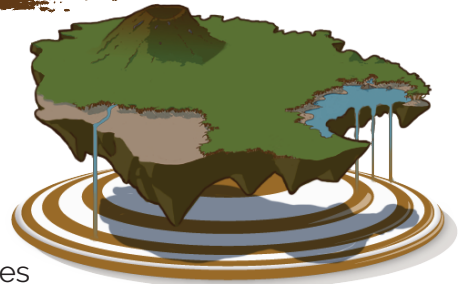


Get started with The Island



The Island is an interactive Robinsonade-game for the 4th to 9th graders, which combines an introduction to social science issues with active play and storytelling. The players are stranded on a deserted island and have to solve a line of dilemmas and challenges in order to survive. The game is played on two iPads: a camp and an expedition-iPad. One is used for reading the story and making decisions and the other is located with the Hopspots, where the spots are used actively to e.g. catch fish and explore the island.

How to play



- 1 Start by making a new game with a title and a picture.

Tip! It might be a good idea to divide the class in two, and play on several iPads.

Tip! You can always exit the game and continue from where you stopped later.

- 2 Read the introduction to the game's Chapter 1.



- 3 The game consists of three chapters, each with a line of dilemmas and challenges that you have to solve together. After having read the introduction to Chapter 1, you are presented with the very first scenario. All scenarios contain 4 parts that you have to read and solve together:

1. Scenario
2. Dilemma
3. Decision
4. The result of your decision

- ④ When you have completed the first scenario you get to the next round. The scenarios are always structured as explained in 3. Between several of the scenarios you have to send out an expedition to the Hopspots.



⑤ **Expeditions**

When you send out an expedition-group to Hopspots, they can either collect food- and mood points, or explore the island.

Tip! Send new groups of 4-6 players on expeditions every time so that every one gets to try the expeditions.



Food- and mood games

The food- and mood games are all structured in the same way thus the fishing game is explained here as an example. Place the spots in a circle. Each type of fish has its own colour of light. Catch fish by stepping on the same colour/type of light three times in a row. Watch out for the big wave. If you catch fish while it is washing in you will lose your catch. The same is the case if you catch a Barracuda, which will eat your entire catch. The different food- and mood games are all played as described here.



The Exploration Game

In the exploration game you first have to pick a place on the map you want to explore. When you get there, you then have to listen to a description of the place and afterwards decide what you want to do. The action, you are going to do, is created by combining the words you find on the spots into a complete and meaningful sentence. Press a spot to hear what word it contains.



When you are ready to put together the words press the spots twice to enter the words. After having entered the words in the desired order press the green spot to check if the action is correct and can be carried out. If you have created the right action you get to continue in the game. If not, you have to try again. You have three attempts in each round.

Tip! You can make do with one iPad. By exiting the game and entering it again you can choose if the iPad should be the Camp- or the Expedition-iPad.

- ⑥ If you make the right decisions the game goes on with dilemmas and expeditions all the way through the three chapters. Make sure to avoid hitting 0 in food- and mood points and stay safe otherwise you will die. Perhaps you will make it and survive all the challenges on the island to eventually get to the end of the game. Only time and your effort will tell. Good luck! Make smart decisions!