

# PRE-SALE

**This resource will be released by July 31<sup>st</sup>, 2019.**

If you purchase today, you'll lock in the special pre-sale pricing.

You can download your resource on July 31<sup>st</sup> by going to "My Purchases" under your TpT account. There, you'll see that the resource has been updated. You'll be able to download the file at no additional cost.

You can also follow me on Instagram @nouvelle\_ela for project updates. 😊

**Thank you for your enthusiasm and support for this series!**

# WELCOME TO BURNBRIDGE



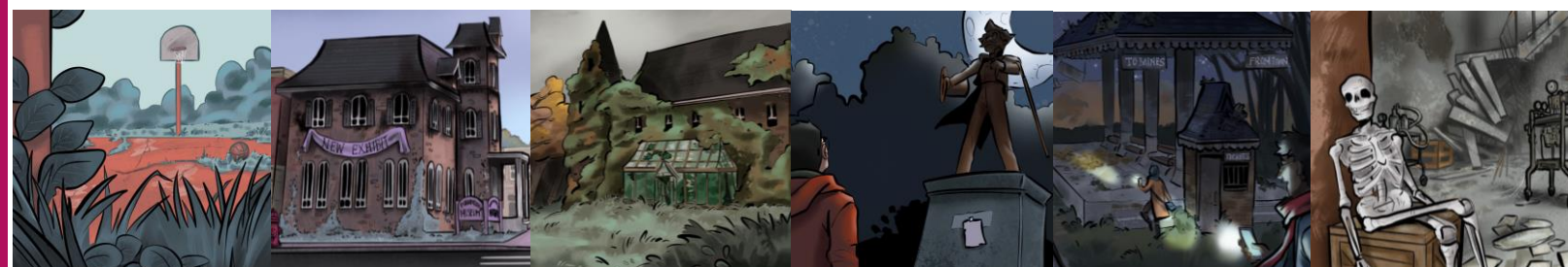
Welcome to Burnbridge.

At first glance, Burnbridge seems like a normal small town, struggling to stay afloat in the west. But look deeper and you'll find that many secrets churn just beneath the surface, waiting to be discovered. Some of the secrets have been kept that way on purpose. But it all seems to start with one incident: the mysterious burning of Bridal Bridge.

Join a crew of Burnbridge teens as they explore their town and uncover hints about their town's dark past. You'll join a skateboarder as she searches for her friend, a group of teens who get trapped in the local museum after closing, a couple who decides to explore a haunted mansion, and more. Find clues about Burnbridge as you find your way through an abandoned hospital, jump aboard a midnight train, and begin finding more purposeful--and darker--clues. Could it be someone is actively leaving a trail for our teen sleuths to explain the town's sordid history? Or is Burnbridge truly cursed?

What stories of Burnbridge have yet to be told?

Discover Burnbridge with us - at your own risk!



## GAME #7 PRE-SALE

### EXPLORING THE RUINS

by Danielle Hall & Amanda K. Morgan

## Your Resource:

- Guide to Digital Breakouts
  - Exploring the Ruins game (link & password)
- Teacher's Guide (step-by-step info for finding every clue)
  - [Accompanying Assignment to be announced]
- Sources & Questions for further research
  - Optional Written Extensions

## MAIN FEATURES:

**This game is based on a website. It functions best on desktops, laptops, and iPads.** Here are the main features of the gameplay. These are the functionalities that are common to each game in the series. In addition to these, students will also encounter audio and video clues.

**This preview features images from "The Abandoned Skatepark", the first game in the series. All of the games use the same interface. 😊**



Students can consult their Adventure Journal to see what information they've found in previous levels.



Everyone has a thing.

Your name is Andie, and skateboarding is yours. In second grade, you stole your brother's skateboard and learned to Ollie, so your dad bought you your own board.

**Each level in the game consists of text and images. Students must read, comprehend, and make inferences to continue.**

In your last three competitions, you've won first place. Now you're hoping to add another medal to your collection. You found a poster of the Empire Fish Face, a band that your mom sort of disapproves of.

# THE DIGITAL INTERFACE

(sometimes) beat you in competition, and right now you're headed to the closest skatepark to warm up before the competition. You love skating! You're even doing it to be tomorrow.

Students progress by answering questions at the end of each level. Sometimes, this is an easy comprehension question. For other levels, they will have found a password or combination to continue.

Ready to continue?

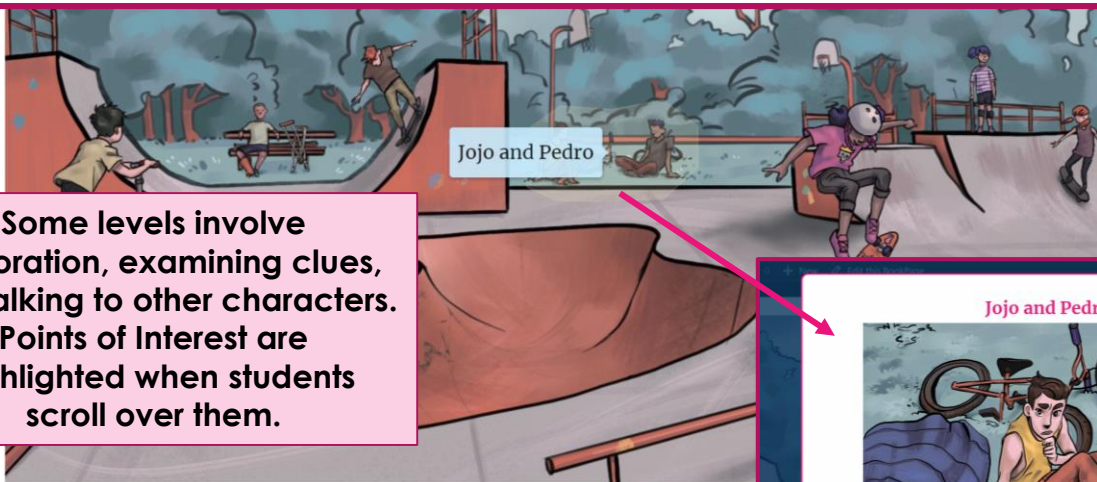
What was the first trick you ever learned?

Type your answer here.

Students can also get a hint if they need one. 😊

Need a hint?

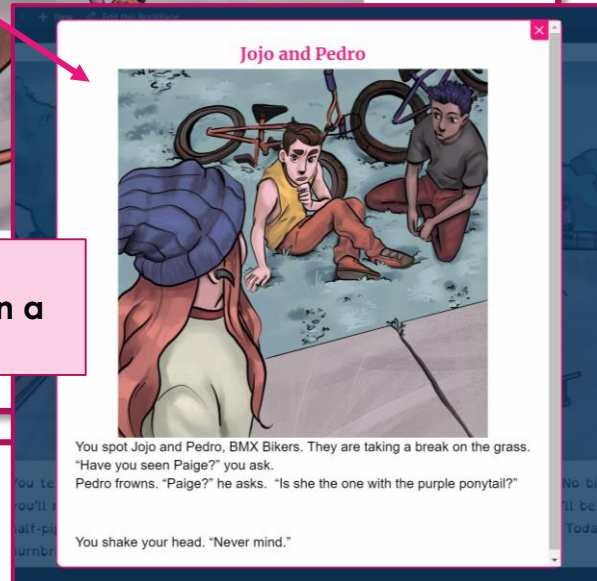
CHECK ANSWER



Some levels involve exploration, examining clues, and talking to other characters. Points of Interest are highlighted when students scroll over them.

Further clues and conversations pop up in a lightbox.

You text Paige to let her know you'll meet her there. You'll see her on the half-pipe and rails, and she'll be there at Burnbridge, tomorrow, the X games!

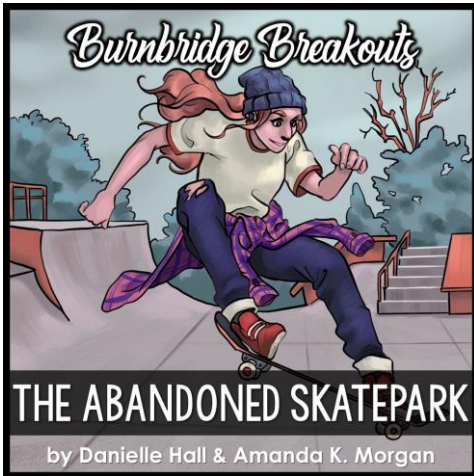


When you look at them, you realize it's a receipt. If you can piece it back together, you can figure out where Paige bought the magazine!



This series also makes use of embedded jigsaw puzzles. Pieces will lock in place when they are in the right spot.

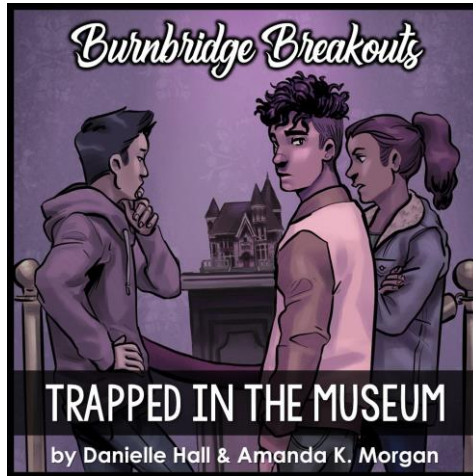
# THE REST OF THE SERIES



Students play as Andie, a young skater who has a big competition coming up tomorrow. She can't find her friend, Paige, anywhere, and she really wants someone to practice with. She discovers that Paige has left her a series of clues as to her whereabouts. Can Andie find Paige before they run out of daylight?

This game is a bit shorter to help you and your students get used to the technology.

**PLAY THIS FIRST!**



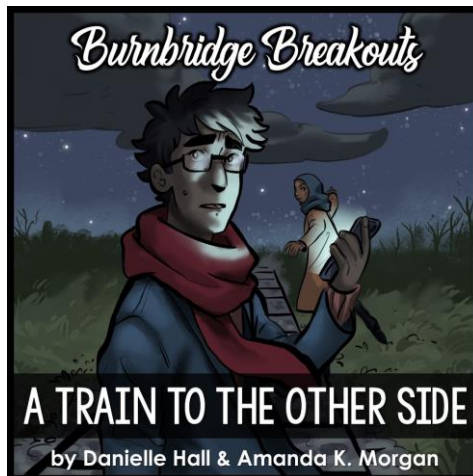
This game follows Jamal, Cameron, and Zoe, three friends who wander away from their class on a field trip to the local museum. They're having a great time snooping around until they get left behind and locked in! Cell service is non-existent, so can they figure out another way to get out?

*Trapped in the Museum* is a bit more complex, but students still get plenty of hints along the way! Future games will grow darker.



Sneaking into Wellsby Mansion is a rite of passage for the teenagers of Burnbridge... or so they tell each other. Has anyone ever really done it? Or were they scared off by the ghost that haunts the halls and Widow's Walk? As Jude and Mica make their way inside, they discover secrets the town has long forgotten.

This game introduces students to the main mystery of the game. For the first time, our characters get the sense that someone is sending them messages.



**GAMES 1-10  
AVAILABLE  
FOR  
PRE-ORDER!**

*The Whole Series*