

## Sandwalk Camp 3 (solution)

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At this camp, the trainees have to take turns to practice using sandwalk to clue a word without any other communications for the other trainees to guess. The rules for sandwalking is akin to [Pictionary](#) and [skribbl](#), but using their feet to draw on the sand instead. An additional rule is that each foot may only be lifted off the sand twice. This forces the solver to strategize on how best to draw a clear image depicting the word, using largely connected strokes.

Besides needing to solve the problem of how to convey the word with the constraints, there are also other opportunities for solvers to figure out how to best tackle this training. Solvers are given a choice of two categories of clue words to draw – animals or objects. Animals, being a relatively smaller subset, and generally familiar with most people, could be a strategic choice. However, both lists of clue words are in increasing level of difficulty, so some teams also realized that it would be easier if they split their choices evenly between the two categories.

Artistic skills aside, solvers could also come up with creative ways to draw the images to more effectively convey the clue word to their team mates. One general strategy is to draw the image large in order to be able to accentuate the key details – solvers who drew small images often found it hard to make the details of their images clear, given that the lines traced in the sand by their feet were not as fine as drawing with a pen on paper. Also, it is sometimes easier to draw something more familiar or recognizable to everyone, that references the word, rather than exactly what the word is. And some of the clue words were intentionally chosen to provide options for these easier alternative interpretations or references, that shrewd solvers could make use of to aid them. A good example would be the word for the animal “mouse”, which could be relatively challenging both to draw and for the others to identify. But solvers could instead draw say the iconic Mickey Mouse outline, or even a computer mouse (which one solver did), and these would be much easier to draw and recognize. So other than being a fun activity for teams, one intent is also to highlight the importance of thinking laterally and finding references, which is a common step required in solving some hunt puzzles.

Once teams have solved a number of the clue words, they passed their sandwalking training and earned the thematic answer **ABILITIES**. Overall, this is a short 10-15 minutes activity with some physical element, which teams could have some fun solving without too much thinking, and that fit the time constraints (with a controllable ending). It was great interacting with all the teams and solvers during the activity, and watching them go about solving the task. There was plenty of amazement at how good some of the teams were at identifying the images quickly, and also lots of laughs too from the creative drawings of those who took different interpretations that the others could not follow. I enjoyed the activity and had lots of fun running it, hope everyone who participated had fun too!