



Create a level in an in-reality adventure game

If you've read the first few chapters of **Wonderscape** you will have found yourself transported into the Wonderscape, a crazy in-reality adventure game set in the future!

Arthur, Ren and Cecily, our characters in this story, are trapped in the Wonderscape and need to complete the different levels of the game to get back home or they will dissolve into protoplasm!

Each level is set in a different realm such as a scorching desert or a gothic castle. They have to complete the challenges in the realm to proceed to the next step, sometimes with the help of some mysterious characters!

Have a go at creating a level in your very own in-reality adventure game!

First, think about [where you want your game to be set](#). For example, do you want your players to be lost in an icy cold maze, wandering in a dark and misty forest or maybe stuck in a giant pink jelly?

Then, think about [what the challenge will be](#). Are your players searching for the magic penguins in the ice maze, escaping killer zombies in the dark forest or chasing the jumping strawberry in the pink jelly?! These are just some silly examples. I'm sure you will come up with some amazing things!

Use the game levels in the book as inspiration for your ideas.

