

2.3. Cumulus Swift

In this part of the adventure, the players meet Cumulus Swift, one of WAK’s talented pilots, and commence their blindingly fast trip to Brazil in a Jump-Jet (a sort of high-tech futuristic transport jet).

Adventure Script 2.3-A

Golden Sky touches the screen of her phone.

“Hello, Cumulus Swift? This is Golden Sky. The team here is ready for the Amazon Rainforest adventure. Are you ready to get going?”

Golden Sky looks up into the sky through the branches of the tree. A few seconds later, a rope ladder falls down in front of you!

Present Adventure Image 2.3-B



Adventure Script 2.3-B

“Here it is,” says Golden Sky. “Your Jump-Jet has arrived. Ground Team, climb up the ladder and good luck! Support Team, climb down from the tree and go somewhere private, so that you can watch the adventure and give good advice to the Ground Team.

I’ll check in on you all if there are any problems, or catch you when the mission is completed. Good luck, all of you!”

At this point, the Support Team will need to quickly decide where they are going to go to observe the adventure. They could meet somewhere as a group, or in small groups, or go to their individual homes – so long as they find an appropriate place to engage with the mission secretly. Have the team(s) discuss and make some decisions here.

Once the plans for the Support Team have been decided, proceed with the Ground Team members, who – it is assumed – have started climbing the rope ladder.

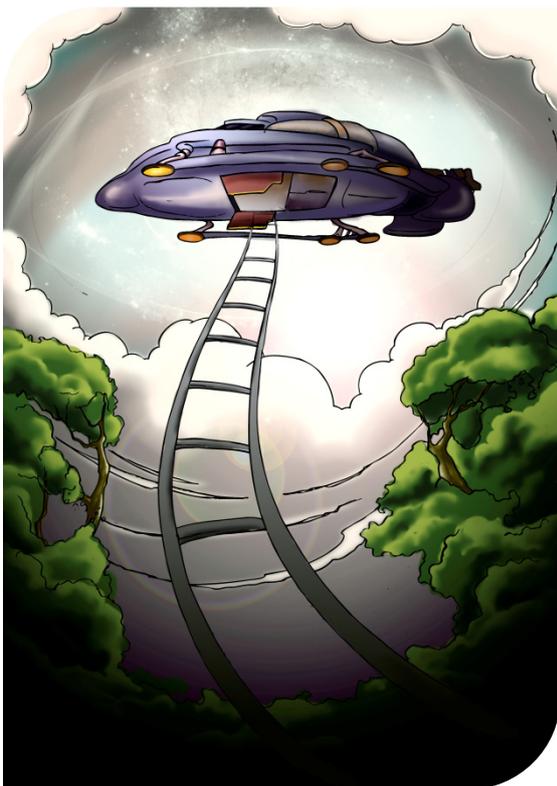
Climbing up the rope ladder requires a **Strength & Agility Manoeuvre** dice roll from each Ground Team member, with the following outcomes:

1	Slips from ladder, causes 2-12 points in health damage (roll a 6-sided die twice), knocks a Support Team member out of the tree as well and causes him/her 1-6 points in damage, breaks AIP and has to give up place in the Ground Team!
2-3	Slips from ladder, lands safely in the tree, but embarrassingly!
4-5	Successfully climbs the ladder up into the Jump-Jet
6	Shimmies up the ladder like a circus performer!

Note that if a player rolls a (1) for this manoeuvre, he/she is potentially too hurt and effectively without the all-important AIP and therefore has to give up his/her place in the Ground Team. At this point, the players across both teams will need to do some discussion and deciding in terms of who replaces the hurt and AIP-less player (though note that if the damage was relatively minor and a Support Team member is willing to give up his/her AIP, the original Ground Team player might be allowed to continue with the mission).

Once it is clear that everyone is successfully climbing up the ladder:

Present Adventure Image 2.3-C



Adventure Script 2.3-C

You grab on to the rope ladder and start climbing. Above you, you can see a small jet hovering in the sky. It is not making any noise at all!

The scientists from World Adventure Kids are good at building special machines. Jump-Jets are completely quiet. They don't make any pollution. They are also super fast! They can travel to any place on Earth in just a few seconds – which is why they are called "Jump"-Jets, of course...

Present Adventure Image 2.3-D



Adventure Script 2.3-D

You climb to the top of the ladder and enter the Jump-Jet through a small door in the side. Inside, you can see lots of special computers and screens. There is also a boy there with a helmet on.

"Hello, Team Captain!" the boy says. "I'm Cumulus Swift, your Jump-Jet pilot for this adventure. I'm from Malaysia. Wonderful to have you on board!"

Cumulus Swift is a friendly and outgoing character who will be interested in getting to know the players a little. He has been flying a Jump-Jet for WAK for two years, and later would like to become an airline pilot (though he thinks that it could be too easy and quite boring compared to this job!). His secret WAK