

# GAME CONCEPT

## SAVE OUR PLANET





## Game concept

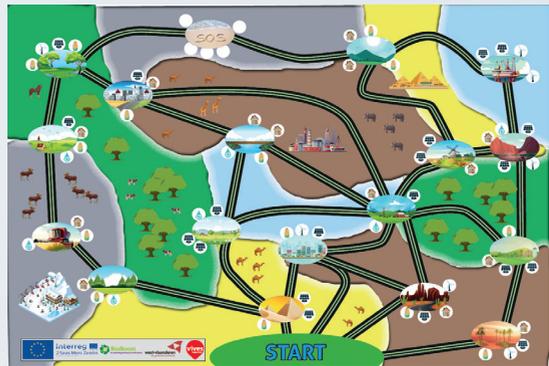
2 – 4 players – duration of the game: 30 min/player

Not suitable for children under 6 years due to the risk of swallowing small game pieces.

### Game material

- 1 game board with:

- 18 cities around the world
- 5 ≠ icons for the climate actions:
  - ☀ Solar panel (20)
  - 🌽 Corn (14)
  - 🏠 Passive house (14)
  - 🌬 Windmill (7)
  - 💧 Hydropower (7)



- 9 circles (climate actions) per color
- 54 transport cards (6 types, 9 cards each)

- Pedestrian
- Bike
- Train
- Bus
- Boat
- Car



- 4 player boards



- 4 pawns
- 83 question cards
- 12 reply cards (4 x A, B and C)



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## Purpose of the game: save our planet

Save our planet by placing all your climate actions in different cities in the world. You win the game if you:

- are the first to have an empty player board (all your climate actions are moved from your player board to the game board)

AND

- your pawn is also the first to be returned to “start”.

## Start the game

### Preparation

- Each player chooses a color (take 9 circles and a pawn in that color).
- Each player receives a player board on which he places his 9 circles (climate actions).
- Each player receives an answer card A, B and C.
- Shuffle the transport cards and give 3 to each player (do not show them to the other players). Place the remaining transport cards next to the board with the green side up (make sure the means of transport is not visible).
- Shuffle the question cards and place them next to the board with the question on top. The answers are on the reverse. Cover the answer side if you read a question during the game).
- Each player places his pawn in the starting field on the game board.
- The player who was in a car the longest time ago may start. Afterwards, the game continues in a clockwise direction.

### Goal of the game?

Move the climate actions (circles) from your player board to the game board by correctly answering questions when it's your turn. You choose, based on your transport card, how many steps you play on the board.



### Climate actions: how to place a climate action?

ATTENTION: only the player on move can install a climate action (circle).

- You can only move a climate action (circle) from your player board to the city on the game board where your pawn is located.
- Climate actions must be installed type by type on the board. For example, if you start with the solar panels, you must first place all the solar panels from your player board onto the game board, before you can place other climate actions.
- You can choose the type of climate action you want to start with, as long as you play them on the game board by type. You do not have to follow the order as you see it on your player board.
- The climate action you place must be the same as the one you see indicated next to the city where your pawn is located. (e.g. a solar panel on your player board is only allowed on a solar panel on the game board.)
- You are not allowed to place a climate action (circle) on a position on the game board where there is already a climate action (circle).
- You can only install one climate action per player per city. So there is maximum one circle of your color per city.

### Transport cards

- You can only go from city to city through the roads on the game board.
- You can only go to a city where there is NO pawn from another player at that moment. There may NEVER be two players in a city at the same time. Crossing a town where there is already a pawn is no problem.
- The number of steps you can take with your pawn is stated on the transport card. e.g. with the bus you have to do two steps, 1 step is NOT ALLOWED.





## How do I play the game?

### A turn

- The player whose turn it is, places one of his transport cards on the table. The card shows how many steps he can take with his pawn. The player moves his pawn.
- Then this player takes a question card from the pile and reads it aloud (cover the answer side with your hands).
- All players answer the question by placing the correct answer card upside down (A, B or C). If everyone has chosen, the answer cards are visibly turned over (A, B, C).
- The player that read the question aloud, reads the answer and then places the used question card and transport card in a pile next to the game board.
- All players (including the player on move) that answered the question correctly receive an extra transport card.

- If the player on move has given a correct answer:

- he may place a climate action in the city where he is located. This is only possible if this player hasn't placed a climate action yet in this city.
- the player on move may play a second question if he has answered correctly and the chosen transport card for the first question was NOT a car.

After this turn, the turn goes to the next player.

- If the player on move has given an incorrect answer:

- he can decide to place a climate action in the city where he is located. Then he has to sacrifice 3 transport cards of his choice. He places this on the pile of played transport cards next to the game board.

OR

- The player's turn ends and goes to the next one. When the first question is answered wrong, the player may not play a second question.

After the first round, each player is in a city with his pawn.

Now there are 2 scenarios:

OR the player chooses at his turn to immediately install a climate action in the city where he is located. For this, he must sacrifice three transport cards. The turn continues as described above.

OR the player immediately chooses to follow the steps as described above.



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### SOS city on the game board: blanco icons

- These can only be used if a selected climate action is no longer available in another city.
- Any type of climate action can be placed in the SOS city.
- You can use the SOS city multiple times if the other available cities are completely played out. Only in the SOS city the same color can appear multiple times.

### End of the game

- The game ends when a player has placed all his climate actions on the board (his player board is empty)

AND

- he is back in starting position with his pawn.
- In case of a draw, the player with the most transport cards still in his possession wins.

### Summary of a turn

- You put a transport card on the table so that you can move your pawn on the board.
- You try to answer a question correctly so that you can install a climate action on the game board.
- With a correct answer, you may play another transport card and move your pawn on the board. Now you can answer a new question and place a climate action if you give a correct answer. A player may play a maximum of two questions per turn.
- You can earn a transport card by every question you answer correctly.

After the first round, each player is in a city with his pawn.

Now there are 2 scenarios:

OR the player chooses at his turn to immediately install a climate action in the city where he is located. For this, he must sacrifice three transport cards. The player now follows the same steps as described above.

OR the player immediately chooses to follow the steps as described above.

- After you have placed all your climate actions on the game board, return to START.



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## Project BioBoost

The game “Save our planet” was created within the European project BioBoost.

The world population is increasing year after year. Raw materials are becoming increasingly scarce. We can't make endless use of fossil resources (coal, oil, gas, etc.). Moreover, the use of these raw materials has enormous consequences for the environment: pollution, but also increasing CO<sub>2</sub> in the atmosphere with, climate warming and other climate extremes as a result. That is why we need to switch to an environmentally friendly and infinite source of raw materials, namely biomass.

Specifically, the intention is to replace as many as possible fossil raw materials in products with biomass. That may sound simple, but if you take into account that fossil raw materials are used in almost all products, switching is not easy. Today, fossil raw materials are used for energy, in plastics, but also in clothing, furniture, plant protection products, fertilizer, potting soil and even in cosmetics and medicines.

Additionally, horticulture produces large quantities of “green waste”, such as vegetable remains (stems and leaves) and unsaleable vegetables and fruit. Currently they are left on the land, are thrown away or used to make compost. BioBoost aims to use these raw materials as optimally as possible. The possibilities for high-quality use of horticultural residues and plant substances are currently being investigated and put into practice in joint tests and test projects from research institutions and companies.

An Callens, research expert at the agro- and biotechnology expertise center of VIVES University of Applied Sciences ([www.vives.be/en](http://www.vives.be/en)), came up with the idea of developing a game for students in the final-grade of their secondary education and students in higher education. Through this game, we, as a research group for nutrition and a provider of the bachelor food technology, want to increase awareness about the necessity and opportunities of using biomass instead of fossil raw materials. Have fun playing the game!



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## Credits

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