

WILDCRAFT

OUTDOOR ADVENTURE FOR VIDEO GAMERS



HOME EDITION

Everything you need to run your own video game inspired adventures in your own back garden.

Just print & play!



GET KIDS OFF-SCREEN & OUTDOORS

WILDCRAFT HOME EDITION



HOW TO PLAY

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1. Welcome to Wildcraft: Home Edition

“Welcome to the Garden Biome. You are brave explorers who have been sent by your tribe’s elders into this biome* to learn if there are valuable resources to be found here. Rumours have reached you that precious stones like quartz, iron ore and even gold are just waiting to be found. There are natural items too in the wild which could help you on your quest. Are you up to the challenge?”

“Will you score the most XP and become the greatest explorer?”

Wildcraft: Home Edition has been adapted from the much larger game, Wildcraft Adventure™. We hope you will have as much fun in planning, preparing and running the game as your kids will have playing it.

**NOTE: The word ‘biome’ is commonly used in video games such as Minecraft to describe the world within which the game is set.*



Wildcraft Adventure™ was created by us, James and Lea Kendall from Woodland Classroom. We are professional outdoor activity leaders based in North Wales in the United Kingdom. We have worked for years engaging young people in the outdoors letting nature guide and inspire them. The idea of Wildcraft Adventure™ came about when we decided that we wanted to reach those kids who love their video games and wouldn’t normally be interested in an outdoor activity day. Wildcraft Adventure™ takes the best things that kids love about their favourite video games and transforms them into a fast-paced outdoor experience that brings these games to life in the great outdoors. As the old saying goes, *“If you can’t beat ‘em, join ‘em.... then beat ‘em.”* ☺

2. Who The Game Is For

The game has been aimed at players aged 6-12 years. But younger or older children are welcome to play. Adults will organise the game and make sure the rules are being kept to. But once the children have played it all the way through, they may want to run their own games of Wildcraft – hey, why not?

Ideally, your group of children should be split into equal sized teams in the game. If you were to have many children playing on their own, then you’d need to have a lot of prop resources ready made so that there is enough for everyone. With that in mind, we find that teams work better.

The game is perfect for birthday parties, kids clubs, school groups, outdoor activity centres and summer camps.

3. Why ‘Home Edition?’

So why have we called this a ‘Home Edition?’ Let’s explain...

Our *Wildcraft: Home Edition* is a simplified and condensed version of our very popular Wildcraft Adventure™ game which is a whole day’s outdoor gaming experience that includes bushcraft skills, multiple monster attacks and much more. If your kids enjoying playing our Home Edition and have not yet tried the full Wildcraft Adventure™, then we highly recommend that you check out the official [Wildcraft Adventure](#)

[facebook page](#) to see where events are being held near you. Thousands of kids have played and gone home muddy and happy, we think your kids would **LOVE** it too!

Since it's humble beginnings, Wildcraft Adventures™ have been hugely popular and are now hosted by professional outdoor activity leaders across the world. Our shared mission is to get kids off their screens and outdoors.

4. Overview & Aim of the Game

Wildcraft: Mini Game is, at it's heart, a scavenger hunt that uses common elements from video games to enhance the experience with activities including point scoring, trading and crafting. This makes the game really interactive for the players and fires kids' imaginations.

Having run many outdoor education sessions ourselves, we have found that children love scavenger hunts, the idea of searching for treasures is just too exciting for them to pass up. When we run our full day Wildcraft Adventure™ events this is often the element of the day that children enjoyed the most.

When we at Woodland Classroom have run the Wildcraft: Home Edition, we've found it plays out over a couple of hours maximum. But feel free to alter things to suit the timing of your own event.

Children play in teams, called **clans**. We have provided clan names for a maximum of 4 clans, but you can add more of these if you wish. Kids have to work together in their clan to find **resources**, **trade** at the **market** and **craft** items that will earn them **XP**.

Each clan competes to earn **XP**. "But what does this mean?" I hear you ask. This is a common term in video games. XP simply means 'eXperience Points.' The clan with the most XP by the end of the game wins.

5. "What Do I Need To Print Out?."

Take a look at the Game Resource Guide which is at the end of this How To Play guide. That will tell you everything you need to print out to play the game for your size of group.

6. Awakening A Love For Nature.

Included in this game are opportunities for children to have their natural curiosity about the outdoors awakened. The game gives them an excuse to start hunting for treasures such as mushrooms, wild fruits, insects, mosses and animal tracks. By including these within the game we hope to inspire children to want to search out more of these.

As the activity leader, you have the opportunity to treat each discovery as a chance to investigate deeper with the child and spark discussions about what they've found and perhaps explore further into the wild world of nature. Good luck!

Alternatively after playing this video game inspired adventure, the kids may start creating their own versions of the game, with their own rules. If this fires up their imaginations and gives them new ways to play, then that's a great result.



7. Using Your Own Experience... and a bit of common sense.

What's most important is that the kids (and you) have fun in a safe play environment. Both yourself and the players should feel confident and comfortable with the activities so that they can enjoy themselves and have a positive experience with *Wildcraft*. If you need to change a couple of things within the game to make it work for you and your group, go ahead.

8. Setting Up the Play Area

To play *Wildcraft: Home Edition* you need at least a back garden where the kids can run around. A public park, picnic area or even a local woodland space that you have permission to use would be even better. You also need a designated central area, which you'll call the **basecamp**. This is where you can base any supporting equipment you may have and it is also where you set up the **market**. Basecamp is the place where players gather to hear the rules at the start of the game, take any breaks and sit together for **final scoring** at the game's end. It also gives a safe place where the adults can keep their own equipment and anything they don't want the players to touch yet... like birthday cake.

You can make your basecamp as simple as a circle with logs to use as seats, or just ask the children to sit on the floor. It's also a good place for them to keep their personal belongings.



Next, **hide all the resources** and hang up the **wild pig, wild apple, wild berry** and **mushroom** tokens in trees and bushes within the game area.

The last thing you're going to need to do before the kids show up is to have one **chest** ready for each clan. These are where clans will store their found treasures. You can either choose to have them placed in plain sight near to basecamp or each clan can find somewhere secret to stash their chest, hidden from rival clans. We shall leave that decision to you.

The chest can be as simple as a cardboard box or you can get really creative and make your own treasure chests, it's up to you.

9. The Role of The Adults

One adult takes on the role of the **Gamemaster** (or GM for short). They keep a copy of both the **Players Guide** and **Game Rules** handy, which sets out all the things that can be found in the game, how much XP items are worth, all at a glance. In our experience the kids often don't have their own clan's Guides with them when they come to ask you questions. So keep yours close and keep a copy at the Market also.

The GM also keeps the scores (use pen & paper for this) and is responsible for awarding XP along the way as each clan completes each task to the GMs satisfaction. At the end of the game the GM will add up the XP and reveal the winning clan.

A second adult takes on the role of the **Merchant**. They are responsible for running the Market, making sure that players are trading the right resources for the correct items as listed in their Players Guide.

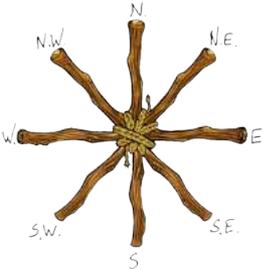
Any additional adults take on the role of **Tribe Elders**. Tell the kids that the Elders are the keepers of the knowledge to surviving in the Biome and are ready to help the clans where they need it.

You know your kids best, so we're sure you'll be able to split yourselves up where you're most needed.

10. Clans

At the beginning of the game, players are split into clans. It works best if clans are made of groups of equal numbers. By the way, we use the word 'clan' rather than 'team' because this is more common in popular video games.

Below, we've given you four possible clan names. Giving kids a role like this gives them a character to fire their imaginations and build their play around.

<p style="text-align: center;">EXPLORERS</p> <p style="text-align: center;">“Always the first players to be sent into a new Biome. They find new trails, seek for crossing points at rivers and for the safe pass through the mountains.”</p> 	<p style="text-align: center;">MINERS</p> <p style="text-align: center;">“The best diggers in the land. They can tunnel through anything! Above anything else though, they love gold and collect all that they can.”</p> 
<p style="text-align: center;">HUNTERS</p> <p style="text-align: center;">“If you need to track a Wild Pig or you want a player to craft you a bow & arrow, then you want to speak to a Hunter. They are trackers, warriors, weapon-smiths all rolled into one.”</p> 	<p style="text-align: center;">GATHERERS</p> <p style="text-align: center;">“Gatherers know where all the tastiest wild fruit, mushroom, nuts and herbs can be found. They are also the best potion makers as they know all the secret healing powers of the plants around them.”</p> 

At the end of this How To Play guide you will find some Clan Symbols which you can print off and give to each clan so they can hang it on their den when they build it.

11. The Player Guides

The Player Guide is essentially a quick reference sheet for how to play the game. This gives the players (and you) a run down of everything they need to know; what's out there to find, what can be traded or crafted and how much XP each item or activity is worth.

Each clan receives one Players Guide to share between them.

The 4 Picture Guides

Included in this package are 4 picture guides. These contain the same information that can be found in the Players Guide, however the information is given in the form of a social story using pictures, re-enforced with words. We have found that some children, especially those with learning differences, find this a much better way to present the rules of the game and the tasks they have to complete.

Let's explain what these 4 guides are...

Resource Guide – this shows players all the different items that there are to find in the game and how much XP each item is worth.

Trading Guide – this features the heading, "Trade for These Things at the Market". This shows players what can be bought at the market.

Crafting Guide – this shows players the different crafts they can make in the game using the resources they find or have traded for.

Potions Guide – this features the heading, "Craft These Potions". This shows players the different potions that can be created in their potion jars.

It's your choice whether you decide to use the text based Players Guide or the picture based guides for your game. Obviously with the Players Guide you get all the game information on just two sides of paper. As always, you know your kids best, so you decide what combination of guides will work best for your event.

Just remember, that **if you decide to use the picture guides, you must print off all four of them**, otherwise key elements from the game will be missing.

Restricted Items in the Game

You'll see that some items in the game cannot be made if the players have not yet crafted a certain item.

Examples

- ◆ Players may have a **Wild Pig** token, but they cannot get a **hot dog** if they haven't also crafted a **carrot on a stick** yet. Yes, this sounds a bit weird, but that's video games for you.
- ◆ Players cannot craft any potions without a **potion jar**. This can be traded at the Market for **2 iron ore**.
- ◆ They can't make a **gold ingot** unless they've already collected **4 gold nuggets**.

Take a look over the different sheets and familiarise yourself with the elements required to build each item.

12. Mining for Resources

There are **resources** hidden all around the play area. These are either coloured items representing useful materials or game tokens. Throughout the game players "mine" for these by finding them and putting them in their clan **chest** until they decide what to do with them.

Players can do three things with these resources:

1. They can **trade them between clans** – kids love making swaps.
2. They can **trade them with the Merchant** for items, which will help them progress through the game.
3. They can **cash them in for XP** at the market or with the GM.

Players may wish to keep their resources in their baskets for a time until they are ready to trade with them or swap with others. That's all part of the fun.

The five resources are:

QUARRYSTONE – grey items – worth 25 XP
IRON ORE – red items – worth 50 XP
GOLD NUGGETS – golden items – worth 75 XP
QUARTZ – white items – worth 100 XP
EMERALD – a special green item – worth 250 XP

To find out how many of each resource you will need to play the game, take a look at the **Game Resource List** near the end of this rule book.

13. Game Tokens

There are also game tokens to be found. These are the **Wild Pig, Wild Berry, Wild Apple** and **Mushroom** that call the Garden Biome their home. These can be either swapped with another clan or cashed in at the market for XP.

These can be hung up with string in the branches. If you're planning on reusing them, you might also want to laminate them for improved durability.

To find out how many of each token you will need to print off, take a look at the **Game Resource List** near the end of this rule book.



14. The Market, the Merchant & Trading

The Market is the place where players exchange the resources they've found for useful items. It's a good idea to keep another copy of the Players Guide here, as kids often forget to bring their own copy with them to market.

An important rule to remember is that players can **only use the market if the Merchant is there**. Otherwise, the market is closed. This, of course, stops items being taken when you're not around. It happens, believe us ;-)

This is a chance for you to get as creative as you want in setting up the market. The more you put in, the more the kids will get out. Saying that, the market can be as simple as a table in basecamp. All the items ready for trade are laid out for players to see. Kids love seeing all the things they might be able to trade for.

Any resources given to the Merchant by players are kept at the market and taken out of play.

When it comes to trading at the market and crafting items like **potions**, it's important players understand that they need to gather certain resources or trade them at the market before they can have those other things. That's essentially how the game works and it mirrors video games in that way too.

Example

Players must gather **iron ore** with which they can trade at the market with the Merchant. Two iron ore will buy them a **potion jar**. With this they can now craft magic potions, which will earn them more points.

In this pack, we've included a Market Sign, which you can choose to print out and stick up where you set up your market stall, so everyone knows where it is.

15. Making Potions

Kids love making magic potions. They can get a **potion jar** from the Merchant. Give out just one jar per clan. You may also need a source of water at the market for the kids to use in their potions.

There are three potions to choose from in the Player & Potion Guides. The more XP a potion is worth, the more difficult it is for players to find the listed ingredients.

Each clan can make all three potions if they want, that's their choice. Once they have made a potion, they show it to the GM for XP, empty it out and make another.

They can get into "Creative Mode"* and make up their own potions with whatever they can find. Just watch their imaginations go.

**NOTE: Creative Mode is another term from the video gaming world. We use this to let kids know that they can use their imaginations and make things that we haven't thought of yet. Kids always have better imaginations than adults 😊*

16. Finding Mushrooms

In the game, you could choose to have players search about the space for real wild mushrooms, rather than using the printable tokens. This could be difficult, depending on the time of year. In the UK autumn is best.

Having the children out searching for mushrooms is a great excuse to get them looking closer at the ground (or even on the side of trees) and any discoveries can be a great talking point between yourself and the kids, which could generate their further interest in nature.

WARNING: Some mushrooms can be **poisonous** so be sure to tell the children in advance that they are **just looking** for mushrooms. **They must not touch or pick them.** They simply show the found (in-situ) mushroom to an adult to receive their 25 XP.



We shall leave it up to you whether you want to get kids searching for real mushrooms or to simply use the mushroom tokens included in this package. If you do use the tokens, just print off as many as you like.

17. Pet Insects

Firstly, let's just say that we at Woodland Classroom wouldn't normally refer to the wild creatures of the woodland as 'pets.' But for the purpose of this game and to fit into the theme, that's what we're calling the insects that the kids hunt for, so that we're speaking the gamer language, which children will relate to.

Having a 'pet or 'taming' a wild creature is a common activity in popular kids video games. In *Wildcraft* kids will go on the hunt to find mini-beasts and bugs that they can tame by putting them carefully into a bug pot and examining them.

If you don't own any bug pots then you can always use a clear jam jar.

We would emphasise to the children here that it's important to take good care of our 'pets' during the game, not to shake the pot around and to make sure we put the bug back where we found it when the game's done, or at least in a similar habitat. Perhaps you could give out extra points for those clans who are taking care of their pets.

18. Cobwebs, Animal Tracks & Stick Hunting

In the Player Guide you will see there are all sorts of things for the kids to hunt for that will earn them more XP. Looking for cobwebs can often be tricky and require kids to slow down and really think about where would be a good place to find them. This can lead to other interesting discoveries such as more Pet Insects or treasures to add to their collection.



So, when you hear 'animal tracks' you may be thinking, "I don't have any fox, badger or wolves roaming around my garden at night and I wouldn't know what to look for even if there were." Look closer though and you and the children will begin to find all sorts of signs that animals have been active in the night; worm casts, rabbit droppings, mouse burrows, cat and dog paw prints. What's important here is that kids get to focus in on their surroundings and get excited about what they discover. By the way, the picture to the right is a bear track, if you see one of these in your garden, it's probably time to call it a day ;-)

19. Den Building



Kids LOVE building dens, forts, shelters, castles whether they are made out of old bed sheets, cardboard boxes, sticks or the worn and retired old family tent. You can use whatever materials you can get your hands on for this for you Den Building Kits. We've suggested in the Player Guides that there will be some sort of sheet, poles and string, the basics - but you can always expand on this or just have a pile of mixed materials for the kids to dive into. This is another chance for them to get really creative.

It's worth telling the kids that their dens need to be strong enough to withstand a monster 'attack' at the end of the game. Have they blocked up all the entrances except one? If they stay in their dens, they are safe from the monster.

SAFETY NOTE: When kids are first putting their dens together, it's worth checking to see that any poles or sticks at height are securely tied in place so that once they start piling materials on top the whole thing isn't going to come crashing down on their heads. Adults can all help with this.

20. Monster Attacks



Although we say this is an optional element of the game, we know that kids go crazy for this and the excitement of seeing monster appear just makes their day. So, who wants to be the Monster? You'll need a willing adult, or older sibling to play along here.

Defeating monsters is a central part of so many video games, and in our experience kids love this part of the game the best. In our experience the Monster Attack makes a fitting climax to the end of the game.

Tell the kids: *"The Garden Biome can be a dangerous place! A strange creature stalks the wild,*

looking for players who are out wandering alone. It also has a deadly touch, so don't get too close!"

The role of the monster is to act as an incentive for the kids to get their shelter built by the end of the game. Also, kids just love being chased by a "scary" creature, just like they find in their favourite video games.

Don't forget to look after yourself too. Children get very excited when they see the monster and might decide to attack it. In case you don't want this to happen, you can enforce this rule:

"Players cannot attack the monster, they can only hide from it in their den where they are safe. If you're found wandering about and a monster tags you then you lose 50 XP."

This would discourage players from getting too close.

So, what does the monster look like? It can be whatever you want it be. In our full day Wildcraft Adventure games, we use an army surplus ghillie suit, an all body costume, which makes you look like a walking bush. You might want to make your own simple costume or dress up as a villain character from one of the kids' favourite video games – we'll leave that to you. You could even give it whatever name you want or let the kids choose one.

OUR TIP: When we play at being the monster we shamle up to each shelter and play at trying to get inside, frustrated that the shelters are well built enough to withstand us. The kids love it, and you can have lots of fun with this too.

21. Adding Your Own Ideas

You could always add in your own extra resources for kids to find in the game. Imagine the excitement when the kids all get told half way through that game that there's another colour of resource out there, perhaps a Sapphire or a Diamond? Party bags, chocolates, crayons and fruit could all make great treasures to be found.

We know that every game of *Wildcraft* can be different. So, there is scope here for you to make use of particular features of your site, or to add in some easier or more difficult challenges for your players, depending on their age and ability. Have some fun with this or even ask your kids what items from their favourite video games would be a good treasure to hunt for.

22. Take a Break

Playing this game can be a non-stop, adrenaline rush for the kids as they frantically search for items, so we like to schedule a break half way through the game, say about 45 minutes in. This allows kids to get their breath, have a drink and whilst sat at basecamp we can check in with everyone to gauge progress and be sure that players understand all the items that can be found or crafted. The *Wildcraft: Home Edition* is simple to play and you will find that each clan is at a slightly different stage of the game as play continues, with some kids picking up the concept of the game quicker than others.

Keeping with the video game theme, we say the game is “on pause.” Everyone gets some time out and it’s a good chance to answer any questions the children might have about the game.



23. Scoring

PRESS START

The GM (Gamemaster) is responsible for keeping the on-going score of each clan. Use pen & paper to track XP awarded as the game goes along.

XP is awarded in multiples of 25, so that makes the math a little easier.

The GM should work closely with the Merchant to ensure that any resources that are cashed in for XP or traded items are not missed but scored as the game is played.

24. Final Scores & Declaring the Winning Clan

The GM doesn’t reveal what each clan’s final score is until everyone is sat around at basecamp at the end of the game... perhaps over a slice of birthday cake.

Good sportsmanship should be encouraged here. Yeah, it’s great to be the winner, but what’s important is that everyone had an awesome time. You can choose whether you want to give a prize to the winning clan. We don’t do this ourselves, as we don’t want to put too much emphasis on the competitive element of the game.

Well..... that’s it. So get out there and have your own adventures with the Wildcraft: Home Edition!



GAME RESOURCE GUIDE

So, you've read the *How To Play* guide, and you know how the game works. Here's the list of all the game props and items you'll need before you're ready to play.

What You Need To Download & Print Out

First up, as we mentioned in the section 'The Player Guides' you need to decide whether you want to use the text based version of the Player Guide or the picture based guides. You can even use both to suit the different abilities and learning styles of your kids. Whatever combination you choose to use though, we've listed below the recommended minimum number of each printable resource that you need in order to play the game...

- Players Guide – 1 copy for each clan and 2 copies for adults as reference
- Crafting Guide, Resource Guide, Potions Guide & Trading Guide – 1 copy for each clan
- Wild Pig, Wild Apple, Wild Berry & Mushroom Tokens – a minimum of 2 per clan
- Core Rules Sheet – 1 copy for you
- Market Sign – 1 copy to go with your market set up

We recommend that before you take any guides and tokens outdoors, that you **lamine** them first, or at least print a couple of **spares** in case the kids get them too muddy or wet to make them usable.

To see how we put these printable resources together in the most user-friendly way, make sure you check out the **Training Video** which accompanies this book.

Making Your Own Game Resources

To represent the 5 coloured resources in the game (quarrystone, iron ore, gold nuggets, quartz and emerald) you could use real pebbles or rocks and then paint them Just like this....



Alternatively, for a lower cost solution, you could simply source play items like coloured balls, hacky sacks, large lego bricks, toys or something else that is the same matching colour as the resources in the game. That's how we started.



We now use coloured wooden blocks when we play our Wildcraft games, but there's a lot of work in creating those, so keep it simple. Your kids' imaginations will do the rest.

How Many of Each Resource Do I Need?

Well, that depends on the size of your player group, or rather **how many clans are playing the game**.

Below we've given you a summary table, which lists how many of each game resource we recommend you play with according to how many clans you have playing. Feel free to include higher quantities of resources if you want to encourage more trading in the game.

RESOURCES YOU NEED: A SUMMARY				
	No. of Clans			
Resource	1	2	3	4
Quarrystone	6	12	18	24
Iron Ore	4	8	12	16
Gold Nuggets	6	12	18	24
Quartz	4	8	12	16
Emerald	1	1	1	1
TOTAL (resources required)	21	41	61	81

Quarrystones

(allow for 6 per clan)

Quarrystone is the common building stone in the Garden Biome. You can use any large pebbles – grey is best colour.

Iron Ore

(allow for 4 per clan)

We use pebbles or blocks that have been painted red; to mirror the red/orange colouring you get in real iron ore.

Gold Nuggets

(allow for 6 per clan)

Gold & Quartz (below) are great resources for trading either with the Merchant or with other clans. We use pebbles or blocks painted gold or yellow.

Quartz

(allow for 4 per clan)

We use pebbles or blocks painted white, but if you want to go to that extra effort you could source real quartz from the countryside. In many parts of the world it's abundant and will cost you nothing but time to find it.

Emerald

(allow for 1 per game)

A very special and rare resource. There is only 1 of these in the game to find. We use pebbles or blocks painted green.

Props & Equipment

Water Butt or Bucket

Unless you've got a lovely stream running through your garden, you will need to be able to pour water into the potion jars as required.



Chests (allow for 1 per clan)

Each clan needs one of these to store their resources in safely.

We recommend that you tell players that their chests must stay where each clan is going to build their den. This reduces the chances of the kids having an accident whilst trying to move about a box full of items. Safety considerations are especially important here if you have chosen to use pebbles for your game resources and your chests are only made of

cardboard.

Potion Jars (allow for 1 per clan)

We use recycled, clear plastic jars. You don't need to keep the lids. You can enhance these by tying on a loop of string or wire so players can hang their jar up in their shelter.

You could use glass jars as pictured here but be careful the kids don't keep them in their baskets and throw stones on top. This could cause a hazard.



Bug Pots (allow for a minimum of 1 per clan)

These are also called Bug Viewers on the Internet. These purpose made jars are great for containing insects safely so that children can observe them up close. If you don't want to spend any money on these though you could use recycled jam jars or plastic tubs.

Thankfully the black, eight-legged fellow in this jar is fake.

Den Building Kit (allow for 1 kit per clan)

This is where you can really have some fun creating the kits. You can either splash out and buy proper tarps for shelter building, or you can simply use old bed sheets, it's up to you. Each Den Building Kit should include; 1 sheet, lengths of string or rope and 3 or 4 poles so they can get their structure started. We would recommend a minimum length of 4 feet (1.2m) for the poles. Again you don't have to spend money on these, just cut some fresh sticks from a tree in need of some pruning. Bamboo canes work well too.

Cookies (you decide the quantity)

We use chocolate chip cookies. In exchange for one quartz a clan can get a cookie for each of their players. In the video game Minecraft, players exchange emeralds for cookies.

String & Scissors

You will need this for making the Carrot on a Stick, tying dens together and for hanging the game tokens in branches or bushes. Don't forget to have a pair of child-safe scissors with you too.

First Aid Kit

This is optional, but we always recommend having one close by when organising outdoor activities. Ensure this is appropriately stocked for the activities you'll be running. Hopefully this won't even get touched during your game 😊

GAME RESOURCE LIST - QUICK GLANCE GUIDE	
Equipment & Consumables	
Quarrystone	First Aid Kit
Iron Ore	Cookies
Gold Nuggets	Table <i>(for the market)</i>
Quartz	Water Butt or Bucket
Emerald	Bug Pots
Hot Dogs	Den Building Kits
Gold Ingots	Core Rules Sheet <i>(print this out)</i>
Chests (boxes)	Pen & Paper
Carrots	Wild Pig Tokens <i>(print these out)</i>
String & Scissors	Wild Berry Tokens <i>(print these out)</i>
Potion Jars	Mushroom Tokens <i>(print these out)</i>
Player Guides <i>(print these out)</i>	Wild Apple Tokens <i>(print these out)</i>



We hope you and the children enjoy your adventures out in the wild, we loved creating Wildcraft and love seeing others play our game.

We would also love to see pictures of your Wildcraft games and event so please share them with us at the official Wildcraft Adventure facebook page [HERE](#).

We wish you many tired, muddy and happy kids at the end of the day. Good luck!

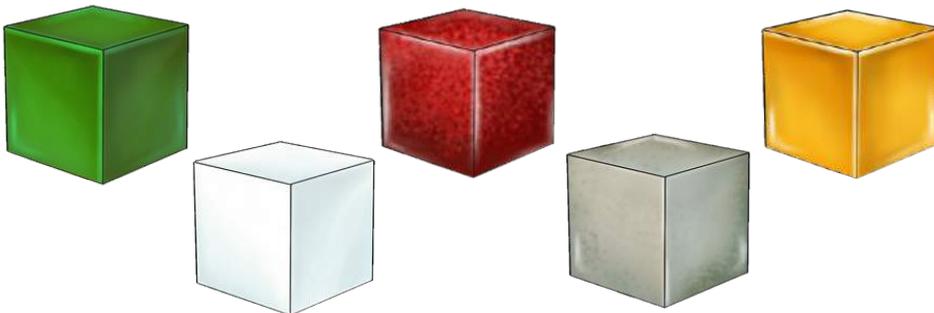
James & Lea Kendall

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CORE RULES

1. You must stay in your clans. No swapping.
2. No stick fighting.
3. You cannot visit the Market if the Merchant is not there.
4. Remember, you can trade items between clans if you want, but all clan members must agree on any trade.
5. Do not damage another clan's shelter or other creations.
6. Do not steal items from other clans.
7. Do not pick or take pieces from any living plants unless an adult has told you it's okay to do so.
8. Remember... **HAVE FUN** 😊



**IF YOU BREAK THE RULES
YOU COULD LOSE XP!**

WILDCRAFT HOME EDITION

OUTDOOR ADVENTURE FOR VIDEO GAMERS

- You are brave explorers in the **GARDEN BIOME**.
- You need to **FIND RESOURCES**, which will be useful in your quest.
- Some of these resources can be **TRADED** at the Market for good things.
- The more resources you find and the more items you **CRAFT**, the more XP you can earn.
- First up, the Merchant will give you a **CHEST** to keep your resources in.
- Don't forget to **BUILD AN AMAZING DEN** for your clan. When the game is over, the Monster will come out. You are safe in your den.

THINGS FOR YOU TO FIND

ITEM	HELPFUL HINTS	XP
QUARRYSTONE	Grey items. Used for building in the Biome.	25
IRON ORE	Red items. A blacksmith can use these to make iron tools.	50
GOLD NUGGETS	Yellow items. The Merchant can sell these to jewellery makers or to make coins.	75
QUARTZ	White items. A precious stone, good for trading.	100
WILD BERRY, FRUIT or NUTS	Look for trees or bushes that have wild fruit or nuts on them. Berries, apples, acorns and chestnuts are some examples. Get 25XP for each type of fruit or nut that your clan finds. WARNING: Don't pick or eat any wild fruit or nuts unless an adult has said it is safe.	25
ANIMAL TRACKS	Can you find any tracks or signs that wild animals are living near your den? Look for footprints, poo, old fur, feathers or an animal's home, like a burrow. Show what you find to an adult.	100
MUSHROOMS or FUNGI	Show an adult where you've found wild mushrooms or fungi growing. There are so many types to see. WARNING: Don't pick any mushrooms! Just look, don't touch!	75
CAMPFIRE STICKS	The true name for campfire sticks is kindling. Find 5 really dry sticks each , which would be good to start a campfire with. To find out if the stick is dry, try snapping it. Does it make a "crack" sound? Put all your sticks in a pile together.	100
PET INSECT	You need 1 BUG POT to collect a pet insect. Can you tame an insect? A bug makes a great pet... for a short time anyway. Where do you think bugs can be found? Make sure you take good care of your pet insect and put it back where you found it once you're done.	50
WILD PIG	Look for tokens with a picture of a wild pig on them.	50
COBWEB	The Merchant will swap cobwebs for string at the Market. Don't take the spider along with you – it likes to stay at home.	75
CARROT	Use this to make your Carrot on a Stick. With this you can capture a Wild Pig.	25
EMERALD	There is only 1 of these to find. It's green, of course. Good luck!	250

THINGS FOR YOU TO TRADE FOR

ITEM	WHAT YOU NEED	XP
BUG POT	1 GOLD NUGGET Trade the gold with the Merchant to get a bug pot. You can tame a pet insect safely in here.	100
COOKIES	1 QUARTZ The Merchant will trade you 1 cookie for every player in your clan, but you won't get any XP for this. You choose!	0
DEN BUILDING KIT	4 QUARRYSTONE Trade your quarrrystones for string, a sheet and poles to build your clan den. Make it awesome!	100
POTION JAR	2 IRON ORE Trade your iron ore with the Merchant to get a potion jar. Then you can make potions for more XP.	125
HOT DOG	CARROT ON A STICK ♦ WILD PIG When you've captured a Wild Pig with you Carrot on a Stick the Merchant will trade you a yummy hot dog each.	50

THINGS TO CRAFT THAT GIVE YOU BONUS POINTS

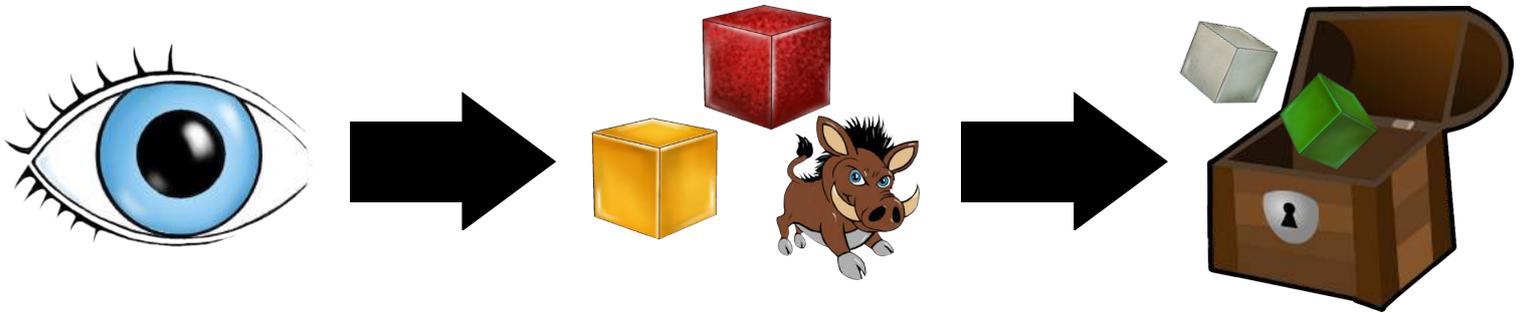
ITEM	WHAT YOU NEED	XP
CLAN DEN	DEN BUILDING KIT Craft an awesome shelter for your clan, which will keep the Monsters out.	300
CARROT ON A STICK	STICK ♦ STRING ♦ CARROT Tie it all together. Use this to go hunting for wild pigs	100
POTION OF GROWTH	WATER ♦ SOIL ♦ TREE BARK ♦ OLD LEAVES ♦ 1 SEED Make your own compost to help things grow. Mix these ingredients up in your Potion Jar and then show your creation to an adult.	75
POTION OF HEALING	WATER ♦ 2 WHITE FLOWERS ♦ 3 DIFFERENT LEAVES Some plants can be used for medicine. Mix these ingredients up in your Potion Jar and then show your creation to an adult.	100
POTION OF PROTECTION	WATER ♦ 3 YELLOW FLOWERS ♦ 1 OLD SNAIL SHELL The hard shells of snails protect their soft bodies. Make sure there's no snail inside! Mix these ingredients up in your Potion Jar and then show your creation to an adult.	150
CREATE YOUR OWN POTION	ANY INGREDIENTS YOU WANT Get into creative mode and craft your own magic potion.	50
TORCH	1 LONG STICK ♦ STRING ♦ DRY LEAVES OR MOSS Tie dry leaves or moss to the end of your stick with string to make a torch. It gives you protection against Monsters.	150
GOLD INGOT	4 GOLD NUGGETS You need to trade in 4 gold nuggets together at the Market to make a gold ingot.	400



WELDCRAFT HOME EDITION



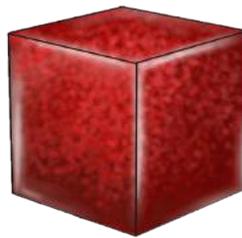
RESOURCE GUIDE



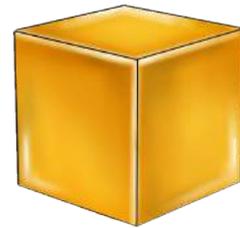
LOOK FOR RESOURCES & FILL YOUR CHEST TO WIN XP



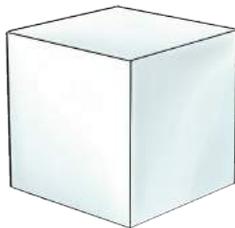
**QUARRY
STONE**
25 XP



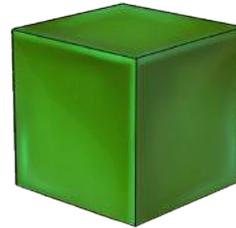
**IRON
ORE**
50 XP



**GOLD
NUGGET**
75 XP



QUARTZ
100 XP



EMERALD
250 XP



WILD PIG
50 XP



**BERRY, FRUIT
NUTS** 25 XP



**PET
INSECT**
50 XP



COBWEB 75 XP

MUSHROOM
75 XP



CARROT 25 XP

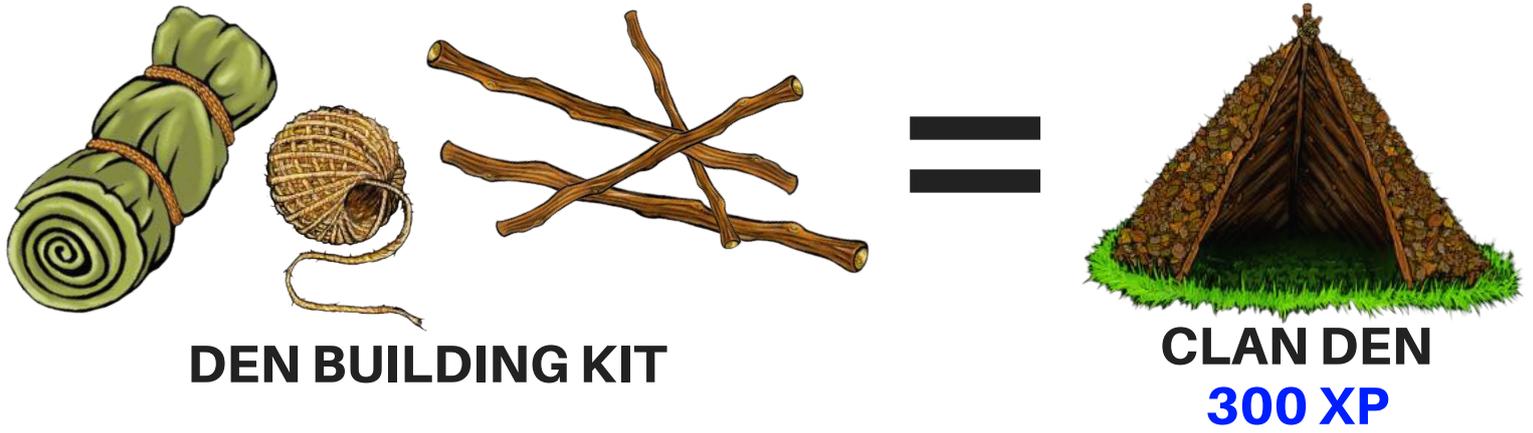


**CAMPFIRE
STICKS** 100 XP



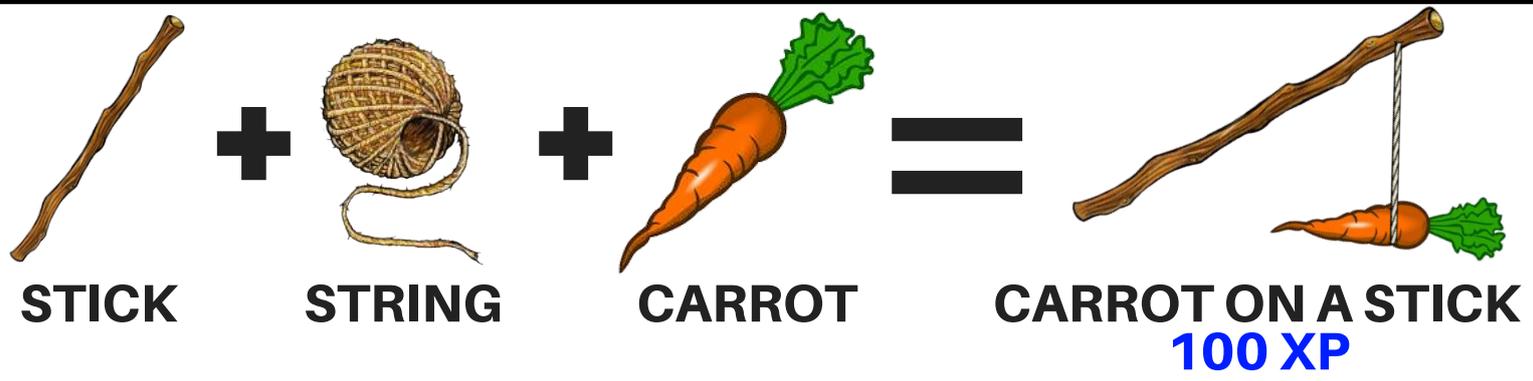
TRACKS
100 XP

CRAFTING GUIDE



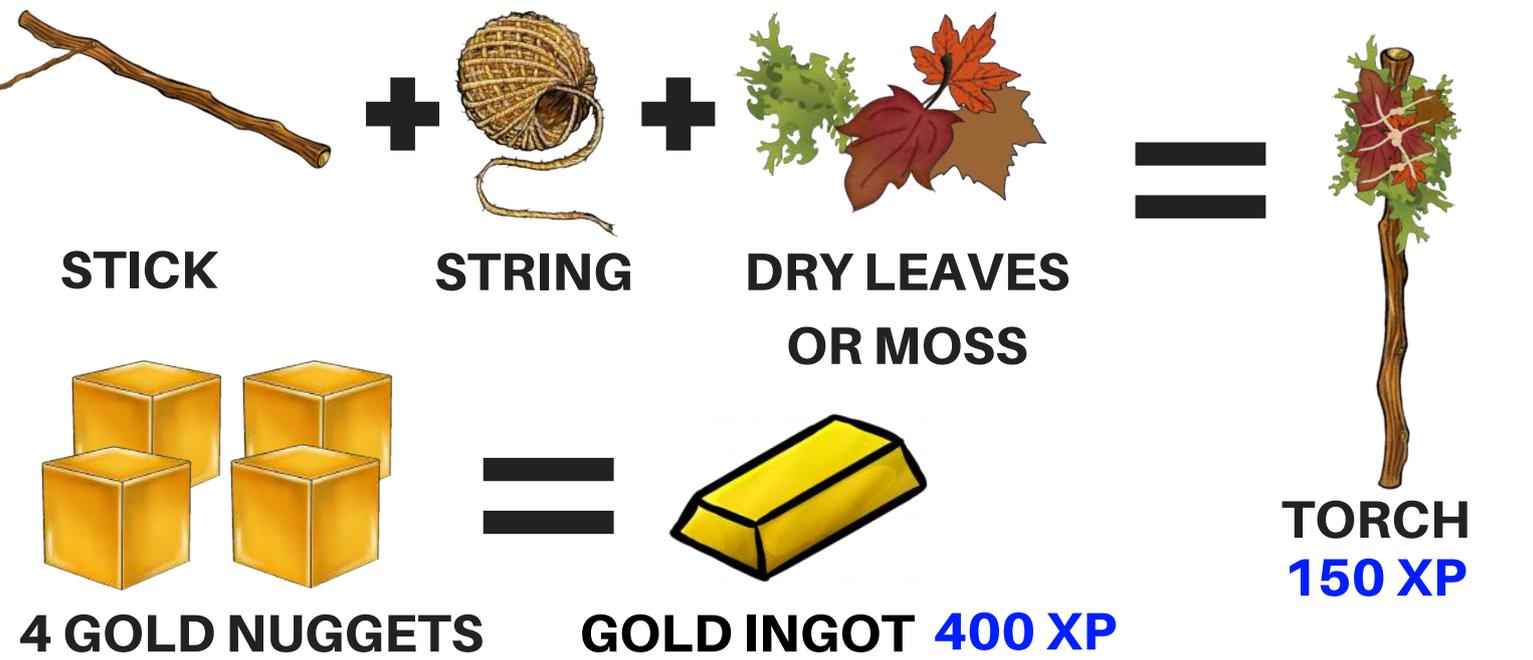
A bundle of green fabric, a ball of string, and several sticks are shown next to an equals sign, followed by a completed A-frame den made of sticks and covered in moss.

DEN BUILDING KIT = **CLAN DEN**
300 XP



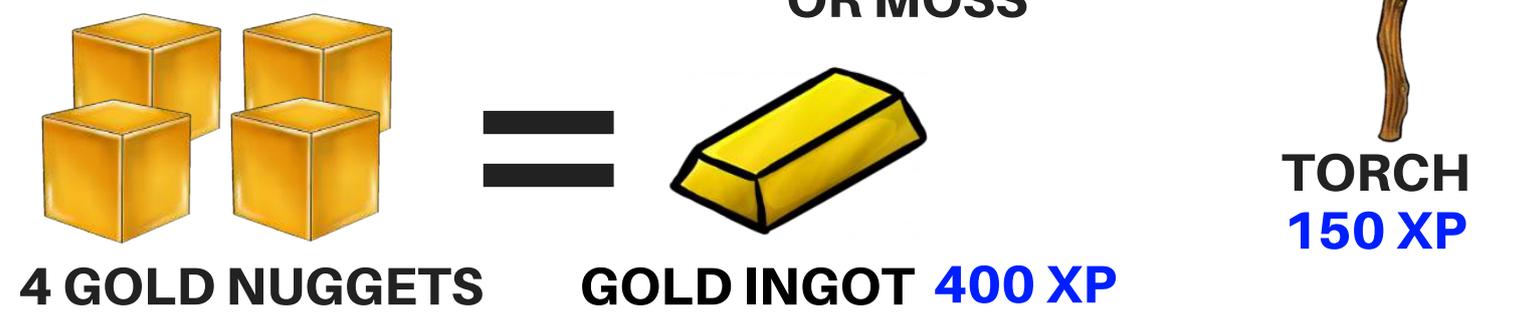
A single stick, a ball of string, and a carrot are shown next to plus signs and an equals sign, followed by a stick with a string tied around it and a carrot hanging from the end.

STICK + **STRING** + **CARROT** = **CARROT ON A STICK**
100 XP



A stick, a ball of string, and some dry leaves or moss are shown next to plus signs and an equals sign, followed by a stick with string and leaves/moss attached to the top.

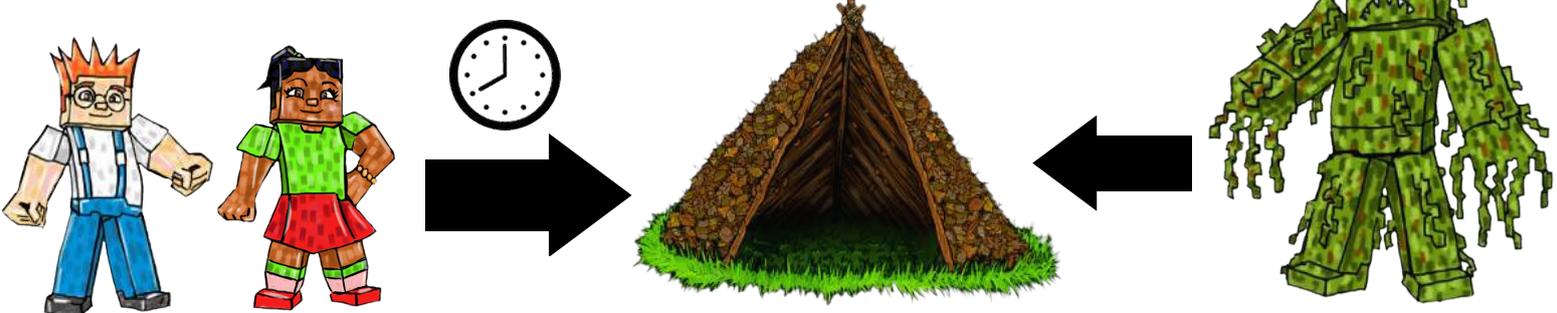
STICK + **STRING** + **DRY LEAVES OR MOSS** = **TORCH**
150 XP



Four gold nuggets are shown next to an equals sign, followed by a single gold ingot.

4 GOLD NUGGETS = **GOLD INGOT** **400 XP**

AT THE END OF YOUR GAME, GET READY TO HIDE IN YOUR SHELTER. THE MONSTER IS COMING!



Two cartoon characters, a boy and a girl, are shown on the left. A clock icon and a large arrow point to a completed den in the center. Another large arrow points from a green, mossy monster on the right towards the den.

CRAFT THESE POTIONS

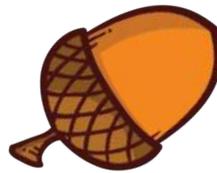
MIX THE INGREDIENTS UP IN YOUR POTION JAR



WATER



SOIL &
OLD LEAVES



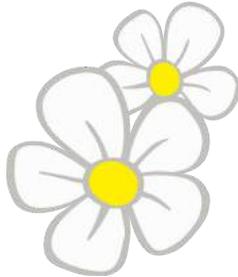
1 SEED
OR TREE
BARK



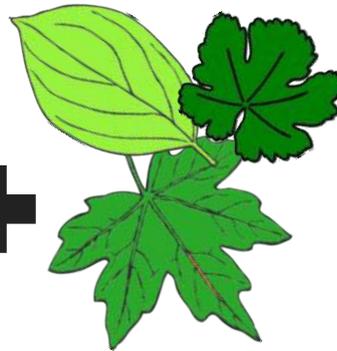
POTION OF
GROWTH
75 XP



WATER



2 WHITE
FLOWERS



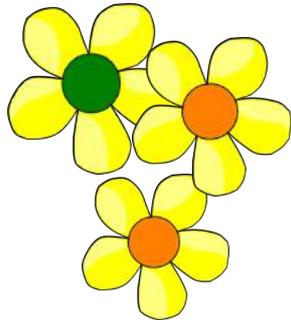
3 DIFFERENT
LEAVES



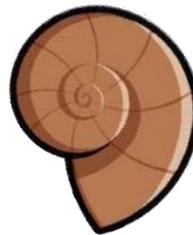
POTION OF
HEALING
100 XP



WATER



3 YELLOW
FLOWERS



OLD
SNAIL
SHELL



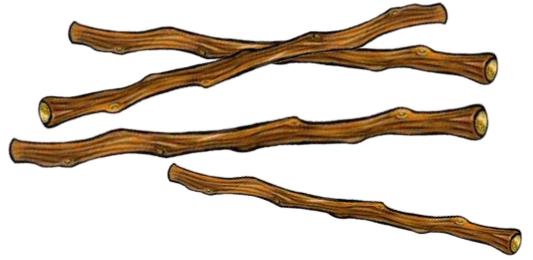
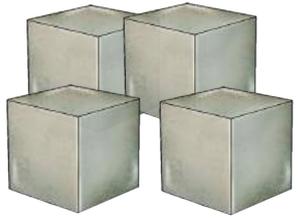
POTION OF
PROTECTION
150 XP



CREATE YOUR OWN POTION TO GET 50 XP

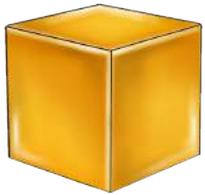


TRADE FOR THESE THINGS AT THE MARKET

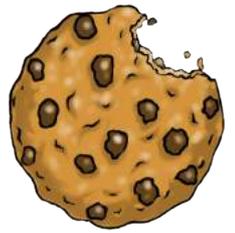
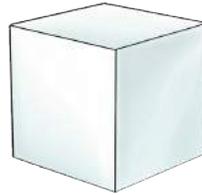


4 QUARRY STONES

DEN BUILDING KIT **100 XP**



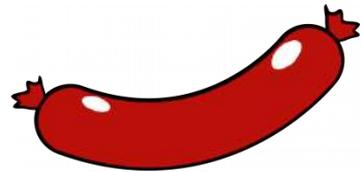
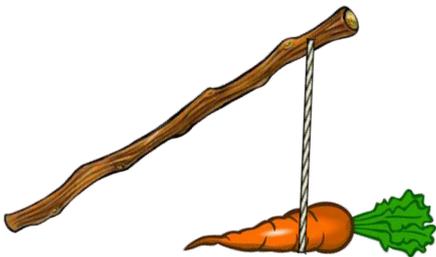
BUG POT **100 XP**



1 GOLD NUGGET

1 QUARTZ

COOKIES **0 XP**

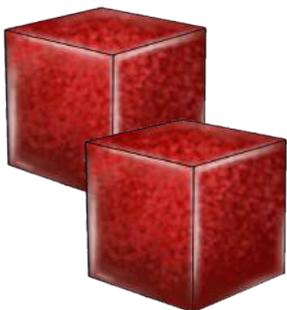


CARROT ON A STICK

WILD PIG

HOT DOG

50 XP



2 IRON ORE



POTION JAR **125 XP**



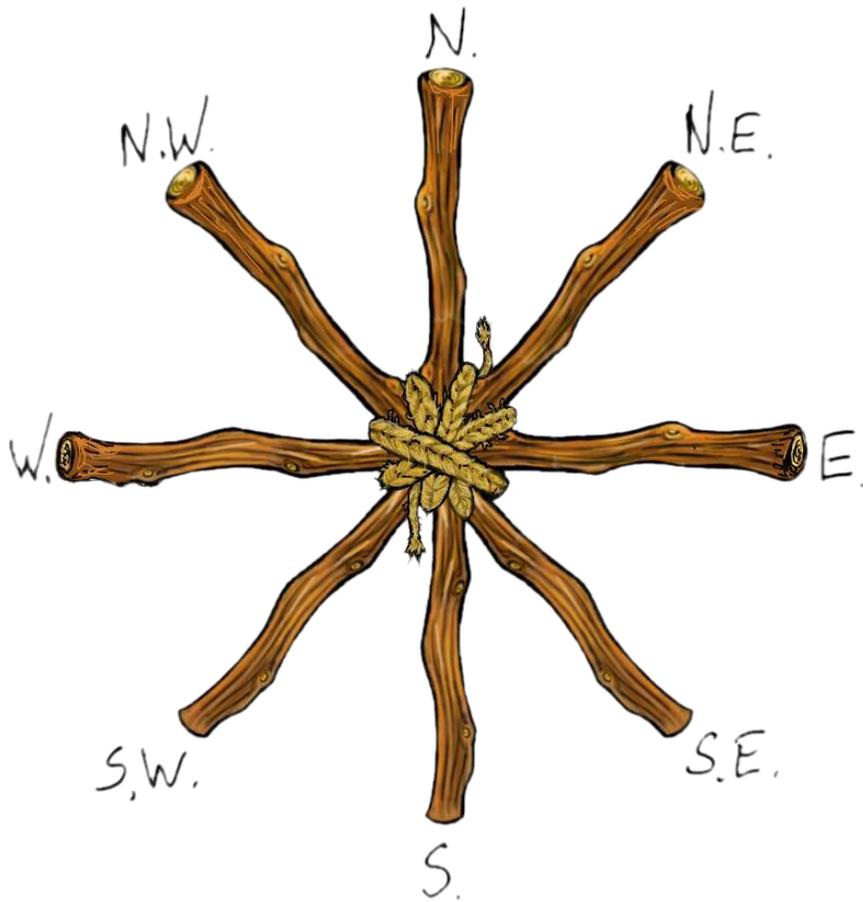








EXPLORERS



SPECIAL SKILLS: EXPLORING, SEARCHING, MAP MAKING, CLIMBING, TRADING.

MINERS



**SPECIAL SKILLS: EXPLORING, SEARCHING,
MAP MAKING, CLIMBING, TRADING.**

HUNTERS



**SPECIAL SKILLS: HUNTING, TRACKING,
WEAPON MAKING, TRAP MAKING.**

GATHERERS



SPECIAL SKILLS: GATHERING MUSHROOMS, HERBS, BERRIES & FRUIT. MAKING POTIONS.

MARKET



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"10 WAYS TO GET YOUR KIDS
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