



Treasure for Chores

Earn Quest Rewards for Achieving Personal Goals

Questers: Do you want to earn more in-game Adventure Quest treasure throughout the year, even when you're not questing?

With Treasure for Chores, you and your parents decide upon achievable daily, weekly, and monthly goals. Goals can be anything you both agree on, and could be in several areas of your life, such as homework, house chores, or fitness.

Track your progress. When you reach a goal, you earn Treasure Coins. Trade in your Treasure Coins for in-game Experience Points, magical artifacts, silver, or other treasures. Renaissance Adventures adds that to your character sheet for your next quest. Let us help motivate you to success!



Materials

- Your Quester’s Character Sheet
- *Journeybook* – the glossy full-color Adventure Quest game reference
- 144 “Treasure Coins” (plastic gold coins) and 6 polished gem stones
- A leather “Loot Pouch”, (optional, add-on, at a discounted cost)



Program Details

Registration

Register by emailing Programs@RenaissanceAdventures.com or calling the Renaissance Adventures’ office: (303) 786-9216.

Registration is for the next available season or for the remainder of the current season (with no prorated options). See “Seasons” below to see the three-month period of each season. For the first program you register for, the cost is higher than when you continue on for additional seasons.

Cost: \$50 for first season; \$35 each additional season

Add-on: Get a discount on the Loot Pouch – a sturdy, authentic suede adventurer’s satchel.

Seasons

- January 1st through March 31st
- April 1st through June 30th
- July 1st through September 30th
- October 1st through December 31st

Basic Program Information

When you first register for Treasure for Chores, you will be given the Materials, including any optional materials, as well as an email with your Quester’s character sheet.

You and your Quester decide on the goals you would like to achieve. Agree upon general or specific daily, weekly, monthly, and/or seasonal goals. Next, agree upon the amount of Treasure Coins that the Quester can earn by achieving these goals. We suggest using the actual plastic gold Treasure Coins and a leather “Loot Pouch” to make the experience of receiving these Treasure Coins more tangible.



When a season is over, you will receive an email with the subject line “Treasure for Chores Rewards Update.” Your Quester can decide how to spend their Treasure Coins to earn magical artifacts, Experience Points, or treasure for their Adventure Quest character (see the “Earning Rewards” section later in this packet). They trade their Treasure Coins back to the parent for these in-game items; the parent completes the Rewards Update and emails it to Programs@RenaissanceAdventures.com so that we can add the earned rewards to the Quester’s character sheet.

Soon after the season ends, you will receive an email with your Quester’s updated character sheet, which will include the Treasure for Chores rewards.

Goals

Consider your goals for your Quester, and their goals for themselves. In what areas of their life would you like to see them make more effort and progress? If you, a family member, or the Quester has frustration about the Quester’s efforts or actions, that may be a great opportunity for using Treasure for Chores to inspire extra effort from the Quester. Discuss general goals and specific goals with your child. Treasure for Chores works best when both of you agree upon each goal, as well as the reward for achieving each goal. Harder or more long-term goals should earn more Treasure Coins. See the section titled “Giving Treasure Coins” for more information.

Tracking Your Goals

There are many methods to track personal goals, such as using a chart or drawing pictures. Treasure for Chores does not require any one particular method; it is best if the tracking method is customized by the parents with the specific needs of the Quester in mind. We encourage you to evaluate your goals every week, and to give Treasure Coins frequently - even daily. By creating a dialog, you and your Quester can continue to make progress even if goal achievement become more or less challenging

Using Different Tiers of Goals

Having daily, weekly, and monthly goals is a great way to go about getting verifiable results over the short- and long-term.

Examples of daily goals could be: completing homework, walking the dog, tidying their room, tidying their belongings in the rest of the house, positive communication style with the family, cleaning the dishes, and so on. With simple daily goals, a tracking chart may not be needed. At the end of each day, dialogue together to decide if the Quester met all of their daily goals. If so, they have earned one Treasure Coin. If not, give them some time to achieve the goals to earn the Treasure Coin.

Examples of weekly goals could be: completing a list of household chores, a number of hours spent in fitness activity, limiting hours in computer or online activity, community service, and so on. These kinds

of goals may require a chart for tracking hours or number of times completed, or it could be a crayon drawing taped to their door that gets updated with marks and symbols.

If you set very challenging goals, make them achievable, and realize that you may need to offer more support for success. For more information and support on setting goals and resources for tracking goals, see the *Additional Resources* section at the end of this packet.

Giving Treasure Coins

When you first sign up for Treasure for Chores, you will receive 144 Treasure Coins (plastic gold coins) and 6 polished gems. One gem is equivalent to 10 Treasure Coins. Thus, the total value of coins and gems that are available for you to use as rewards during one season is 204 Treasure Coins. The Quester cannot gain more than this in a season, and this amount should only be given out if the goals were achieved perfectly. It may be more common that a Quester will earn somewhere between 75 – 150 Treasure Coins in a season, depending on the goals you two set, and the efforts they make.

Value of Treasure Coins for Different Goals

One method of giving out Treasure Coins is to give more Treasure Coins for higher tier goals. For example:

- **Up to 1 Treasure Coin** can be earned per day for “First Goals” or “Daily Goals.” If the Quester achieves all daily goals, they will have earned roughly 90 Treasure Coins per season.
- **Up to 5 Treasure Coins** can be earned per week for “Second Goals” or “Weekly Goals.” If the Quester achieves all weekly goals, they will have earned roughly 65 Treasure Coins per season.
- **Up to 15 Treasure Coins** can be earned per month for “Third Goals” or “Monthly Goals.” If the Quester achieves all monthly goals, they will have earned roughly 45 Treasure Coins per season.

With this structure, it is possible to earn up to 90 Treasure Coins for daily goals, 65 Treasure Coins for weekly goals, and 45 Treasure Coins for monthly goals, for a maximum total of 200 Treasure Coins.

Using Optional Materials

Having materials like gold coins that can be traded for in-quest treasure is very motivating and gratifying. They also show progress in a tangible way that feel more real than “points” or stickers. That is why Treasure for Chores comes with Treasure Coins, polished stones, and (optionally) a Loot Pouch..

- Each gold coin represents a Treasure Coin
- Each polished stone represents ten Treasure Coins
- The Loot Pouch is where the Quester keeps their Treasure Coins



Losing Treasure as a Consequence

Decide whether you want to integrate a way to lose Treasure Coins as negative consequences. We recommend that you only do this when you and the Quester agree ahead of time on a consequence for a future action or inaction. When tangible materials are used (such as the gold coins and gems), the physical activity of removing the treasure emphasizes the consequence in a way that virtual coins, points, or gold stars cannot do. If you do decide to implement consequences for unwanted actions or inactions, then consider doing so for the parent as well. Ask the Quester what actions or inactions you have that they would like to see you make more effort in. If you both agree, then decide on the rewards and consequences of your actions. It can be very empowering for a child to see that consequences are applied fairly to all.

Earning Rewards

When the season is over, you will receive an email with the subject line “Treasure for Chores Rewards Update.” Your Quester can decide how to spend their Treasure Coins to earn magical artifacts, Experience Points, or treasure for their Adventure Quest character (see the “Earning Rewards” section later in this packet). They trade their Treasure Coins back to you for these in-game items, and you complete the Rewards Update and email it to us so that we can add the earned rewards to your Quester’s character sheet.

Listed here are the treasures they can choose. Weapons, Potions, Chemistry, and Pets must be chosen from the appropriate area of the *Journeybook*; “Heroic Spell” and “Paragon Spell” means that the Quester decides which power from the *Journeybook* the magical artifact holds. This chart is subject to change for successive seasons, but this list is correct for the season for which you received this packet.

1 Treasure Coin	25 Treasure Coins	50 Treasure Coins
1 Silver Mark	+1 Experience Point	100 Silver Marks
	35 Silver Marks	Gold Ring of a Heroic Spell 1/d
	Silver Ring of a Heroic Spell 6x	Onyx Wand of a Paragon Spell 1/w
10 Treasure Coins	Alabaster Wand of a Paragon Spell 3x	
Any non-magical melee Weapon	Any standard, trained Pet	
Any Rare Potion or Chemistry		100 Treasure Coins
Copper Ring of a Heroic Spell 2x		+5 Experience Points
		300 Silver Marks
		Platinum Ring of a Heroic Spell 2/s
		Ruby Wand of a Paragon Spell 1/s
		400 silver credit with a Pet Merchant (Pet powers & details to be decided at the next quest and not until then)



Additional Resources

Optional Goal Charts

The following is a list of other kinds of goal tracking charts.

Advice on setting duties and rewards

- <http://www.supernanny.co.uk/Advice/-/Parenting-Skills/The-Reward-Chart.aspx>
- <http://childhood101.com/2011/01/using-a-reward-chart-as-a-postive-parenting-tool/>

At-home & Do-It-Yourself

- <http://simplekids.net/goal-setting-charts-for-young-kids-2/>
- http://www.freeprintablebehaviorcharts.com/goal_setting_charts.htm
- <http://www.kidpointz.com/printable-charts/goal-charts/>

Products

- <http://www.melissaanddoug.com/magnetic-responsibility-learning-chart>
- <http://magneticpoetry.com/product/chore-list/>
- <http://www.kensonparenting.com/products/i-can-do-it-reward-chart>

Setting Goals Example

Having two or three tiers of goals (based upon difficulty and time spent to reach the goal) is a great way to structure the rewards. The amount of Treasure Coins given out for meeting goals is greater the more difficult the tier is. Here is an example chart of nine different goals divided into three tiers based upon difficulty.

<i>Example: Better Grades</i>			
First/Daily Goals	Do daily homework	Explain one concept to parents correctly	Get perfect attendance for one week (no tardies)
Second/Weekly Goals	Take a self-test	Earn a B or better on a weekly quiz	Go to a Study Hall session to get help from teacher
Third/Monthly Goals	Earn a B or better on a big test	Retake a previous test (not for a grade)	Write an extra credit paper of at least 5 pages