + Fight to escape from being killed by the group   + Fighting scene using available weapon |
| 4 | Walk, run, jump or crawl   * Go to a natural lake to reach a small hut whereby the first piece of map showing of the location of gold treasure is located | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.3: Variation of dog’s behaviour encountered during the game) |
| * Chased by the group of other gold diggers |
| * Walk or run during the journey   + Avoid legs from being tripped by any rocks, small plants, tree roots, etc.   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from hitting any trees   + Avoid from being hit by arrows released by hunters |
| * Crawling   + Under fallen trees along the journey   + Between trees through thick bush to avoid from being seen by the other gold diggers   + Under the hut |
| * Hornbill   + Fly over the top of the hut and move into a small hole in the roof that lead towards the secret room whereby the key to open the box containing the first piece of map is located |
| * Jump over   + Any big stone or gap in drains / big hole / trench during the journey   + A big tree branch that fell over a big rock   + Step over a big stone and jump over the moving logs to get across the river |
| * Encounter the other group of gold diggers along the way AND at the entrance of the hut   + Fight to escape from being killed by the group AND prevent them from stealing the map from the player   + Fighting scene using available weapon |
| 5 | Walk, run, jump or crawl   * Go to a lighthouse located at the seaside to find the key to open the box containing the second piece of map later * 2 pieces of map is required to have a complete map | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.3: Variation of dog’s behaviour encountered during the game) |
| * Chased by the group of other gold diggers |
| * Hornbill   + Fly over the top of the lighthouse and move into a small hole there that lead towards the secret room whereby the key to open the box containing the second piece of map is located |
| * Walk or run during the journey   + Avoid legs from being tripped by any rocks, small plants, tree roots, etc.   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from hitting any trees   + Avoid from being hit by arrows released by hunters |
| * Crawling   + Under fallen trees along the journey   + Between trees through thick bush to avoid from being seen by the other gold diggers   + Under the hut |
| * Jump over   + Any big stone or gap in drains / big hole / trench during the journey   + A big tree branch that fell over a big rock   + Step over a big stone and jump over the moving logs to get across the river |
| * Encounter the other group of gold diggers along the way AND at the entrance of the lighthouse   + Fight to escape from being killed by the group AND prevent them from stealing the map from the player   + Fighting scene using available weapon |
| 6 | Walk, run, jump or crawl   * Along the lake side to seek shelter in a tree house within a jungle. It is owned by an old man who knows how to interpret the map | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.3: Variation of dog’s behaviour encountered during the game) |
| * Chased by the group of other gold diggers |
| * Walk or run during the journey   + Avoid legs from being tripped by any rocks, tree roots, etc.   + Avoid from hitting any trees   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from being hit by arrows released by hunters |
| * Crawling   + Under fallen trees along the journey   + Between trees through thick bush to avoid from being seen by the other gold diggers |
| * Jump over   + Step over a big stone at the lakeside onto the tree house   + Any big stone or gap in drains / big hole / trench during the journey   + A big tree branch that fell over a big rock |
| * Encounter the other group of gold diggers who wants to kill the player, to steal the map and to prevent the player from entering the hut   + Fight to escape from being killed by the group   + Fighting scene using available weapon |
| 7 | Walk, run, jump or crawl   * From the hut towards a riverside and then take a boat ride towards an isolated island in the middle of the river | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.3: Variation of dog’s behaviour encountered during the game) |
| * Chased by the group of other gold diggers |
| * Walk or run through the jungle   + Avoid legs from being tripped by any rocks, tree roots, etc.   + Avoid from hitting any trees   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from being hit by arrows released by hunters |
| * Crawling   + Under fallen trees along the journey   + Between trees through thick bush to avoid from being seen by the other gold diggers |
| * Jump over   + Any big stone or gap in drains / big hole / trench during the journey   + A big tree branch that fell over a big rock   + Step over a big stone and jump over the moving logs to get across the river   + Onto the boat (This is the end of the mission before the boat is moving towards the island) |
| * Encounter the other group of gold diggers along the way AND at the riverside before get into the boat   + Fight to escape from being killed by the group   + Fighting scene using available weapon |
| 8 | Walk, run, jump or crawl   * Upon reaching the island, seeking a cave where the gold treasure is believed to be located | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.3: Variation of dog’s behaviour encountered during the game) |
| * Chased by the group of other gold diggers |
| * Walk or run during the journey   + Avoid legs from being tripped by any rocks, small plants, tree roots, etc.   + Avoid from being attacked by walking crab on a specific pathway   + Avoid from hitting any trees   + Avoid from being hit by arrows released by hunters |
| * Crawling   + Under fallen trees along the journey   + Between trees through thick bush to avoid from being seen by the other gold diggers |
| * Jump over   + From boat onto the island   + Any big stone or gap in drains / big hole / trench during the journey   + A big tree branch that fell over a big rock   + Step over a big stone and jump over the moving logs to get across the river |
| * Encounter the other group of gold diggers along the way AND at the entrance of the cave   + Fight to escape from being killed by the group   + Fighting scene using available weapon |
| 9 | Walk, run, jump or crawl   * Inside the cave and finally manage to get the golden treasure | * Encounter a dog (On & off for at least thrice in this mission)   + (Refer Table 1.3: Variation of dog’s behaviour encountered during the game) |
| * Finally, you have found the golden treasure BUT you see a dog is lying down and sleeping on the floor in front of the treasures (Refer Table 1.1, Item 7) |
| * Chased by the group of other gold diggers |
| * Walk or run through the cave   + Avoid legs from being tripped by any rocks, plants, etc.   + Avoid from being hit by bats   + Avoid from being hit by fire that come out from the wall of the cave   + Avoid from fall down into a river underneath the cave   + Avoid from hitting the stalactites, stalagmites and cave sediments |
| * Crawling   + Through a narrow tunnel inside the cave   + Through narrow path between rock and crevices   + Underneath long and huge stalactites |
| * Jump over   + To climb up with the aids of ropes   + Small river on the floor of the cave   + Any big stone during the journey   + Over sharp stalagmites |
| * Encounter the other group of gold diggers who chase the payer inside the cave   + Fight to escape from being killed by the group AND prevent them from following you to find the golden treasure   + Fighting scene using available weapon * Encounter a group of dogs are fighting in front of the cave and looks like as if they were hurting each other really badly   + What will you do?   **Walk away slowly**  **and find alternative way**  **towards my destination**  Throw as much big stones  as possible to the dogs for  breaking the battles  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game.   + You fell down on the ground while running and noted a superficial wound over your left knee. Suddenly, this dog came to you and licked your wounded knee. What will you do?   **Flush and wash the**  **wound with clean water**  **and soap or wound**  **cleansing medicated**  **solution for at least 15**  **minutes. Subsequently,**  **you tell a nearby adult to**  **bring you to seek**  **treatment in nearby**  **clinic as soon as possible**  Keep quiet and do not tell anyone |

|  |  |  |
| --- | --- | --- |
| **Table 1.1 Variation of dog’s behaviour encountered during the game (Town)** | | |
| **NOTE:**   * **YOUR TEAM IS FREE TO DECIDE WHICH DOG TO BE ENCOUNTERED IN ANY MISSION** * **THE CHOICE OF ANSWERS CAN BE ELABORATED (IF NECESSARY)** | | |
|  | A dog’s mouth is opened and C shaped teeth visible, wrinkled muzzle, stares at opponent and ears forward.  Ears forward    Mouth open and C shaped teeth visible  Wrinkled muzzle  Stares at opponent | **FIRST ENCOUNTER**   * What do you think about this dog?   **Not safe to be approached**  Safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**  **SECOND ENCOUNTER**   * The dog stares at you. What will you do?   I will stop by and stare at it  **I will walk away slowly as if I am not**  **aware of its presence but carefully watch**  **it’s movement**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound  **THIRD ENCOUNTER**   * The dog bark at you? What is your impression?   The dog loves you and want to be friend  with you  **The dog does not want you and threaten**  **you**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * There were obvious scratches with no bleeding on your both legs following the attack. An adult saw you and want to bring you to a nearby clinic immediately. What will you do?   **Agree to go to clinic for getting anti-rabies**  **vaccine and wound treatment**  Refused to go to clinic as the wound is not  severe and not even bleeding |
| ii | A dog’s teeth and gums are visible, mouth opened and pulled back at corner, wrinkle muzzle and ears down.  Ears down    Teeth and gums visible  Mouth open and pulled back at corner  Wrinkle muzzle | **FIRST ENCOUNTER**   * You feel afraid when looking at the dog? What will you do?   Run as fast as I can because I can run  faster than it and can avoid it from biting me  **Back away slowly**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound  **SECOND ENCOUNTER**   * What do you think about this dog?   **Not safe to be approached**  Safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**  **THIRD ENCOUNTER**   * The dog comes towards you. What will you do?   **Walk slowly and calmly towards nearby**  **crowds**  Shout loudly to scare it away  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * The dog suddenly fell down and developed fit-like behaviour after bitten you. What would you do?   **Tell an adult walked nearby you about it**  **so that he/she can report this to the**  **authority and bring you the nearby clinic**  No need to worry. Just run and save yourself  because it will recover spontaneously |
| iii | A dog’s body gets stiff and tail out straight and stiff, ears forward, raised hackles, wrinkled forehead and nose, curled lips, visible teeth, mouth open and stiffed legs.  Ears forward  Wrinkled forehead    Stiffed legs  Curled lips  Mouth open  Visible teeth  Wrinkled nose  Hackles raised  Tail raised  Stiffed tail | **FIRST ENCOUNTER**   * The dog’s owner is standing beside it. She asked to do not worry to go near the dog as the dog is vaccinated? What is your action?   I can safely play roughly with the dogs  because vaccinated dogs are not biting and  not spread rabies  **Smile to the dog and its owner. Then,**  **walk away slowly**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**  **SECOND ENCOUNTER**   * You were standing at 10 meters behind the dog. What will you do?   As long as the dog does not see me, I can  safely approach the dog from behind  **I will walk away slowly as if I am not**  **aware of its presence but carefully watch**  **it’s movement**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound  **THIRD ENCOUNTER**   * What do you think about this dog?   **Not safe to be approached**  Safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * There were obvious scratches with no bleeding on your both legs following the attack. An adult saw you and want to bring you to a nearby clinic immediately. What will you do?   **Agree to go to clinic for getting anti-rabies**  **vaccine and wound treatment**  Refused to go to clinic as the wound is not  severe and not even bleeding |
| iv | A dog cowers and tries to look smaller, ears back, raised hackles, dilated pupils, wrinkled nose, slightly curled lips, tucked tail and corner of mouth pulled back.  Pupils dilated  Hackles raised  Ears back  Nose wrinkled  Body lowered    Tail tucked  Corner of mouth pulled back  Curled lips | **FIRST ENCOUNTER**   * What do you think about this dog?   **Not safe to be approached**  Safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * The dog suddenly displaying unusual behavior following the attack. It wanders around here and there aimlessly and easily getting irritated and angry. What would you do?   **Tell an adult walked nearby you about it**  **so that he/she can report this to the**  **authority and bring you the nearby clinic**  No need to worry. Just go to the nearby  clinic and let the dog be like that  **SECOND ENCOUNTER**   * The dog stares at you. What will you do?   The dog is trying to merely scare me but I do  not think that the dog will bite me  **I will prevent myself from further**  **provoke the dog intentionally**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound  **THIRD ENCOUNTER**   * You stopped by at your house to get some rest. Suddenly your own dog appears in front of you and behaves like this. What is your impression?   The dog knows you very well, so it will not  hurt you  **The dog has the same potential to bite me**  **as the other average dog. Thus, I will**  **avoid from going near to it.**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)** |
| v | A dog’s tail not stiff and slightly move side by side, ears forward, eyes wide, smooth nose and forehead, mouth closed and slight forward lean standing tall on toes.    Tail move side by side  Eyes wide  Ears forward    Mouth closed  Smooth nose and forehead  Tail not stiff  Slight forward lean standing tall on toes | **FIRST ENCOUNTER**   * The dog walking out from a T-junction and stopped for a while by looking at the crowd. What is your action?   **The dog looks cute, friendly and not**  **aggressive. You will approach it from the**  **front**  You walk slowly on the side of the road and  approach the dog from behind  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You fell down on the ground while running and noted a superficial wound over your left knee. Suddenly, this dog came to you and licked your wounded knee. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for at least 15 minutes.**  **Subsequently, you tell a nearby adult**  **to bring you to seek treatment in nearby**  **clinic as soon as possible**  Keep quiet and do not tell anybody  **SECOND ENCOUNTER**   * The dog passed by you and stopped without looking at you. Its puppy is accompanying it on its side. What will you do?   I can safely play gently with the puppies  with the presence of its mother  **I will walk approach the dog from the**  **front and play gently with it**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**  **THIRD ENCOUNTER**   * What do you think about this dog?   **Safe to be approached**  Not safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound |
| vi | A dog’s tail raised and waving broadly, ears up, mouth open and tongue may be exposed, pupils dilated and front end lowered by bent forepaws.  Tail may be broadly wave  Ears up  Tail up    Mouth open, tongue exposed  Pupils dilated  Front end lowered by bent forepaws | **FIRST ENCOUNTER**   * The dog behaves like that and you give it some food to eat. It eats in good manner without messing the area. What will you do?   Pat the dog while it is eating as a reward for  its good behaviour  **Let the dog eats undisturbed and walk**  **away**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * There were obvious scratches with no bleeding on your both legs following the attack. An adult saw you and want to bring you to a nearby clinic immediately. What will you do?   **Agree to go to clinic for getting anti-rabies**  **vaccine and wound treatment**  Refused to go to clinic as the wound is not  severe and not even bleeding    **SECOND ENCOUNTER**   * The dog is barking softly and seems to be friend with you. What will you do?   I will play a bit harder or wrestle with it as it  seems to enjoy the approach  **I will pat the dog gently and hug it nicely**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You fell down on the ground while running and noted a superficial wound over your left knee. Suddenly, this dog came to you and licked your wounded knee. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for at least 15 minutes.**  **Subsequently, you tell a nearby adult**  **to bring you to seek treatment in nearby**  **clinic as soon as possible**  Keep quiet and do not tell anybody  **THIRD ENCOUNTER**   * What do you think about this dog?   **Safe to be approached**  Not safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * The dog attacks other pedestrian nearby and looks very irritated for no reason with prominent excessive salivation. What would you do?   **Tell an adult walked nearby you about it**  **so that he/she can report this to the**  **authority and bring you the nearby clinic**  No need to worry. Just run and save yourself  because it will recover spontaneously |
| 7 | C:\Users\user\Desktop\38274468-drawing-of-cute-dog-sleeping.jpg | 1. **FIRST ENCOUNTER**  * You met your own dog at the roadside. It is sleeping deeply. What will you do?   Touch or pat the dog to wake it up  **Let the dog sleeps undisturbed**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**   1. **SECOND ENCOUNTER**  * What do you think about this dog?   **Safe to be approached**  Not safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound |

|  |  |  |
| --- | --- | --- |
| **Table 1.2 Variation of dog’s behaviour encountered during the game (Village)** | | |
| **NOTE:**   * **YOUR TEAM IS FREE TO DECIDE WHICH DOG TO BE ENCOUNTERED IN ANY MISSION** * **THE CHOICE OF ANSWERS CAN BE ELABORATED (IF NECESSARY)** | | |
|  | A dog’s mouth is opened and C shaped teeth visible, wrinkled muzzle, stares at opponent and ears forward.  Ears forward    Mouth open and C shaped teeth visible  Wrinkled muzzle  Stares at opponent | **FIRST ENCOUNTER**   * What do you think about this dog?   **Not safe to be approached**  Safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**  **SECOND ENCOUNTER**   * The dog stares at you. What will you do?   I will stop by and stare at it  **I will walk away slowly as if I am not**  **aware of its presence but carefully watch**  **it’s movement**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound  **THIRD ENCOUNTER**   * The dog bark at you? What is your impression?   The dog loves you and want to be friend  with you  **The dog does not want you and threaten**  **you**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * There were obvious scratches with no bleeding on your both legs following the attack. An adult saw you and want to bring you to a nearby clinic immediately. What will you do?   **Agree to go to clinic for getting anti-rabies**  **vaccine and wound treatment**  Refused to go to clinic as the wound is not  severe and not even bleeding |
| ii | A dog’s teeth and gums are visible, mouth opened and pulled back at corner, wrinkle muzzle and ears down.  Ears down    Teeth and gums visible  Mouth open and pulled back at corner  Wrinkle muzzle | **FIRST ENCOUNTER**   * You feel afraid when looking at the dog? What will you do?   Run as fast as I can because I can run  faster than it and can avoid it from biting me  **Back away slowly**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound  **SECOND ENCOUNTER**   * What do you think about this dog?   **Not safe to be approached**  Safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**  **THIRD ENCOUNTER**   * The dog comes towards you. What will you do?   **Walk slowly and calmly towards nearby**  **crowds**  Shout loudly to scare it away  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * The dog suddenly fell down and developed fit-like behaviour after bitten you. What would you do?   **Tell an adult walked nearby you about it**  **so that he/she can report this to the**  **authority and bring you the nearby clinic**  No need to worry. Just run and save yourself  because it will recover spontaneously |
| iii | A dog’s body gets stiff and tail out straight and stiff, ears forward, raised hackles, wrinkled forehead and nose, curled lips, visible teeth, mouth open and stiffed legs.  Ears forward  Wrinkled forehead    Stiffed legs  Curled lips  Mouth open  Visible teeth  Wrinkled nose  Hackles raised  Tail raised  Stiffed tail | **FIRST ENCOUNTER**   * The dog’s owner is standing beside it. She asked to do not worry to go near the dog as the dog is vaccinated? What is your action?   I can safely play roughly with the dogs  because vaccinated dogs are not biting and  not spread rabies  **Smile to the dog and its owner. Then,**  **walk away slowly**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**  **SECOND ENCOUNTER**   * You were standing at 10 meters behind the dog. What will you do?   As long as the dog does not see me, I can  safely approach the dog from behind  **I will walk away slowly as if I am not**  **aware of its presence but carefully watch**  **it’s movement**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound  **THIRD ENCOUNTER**   * What do you think about this dog?   **Not safe to be approached**  Safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * There were obvious scratches with no bleeding on your both legs following the attack. An adult saw you and want to bring you to a nearby clinic immediately. What will you do?   **Agree to go to clinic for getting anti-rabies**  **vaccine and wound treatment**  Refused to go to clinic as the wound is not  severe and not even bleeding |
| iv | A dog cowers and tries to look smaller, ears back, raised hackles, dilated pupils, wrinkled nose, slightly curled lips, tucked tail and corner of mouth pulled back.  Pupils dilated  Hackles raised  Ears back  Nose wrinkled  Body lowered    Tail tucked  Corner of mouth pulled back  Curled lips | **FIRST ENCOUNTER**   * What do you think about this dog?   **Not safe to be approached**  Safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * The dog suddenly displaying unusual behavior following the attack. It wanders around here and there aimlessly and easily getting irritated and angry. What would you do?   **Tell an adult walked nearby you about it**  **so that he/she can report this to the**  **authority and bring you the nearby clinic**  No need to worry. Just go to the nearby  clinic and let the dog be like that  **SECOND ENCOUNTER**   * The dog stares at you. What will you do?   The dog is trying to merely scare me but I do  not think that the dog will bite me  **I will prevent myself from further**  **provoke the dog intentionally**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound  **THIRD ENCOUNTER**   * You stopped by at your house to get some rest. Suddenly your own dog appears in front of you and behaves like this. What is your impression?   The dog knows you very well, so it will not  hurt you  **The dog has the same potential to bite me**  **as the other average dog. Thus, I will**  **avoid from going near to it.**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)** |
| v | A dog’s tail not stiff and slightly move side by side, ears forward, eyes wide, smooth nose and forehead, mouth closed and slight forward lean standing tall on toes.    Tail move side by side  Eyes wide  Ears forward    Mouth closed  Smooth nose and forehead  Tail not stiff  Slight forward lean standing tall on toes | **FIRST ENCOUNTER**   * The dog walking out from a bush and stopped for a while by looking at the surrounding area. What is your action?   **The dog looks cute, friendly and not**  **aggressive. You will approach it from the**  **front**  You walk slowly on the side of the road and  approach the dog from behind  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You fell down on the ground while running and noted a superficial wound over your left knee. Suddenly, this dog came to you and licked your wounded knee. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for at least 15 minutes.**  **Subsequently, you tell a nearby adult**  **to bring you to seek treatment in nearby**  **clinic as soon as possible**  Keep quiet and do not tell anybody  **SECOND ENCOUNTER**   * The dog passed by you and stopped without looking at you. Its puppy is accompanying it on its side. What will you do?   I can safely play gently with the puppies  with the presence of its mother  **I will walk approach the dog from the**  **front and play gently with it**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**  **THIRD ENCOUNTER**   * What do you think about this dog?   **Safe to be approached**  Not safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound |
| vi | A dog’s tail raised and waving broadly, ears up, mouth open and tongue may be exposed, pupils dilated and front end lowered by bent forepaws.  Tail may be broadly wave  Ears up  Tail up    Mouth open, tongue exposed  Pupils dilated  Front end lowered by bent forepaws | **FIRST ENCOUNTER**   * The dog behaves like that and you give it some food to eat. It eats in good manner without messing the area. What will you do?   Pat the dog while it is eating as a reward for  its good behaviour  **Let the dog eats undisturbed and walk**  **away**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * There were obvious scratches with no bleeding on your both legs following the attack. An adult saw you and want to bring you to a nearby clinic immediately. What will you do?   **Agree to go to clinic for getting anti-rabies**  **vaccine and wound treatment**  Refused to go to clinic as the wound is not  severe and not even bleeding    **SECOND ENCOUNTER**   * The dog is barking softly and seems to be friend with you. What will you do?   I will play a bit harder or wrestle with it as it  seems to enjoy the approach  **I will pat the dog gently and hug it nicely**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You fell down on the ground while running and noted a superficial wound over your left knee. Suddenly, this dog came to you and licked your wounded knee. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for at least 15 minutes.**  **Subsequently, you tell a nearby adult**  **to bring you to seek treatment in nearby**  **clinic as soon as possible**  Keep quiet and do not tell anybody  **THIRD ENCOUNTER**   * What do you think about this dog?   **Safe to be approached**  Not safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * The dog attacks other pedestrian nearby and looks very irritated for no reason with prominent excessive salivation. What would you do?   **Tell an adult walked nearby you about it**  **so that he/she can report this to the**  **authority and bring you the nearby clinic**  No need to worry. Just run and save yourself  because it will recover spontaneously |
| 7 | C:\Users\user\Desktop\38274468-drawing-of-cute-dog-sleeping.jpg | 1. **FIRST ENCOUNTER**  * The dog is sleeping deeply under a tree. What will you do?   Touch or pat the dog to wake it up  **Let the dog sleeps undisturbed**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * There were obvious scratches with no bleeding on your both legs following the attack. An adult saw you and want to bring you to a nearby clinic immediately. What will you do?   **Agree to go to clinic for getting anti-rabies**  **vaccine and wound treatment**  Refused to go to clinic as the wound is not  severe and not even bleeding   1. **SECOND ENCOUNTER**  * What do you think about this dog?   **Safe to be approached**  Not safe to be approached    Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * Suddenly it was raining and the dog seems scared of rain water and run as fast as it could to seek shelter. What would you do?   **Tell an adult walked nearby you about it**  **so that he/she can report this to the**  **authority and bring you the nearby clinic**  No need to worry. Just run and save yourself  because it will recover spontaneously |

|  |  |  |
| --- | --- | --- |
| **Table 1.3 Variation of dog’s behaviour encountered during the game (Jungle)** | | |
| **NOTE:**   * **YOUR TEAM IS FREE TO DECIDE WHICH DOG TO BE ENCOUNTERED IN ANY MISSION** * **THE CHOICE OF ANSWERS CAN BE ELABORATED (IF NECESSARY)** | | |
|  | A dog’s mouth is opened and C shaped teeth visible, wrinkled muzzle, stares at opponent and ears forward.  Ears forward    Mouth open and C shaped teeth visible  Wrinkled muzzle  Stares at opponent | **FIRST ENCOUNTER**   * What do you think about this dog?   **Not safe to be approached**  Safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**  **SECOND ENCOUNTER**   * The dog stares at you. What will you do?   I will stop by and stare at it  **I will walk away slowly as if I am not**  **aware of its presence but carefully watch**  **it’s movement**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound  **THIRD ENCOUNTER**   * The dog bark at you? What is your impression?   The dog loves you and want to be friend  with you  **The dog does not want you and threaten**  **you**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * There were obvious scratches with no bleeding on your both legs following the attack. An adult saw you and want to bring you to a nearby clinic immediately. What will you do?   **Agree to go to clinic for getting anti-rabies**  **vaccine and wound treatment**  Refused to go to clinic as the wound is not  severe and not even bleeding |
| ii | A dog’s teeth and gums are visible, mouth opened and pulled back at corner, wrinkle muzzle and ears down.  Ears down    Teeth and gums visible  Mouth open and pulled back at corner  Wrinkle muzzle | **FIRST ENCOUNTER**   * You feel afraid when looking at the dog? What will you do?   Run as fast as I can because I can run  faster than it and can avoid it from biting me  **Back away slowly**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound  **SECOND ENCOUNTER**   * What do you think about this dog?   **Not safe to be approached**  Safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**  **THIRD ENCOUNTER**   * The dog comes towards you. What will you do?   **Walk slowly and calmly towards nearby**  **crowds**  Shout loudly to scare it away  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * The dog suddenly fell down and developed fit-like behaviour after bitten you. What would you do?   **Tell an adult walked nearby you about it**  **so that he/she can report this to the**  **authority and bring you the nearby clinic**  No need to worry. Just run and save yourself  because it will recover spontaneously |
| iii | A dog’s body gets stiff and tail out straight and stiff, ears forward, raised hackles, wrinkled forehead and nose, curled lips, visible teeth, mouth open and stiffed legs.  Ears forward  Wrinkled forehead    Stiffed legs  Curled lips  Mouth open  Visible teeth  Wrinkled nose  Hackles raised  Tail raised  Stiffed tail | **FIRST ENCOUNTER**   * The dog’s owner accompanied its owner for hunting and standing beside him. He asked to do not worry to go near the dog as the dog is vaccinated? What is your action?   I can safely play roughly with the dogs  because vaccinated dogs are not biting and  not spread rabies  **Smile to the dog and its owner. Then,**  **walk away slowly**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**  **SECOND ENCOUNTER**   * You were standing at 10 meters behind the dog. What will you do?   As long as the dog does not see me, I can  safely approach the dog from behind  **I will walk away slowly as if I am not**  **aware of its presence but carefully watch**  **it’s movement**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound  **THIRD ENCOUNTER**   * What do you think about this dog?   **Not safe to be approached**  Safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * There were obvious scratches with no bleeding on your both legs following the attack. An adult saw you and want to bring you to a nearby clinic immediately. What will you do?   **Agree to go to clinic for getting anti-rabies**  **vaccine and wound treatment**  Refused to go to clinic as the wound is not  severe and not even bleeding |
| iv | A dog cowers and tries to look smaller, ears back, raised hackles, dilated pupils, wrinkled nose, slightly curled lips, tucked tail and corner of mouth pulled back.  Pupils dilated  Hackles raised  Ears back  Nose wrinkled  Body lowered    Tail tucked  Corner of mouth pulled back  Curled lips | **FIRST ENCOUNTER**   * What do you think about this dog?   **Not safe to be approached**  Safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * The dog suddenly displaying unusual behavior following the attack. It wanders around here and there aimlessly and easily getting irritated and angry. What would you do?   **Tell an adult walked nearby you about it**  **so that he/she can report this to the**  **authority and bring you the nearby clinic**  No need to worry. Just go to the nearby  clinic and let the dog be like that  **SECOND ENCOUNTER**   * The dog stares at you. What will you do?   The dog is trying to merely scare me but I do  not think that the dog will bite me  **I will prevent myself from further**  **provoke the dog intentionally**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound  **THIRD ENCOUNTER**   * You stopped by at a riverside to get some rest. Suddenly a dog appears in front of you and behaves like this. What is your impression?   The dog knows seems very friendly, so it  will not hurt you  **The dog has the same potential to bite me**  **as the other non-friendly dog. Thus, I will**  **avoid from going near to it.**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)** |
| v | A dog’s tail not stiff and slightly move side by side, ears forward, eyes wide, smooth nose and forehead, mouth closed and slight forward lean standing tall on toes.    Tail move side by side  Eyes wide  Ears forward    Mouth closed  Smooth nose and forehead  Tail not stiff  Slight forward lean standing tall on toes | **FIRST ENCOUNTER**   * The dog walking out from a bush and stopped for a while by looking at the surrounding area. What is your action?   **The dog looks cute, friendly and not**  **aggressive. You will approach it from the**  **front**  You walk slowly on the side of the road and  approach the dog from behind  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You fell down on the ground while running and noted a superficial wound over your left knee. Suddenly, this dog came to you and licked your wounded knee. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for at least 15 minutes.**  **Subsequently, you tell a nearby adult**  **to bring you to seek treatment in nearby**  **clinic as soon as possible**  Keep quiet and do not tell anybody  **SECOND ENCOUNTER**   * The dog passed by you and stopped without looking at you. Its puppy is accompanying it on its side. What will you do?   I can safely play gently with the puppies  with the presence of its mother  **I will walk approach the dog from the**  **front and play gently with it**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You receive a small bite from a dog on your arm?   Kick or hit the dog to punish it for biting you  **Immediately report the injury to an adult**  **(parents, sister, brother, grandfather,**  **grandmother, teacher and others)**  **THIRD ENCOUNTER**   * What do you think about this dog?   **Safe to be approached**  Not safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound |
| vi | A dog’s tail raised and waving broadly, ears up, mouth open and tongue may be exposed, pupils dilated and front end lowered by bent forepaws.  Tail may be broadly wave  Ears up  Tail up    Mouth open, tongue exposed  Pupils dilated  Front end lowered by bent forepaws | **FIRST ENCOUNTER**   * The dog behaves like that and you give it some food to eat. It eats in good manner without messing the area. What will you do?   Pat the dog while it is eating as a reward for  its good behaviour  **Let the dog eats undisturbed and walk**  **away**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * There were obvious scratches with no bleeding on your both legs following the attack. An adult saw you and want to bring you to a nearby clinic immediately. What will you do?   **Agree to go to clinic for getting anti-rabies**  **vaccine and wound treatment**  Refused to go to clinic as the wound is not  severe and not even bleeding    **SECOND ENCOUNTER**   * The dog is barking softly and seems to be friend with you. What will you do?   I will play a bit harder or wrestle with it as it  seems to enjoy the approach  **I will pat the dog gently and hug it nicely**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You fell down on the ground while running and noted a superficial wound over your left knee. Suddenly, this dog came to you and licked your wounded knee. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for at least 15 minutes.**  **Subsequently, you tell a nearby adult**  **to bring you to seek treatment in nearby**  **clinic as soon as possible**  Keep quiet and do not tell anybody  **THIRD ENCOUNTER**   * What do you think about this dog?   **Safe to be approached**  Not safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * The dog attacks other pedestrian nearby and looks very irritated for no reason with prominent excessive salivation. What would you do?   **Tell an adult walked nearby you about it**  **so that he/she can report this to the**  **authority and bring you the nearby clinic**  No need to worry. Just run and save yourself  because it will recover spontaneously |
| 7 | C:\Users\user\Desktop\38274468-drawing-of-cute-dog-sleeping.jpg | 1. **FIRST ENCOUNTER**  * The dog is sleeping at the entrance of a cave. What will you do?   Touch or pat the dog to wake it up  **Let the dog sleeps undisturbed**  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * You fell down on the ground while running and noted a superficial wound over your left knee. Suddenly, this dog came to you and licked your wounded knee. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for at least 15 minutes.**  **Subsequently, you tell a nearby adult**  **to bring you to seek treatment in nearby**  **clinic as soon as possible**  Keep quiet and do not tell anybody   1. **SECOND ENCOUNTER**  * What do you think about this dog?   **Safe to be approached**  Not safe to be approached  Note:   * If wrong answer selected, the player will be bitten by dog and subsequently required to answer this question. If this question is answered wrongly, the player’s coin will be deducted before the player proceeds with the game. * A dog bite you on your right leg with superficial bite wound noted. The dog’s owner come out from his house and re-assures you that the dog was vaccinated with anti-rabies and neutered. What will you do?   **Flush and wash the wound with clean**  **water and soap or wound cleansing**  **medicated solution for 15 minutes**  Wash the wound with clean running water  for less than one minute until no dirt seen  over the wound |

|  |  |
| --- | --- |
| **PHOTOS OF INJURED SITUATION**  **(PLEASE KINDLY MAKE IT IN ANIMATION OR SKETCH)** | |
| Superficial wound  (Non-bleed scratch or abrasion) | Image result for superficial dog bite wound |
| Bleeding single laceration wound | C:\Users\user\Desktop\bigstock-Dog-Bite-Wound-80320697.jpg |
| Multiple bleeding wound | Image result for Bleeding single laceration dog bite wound |
| Resulted in deformity | C:\Users\user\Desktop\pulsus-journal-surgical-research-narrow-pedicle-1-1-19-g006.png |
| Multiple bleeding wound | Image result for limb deformity following dog bite |
| Severe deep wound | C:\Users\user\Desktop\Dog-attack-555187.jpg |
| Resulted in deformity | C:\Users\user\Desktop\ceara-schofield-bulldog-attack-injury-2.jpg |
| Punctured wound | C:\Users\user\Desktop\IMG-20121004-00169.jpg |

* The characters are as below

|  |  |  |  |
| --- | --- | --- | --- |
| **NO** | **CHARACTER** | **LOCKED** | **LEVEL TO UNLOCK** |
| 1 |  | No | - |
| 2 |  | No | - |
| 3 |  | No | - |
| 4 |  | Yes | Mission 3 |
| 5 | C:\Users\user\Desktop\ru_02.2.jpg | Yes | Mission 5 |
| 6 | C:\Users\user\Desktop\Game\Warrior Character 2.jpg | Yes | Mission 7 |
| 7 |  | Yes | Mission 9 |
| 8 |  | HORNBILL | |
| 9 | C:\Users\user\Desktop\Gangster 1.jpg | Kidnapper 1 | |
| 10 | C:\Users\user\Desktop\Kidnapper 1.jpg | Kidnapper 2 | |
| 11 | C:\Users\user\Desktop\Kidnapper 3.jpg | Kidnapper 3 | |
| 12 | C:\Users\user\Desktop\Game\Kidnapper 4.png | Kidnapper 4 | |
| 13 | C:\Users\user\Desktop\the_iban_warrior_and_the_wicked_one__by_riverlimzhichuan-d7jevhh.jpg | Gangster 1 & 2 | |
| 14 | C:\Users\user\Desktop\Game\Gangster 1.jpg | Gangster 3 | |
| 15 | C:\Users\user\Desktop\Game\Gangster 2.jpg | Gangster 4 | |
| 16 | C:\Users\user\Desktop\Kidnapper 2.jpg | Robber 1 | |
| 17 | C:\Users\user\Desktop\Robber 1.jpg | Robber 2 | |
| 18 | C:\Users\user\Desktop\Robber 2.jpg | Robber 3 | |
| 19 | C:\Users\user\Desktop\Robber 3.png | Robber 4 | |
| 20 | C:\Users\user\Desktop\Gold Miner 1.jpg | Gold miner 1 | |
| 21 | C:\Users\user\Desktop\Gold Miner 2.jpg | Gold miner 2 | |
| 22 | C:\Users\user\Desktop\Gold Miner 3.jpg | Gold miner 3 | |
| 23 | C:\Users\user\Desktop\Game\Gold Miner 4.jpg | Gold miner 4 | |

* The higher the level of the character can be unlocked, the more superior they are such as able to run faster, jump higher and other superior criteria. All character **has basic weapon such as sword** but player can redeem point for more powerful weapon. Furthermore, all character has no shield at initial stage. However, they are allowed to redeem point to buy specific shield which function mainly to prevent against dog bite and not to protect during fighting. The characters can be either male or female, preferably 4 male and 3 females.
  + **This is a traditional sword**
    - **The sword is the weapon that is used by the character since the beginning of the game. It is used to kill the enemy and NOT to kill the dog**
* However, if the game is a team game instead of single character, an animal can also be added into the list of **character to be selected into the team such as a cat**. Its function is vital for entering narrow space area for instance a gas channel in order to get an access to a secret isolated room or alternative route to a secret room. This animal may find the hidden key button to open the room door to allow access for its teammates to enter the room before get access to continue the journey to other phases. While the cat is searching for the access to the room, the other teammates will have to face obstacles such as the guards.
  + **This paragraph is not applicable anymore i.e. cancelled.**
  + **In fact, the animal involved is only hornbill as described in the storyline as above**
* Next, the player can opt for buying new costumes for the character instead of the given one costume only at the initial game. The new costumes can be bought by redeeming coins. This new costumes is mainly for the purpose of improving the character’s appearance such as the royal warrior costumes with no special protective ability or else.
* The player may also opt to buy any special equipment and tools to be used temporarily during the game using the coins obtained.
* Subsequently, a daily reward is shown on the screen whereby the player is given certain reward such as coins / diamonds by which can be used for buying any tools or equipment during the game
* After the player selected the rewards, the game proceeds with the choices of situation **namely Village, Forest and City.** Every situation has its own level. Possibly up to **30 level** each. Each level has its own mission and increase in difficulty. The objective of a mission can be either obtaining a valuable item or save a person namely family members, country leaders etc. or merely reaching a certain point of place as the access to enter other phase or mission.
  + **This paragraph is not applicable anymore i.e. cancelled. Please kindly refer to the storyline as described above**
* The level increment may be differentiated with increases level of **difficulties as well as different type and number of obstacles faced by the player during the journey**. Thus, the level of difficulties will be stepped up following the entry into next mission.
  + **This paragraph is not applicable anymore i.e. cancelled. Please kindly refer to the storyline as described above**
* Finally, a new screen shows start button to start the game.
* Once the game start, a picture of character with written short story or briefing on the mission and its objective is appeared on the screen for few seconds and subsequently the game begins.
* During the game, the characters will walk, run, jump and crawl as played by the player. If the player stand still while the game is on, the screen will be moving forward to in certain appropriate time period to force the player to move the character. Otherwise, the game will be over and the player needs to restart the game.
* The character will move towards accomplishing the mission
  + Refer storyline as described earlier
* There are some hurdles and obstacles during the journey
  + Refer storyline as described earlier
* Furthermore, the player may also encounter some coins, diamonds etc. during the journey and the player has to pick these items to get extra coins. The player may also encounter a mystery box whereby this box may contain temporary equipment such as shield that helps to protect the player from being bitten by dog or injured. These items are not lost but can be carried forward to be used in the next mission.
* Some of the box may contain speed up power booster or tool to make the character moves faster. Moreover, the box may also contain some amount of coins as the immediate reward.
* Occasionally, the player may encounter rare tonic or booster during the journey and the player has to pick these items to increase their lifespan or energy.
* The player will meet some enemies either during the journey (Refer storyline as described earlier). Thus, the player needs to kill the enemy in order to get extra coins.
* However, if there are many enemies involved, the player will receive an instruction during the game such that ***“a troop of enemy is marching towards you. Please find your nearest place to hide and let them passed in front you. You may get out of the place once you are sure that all the enemies in the group had passed by”***. Therefore, the player must seek the hidden place to hide from the enemy. Then, the player will have to correctly answer one question on vulnerability perception towards dog before they can ensure that the enemy had gone and they are safe to get out from the hiding place. If they answered wrongly, an unexpected enemy will attack them. The choice of questions is as below and all questions must be included in this game.
  + - Do you think that you can run faster than unknown dogs so as to avoid them from biting you?
    - Do you think that you can shout loudly to scare a dog away when it is coming towards you?
    - Do you think that you will not ever be bitten by a dog?
    - Do you think that you can play harder with dogs if you have just got vaccines of rabies?
    - Do you think that you can safely approach the dog from behind as long as the dog does not see you?
    - Do you think that you can safely play gently with puppies when their mother is present?
    - If you want to approach a dog, which direction is the safest to do it? Front, behind or side?
    - Assuming that you own a dog, do you think that the dog in your own family is less likely to bite people than the average dog?
    - Assuming that you own a dog, do you think that you can touch or pet your dog while it is sleeping deeply?
    - Assuming that you own a dog, do you think that your dog will not hurt you in the future as it knows you very well?
    - Assuming that you own a dog, do you think that you can play a bit harder or wrestle with your dog if it seems to be enjoying it?
    - Assuming that you own a dog, do you think that you can pet your dog while it eats as a reward for its good behavior?
* Additionally, there are some situation may be encountered by the player such as a group of aggressive dogs quarrelling or running or walking. At least, the player will have to encounter 2 such situations during each mission. The player will receive an instruction during the game such that ***“a group of dogs is quarrelling while running / walking ahead of you. Please find your nearest place to hide and let them passed in front you. You may get out of the place once you are sure that all the dogs had passed by”.*** Then, the player will have to correctly answer one question on vulnerability perception towards dog before they can ensure that the dogs had gone and they are safe to get out from the hiding place. If they answered wrongly, an unexpected dog will attack them. The choice of questions is as below and all questions must be included in this game.
  + - Do you think that you can run faster than unknown dogs so as to avoid them from biting you?
    - Do you think that you can shout loudly to scare a dog away when it is coming towards you?
    - Do you think that you will not ever be bitten by a dog?
    - Do you think that you can play harder with dogs if you have just got vaccines of rabies?
    - Do you think that you can safely approach the dog from behind as long as the dog does not see you?
    - Do you think that you can safely play gently with puppies when their mother is present?
    - If you want to approach a dog, which direction is the safest to do it? Front, behind or side?
    - Assuming that you own a dog, do you think that the dog in your own family is less likely to bite people than the average dog?
    - Assuming that you own a dog, do you think that you can touch or pet your dog while it is sleeping deeply?
    - Assuming that you own a dog, do you think that your dog will not hurt you in the future as it knows you very well?
    - Assuming that you own a dog, do you think that you can play a bit harder or wrestle with your dog if it seems to be enjoying it?
    - Assuming that you own a dog, do you think that you can pet your dog while it eats as a reward for its good behavior?
* However, besides these, the character is occasionally may encounter some dogs (either one dog or a group of dogs) during the journey either stray dogs or dogs owned by the enemy
  + Refer storyline as described earlier
* The player will stop upon encountering the dogs and are required to answer specific question pertaining to the dog’s behaviour. The player will be shown the detail picture of the dog (magnified picture) met. Then the choice of answers will be given on the screen and the player will have to choose the correct answer on whether the dog is safe to be approached or vice versa.
  + Refer Table 1.1, 1.2 and 1.3
* An additional situation may be added as below:

|  |  |
| --- | --- |
| **ACTIVITY** | **ACTION** |
| 1. **While you are walking / running** | |
| Encounter a stray dog in front of you | * Tease the dog * Run or walk away quickly from the dog * Play with the dog * Remain motionless and do nothing at all * Yell at the dog to scare it away |
| Encounter a stray dog barking loudly at you | * Run away from the dog immediately to keep yourself at a safe distance * Gently walk away from the dog without eye contact * Gently walk away from the dog, but watch it carefully as you move away to be sure it doesn’t attack you * Yell back at the dog to scare the dog away |
| Encounter a stray dog displaying unusual behavior like wandering around here and there aimless and easy to get irritant and angry | * Ignore it * Play with the dog to understand what is going on * Yell at the dog, or else tease it * Walk away from the dog quickly * Immediately report to adult teammates |
| Encounter a friendly and known stray dog while it was sleeping | * Pet it * Pet it when many adult teammates are present around you * Tease it and prick it with your weapon to wake it up * Tickle it to get it play with you * Let it sleep undisturbed |
| Encounter a friendly and known stray dog while it was eating | * Pet it * Pet it when many adults are presence around you * Tease it and prick it with your weapon to initiate a conversation * Tickle it to get it play with you * Let it eat undisturbed |
| Knocked over by a dog while running | * Get up and run away from the dog as fast as you can * Roll into a ball and lie still * Fight to protect yourself from the dog, especially by kicking it * Yell at the dog to scare it away |
| Encounter one of your village people is walking with his dog on the same street. You want to pet his dog | * Pet it straight away as you were told that the dog was neutered * Pet it straight away as you were told that the dog was vaccinated against rabies virus * Let the dog see you and sniff your hand before petting it * Reach to pet the dog on its back before it comes forward with its nose to sniff you * Pet the dog gently from behind so that it will not be frightened by the sight of a stranger * Lie on the ground first so the dog can see you as not a threat, and then pet the dog |
| Encounter a known villager walking with his dog and you were asked by him to pet his dog. Which part of body of the dog is the least safe to pat on? | * Back * Under the chin * Top of head * On the chest |
| Encounter a known villager walking with his dog and you want to pet his dog. Which is the safest direction to approach a dog? | * From the front * From the side * From behind |
| Encounter many dogs with many expression | * Cute and cuddly dogs is safe to be approached * Scary dogs are to be avoided * Perceived that all the dogs have a potential to bite you. Thus, avoiding from approaching all of them * The sick or injured dog can be safely approached because it is weak and non-aggressive |
| Encounter two dogs are fighting and looks like as if they were hurting each other really badly | * Try to break them up to avoid injuries to any of them * Scream to peers to have a look * Stay away from them and go back home * Scream at the dogs to stop * Go punish the ‘bad’ dog by hitting it, perhaps with a stick if he can find one |

|  |  |  |
| --- | --- | --- |
| **ACTIVITY** | **ACTION** | |
| 1. **In a building / room where the item or person to be saved is located** | | |
| A dog is lying down and sleeping on the floor | | * Touch the dog softly * Pet the dog to wake it up and play with it * Turn on radio to wake it up * Let it sleep and don’t disturb it |
| A dog is chewing on the item that you are looking for | | * Run up to the dog and try to get the item out of its mouth as soon as possible before it breaks it * Shout loudly for help from your teammates * Just walk away quietly and then get help from your teammates * Yell at the dog to scare it so it will drop the toy |

* For all the events, coins will be rewarded for **correct answers** and then the player will continue the journey. The player will then **encounter a dog bite victim** lying on the side of the road and then the player will be required to answer another question on the **next course of action to help the dog bite victim**. If the player answered correctly, the player can continue the journey. Nevertheless, if wrong answer given, the player’s coin will be deducted before the player proceeds with the game from the point before meeting the victim.
* However, if the player answers the **wrong one**, certain amount of coins will be deducted with an illustration of video showing the character in the game being **bitten by the dog**. The wound severity varies based on the situation or events illustrated. Subsequently, following the wrong answer and bitten by dog, the player will be required to answer another question on the **next course of action following the dog bite**. If the player answered correctly, the player can continue the journey. Nevertheless, if wrong answer given, the player’s coin will be deducted before the player proceeds with the game from the point before meeting the dog.
* For those who play the team fighter instead of single fighter, the player may request for new team member if the character played or the other team members played by the game apps are dying by redeeming coins to buy another hero/heroin.
* The example of question and choice of answers for “next course of action to help the dog bite victim” and “next course of action following bite” is as below:

|  |  |  |
| --- | --- | --- |
| **NO.** | **EVENTS** | **ACTION** |
| **“NEXT COURSE OF ACTION TO HELP THE DOG BITE VICTIM”** | | |
| 1 | The boy/girl receive a small bite from a dog on his arm | Kick or hit the dog to punish it for biting him |
| Immediately report the injury to an adult teammates |
| 2 | The dog that bitten the boy/girl on her right leg with superficial bite wound was known to be vaccinated with anti-rabies and neutered | Flush and wash the wound with clean water and soap or wound cleansing medicated solution for 15 minutes |
| Wash the wound with clean running water for less than one minute until no dirt seen over the wound |
| 3 | The boy/girl suffered from an obvious scratch with no bleeding on both his legs following the dog attack. He/she requested you to bring him to a nearby clinic immediately | Agree to bring him to clinic for getting anti-rabies vaccine and wound treatment |
| Refused to bring him to the clinic as the wound was not severe and not even bleeding |
| 4 | The dog that bitten the boy/girl looks ill | Tell your adult teammates about it so that he/she can report this to the authority |
| No need to worry. The dog’s illness will be recovered soon by itself |
| 5 | The boy/girl told you that he/she fell down on the ground while he/she was running and noted a superficial wound over his/her left knee. Suddenly, a dog came to him/her and licked his/her wounded knee | Tell your adult teammates and later you flush and wash the wound with clean water and soap or wound cleansing medicated solution for at least 15 minutes. Subsequently, you bring him/her to seek treatment in nearby clinic as soon as possible |
| Keep quiet and did not tell your adult teammates |

|  |  |  |
| --- | --- | --- |
| **NO.** | **EVENTS** | **ACTION** |
| **“NEXT COURSE OF ACTION FOLLOWING BITE”** | | |
| 1 | You receive a small bite from a dog on your arm | Kick or hit the dog to punish it for biting you |
| Immediately report the injury to an adult teammates |
| 2 | A dog that was vaccinated with anti-rabies and neutered, bite you on your right leg with superficial bite wound noted | Flush and wash the wound with clean water and soap or wound cleansing medicated solution for 15 minutes |
| Wash the wound with clean running water for less than one minute until no dirt seen over the wound |
| 3 | A dog attacked you resulted in obvious scratches with no bleeding on your both legs following the attack. You were advised by your teammates to go to a nearby clinic immediately | Agree to go to clinic for getting anti-rabies vaccine and wound treatment |
| Refused to go to the clinic as the wound was not severe and not even bleeding |
| 4 | You found that the dog that bitten you seems ill | Tell your adult teammates about it so that he/she can report this to the authority |
| No need to worry. The dog’s illness will be recovered soon by itself |
| 5 | You fell down on the ground while you were running and noted a superficial wound over your left knee. Suddenly, a dog came to you and licked your wounded knee | Tell your adult teammates and later you flush and wash the wound with clean water and soap or wound cleansing medicated solution for at least 15 minutes. Subsequently, you go to seek treatment in nearby clinic as soon as possible |
| Keep quiet and did not tell your adult teammates |

* There are special mission namely Mission 3 and 6, whereby the player has to complete these missions within the allocated time or otherwise he/she will fail to accomplish the mission.
  + These missions may be each divided into 3 divided phase with specific allocated time in each phase. The time will be extended on the next phase based on the add-on time from the remaining time saved in previous phase upon the completion of the previous phase. A count down will be warned by clock ticking sound if the player approaching 10 seconds towards the allocated time to motivate the player to act faster to complete the phase.
* Whenever the player manages to complete any mission, the coins obtained by the player at the end of the game will be doubled and subsequently the player will have the access to another mission. The player will also get a trophy and this can be carried forward for the next game.
* The next mission will provide higher marks for every correct answer compared to the previous level / mission.
* The player with highest number of trophy plus the coins will be the top rankers in a leader board. The value of each trophy equals to 25 coins. This will provide a competitive game for all players in which will attract them to play it and at the same time help in educating them about dog bite prevention.
* An internet connection is required if the player wants to know his/her rank in the game as they are competing with other players from all over the world. There will also be a progress bar that can be assessed and viewed in the available menu section.