



THE PATHFINDER'S GUIDE TO THE:

# OCKANICKON

CHARACTER

# UNIVERSE



# OCKANICKON GAMIFIED

*"From the rising of the sun to the setting of the same ... always be sure to walk in a good path and never depart out of it."*

– CHIEF OCKANICKON, spoken in 1682



Inspired by the last words of Chief Ockanickon, in 2019 a group of camp-obsessed people began the design of a cooperative game world. They called it The Ockanickon Character Universe (O.C.U.) and designed it to help campers play as the hero of their own campaign.

The world of 2020 delayed its launch but in 2021, The O.C.U. was officially “powered on”. While you won’t find adventure in these pages like you will at camp, you will find a small first step into a larger world of character, competence, and connection.

Adventure Awaits,  
**Matt Foran**  
Director, Camp Ockanickon

The O.C.U. is a cooperative game world designed to help you play like

## ***THE HERO IS YOU***

*In order to play like the hero is you,  
you'll need to ***maintain your vital levels, embody your heroic potential,***  
and ***defeat the dragons which stand in your way ...****



# ASCENDER POTENTIAL

## *INSPIRED BY FRANK DEMARTINI*

In The Ockanickon Character Universe, Ascender Potential is your heroic ability to **STEP BRAVELY** and defeat The Guardian. If forgotten, it remains potential, but if realized and embodied, it brings you strength and helps you play like the hero is you.



## ***DEFEATS THE GUARDIAN***

**ASSOCIATED BEHAVIORS:** Refusing tasks, avoiding goals, rejecting challenges, procrastinating, disinterest in growth

**IN THE O.C.U.:** The Guardian will strive to weaken your character and consume your heroic potential. Do not let it! Step bravely and win this inner-battle.



## **ELDER POTENTIAL**

### ***INSPIRED BY CHIEF OCKANICKON***

In The Ockanickon Character Universe, Elder Potential is your heroic ability to **VALUE EACH OTHER** and contain The Flames. If forgotten, it remains potential, but if realized and embodied, it brings you strength and helps you play like the hero is you.



## ***CONTAINS* THE FLAMES**

**ASSOCIATED BEHAVIORS:** Devaluing others, obsession with power or esteem, disrespect, inability to handle criticism, isolation, lack of realization in one's true self-worth and the self-worth of others

**IN THE O.C.U.:** The Flames will strive to weaken your character and consume your heroic potential. Do not let it! Value each other and win this inner-battle.



## **SPirit POTENTIAL**

### ***INSPIRED BY MATOLLIONEQUAY***

In The Ockanickon Character Universe, Spirit Potential is your heroic ability to **SEIZE JOY** and heal The Serpent. If forgotten, it remains potential, but if realized and embodied, it brings you strength and helps you play like the hero is you.





## ***HEALS THE SERPENT***

**ASSOCIATED BEHAVIORS:** Negativity, pessimism, exclusion, anger, hate

**IN THE O.C.U.:** The Serpent will strive to weaken your character and consume your heroic potential. Do not let it! Seize joy and win this inner-battle.



# STARGAZER POTENTIAL

## *INSPIRED BY A CENTURY OF ALUMNI*

In The Ockanickon Character Universe, Stargazer Potential is your heroic ability to **EXPLORE MORE** and see past The Specter. If forgotten, it remains potential, but if realized and embodied, it brings you strength and helps you play like the hero is you.



## *SEES PAST* **THE SPECTER**

**ASSOCIATED BEHAVIORS:** Inability to venture into the new or unexplored, stuck in the status quo, anxiety from uncertainty, disdain for new ideas

**IN THE O.C.U.:** The Specter will strive to weaken your character and consume your heroic potential. Do not let it! Explore more and win this inner-battle.



# **STORM POTENTIAL**

***INSPIRED BY THE LAKE-TAKING STORM***

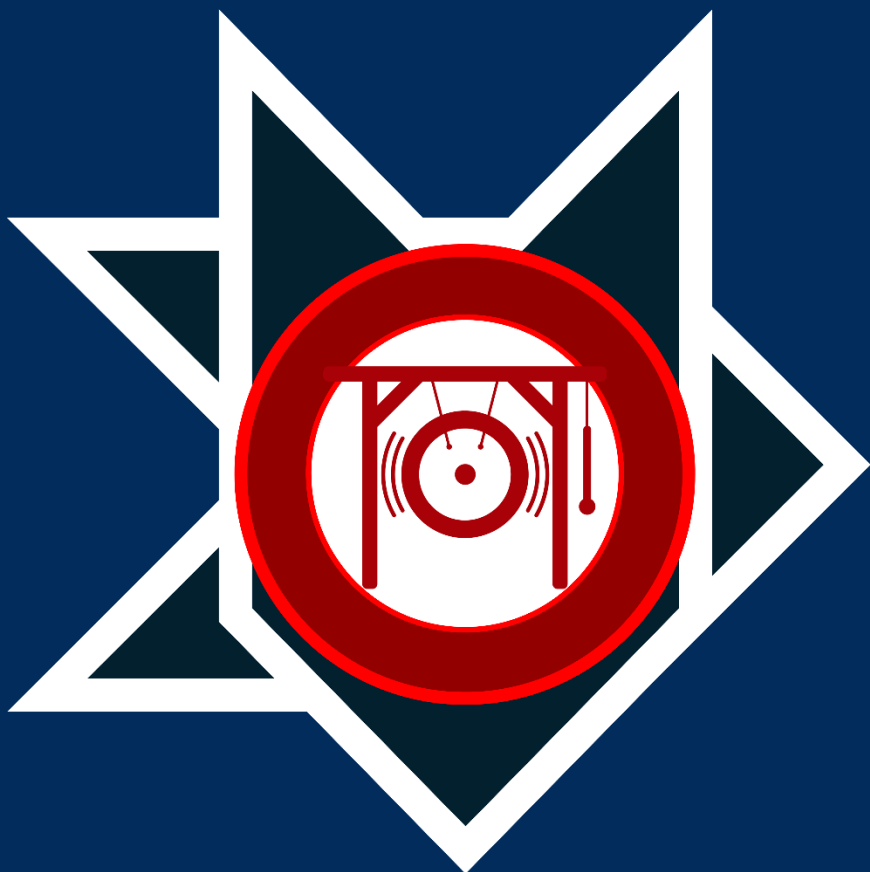
In The Ockanickon Character Universe, Storm Potential is your heroic ability to **STRIVE AGAIN** and withstand The Shadow. If forgotten, it remains potential, but if realized and embodied, it brings you strength and helps you play like the hero is you.



## ***WITHSTANDS THE SHADOW***

**ASSOCIATED BEHAVIORS:** Giving up, allowing bad things to continue happening, avoiding responsibility, succumbing to self-doubt

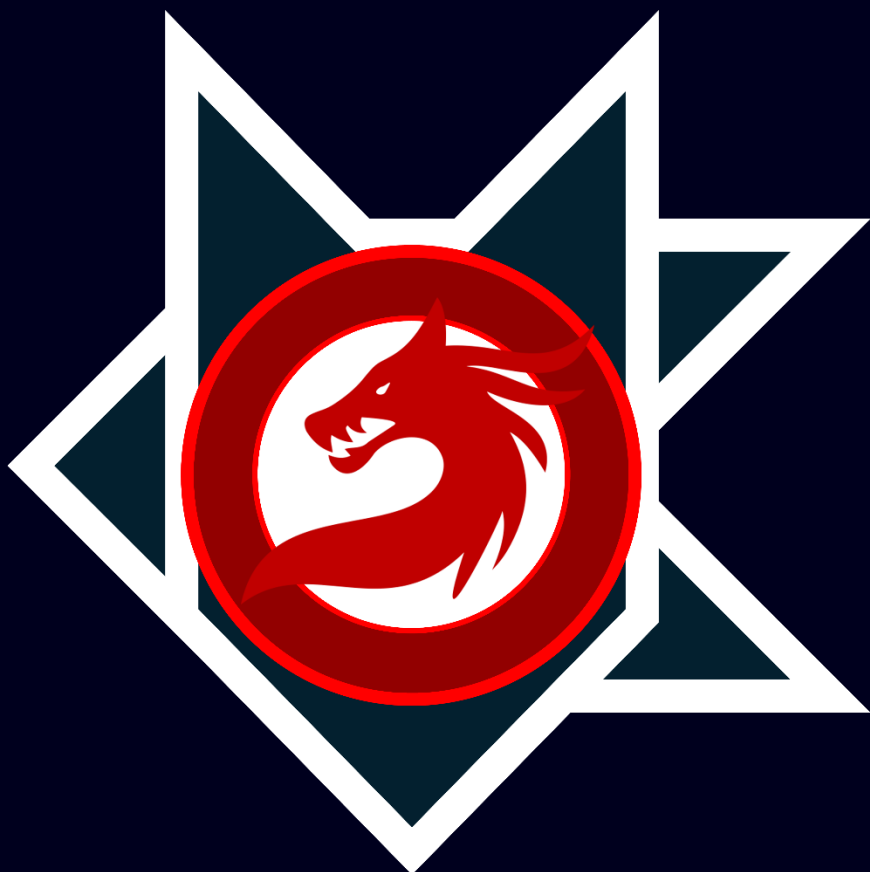
**IN THE GAME:** The Shadow will strive to weaken your character and consume your heroic potential. Do not let it! Strive again and win this inner-battle.



# **MONK POTENTIAL**

## ***INSPIRED BY THICH NHAT HANH***

In The Ockanickon Character Universe, Monk Potential is your heroic ability to **AIM FOR THE TRUTH** and rise above The Flock. If forgotten, it remains potential, but if realized and embodied, it brings you strength and help you play like the hero is you.



## ***RISES ABOVE*** **THE FLOCK**

**ASSOCIATED BEHAVIORS:** Lying, reacting without understanding, siding with the group rather than the truth, not being in balance in spirit, mind, and body, not demonstrating self-control

**IN THE O.C.U.:** The Flock will strive to weaken your character and consume your heroic potential. Do not let it! Aim for the truth and win this inner-battle.



# BLUE FEATHER POTENTIAL

## *INSPIRED BY WILLIAM DOUGLASS*

In The Ockanickon Character Universe, Blue Feather Potential is your heroic ability to **BELIEVE IN YOUR BEST** and help others do the same. If forgotten, it remains potential, but if realized and embodied, it brings you strength and helps you play like the hero is you.



# ADVENTURE IN THE O.C.U.



## OCKY REFERENCE GUIDES

When you embody your heroic potential, you will naturally seek out adventure. And for that reason, The O.C.U. is full of it. There are two Main Adventures – The Elder Quest and Emblem Mastery. Within these two are countless sub-quests and mini-games like Open World Stargazing, Inner-Battle Cards, Joining Guilds, and much more.

Learn more on the next few pages ...



# THE ELDER QUEST



## OCKY REFERENCE GUIDES

The Elder Quest is an elaborate game within Ockanickon in which TEAMS compete to earn the most EPIC ITEMS. Items are either earned or purchased with QUEST XP. Quest XP is earned through redeeming emblems, completing common bonds, winning events, and item awards. Although only one team earns the most epic items each session, the true objective of The Elder Quest is to “Value Each Other.”



The following is a list of some of the ITEMS that can be earned:

THE GOLDEN TOILET BOWL—CLEANEST CABINS—20 XP daily

THE OCKY BLOCK—FIND THE HIDDEN BLOCK

THE TEAM CUP—DISPLAY THE MOST CAMP ENTHUSIASM

THE GOLDEN BOW—SHOOT THE MOST B-EYES IN A DAY

THE SPIRIT HONOR—EARN THE MOST SPIRIT SALUTES  
THE OPEN WORLD STARGAZING HELMET—MOST STARGAZING POINTS  
THE INNER-BATTLE HELMET—HIGHEST INNER-BATTLE CARD DECK  
THE LURE OF THE LAKE—CATCH THE MOST FISH IN A SESSION  
THE STAFF OF WISDOM—STRONGEST KNOWLEDGE OF THE O.C.U.  
THE VITAL VASE—HIGHEST WATER BOTTLE CARRY RATE  
THE RING OF GLEAM—MOST POINTS IN THE GLEAM WAR  
SONS OF AQUAFORCE AWARD—STRONGEST PERFORMANCE AT W.F.  
THE SACRED LAND-DIRT—STRONGEST PERFORMANCE AT LANDSPORTS  
THE BLESSING OF HOM TANKS—STRONGEST PERFORMANCE AT FISHING  
THE 2-LITER OF MUCK—MOST LITTER COLLECTED  
HIGH SCORE HOLDER—MOST EMBLEMS EARNED IN A CAMPAIGN

**BID ITEMS:**

THE RED TEAM STAFF—BID UPON USING XP  
THE BLACK TEAM STAFF—BID UPON USING XP  
THE BONGO OF DAVIS—BID UPON USING XP  
THE BLUE FEATHER SHIELD—BID UPON USING XP  
THE SHIELD OF THE RED ROBES—BID UPON USING XP  
THE SHIELD OF THE BLACK ARMOR—BID UPON USING XP  
THE MATOCKY BLOCK—BID UPON USING XP

**LEGEND ITEMS AND SHIELDS (WORTH TWO ITEMS)**

THE LEGEND SWORD—EPICLY DEFEAT THE GUARDIAN OF COMFORT  
THE LEGEND TORCH—EPICLY DEFEAT THE FLAMES OF EGO  
THE LEGEND ELIXIR—EPICLY DEFEAT THE SERPENT OF NEGATIVITY  
THE LEGEND SCOPE—EPICLY DEFEAT THE SPECTER OF FEAR  
THE LEGEND ARMOR—EPICLY DEFEAT THE SHADOW OF DOUBT  
THE LEGEND ROBES—EPICLY DEFEAT THE FLOCK OF LIES

*All items (except the Block) are awarded at the Final Bid on Friday.*

# EMBLEM MASTERY

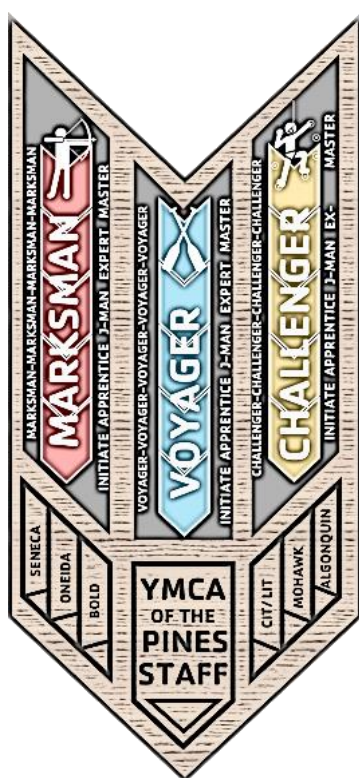


YMCA OF  
THE PINES  
EXPLORE. GROW. THRIVE.

## OCKY REFERENCE GUIDES

Every new camper gets an Emblem Block on their first day at camp. It's an arrow-shaped wooden block used to record skill achievements.

It's important that you bring it back each year you return.



Achievements that revolve around specific skills are called Emblems. Emblems are divided into **Six Skill Guilds** which include all of our different camp activities. The Six Skill Guilds are:

**VOYAGER** – Boating, Swimming, and Fishing

**MARKSMAN** – Archery and Tomahawk Throwing

**ATHLETE** – Land Sports and Mountain Biking

**ARTISAN** – Creative Arts

**PHILOSOPHER** – Nature, Science, and Strategy

**CHALLENGER** – Challenge Course

You can earn emblems at activities and add them to your Emblem Block. In the next section you'll find The Emblem Guide which includes the milestones for all of the individual emblems. There are five stages to advance in each skill guild. They are:

**INITIATE → APPRENTICE →  
JOURNEYMAN → EXPERT → MASTER**

If you reach mastery in all six of the guilds then you will earn the title of M6G or Master of the Six Guilds.

If you complete ALL LISTED emblems in a specific banner, your name will go on that banner's LEGEND BOARD which hangs permanently at the DeMartini building. These are both high honors.



# THE EMBLEM GUIDE



## POCKY REFERENCE GUIDES

Included in this guide are emblems which can be earned as an individual. All Skill Level Milestones must be met to earn the emblem. Any emblem can be applied to advance to the next stage of mastery on your Emblem Block in that specific banner. The emblems are categorized by banner.



\*SLM = Skill Level Milestone to be achieved

### **ROBIN HOOD: RBH**

SLM 1: Hit the target three times in a row from 10 yards

SLM 2: Identify the parts of the bow and arrow

SLM 3: With a recurve bow, on 5 consecutive arrows, achieve a score of 40 or higher from 15 yards

### **SAVE THE PRISONER: STP**

SLM 1: Save the prisoner in the castle by shooting each target ring in order

### **FIFTY-FIVE CLUB: 55C**

SLM 1: On 6 consecutive arrows, achieve a score of 55 or higher with a recurve bow from 10 yards

### **FIFTY-FIVE 15 CLUB: 15C**

SLM 1: On 6 consecutive arrows, achieve a score of 55 or higher with a recurve bow from 15 yards

### **BULLSEYE: EYE**

SLM 1: Shoot a bullseye from 15 yards

### **EVERDEEN ARCHERY: EVD**

SLM 1: Encourage all cabin mates

SLM 2: Shoot a score of 200 or below

SLM 3: Shoot a score of 150 or below

SLM 4: Shoot a score of 75 or below

### **HAWK-STICKER: HWK**

SLM 1: Follow all safety procedures while at the tomahawk range

SLM 2: Always be supportive to fellow hawkers

SLM 3: From 12 feet away, throw a tomahawk that sticks in the target

### **TEN TO STICK: TTS**

SLM 1: Follow all safety procedures while at the tomahawk range

SLM 2: Always be supportive to fellow hawkers

SLM 3: From 12 feet away, stick ten hawks in a row

### **HAWK-MASTER: HWM**

SLM 1: Follow all safety procedures while at the tomahawk range

SLM 2: Always be supportive to fellow hawkers

SLM 3: From 24 feet away, stick two hawks in a row

### **CUT THE CARD: CTK**

SLM 1: From 12 feet away, cut a playing card at the hawk range

### **TEAM SWEEPER: TSR**

SLM 1: Single-handedly eliminate every member of the opposing team in tactical tag

### **TACTICAL MOSS: TMS**

SLM 1: Catch an arrow in a game of tactical tag



### **UNDERS DISC GOLF: UDG**

SLM 1: Learn the rules and etiquette of disc golf

SLM 2: As a Seneca or Algonquin, follow all rules and etiquette and shoot 35 or under

### **DISC GOLF: DSC**

SLM 1: Learn and follow the rules and etiquette of disc golf

SLM 2: Shoot 30 or under on Ocky Acres

### **DISC GOLF MASTER: DGM**

SLM 1: Learn and follow the rules and etiquette of disc golf

SLM 2: Shoot 24 or under on Ocky Acres

### **HOLE IN ONE: HIO**

SLM 1: Learn and follow the rules and etiquette of disc golf

SLM 2: Achieve a Hole-In-One on Ocky Acres

### **ELITE SOCCER EMBLEM: SOC**

SLM 1: Score a goal during a competitive match at camp

SLM 2: Identify all positions in a common formation

SLM 3: Achieve 15 consecutive kick-ups

SLM 4: Score 4/5 goals on 5 PK attempts against a staff keeper

SLM 5: Achieve a perfect hat-trick during a competitive match (left foot, right foot, header)

SLM 6: Exemplify outstanding sportsmanship and display enthusiasm

### **KICKUP EMBLEM: KUP**

SLM 1: Achieve 20 consecutive kick-ups

### **SPLASH BROTHER: SPL**

SLM 1: Encourage all other players

SLM 2: Make 6 consecutive free throws

SLM 3: Make 4 consecutive 3 pointers

### **GAGA CHAMPION: GGA**

SLM 1: Demonstrate exemplary sportsmanship

SLM 2: Win two consecutive competitive gaga matches that include at least ten players

### **GAGA REF: REF**

SLM 1: Demonstrate rules and safety in a game of gaga

SLM 2: Demonstrate an unbiased enforcement of the rules

SLM 3: Solve dispute between other players

SLM 4: Referee 10 gaga games

### **RILWAN PING PONG LEGEND GOAL: P-P**

SLM 1: Demonstrate understanding of all rules and etiquette

SLM 2: Defeat 6 opponents consecutively without defeat

SLM 3: Help teach another camper some table tennis technique

SLM 4: Defeat 3 different staff members



### **9 SQUARE TOP GUN: 9SQ**

SLM 1: Demonstrate understanding of all rules and etiquette of 9 Square

SLM 2: Follow the six heroic arrows at all times while playing

SLM 3: Successfully survive as the top gun for 20 points in a row while playing in a group of similarly aged participants

### **SENECA TOP GUN: STG**

SLM 1: As a Seneca, stay in the top gun spot for at least 4 points in a row

### **MILE MAKER: MLE**

SLM 1: Complete the Ocky mile without walking

### **PULL-UPS: PUL**

SLM 1: Achieve ten pull-ups consecutively at the landsports field

### **POLAR-SWIMMER: POL**

SLM 1: Swim 8 lengths in the white section during a polar bear swim

### **THE DUNKER IS YOU: DUN**

SLM 1: Successfully dunk a basketball on either hoop in the Rohrer center

### **GET SWOLE: SWO**

SLM 1: Successfully complete 30 push-ups each day of your session

SLM 2: Successfully complete 30 sit-ups each day of your session

SLM 3: Successfully complete 10 burpees each day of your session

SLM 4: Stay hydrated



### **TREE HUGGER, DIRT LOVER: HUG**

SLM 1: Successfully complete 2 nature/survival clubs

SLM 2: Successfully pick up 200 pieces of trash on camp

SLM 3: Successfully encourage others to pick up trash

SLM 4: Believe in positive change

### **SURVIVAL and SHELTER: SUR**

SLM 1: Understand the basics of human survival in the woods

SLM 2: Build a shelter large enough for a single person

SLM 3: Demonstrate knowledge of proper lean-to shelter structure

SLM 4: Build a lean-to shelter that can keep as many people that work on the shelter dry during a hard rainstorm

### **FIRE BUILDING: FIR**

SLM 1: Understand the three basic fire designs and the classifications of materials used in them

SLM 2: Demonstrate knowledge through fire structure design that: 1) fires want to rise, 2) fires need to breathe, and 3) flames only catch onto things they're strong enough to catch onto

SLM 3: Start a fire without counselor help (but with counselor supervision)

### **HERPING HERO: HER**

SLM 1: Demonstrate excitement while searching for reptiles and amphibians

SLM 2: Demonstrate care while searching for and observing animals

SLM 3: Individually find 1 of each of the following: bull frog, toad, snake, snapping turtle, lizard, herp nest

### **ARROW-LEARNER: ARL**

SLM 1: Demonstrate expert knowledge of all of the heroic potentials, the mottos, values, and legends that inspire them

### **NAME ELDER: NAM**

SLM 1: Know everyone's names in all of camp, including Path Leaders and Pathfinders

### **LOREMASTER: LMS**

SLM 1: Be able to define every word or term listed in The Pathfinder's Guide.

### **MAGIC MAN: MTG**

SLM 1: Beat four counselors in the game, Magic the Gathering

SLM 2: Teach two other people how to play Magic

### **BLUE FEATHER REPORTER: BFR**

SLM 1: Join the Blue Feather Press writing team

SLM 2: Report on an event that took place during your time on camp

SLM 3: Interview at least three people from camp

SLM 4: Publish an article in the Blue Feather Press



### **FISH-CATCHER: FCT**

SLM 1: Catch a fish!

### **CANOEING: CAN**

SLM 1: Identify the parts of the canoe and paddle

SLM 2: Demonstrate proper forward and backward strokes while on the water

SLM 4: Canoe from Ocky boating around Chapel Island and back in eight minutes or less

SLM 5: Canoe from Ocky boating to Senior Bridge and back within 50 mins.

### **POLE-FIXER-HELPER: PFH**

SLM 1: Learn how to properly bait, set, and fix fishing poles

SLM 1: Help the fishing facilitator bait, set, and fix for a portion of an activity period

### **FISHING EXPERT: FIS**

SLM 1: Can successfully bait own hook

SLM 2: Catch a fish from Lake Stockwell

SLM 3: Can identify pelvic, dorsal and caudal fins

SLM 4: Name 5 types of fish found in Lake Stockwell

SLM 5: Successfully take hook out and release fish without counselor help

SLM 6: Catch a fish at least 16 inches long

### **T RESCUE: TRS**

SLM 1: Perform a canoe T-rescue properly and in under two and a half minutes

### **SWIMMING: SWM**

SLM 1: Pass the green section swim test

SLM 2: Able to perform freestyle, breaststroke, backstroke, sidestroke, and butterfly

SLM 3: Pass the red section swim test

SLM 4: Complete five lengths in the red zone in under three and a half minutes

### **TRIANGLE CHAMP: TRI**

SLM 1: Complete the legendary triangle swim in under ten minutes

### **YOUTHFUL ADVENTURER: YFA**

SLM 1: As a Seneca, travel around Chapel Island in a single person kayak

SLM 2: As a Seneca, travel to Crystal Clear in a single person kayak

SLM 3: As a Seneca, master the action of rowing a row boat

### **LEWIS AND CLARK IN TRAINING: LCT**

SLM 1: Start at Pomona and travel on the white trail around the lake

SLM 2: Hike the Joseph Tatem Memorial Nature Trail from the Ocky Nature Cabin all the way to the top of Blueberry Hill



### **ADRENALINE THRILLFECTA: ADR**

SLM 1: Lead Zulu Warrior in front of All of Camp

SLM 2: Lip-sync a song during lunch to roaring applause

SLM 3: Be on the winning side of Color Wars

### **BARD MASTER: BDM**

SLM 1: Start a village chant

SLM 2: Lead a song in the bowl with friends

SLM 3: Deliver a meaningful island inspiration and perform a bowl skit

SLM 5: Create and lead a new enjoyable song, skit, or chant

### **KEEPER OF LORE: KOL**

SLM 1: Know how to tell 4 camp stories

SLM 2: Know 15 historical camp facts

SLM 3: Tell camp history decade by decade

### **GUITAR: GUI**

SLM 1: Know proper guitar playing technique

SLM 2: Perform a pleasing song in front of all of camp

### **RAFT BUILDING: RAF**

SLM 1: Design and build a raft out of natural materials that can float a single person reliably

### **SANDCASTLE MASTER: SAN**

SLM 1: Demonstrate superior sand castle building ability, including moat and drawbridge technology

SLM 2: The sandcastle must be at least three feet high

### **CREATIVE ARTIST: ART**

SLM 1: Create something that the CA Skill Guide deems "remarkable"

### **SONG-LEARNER: SLN**

SLM 1: Know all of the words to the three camp songs and demonstrates this to a staff member while singing on his own.

### **SKIT PERFORMER: SKI**

SLM 1: Perform in a camp skit during opening or closing campfire and receives laughs.



### **SWAMP MASTER: SWP**

SLM 1: Successfully traverse all four swamp elements without falling in

SLM 2: Follow all safety procedures

### **BIG BUMP: BUP**

SLM 1: Successfully climb over the big bump face of the rock wall

SLM 2: Follow all safety procedures

### **BELL RINGER: BRG**

SLM 1: Climb the rock wall and ring the bell at the top

### **TEAMS COURSE CAPTAIN: TCC**

SLM 1: Successfully complete four team-based low ropes challenges

### **PEAK SWINGER: PSW**

SLM 1: Swing from the top of the Giant Swing

### **KNOT-KNOWER: KNT**

SLM 1: Properly demonstrate how to tie figure eight and super eight knots

### **KNOT-TEACHER: KTT**

SLM 1: While demonstrating patience, teach someone else how to tie figure eight and figure eight follow through knots

### **STATIC KING: STK**

SLM 1: Successfully traverse all of the static course elements

### **A ZIPPER IS YOU: ZIP**

SLM 1: Successfully complete both the Ocky and Matolly zip

# IN THE END:

## WILL YOU REALIZE THE HERO IS YOU?

Will you play like it? Will you embody your heroic potential? Will you help others do the same? If so, you will encounter plenty of adventure. You will explore, grow, and thrive. Through challenge and friendship, you will become a truer, better version of yourself ... and because you matter a whole lot, the world will benefit.

So, what are you waiting for ... *adventure awaits and the hero is you!*



# TERMS & SONGS



YMCA OF  
THE PINES  
EXPLORE. GROW. THRIVE.

## OCKY REFERENCE GUIDES

Here are a few terms from the world of camp along with The Three Camp Songs:

**THE REALIZATION:** In your campaign, the hero is you

**THE QUEST:** To play like the hero is you

**THE COOPERATIVE BOND:** To help others do the same

**PATHFINDER:** Another term for a hero

**N.P.C.:** A Non-Pathfinding Character – a term for a non-hero

**THE BLUE FEATHER:** Camp's highest honor, given to those who in the eyes of their leaders, are the most heroic

**THE HEROIC POTENTIALS:** The common qualities of heroes

**THE INNER-BATTLES:** The inner-battles heroes strive to win

**BODAWAY:** In The O.C.U., Bodaway is the bearer of fire and first to answer the quest. He makes an appearance during our ceremonies

**THE THREE CAMP SONGS:** Traditional camp songs that we sing at ceremonies

**OCKANICKON ALMA MATER:**

*To our dear old Ockanickon, faithful we will be.*

*Whether king or whether pauper, loyalty you'll see.*

*We learn camping, we learn tramping, and we love them well.*

*So to dear old Ockanickon, praises we will tell.*

**TELL ME WHY:**

*Tell me why the stars do shine – Tell me why the ivy twines*

*Tell me why the ocean's blue – Tell me Ockanickon, just why I love you*

*Because God made the stars to shine – Because God made the ivy twine*

*Because God made the ocean blue – God made Ockanickon, that's why I love you*

**TAPS:**

*Day is done – Gone the sun – From the lakes, from the hills, from the sky – All is well – Safely rest – God is nigh ...*



# THE MAP OF OCKANICKON



BOYS CAMP  
OCCANICKON  
LEGEND