

# OASIS MAP



ESCUITE OS  
CORAÇÕES

HUJA DE ZAV...

ACRE... VA ATE O...  
SEJA ESPETACULAR

COM O SEU...  
M... S... M... Q... M...

# INTRODUCTION

THIS TUTORIAL HAS BEEN PUT TOGETHER TO SUPPORT YOU IN THE PRINTING AND MOUNTING OF YOUR OASIS GAME.

WE WOULD LIKE TO TAKE THIS MOMENT TO REMIND YOU THAT THE OASIS GAME IS SOMETHING VERY PRECIOUS FOR ELOS. OUR TEAM DEVELOPED THE GAME WITH A LOT OF LOVE AND CARE AND DECIDED TO SHARE IT WITH THE WORLD SO THAT ITS POSITIVE IMPACT COULD BE AMPLIFIED.

IT IS OUR HOPE THAT EACH PERSON WHO COMES INTO CONTACT WITH THE OASIS GAME KNOWS AND RECOGNIZES ITS AUTHORSHIP AND RESPECTS THE RULES OF THE USE OF THE GAME, WHICH IS LICENSED BY CREATIVE COMMONS: ATTRIBUTION, NON-COMERCIAL USE, NO DERIVATIVE WORKS.

YOU WILL BE PRINTING THE PIECES OF THE OASIS GAME, AND WE TRUST THAT, AMONG OTHER THINGS, YOU WILL PAY ATTENTION TO THE FOLLOWING:

- WHENEVER APPLYING THE GAME, RECOGNIZE ITS AUTHORSHIP, INSERTING THE INSTITUTO ELOS LOGO BELOW THE SUBTITLE "METHODOLOGY" INTO ANY PROMOTIONAL MATERIAL (SEE THE IMAGE BELOW);

METHODOLOGY:



**INSTITUTO  
ELOS**

- INDICATE INSTITUTO ELOS AS THE PLACE TO GO FOR MORE INFORMATION ABOUT THE GAME BY PROVIDING THE INSTITUTO ELOS WEB PAGE ([WWW.INSTITUTOELOS.ORG/JOGO0ASIS](http://WWW.INSTITUTOELOS.ORG/JOGO0ASIS)) OR EMAIL ADDRESS ([GAMES@INSTITUTOELOS.ORG](mailto:GAMES@INSTITUTOELOS.ORG));

- DO NOT ALTER OR EDIT ANY ELEMENT OF THE GAME, INCLUDING ANY PIECES, PARTS, COLORS, ARTWORK;

- DO NOT INCLUDE LOGOS OF OTHER ORGANIZATIONS ON ANY PART OR PIECE OF THE GAME;

- DO NOT COMMERCIALIZE THE COMPLETE GAME OR ANY OF ITS PARTS.

THE COMPLETE GUIDELINES FOR USING THE GAME ARE AVAILABLE AT THE LINK [WWW.INSTITUTOELOS.ORG/JOGO0ASIS\\_REGRASDEUSO](http://WWW.INSTITUTOELOS.ORG/JOGO0ASIS_REGRASDEUSO).

IF YOU HAVE ANY QUESTIONS, PLEASE GET IN TOUCH WITH US!

## MAP OF THE OASIS

HERE YOU WILL FIND YOUR MAP OF THE OASIS, WHICH ALLOWS YOU TO VISUALIZE EACH OF THE SEVEN STEPS OF THE OASIS GAME, IN ADDITION TO THE TALENTS AND RESOURCES THAT YOUR GROUP DISCOVERS DURING THE GAME.

### YOU WILL NEED:

- ✓ A COLOR PRINTER
- ✓ ELEVEN (11) SHEETS OF WHITE A4 PAPER
- ✓ SCISSORS OR A UTILITY KNIFE
- ✓ GLUE
- ✓ PAINTBRUSH
- ✓ CARDBOARD: 7 PIECES OF A4 SIZE, AND ONE ROUND PIECE WITH A 31.5 CM DIAMETER (OPTIONAL)

### LET'S GET TO WORK!

1. DOWNLOAD THE OASIS MAP FILE ON YOUR COMPUTER AND PRINT PAGES 01 THROUGH 11 USING A COLOR PRINTER.
2. THE COMPLETE MAP HAS A CENTER AND SEVEN (7) PARTS. EACH OF THESE 7 PARTS IS FORMATTED TO FIT ONTO A SHEET OF A4 SIZE PAPER, WHILE THE CENTER REQUIRES 4 SHEETS OF PAPER.
3. CUT OUT THE IMAGES USING SCISSORS OR A UTILITY KNIFE.
4. GLUE THE FOUR IMAGES OF THE CENTER ONTO THE INDICATED AREAS.

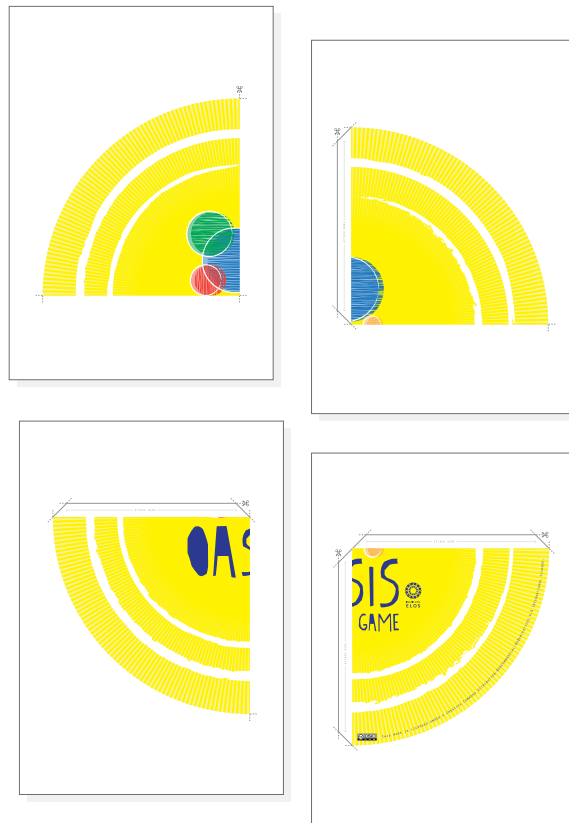
**TIP:** THE PAPER IS FRAGILE. IF YOU'D LIKE, YOU CAN GLUE EACH OF THE SHEETS OF PAPER ONTO PIECES OF CARDBOARD SO THAT THE PIECES OF YOUR MAP LAST LONGER. OVER THE COURSE OF THE GAME YOU WILL NEED CARDBOARD OR THICKER PAPER IN DIFFERENT MOMENTS. SOME GROUPS PREFER TO LAMINATE THE PIECES; A CHEAPER WAY OF CREATING THIS SAME EFFECT IS TO USE A PAINTBRUSH TO SPREAD A PROTECTIVE LAYER OF GLUE OVER THE ENTIRE SURFACE OF EACH PIECE.

# MAP OF THE OASIS



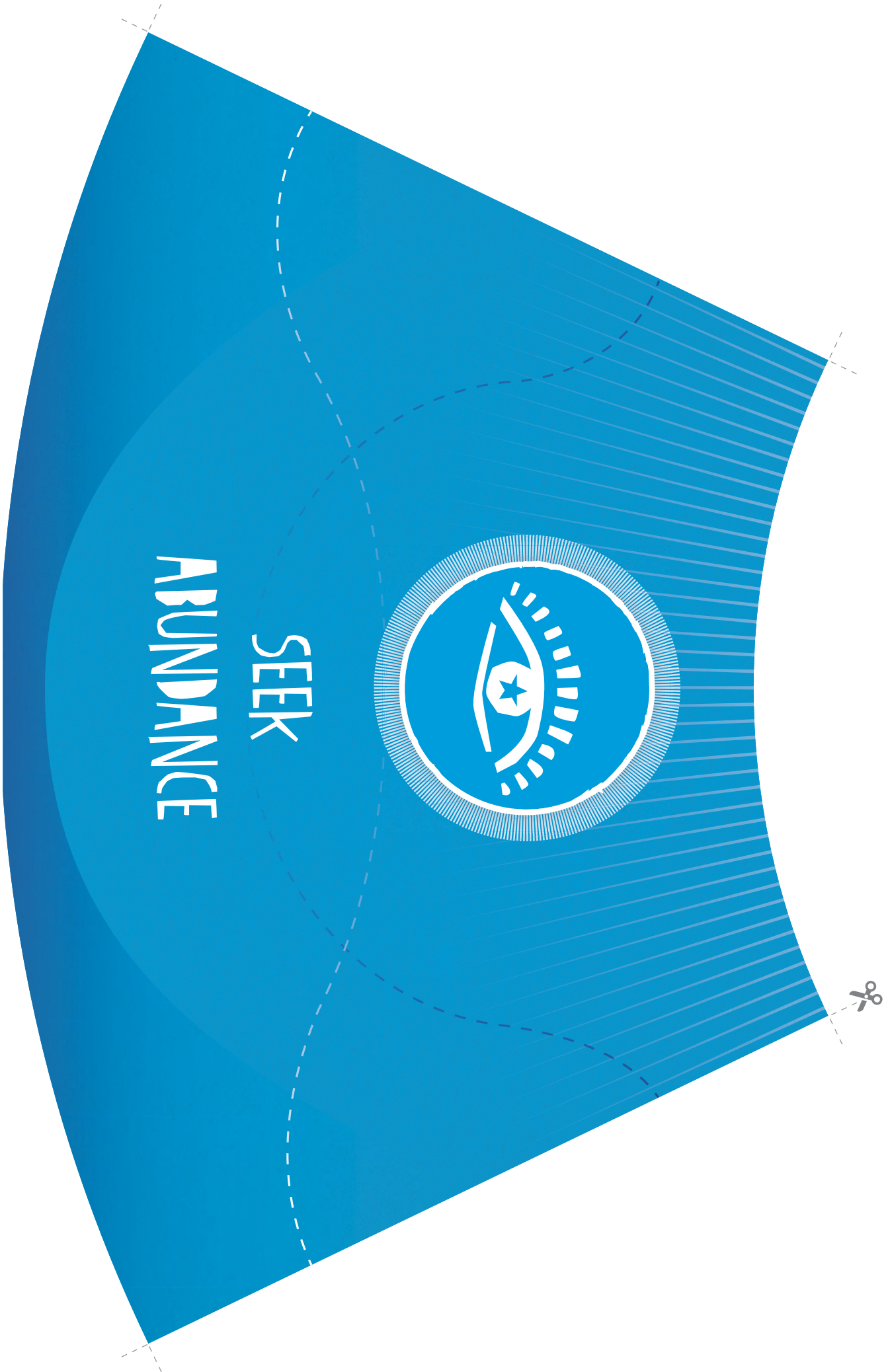
7 SHEETS OF A4 SIZE PAPER

# CENTER OF THE MAP



4 SHEETS OF A4 PAPER











TAKE CARE OF YOURSELF,  
OTHERS AND THE COMMON DREAM















