

## SUN BEATS DOWN | SOLAR SHIELD



1

*The sun is blazing with no clouds in sight and after 2 hours in the sun, you must find cover.*

2

*Think fast! In 1 minute find a place where you could take cover from the sun and go to that location.*

## NATURE'S BREW

## FLOOD FACTOR | SANDBAGS



1

*It's been raining for a week straight. The rain has finally let up, but more rain is expected in 10 minutes.*

2

*Use the materials available around you to build a shelter for an animal the size of your fist that can withstand another player pouring a half a cup of water on it.*

3

*Test each shelter by pouring a half of a glass of water to see if it withstands the storm.*

# NATURE'S BREW

## DRIED UP | WATER RESERVE



1

*A few miles back, you dropped your water pack because it was too heavy. It hasn't rained in several days.*

2

*Think fast! In 1 minute find a place where you could source water and share the option with another player.*

3

*Refer back to the 2nd Quest activation cards if needed.*

# NATURE'S BREW

## TWISTED TORNADO | TUNNEL

1

*Heavy winds are building and likely to touch ground in the next 10 minutes.*

2

*Using the materials available around you make a shelter for an animal smaller than a pinky nail that can withstand another player blowing on it.*

3

*Tour the other players' shelters.*

4

*Test each shelter by blowing on it to see if it withstands the storm.*



## NATURE'S BREW