



Adventure Ocean

Royal Caribbean's complimentary, year-round Adventure Ocean program is recognized as one of the industry's leading youth programs.

Program Overview

- For all kids and teens, ages 3 (must be toilet trained – no diapers or pull-ups) to 17.
- Programs are offered by age group:
 - Aquanauts 3-5 years
 - Explorers 6-8 years
 - Voyagers 9-11 years
 - Navigators 12-14 years
 - Guests 15-17 years
- All children's activities are supervised by male and female youth staff, professionally certified in education, recreation and/or preschool, or having qualified experience in working with children ages 3-17.
- All youth staff are certified in CPR.
- Supervised children's activities for 3-11 year-olds:
 - At sea – 9 am to 12 pm; 2 pm to 5 pm; 7 pm to 10 pm.
 - In port – 30 minutes prior to first shore excursion to 5 pm; and 7 pm to 10 pm.
- Supervised teen activities for 12-14 year-olds:
 - At sea – daytime activities vary; nighttime activities – 9 pm to 1:00 am.
 - In port – daytime activities vary; nighttime activities – 9 pm to 1:00 am.
- Supervised teen activities for 15-17 year-olds:
 - At sea – daytime activities vary; nighttime activities – 10 pm to the wee hours.
 - In port – daytime activities vary; nighttime activities – 10 pm to the wee hours.
- Teens may join adult activities with the exception of adult sports tournaments and the adult nightclubs (teens have their own nightclubs, Living Room and Fuel).

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Edu-tainment Programming

- **Adventure ScienceSM** makes learning fun through a blend of hands-on science experiments and wacky entertainment. Experiments include Staggering Through the Stars[©], Fossil Fever[©], Wacky Water Workshop[©], Mystery of the Motion of the Ocean[©], Gummy Candies[©], and Space Mud[©].
- **Adventure Art by Crayola[®]** offers children the opportunity to exercise their creativity with crafts such as cultural masks and pottery, while learning about the art, history and culture of the regions they visit on vacation. The projects vary according to cruise destination, sharing information on the history, traditions, aquatic habitats and animals indigenous to the Caribbean, Mexico, Alaska and Europe.
- **Sail Into Story Time** sparks imaginations and entertains young vacationers with a story hour followed by creative, hands-on activities and projects. Young guests ages 3 to 11 can also participate in the library program that spotlights a book a month for each age group.
- **Adventure Family** is a free, onboard program that allows children ages 3 to 11 years of age and their parents to participate in planned activities within a structured environment to spend quality time together. Activities depend on the length of the cruise and can range from shipbuilding regattas to talent shows and scavenger hunts.

Sample Activities by Age Group

- **Aquanauts (3 - 5 years):** Finger Painting * Camp Aquanaut * Building Blocks * Play dough sculptures * Music Activities * Dot Dancing * Games – animal, color and shape BINGO
- **Explorers (6 - 8 years):** Pirate Night * Backstage Tour * Nutty Nicknames * Carnival Night * Sports Tournaments * Wide World of Sports Night * Autograph Hunts
- **Voyagers (9 - 11 years):** Karaoke * Sports Tournaments * Adventure Challenge * GaGa Ball* H2O Thunder Races * List-o-Rama * The Art Walk
- **Navigators (12 - 14 years):** Sports Tournaments * Pool Parties * College Night * Challenge Series * Scavenger Hunts * Karaoke * Formal Night * Disco Dancing * Video Games
- **Guests (15 - 17 years):** Dancing * Pool Parties * DJ Training * Battle of the Sexes * Karaoke * Coffee Talk * Talent Show * Formal Night * Survivor Series
- **Combined Activities (3 - 11 years):** Varied Theme Nights * Adventure ScienceSM * Movie Madness * Late Night Party Zone (\$5/hr. per child)
- **Island Activities:** Beach Parties * Beach Volleyball * Waterball * Hermit Crab Hunt * Sand Castle Building * Sea Shell Collecting

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Aqua Babies and Aqua Tots

- Royal Caribbean International has teamed up with Fisher-Price to develop playgroups for parents with children age 6 months to 3 years. Fun, age appropriate activity sessions have a variety of themes that encourage little ones to explore and make new discoveries. At the same time, parents learn creative techniques for adding skill-building to playtime. Aqua Babies (6 to 18 months) will enjoy Musical Inspiration, Everyday Early Learning and other themes. Aqua Tots (18 months to 3 years) sessions include Fun on the Farm, Out & About in the Neighborhood and more. A parent must accompany their child.

Baby-Sitting Services

- Group sitting is available from 10 pm to 1 am in the Adventure Ocean center. The cost for this service is \$5/hour per child. Children attending must be at least 3 years old and fully toilet trained – no diapers or pull-ups allowed.
- **In-Cabin Sitting** is available through the Guest Relations Desk and must be booked at least 24 hours in advance.
 - Available ship staff members supervise in-cabin sitting.
 - Children must be at least one year old. The charge is \$8 per hour, in cash, for up to two children within the same family; and \$10 per hour for a maximum of three children in the same family. There is a two-hour minimum requirement.

Youth Facilities/Amenities

Adventure Ocean youth facilities are designed to meet the needs of younger guests. Different rooms are used for the different age groupings. Some of the added kid-focused ship facilities and amenities include:

- **Movies for children** – shown on stateroom televisions
- **Children's books** – available in the Adventure Ocean area and in the ship's library
- **Adventure Ocean Dining** – allows young guests to eat dinner on several nights in the most popular dining areas with their favorite youth staff and new friends
- **Fountain Soda Package** – allows guests up to 18 years of age to enjoy as many soft drinks as they like for a fixed price for the duration of the cruise (prices vary with cruise length; \$20 for a seven-night cruise).