

# *Mardi Gras Mayhem*

## **Instructions**

Get ready to meet colorful characters, solve puzzles, and learn about New Orleans history and culture. Immerse yourself in the sights and sounds of Mardi Gras. Unleash your inner detective and get started on an unforgettable journey of discovery and intrigue!

## **Krewes**

While you do not need to remain with your krewe for all activities, you and your krewe will need to work together, follow the clues, complete the exercises and win (or not) as a team.

- Share information. Attendees at concurrent breakout sessions will receive different Character Cards.
- At least one person in each krewe must download the BundIAR app. See the instructions on the following page for details.
- If you have questions about the app, ask one of the Champions.

## **Cards**

- You will receive one card from each session for a total of nineteen cards.
- Use the BundIAR app to scan the character portion of the card. See the BundIAR app instructions page for complete instructions to download and use the app.
- Read each part of the story carefully and the character's part in it from the BundIAR app.
- At times you may wonder how you are expected to know some bit of information. You may ask anyone (except a Champion) or look it up using any means available to you.

## **Magical Items**

- Some characters will offer you physical items that you may use to improve your chances of winning – use them strategically. The character who gives you the item will explain how you may use it.
- You may keep any item or trade it to another krewe.

## **Clues, Challenges, Side Quests**

- You will receive information to move the story along, a clue (a game mechanic), a challenge (another game mechanic), a riddle (and another game mechanic), a side quest (yet another game mechanic – sensing a theme?), and/or a call to action through the BundIAR app.
- Keep track of the clues, your answers, and your thoughts in the Learning Journal. Write down anything you feel may be of value. Be aware, some information may be a red herring (you got it - a game mechanic).

## **Strategy**

Useful gamification strategies include:

- Pattern recognition
- Application of strategy or tactics
- Exploration
- Lateral thinking
- Reaching a goal before everyone else

## **Winning**

The first team to provide the following to the Game Leader will be crowned the winner.

- All completed challenges and side quests
- The name of the Mysterious Stranger
- His or her motivation
- The location of the treasure