

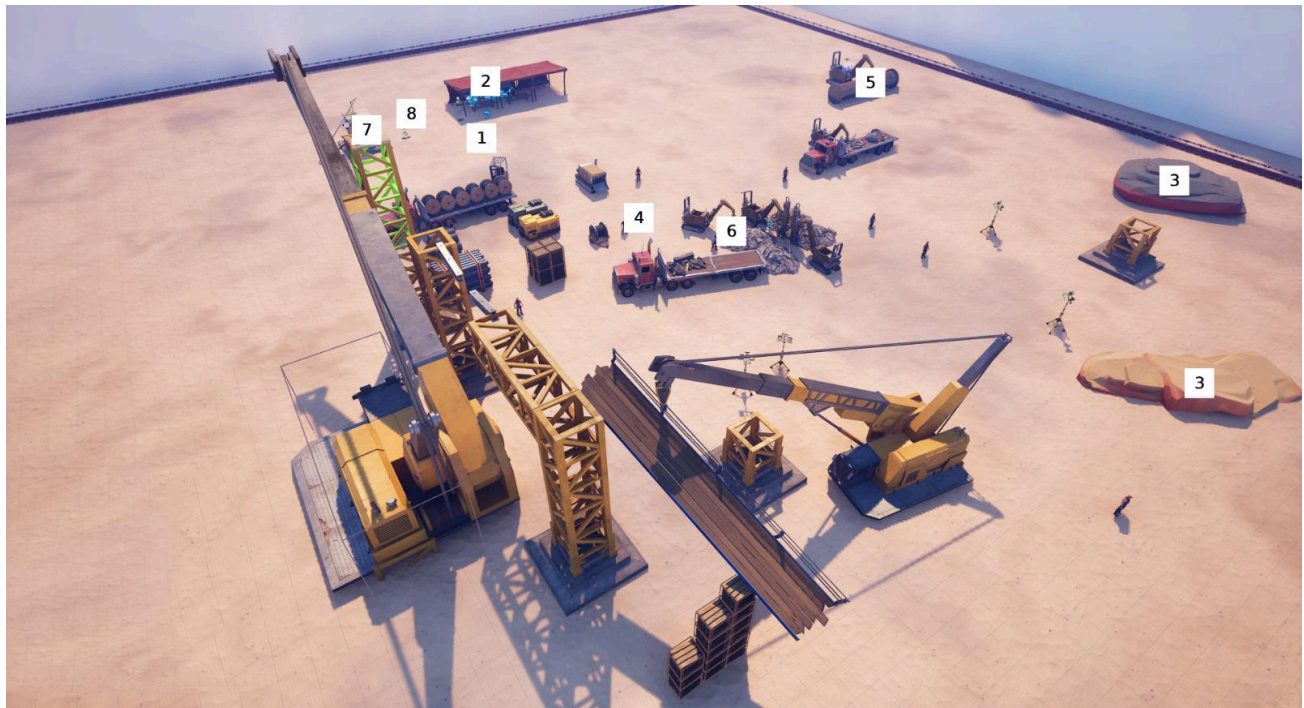
The Time Traveller: Burj Khalifa - Island Map with Keys

Fortnite Island Code: **8123-2837-7272**

Level 1

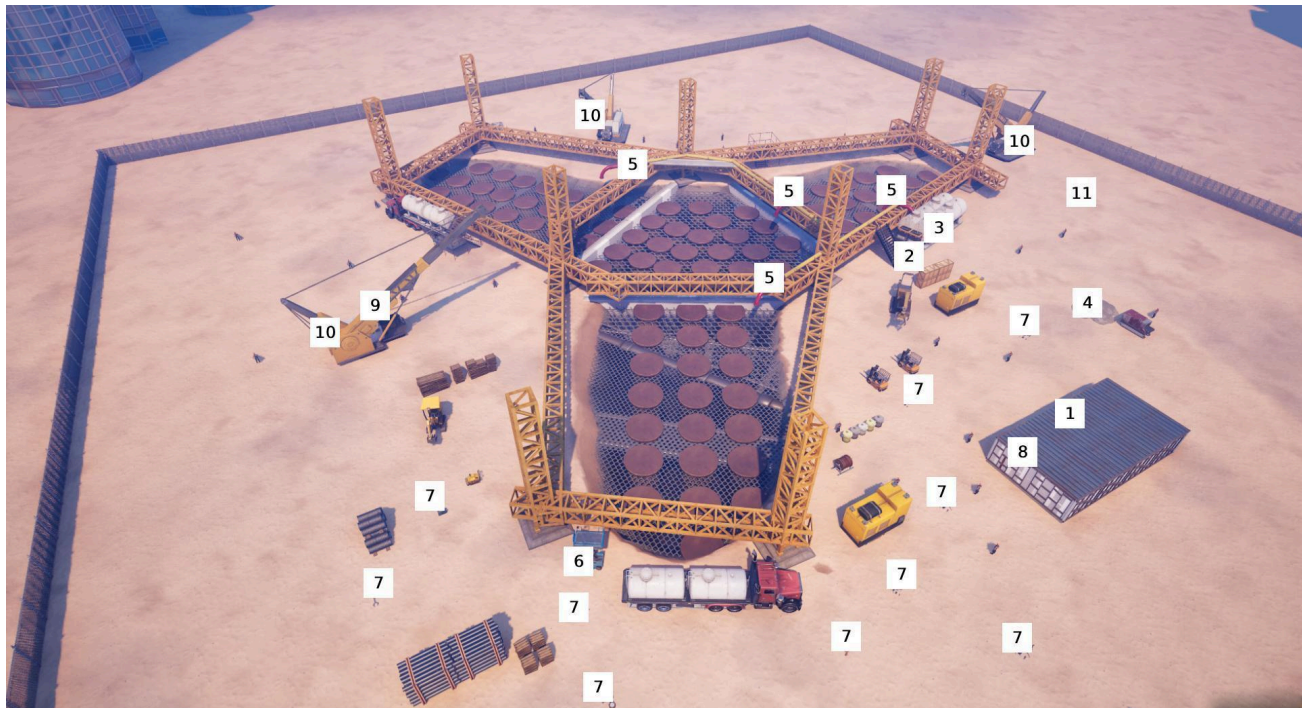
Overview:

Teachers can use this multi-level feature and location guide for the Dubai Infinity (Burj Khalifa) Fortnite island (ISLAND CODE:) to support structured exploration and progressive learning across Levels 1 to 4. Each level introduces students to different aspects of game mechanics through interactive tasks, problem-solving activities, and educational challenges. The guide helps students and teachers to navigate objectives at each stage, and supports teachers in leading discussions, reinforcing key concepts, and delivering a guided virtual learning tour of Dubai's most iconic structure.



1	The point where the player spawns into the experience.
2	This location serves as the main interaction hub of the experience. Players meet Kareem here, who introduces objectives, provides guidance, and assigns tasks that must be completed as students progress through the island.
3	Kareem assigns players the task of breaking the rocks[3] scattered around the area. Recover the blueprints from these rocks and return them to Kareem[2] to progress further.
4	Kareem directs players to an architect to collect the next blueprint through an educational challenge. The architect asks a knowledge-based question about the Burj Khalifa and rewards the blueprint upon a correct answer, which needs to be returned to Kareem[2].
5	The next blueprint is located beneath a large construction pipe that must be moved using a crane. Once retrieved, the blueprint is returned to Kareem[2] to continue the learning journey.
6	The next blueprint is obtained from an engineer through an educational interaction. By correctly answering her question, players earn the blueprint and return it to Kareem[2].
7	The final blueprint is located at a high vantage point within the map. Players must reach this area, collect the blueprint, and return it to Kareem[2] to complete all the objectives.
8	After all objectives are successfully completed, a portal to the next level appears. Entering the portal allows players to progress to the next stage of the experience.

Level 2



1	Players can meet Kareem here. He asks the player to assist other workers by helping them with assigned tasks.
2	At this location, players meet Ali, who assigns a set of tasks to be completed. These tasks guide players through the objectives of this level.
3	The first task assigned by Ali involves adding the missing gravel material[4] to the concrete mixer. This activity introduces players to basic construction processes used in the project.
4	Players can collect the missing gravel from this location. Once enough material is gathered, it can be submitted to the concrete mixer[3] to complete the task. And return to Ali[2] to proceed to the next task.
5	Ali asks players to activate all four valves to allow the foundation work to begin.
6	At this location, a worker asks players to clear scattered tools from the area. This task emphasizes the importance of safety and maintaining a clean construction site.
7	These marked spots show the locations of tools scattered around the site.
8	This location serves as the drop-off point for all collected tools.
9	At this location, a worker assigns players the task of balancing the power supply for each crane.
10	Players must complete a mini-game here to resolve the cranes' power issues.
11	Upon completing the above objectives successfully, a portal to the next level appears. Entering the portal allows players to progress to the next stage of the experience.

Level 3



1	The starting point where players enter Level 3 and begin the experience
2	A temporary construction elevator used to transport workers and materials between floors. Players must use this elevator to travel upward and meet Kareem
3	This is the location where players meet Kareem during Level 3. Kareem asks players to assist other workers by helping them with their tasks.
4	A Safety Inspector stops construction due to unsecured floor edges. Players must collect safety nets from the warehouse and install them to secure the floor and resume work.
5	This location marks where players can collect the safety nets. These nets are required to secure the floor edges and complete the safety task.
6	Players begin installing the safety nets from this point. They must continue placing the nets across the remaining marked areas to complete the task.
7	Upon meeting this worker, players are assigned the task of transporting construction materials between different floors.
8	This is the designated drop-off point for transported materials. Players must deliver the materials here to complete the task.
9	After completing the previous task, players are directed to the storage area. This area contains construction materials such as paint, pipes, iron, and cable spools.
10	The worker will assign a task to the player which involves activating a drone.
11	The location of the drone where the player needs to collect it.
12	The player needs to place the collected drone on the designated place.
13	Upon completing the above objectives successfully, a portal to the next level appears. Entering the portal allows players to progress to the next stage of the experience.

Level 4



1	This location serves as the entry point into the Level 3, 2010 Celebration environment.
2	Kareem greets the player one final time at this location. He then directs the player toward their final set of tasks for the level.
3	A small boat positioned near the waterfront. Players can use this boat to travel across the water to reach the next area.
4	A control area overlooking the fountain and the tower. Using these control panels, players can trigger fireworks, fountain shows, and Burj Khalifa light displays.
5	The iconic fountain area surrounding the Burj Khalifa.
6	The completed tower, fully illuminated with fireworks and large-scale visual screenings.