

Episode II: Moon Map

# SCENTVENTURE SPACESTARS



## WOW! LOOK AT THIS PLACE!

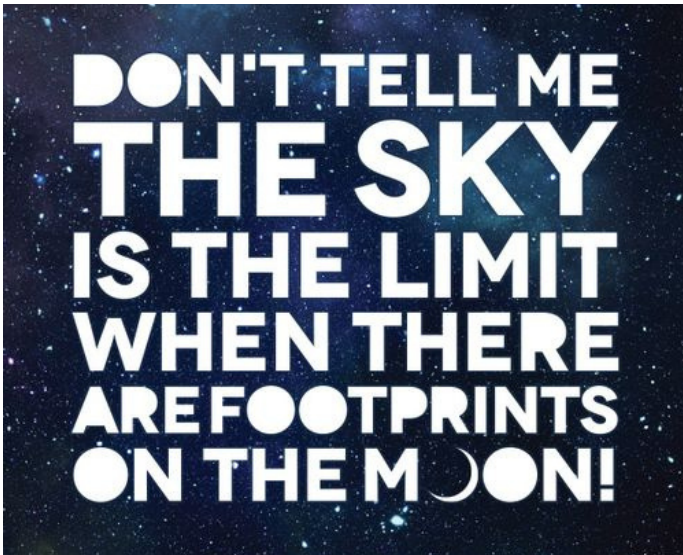
From Zoom Major the moon is a glimmering halo, a mandala suspended in a twilit sky. It used to stir Zoomian hearts, but here, on the surface, there is something haunting in it's shimmer, something of an inconceivable mystery.

During the day, the Sun causes wounds. At night, the moon heals those wounds. The Sun watches what you do, but the moon knows all your secrets. As you land your pod on its surface, you feel the magical silent silvery light touching your heart and getting inside your head. The Moon has long been linked to madness and lunacy... you begin to understand why.

The moon is the first milestone on the road to the stars. She will guide you through the night with her brightness. But there are nights when the spacewolves are silent, and only the moon herself howls.

You get a chill down your spine. You try to brush it off by thinking of inspirational words you heard at Space Camp and you feel a little better. *Shoot for the Moon - even if you miss it, you will land among the stars.*

*Continued...*



### *Continued*

You look down at the dusty, rocky surface beneath your feet, at the footprints leading towards the horizon, and another quote from Space Camp springs to mind.

*Don't let anyone tell you the sky's the limit when there are footprints on the moon.*

But wait... whose footprints are these?!

Humanoid prints lead the way and an army of smaller canid prints behind. Could it be... ?

*Duh duh DUH!*

Follow the story as it unfolds in Episode II.

You deciphered the code and found out ASH is out there and she needs our help.

In this Episode we journey to ZooMoon, the Alpha moon of Zoom Major.

Our mission remains the same: find ASH and bring her home to the family waiting on Earth to adopt her.

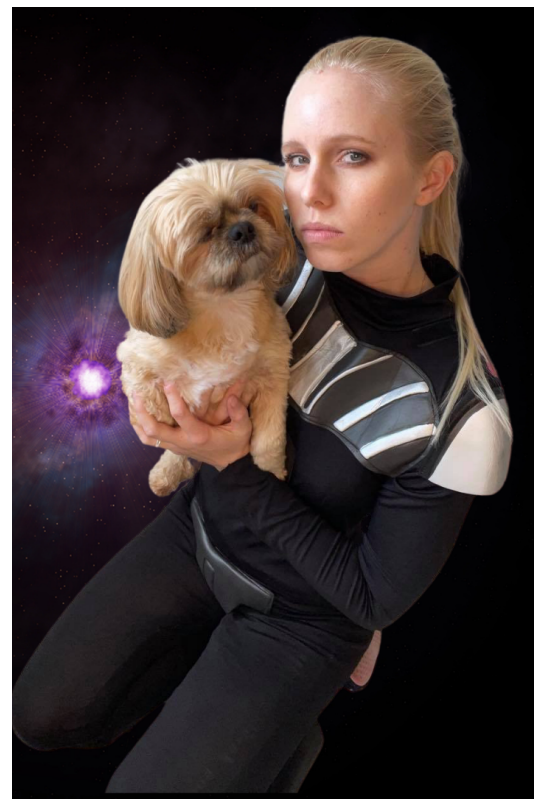
This is a rescue mission. Let's rescue the rescue!

## Dane Vader lore

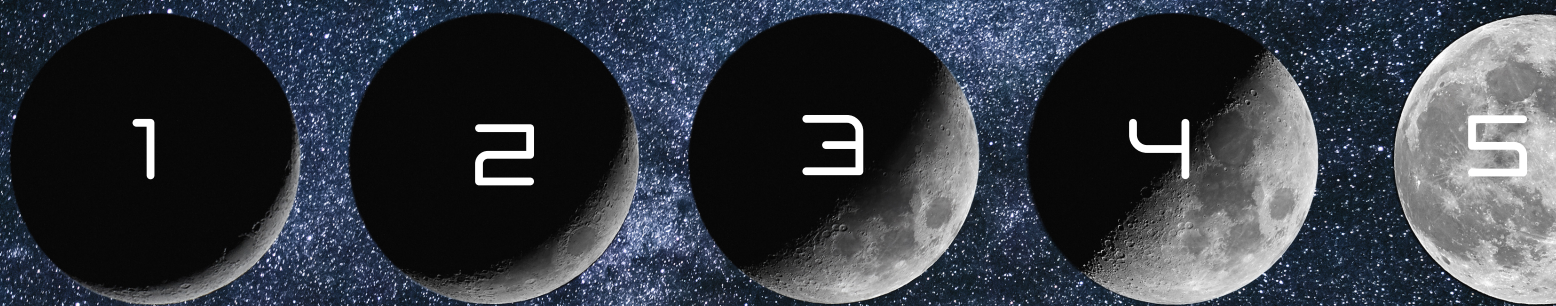
Before she became a disciple of the dark side, Dane Vader was the most promising Cadet the Federation has ever seen. She was a goodhearted Spacestar and hero of the Great Rescue Wars, rescuing 5,000 pups in a single day.

While she was considered the very best in the galaxy, she broke the Federation code by falling in love with an orphaned Klichon puppy and sneaking him home in her cloak without declaring him.

Cast out, she pledged revenge on the Federation and became the fearsome enforcer we see today, stealing other planets' technology and using it for evil. She thrives on expanding her Krew and turning other Cadets to the dark side.







# MOON MAP

Jump in your pod and set the controls for ZooMoon.

You prepared for this adventure in Episode I at Space Camp. We at the Federation have never seen a more promising crew at Graduation. With the skills they learned at Space Camp, rest assured that your Cadets are primed and ready for whatever comes their way out there in deep space.

Episode II is an action and adventure story. You will experience space at its very best... and worst. You have a map to plot your journey. This is important.

## Objective

- This is a live action story. You and your Cadet must follow the events as they unfold.
- Each event in the story happens at a specified location on the moon.
- Each location has a coordinate. Plot the coordinates on your Moon Map to remember where you have been.

Use a marker to lay out your plot points. Anything from a cone to a plant pot, bamboo cane or book will do!

## BENEFITS

In this Episode we are utilising skills from our adventure Compass Point - Environment. It's all about challenges that boost confidence, build a great bond, and make the environment work with us rather than against us.

While Environmentals are relationship-building activities not necessarily directly related to the 'problem behaviour', they help with training and behavioural issues in the following ways:

- Increases neural plasticity - the brain's ability to change and adapt as a result of experience
- Improves working memory - better memory makes training exercises more effective
- Helps dogs 'learn to learn' - set them up for more complex training later
- Improves self-confidence
- Gives dogs something known and familiar to do - familiar patterns to pull out when you need them
- Rather than scanning the environment alert for triggers, dogs engage with the environment.
- It's fun! Builds happy, positive experiences.



# PLANET INFO: ZOOM MAJOR



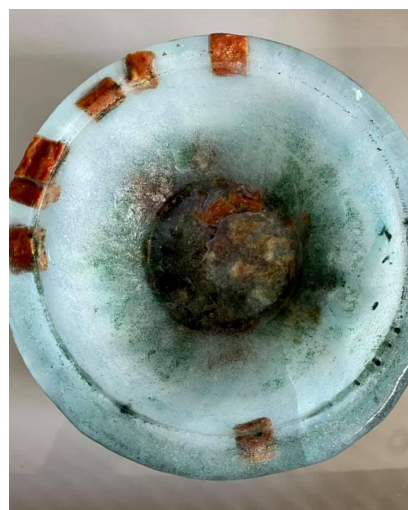
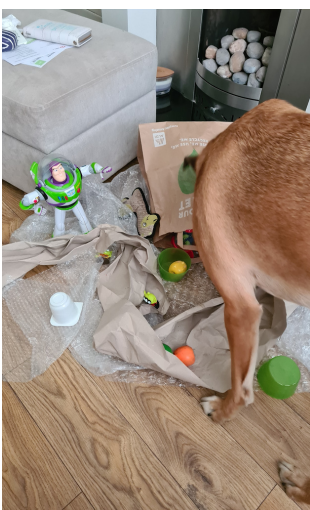
Zoom Major was the envy of its solar system. Best known as the creators of Zoomies Tech, the advanced PL\* network designed to distribute food and aid to less fortunate planets - *FAST!*

You've heard of Whippet Speed PL5, you've heard of Greyhound Speed PL100, but nobody was prepared for Zoomies Speed PL5000!

It comes as little surprise then that they were constantly under attack. Dane Vader and the Klichon Krew was their greatest threat. When the Zoomians could no longer hold off Vader's Krew, they set the Zoomies network one last time.

The dial was turned up higher than had ever been tested. It was a suicide mission. All we could do was watch as they burned like a glorious supernova, taking all knowledge of Zoomies technology with them. Only the Zoomian canids survived the technological disaster.

\*PL = post-light



## A WORD FROM YOUR CAPTAIN

Wow, wow, wow! I LOVE your craft projects and space-themed props! You are such an amazing, creative bunch, and I am blown away by your effort.

Look at Louise's creepy all-seeing frozen eye! *The Federation is watching you.*

I love that your dogs get to have fun while learning real life skills that improve your life together. But one of my favourite things about Club Dogwood is the support you give one another. Prepare for a whole new level of teamwork this month! I really shouldn't laugh... but!

Keep up the good work. And remember...

**WE HAVE OLYMPUS MONS TO CLIMB,  
BUT WE ARE CLIMBING TOGETHER.**

*Life is a Scentventure!*