



Foothill Horizons Summer Camp

Themes for 2016

 <p>Session One: June 13-17</p>	<p>Can you help Robert Neville save mankind? A new virus is spreading worldwide changing normal people into hostile mutants! Help Robert create an anti-virus remedy before it's too late! Warning, this week will be scary, thrilling, and intense!</p>
 <p>Session Two: June 20-24</p>	<p>Benjamin Franklin Gates, a historian and amateur cryptologist is searching for a lost treasure of precious metals, jewelry, artwork and other artifacts. Assist Ben in decoding ancient artifacts, and make sure our nations treasures don't end up in the wrong hands!</p>
 <p>Session Three: June 27-July 1</p>	<p>Go back in time to a place where athletes competed for honor in the name of Zeus! Where the prizes for athletes were olive leaf crowns and togas were the common attire. The Summer Olympic Games are coming to Summer Camp and they are going to be a blast!</p>
 <p>Session Four: July 11-15</p>	<p>The ring that rules them all has been passed down to Frodo Baggins from Bilbo and the evil Sauron is on the hunt for it! Help Frodo and the Fellowship safely deliver the ring to Rivendale, but look out for trolls, ring wraiths, and orcs along the way!</p>
 <p>Session Five: July 18-22</p>	<p>The boy who never grows up is returning to Summer Camp! Come join him in Neverland for a week of adventure, fun, and laughs!</p>
<p><i>Skytower Down</i> 007</p> <p>Session Six: July 25-29</p>	<p>Bond. James Bond has been sent to Summer Camp to work on a top secret mission. There have been some strange things occurring around the legendary Skytower at FHSC. Hopefully Mr. Bond will be able to solve these mysteries and bring peace to Summer Camp!</p>
 <p>Session Seven: August 1-5</p>	<p>A boy named Thomas wakes up in a box with no memory of his past, other than his name. When the elevator doors open, he is pulled into a glade and discovers he now lives at the center of a maze with almost no way to escape. Help Thomas and the others solve the maze and find a way out!</p>