

# ACTIVITIES



XII  
THE  
UNMORROW  
CURSE

JASMINE RICHARDS





# ACTIVITY #1

## MAKE YOUR OWN NORDIC RUNE STONES

When Buzz and Mari find a famous weather woman bound by magic to a tree deep in the woods, little do they know that they're about to be pulled into an adventure to collect the Runes of Valhalla so they can awaken the Norse day guardians and break *the Unmorrow Curse*.

Why not create your own adventure to break *the Unmorrow Curse*?

### You'll need:

- 7 x smooth stones
- Acrylic paint - white and at least one other colour
- A small paint brush
- A small container of warm water
- Newspaper

### Instructions

1. Wash your rocks and leave them in the sun to dry
2. Once they are dry, set up a space to paint them, lay down newspaper and get your paints ready and some water to clean your brush and make sure to wear an apron to protect your clothes. Be sure you have an adult's supervision.
3. Paint your seven rocks with the white paint all over. You want the rock to be completely coloured (See the next page for some suggestions).
4. Leave the paint to dry
5. When the paint is dried, paint on the Runes of Valhalla in another colour. You can find some Nordic runes below for inspiration
6. Leave the runes to dry
7. When your runes are ready, why not start your own Unmorrow Curse adventure?!

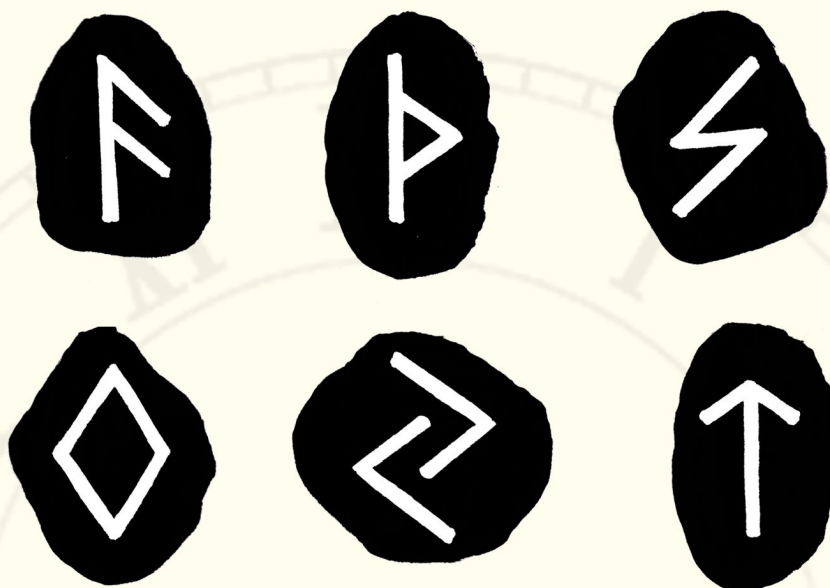




# ACTIVITY #1

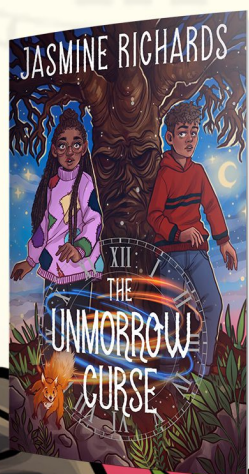
## MAKE YOUR OWN NORDIC RUNE STONES

### Some Nordic Rune suggestions



### Game suggestion for two or more players

1. Find a place to play - you'll want somewhere with lots of good places for hiding things.
2. Pick one player to be Loki. Loki is the villain and wants to hide the Runes so the other players can't find them
3. While the other players close their eyes and count to 100, 'Loki' should hide the Runes of Valhalla around the play area. Up high, down low, it can be anywhere, so long as it's safe.
4. When it's time for the players to open their eyes, they have 10 minutes to find the Runes. Loki can give them clues (or tell them fibs) to help or bamboozle them.
5. The game ends when all seven of the Runes are found, or when the 10 minutes is up.



# ACTIVITY #2

## DRAW THE GODS!

In *The Unmorrow Curse*, Buzz and Mari journey to collect the Runes of Valhalla and awaken the seven day guardians who keep time in order. Each guardian is responsible for a day of the week, and is also the god of an important part of life such as the sun, moon, time, or weather.

But what do you think these gods look like? Use the space below to draw your own day guardian. We've included a guide on each god to get you started.

### Guardian Guide

*Monday:* Mani, god of the Moon

*Tuesday:* Tye, god of justice

*Wednesday:* Odin, chief of the gods

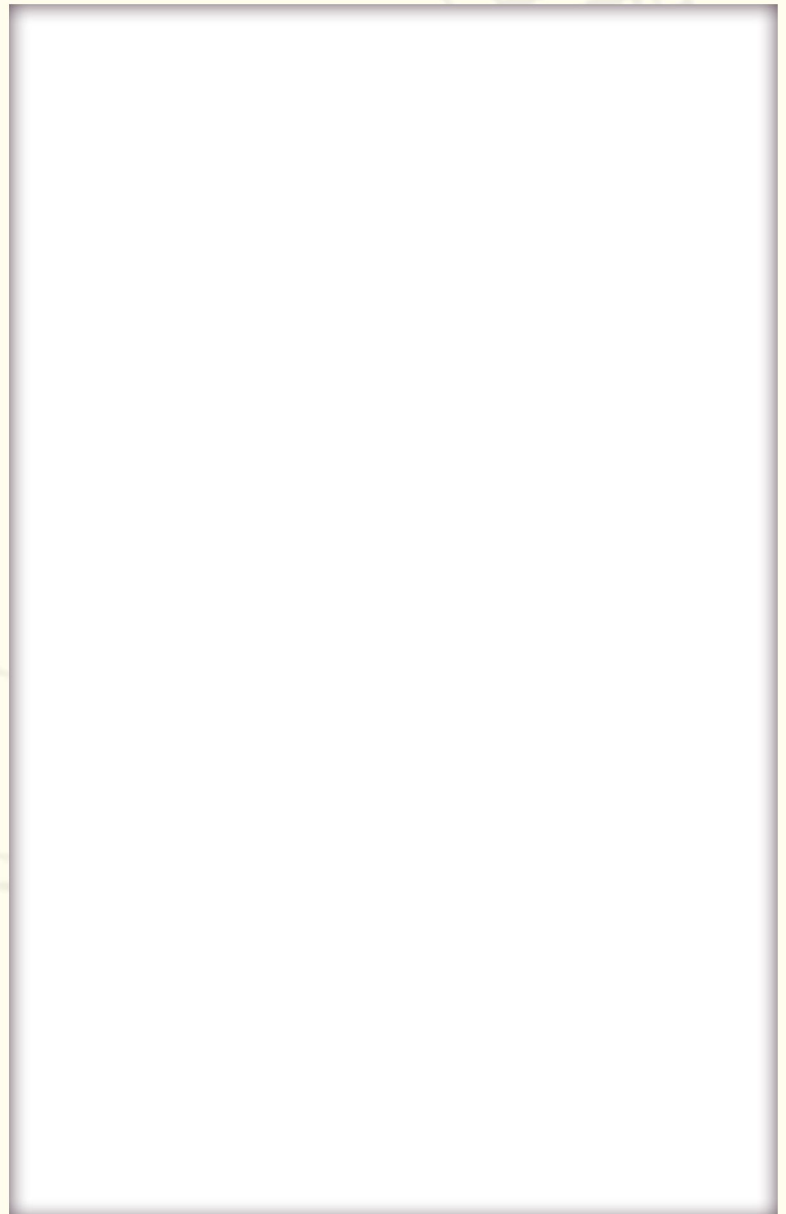
*Thursday:* Thor, god of thunder

*Friday:* Frigga, goddess of harvest and family

*Saturday:* Saturn, god of time

*Sunday:* Sunna, goddess of the sun

GOD'S NAME: \_\_\_\_\_





# ACTIVITY #3

## WHAT IF YOU WERE STUCK IN A TIME LOOP?

The Unmorrow Curse has put humanity into lockdown, forcing them to live the same day over and over again.

If you were stuck in the Unmorrow Curse, what day would you love to live over and over again? What day would be the worst day to be stuck in? Write your answers in the space below.

*My best day to be stuck in would be*

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*My worst day to be stuck in would be*

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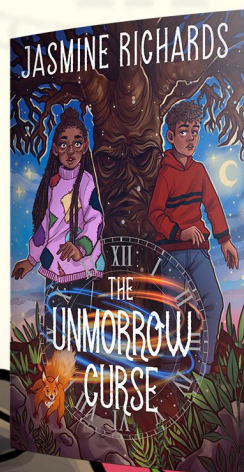
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# ACTIVITY #4

COLOUR IN BUZZ AND MARI



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# ACTIVITY #5

COLOUR IN SUNNA AND LOKI



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