



CATCHING INSOMNIA

DIGITAL ESCAPE GAME

Specially designed for youths between 13 and 25 years old

QUALIFYING ROUND (Up to 2h)

SEASONAL TOURNAMENT (Up to 1h)

ENTER THE KINGDOM OF DARKNESS

The game will be played on an open-sourced platform, *Gather*, which offers a one-stop solution for dynamic game play via metaverse where –

- players can interact with one another via game avatars in the virtual world and at the same time, see and communicate in-person via video conferencing; and
- supports concurrent game sessions i.e. multiple breakout rooms where the various teams can play the entire game within their own breakout room that will branch out into sub-rooms.

What students need to play this game:

- Laptop or desktop computer, ideally with the latest version of web browser installed.

Each session can hold a maximum of 20 teams of up to 8pax per team (160 students in total). If you can commit more students, we will split them into multiple timeslots within the day.

ESCAPE THE SLEEP CHAMBERS

In each chamber, players will have to solve game challenges related to CPF and key financial concepts such as –

- Don't YOLO. Plan, because you only live once.
- Don't give in to all temptations + Spending within one's means.
- Start saving early to leverage the power of compounding.
- Make informed decisions when taking risks (investment-related).
- Be adequately protected via insurance. Don't go overboard.

At the end of the game, players will congregate at the Library (debriefing room) which summarises and reinforces the key learnings.

WAIT... THERE'S A PART TWO?!

Indeed. *Insomnia*, the antagonist, is quite persistent on gaining the upper hand.

To make this session more meaningful and educational for everyone, we will include a 40-min CPF webinar and a 10-min Q&A session on Zoom before proceeding with a live-stream on *Gather* where shortlisted teams will compete for the top 3 prizes.

The invitation will be extended to all other participants from the qualifying rounds to join as observers for the final 'battle' and celebrate with their friends at the virtual award ceremony.

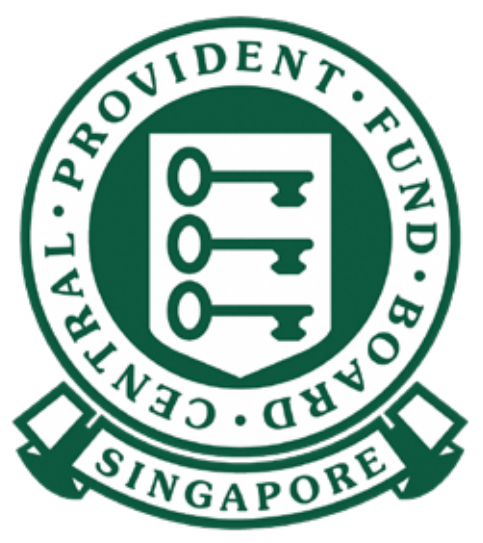
Exciting things await them in the Kingdom of Darkness!

CHECK IT OUT



Interested in a private booking? You can reach us at catchinginsomnia@gamesbond.sg. The CPF Board has appointed Games Bond SG Pte. Ltd. to run this digital escape game.

WHAT TO EXPECT



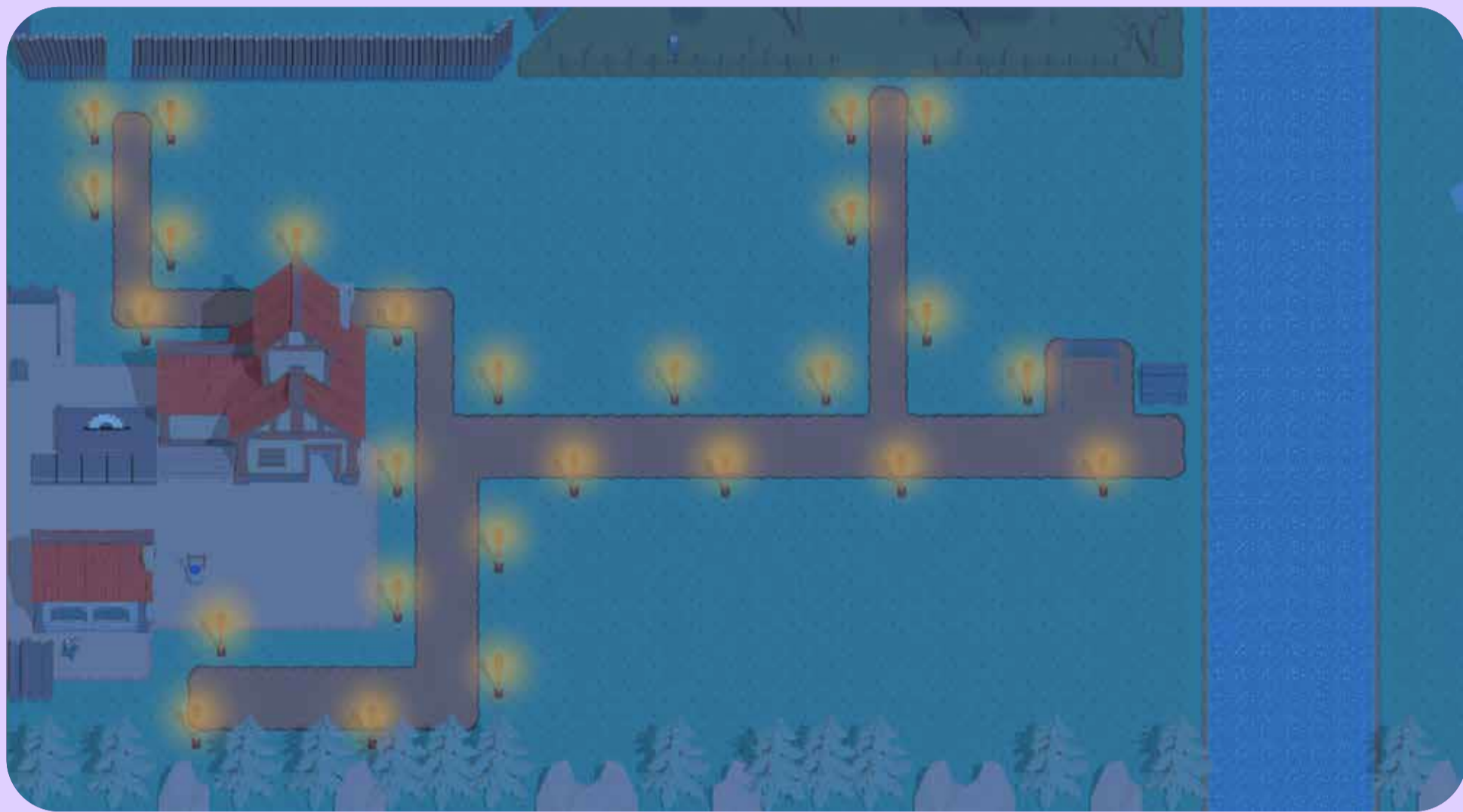
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THE GATHER WORLD



Excited yet? Gear them up to catch Insomnia!

YES, LET'S CATCH INSOMNIA

To register, you can get your students to sign up in their teams of 4-8 via this "Yes, let's catch Insomnia!" form. Please note that this is considered an open booking i.e. the available dates and timeslots are as specified on the registration form.

Currently, we do not allow for solo registration or assist to auto-pair students who are unable to meet the minimum team size of 4pax. Hence, we strongly encourage schools to ask the students to sign up with their friends (not required to be from the same educational institution).

REGISTRATION

PARTNERSHIP OPPORTUNITIES

For private bookings (schools that can commit the attendance of the entire school or ≥ 350 pax), we allow the selection of specific date and time. In addition, we can offer some customisation to be done at the virtual exhibition hall known as The Paradise.

The Paradise offers a space for players to view and download useful resources that are linked to the overall theme and key learnings of the game. The Paradise can serve as an extended educational platform for schools to weave in suitable materials e.g. project assignments, in line with Financial Literacy Day or Economics Week.

This will be over and above existing resources by our valued content partners i.e. Ministry of Education (MOE), MoneySense, National Library Board (NLB), and National Youth Council (NYC).



The game consists of very interesting puzzles which are not often seen in new games. I like how the game was nicely developed with nice graphics. It felt really thought through!



STUDENT
NGEE ANN POLYTECHNIC

Find out more from Insomnia herself! She can't wait to meet them...



FIND OUT MORE



Informational Postcard

DOWNLOAD NOW

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FREQUENTLY ASKED QUESTIONS

1. Is this 'competition' an open category where both secondary and tertiary students will compete with one another in the same game session?

For qualifying rounds

Yes, except for private bookings.

For seasonal tournament

Yes. Shortlisted teams may comprise of players from open and private bookings.

I am Lord Evernight, ruler of Dreams. I am here to assist you with any queries or doubts you may have.



2. Is this game very competitive or overly simplified to cater to the younger age group? Is it suitable for students with low level of understanding on CPF & financial literacy?

The game is designed to be suitable for both secondary and tertiary students with varying level of understanding on CPF and financial literacy. As with all escape games, it requires players to have good teamwork given that this is more of a test of logic, observation, aim and dexterity, time management, communication, etc.

3. Can the game duration be shorter or longer to fit within the class period?

While we have estimated the game play to take a maximum of 2 hours, some sessions may end earlier if all participating teams happen to be better at such games and/or if the school wishes to shorten the time given to students to check out the additional resources at the virtual exhibition hall.

4. What if I want a CPF talk for my students, over and above the game?

We will extend an invitation link to the seasonal tournament to all players who have participated in the qualifying rounds previously.

The tournament will include a 40-min CPF webinar and a 10-min Q&A session on Zoom before proceeding with a live-stream on Gather where shortlisted teams will compete for the top 3 prizes.

Please note that additional CPF talk requests for students, over and above the scheduled session at the tournament, will only be offered to private bookings. See requirements below.

5. Can I obtain a name list of those who have signed up for the game so the school can have a sense on the level of interest/ participation rate?

For confidentiality purposes, we will not disclose the names of those who have registered for the game. However, we can share an aggregated number of sign-ups from a particular educational institution on a need-to-know basis.

6. Are there ready materials that I can use to publicise this game to my students and/or sell the idea to my management to incorporate this game as part of the lesson plan?

Definitely! We have attached a set of publicity posters (specially designed by students of Republic Polytechnic) in this email, which you can –

Upload on your school's intranet

Print out & place at high traffic areas in the campus

Send it as an email blast to students

Use to obtain buy-in from your management

7. Can I organise a CPF talk for staff and admin personnel?

You can submit a request for external talks. Please include details such as the preferred date, time, format (physical or virtual setting), number of attendees, and topics of interest. If there is a high demand across educational institutions, we may consolidate the different requests into a single webinar session for resource efficiency.

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