Unidentified ships approaching Earth!

(show ships)

They appear to be frog-like. Let me put on my frog suit to communicate with these peculiar creatures!

(put frog suit)

That’s better! Let’s see if they are of any threat…

(frog communicate)

It looks like they have been exiled from their planet, and are looking for a new home.

Well, we can’t just let them hang about in space. Besides, how often are we visited by sentient aliens from outer space?

(frog communicate)

They are expressing their gratitude, and are ready to cooperate in exchange for their refuge.

Well, why not? Let’s give these hapless frogs some proper homes to settle in. There’s still plenty of room here on Earth.

Now commencing operation: Project Bloom – A quest for home!

Overworld 1

This is the map of Earth. The frogs are very particular with their choice of habitat.

We’ll need to determine where to place the frogs by looking at their criteria.

(show criteria)

In this case, we need to find a place where it’s fairly warm and humid.

(show overworld modal)

On the lefthand side of the map are the latitude values. This is the angular distance relative to the earth’s equator (middle of the map).

Now let’s view the temperature readings of Earth.

(toggle temperature)

As you can see, the temperature is consistently hot starting from the equator, and gets colder further north or south.

(show sun illustrate)

By looking at the latitude, we can determine that the further north or south we go, the colder it will get.

(hide sun illustrate)

(toggle humidity)

Next is the humidity readings of Earth. The percentage tells us how much water vapor is present on air.

Notice how humidity tends to be higher in large forest and jungle areas, such as the Amazon rainforest.

(toggle none) (show atmosphere toggle)

Now go ahead and find a place for the frogs to land. Simply click around the map to find the spot.

Remember to make use of the temperature and humidity reading.

Hint: we are looking for a temperate climate, perhaps somewhere in North America...

(upon investigation error reading close)

Looks like the temperature is too low. We will need to change the time of the year to land on this spot.

Since the earth rotate at a slightly tilted axis around the sun, the atmosphere can change throughout the year.

Why don’t we adjust the time by selecting a different season.

(upon investigation)

Now you just need to pick a particular location on the land for the frogs.

When the majority of the frogs approve, we can finally launch the expedition!

Colony 1

In this scenario, we will be building the frog’s colony during summer.

Where it is mostly sunny, with some rain here and there. A pleasant weather to be out and about!

(weather forecast)

Here’s the weather forecast during this expedition!

The weather describes the atmospheric condition of a region within a period of time: how cloudy, how humid, and is it going to rain?

Remember that the climate describes the weather pattern in a region annually across 30 years or more.

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| So the weather we will be experiencing here over a few days will be vastly different several months later. |

(colony ship enter)

Our goal for this expedition is to populate the place with as many frogs as possible. We do this by deploying houses.

You can deploy a house by pressing the ‘home’ icon below, then pressing the ‘house’ that appears above it.

Go ahead and place one in a suitable location.

(house placed)

Excellent! Now that a house has landed, our population has increased by one!

In order to increase the population further, we are going to need food. These peculiar frogs seem to only eat a certain type of flower that they grow.

To grow this flower, you just need to place it somewhere suitable much like you did with the house.

You’ll then need a gardener to nurture the flower. Simply click on the frog with a hat portrait when the green arrow appears.

(second house placed)

Now that we have a couple of houses placed, we will now need to sustain them with water and power.

To build these structures, simply press on the ‘gear’ icon at the bottom.

Press the water tank for water, and press the solar panel for power. Remember to place each of them to proceed!

(both placed)

With both the water tank and solar panel placed, you’ll need an engineer to build them.

To summon an engineer, press on the frog with a yellow hard helmet portrait when the green arrow appears.

(engineer summoned)

(pause game)

The engineer will now proceed to build both the water tank and the solar panel.

That’s pretty much it! Remember to keep an eye out for each house’s needs as the population grows.

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| If you’re feeling confident, you can speed up time by pressing on the ‘play’ button found in the upper right corner of the screen. |

(vine appear) (pause)

Watch out! It looks like weeds are starting to grow on one of the structures!

Though the weather is ideal for the frogs, unfortunately so it will be for these invasive plants.

A gardener should be able to take care of these weeds!

(mole appear) (pause)

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

You’re going to need a hero frog to deal with these moles!

To summon a hero frog, simply click on the funny-looking frog with a red cape when the green arrow appears.

If your frog summon bar is full, you can unsummon some of the frogs by pressing on their portrait when the red arrow appears.