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| These are the role playing activity instructions.  You will need a number cube for each team, paper for them to keep score with or share notes  Or manipulatives to keep up with life and experience points  Maps and overlays.  Session One Trip Log | | |
| If you stopped for fresh water FIRST….  You get one life point just for increasing your chances of life!  You need to each roll the die to see if you can properly filter the water  Roll 1-3 You properly filter and earn 2 life points  Roll 4-5 You get sick from a microorganism in the water  Lose 1 life point  Roll 6 You get very sick and everyone must carry you to the next spot. You loose 2 life points and all of your teammates lose 1 each. | If you did not stop for fresh water first  You must each roll to see if you lose 2 life points or are a bit stronger and only lose 1  Roll 1-2 You are stronger than most… Your stamina is great and you only lose one life point.  Roll 3-6 You should have stopped for water first… or you may have just been unlucky and not found any.  Lose 2 life points. | When rolling for a team…. Each person rolls the die… the highest number rolls  If two players are supposed to roll… the highest rolls first and the lowest goes second.  survivor Iisland |
| If you had to get out of a predicament FIRST   * Like… swimming to land * getting out of quick sand | You need to each roll the die and see if you were successful at getting out of your predicament safely.  Roll 1-2 you made it safe  Roll 3-4 you’re safe but really wiped out lose 1 life point  Roll 4-6 you were injured –lose 2 life points. | Now to see how well you worked together…  Roll one die for the team…  Roll 1-3 you each earn a experience point  Roll 4-6 your team was lucky to have made it. You do not earn or lose |
| If you stopped to hunt FIRST | You each need to roll the die to see if you were successful. ( After all, you only had 1 pocket knife and a hack saw to hunt with)  Each person will roll  Roll 1-2 You made a successful kill  You each get 1 experience point  3-5 You did not get anything  And you lose 1 life point each for wasting energy  6 - You got injured by the angry animal. Lose 2 Life Points. | If you had a Successful hunt… roll again to see if you can build a fire to cook it  Roll 1-3 to cook  If you rolled a **1** you can share with other members in your group that did not cook or catch something.  If you roll a 3-6 you were NOT successful and you wasted your energy to hunt You Lose 1 life point  If you were successful you each get 1 Life Point and 1 experience point |
| If you stopped to get wood or materials for shelter first | Two players will roll the die to see how much energy it took.  See instructions below…  First Roll  Roll 1-2 You were successful at cutting trees down safely >  Roll 3-4 You used a lot of energy and wore yourself out – remember you did not get water first …. lose one life point >  Roll 5-6 A tree fell on you. One person in your group is injured by a tree falling on them. They lose 2 life points. Everyone else must carry them and they lose 1 point each  The second player rolls **after** the first player.  If player 1 rolled a 1-2 then the second player waits until the first player has rolled to see if they were successful moving the material.  If player 1 rolled a 3-6… then IGNORE the consequences and Player 2 basically starts the group over.  If player 2 rolls a 1-2 then every player earns 1 experience OR life point  If player 2 rolls a 3-4 every player loses 1 experience point and 1 Life point  If player 2 rolls 5-6 then everyone in the group looses 2 experience points | If you were successful 1st or 2nd Player  Roll to see if you can carry/move the materials to your shelter spot  If your shelter spot is in the same square area as the trees you cut down…use the following roll guides  Roll 1-3 you are successful Roll 4-6 Your logs are too heavy to move…lose one life point each  *If your shelter is in a different square… Use this roll guide*  If your shelter is 1 box away you roll 1-2 to be successful  If you are not…lose 2 life points  If your shelter is 2 boxes away you must roll a 1 to be successful  If not …lose 2 life points  If your shelter is 3 or 4 boxes away you are out of luck… there is no way to move that much weight in wood that far.  You now have no shelter and lose 3 life points. |
| If you were able to carry all of your shelter materials to your settlement site.  Roll to see if you made a successful shelter.  **1 player rolls for the team**  Roll 1-2 You made it  You earned 1 experience point and 1 life point  Roll 3-4 You made a shelter but it leaks.  You do not lose or gain  *Anyone who wants to use their experience points may spend one and roll again for the team*  Roll 5-6 You were NOT successful. You may use 1 life point or 1 experience point to try again.  If you choose not to use the 1 point to roll again… you lose 2 life points. | If you try again…  Roll 1-3 to fix or successfully build a shelter  Roll 4-6 and you lose 1 life point |  |
| If you made your shelter second or third… We need to check your basic shelter strength.  One team member should roll  Roll 1 -2 You made a strong shelter that any contractor would be proud of  Roll 3-4 Your shelter is ok but is made with dry and thin sticks  Each person should roll to see if they are safe.  Roll 5-6 Your shelter is a mess!  Lose 2 life points |  |  |
| If you settled near a volcano… and you do not have one whole square area protecting you. Roll to see if you survive a Volcanic “Hiccup”.  **Each person rolls**  Roll 1-3 You have a good safe view… Earn 2 Life points and 1 experience point for building in the right place  Roll 4-5 The burning ash that flies down singes your skin - Roll again to see if the first aid kit has burn ointment  Roll 6 - You get burned and develop a infection  Loose 2 life points | Roll again to check the first aid kit  Roll 1-4 Yea! You get bandaged up! You do not gain or lose  Roll 5-6 You are out of luck…lose 1 life point. |  |
| If you settled on the beach  1 person rolls for the team  Roll to see if High tide washes away everything you have.  Roll 1-3 You settled in just the right place Everyone gains 1 experience point and 2 Life Points  Roll 4-6 Washed Away  Now everyone must roll to  Roll again to see if you can save any of your things. | Washed Away (each person rolls for themselves)  Roll 1-2 You save your canteen….  You gain one life point  Roll 3-4 You save your knife and saw  You gain 1 experience point  Roll 5-6 Save your matches  You gain either 1 life OR one experience point |  |
| If you settled in the forest/jungle  Roll to see if you get hunted by wild animals that were hidden behind trees earlier.  **1 person rolls for the team**  Roll 1-2 You are safe and sound in your shelter… Gain 1 life and 1 experience point  Roll 3-4 The wild critters scare you good…  Lose 1 experience point because you will have to have your shelter made stronger or moved somewhere else  Roll 5-6 The wild critters break through your shelter and chase everyone…  Now everyone rolls to see who escapes. | RUN!!!!! (Everyone rolls for themselves)  Roll 1-2 – Whew!!! You outran everyone else and hid… you will look for other survivors later  Roll 3-4 – One critter nipped you on the leg.  Loose 1 life point  Roll 5-6 You have to fight off a ravenous beast who takes a pretty good bite of you. You loose 2 life points and your teammates lose 1 point each… to carry you to safety  UNLESS They are hiding too well (they rolled a 1) |  |
| If you travelled and/or settled in the snow.  Each player must roll to see if they develop frost bite on their hands feet and face.  Roll 1-2 - You are dressed well and act wisely  Roll again to see if you are wise enough to collect the clean snow to make water.  Roll 3-4 You get really cold and maybe a bit of frost bite.  Roll again to see how bad.  Roll 5-6  You get very bad frostbite…and hypothermia…  Roll again so see how bad you are.. | Roll for snow water.  Roll 1-2 You successfully turn clean snow into clean water without getting frost bite You earn 2 life points and 1 experience point  Roll 3-4 You successfully collect clean snow and drink it but it doesn’t get real clean…you don’t drink much… You earn 1 life point  Roll 5-6 You collect snow but it is too dirty… you are afraid you will get sick. No points lost or gained.  Roll to see frostbite degree  Roll 1-2 - It wasn’t frostbite… You forgot you painted your toe nails and fingernails blue before the trip  Roll 3-4 Not too bad… You’re in luck… No loss or gain  Roll 5-6 You have got to be more careful! Lose one life point  Roll to see if you are Frozen  Roll 1-4 You are a bit frozen but will thaw… Lose one life point  Roll 5-6 You might as well be an icepop… you lose 2 lifepoints and everyone on your team loses 1 unless they want to roll to save themselves.  It will take 1 experience point to roll and take a chance that you do not lose life points. | Roll to see if you have the expertise to save a person pop  Roll 1-2 - You save your whole team from having to lose their life point from carrying the person pop  Roll 3-5 You save yourself from having to lose points by doctoring the person pop up a bit  Roll 6- Oh, well… you thought you knew about hypothermia and frostbite.  “Wasn’t Frostbite the name of that villan on the super hero show?”  You still have to help carry… Lose the one life point. |
| If you made your shelter… in a cave on the island…  Roll to see if you have to share your new space with a previous occupant.  Roll 1-2 Such a nice and cozy new place to stay… A bit dark though… Roll to see your success at starting a big enough fire …  Roll 3-4 It is REALLY dark in that cave… You hear animal noises coming from inside… Roll another die to find out what it is.  Roll 5-6 BEAR!!!!! Run for your life…. Lose 1 life point for energy spent running away | *Roll to start a fire to make light and cook*  Roll 1-2 – You are so bright!!!!  Gain 2 experience points…1 for finding a great new place.. and 1 for lighting a great fire also 1 life point.  Roll 3-4 Weak fire… but it is fire…  Gain 1 experience point and one life point  Roll 5-6 You make smoke….and it fills the cave with smoke… Making you sick. Lose one life point | Roll to check out the animal noise  Roll 1-2 Its was just an echo off of the rocks nearby… The cave is clear of critters  Earn 1 experience and 1 life point  Roll 3-4 It is a badger…. But you are stronger and meaner than him. He can move back in after you leave… Gain 1 life point for shelter but lose 1 for taking time to shoo out the badger.  Roll 5-6 There is a bear in there already…  You run away with your team but now you have to use up experience points to build shelter. |
| Now to Hunt – | You each need to roll the die to see if you were successful. ( After all, you only had 1 pocket knife and a hack saw to hunt with)  Each person will roll  Roll 1-2 You made a successful kill  You each get 1 experience point  3-5 You did not get anything  And you lose 1 life point each for wasting energy  6 - You got injured by the angry animal. Lose 2 Life Points. | If you had a Successful hunt… roll again to see if you can build a fire to cook it  Roll 1-3 to cook  If you rolled a **1** you can share with other members in your group that did not cook or catch something.  If you roll a 3-6 you were NOT successful and you wasted your energy to hunt You Lose 1 life point  If you were successful you each get 1 Life Point and 1 experience point |
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