

BURSABEGINNINGS

# BURMON ADVENTURE

The Adventures  
of Kiera and Kian:

# CREATION OF Money





A stylized illustration of a mountain peak at sunrise or sunset. The sky is a gradient of blue and purple, with a bright yellow sun partially obscured by the mountain's silhouette. Several birds are flying in the sky. The foreground shows dark green foliage and a large, dark green leaf. The overall style is modern and artistic.

**For those who seek to  
understand the meaning of value**



Not so far away from here, lies

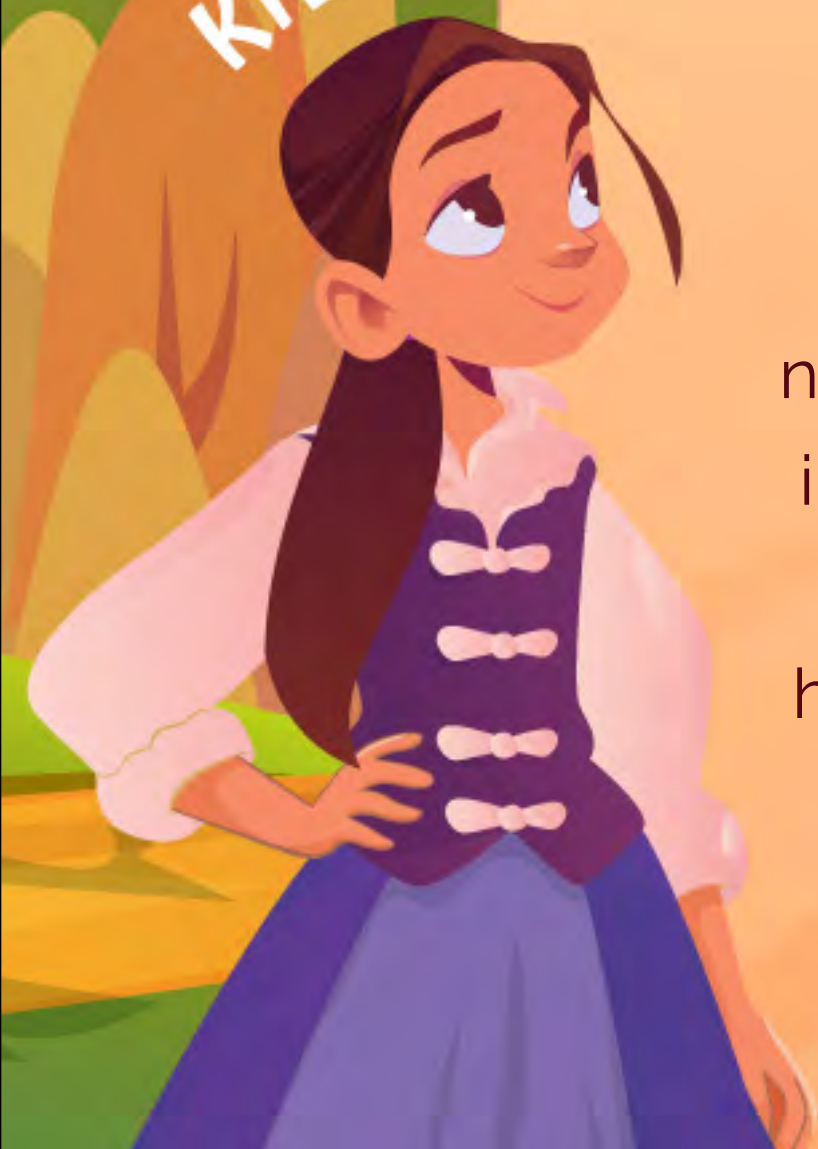
## The World Of Finansia

A world where humans live with magical creatures called Burmon. Highly valued for their unique qualities, these Burmon are widely accepted possessions when trading for goods and services, or for an extra hand when navigating the lands.





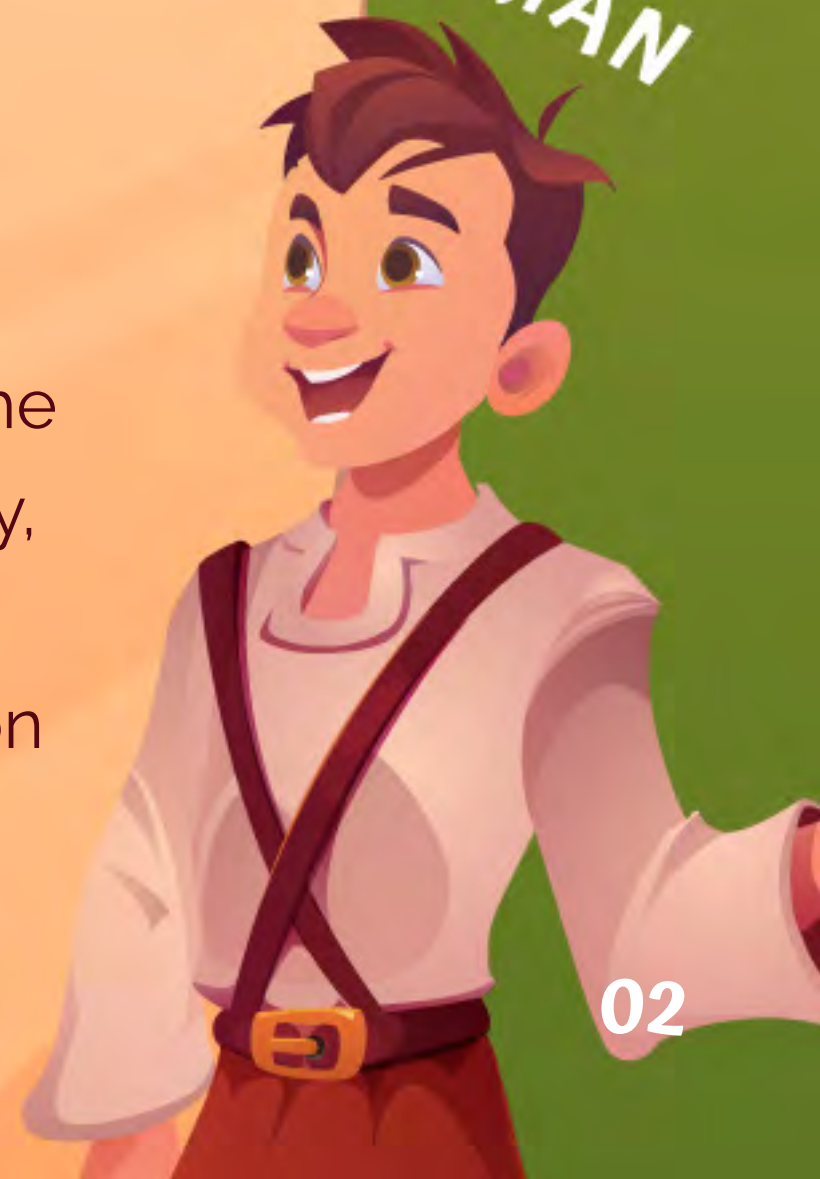
KIERA



Tucked away behind a forest, is a quiet little town named Assetti, where villagers live simple lives as farmers.

In a house up a hill, lives a curious girl named Kiera, and Panalem, a Burmon she inherited from her grandfather. Everyday, her best friend Kian comes to visit with his Burmon Tikil, and together they go on adventures in their little town.

KIAN

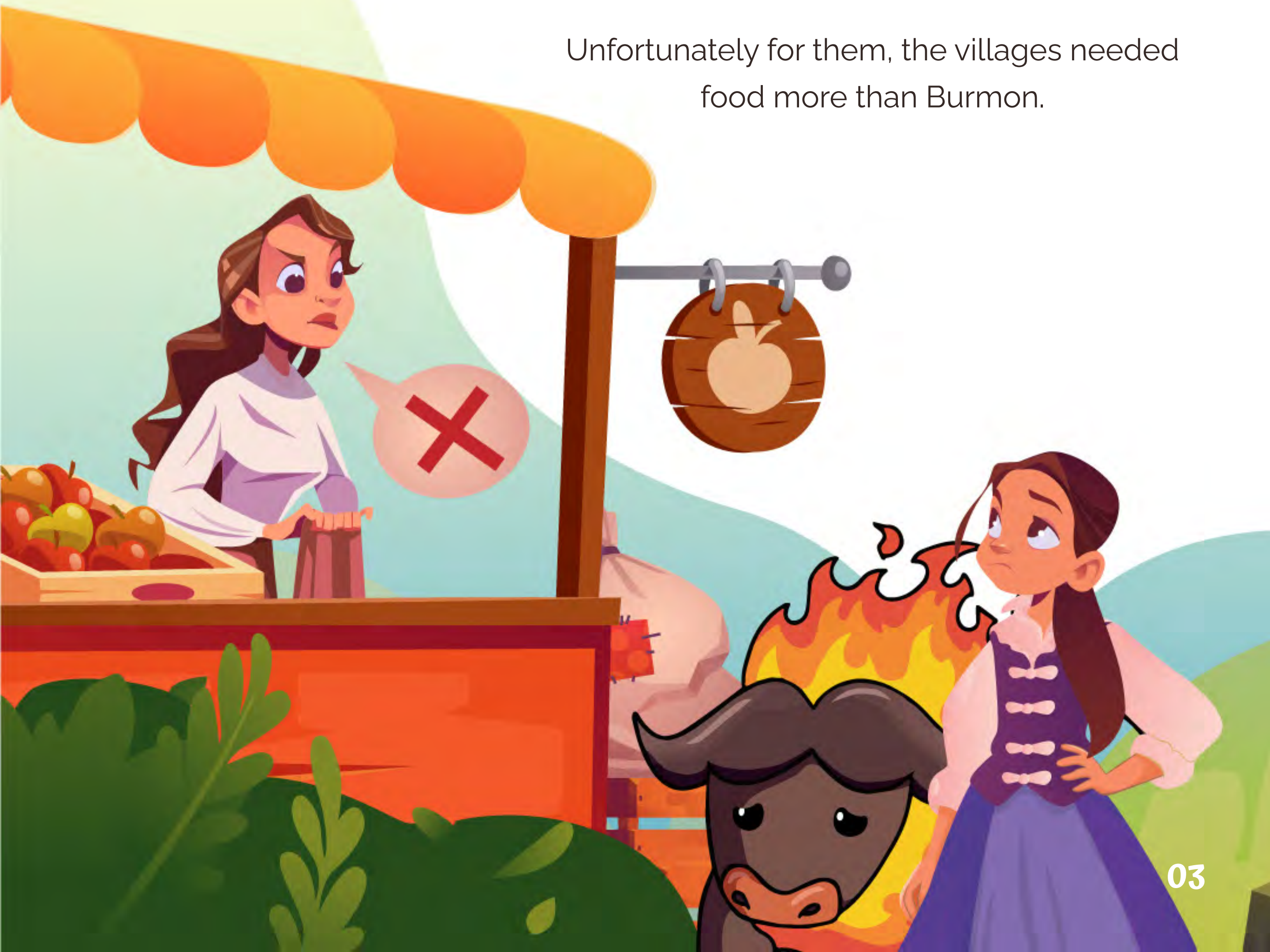




They spend their days in the sun as it hasn't rained in Assetti for years. This, however, has had dire consequences to the village – the grass has dried up and no crops would bear fruit.

Most days, the villagers occupy themselves by rationing supplies and attempting to trade Burmon for food with nearby villages.

Unfortunately for them, the villages needed food more than Burmon.



Seeing the villagers struggle everyday, Kiera recalls the story her grandfather once told, of a magical seed found in a cave not far away, that can put an end to any drought.

Determined, Kiera, Kian and their Burmon set off to find the seed.



**"Wait...  
Do you know the way?"**

- Kian asks -

Kiera chuckles and pulls out a golden compass.

And just like that, they are on their way.




## The Journey Begins

With the help of Tikil's skilful navigation and Kiera's compass, they cross through the forest with ease.

Suddenly, they hear a rustling behind the bushes. Then a shadow begins to grow, looming over them – they are taken aback by the magnificence of the creature before them.





A large tree with a face, brown eyes, and a slight smile. A small green creature with a yellow belly and a leaf on its head is perched on the tree trunk. The word "KAJAU" is written on the tree trunk near the creature. A white speech bubble is on the left, and a purple banner is at the bottom.

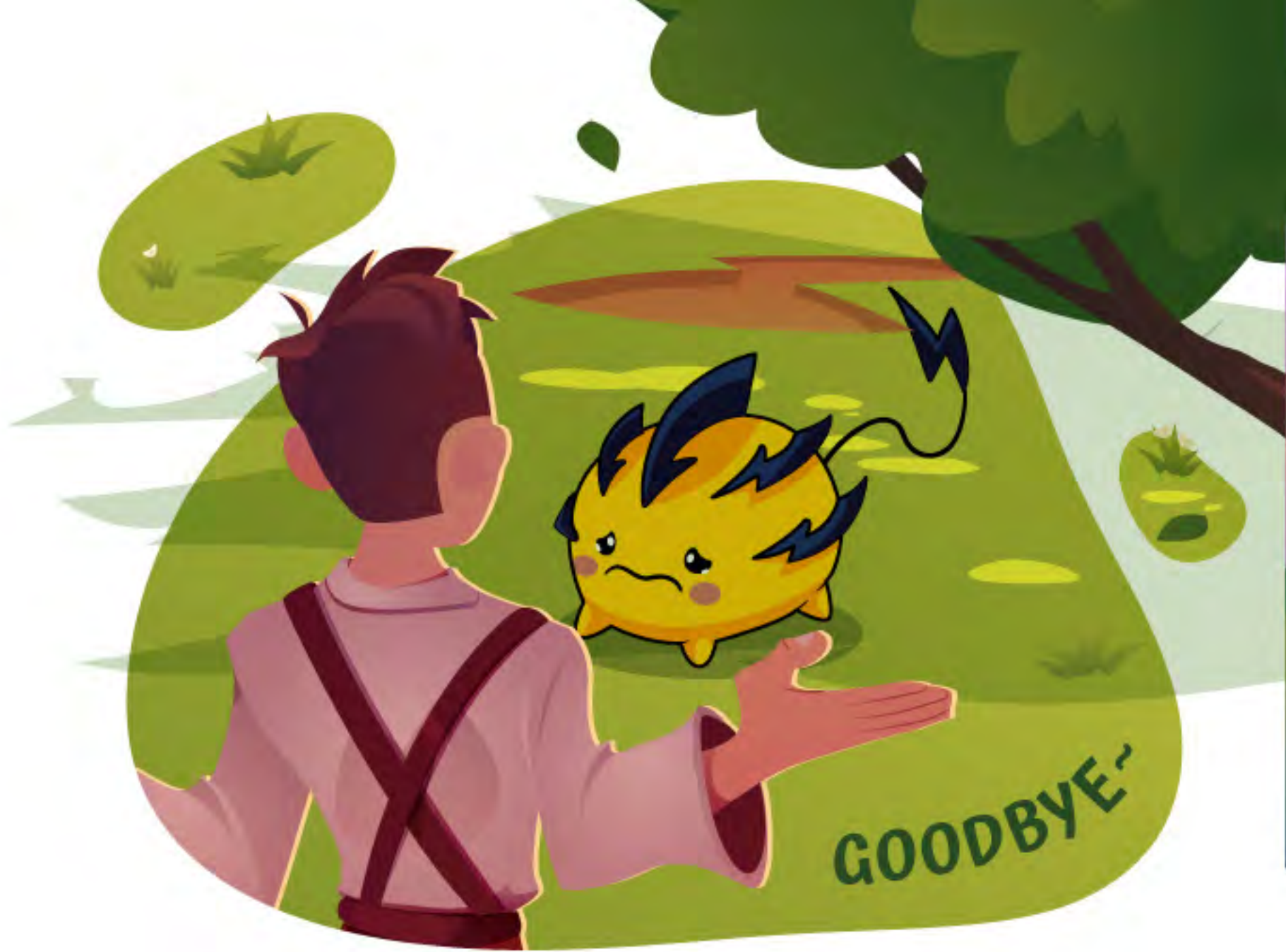
"I am Poko. The wisest of the trees. To continue on your path, you must answer my riddle correctly. If you fail, you must trade your Tikil for this Kajau."

**Here's the riddle:** A husband and a wife had four daughters. Each daughter has one brother. How many are in the family?

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Failing to answer the riddle, Kian bids goodbye to Tikil with a heavy heart, in exchange for a Kajau.



Unfortunately, Kajau was not able to navigate the forest as seamlessly as Tikil, causing them all to get lost within the depths of the forest.





Relying on Kiera's compass to get out of the forest, they find themselves at the foot of a volcano.

There, they meet a Red-eyed Wizard with a brooding stare.

**"Hear me, mortals,"** he said with a voice that shook the earth beneath them.

**"Answer this question or  
YOU SHALL NOT PASS!"**

*... What's in my pocket?*

# "JUST KIDDING!"

the Red-eyed Wizard's brooding stare turns into a mischievous grin.

*"You can pass. But all I ask is for you to trade a Burmon with this Airan that has lost its way."*

Without a second thought, Kian trades off his Kajau and welcomes his new Airan.

HAHAHA...!

PHEW!

AIRAN





OH ELLLLLOOOOOO~

Success! Poko clears the trees ahead for Kiera and Kian to pass. The path leads to a hill, which they climb effortlessly thanks to **Panalem's strong charge.**

At the top, a short, stout man greets them.

**"Why 'ello there friends"** said the dwarf.  
**"The name's Kit. Pleased to meet 'cha!"**

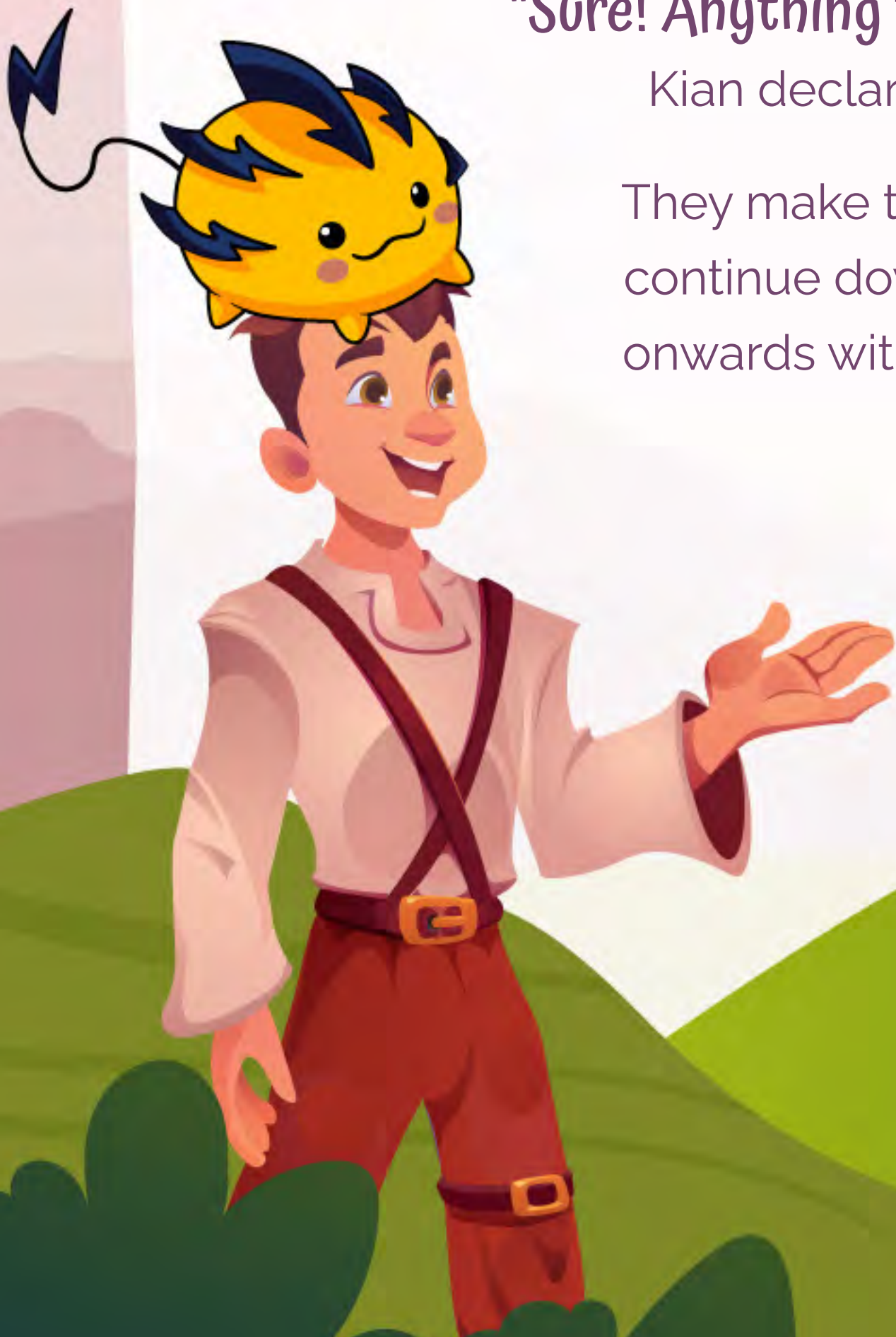


*"Y'all must be sum'n special to get Poko 'ta let 'cha on this path!"* said Kit.

*"Here, you'll need an Airan if 'ya wanna get 'ta where 'yar goin! I'll be glad to trade one for 'yar Tikil."*

*"Sure! Anything to save my village,"*  
Kian declares with pride.

They make their trade, and continue down the hill and onwards with their journey.





After hours of trodding through the terrain, Kiera and Kian are almost at a loss of hope. When all of a sudden...

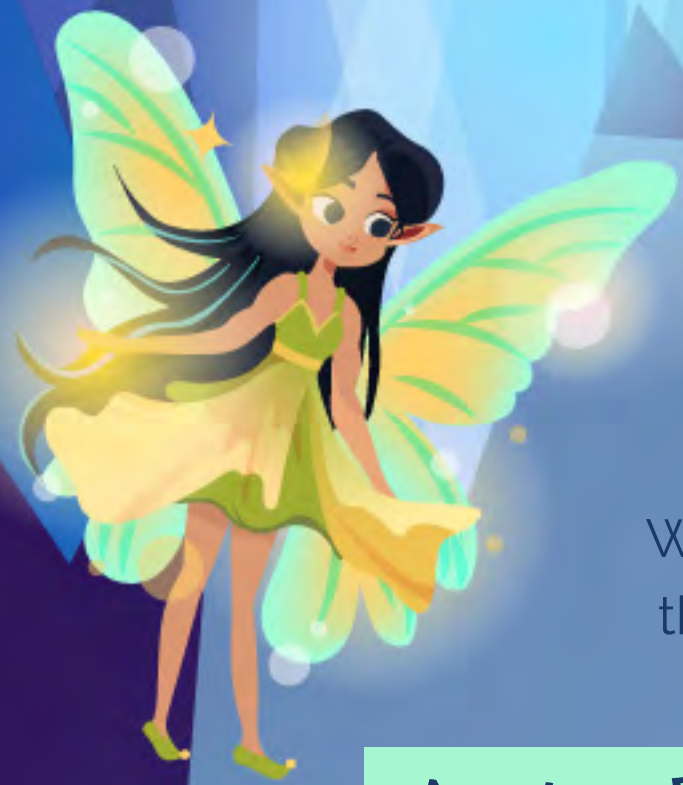
"There it is!" Kiera smiles as she sees the cave from afar. They begin running towards it when stopped abruptly by a voice in the wind.

**"HALT! Who goes there?"** a voice grunts. After a moment of searching, Kiera lands her eyes on a petite, sparkly fairy right in front of them.

Not letting them pass, she asks the duo to complete a task in order to move forward.

GO TO PAGE 13...

GO TO PAGE 14...



# ALPHABETS

Words you've learned in this book are hidden in this grid. Find the six words listed down below.

Asset	Finance	Money	Barter	Trade	Burmon
-------	---------	-------	--------	-------	--------

F	H	Y	L	M	A	B	B
A	I	E	D	Q	F	U	A
S	T	N	G	E	E	R	R
S	R	O	A	T	I	M	T
E	A	M	O	N	S	O	E
T	D	A	S	S	C	N	R
B	E	G	N	E	R	E	G

As you complete the task, you notice the fairy has an eye on Kiera's Panalem at all times. Regardless of the task's success, the fairy demands Kiera to hand over Panalem in order to pass.




# NUMBERS

Fill each 9 squares grid with numbers from 1-9 without repeating any numbers inside the grid, horizontally and vertically.

5		7	2				9	
		6		3		7		1
4							6	
1			4	9				7
			5		8			
8				2	7			5
	7							9
2		9		8		6		
	4				9	3		8

As you complete the task, you notice the fairy has an eye on Kiera's Panalem at all times. Regardless of the task's success, the fairy demands Kiera to hand over Panalem in order to pass.

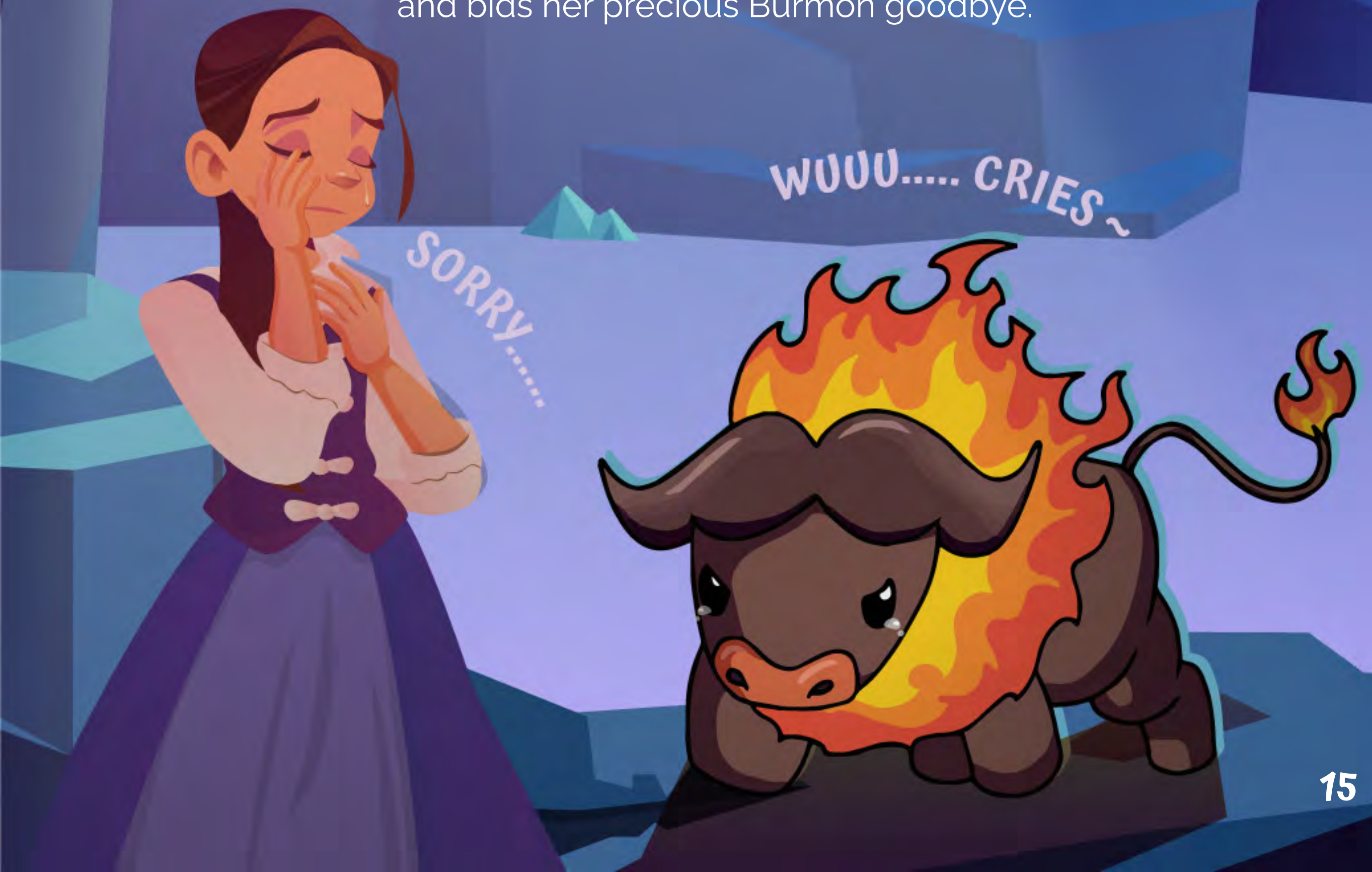




Kiera tries to retaliate but the fairy's might is too strong, as her arms grow to ten times the size.

As the fairy is about to strike, Panalem bravely steps in between the two. With tears in its eyes, it huffs and tries to scare its companion away, in order to protect her.

Kiera, not wanting to hurt Panalem, begins to cry and bids her precious Burmon goodbye.





At last, they finally arrive at the village of Aurum, where the Batumas live, guarding their magical seed.

*"I need to save my people. We have an Airan, please take it in exchange for your land's magical seed,"*

Kian says to the Batumas elder.

*"I'm afraid in our land, we don't accept Burmon in exchange for goods."*

the elder says.

*"What do you mean? We came all the way..."*

Kiera says.

BATUMAS

"We don't see Burmon as something you can trade, as we ourselves, are a kind of Burmon."



Instead, we trade these coins because they are a finite resources that the Batumas have all agreed is very **valuable**. The seed will cost 20 coins, which is the equivalent of a small chunk of gold."

the elder Batumas explains.

"Huh? I don't understand. Are these coins magical?"

Kiera asks.

The Batumas takes a deep sigh before explaining it further...



"See, trading Burmon only works if the person you're trading with also wants a Burmon. But what happens when the person you want to trade with doesn't want a Burmon? Like us, we're Burmon ourselves, so we have no use for other Burmon.

Instead, we've all agreed that coins are a good medium for trading all kinds of goods. Because we all believe the coins have value and they retain their value over time. We can trade these coins to get anything we need.

So now we don't need to find people that want what we have and we also have exactly what we need to trade for the goods we need."

OH!





"But, we don't own any coins." Kiera says defeatedly.

"But you do have something that is of interest to us. If you're willing to trade that gold compass of yours, we'll give you 1,000 gold coins," suggests the Batumas elder.

Without hesitation, Kiera agrees and is awarded with 1,000 gold coins. She buys the seed and they set their sights back home!

1,000 GOLD COINS





But before they head home, Kiera returns back to the sparkly fairy with an idea in mind.

**"Please give me my Panalem back! I'll give you 50 coins which you can use to get your own!"**

The fairy gasps and snatches the coins from them.

**"Fine. I only wanted it so I can trade for some coins anyway."**

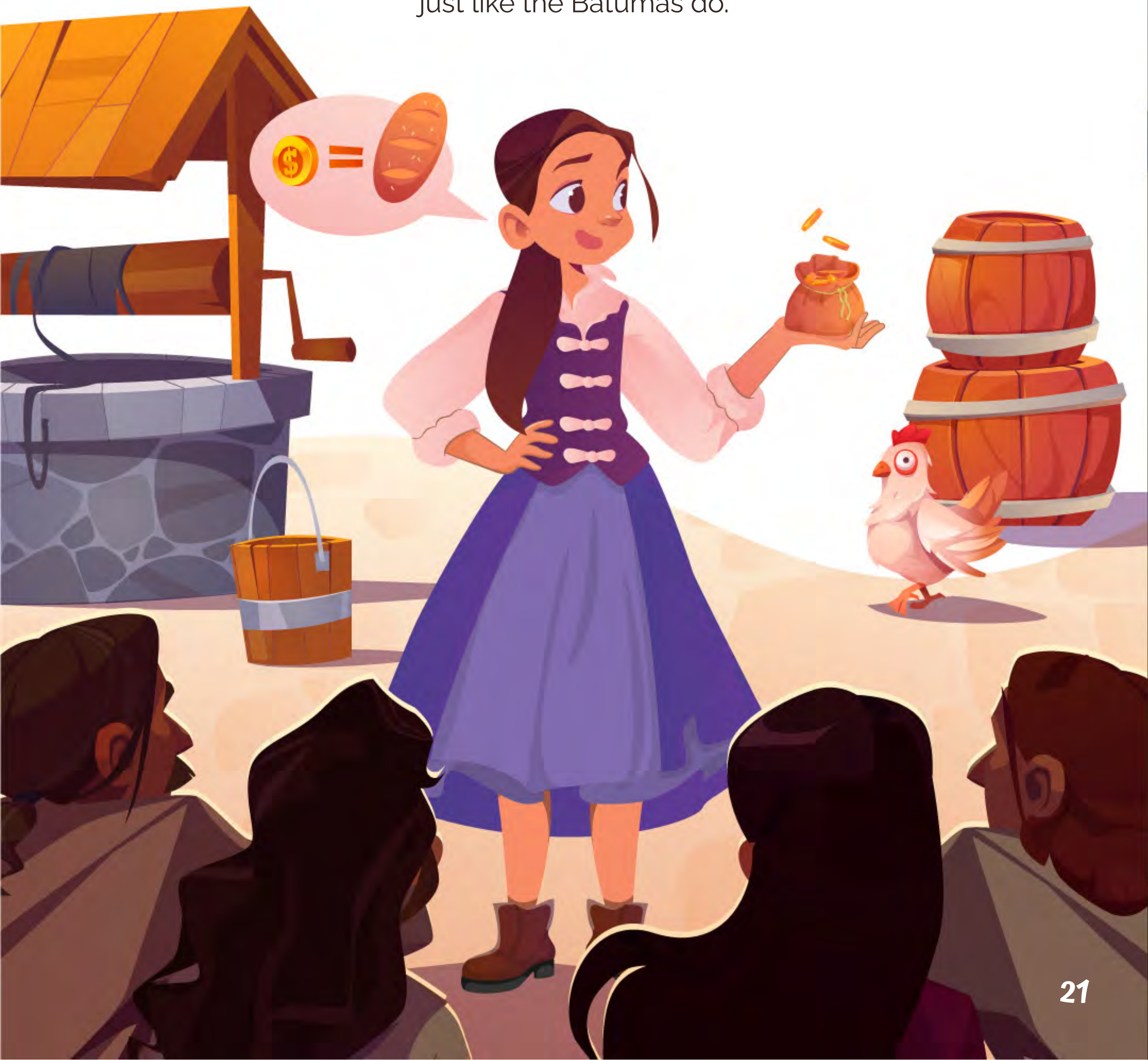
Just like that, Kiera is reunited with Panalem and ready to go home.

**"But how do we get back without the compass?" Kian asks.**

**"Don't be silly, we already know the way!"** Kiera smiles, thinking of all the friends they made on their journey.

They make it back to the village, plant the seed and instantly, the land begins to bloom with life once more.

Kiera and Kian begin to distribute their gold amongst the villagers, telling them how to trade coins for goods just like the Batumas do.







From then on, the villagers of Assetti lived happily ever after, trading their coins for more goods and selling their crops to earn more coins too!

And thus, they removed the need to trade goods and open up new opportunities in the land of Finansia through the creation of money.

**BURMON**  
TRADER

Scan Me!



You too can buy and sell Burmon with the coins you have. Play Burmon Trader at

# ANSWERS

Page 13

F	H	Y	L	M	A	B	B
A	I	E	D	Q	F	U	A
S	T	N	G	E	E	R	R
S	R	O	A	T	I	M	T
E	A	M	O	N	S	O	E
T	D	A	S	S	C	N	R
B	e	G	N	E	R	E	G

Asset Finance Money Barter Trade Burmon

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5	1	7	2	6	4	8	9	3
9	2	6	8	3	5	7	4	1
4	8	3	9	7	1	5	6	2
1	3	5	4	9	6	2	8	7
7	9	2	5	1	8	4	3	6
8	6	4	3	2	7	9	1	5
3	7	8	6	4	2	1	5	9
2	5	9	1	8	3	6	7	4
6	4	1	7	5	9	3	2	8

# GLOSSARY



**Asset** - Something useful or valuable that can be owned by a person or a company.

**Barter** - When you exchange something you have for something someone else has without using money.

**Burmon** - A magical creature that is highly valued for their unique features and lives in the world of Finansia.

**Finance** - The way people handle money - from receiving to using and even saving.

**Money** - What we use to buy things we need or want.

**Trade** - In investment, it means the buying and selling of a piece of a company's ownership (also known as shares).



BURSABEGINNINGS

# BURMON ADVENTURE

Kiera and Kian go on adventures in their little town, Assetti, alongside Burmon — unique creatures, each with special abilities which make them valuable in trading and handy companions. As the town faces a drought, Kiera recalls her grandfather's story about a seed which could magically cure drought and bring prosperity to the land. Kiera and Kian then set out on a journey to cure Assetti, and along the way, they learn lessons about value, trading and life.