**Overworld 1**

Use this tool to get a general reading of the Earth’s atmosphere.

For now, we have only one spot to investigate.

Press the hotspot on the map to continue.

(investigate)

Now we need a suitable area for the frogs to call home.

(highlight topographic map)

Here’s the topographic map of the land.

The atmosphere can vary greatly based on where you live.

Be it near the mountains, or alongside a river. Your location can be hotter or colder than normal.

(highlight off)

Now simply press on the map to determine where to place the frog colony.

Remember to be mindful of the location’s Altitude and Topographic Features.

Once the criteria are met, you will be able to launch the expedition!

**Colony 1**

(intro…etc)

Our goal for this expedition is to populate the land with as many frogs as possible.

Frog houses will arrive as the population grows.

(house land)

In order to grow the population, we will need to plant crops, build water tanks, and build power stations.

(wait for seed)

(show gardener illustration)

Let’s start with plants.

We’re going to need a Gardener to help with growing plants.

Gardeners can also help with getting rid of weeds, and other sorts of plant-based menace.

(show summon illustration)

In order to summon a frog, simply press on their portrait when the green arrow appears.

Remember that you can only have a certain number of frogs summoned at a time!

If the capacity is full, you can free up a slot by pressing on a frog’s portrait when the red arrow appears.

(building ready for construction)

(show engineer illustration)

Looks like the frogs are requesting for a construction of a water tank, and a solar panel!

Why don’t you summon an Engineer frog to help with these constructions.

Engineers can also repair structures that are damaged.

(enemy show up)

(show fighter illustration)

Watch out, a mole has appeared!

These creatures don’t see very well, so they mistake our structures as something to dig through.

Summon a Fighter frog to deal with such pesky creatures!

**Overworld 2**

(intro)

Our next batch of frogs are keen on living in a hot and humid environment.

Since we already know about temperature, why don’t we learn a bit about humidity.

(show world humid readings)

Humidity tells us how much water vapor is in the air. These water vapor comes from evaporation, and is dropped to new location as the air cools down.

What you see on the map is the relative humidity in percentage. This is the amount of water in the air relative to the maximum amount of water vapor (moisture).

(revert readings)

(post intro)

This time around, there are more than one hotspot to investigate on the map.

Make good use of the temperature and humidity readings to decide which hotspots are worthy of investigation.

**Colony 2**

(intro)

Etc

(hazzard weather)

(move camera to ocean)

(low intensity)

Uh oh, looks like a storm is starting to form.

(show temperature, arrows up, arrows towards center)

Due to the hot temperature of the water, warm air is starting to rise up above the sky.

As high-pressure air starts to fill in the low-pressure air from the center, more and more moisture starts to accumulate upwards.

(show “moisture” fx above)

With so much moisture condensing up above, huge clouds start to form.

And with that much heat circulating, its power continuously grows into epic proportion!

(move camera back to land)

Fortunately, as the storm moves towards the land, it will no longer have enough warm moisture to sustain its form.

Though the storm may have weakened, it is still strong enough to cause wanton destruction along its path!

(wind defense)

Look out! A debris is about to crash into the colony!

(show illustrate)

Luckily our wind turbines come equip with the ability to thwart their destruction!

Simply press any of the wind turbines to transform them into a windy shield.

(hide illustrate)

**Overworld 3**

(intro)

This time around we have wind strength as part of the criteria.

(intro end)

Now with all that said and done, it’s time to find these frogs their home!

**Colony 3**

(intro)

(Dousing the Flames)

(fire spawned)

Uh oh, one of the buildings is on fire!

Due to low humidity, any flammable materials outside this dry sweltering heat can easily catch on fire.

(show illustration)

Fortunately, we can extract water from our storage to douse these flames.

Simply press on one of the storages, move the water on top of the flames, and then press to release the water.

Do it quickly, before the fire grows any larger!

**Overworld 4**

(intro)

This is our final batch of frogs, and they seem eager to settle to a place where it’s cold and snowy.

While consistently cold places can be found at the furthest north or south of Earth, they can also be found in high altitude.

**Colony 4**

(boulders)

Watch out for icy boulders!

Just like storms can form from the tropics, they can also form in cold regions near large body of water.

Remember to activate the wind turbines to repel these icy assaults!