SUPER FUNDAY: THE GREAT ADVENTURE

The Quest for the Three Keys



Printable Game Pack

Ages 5–11

1–4 players

25–40 minutes

Cooperative play

Includes board, mission cards, surprise cards, keys, characters, treasure chest, certificate, handbook and assembly guide.

What's Inside

Super Funday: The Great Adventure — Printable Pack

1	**Cover**	1 page
2	**Contents**	1 page
3–6	**Mission Cards** (30 + 6 blank cards)	4 pages
7–8	**Surprise Cards** (12 + 6 blank cards)	2 pages
9	**Golden Key Challenges + Cut-Out Keys**	1 page
10–11	**Adventure Board** (Page 1 and Page 2)	2 pages
12–13	**Character Standees + Tokens**	2 pages
14	**Dice, Adventure Captain Badge, Team Ready Tracker**	1 page
15	**Treasure Chest Craft Sheet**	1 page
16	**Adventure Certificate**	1 page
17–20	**Official Player Handbook**	4 pages
21–24	**Parent Cutting & Assembly Guide**	4 pages

You will also need

- Scissors
- Glue or tape
- A printer
- Optional: cardstock for stronger pieces

Printing tips

- Print at 100% size
- Use A4 paper
- Cut on solid lines
- Fold on dotted lines
- Adult help recommended for younger children

Now collect all 3 keys and open the treasure chest!

CREATE #01



THE IMPOSSIBLE HAT

Make a hat from paper. Give it a silly name and show it off!

TEAM MISSION — PAPER

CREATE #02



ROCKET WORKSHOP

Fold a paper plane. Give it a name, then launch it safely!

TEAM MISSION — PAPER

CREATE #03

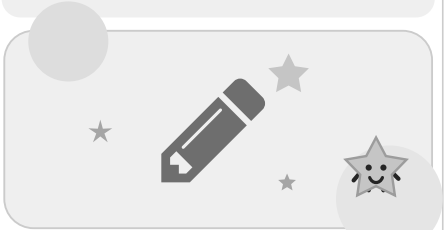


THREE-THING INVENTION

Pick three safe objects. Invent something wonderfully useless!

TEAM MISSION — 3 OBJECTS

CREATE #04

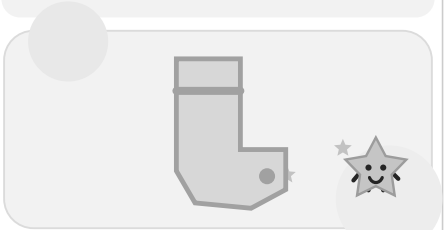


DOODLE MONSTER

Draw a monster with three eyes. What is its secret superpower?

TEAM MISSION — PAPER + PEN

MOVE #05

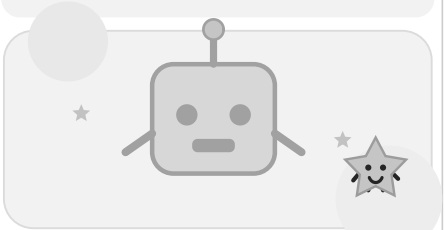


THE GREAT SOCK RESCUE

Carry a sock across the room without using your hands.

TEAM MISSION — SOCK

MOVE #06

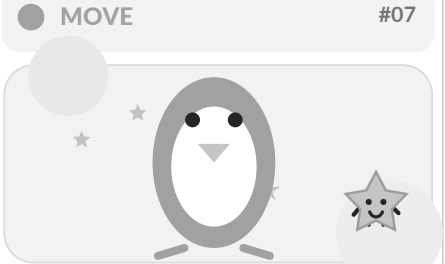


ROBOT PARADE

March like robots across the room. Add your funniest robot noise!

TEAM MISSION — NO KIT

MOVE #07

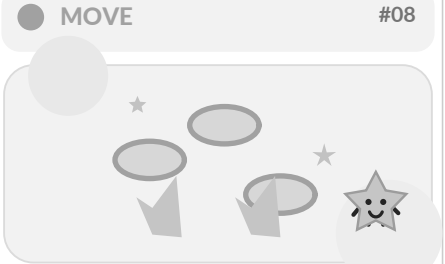


PENGUIN DELIVERY

Waddle to a spot with a soft toy held gently between your knees.

TEAM MISSION — SOFT TOY

MOVE #08

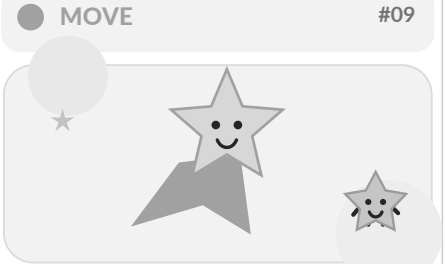


THE FLOOR IS LAVA!

Cross the room using only safe stepping spots chosen by a grown-up.

TEAM MISSION — CLEAR SPACE

MOVE #09

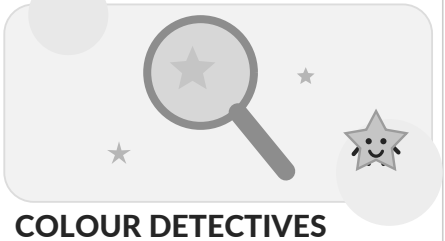


SUPERHERO LANDING

Invent a hero pose. Take five big steps, then strike your pose!

TEAM MISSION — NO KIT

FIND #10

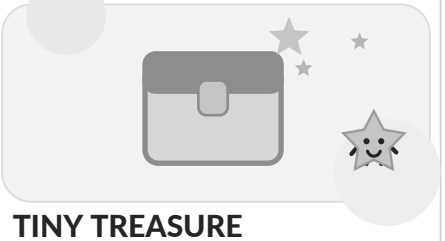


COLOUR DETECTIVES

Spot something yellow, something green and something blue.

TEAM MISSION — NO KIT

FIND #11



TINY TREASURE

Find something smaller than your thumb. Show everyone your discovery!

TEAM MISSION — NO KIT

FIND #12

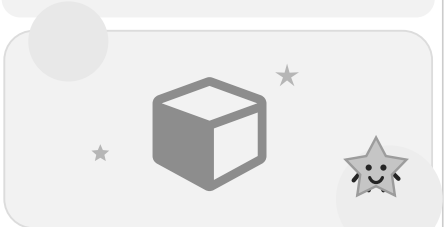


SHAPE HUNTERS

Find a circle, a square and a triangle somewhere nearby.

TEAM MISSION — NO KIT

FIND #13

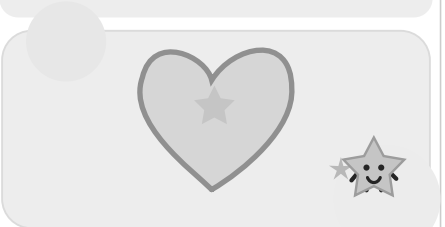


THE MYSTERY OBJECT

Hide a safe object. Give three clues so your team can guess it!

TEAM MISSION — 1 OBJECT

KINDNESS #14

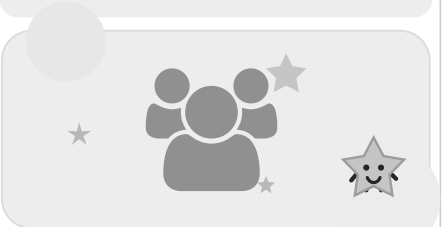


COMPLIMENT CANNON

Take turns saying one lovely thing about each other.

TEAM MISSION — NO KIT

KINDNESS #15

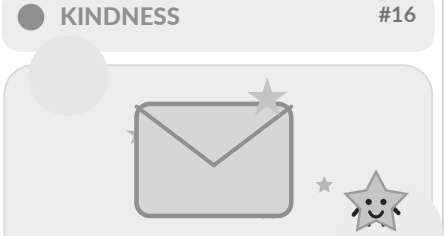


SECRET HELPERS

Work together to do one small helpful job at home.

TEAM MISSION — NO KIT

KINDNESS #16

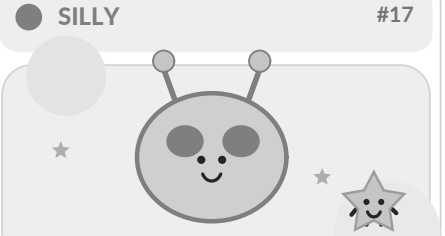


THANK-YOU TELEGRAM

Draw a tiny thank-you picture for someone you care about.

TEAM MISSION — PAPER + PEN

SILLY #17

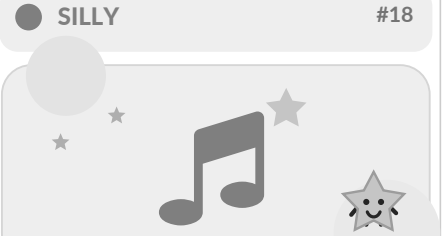


ALIEN INTERVIEW

One player is an alien. Everyone asks a silly question!

TEAM MISSION — NO KIT

SILLY #18



NONSENSE ORCHESTRA

Make a funny sound each. Now perform your noises as a band!

TEAM MISSION — NO KIT

SILLY #19

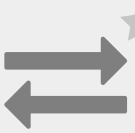


BREAKING NEWS!

Announce something boring like it is HUGE, amazing news.

TEAM MISSION NO KIT

SILLY #20



BACKWARDS DAY

Try saying your names backwards. Make up funny sounds if you like!

TEAM MISSION NO KIT

IMAGINATION #21



SECRET CREATURE LAB

Invent a creature with a name, a noise and a useless power.

TEAM MISSION NO KIT

IMAGINATION #22

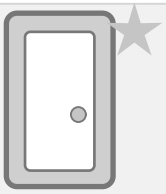


THE NEW PLANET

Invent a planet. What is it made of? Who lives there?

TEAM MISSION NO KIT

IMAGINATION #23

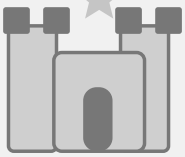


THE MAGIC DOOR

Pretend to open a magic door. Tell your team what is inside!

TEAM MISSION NO KIT

IMAGINATION #24



CLOUD CASTLE

Imagine a castle in the sky. Everyone adds one crazy room.

TEAM MISSION NO KIT

TOGETHER #25



MUSEUM DISASTER

Make the strangest team statue. Give it a very fancy name.

TEAM MISSION NO KIT

TOGETHER #26



HUMAN MACHINE

Each player adds one movement and sound. Run your team machine!

TEAM MISSION NO KIT

TOGETHER #27



ONE-WORD STORY

Tell a silly story. Take turns adding just one word each.

TEAM MISSION NO KIT

TOGETHER #28



THE TEAM TOWER

Stack six safe objects together. Can you make a tower?

TEAM MISSION 6 OBJECTS

OUTSIDE #29



NATURE DETECTIVES

Outside: spot a leaf, stone and twig. Inside: spot 3 natural things.

TEAM MISSION ANYWHERE

OUTSIDE #30



SKY SHAPES

Outside: find a cloud shape. Inside: draw a funny cloud creature.

TEAM MISSION ANYWHERE

YOUR MISSION!



MISSION TITLE

WHAT WILL YOUR TEAM DO?

TEAM MISSION MAKE IT UP!

YOUR MISSION!



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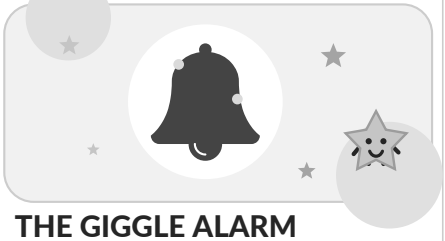


MISSION TITLE

WHAT WILL YOUR TEAM DO?

TEAM MISSION MAKE IT UP!

SURPRISE! #01

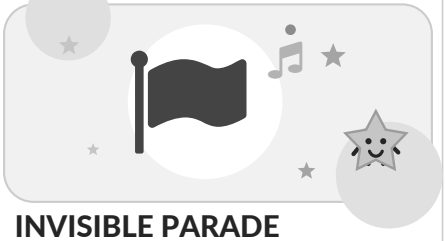


THE GIGGLE ALARM

The Giggle Alarm is ringing! Take turns making your silliest laugh. Can the team keep a straight face?

MAGIC MOMENT NO KIT

SURPRISE! #02

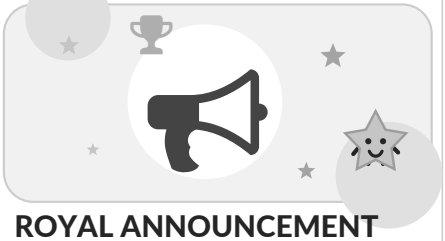


INVISIBLE PARADE

March on the spot like a secret band. Each player adds a new parade sound!

MAGIC MOMENT NO KIT

SURPRISE! #03

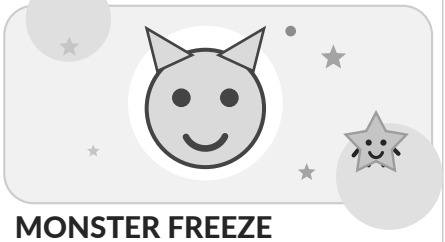


ROYAL ANNOUNCEMENT

Pick something ordinary. Announce it like the biggest news in the kingdom!

MAGIC MOMENT NO KIT

SURPRISE! #04

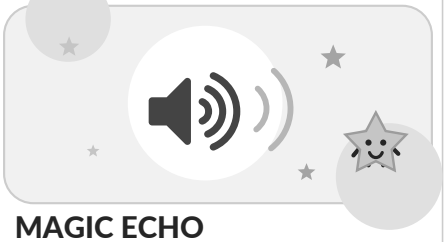


MONSTER FREEZE

Everyone makes their best monster pose. Freeze while the Captain counts to five!

MAGIC MOMENT NO KIT

SURPRISE! #05



MAGIC ECHO

One player makes a funny sound. Everyone copies it. Then the next player adds a sound!

MAGIC MOMENT NO KIT

SURPRISE! #06

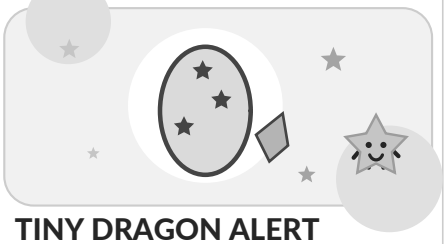


UPSIDE-DOWN WORLD

The world has flipped! Show how you would brush your hair if everything were upside down.

MAGIC MOMENT NO KIT

SURPRISE! #07

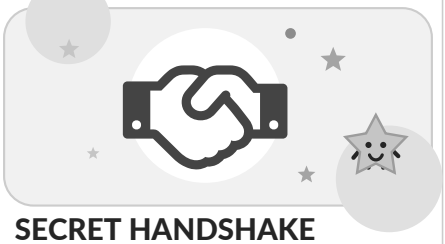


TINY DRAGON ALERT

A tiny dragon has hatched! Take turns inventing something funny about your new dragon.

MAGIC MOMENT NO KIT

SURPRISE! #08



SECRET HANDSHAKE

Invent a three-move team handshake. Now try it together!

MAGIC MOMENT NO KIT

SURPRISE! #09



THE WOBBLE SPELL

Wobble like jelly for ten seconds. Sitting down? Try a wobbly jelly dance!

MAGIC MOMENT NO KIT

SURPRISE! #10



THE SILENT SIGNAL

No talking! One player makes a silly pose. Everyone else copies it.

MAGIC MOMENT NO KIT

SURPRISE! #11



THE TIME WARP

Time has slowed down! Move in super slow motion for ten seconds.

MAGIC MOMENT NO KIT

SURPRISE! #12



THE MAGIC CHEER

Make up a team cheer. Shout it, sing it, or whisper it together!

MAGIC MOMENT NO KIT

YOUR SURPRISE!



SURPRISE TITLE

WHAT HAPPENS?

MAGIC MOMENT MAKE IT UP!

YOUR SURPRISE!



SURPRISE TITLE

WHAT HAPPENS?

MAGIC MOMENT MAKE IT UP!

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SURPRISE TITLE

WHAT HAPPENS?

MAGIC MOMENT MAKE IT UP!

GOLDEN KEY CHALLENGES & KEYS

Print, cut out, and collect all 3 keys!

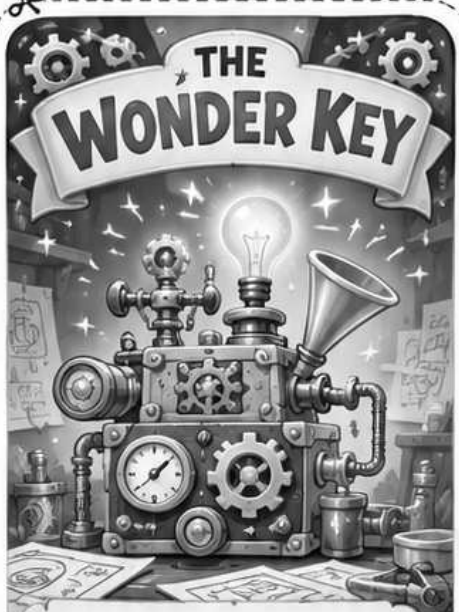
THE GIGGLE KEY



The forest creatures have forgotten how to laugh. Each player invents a funny sound. Perform them together as one giant Creature Choir!

Reward:
Collect the Giggle Key

THE WONDER KEY



Invent a strange machine together. Each player adds one movement, one sound, or one sillly job. Then switch it on as a team!

Reward:
Collect the Wonder Key

THE TEAM KEY

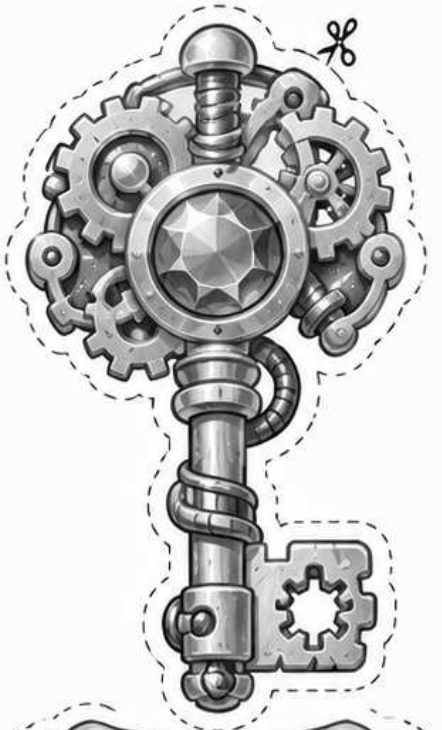


The castle needs a new symbol. Work together to make a giant Super Funday Star using your arms, hands, or body poses. Then choose a heroic team name!

Reward:
Collect the Team Key



Giggle Key



Wonder Key

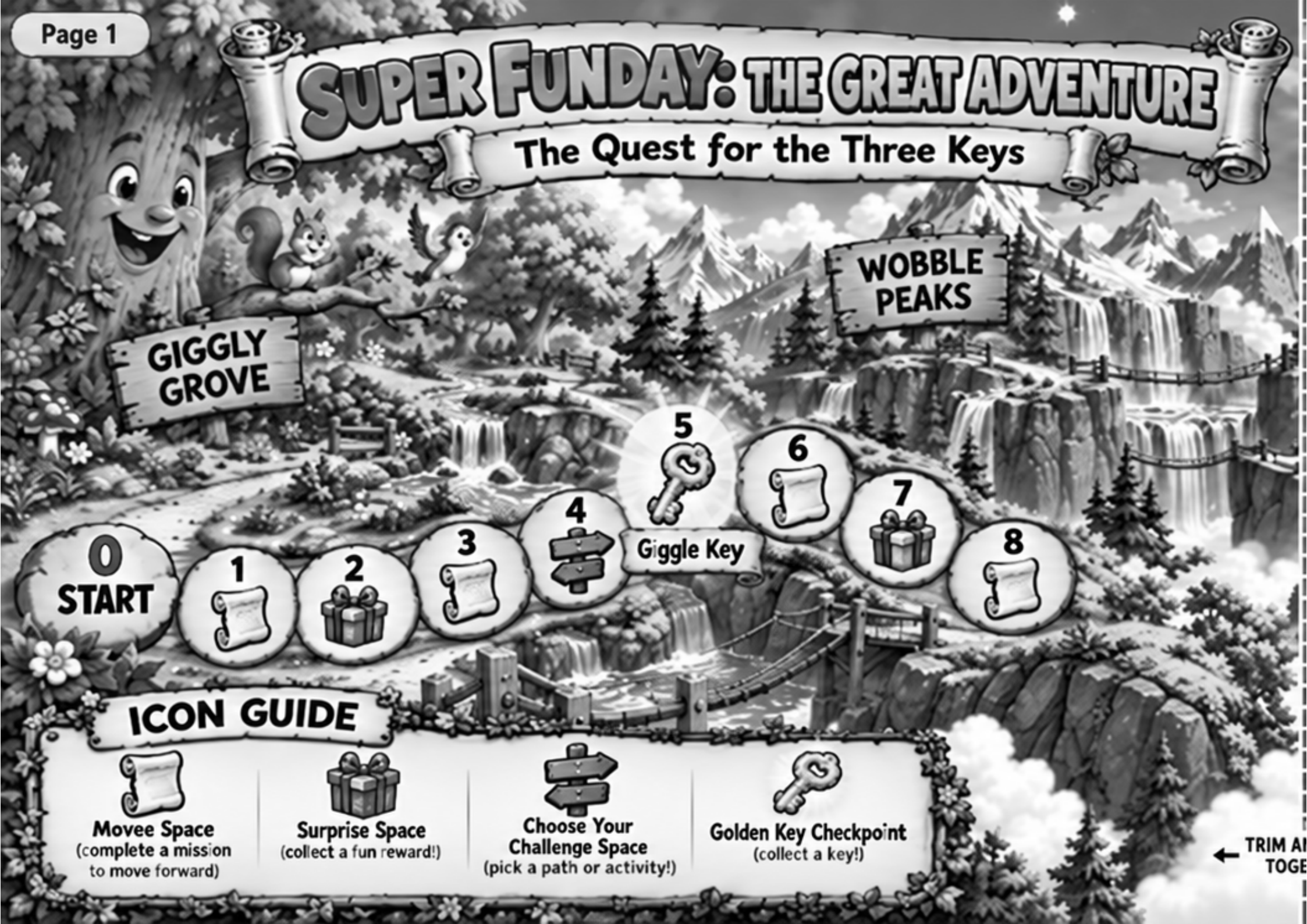


Team Key

Tip: Print on thicker paper for stronger keys.

SUPER FUNDAY: THE GREAT ADVENTURE

The Quest for the Three Keys



ICON GUIDE

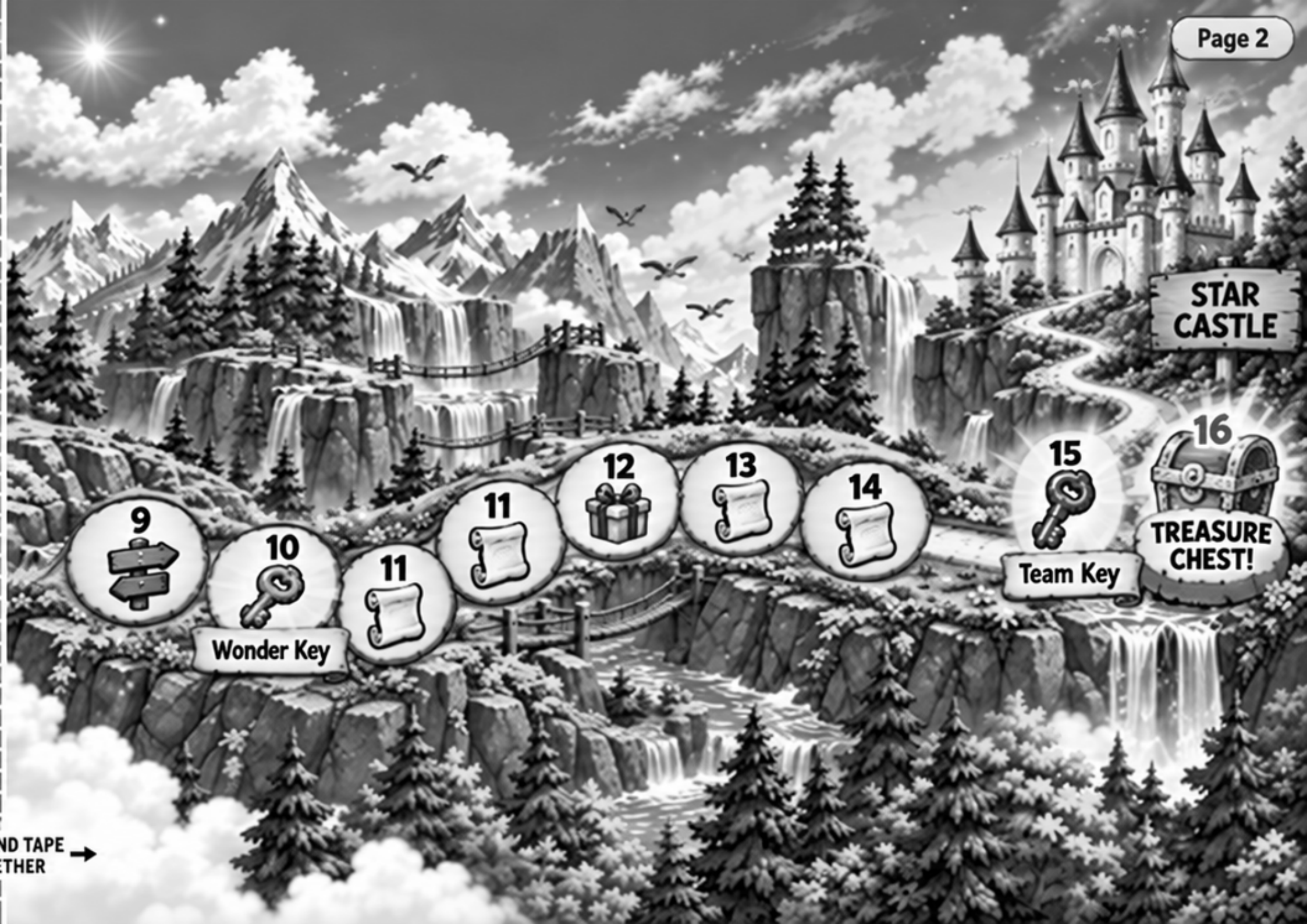
Movee Space
(complete a mission to move forward)

Surprise Space
(collect a fun reward!)

Choose Your Challenge Space
(pick a path or activity!)

Golden Key Checkpoint
(collect a key!)

← TRIM AL
TOGE


Page 2
STAR CASTLE
9
10
Wonder Key
11
11
12
13
14
15
Team Key
16
TREASURE CHEST!
ND TAPE
ETHER

TEAM TOKEN SHEET

This is a cooperative game. Use **ONE** shared team token on the board for everyone.
Cut out one token to play. The others are spare copies.



USE THIS ONE



SPARE TOKEN



SPARE TOKEN



SPARE TOKEN



SPARE TOKEN



SPARE TOKEN

ADVENTURE TEAM NAME

Optional: write your team name here.

COLLABORATIVE PLAY UPDATE

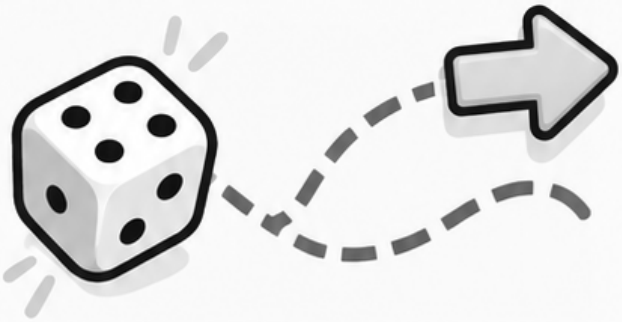
Use this page instead of individual character standees.

1 Set up



Place **ONE** team token on **START**.
All players are part of the same team.

2 Move together



Roll once per turn and move the team token along the board path.

3 Play together



When you land on a mission or surprise space, **everyone** takes part together.

4 Finish together



Collect the **three keys**, reach the treasure chest and celebrate as **one team**.



Quick reminder

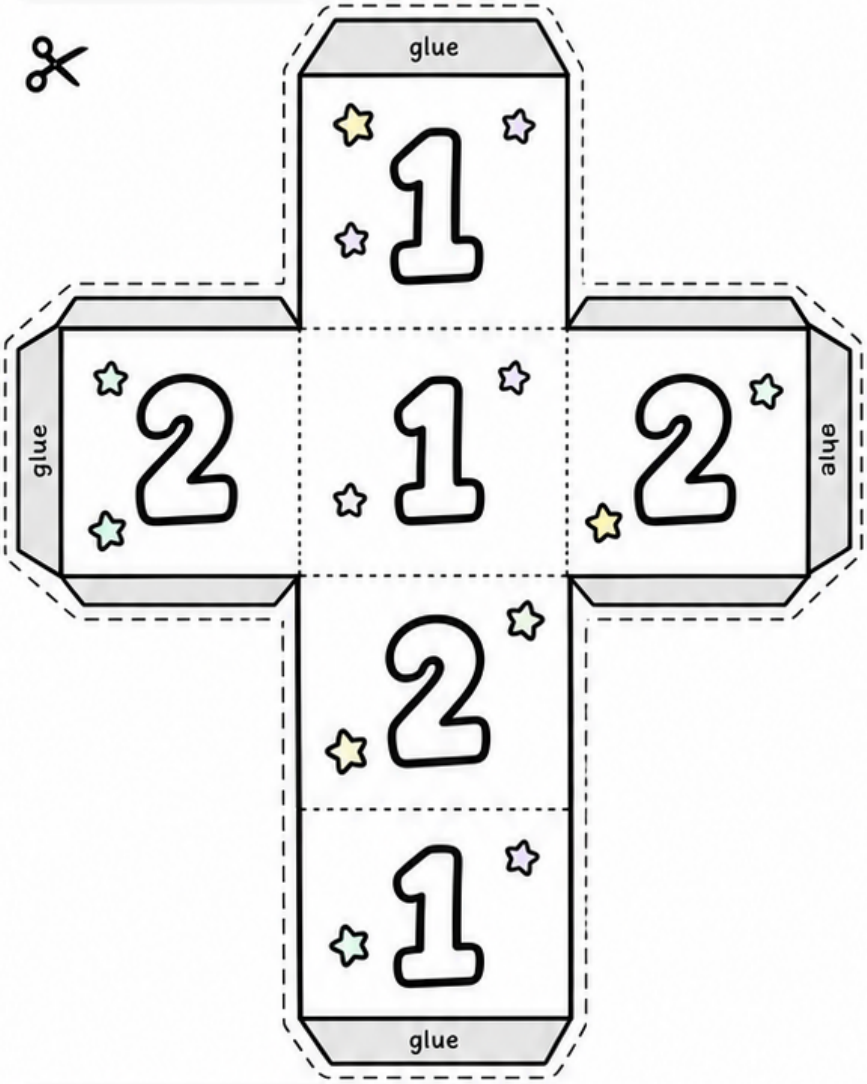
The current handbook and assembly guide may still mention player characters. For this collaborative edition, simply use **one shared team token** instead.

SUPER FUNDAY:
DICE, CAPTAIN BADGE & TEAM READY TRACKER

Print, cut out, fold and play!

1. DICE NET

Dice faces: 1, 1, 1, 2, 2, 2.



2. ADVENTURE CAPTAIN BADGE



3. TEAM READY TRACKER

TEAM READY

Everyone completes the mission before moving on!

Player 1	Player 2	Player 3	Player 4
☆	☆	☆	☆



Dashed line = cut

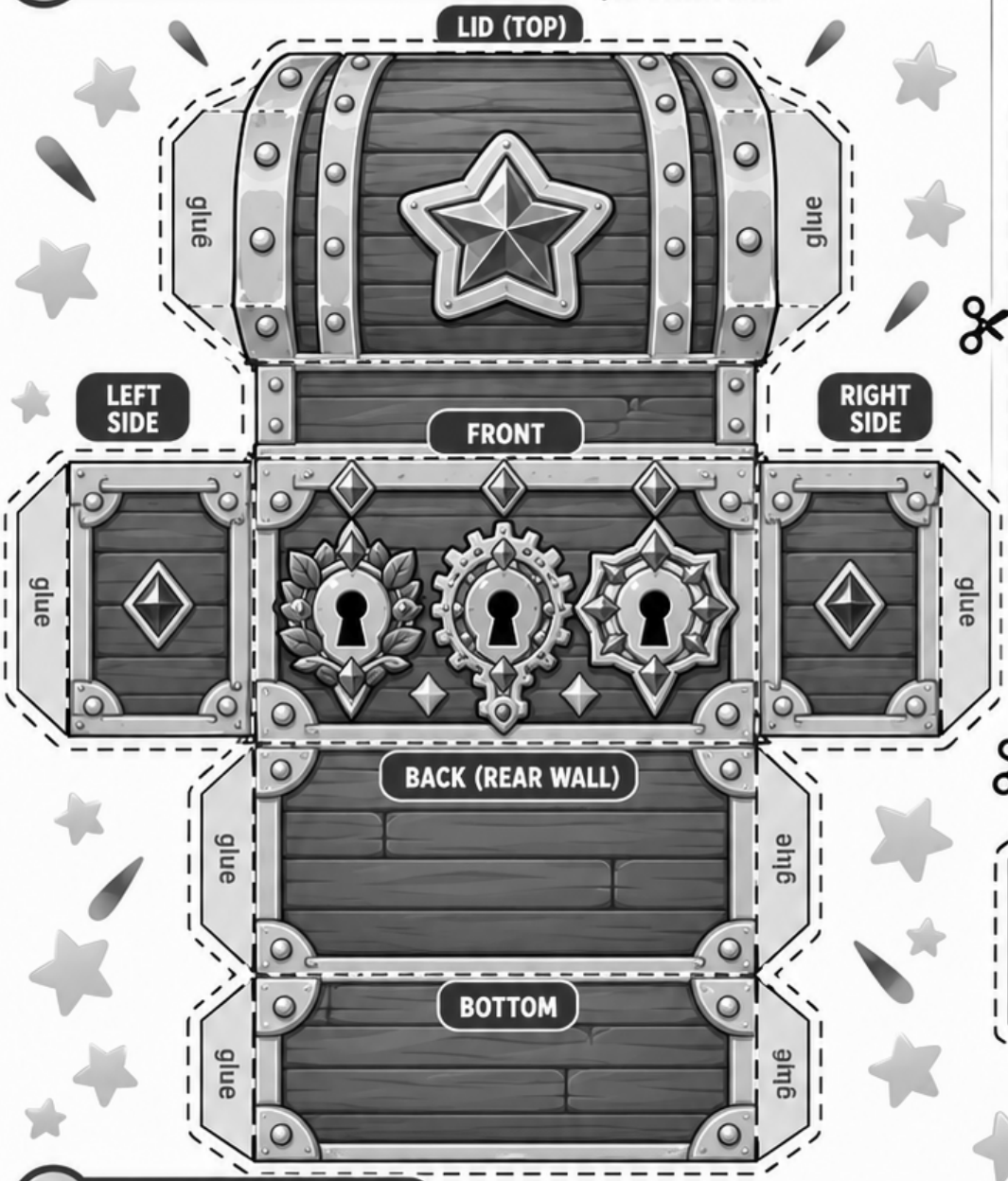
Dotted line = fold

SUPER FUNDAY: TREASURE CHEST

Print, cut, fold and build your final treasure chest!

1 TREASURE CHEST TEMPLATE

Cut along the dashed lines and fold along the dotted lines. Glue the tabs to build your treasure chest.



2 TREASURE INSIDE

Cut out and glue this panel inside your treasure chest (on the underside of the lid) so it shows when opened!



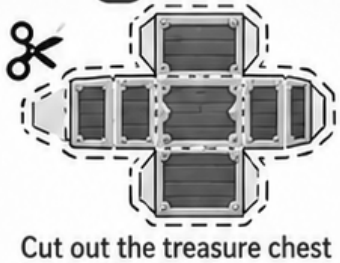
3 SECRET REWARD POCKET

Cut out and glue this pocket inside your treasure chest to hide a secret note or reward!



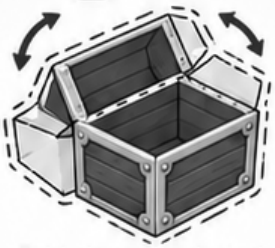
4 HOW TO ASSEMBLE

1 Cut



Cut out the treasure chest template along the dashed lines (and the extra pieces).

2 Fold



Fold along the dotted lines.

3 Glue



Glue the side tabs to attach the sides, bottom and back. Let it dry.

4 Open and enjoy!



Your treasure chest is ready! Open the lid to find the magic inside!

Dashed line = cut – – – – – – | Dotted line = fold ----------

SUPER FUNDAY

- THE GREAT ADVENTURE -

Official Adventure Certificate

This certifies that

_____

completed The Quest for the Three Keys



Adventure Team Name: _____

Date: _____

Signed by: _____

You brought the magic back!

Hooray for teamwork,
imagination, and adventure!

OFFICIAL PLAYER HANDBOOK

THE GREAT ADVENTURE

The Quest for the Three Keys



THE STORY

Oh no! The magical Super Funday Star has lost its sparkle. Three keys are hidden across the land. Your team must find them and bring the magic back!

1 YOUR MISSION

Travel together from **Giggly Grove** through **Wobble Peaks** to **Star Castle**. Complete real-world missions, collect the **three golden keys**, and open the treasure chest!

1–4	5–11	25–40
CHILDREN	**AGES**	**MINUTES**
team up	grown-up reads	full adventure

THE GOLDEN RULE: Everyone plays together. Every child gets to help. No one loses or gets left behind!

Build your adventure!

A little cutting and folding turns these pages into your very own game.

1 GATHER YOUR KIT



PRINT
A4 paper or light card



CUT
Child-safe scissors



BUILD
Tape or glue



PLAY
Space to move safely

2 WHAT TO PREPARE

1. **BOARD**
   2 pages; tape side by side
2. **CHARACTERS**
   Choose 1 token per child
3. **DICE**
   Fold the 1-or-2 paper dice
4. **CARDS**
   30 mission + 12 surprise
5. **THREE KEYS**
   Set out key challenge cards
6. **TEAM KIT**
   Badge, ready tracker + stars

3 SET UP THE GAME

1. Join the two board sheets. Follow the numbered path from **0 to 16**.
2. Pick a character for each child and put all tokens on **0 / START**.
3. Shuffle the **Mission** and **Surprise** cards into separate piles.
4. Place all three paper keys nearby. Put the chest and certificate aside for the finale.
5. Place the Team Ready tracker and stars nearby. Choose the first **Adventure Captain**.

Parent tip: Keep optional blank cards and standing characters for later. You can start with flat tokens. A grown-up should help with scissors, folding and any tricky setup.

How a turn works

One Captain rolls, but the **whole team** moves and plays together.

1

PASS THE BADGE

The Adventure Captain holds the badge for this turn.

2

ROLL THE DICE

Roll the paper dice. You will get a **1** or a **2**.

3

MOVE EVERYONE

Move **all** character tokens forward together by that number.

4

PLAY THE SPACE

Scroll = draw a Mission. Gift = draw a Surprise. Signpost = draw two Missions and choose one. Key = do the matching Key Challenge.

5

GET TEAM READY

Each child places a READY star. When everyone is ready, clear the stars and pass the badge to the next child.

EXAMPLE TURN



The team starts on **0**. The Captain rolls **2**. Everyone moves to **space 2**, draws a **Surprise** card, plays it together, then puts down READY stars.

Remember: Rotate the Captain after every turn, including key turns.

Three keys. One team!

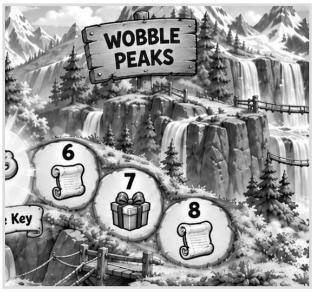
The key checkpoints are special stops. **Never jump past 5, 10 or 15.** Stop at the next key if your roll would pass it. Stop at the treasure chest on 16.



5 GIGGLE KEY

Giggly Grove

Each child makes a silly creature sound. Perform all the sounds together in one giant Creature Choir!



10 WONDER KEY

Wobble Peaks

Invent a strange machine. Everyone adds a movement, sound or silly job. Switch it on together!



15 TEAM KEY

Star Castle

Use hands, arms or body poses to make one giant star together. Give your team a heroic name!

SPACE 16 / THE TREASURE CHEST

After you have all **three keys**, reach 16, place the keys beside the three locks, open your paper chest and shout: **“The magic is back!”** Celebrate and fill in your team certificate.

MINI ADVENTURE

Short on time? Start at 0 and finish at **Giggle Key / space 5**. Celebrate your mini win in about 10–20 minutes.

KIND & FLEXIBLE RULES

Any child can say **“Try Another!”** Swap a tricky mission. If a key challenge is unsuitable, do any team mission instead. Indoor alternatives are fine.

01 / BEFORE YOU START

Make it together

This guide shows how to turn your printed Super Funday sheets into a playable adventure. Follow the cutting lines on the **actual game pieces**, not the small pictures in this guide.

YOUR LITTLE BUILD KIT

1. **A4 paper / light card**
   Use cardstock for sturdier pieces.
2. **Child-safe scissors**
   An adult helps with fiddly corners.
3. **Tape or glue stick**
   Double-sided tape is handy too.
4. **Ruler + spare paper**
   For folding and optional chest repair.

CUT
Outer dashed edge

FOLD
Inner dotted line

GLUE TAB
Tuck inside

PRINT SETTINGS THAT MATTER

Paper:	A4; single-sided for all game components.
Scale:	100% / Actual Size, not Fit to Page.
Orientation:	Landscape for board; portrait for craft sheets.

Important: A printed test is worth doing before cutting all the pieces.

RECOMMENDED BUILD ORDER

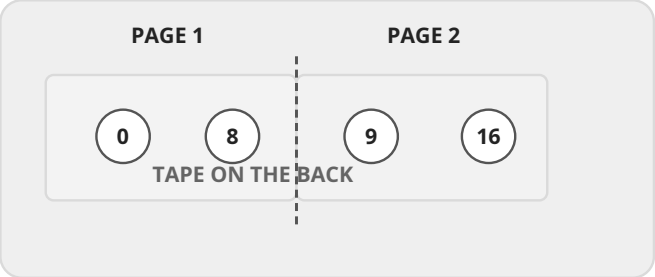
1. **Join board**
2. **Cut cards**
3. **Characters**
4. **Dice + kit**
5. **Chest**

Adult safety note: Supervise scissors and adhesives; do not use craft blades. Keep tiny cut-outs away from children who might mouth them.

02 / BOARD AND CARDS

Build the world

1 JOIN THE 2 BOARD PAGES



1. Print both board sheets **landscape** at 100%.
2. Lay **Page 1 on the left**, Page 2 on the right.
3. Trim the **inner white margin** on one sheet only, if needed.
4. Place edges together. The path goes from **8 to 9**.
5. Tape along the join **on the back**, without covering spaces.

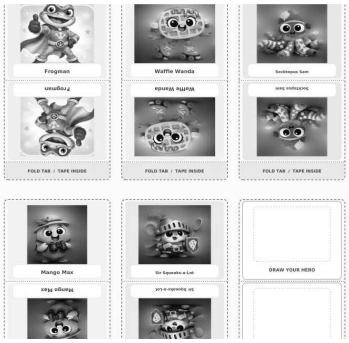
Board-art note: If scenery does not align perfectly, keep the numbered route 0 to 16 in order. Do not cut through any numbered space.

2 CUT THE GAME CARDS AND THE KEYS

1. **MISSION DECK** — Cut 30 Mission Cards; keep the 6 blank cards optional.
2. **SURPRISE DECK** — Cut 12 Surprise Cards; keep the 6 blanks optional.
3. **KEY SET** — Cut 3 physical keys + their 3 matching challenge cards.

Keep **Mission** and **Surprise** cards in separate piles, face down.

3 MAKE AND CHOOSE CHARACTERS

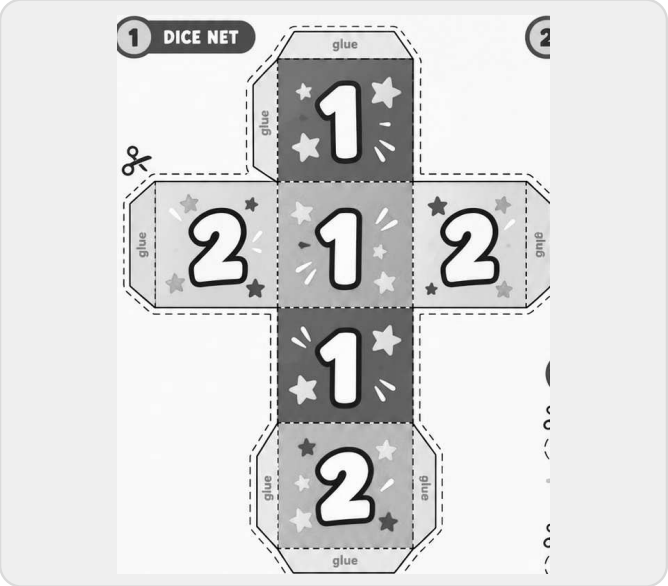


1. Cut around each standee on the outer dashed border.
2. Fold where the mirrored portraits meet; fold the bottom tab inward.
3. Secure the tab inside with a small piece of tape.
4. For moving on the board, use the **small round tokens** from Page 2 of the character pack.

03 / DICE AND TEAM KIT

Roll. Ready. Go!

1 FOLD THE ADVENTURE DICE



1. **Cut:** follow the outer dashed outline, keeping all glue tabs.
2. **Fold:** bend every dotted line between faces and tabs.
3. **Form cube:** bring the six numbered faces together.
4. **Seal:** tuck tabs inside, glue/tape, and let it dry.
5. **Check:** the completed die has three 1s and three 2s.

Tip: Light card is sturdier than printer paper. If the paper die is difficult to make, use a coin: heads = 1 and tails = 2.

2 CAPTAIN BADGE AND READY STARS





Cut out the **Adventure Captain** badge and pass it to the next player each turn. Cut out the **four READY stars** and the **Team Ready tracker**. Each child puts a star on their spot after a mission; remove them before the next turn.

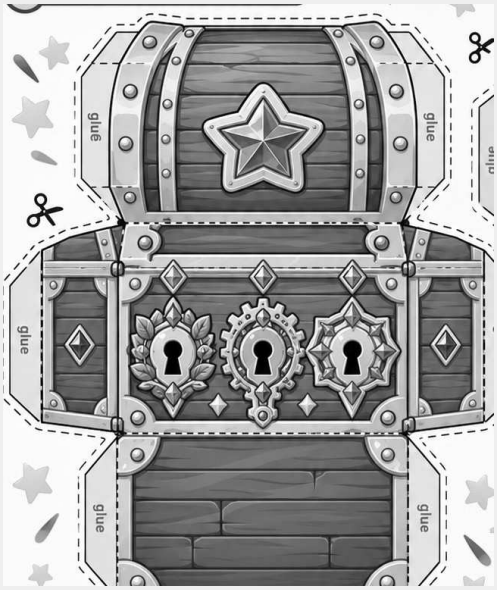
USE ONE SHARED TURN

One child rolls, but **everyone moves and completes the challenge together.** For 1, 2 or 3 players, leave the extra tracker slots unused. The badge is a hand-held token; no need to pin it to clothing.

04 / CHEST AND FINALE

Open the treasure!

1 ASSEMBLE THE PAPER TREASURE CHEST



1. **Cut** the large chest outline, including glue tabs.
2. **Pre-fold** the dotted joints. Keep the lid free to open.
3. **Test-fit** sides around the bottom before applying glue.
4. **Join** side panels and base with tape or glue.
5. **Repair the rear:** cut a plain-card panel matching the front width and height, and tape it across the open back if needed.

Prototype warning: The existing chest sheet does not clearly include a rear panel, so a spare-card wall may be needed. Trial-fold the chest before gluing. Do not glue the lid shut.

2 ADD THE POCKET AND THE TREASURE REVEAL





Secret pocket: Cut its outer edge. Fold and glue only the **left, right and bottom** tabs so the top stays open. Attach inside the chest. Put a note or paper reward inside.

Treasure insert: Keep the “YOU DID IT!” panel flat, place it inside or attach it to the inside of the lid using tape.

3 FINAL CHECK BEFORE PLAY

- [ ] Board numbers 0–16 in order; no space missing or repeated.
- [ ] Three keys, two card decks, die, badge and READY stars set out.
- [ ] Chest can open; no glue blocks the lid or the pocket.
- [ ] Certificate ready: write the team name, date and signature after the quest.