



PLAY IT RIGHT

Rhythms of Inclusion

Educational Board Games Collection
2025–2026

Project Number: 2024-3-DE04-KA153-YOU-00028420



Erasmus+



ABOUT THE PROJECT

Play It Right – Rhythms of Inclusion

What is Play It Right?

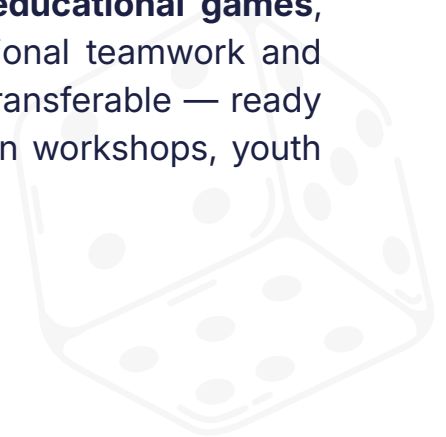
Play It Right – Rhythms of Inclusion is an Erasmus+ project that explores how educational board games can support inclusion, participation, and meaningful learning in youth work. The project brings together youth workers and educators from different countries to design and test games that help young people learn through play, cooperation, dialogue, and reflection.

The project is structured in three interconnected phases:

1. Training Course 1 – foundations of educational game design and inclusive learning
2. Local prototyping & testing – participants tested their games with youth and community groups in their home countries and collected feedback
3. Training Course 2 – upgrading, improving and finalising the games based on real testing results

Project Results

The main outcome of the project is a collection of **15 educational games**, created by the participants and shaped through international teamwork and local testing. Each game is designed to be practical and transferable — ready to be used by youth workers, educators, and facilitators in workshops, youth exchanges, schools, and community settings.



HOW TO USE THIS COLLECTION

Play It Right – Rhythms of Inclusion

Who is this for?

This collection is created for youth workers, educators, facilitators, and trainers who want to use board games as practical tools for inclusion, participation, dialogue, and learning. The games work well in youth centres, schools, trainings, workshops, youth exchanges, and community activities.

Before you start

Each game comes with a “Quick Start” and facilitation tips. To run a strong session:

- Check the recommended group size and time
- Prepare all components (cards/tokens/board) and read the rules once
- Plan time for a short debrief after playing — this is where learning becomes visible

Play. Test. Improve. Include.

Facilitation Flow

1. Choose the game

Pick a game that matches your group’s age, energy level, and learning goal.

2. Prepare the setup

Print or organise materials, set the room, and clarify roles.

3. Play the game

Explain rules clearly, start playing, and observe group dynamics.

4. Debrief & reflect

Use the suggested questions to connect the experience with real life and learning.

Inclusion reminder

You can always adapt games: simplify rules, reduce competition, create supportive roles, or adjust language demands. The goal is not perfect gameplay — the goal is meaningful participation.

GAME INDEX

Play It Right – Rhythms of Inclusion

- **Animal Puzzle**
- **MultiFunctional Educational Game**
- **Power & Ethics**
- **Cyber Guardians**
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- **Lifejourney to Dreamland**
- **Kunstypes**
- **CyberFrost**
- **Paco´s Mind**
- **Tree of Life**
- **Interterrium**
- **Equalizer AI**
- **Meet a Wild Friend**
- **Entrepreneurship Finances**
- **Love Work AI**
- **Sensory Memory Game**



Game 1

Animal Puzzle

Educational Aim

To teach and practice animal vocabulary in English through an interactive domino-style matching game.

Target Group

Primary school students
Age: 6–8 years
English language learners

Duration

8–10 minutes

Number of Players

2–4 players

Game Type

Vocabulary learning game
Matching / Domino-style board game



Materials Needed

- 28 printed animal domino tiles
- Cardboard or wooden tiles
- Printer
- Optional: category tiles (e.g., mammals, sea animals, farm animals)

Game 1

Animal Puzzle

Game Overview

Animal Puzzle is a domino-style game where children match animal images and backgrounds. Players connect tiles by matching either the same animal or the same background pattern. The goal is to be the first player to place all tiles while identifying and naming the animals aloud.

Setup

- Place all domino tiles face down and shuffle them.
- Deal 6–7 tiles to each player.
- Keep tiles hidden from other players.
- The remaining tiles form a central draw pile.

Game Play

1. Start the Chain

The youngest player (or chosen randomly) places the first tile face up.

2. Match & Play

Players take turns placing one tile at a time.

A tile must match either:

- the same animal image, or
- the same background color/pattern.

3. Say the Animal

When placing a tile, the player must say the name of the animal aloud in English.

4. If You Cannot Play

Draw one tile from the central pile.

If no tiles remain, skip your turn.

Game 2

Educational Circus

Winning the Game

- The first player to place all their tiles wins.
- If no more moves are possible and the pile is empty, the player with the fewest remaining tiles wins.

Debrief & Reflection (Facilitator-led)

- After the game, ask:
- Can you name all the animals we saw?
- Which animals live on farms? In the sea? In the forest?
- Which animal was new for you?
- Can you describe one animal using an adjective?

Tips & Future Development

- Add category tiles (e.g., Mammals, Sea Animals, Farm Animals) to extend learning.
- Introduce a rule where players must use the animal in a simple sentence.
- Increase difficulty by adding more animal types.
- Use laminated tiles for durability.



Game 2

Educational Circus

Educational Aim

Educational Circus aims to improve young people's IT knowledge (or other chosen topics) while developing critical thinking, teamwork, and active participation through an engaging game-based learning experience that combines knowledge questions, challenges, and physical movement.

Target Group

Young people aged 13–17 years

Duration

Approximately 60 minutes

Number of Players

2–5 players

Judge (facilitator role)

Game Type

Educational board game

Knowledge + movement + risk/challenge elements



Materials Needed

- Printable game board (numbered 1–36)
- Question Cards
- Risk / Challenge Cards
- 1 dice
- Up to 5 player figures
- Printed answer sheet for the Judge

Game 2

Educational Circus

Game Overview

Educational Circus combines quiz-based learning with interactive physical challenges. Players move across the board by rolling the dice. Depending on the space they land on, they must answer a question or complete a challenge within a limited time. The game encourages learning through play, teamwork, and active engagement.

The content of the questions can be adapted to different topics (IT, digital literacy, human rights, sustainability, etc.). Play It Right – Rhythms of Incl...

Setup

- Each player chooses a game piece and places it on the Start space.
- Shuffle the Question Cards and Risk Cards and place them face down in separate piles.
- One participant acts as the Judge:
- The Judge does not move on the board.
- The Judge holds the correct answers and validates responses and challenges.
- Decide who goes first.

Game Play

- Roll the dice.
- Move forward the number of spaces shown.
- Follow the instructions based on the space landed on.

? Question Mark Spaces

- Draw a Question Card.
- Read the question aloud.
- Answer the question.
-  Correct answer → Turn ends successfully.
-  Incorrect answer → Judge provides the correct answer.

Game 2

Educational Circus

Possible Punishments

- Move backward
- Skip a turn
- Perform a short physical action (e.g., run around the table once)

Winning the Game

The winner is the first player who rolls the exact number needed to reach space 36.

Adaptation & Tips

- You can customise Question Cards to match your topic.
- Add new Risk cards to increase engagement.
- Adjust difficulty for different age groups.
- The Judge can be replaced by a facilitator in educational settings.

Printable Files Included

- The printable building tiles, rule sheets, and reference materials for the game are attached directly after this description in this publication.
- For best results, print on thicker paper or laminate for durability.

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What is an app?

What is malware?

What does
HTML stand for?

What does
“update software”
mean?

Do 5 jumping jacks.
Punishment: Skip your
next turn

Name 3 popular apps.
Punishment: Move 2
spaces backward.

Name one IT-related
job.
Punishment: Move 1
spaces backward.

Run once around the
table.
Punishment: Move
back to your previous
position.

Clap your hands 20
times without stopping.
Punishment: Move
back 2 spaces.

Make a funny face
for 5 seconds.
Punishment: Lose
one turn.

Spin around 3 times.
Punishment: Move
back 1 space.

Name a device that
connects to the internet.
Punishment: Go back to
start.

Count from 1 to 20 as
fast as possible.
Punishment: Skip one turn.

Say one thing you learned
about technology recently.
Punishment: Draw two
question cards next turn.

Do a silent dance
for 10 seconds.
Punishment: Move
back 2 spaces.

Choose another player to
answer a question.
Punishment: Swap positions
with that player.

What is a
database?

What is artificial
intelligence (AI)?

What is a
firewall?

What does
“debugging” mean?

What is a
web browser?

What is two-factor
authentication (2FA)?

What is a server?

What does
URL stand for?

Explain what the internet is
in one sentence.
Punishment: Move
back 1 space.

Name one online
safety rule.
Punishment: Draw
another risk card.

Say the alphabet
backwards from Z to T.
Punishment: Go to start.

Do 10 squats.
Punishment: Skip
your next turn.

Hold a plank position
for 10 seconds.
Punishment: Skip
one turn.

Pretend to type on an
invisible keyboard
for 15 seconds.
Punishment: Move 2
spaces back.

Balance on one foot
for 10 seconds.
Punishment: Move
back 1 space.

Name one social
media platform.
Punishment: The next
player takes your turn.

What is an algorithm?

What is an operating system?

What is a variable in programming?

Why are strong passwords important?

What is phishing?

What is cloud computing?

What does Wi-Fi allow you to do?

What is open-source software?

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IT QUESTION CARDS –

1. **What does Wi-Fi stand for?**
👉 Wireless Fidelity.
2. **What is RAM used for?**
👉 Temporary storage for data that the computer is currently using.
3. **What is a QR code?**
👉 A type of barcode that can store digital information.
4. **What is a screenshot?**
👉 An image of what is currently displayed on a screen.
5. **What does “upload” mean?**
👉 Sending data from your device to the internet or a server.
6. **What is a file extension?**
👉 The ending of a file name that shows its file type (e.g. .jpg, .pdf).
7. **What is Bluetooth used for?**
👉 Connecting devices wirelessly over short distances.
8. **What is a bug in software?**
👉 An error or flaw in a program.
9. **What is a spreadsheet mainly used for?**
👉 Organizing, calculating, and analyzing data.
10. **What is a domain name?**
👉 The readable address of a website (e.g. google.com).
11. **What does “log out” mean?**
👉 Ending a user session and leaving an account securely.
12. **What is a backup?**
👉 A copy of data made in case the original is lost.
13. **What is an emoji?**
👉 A small digital symbol used to express emotions or ideas.
14. **What is streaming?**
👉 Watching or listening to content online without downloading it.

15. What is an IP address?

☞ A unique number that identifies a device on a network.

16. What is a keyboard shortcut?

☞ A combination of keys that performs an action quickly.

17. What does “install an app” mean?

☞ Adding software to a device so it can be used.

18. What is a social media algorithm used for?

☞ Deciding which content users see.

19. What is a digital footprint?

☞ The trace of data you leave online.

20. Why should software be updated regularly?

☞ To improve security, fix bugs, and add features.

21. What is an algorithm?

☞ A step-by-step set of instructions to solve a problem.

22. What does HTML stand for?

☞ HyperText Markup Language.

23. What is phishing?

☞ A type of online scam that tries to steal personal information.

24. What is an operating system?

☞ Software that manages hardware and runs applications (e.g. Windows, macOS, Linux).

25. What is cloud computing?

☞ Using online servers to store data and run programs over the internet.

26. What is a variable in programming?

☞ A named value that can change while a program is running.

27. What does Wi-Fi allow you to do?

☞ Connect devices to the internet wirelessly.

28. Why are strong passwords important?

☞ They protect accounts and data from being hacked.

29. What is open-source software?

☞ Software whose source code is publicly available and editable.

30. **What is artificial intelligence (AI)?**
👉 Technology that allows machines to learn and make decisions.
31. **What is a database?**
👉 A structured collection of data stored electronically.
32. **What does “debugging” mean?**
👉 Finding and fixing errors in code.
33. **What is a firewall?**
👉 A security system that controls network traffic.
34. **What is two-factor authentication (2FA)?**
👉 A login method that requires two forms of verification.
35. **What is a web browser?**
👉 A program used to access websites (e.g. Chrome, Firefox).
36. **What does URL stand for?**
👉 Uniform Resource Locator.
37. **What is a server?**
👉 A computer that provides data or services to other computers.
38. **What is malware?**
👉 Harmful software designed to damage or steal data.
39. **What is an app?**
👉 A software application designed to perform a specific task.
40. **What does “update software” mean?**
👉 Installing the newest version to improve security or features.
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RISK CARDS – Set 2

(30 seconds per challenge. If failed or refused → punishment applies.)

1. **Challenge:** Do 10 jumping jacks.
✗ Punishment: Move back 2 spaces.
2. **Challenge:** Give a genuine compliment to the player on your left.
✗ Punishment: Skip your next turn.

3. **Challenge:** Do 5 push-ups (or wall push-ups).
✗ Punishment: Move back 1 space.
4. **Challenge:** Say one positive thing about yourself.
✗ Punishment: Draw another risk card.
5. **Challenge:** Stretch your arms above your head for 10 seconds.
✗ Punishment: Lose one turn.
6. **Challenge:** Say "thank you" to the Judge and one player.
✗ Punishment: Move back 2 spaces.
7. **Challenge:** Balance on one leg for 15 seconds.
✗ Punishment: Go back to Start.
8. **Challenge:** Name one thing you appreciate about teamwork.
✗ Punishment: Skip one turn.
9. **Challenge:** Do 15 squats.
✗ Punishment: Move back 3 spaces.
10. **Challenge:** Smile and make eye contact with everyone at the table.
✗ Punishment: Lose one token/point.
11. **Challenge:** High-five two different players.
✗ Punishment: Move back 1 space.
12. **Challenge:** Say one encouraging sentence to the next player.
✗ Punishment: Skip your next roll.
13. **Challenge:** Jog in place for 20 seconds.
✗ Punishment: Move back 2 spaces.
14. **Challenge:** Name one healthy habit related to screen time.
✗ Punishment: Draw two question cards next turn.
15. **Challenge:** Pretend you are a robot for 10 seconds.
✗ Punishment: Move back 1 space.
16. **Challenge:** Do 10 arm circles.
✗ Punishment: Skip one turn.
17. **Challenge:** Say one nice thing about the game or group.
✗ Punishment: Move back 2 spaces.
18. **Challenge:** Take three deep breaths and relax your shoulders.
✗ Punishment: Lose your next turn.

19. **Challenge:** Give a thumbs-up to everyone at the table.
✗ Punishment: Move back 1 space.
20. **Challenge:** Choose one player and thank them for something.
✗ Punishment: Swap positions with that player.
21. **Challenge:** Do 10 jumping jacks.
✗ Punishment: Move back 2 spaces.
22. **Challenge:** Give a genuine compliment to the player on your left.
✗ Punishment: Skip your next turn.
23. **Challenge:** Do 5 push-ups (or wall push-ups).
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✗ Punishment: Move back 1 space.
36. **Challenge:** Do 10 arm circles.
✗ Punishment: Skip one turn.
37. **Challenge:** Say one nice thing about the game or group.
✗ Punishment: Move back 2 spaces.
38. **Challenge:** Take three deep breaths and relax your shoulders.
✗ Punishment: Lose your next turn.
39. **Challenge:** Give a thumbs-up to everyone at the table.
✗ Punishment: Move back 1 space.
40. **Challenge:** Choose one player and thank them for something.
✗ Punishment: Swap positions with that player.

Game 3

Power & Ethics

Educational Aim

- Recognise forms of corruption and how they appear in everyday institutional contexts
- Analyse motives and consequences for individuals and society
- Practice ethical decision-making and integrity
- Strengthen critical thinking and deduction
- Improve communication skills

Target Group

Students (youth / young adults)

Duration

40+ minutes

Number of Players

3–6 players

Game Type

Deduction-based educational board game (investigation + ethics)

Materials Needed

- Core components:
- Game board with 6 locations: City Hall, Hospital, Customs Office, University, Shop, Police Station + central Café
- Character deck, Location deck, Corruption Tool deck (6×3)
- Question cards (guided questions about motives, places, consequences)
- Check cards (events/interventions such as Mistaken Arrest, Suspicious Activity, Secret Passage, Witness Interrogation)
- Player tokens
- Individual investigation sheets
- Secret envelope containing the solution Play It Right – Rhythms of Incl...



Game 3

Power & Ethics

Game Overview

Power & Ethics is set in a small coastal town where a serious act of corruption has taken place. Players become independent investigators who move through key local institutions, gather clues, question motives, and record evidence on investigation sheets to reconstruct what happened. The game is designed to be played in two levels (for different difficulty/learning depth).

Materials Needed

- Core components:
- Game board with 6 locations: City Hall, Hospital, Customs Office, University, Shop, Police Station + central Café
- Character deck, Location deck, Corruption Tool deck (6×3)
- Question cards (guided questions about motives, places, consequences)
- Check cards (events/interventions such as Mistaken Arrest, Suspicious Activity, Secret Passage, Witness Interrogation)
- Player tokens
- Individual investigation sheets
- Secret envelope containing the solution Play It Right – Rhythms of Incl...

Setup

- Place the board in the centre and give each player a token and an investigation sheet.
- Shuffle the Character, Location, and Corruption Tool decks.
- Create the secret solution: randomly select one Character + one Location + one Corruption Tool and place them in the secret envelope (unknown to players).
- The remaining cards form the decks used during the game.
- Shuffle Question cards and Check cards into their piles.

Game 3

Power & Ethics

Game Play

Players take turns moving and investigating:

1) Move & Investigate

Roll-and-move between the six institutions to collect information and test theories. Play It Right – Rhythms of Incl...

2) Question Zones

On Question spaces, players draw or use guided Question cards to explore motives, actions, and consequences.

Questions are often structured (e.g., yes/no), supporting systematic deduction. Play It Right – Rhythms of Incl...

3) Check Zones

On Check spaces, players draw Check cards representing inspections or outside interventions that can help or hinder the investigation.

4) Café Exchange

When players meet in the Café, they can exchange “semi-official” information and clues. This adds a social/communication layer and reflects how informal networks shape corruption and accountability. Play It Right – Rhythms of Incl...

5) Record & Eliminate

Players record clues on their investigation sheets and eliminate impossible options as the mystery narrows.

Winning the Game

At any point, a player may make one Final Accusation.

To win, the accusation must correctly name all three elements:

- who committed the corrupt act (Character)
- where it happened (Location)
- how it happened (Corruption Tool)
- The first player to make a fully correct accusation wins.

Game 3

Power & Ethics

Debrief & Reflection (Facilitator-led)

Use 5–10 minutes after the game:

- Which corruption patterns felt “realistic” and why?
- What motives drove the suspected actors?
- Who was impacted most by the corruption (individuals / community / institutions)?
- Which prevention measures could reduce similar cases in real life?
- What would “ethical action” look like for each institution?

Tips & Adaptation

- Use Level 1 for first-time groups (simpler questioning / fewer cards).
- Use Level 2 for advanced groups (more complex events, deeper ethical dilemmas).
- Connect the debrief to human rights, transparency, accountability, and civic responsibility.



Game 4

Cyber Guardians

Educational Aim

- Develop basic cybersecurity knowledge
- Understand common types of cyber attacks
- Strengthen awareness of digital risks
- Practice strategic thinking and group discussion

Target Group

Young people and adults

Recommended age: 15–60 years

Duration

Approximately 40 minutes

Number of Players

5–10 players

- 1 Game Master (Narrator)

Game Type

Roleplay + card game

Inspired by Mafia/Werewolf mechanics



Materials Needed

- Role cards (White Hat / Red Hat)
- Tool & attack cards (e.g., Firewall, Phishing Alert, Malware, DDoS)
- Player tokens (optional)
- Game Master (Narrator) Play It Right – Rhythms of Incl...

Game 4

Cyber Guardians

Game Overview

Cyber Guardians is a roleplay-based educational game where players are divided into two factions:

- White Hats (Cyber Guardians) – defenders of digital security
- Red Hats (Hackers) – attackers trying to compromise systems

Each player starts with 5 cards representing cybersecurity tools or cyberattacks. Through night actions, defense phases, and group voting discussions, players simulate cyber conflict while learning about digital protection strategies.

Game Structure

The game is played in repeating three rounds:

Round 1 – The Night (Attack Phase)

- All players close their eyes.
- Only Red Hats open their eyes.
- Red Hats secretly choose a White Hat to attack.
- They select one of their attack cards (e.g., Malware, DDoS) to target that player.

Round 2 – Resolution (Defense Phase)

- The Game Master taps the attacked player on the shoulder.
- The attacked player must play one defense card from their hand.
- If the defense correctly counters the attack (e.g., Firewall blocks DDoS), the player stays.
- If the defense is wrong or unavailable, the player is eliminated.

Game 4

Cyber Guardians

Round 3 – The Day (Voting Phase)

- All players open their eyes.
- Group discussion begins (like Mafia/Werewolf).
- Players share suspicions and reasoning.
- The group votes to eliminate one suspected Hacker. Play It Right – Rhythms of Incl...

The cycle repeats until one faction wins.

Winning Conditions

White Hats win if:

- All Red Hats are eliminated, OR
- Red Hats run out of attack cards.

Red Hats win if:

- All White Hat players are eliminated.

Debrief & Reflection

After gameplay, facilitate discussion:

- What real-life cyber threats are represented in the game?
- Which defense strategies were most effective?
- How does misinformation or suspicion affect group trust?
- What can we do in real life to stay safe online?
- How do digital threats impact mental health and wellbeing?

Tips & Adaptation

- Introduce new card types for advanced groups (e.g., Social Engineering, Encryption, Data Breach).
- Adapt difficulty for younger participants.
- Connect the game to workshops on digital literacy or cyber safety.
- Allow players to explain how their defense works in real life for deeper learning.



Game 5

Urbus Arenaria

Educational Aim

- Develop strategic thinking and spatial planning
- Encourage cooperation and healthy competition
- Strengthen decision-making and resource management skills
- Promote logical thinking through city-building mechanics

Target Group

Young people and adults
Recommended age: 12+

Duration

30–45 minutes

Number of Players

2–4 players

Game Type

Roleplay + Strategic board / tile placement game
City-building simulation card game
Inspired by Mafia/Werewolf mechanics



Materials Needed

- Building tiles (different types)
- Game board or modular playing area
- Player markers
- Scoring reference sheet
- Rule sheet (attached in printable section)

Game 5

Urbus Arenaria

Game Overview

Urbus Arenaria is a strategic tile-placement game where players compete to build the most successful and well-balanced city. Using different types of building tiles, participants expand their territory while considering placement rules, spatial connections, and scoring opportunities.

The game simulates urban development challenges and encourages players to think critically about how structures interact and influence overall city growth.

Setup

- Place the starting tile (or starting area) in the centre.
- Shuffle the remaining building tiles.
- Each player receives starting tiles (or draws from a shared pool).
- Decide who goes first.

Gameplay

1. Draw & Place

- On your turn, draw a tile (if applicable).
- Place one building tile according to placement rules.
- Tiles must connect properly to existing structures.

2. Strategic Planning

- Consider adjacency rules.
- Balance different building types.
- Plan ahead to maximise future placement options.

3. Scoring Opportunities

- Points may be awarded for:
 - Completing specific structures
 - Connecting matching building types
 - Achieving balanced city layouts
 - Special tile combinations

Game 5

Urbus Arenaria

Winning the Game

The winner is the player with the highest score after all tiles are placed or when no further valid moves are possible.

Debrief & Reflection

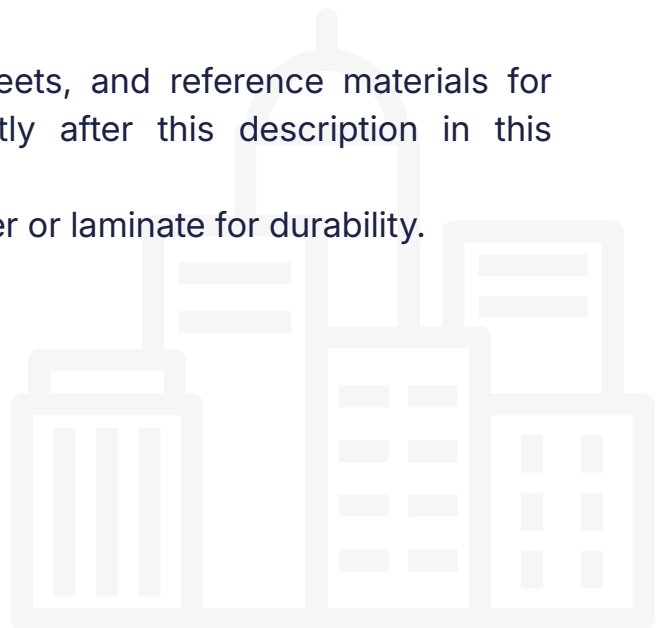
- What strategies worked best?
- Did you focus on expansion or balance?
- How did your decisions affect later turns?
- What parallels can you draw between this game and real urban planning?

Tips & Adaptation

- Add event cards (natural disaster, budget cuts, environmental challenges) for advanced groups.
- Introduce cooperative mode for team-building.
- Connect the game to sustainability or urban policy workshops.

Printable Files Included

- The printable building tiles, rule sheets, and reference materials for Urbus Arenaria are attached directly after this description in this publication.
- For best results, print on thicker paper or laminate for durability.



Points

Wooden House 1



+1 pts if buildied near the field

Wheat field 1



if near burned field, that field burn also

Water Mill 1



+1 pts if buildied near wheat field
must be buildied near the watered tile (river or Aqueduct)

Mill 1



+1 pts if buildied near wheat field

Fisherman's House 2



Must be buildied ONLY near river

Stone House 2



+2 pts if you have 3 tiles of stone houses in line

Observatory 5



Must be buildied 2 tiles away from volcano

Industrial center 8



Must be buildied among Institute, Iron Furness and Glass Furness

Industrial

Iron Furnace 1



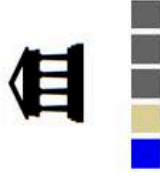
Cannot be build near the field

Glass Furnace 1



Cannot be build near the field

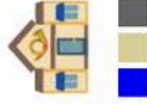
Institute 3



+1 pts if builded near stone house
 Allows you build buildings with sign

Special

Postoffice 0



Allows you to put 1 resource from your hand to any player's board once per 3 turns

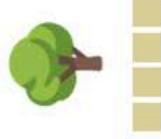
Aqueduct 0



Must be builded near the watered tile (river or Aqueduct)

Resources

Artificial forest 0



Gives you additional wood every 3rd turn if near builded any house

Mine 0



Gives you additional stone every 3rd turn

Game 6

Life Journey to Dreamland

Educational Aim

- Strengthen self-awareness and reflection on personal goals
- Practice decision-making and prioritisation
- Understand the importance of life balance (wellbeing + responsibilities)
- Encourage cooperation and mutual support
- Develop long-term thinking and resilience

Target Group

Young people and adults

Recommended age: 16+

Duration

60–90 minutes (short version)

Up to 2+ hours (strategic/extended play)

Number of Players

3–6 players

Game Type

Narrative & strategy board game

Reflection-based learning game (life planning)

Materials Needed

- Main board + Time board (8 semesters)
 - Life Wheel boards (one per player)
 - Character cards (Life Characters)
 - Dream cards
 - Event cards
 - Opportunity and Obstacle cards
 - Tokens / markers for the Life Wheel
- Optional: Advice/Reflection cards (post-game)



Game 6

Life Journey to Dreamland

Game Overview

Life Journey to Dreamland is a board game where players travel through “life semesters” and work toward a personal Dream while keeping balance across key life areas. Instead of focusing on competition, the game supports reflection, storytelling, and cooperation. Players succeed by making conscious choices, managing challenges, and collaborating with others.

Setup

1. Each player chooses (or receives) a Life Character (strengths + vulnerabilities).
2. Each player draws a Dream Card (personal long-term goal).
3. Each player receives:
 - 1 Opportunity
 - 1 Obstacle
4. Give each player a Life Wheel and starting markers (initial balance).
5. Place the Time Board in the centre (8 semesters).
6. Shuffle Event / Dream-related cards and prepare draw piles.

Gameplay (Turn Flow)

The game progresses through 8 semesters. On each turn, a player:

1. Choose a Location / Area of Life

Players select where they spend time and energy (e.g., work, relationships, health, community).

2. Draw an Event Card

An event brings gains, losses, or dilemmas that affect the Life Wheel.

3. Apply the Impact

Players move markers on the Life Wheel (up/down), showing how choices affect balance.

4. Narrate the Story

Players briefly describe what happened in their “life story” and why they made that choice.

Game 6

Life Journey to Dreamland

5. Collaborate (Optional / Encouraged)

Players can cooperate, exchange help, or make joint decisions when opportunities allow.

Success / Winning Logic

This game is not about “one winner.” Players aim to reach their Dream while maintaining a balanced Life Wheel. To achieve the Dream, players typically need:

1. a sufficiently balanced Life Wheel

- obstacle handled / resolved
- opportunity used
- cooperation moments (e.g., at least 2 meaningful collaborations)

Debrief & Reflection (Facilitator-led)

Use 10–15 minutes after the game:

- Which life area was hardest to maintain and why?
- What choices helped you restore balance?
- Which event felt most realistic or emotionally challenging?
- When did cooperation change the outcome?
- What would you do differently in “Semester 1” if you replayed?

Tips & Adaptation

- Use a shorter version by reducing semesters (e.g., 6 instead of 8).
- For youth groups, simplify event text and add more guided options.
- For coaching contexts, deepen the narration phase and reflection questions.
- Use the post-game advice cards as a soft transition to real-life goal setting.

Game 7

Kunstypes

Educational Aim

- Learn about creative professions and the creative industry
- Explore advantages, challenges, and common myths in artistic careers
- Support learning about art in a playful, memorable way

Target Group

Artists and young people/adults interested in art and creative careers
Recommended age: 16+

Duration

40–120 minutes (the more players, the longer it takes)

Number of Players

3–8 players (optimal: 5–6)

Game Type

Card game (collection + memory + tactical questioning)

Materials Needed

- 112 printed cards:
- 72 numbered cards
- 32 artist cards
- 18 special cards (Muse / Art Critic)
- Optional: card holder stands (up to 8)
- Storage box



Game 7

Kunstypes

Game Overview

Kunstypes is a card game “made by an artist for artists.” Players compete to collect numbered cards with matching creative attributes (e.g., clay, fabric, paint, pixel, camera, chord) and complete a full set required to launch a creative career. Special cards — Muse and Art Critic — can dramatically affect progress and strategy

Setup

- Shuffle the full deck and place it face down in the centre.
- Decide who starts (recommended: the youngest player).
- The game is played in two rounds.

Gameplay

Round 1 – Collecting Phase

Goal: collect as many numbered cards as possible.

On your turn:

1. Draw cards one by one until you choose to stop.
2. If you stop voluntarily, you keep all cards drawn on your turn.
3. If you draw a Muse: you lose all action cards drawn that turn, but keep the Muse.
4. If you draw an Art Critic: you lose all action cards drawn that turn and place the Art Critic at the bottom of the deck.

End of Round 1: the round ends when no action cards remain in the deck. Players keep all collected cards. Play It Right – Rhythms of Incl...

Game 7

Kunstypes

Gameplay

Round 2 – Career Completion Phase

Goal: complete all 12 required cards of at least one Artist.

Setup for Round 2:

1. Keep all cards from Round 1.
2. Distribute Art Critic cards evenly among players.
3. Each player secretly draws 4 Artist cards and places them in a holder (each Artist requires a set of 12 cards). Play It Right – Rhythms of Incl...

On your turn, choose ONE action:

1) Guess a Card

You may ask another player questions in this exact order:

1. Card type
 2. Number parity (even/odd)
 3. Exact number
- If all answers are correct → take the card and continue your turn.
 - If any answer is “no” or the order is broken → your turn ends.
 - (All players must answer honestly.) Play It Right – Rhythms of Incl...

2) Use a Special Card

Muse (discard after use):

- Refuse: cancel giving a correctly guessed card
- Summon: name a specific card and take it from its owner

Art Critic (discard after use):

- Reveal: a chosen player shows you all action cards (can be blocked with a Muse)
- Swap: blindly exchange one Artist card with another player Play It Right – Rhythms of Incl...

Game 7

Kunstypes

Gameplay

The first player who completes the full set of 12 cards of any one Artist wins immediately.

Debrief & Reflection (Facilitator-led)

- What did you learn about creative professions or myths in the art world?
- Which “career path” felt easiest or hardest to complete — and why?
- How did the Muse and Art Critic influence motivation and fairness?
- Which art facts surprised you the most?

Tips & Adaptation

- The numbered cards include fun facts about art — use them as optional mini-learning moments during or after gameplay.
- For younger groups, reduce the number of Artist cards in hand (e.g., 2–3) to simplify.
- For workshops, link each Artist set to a short discussion about real-life skills and working conditions in the creative sector.

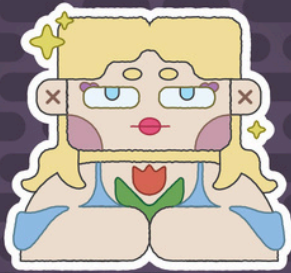
Printable Files Included

- The printable materials for Kunstypes (cards, artist sets, and any holders/templates) are attached directly after this game description in this publication.

For best results, print on thicker paper or laminate the cards for repeated use.

Special card that you can use for

REFUSE or **SUMMON**



MUSE

A person or entity that inspires an artist, writer, or musician to create work. They serve as a source of creative, intellectual, or emotional drive.

KUNSTYPES

Special card that you can use for

REVEAL or **SWAP**



ART CRITIC

A specialist who analyzes, interprets, and evaluates visual art, shaping public perception and influencing artistic trends through reviews in newspapers, magazines, books, and blogs.

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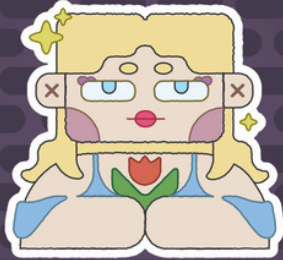
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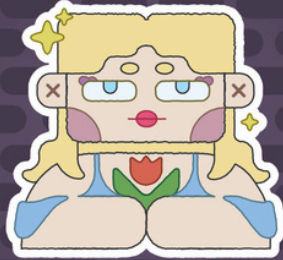
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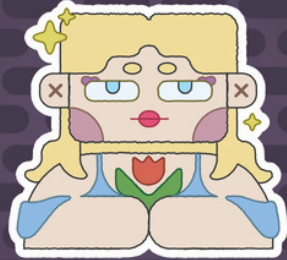
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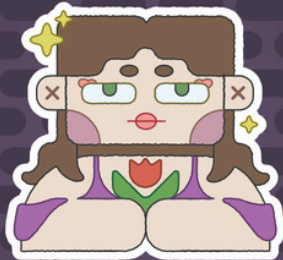
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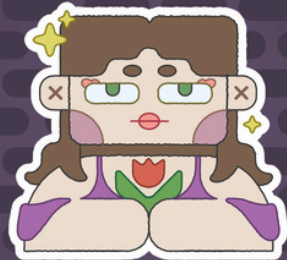
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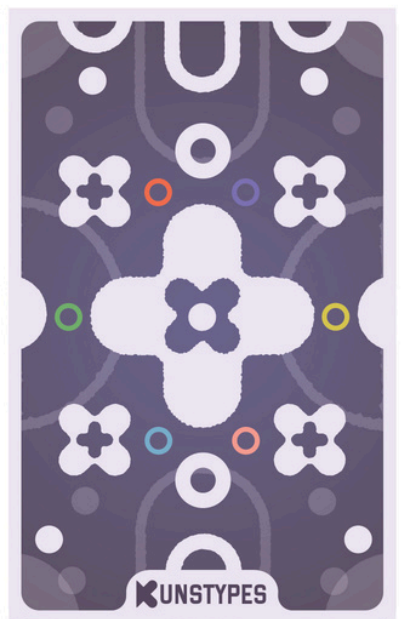
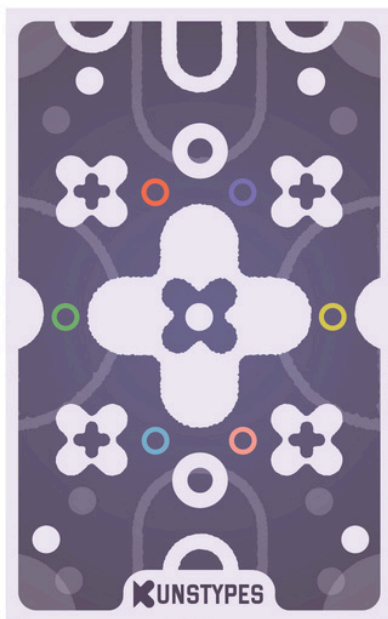
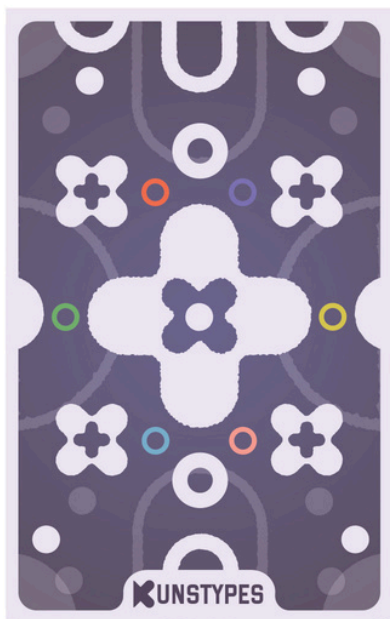
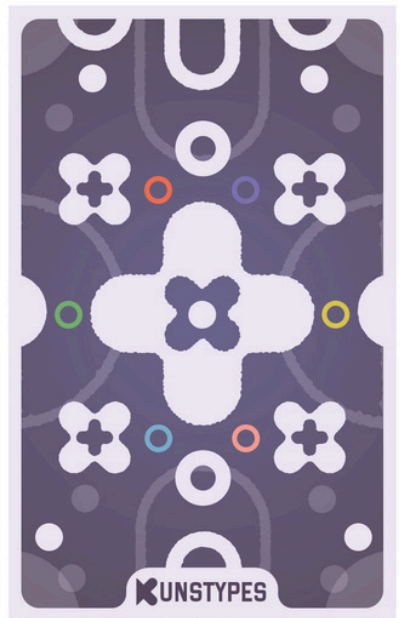
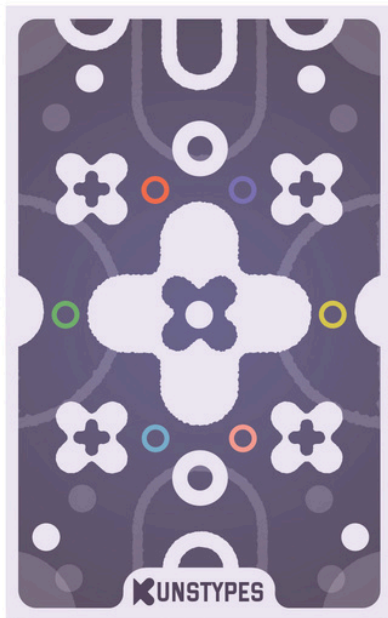
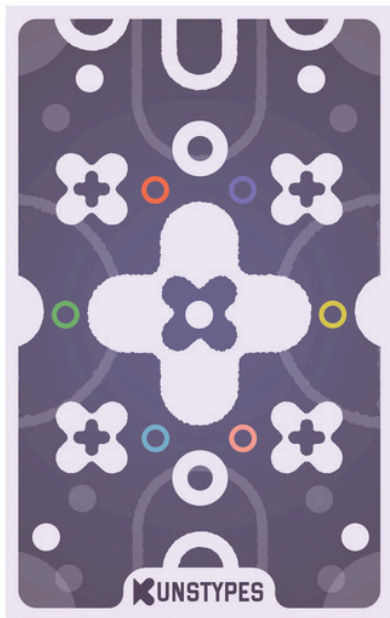
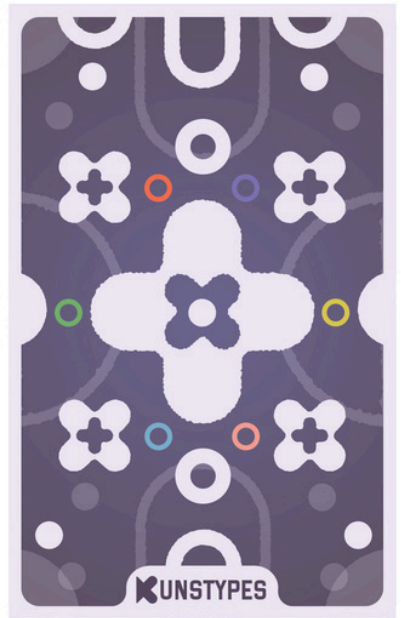
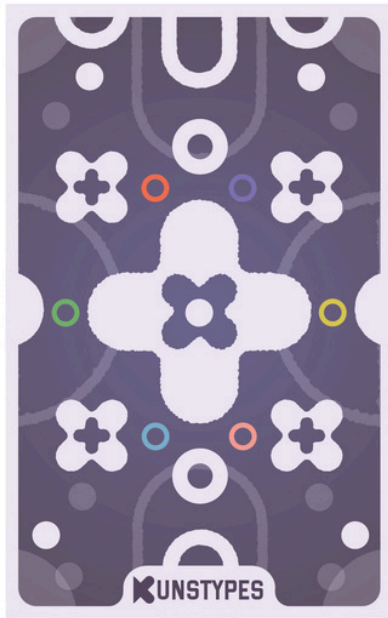
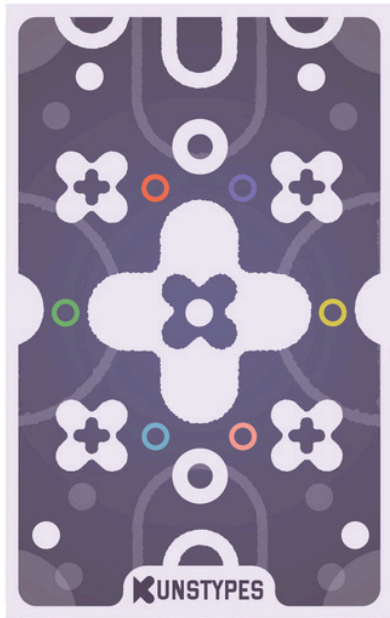
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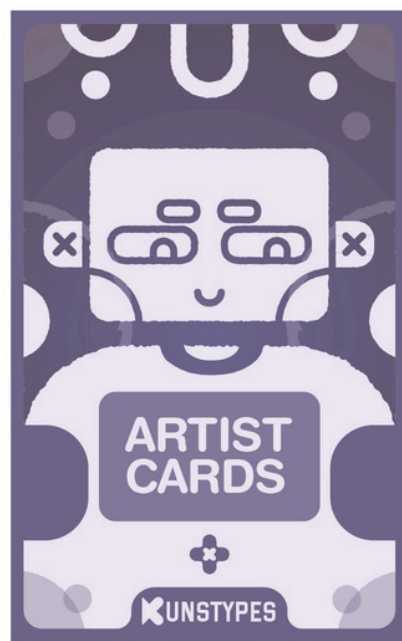


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KUNSTYPES

04
CHORD

"ART IS USELESS"

"Artists are just expressing themselves, not contributing anything useful." is certainly a false stereotype. Art shapes culture, identity, politics, education, and emotional health, just to mention a few. It influences how people think, feel, vote, buy, and connect. It's not decoration, it's infrastructure for meaning. Societies without art stagnate.

CHORD
04

05
CHORD

AVOIDING THE EXTREMES

Cinematographers avoid pure white and black (clipping or crushing) to prevent losing crucial highlight and shadow detail, ensuring maximum dynamic range for post-production flexibility. This practice preserves image texture and prevents "milky" or unnatural-looking footage, especially with digital sensors that can struggle with extreme tones.

CHORD
05

06
CHORD

STOP MOTION = PATIENCE

Stop-motion animators typically produce only 5 to 10 seconds of footage per day, but highly detailed scenes can indeed take an entire day to produce just 2 to 4 seconds. This meticulous, frame-by-frame process involves manipulating physical props, requiring 12-24 images for one second of animation.

CHORD
06

07
CHORD

TEXTILES & MOVEMENT

Textile designers create patterns intended for dynamic, three-dimensional movement rather than static, one-time viewing. These designs are experienced over time as garments drape, shift, and interact with the environment, transforming from 2D, flatter patterns, to 3D, animated, or interactive expressions.

CHORD
07

08
CHORD

DINING BALANCE

Chefs utilize vertical plating techniques, such as creating height and using contrasting colors, to make dishes more "Instagram-worthy" and visually appealing for photography. Conversely, they design with horizontal spread, functional layout, and easy-to-cut components to ensure a superior, efficient dining experience for the customer.

CHORD
08

09
CHORD

EXHIBITIONS ARE JUST CRUMBS

Museums typically display only 3% to 5% of their collections, with the vast majority in climate-controlled storage to ensure preservation, allow for research, and manage limited space. This practice protects fragile items from light, humidity, and handling damage while enabling exhibition rotation and the archiving of historically significant, non-display items.

CHORD
09

10
CHORD

DADAISM

Dadaism (or Dada) was an early 20th-century avant-garde "anti-art" movement founded in Zurich as a nihilistic, chaotic, and nonsensical protest against the horrors of WWI and bourgeois, capitalist society. It embraced absurdity, chance, and shock value, using collages, readymades, and performance to subvert traditional art conventions. The term "dada" was likely chosen by randomly selecting a word from a dictionary, highlighting its focus on

CHORD
10

11
CHORD

ART AS PROPAGANDA

Art has historically served as a powerful tool for propaganda, influencing thought, establishing power, and shaping narratives for governments and institutions, from the Reformation to totalitarian regimes. While sometimes intended for virtuous reform, its capacity to manipulate emotions and omit truths often outweighs its use for objective truth-telling, because beauty is one of the most effective manipulation tools.

CHORD
11

12
CHORD

THE POLYHISTOR

Leonardo da Vinci loved eccentric experiments: he dissected human bodies in secret, designed flying machines, and even planned armored tanks. Da Vinci was centuries ahead of his time. Between 1489 and 1513, he dissected over 30 human bodies to understand bodily structures, including pioneering neuroanatomical research and pinning a frog's brain. He sometimes left paintings unfinished for decades because he obsessed over perfection.

CHORD
12

07
CLAY

WHY CREATE

"Practice any art, music, singing, dancing, acting, drawing, painting, sculpting, poetry, fiction, essays, reportage, no matter how well or badly, not to get money and fame, but to experience becoming, to find out what's inside you, to make your soul grow." - Kurt Vonnegut

CLAY
07

08
CLAY

"AI WILL REPLACE ALL ARTISTS"

AI replaces tasks, not creative intent, taste, or cultural meaning. It can generate images, but it cannot decide what should exist, why it matters, or for whom. It has no soul or purpose. Artists who use AI for repetitive tasks, become faster and more experimental, not obsolete. Historically, new tools always shift roles rather than erase them.

CLAY
08

09
CLAY

"IF AI CAN DO IT, IT'S NO LONGER IMPRESSIVE"

We stop being impressed by execution of an artwork and start valuing vision. Just like we stopped being impressed by perfect perspective once cameras existed, we now value concept, identity, story, and depth more. What impresses us evolves with tools. Value doesn't disappear, it relocates.

CLAY
09

10
CLAY

"DIGITAL ART ISN'T REAL ART"

Digital art uses different tools, not less skill. It still requires composition, color theory, anatomy, storytelling, and design thinking. Historically, every new medium (oil paint, photography, film) was first rejected as "not real art." Digital is just the newest step in that pattern. David Hockney made the jump to digital paintings as far back as the 1980s.

CLAY
10

11
CLAY

"CREATIVITY IS A TALENT YOU'RE BORN WITH."

Everyone is born with creative potential, but skill is built through practice, exposure, and feedback. What looks like "talent" is usually early interest plus consistent work. Brains literally rewire to become more creative with use. Creativity is more like a muscle than a gene. While genetics may play a minor role, research and experts indicate that anyone can develop creative abilities regardless of inherent talent.

CLAY
11

12
CLAY

"ARTISTS ARE MESSY AND CHAOTIC"

Some are, but many are extremely structured because they have to be to finish projects. Deadlines, workflows, and routines are often essential to professional creativity. The stereotype comes from visible chaos (sketches, paint, notes), not from how artists actually think. Internally, many creatives are highly systematic.

CLAY
12

01
CHORD

"ART IS SUBJECTIVE, IT CAN'T BE JUDGED"

Art is often considered subjective, focusing on personal emotion, enjoyment, and individual interpretation over rigid, objective rules. But while taste is subjective, skill is not. Composition, clarity, anatomy, storytelling, usability, and emotional impact can be evaluated. Professionals constantly critique and improve work using shared standards. "Subjective" doesn't mean "random."

CHORD
01

02
CHORD

"ONLY A FEW CAN SUCCEED IN CREATIVE FIELDS."

Only a few become famous, but many build sustainable, meaningful careers. Success isn't one shape: it can be financial, cultural, personal, or social. The field isn't overcrowded. It's unevenly visible. Most creative success happens quietly, not on social media. Approximately 20% of your artwork likely generates 80% of your income. This doesn't mean you should abandon creating experimental work—quite the opposite.

CHORD
02

03
CHORD

THEORIES OF ART EVALUATION

Art criticism often relies on four key frameworks:

- **Imitationalism:** Evaluates how well art mimics reality.
- **Formalism:** Focuses on the effective use of artistic elements and principles.
- **Emotionalism:** Measures the work's ability to evoke an emotional response.
- **Instrumentalism:** Assesses how well the art communicates a message

CHORD
03

04
FABRIC

SECESSION

Secession in art refers to the late 19th and early 20th-century movement where progressive, avant-garde artists broke away from conservative academic institutions to pursue greater creative freedom. Most famously centered in Vienna, this movement (often aligned with Art Nouveau/Jugendstil) aimed to unite painting, architecture, and design into a "total artwork".

FABRIC
04

05
FABRIC

AVANT-GARDE

Avant-garde refers to experimental, innovative, and boundary-pushing art, literature, and culture that breaks with tradition and challenges societal norms. Originating as a French military term for "vanguard," it represents the forefront of new ideas, aiming to provoke debate and redefine established aesthetics.

Examples: cubism, constructivism, futurism, dadaism, surrealism

FABRIC
05

06
FABRIC

READABILITY

Research suggests curved letters are often faster to read than angular or pointed ones, impacting reading fluency. This effect relates to how the eye processes shapes and text difficulty. Other factors influencing reading speed include perceptual span, fixation duration, and pupil size, with fast readers having a larger span.

FABRIC
06

07
FABRIC

SERIF & SANS SERIF

Serif fonts feature small decorative strokes ("feet") at letter ends, ideal for traditional, printed text (e.g., Times New Roman), while sans serif fonts lack these, offering clean, modern, and highly legible designs for digital screens (e.g., Arial, Helvetica).

The 4 category of fonts: Serif, Sans-serif, Script, and Display

FABRIC
07

08
FABRIC

WHAT IS LAND ART?

Land art, or Earth art, is a movement originating in the 1960s-70s that uses the natural landscape and materials (rocks, soil, wood) to create site-specific sculptures and earthworks. Often located in remote areas, these pieces, such as Robert Smithson's *Spiral Jetty*, are designed to change or erode naturally over time.

FABRIC
08

09
FABRIC

RULES OF INTERIOR DESIGN

Key interior design rules focus on functionality, proportion, lighting, and balance, using guidelines like the 60/30/10 color rule, proper rug sizing, and hanging curtains high to create cohesive, comfortable spaces. Key principles include establishing a focal point, ensuring proper traffic flow, layering lighting, and mixing textures.

FABRIC
09

10
FABRIC

TOXIC MAKEUP

In ancient Rome, women used antimony and soot in eye makeup, as well as malachite and azurite for green and blue eyeshadows. Early rouge was made of mulberry and seaweed pigmented with a poisonous red sulfide of mercury, and arsenic was used as a depilatory by the Romans and Greeks (Draelos, 2015).

FABRIC
10

11
FABRIC

SILK PRODUCING

Silk is a natural protein fiber produced primarily by domesticated *Bombyx mori* silkworms. In traditional sericulture, silkworms are typically boiled, steamed, or gassed alive inside their cocoons to prevent the emerging moth from breaking the thread, allowing for the harvest of long, high-quality, continuous silk fibers. This practice kills the pupae to ensure the cocoon is easily unwound.

FABRIC
11

12
FABRIC

ACTING ASLEEP

Actors often dream as their characters to deepen psychological connection, using their subconscious to explore metaphors, images, and motivations for roles. This technique, sometimes actively cultivated by actors to feel more connected to a part, helps them understand the character's behavior and emotions.

FABRIC
12

10
CAMERA

CURVES AND EDGES

The brain associates curved shapes with safety, comfort, and positive emotions, while sharp angles trigger a subconscious threat response, activating the amygdala. This preference is rooted in evolutionary history, as curves resemble natural, non-threatening forms, whereas sharp edges suggest danger and require higher alertness. Humans evolved in landscapes filled with natural curves, making them feel more comfortable.

CAMERA
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11
CAMERA

NON EXISTING COLORS

Some colors only exist in your brain and not in the physical spectrum. For example magenta is a non-spectral color created by the brain to bridge the gap between red and blue wavelengths, as it has no corresponding light wavelength. It exists only in human perception when red and blue cones are simultaneously stimulated, acting as a "not-green" sensory interpretation.

CAMERA
11

12
CAMERA

MYSTICAL PAINTINGS

Ice Age (Magdalenian) artists likely designed engraved stone plaquettes and cave paintings to be viewed by flickering firelight rather than daylight, creating an "animated" effect of movement. Experiments indicate the moving shadows made static images of animals appear dynamic, acting as a prehistoric form of cinema.

CAMERA
12

01
CLAY

BLUE LIGHT AGAINST CREATIVITY

Evidence suggests blue light improves convergent thinking, which is crucial for tasks requiring precision and focused attention. It significantly increases alertness, focus, and reaction time by suppressing melatonin. However, it does not necessarily suppress all forms of creativity, but rather promotes a more analytical mental state over free-flowing thought.

CLAY
01

02
CLAY

VERTICAL VS HORIZONTAL

Vertical lines convey strength, power, height, and stability, often representing dominance and authority in art and architecture. They are perceived as more intense than horizontal lines due to a psychological and cognitive bias known as the vertical-horizontal illusion, which causes vertical lines to appear longer.

CLAY
02

03
CLAY

WHY PAPER TURNS YELLOWISH

Paper turns yellow due to oxidation of lignin, a natural polymer in wood pulp that gives plants rigidity. When exposed to oxygen and UV light, lignin's molecular structure changes, allowing it to absorb more light and discolour to a yellow-brown shade. This process accelerates in newsprint due to higher lignin content. To minimize yellowing, archival materials often use acid-free, lignin-free paper.

CLAY
03

04
CLAY

SWISS STYLE

Swiss Style, is a 1950s-60s design movement focusing on minimalism, objectivity, and readability. It uses strict, mathematical grid system that organizes content into structured and balanced compositions. It also uses sans-serif typography (like Helvetica), asymmetrical layouts, and photography to convey clear, simple information. This functional, clean aesthetic remains foundational for modern web and graphic design.

CLAY
04

05
CLAY

THE "TORTURED ARTIST" STEREOTYPE

It romanticizes depression, addiction, and instability. This discourages artists from seeking help because suffering is seen as part of the identity. Pain is not a prerequisite for depth. Emotional intensity can fuel art, but suffering is not a requirement. Many great artists create their best work when they feel safe, stable, and curious. The "tortured artist" idea comes from romanticized biographies, not psychological necessity.

CLAY
05

06
CLAY

ART IS ETERNAL

Art is one of the oldest human behaviors, with evidence suggesting its roots extend back over 500,000 years to early hominids like Homo erectus. It encompasses symbolic cognition, including body decoration, engravings, and cave paintings serving as communication and social bonding. Early art was likely not just for aesthetics but for symbolic, social, and communicative purposes.

CLAY
06

01

CAMERA

ANCIENT RECICLING

Ancient Greek bronze statues were frequently melted down throughout history, primarily for weapons, armor, and coinage, due to the high value and utility of the metal. This extensive recycling, particularly during the Middle Ages and barbarian invasions, resulted in the loss of most original bronzes, with only a few dozen intact examples surviving.

CAMERA

01

02

CAMERA

CULINARY TRAPS

Food styling for photography often uses non-edible props, tricks, and materials (such as motor oil for syrup, glue for milk, and wax for fruits) to make dishes appear irresistibly fresh, perfect, and appetizing for extended shoots. Fake materials allow stylists to sculpt perfect shapes and colors that are difficult to achieve with real food. While common in commercial advertising to prevent melting or wilting, this practice is less frequent in editorial work.

CAMERA

02

03

CAMERA

UNIQUE PRINTS

Prints in a limited edition are considered original works of art, rather than copies or reproductions. It is because they are created by the artist (or under their supervision) using a master plate, block, or stone. Each impression in the edition is unique, handmade, and part of the complete artwork, unlike a poster or digital copy (giclée), which mimics an existing image.

CAMERA

03

04

CAMERA

LITOGRAPHY

Lithography is a planographic printing technique based on the immiscibility of oil and water, where a greasy image drawn on a flat stone or metal plate attracts ink while non-image areas repel it. Invented by Alois Senefelder in 1796, it is used for fine art prints and high-volume commercial offset printing. The process relies on the chemical principle that water and grease do not mix.

CAMERA

04

05

CAMERA

AUDITORY CHOICES

Costume designers select fabrics for sound (like crisp taffeta for rustling or heavy wool for thuds) to enhance a character's presence and atmosphere, moving beyond visual aesthetics to incorporate auditory storytelling, add realism or dramatic effect, such as the swishing of a long skirt or the weight of armor. These choices help define character movements, signify specific periods, and create dynamic effects on stage.

CAMERA

05

06

CAMERA

OPTICAL ILLUSION OF A STAGE

Stage sets are often built smaller than full-size or designed using "forced perspective" to manipulate perception, making actors appear larger, taller, or more dominant relative to their environment. This technique, along with "maquettes" (miniature models) used for planning, creates specific optical illusions to enhance the dramatic effect.

CAMERA

06

07

CAMERA

NAIL ART TRENDS START IN ASIA

Asian nail art trends—characterized by intricate, 3D elements, bold colors, and whimsical designs—often precede Western adoption by years. Key trends like cat-eye polish, jelly gels, and detailed embellishments originate in Japan and Korea, driven by high demand for self-expression, before influencing global fashion. Historically, China has been a pioneer in nail fashion since 3000 BC, using natural ingredients like beeswax and gelatin to tint nails as a mark of status.

CAMERA

07

08

CAMERA

SYNCHRONIZED HEARTBEATS

Choir singing synchronizes heartbeats, with members' pulses speeding up and slowing down in unison as they sing. This effect is driven by coordinated breathing, specifically, the respiratory sinus arrhythmia (RSA) mechanism, where heart rates decrease during exhalation and increase during inhalation. This, especially with slow or rhythmic singing, creates a soothing, collective cardiovascular effect.

CAMERA

08

09

CAMERA

ARTIST'S GRAPHOLOGY

Ink thickness reveals the calligrapher's emotional state. Angular, sharp lines generate fear, drama, or dynamism. Uncontrolled or jagged strokes may suggest instability or uncontrolled expression. For example, on paintings, such as Gustave Courbet's *The Desperate Man* (1845), the tense, exaggerated lines around eyes, hair, and hands increase the sense of anxiety and emotional tension too.

CAMERA

09

07
PIXEL

EXPLOSIVE POTTERY

Pottery explosion in kilns is primarily caused by trapped moisture turning into steam, not by trapped air bubbles. While air bubbles can cause structural defects or surface flaws, steam pressure from improperly dried, thick, or wet clay is the main cause of violent explosions, but only if the temperatures exceed 100 °C (212°F) and cannot escape.

PIXEL
07

08
PIXEL

ACTOR'S 6TH SENSE

Live theater actors can acutely feel audience engagement, or lack thereof, without looking at them. They sense it through subtle audio cues like coughing, shifting, and rustling programs, as well as a palpable change in atmospheric "energy". This connection is shaped by the audience's active role in the unique, one-of-a-kind experience of every performance.

PIXEL
08

09
PIXEL

SPIRITUALITY OF CALLIGRAPHY

Calligraphy functions as a meditative, sacred, and spiritual practice across diverse cultures (particularly in Islamic, East Asian, and Indian traditions) where it serves as a form of devotion, mental discipline, and a way to connect with the divine through precise, embodied gestures. It transforms writing into worship, embodying inner purity and reflecting cosmic order.

PIXEL
60

10
PIXEL

DIAMONDS AREN'T RARE

Diamonds are not inherently rare; their perceived scarcity is largely due to 20th-century marketing by De Beers, which restricted supply and linked them to love through the "A Diamond is Forever" campaign. While high-quality gems are limited, diamonds are generally common, with high prices maintained by controlling supply and demand.

PIXEL
10

11
PIXEL

PRECISE ACOUSTICS

Opera houses utilize specialized architectural acoustics—such as reflective ceiling panels, specific wall shapes, and materials—to amplify and project unamplified voices over orchestras, allowing singers to be heard clearly throughout the venue. This traditional method relies on the "singer's formant" and natural resonance, not microphones.

PIXEL
11

12
PIXEL

ART AGAINST PAIN

Engaging in art or viewing it can significantly decrease pain, anxiety, and stress for patients in clinical settings. Creating or viewing art can drive cortical reorganization, altering how the brain processes pain signals. Studies show that viewing beautiful art can reduce pain signals in the brain and increase endorphin production.

PIXEL
12

01
FABRIC

MULTIMEDIA ART

Multimedia art integrates various forms of media, such as text, sound, video, animation, and interactive digital elements to create immersive, engaging experiences. Originating in the late 20th century, it leverages technology to communicate complex messages, often used in advertising, film, and installations to evoke strong audience responses.

FABRIC
01

02
FABRIC

CORNFLAKES IN FILM PRODUCTION

Early movies frequently used painted or bleached cornflakes for falling snow, creating loud crunching noises that required later dialogue dubbing. Other early, often dangerous, alternatives included asbestos, cotton, gypsum, and salt. The technique changed after it's a Wonderful Life utilized a new foam-based snow.

FABRIC
02

03
FABRIC

BAUHAUS

The Bauhaus was an influential German school of art, design, and architecture founded by Walter Gropius in 1919, operating until 1933. It revolutionized modern design by combining fine arts with craftsmanship, emphasizing functionalism, simple geometric forms, and mass production. Key figures included Vasily Kandinsky and Paul Klee.

FABRIC
03

10
PAINT

WHY TATTOOS FADE?

Tattoo ink resides permanently not because it is inert, but because of a continuous cycle where immune cells (macrophages) eat the pigment, die, and are replaced by new ones. The body attempts to remove this foreign material, transporting smaller particles to lymph nodes, causing tattoos to blur and fade over time.

10
PAINT

11
PAINT

WOOD "MOVES" FOREVER

It is a hygroscopic, natural material that perpetually expands and contracts by absorbing or releasing moisture to match surrounding humidity. This constant movement (often likened to a bundle of straws) persists even after cutting, drying, and finishing, causing seasonal warping, gaps, and cracks in furniture and construction.

11
PAINT

12
PAINT

THE MOST HUMBLE ARTISTS

Manga artists work so intensely that some sleep under their desks. They more likely to develop repetitive strain injuries in their drawing hand or shoulder from years of overuse. Weekly manga deadlines are considered one of the most intense creative schedules in the world, that's why serious insomnia isn't unusual in their job role.

12
PAINT

01
PIXEL

SUNG POETRY

Ancient poetry was historically a performance-based oral tradition rather than a written one, with verses meant to be sung or chanted to musical accompaniment. This practice served as a tool for preserving history and culture, featuring prominently in rituals, religious hymns, and epic storytelling across various civilizations.

01
PIXEL

02
PIXEL

PAINT FROM DEAD BODIES

"Mummy brown" was a real, popular artists pigment in the 16th to 19th centuries, made from ground-up Egyptian mummies (human and feline) mixed with white pitch and myrrh. Used for rich glazes and flesh tones, its usage declined by the 20th century as manufacturers ran out of bodies and artists learned of its origins.

02
PIXEL

03
PIXEL

ANIMATING HAIR

Modern hair simulation is incredibly complex, with single frames sometimes taking longer to render than entire 1990s films due to the need to calculate light, shadows, and movement for 100,000+ individual strands. This high-fidelity rendering is necessitated by the pursuit of photorealism, which requires significantly more CPU/RAM than the simpler, non-raytraced methods used in the 1990s.

03
PIXEL

04
PIXEL

LOSING AGAINST REALITY

The human brain notices bad animation faster than bad acting. GI humans will always look unnatural no matter how much computing power and image generation progresses for one simple reason: real life doesn't have a resolution. There are limits to how precise a screen can be. Even 8K UHD will look flawed if you are close enough.

04
PIXEL

05
PIXEL

SKYSCRAPERS ARE NOT RIGID

Skyscrapers are engineered to sway in high winds and earthquakes to absorb energy, prevent structural failure, and ensure stability. This deliberate flexibility, often using materials like steel and concrete, allows towers to bend rather than snap. Common methods include tapered designs and tuned mass dampers to reduce motion and increase occupant comfort.

05
PIXEL

06
PIXEL

THE TRUTH ABOUT MOST NPC

Many NPCs (Non Playable Character) don't exist when you're not looking at them. They are generated on demand. In a render-optimized simulation, nothing exists in high fidelity until a "Player" looks at it. They are very-very simple, they have a few pre-defined behaviors that they cannot change and they cannot do anything else.

06
PIXEL

01
PAINT

WHAT IS A "GESAMKUNSTWERK"?

Gesamtkunstwerk, translating from German as "total work of art," denotes an aesthetic ideal wherein diverse artistic media (encompassing music, poetry, drama, visual design, and sometimes architecture or dance) are fused into a singular, interdependent whole to achieve heightened expressive unity. The term is still sometimes used today to describe multimedia artworks and installations.

01
PAINT

02
PAINT

HOW OIL PAINT DRIES

Oil paintings can take about 6 months to fully cure, though extremely thick (impasto) layers can take several years or even decades to dry completely. Unlike water-based paints, oils dry via oxidation rather than evaporation, with factors like humidity, temperature, and pigment type heavily influencing speed. That's why old masters could blend their oil paint so smoothly.

02
PAINT

03
PAINT

8 HOURS OF RENDERING?

The first permanent photograph, *View from the Window at Le Gras* (1826 or 1827) by Joseph Nicéphore Niépce, required an exposure time of at least 8 hours. Using a process called *heliography*, the image was captured on a pewter plate coated with bitumen.

03
PAINT

04
PAINT

WHO IS BANKSY?

Banksy's identity remains officially unconfirmed despite decades of global fame and intense speculation. While widely believed to be Bristol-born artist Robin Gunningham, other theories include Massive Attack's Robert Del Naja or a collective of artists. The anonymity is considered central to his work, allowing him to operate legally and maintain immense cultural influence.

04
PAINT

05
PAINT

MICHELANGELO HATED PAINTING

Michelangelo considered himself a sculptor, yet painted the Sistine Chapel, uncomfortably lying on his back for years. He resisted the commission, insisting he was not a painter, and tried to convince Julius II to hire someone else. He was pressured into the task because the Pope required the ceiling to be finished, and Michelangelo wanted to proceed with other projects, including the Pope's tomb.

05
PAINT

06
PAINT

FEAR OF CGI WATER?

Early CGI water was notoriously difficult to animate, causing studios to avoid it for years due to the complex physics involved in simulating flowing, splashing, and refracting liquid, which required massive computing power. Techniques like particle simulation were too costly and time-intensive for early productions. Water consists of near-infinite individual particles that affect each other, making it difficult to render.

06
PAINT

07
PAINT

HIGH HEELS USED TO BE A MENSWEAR

High heels were originally invented for men in the 10th-century, specifically for Persian soldiers to lock their feet into stirrups for stability while shooting arrows on horseback. Later adopted by European aristocracy in the 1600s as a symbol of power, they eventually shifted to become a fashion statement exclusively for women.

07
PAINT

08
PAINT

THE EIFFEL TOWER'S CHANGE IN HEIGHT

The Eiffel Tower's height changes due to thermal expansion. The tower is made of puddled iron, which expands when heated and contracts when cooled. During the summer, the iron heats up, causing the tower to grow taller. In the winter, the iron cools down, and the tower shrinks back to its original height.

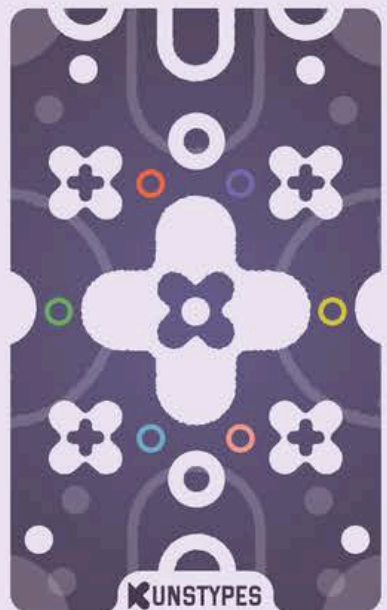
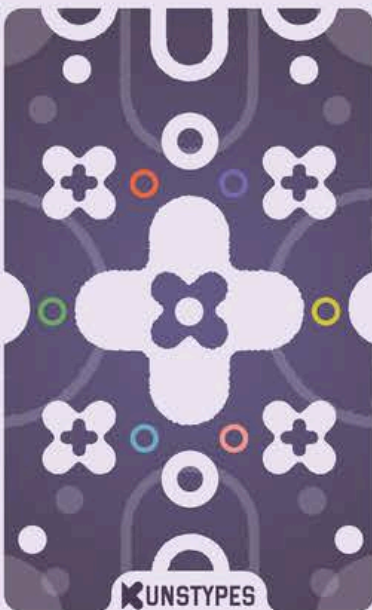
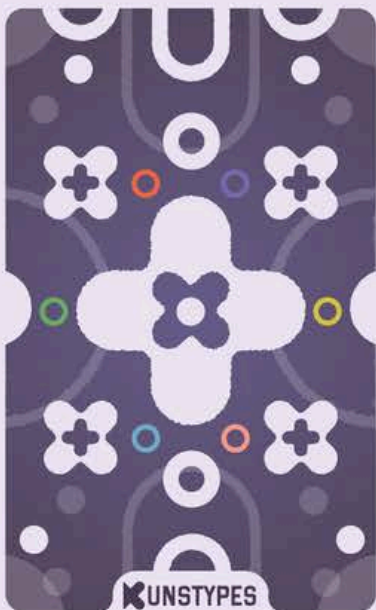
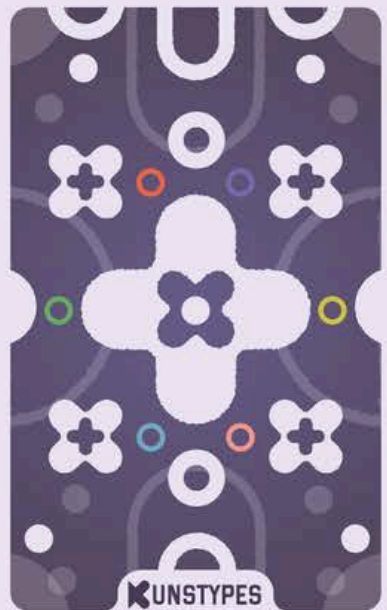
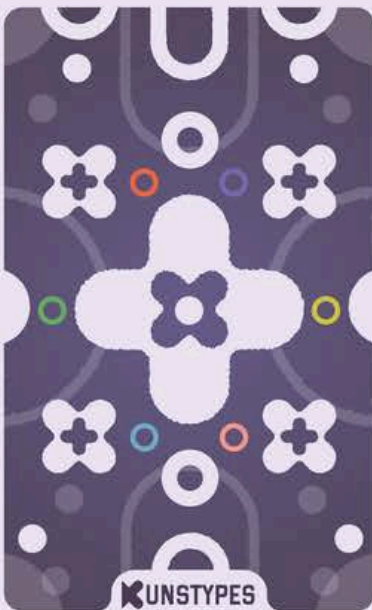
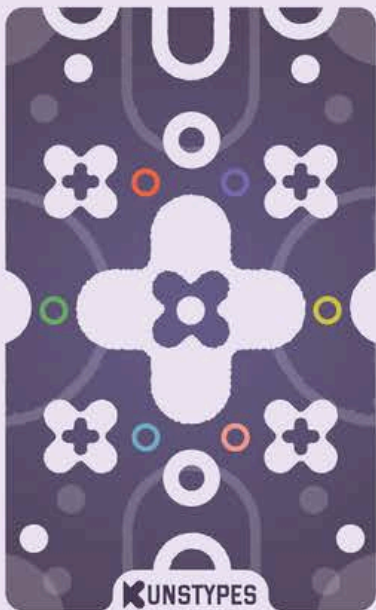
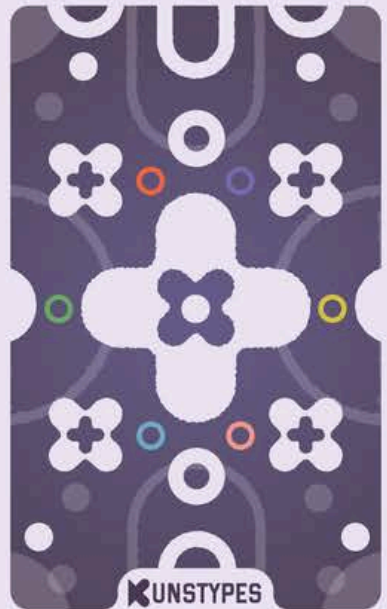
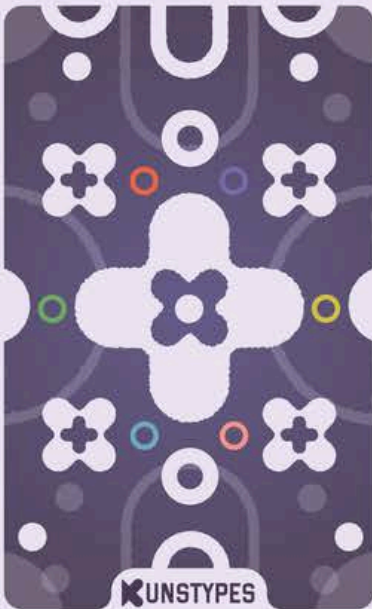
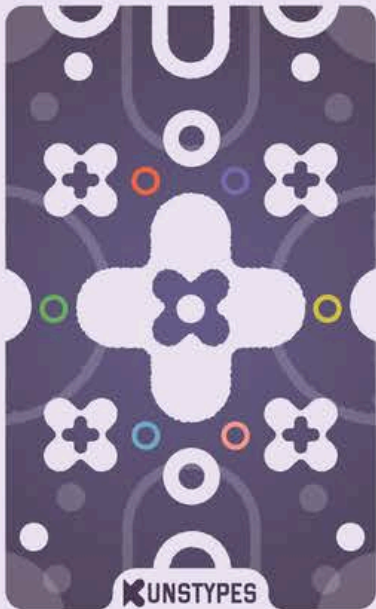
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PAINT

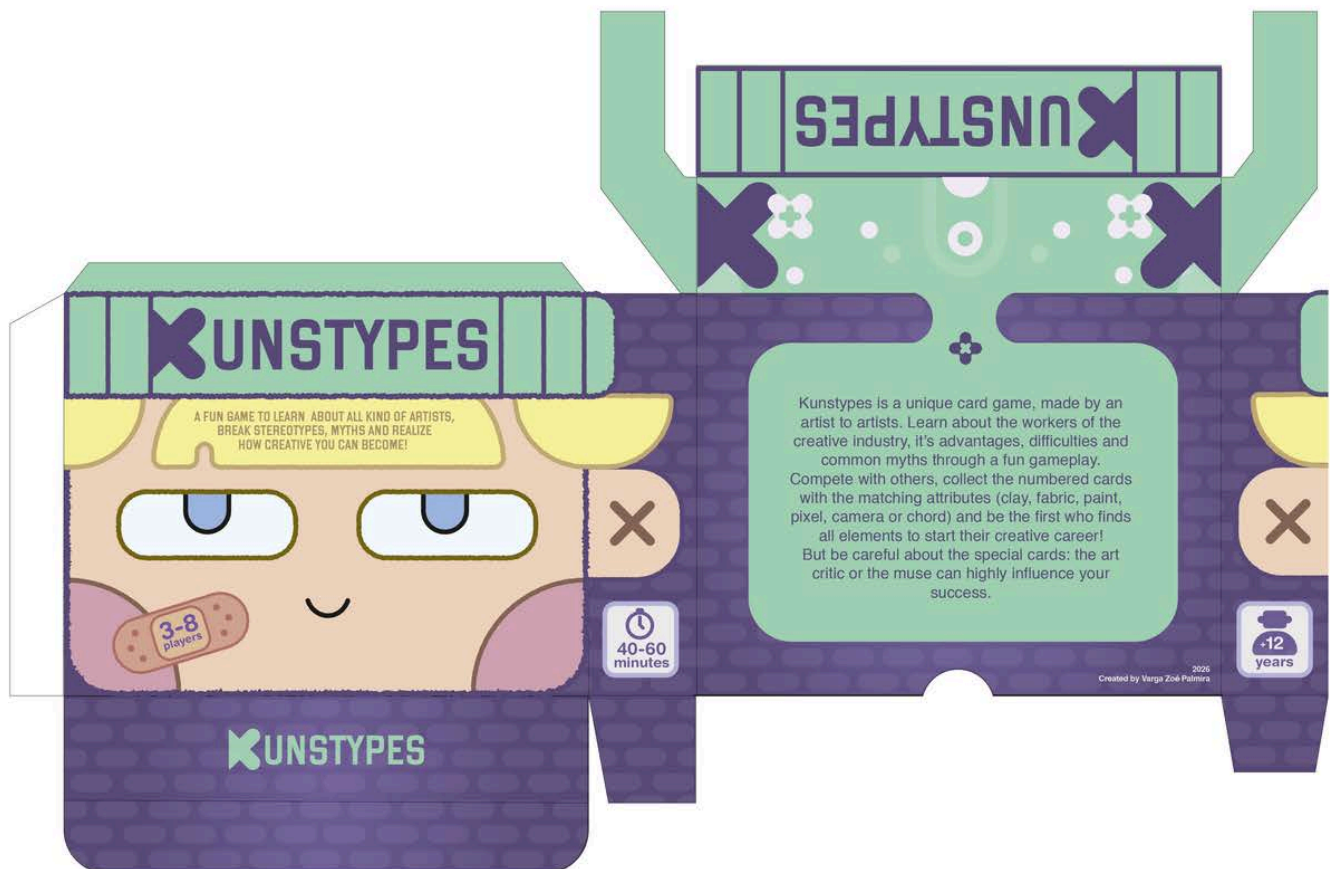
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PAINT

ABOUT LOREM IPSUM

Lorem ipsum is typically a corrupted version of *De finibus bonorum et malorum*, a 1st-century BC text by the Roman statesman and philosopher Cicero, with words altered, added, and removed to make it nonsensical and improper Latin. The first two words are the truncation of *dolorem ipsum* ("pain itself").

09
PAINT





Collect all (1-12) numbers of

PAINT



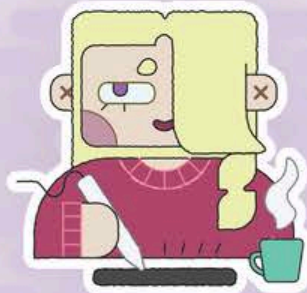
PAINTER

Creates original artworks using different kind of paint (oil, acrylic, watercolor, etc.) on surfaces like canvas or walls to express ideas, emotions, or stories.

KUNSTYPES

Collect all (1-12) numbers of

PIXEL



DIGITAL ARTIST

Creates artwork using digital tools and software instead of traditional physical media, such as computers, tablets, and softwares like Procreate.

KUNSTYPES

Collect all (1-12) numbers of

FABRIC



FASHION DESIGNER

Conceives, sketches, and develops original designs for clothing and accessories. They also decide on styles, fabrics, and trends for collections or brands.

KUNSTYPES

Collect all (1-12) numbers of

CAMERA



GRAPHIC DESIGNER

Creates visual ways of communication (logos, posters, brand identities, websites, packaging) to convey messages clearly and attractively.

KUNSTYPES

Collect all (1-12) numbers of

CLAY



TEXTILE DESIGNER

Designs and creates patterns, textures, and structures for fabrics used in clothing, home furnishings, and industrial products.

KUNSTYPES

Collect all (1-12) numbers of

CHORD



ARCHITECT

A licensed professional who plans, designs, and oversees the construction of buildings and structures, balancing functionality, safety, and aesthetics.

KUNSTYPES

Collect all odd numbers of

PAINT & **PIXEL**



INTERIOR DESIGNER

Creates original artworks using different kind of paint (oil, acrylic, watercolor, etc.) on surfaces like canvas or walls to express ideas, emotions, or stories.

KUNSTYPES

Collect all even numbers of

PAINT & **FABRIC**



SCULPTOR

A visual artist who creates three-dimensional artworks by carving, modeling, molding, or welding materials like stone, wood, metal, clay, or plastic.

KUNSTYPES

Collect all odd numbers of

PAINT & **CAMERA**



PHOTOGRAPHER

A professional who captures, edits, and produces images using cameras to document events, tell stories, or create art. They use technical skills in lighting and composition to evoke emotions.

KUNSTYPES

Collect all (1-12) numbers of
PIXEL



ACTOR

A performer who embodies, portrays, and communicates characters to an audience across theatre, film, television, radio, and digital media.

KUNSTYPES

Collect all even numbers of
FABRIC & **CLAY**



PRINTMAKER

Creates original, often limited-edition artworks by transferring images from a prepared surface (such as wood, metal, or stone) onto paper or fabric.

KUNSTYPES

Collect all (1-12) numbers of
CAMERA



CALLIGRAPHER

Creates "beautiful writing" (calligraphy) using specialized tools like dip pens, brushes, and ink to produce decorative, expressive text.

KUNSTYPES

Collect all (1-12) numbers of
CHORD



LAND ARTIST

Creates site-specific sculptures and installations directly in the natural environment, using materials like soil, rocks, plants, and water.

KUNSTYPES

Collect all even numbers of
CHORD & **CLAY**



COSTUME & STAGE DESIGNER

Designs clothing and visual environments for theater, film, or performances to support storytelling and to establish the mood, character identity, and era of it.

KUNSTYPES

Collect all odd numbers of
PAINT & **CAMERA**



PHOTOGRAPHER

A professional who captures, edits, and produces images using cameras to document events, tell stories, or create art. They use technical skills in lighting and composition to evoke emotions.

KUNSTYPES

Collect all even numbers of
PIXEL & **CHORD**



TATTOOIST

A professional who uses specialized needles and pigments to design and permanently apply permanent tattoos on a client's skin.

KUNSTYPES

Collect all (1-12) numbers of
CAMERA



GRAPHIC DESIGNER

Creates visual ways of communication (logos, posters, brand identities, websites, packaging) to convey messages clearly and attractively.

KUNSTYPES

Collect all (1-12) numbers of
CLAY



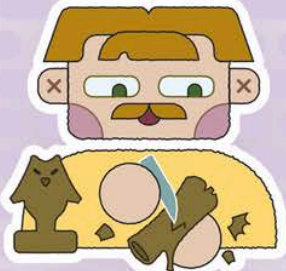
TEXTILE DESIGNER

Designs and creates patterns, textures, and structures for fabrics used in clothing, home furnishings, and industrial products.

KUNSTYPES

extras

Collect all even numbers of
CAMERA & **CLAY**



WOODWORKER

A skilled artisan who transforms lumber and synthetic wood materials into functional or decorative items like furniture, cabinets, and musical instruments.

KUNSTYPES

Collect all odd numbers of
CAMERA & **CHORD**



GLASSBLOWER

A skilled artisan or craftsman who shapes molten glass into functional or decorative objects by inflating it with a blowpipe and using tools.

KUNSTYPES

Collect all odd numbers of
CHORD & **FABRIC**



MAKEUP & NAIL ARTIST

A beauty professional skilled in enhancing facial features through cosmetics and designing/decorating nails through painting, sculpting, and embellishing.

KUNSTYPES

Collect all even numbers of
PAINT & **PIXEL**



CULINARY ARTIST

Views food preparation as a form of art, blending creativity, advanced technical skills, and flavor expertise to create immersive, multi-sensory dining experiences.

KUNSTYPES

Collect all even numbers of
PIXEL & **CLAY**



MANGAKA / COMIC ARTIST

An illustrator and storyteller who is responsible for the concept, design, and execution of the artwork that populates the pages of comic books and graphic novels.

KUNSTYPES

Collect all even numbers of
PAINT & **CAMERA**



POET / WRITER

An artist who specializes in poetry or prose, focusing on the beauty and lyrical quality of language to evoke emotion or explore themes in a concise manner.

KUNSTYPES

Collect all even numbers of
CHORD & **FABRIC**



MUSICIAN

(or instrumental artist) Primarily creates or performs music using instruments rather than vocals. They may perform solo, as part of an ensemble, or for recordings in various genres.

KUNSTYPES

Collect all even numbers of
CAMERA & **CHORD**

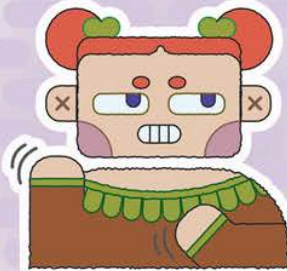


SINGER

Uses their voice as a musical instrument to produce melodies, harmonies, and rhythms. They may perform professionally in genres like pop, rock, or opera, or sing as a hobby.

KUNSTYPES

Collect all (1-12) numbers of
PAINT



DANCER

Uses movement and the body to express ideas, emotions, or narratives through choreography or performance.

KUNSTYPES

Collect all even numbers of

PAINT & **CLAY**



VIDEOGRAPHER

(or cinematographer) Films and edits video content, shaping lighting, composition, and movement to create visual stories.

KUNSTYPES

Collect all odd numbers of

PAINT & **CHORD**



ANIMATOR

Creates moving images frame by frame to create the illusion of movement, known as animation, for film, television, video games, and digital media.

KUNSTYPES

Collect all odd numbers of

PIXEL & **FABRIC**



GAME DESIGNER

Designs and defines the rules, core mechanics, story and player experience of video or board games to ensure an engaging, balanced, and fun gameplay.

KUNSTYPES

Collect all odd numbers of

PAINT & **CAMERA**



3D ARTIST

Uses specialized software to design, model, texture, and animate digital characters, objects, and environments for industries like video games, film, and advertising.

KUNSTYPES

Collect all odd numbers of

PIXEL & **CLAY**



STREET ARTIST

(or graffiti artist) Creates unauthorized, public, and often socially or politically charged artwork, ranging from graffiti and murals to installations.

KUNSTYPES

Collect all even numbers of

PIXEL & **CHORD**



TATTOOIST

A professional who uses specialized needles and pigments to design and permanently apply permanent tattoos on a client's skin.

KUNSTYPES

Collect all odd numbers of

FABRIC & **CAMERA**



JEWELRY DESIGNER

Conceptualizes, designs, and manufactures wearable decorative pieces like rings, necklaces, and earrings using metals, stones, and other materials.

KUNSTYPES

Collect all odd numbers of

FABRIC & **CLAY**



STYLIST

Selects and coordinates clothing, accessories, and looks for individuals, brands, photoshoots, or productions, creating narratives through imagery.

KUNSTYPES

Collect all odd numbers of

CHORD & **CLAY**



CERAMICIST

(or pottery artist) A professional who creates functional or decorative objects from clay using techniques like wheel-throwing, hand-building, glazing, and kiln firing.

KUNSTYPES



Game 8

Cyberfrost

Educational Aim

- Explore socio-political inequality in a dystopian setting
- Practice conflict resolution and negotiation under pressure
- Increase awareness of power, privilege, and survival dynamics
- Strengthen storytelling, role immersion, and collective decision-making

Target Group

A group of 8 participants interested in:

- role-playing and immersive simulation
- socio-political and economic dynamics
- storytelling and ethics in decision-making

Duration

Approx. 2 hours

Number of Players

8 players (fixed)

Game Type

Immersive role-play simulation (non-replayable scenario)
Cyberpunk / dystopian narrative game

Materials Needed

- 8 role badges + 8 role descriptions
- Task proposal papers (10)
- Submission task sheets (6 double-sided: "Glory to Ratmond. Glory to Furman")
- 3 special task papers
- 3 walkie-talkies
- Paper + pens/markers



Game 8

Cyberfrost

- 2 printed "President's Speech" sheets + audio recording
- Rebel Cats recording + Mr Ratmond recording
- 2 lore introduction papers
- 2 rules printouts
- Faction logo posters (Rebel Cats / Corpo Rats)
- Heat leaderboard (tracking earned Heat)

Setup

- Assign each participant one of the 8 pre-written roles (each role includes background + goals).
- Split players into two factions:
- Rebel Cats (4)
- Corporats (4) Play It Right – Rhythms of Incl...
- Introduce the world using the Lore Introduction papers and the prepared audio messages/speeches.
- Explain the central survival mechanic: Heat as a key resource.
- Prepare the Heat leaderboard and materials for tasks and submissions.

Immersive role-play simulation (non-replayable scenario)
Cyberpunk / dystopian narrative game

Gameplay (Core Flow)

1. Immersion & Role Entry

Players receive role information and enter the world through narrative input (speeches/recordings).

2. Task Pressure & Resource Race

Players receive dehumanising, tiring, and time-pressured tasks designed to simulate oppressive systems and inequality. They must decide how far they will comply, resist, negotiate, or seek alternatives.

Game 8

Cyberfrost

3. Faction Dynamics & Negotiation

Players communicate and make deals, form alliances, or escalate conflict. Walkie-talkies and faction separation can increase tension and realism.

4. Heat Collection / Survival Condition

A universal survival goal is to gather 5 Heat resources (for most roles), while each role also has individual win conditions.

5. Ending & Outcome

The game ends based on the scenario logic (world collapse survival / meeting role conditions). Outcomes differ significantly between runs, which supports deeper reflection. P

Winning / Outcome Logic

Each role has its own win condition.

For 7 roles, survival requires collecting 5 Heat.

The facilitator determines final outcomes based on achieved goals and scenario events.

Debrief & Reflection (Facilitator-led)

Because the game is emotionally intense, plan 20–30 minutes for debrief:

- When did you feel power, inequality, or pressure most strongly?
- What made you comply, resist, or negotiate?
- How did your faction identity affect empathy and decisions?
- What conflict resolution attempts worked (or failed)? Why?
- Where do you see parallels with real-life systems (work, institutions, society)?
- What would a “human-rights-based” alternative system look like in this world?

Game 8

Cyberfrost

Tips & Adaptation

- The game benefits from strong immersion: audio, posters, clear roles, and fast pacing. Play It Right – Rhythms of Incl...
- Outcomes vary each run; this is a feature — use it in reflection.
- Facilitator can adjust task intensity, but keep the dynamic deliberately tiring/inefficient to reflect dehumanising systems (with safeguards and consent).
- Always include emotional safety: opt-out, check-ins, and a structured debrief.

Printable Files Included

The printable materials for Cyberfrost (roles, badges, task sheets, lore, rules, posters, and leaderboard) are attached directly after this game description in this publication.

For best results, print on thicker paper and prepare the audio files in advance.



Big boss Mr. Furman Rat-io You're the Big Boss of the megacorporation who has monopolized Cybernetic enhancements. U even played snolf with Mr Ratmond himself once. Whole your life you bathe in money. You can't let go of your wealth. Whoever controls the HEAT, controls the society. Those scrubs are beneath you.

Ability: Hire new Corpo Rats; Hire workers for your tasks. Command the cyborg to shoot (once per game). Pay HEAT to your employees.

SECRET: You know Rebel Cats are in possession of a bomb your private group created that can destroy the whole megacorporation. If other's find out that you have experimented on people, media might use it to undermine your leadership. If the word reaches mr Ratmond u're a deadman. You don't know which one of them is the bomb.

U have 200 HEAT.

To guarantee your position as a Big Boss and to satisfy your endless greed u want to have at least 175 HEAT by the time snowstorm reaches you. You usually pay 1 HEAT to the cyborg every 20 minutes.

Mr Ratface The Cyborg

Your body is a weapon. You are a predator, a killer. Mr. Furrman pays you well and that is all you want. But you are only loyal to money.

Ability: Shoot and kill.

SECRET: You only have 2 bullets per game. 1 bullet kills 1 Human. You have to obey Mr. Furman if he commands u to kill a target, but only once per game. Also u have just returned from an expedition in the frost and the gun implant in your arm got wet. It would take one hour to dry (GM will notify u). You are getting payed 1 HEAT each 20 mins.

Ratbert

You are a corpo Rat through and through. All you wish is to ascend the corporate ladder slow and steady, staying close to the big boss.

SECRET: You know that Squeaky wants to take Mr. Ratmond's life. This secret can only be revealed after you have an undeniable proof.

Squeaky

You are the biggest rat in town. You are not going to stay a nobody, you will rise through any means. Even if it means crossing the law and killing Mr Furman

SECRET: You have a connection in Rebel Cats. Their name is Frey (you can text her/her anytime).

Miss Mew Mew

You have to be the leader and save your people NO MATTER WHAT. You know the truth - whoever controls the HEAT, controls the society. But u can't just steal it. You can either kill all the CorpoRats or find a way to earn 20 HEAT until the snowstorm Leviathan 7 reaches you, save as many rebel cats as possible.

SECRET: You know that Scylla is a walking bomb. She has been experimented on by Mr. Furrman's private group.

Keep it a secret so that you can manipulate the bomb to detonate it in the right time. Or maybe not to detonate at all.

Secret Ability: Detonate the bomb (tell the GM), but u just came back from the expedition in the frozen lands and the mechanism is wet. It will take 1h 20 mins to dry GM will notify when it is dry. The bomb kills all the humans on the same building (room mechanically). It can not be removed from the body, the bomb will die in explosion.

Scylla

Rebel Cats have saved you from Mr. Ratmond's personal lab. Your body has been... changed. Any muscle is painful to move. You used to be a Rebel Cat before they took you. U dont understand what changed.

Secret: You are in love with Mew Mew. Can only reveal this secret as a dying breath (if this happens).

Valvet

Your family died investigating the CorpoRats. You wish to kill every last one of them. Ifonly there was a way...

SECRET: You are in love with Scylla. You would do ANYTHING for her.

Frey

You tried fighting but you are not a hero. Brave death is not for you. You will survive even if this means putting on the suits of a corpo rat.

Secret: You have a connection in Corpo Rats. The name is Squeaky. You can talk using your phones.

Game rules:

- ☐ PLEASE DO NOT REVEAL YOUR "SECRET" TO ANYONE
- ☐ Do not show your description card to anyone (but you can verbally communicate all that is NOT SECRET)
- ☐ Wear your role card at all times
- ☐ Physical violence is forbidden
- ☐ Movement between CorpoRats and RebelCats is limited (the frozen lands are dangerous for big expeditions). Only one person from each group can be sent as a representative into another camp. You can send a different person every time but only once the envoy comes back.
- ☐ You can NOT STEAL HEAT
- ☐ You can not steal or make your own weapon
- ☐ You can not kill someone unless your description card specifies otherwise
- ☐ You need to gather 5 HEAT each to survive the snowstorm "Leviathan 7" at the end of the role-play.
- ☐ If the group leader dies, the rest choose the new one (but he/she does not get the leader description card, roles are individual)
- ☐ Only Mr Furman decides how to distribute HEAT
- ☐ Only Rebel Cats can propose tasks

Task 1 (individual)

Paper of submission: continue filling down the line and SUBMIT

1. Glory to Ratmond. Glory to Furman.	2. Glory to Ratmond. Glory to Furman.
3.	4.
5.	6.
7.	8.
9.	10.
11.	12.
13.	14.
15.	16.
17.	18.
19.	20.
21.	22.
23.	24.
25.	26.
27.	28.
29.	30.
31.	32.
33.	34.
35.	36.
37.	38.
39.	40.
41.	42.
43.	44.
45.	46.
47.	48.
49.	50.
51.	52.
53.	54.
55.	56.
57. 59. 61. 63. 65. 67. 69.	58. 60. 62. 64. 66. 68. 70.

Submitted: _____

Task 2 (group of 4)

Mr Furman's mansion needs new decorations

Build a snowman and take a proof of it to Mr Furman

Task 3 (group of 5)

Mr Furman's mansion's yard needs decoration

Bring 15 full glasses of snow to Mr Furman

Task 4

Your proposition

Task 5

Your proposition

Task 6

Your proposition

Task 7

Your proposition

Task 8

Your proposition

Task 9

Your proposition

Task 10

Your proposition

Each and every single one of us remembers. Remembers how it all started. The frozen badlands. Lucky ones have just lost a finger or two to frostbite. Those who were outside – ah the unlucky ones. Their frozen figures still stand as a reminder to the new generation. It is a miracle that some cities are still standing. It is cold. It is freezing cold.

Luckily for all of us Ratmond incorporated developed a cybernetic enhancement - the HEAT. Monopolizing the HEAT turned Ratmond inc. into the greatest mega corporation giving its biggest shareholder, Mr Ratmond power over any government. And still HEAT is a luxury not everyone can afford. But I believe, through communication and collaboration we could help narrow the gap of financial inequality. HEAT enhancement should be accessible for anyone. Especially now. And U - people of the biggest stronghold of humanity, the Iceldor should set an example for the rest of humanity.

This has been probably the last words as the president of Iceldor. The massive snowstorm – “Leviathan 7” reaches our stronghold in an hour. God protect those without HEAT enhancement. I lived as the voice and power of people, and I will die as one. Bernard out. **The president removes the implant... background noises. Guards in panic. - *Father bear removed the implant! I repeat father bear removed the implant. Sir u cannot be a hero now. U cannot be the voice of the weak if u die in a snowstorm.***

- Its okay bravo 1, I have faith in them. They can do it. They can reach the consensus. You've been a great friend Gregory.

Game 9

Paco's Mind

Educational Aim

- Develop empathic communication
- Practice conflict resolution
- Strengthen teamwork and collaboration
- Introduce principles of Non-Violent Communication (NVC)

Target Group

Young people (secondary school age and above)

Works well in youth groups and non-formal education contexts

Duration

60 minutes total

- 30' Escape box gameplay (hands-on puzzle solving)
- 30' Reflection & debrief (connecting to NVC)

Number of Players

3–5 players

Game Type

Escape box / puzzle-based cooperative game

Narrative conflict-solving simulation

Materials Needed

- Paco's Subconscious board
- Roll paper (needs + geometric code)
- Iceberg card (token collection mechanic)
- Puzzle elements (symbols, photos, diary materials)
- Storytelling script (Paco's Mind storytelling)
- Background music (optional immersive element)
- Box for participants' phones (to enhance immersion)



Game 9

Paco's Mind

Game Overview

Paco's Mind is an immersive puzzle game where players become "Mind Experts" entering the subconscious of a teenager named Paco. Paco has suddenly stopped talking to his best friend Miriam and has started spreading negative comments about her. Players must explore Paco's inner world, uncover hidden clues, and reconstruct the emotional conflict before he becomes "lost in his head forever." Paco's Mind instructions

The game combines storytelling, physical puzzles, emotional clues, and reflection on empathy and communication.

Setup

Before starting:

1. Prepare the table with:
 - Paco's subconscious board
 - Roll paper with needs + geometric code
2. Hide additional clues around / under the table.
3. Prepare storytelling script and background music.
4. Ask participants to place their phones in a box to avoid "interference with Paco's brain connections."

Gameplay Flow

1. Immersion & Storytelling

The facilitator welcomes participants as Mind Experts and reads the storytelling:

Paco and Miriam were best friends since primary school, but Paco suddenly stopped talking to her and began speaking negatively about her. If the group cannot uncover the truth, Paco may remain trapped inside his own mind.

Paco's Mind instructions

Players are invited to enter Paco's mind.

Game 9

Paco's Mind

2. Puzzle Exploration

As a team, players:

- Search for clues
- Solve geometric codes
- Analyze diary entries and symbolic materials
- Interpret emotional signals (iceberg model reference)

To exit Paco's mind, the team must:

- Gather as much information as possible
- Collect 4 tokens
- Reconstruct the emotional conflict

3. Paco Speaks

Through a deck of cards, Paco "communicates" with the group, revealing thoughts, feelings, and misunderstandings that help reconstruct the conflict.

4. Exit & Detachment

At the end of the escape:

- Participants physically shake their bodies to detach from the "Mind Expert" role.
- Transition into reflection phase.

Outcome Logic

There is no competitive winner.

Success means:

- Reconstructing the conflict
- Identifying underlying needs
- Proposing empathic communication strategies

Game 9

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Paco's Mind instructions

Players are invited to enter Paco's mind.

Game 9

Paco's Mind

Debrief & Reflection (Essential – 30 minutes)

Suggested reflection questions:

- What assumptions did Paco make about Miriam?
- What feelings and unmet needs were hidden beneath the conflict?
- Where did communication break down?
- How could Non-Violent Communication change the situation?
- Have you experienced a similar misunderstanding in real life?
- Facilitator can introduce the Iceberg Model (visible behavior vs. hidden emotions/needs).

Tips & Adaptation

- Keep the storytelling immersive (music, voice tone, pacing).
- Monitor emotional safety — conflict topics can resonate personally.
- Adjust difficulty of puzzles depending on age group.
- Use this game as an introduction to workshops on:

Non-Violent Communication

Emotional literacy

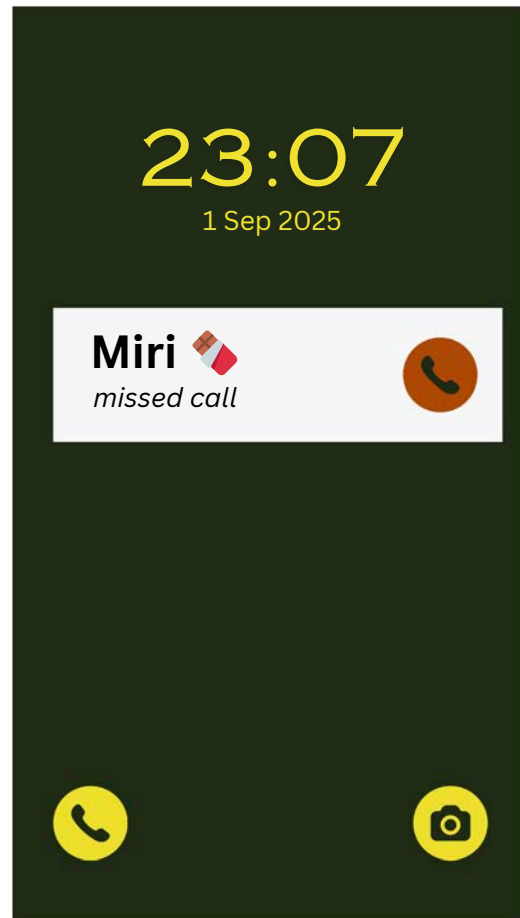
Peer mediation

Printable Files Included

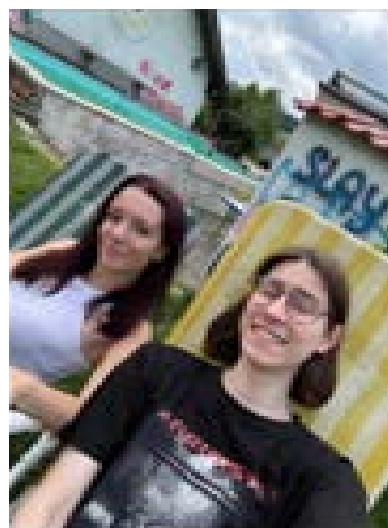
The printable materials for Paco's Mind (subconscious board, codes, photos, iceberg card, storytelling script, and puzzle elements) are attached directly after this game description in this publication.



Photos to print and do jenga puzzle (front and back)



Photos to put on Paco's Diary



A	☆	B	✿	C	☯	D	☾	E	☰	F	♀	G	☾	H	⊕	I	•
J	✱	K	*	L	2	M	♡	N	♥	O	○	P	♂	Q	☀	R	☿

S	⚡	T	↑	U	☺	V	♂	W	≈	X	+	Y	◦	Z	↯
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

~	•	!	?	~	+	≠	?	~
---	---	---	---	---	---	---	---	---

Paco's mind

(When all participants are together to start the game, we can ask if anyone in the group has tried a game of this type before—escape room or escape box—explain the concept briefly. It will be important to explain that from this moment on, players will be “mind experts.” Now invite everyone to stand up and you can start reading the storytelling with background music. At the end of the escape room, before reflecting, you can shake your body as a way of detaching yourself from the “mind experts” character.)

SET UP to start the game

- on the table
 - . Paco's subconscious (with)
 - . Roll paper (with the needs + geometric code)
- under the table
- around

STORYTELLING

Welcome! Thanks for coming, Mindexperts.

We need you to help us solve a problem happening inside Paco's mind.

Paco and Miriam are high schoolers, they have been best friends since primary school, but suddenly, Paco stopped talking to Miriam and started saying bad things about her to their classmates. If we don't find all the information Paco will be lost in his head forever.

We're counting on your courage to explore Paco's mind and your skills to unravel these mental and emotional mysteries.

Before you start, you'll need to put your phones in this box—so nothing interferes with Paco's brain connections.

(One facilitator will stay with the group in case you need help or an extra clue)

As a team, you'll hunt for clues, solve puzzles, and try to find a way for their friendship to survive. To leave Paco's Mind you'll need to find as much information as possible and collect 4 tokens

*(Show and give them the **iceberg card** when you should collect)*

(The facilitator hands out the object and asks each person)

Are you ready to enter Paco's mind? Can we count on you?

(Once everyone is inside, the facilitator gives the deck of cards. Through these cards, Paco “speaks” to the group and reveals the key legends.)

Game 10

TREE OF LIFE

Educational Aim

- Explore personal growth and self-awareness
- Reflect on values, ambitions, and life goals
- Practice decision-making and long-term strategy
- Understand the balance between risk, responsibility, and development

Target Group

Young people and adults

Recommended age: 16+

Suitable for youth workers, reflective groups, and personal development workshops

Duration

60–120 minutes

Number of Players

2–6 players

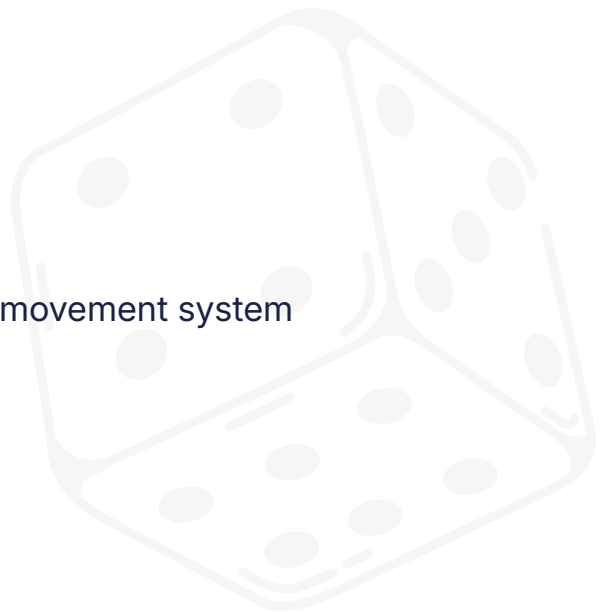
Game Type

Strategic progression board game

Symbolic journey with cards and structured movement system

Materials Needed

- Tree of Life game board
- Tarot-style deck (Major / Minor Arcana)
- Experience cards
- Idea cards
- Debt tokens
- Player tokens



Game 10

TREE OF LIFE

Game Overview

Tree of Life is inspired by the symbolic structure of the Sephirot. Players move upward through interconnected levels, representing stages of development and awareness.

To progress, players use Tarot-style cards and Experience cards to climb from lower levels toward Kether. Once reaching the top, players collect "Idea Cards." The ultimate goal is to successfully materialize three ideas.

The game highlights how ambition, power, experience, and consequences interact in a structured system.

Setup

- Place the Tree of Life board in the center.
- Shuffle Tarot cards and distribute starting hands to players.
- Shuffle Experience cards and Idea cards into separate piles.
- Each player places their token at the starting level.

Gameplay (Core Flow)

1. Climbing the Tree

Players attempt to move upward between Sephirot levels.

To ascend, players must play appropriate cards that meet the requirements of the level transition.

Movement is not random — it depends on strategy, card value, and timing.

2. Experience Cards

When certain spaces or actions are triggered, players draw Experience cards.

These may:

- Give advantages
- Introduce obstacles
- Add "Debt" tokens

Debt represents consequences that may slow progress later.

Game 10

TREE OF LIFE

3. Reaching Kether

When a player reaches the top (Kether), they may collect an Idea Card.

The idea must then be “materialized” by fulfilling the necessary conditions defined in the rules.

Winning the Game

The first player to successfully materialize three Idea Cards wins.

However, strategic choices and accumulated debt can affect long-term progress.

Debrief & Reflection (Facilitator-led)

Use 10–20 minutes after gameplay:

- What strategies helped you move upward?
- When did ambition help you? When did it create risk?
- How did “Debt” affect your progress?
- What does “materializing an idea” mean in real life?
- How does this system reflect personal or professional growth?

This game works particularly well in workshops about:

- Leadership
- Life planning
- Responsibility
- Long-term thinking
- Ethical ambition

Game 10

TREE OF LIFE

Tips & Adaptation

- Reduce card complexity for younger participants.
- Use reflection pauses between levels for deeper learning.
- Connect Idea Cards to real-life project planning exercises.
- Allow team play for collaborative versions.

Printable Files Included

- All printable components of Tree of Life (board, cards, rule sheets) are attached directly after this description in this publication.
- For best results, print on thicker paper and laminate cards for repeated use.



Δ QUESTION? (COLLECTIVE)

Common Ground

if no Major Arcana played, path opens.

- if someone does no one else ascends and Major Arcana played gets +2 debt (it would be odder more) $\frac{10}{8}$

◇ SITUATION (MIXED)

Stability

At least 1 court card must be played

if failure no one moves.

Δ CHALLENGE (individual)

Trial of Strength

Play a card for Higher

Success → may ascend

Failure → discard 1 card

▽ NEW RULE

In Version

Court cards count as 2 for next 3 turns (you can still ascend to Kether w/ them!)

CHESD

KETER

Movement carries you forward, sometimes gracefully, sometimes roughly.

Impulse and desire guide your path as you begin to trust the currents.

Resistance may rise, but every step teaches something you cannot frame
+1 CARD AMARRIVAL

TIFAERET

GEBRURAM

Understanding Insight

Patterns repeat and Echo. Lessons arrive through trials, some bitter, some illuminating. You see hidden order, and with understanding comes responsibility.

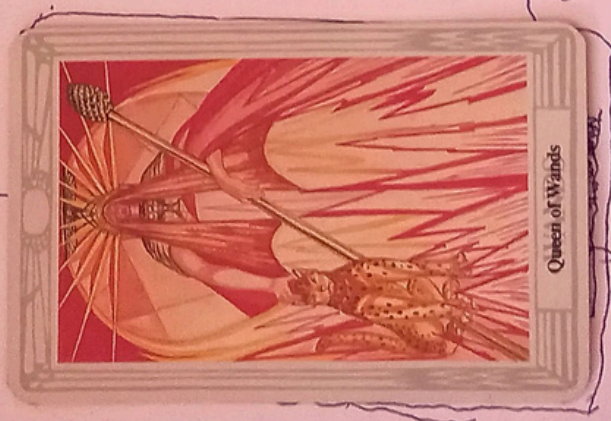
NEXT TURN REQUIREZ CARDS
OR YOU TAKE +10 DBY

HOW TO READ TAROT CARDS BASICS

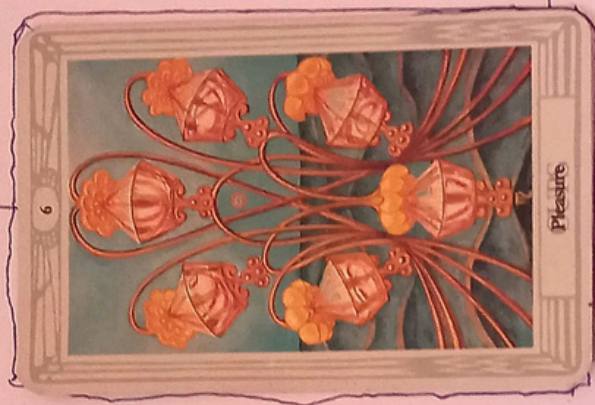
if nothing = royalty

Arabic Number : minor Arcana

ROMAN NUMERAL = MAJOR
ARCANAS



COLOR
(Wand =
Fire)



COLOR
{CUPS =
WATER}



TRUMP
CARD
MAJOR
ARCANAS



TREE OF LIFE GAME – Rulebook

Little introduction!

Back in the old days...-Kabbalah's beginnings date to the [Middle Ages](#), originating in the [Bahir](#)^[4] and the [Zohar](#).^[5] Although the earliest extant Hebrew kabbalistic manuscripts dating to the late 13th century contain diagrams, including one labelled "Tree of Wisdom," the now-iconic tree of life emerged during the fourteenth century.^[6]

The iconic representation first appeared in print on the cover of the Latin translation of *Gates of Light* in the year 1516.^[7] Scholars have traced the origin of the art in the *Porta Lucis* cover to [Johann Reuchlin](#).^[8]

WHAT YOU NEED TO KNOW: the renewed interest in Qabbalah came mostly in the XIXth century with the neo gothic aficionados, and of course the honorary mention of Aleister Crowley who's tarot we borrowed for this very game, who highly promoted a lot of what makes today's new age landscape (Tarot, obsession with Hindu and Eastern Philosophies and spiritualities, revised in a certain westernized way, the whole tantric sex thing, 7 chakras, and renewed interest in pagan and wiccan traditions, he was part of a revised current of freemasons, and tho not alone, was the most publicly famoso author so was detrimental to the spread of ideas :) now speaking of ideas...

1. Goal of the Game

- Your goal is to materialize 3 ideas!
- Start at the bottom of the Tree, **Malkuth**, and climb up through the Sephirot to **Kether**.
- Collect **Idea Cards** at the top, then bring them back down.
- The fun is in the **journey**, not just reaching the top!

2. What You Need

- **Board** with the Tree of Life
- **Tarot cards** (Thoth deck)
- **Experience cards** (challenges)
- **Idea cards** (mystical ideas)
- **Debt tokens** (small penalties)
- **Pawn** for each player

3. Setup

1. Put all pawns on **Malkuth**.
 2. Shuffle Experience Cards face down.
 3. Each player draws **7 Tarot cards**.
 4. Keep Debt Tokens nearby.
-

4. Playing a Turn

1. Flip the top **Experience Card**.
 2. Each player chooses **one Tarot card** from their hand.
 - **Look quickly:** Roman numerals = Major Arcana, suit name at the bottom = Minor Arcana (Cups, Wands, Swords, Disks).
 3. Follow the card rule on the Experience Card.
 - Success → you may move up
 - Failure → discard or take a Debt
 4. **Arrival effect:** when you move to a Sephira, do what it says (draw a card, take a Debt, or nothing).
 5. **Debt stop rule:**
 - If you reach **3 Debt**, you **cannot move** until you either:
 - Wait **1 turn**, or
 - **Discard 1 card** from your hand
-

5. Kether

- **to reach Kether** → must play a **royal card** (Knight, Queen, King, or Major Arcana); +1 Debt if using Major Arcana
 - At Kether, collect an **Idea Card**.
 - all your **debt** gets cancelled out!
 - refill your 7 cards!
-

6. Idea Cards

- Keep the card and follow its instructions while coming back down the Tree.
- When you return to **Malkuth**, share a short poem, story, or feeling inspired by the Idea Card title.
- No one is judged — it's just for fun.

7. Hand and Debt Rules

- Hand size: **7 cards**
 - You can only draw a new card if:
 - You move up to a merciful sephira
 - The card says so
 - You pay 1 Debt
 - **Debt** slows you down: if you have **3 Debt**, follow the Debt Stop rule above
-

8. Tarot Card Values

- Ace = 1
 - Number cards = number shown
 - Court cards (Knight, Queen, Prince, Princess) = 5
 - Major Arcana = 11
 - Tiferet (Spirit) = can match any element
-

9. Winning / Flow

- Reach Kether and collect an Idea Card
- Descend to Malkuth and express your Idea Card creatively
- Everyone plays at their own pace; the game is about **fun and imagination**, not just winning

Game 11

Interterrium

Educational Aim

- Broaden knowledge of EU countries' history, geography, and cultural traditions
- Foster curiosity about European diversity and help break cultural stereotypes
- Develop strategic thinking and teamwork through resource management (currency + puzzle pieces)

Target Group

Kids and adults (depends on the level of questions)

Duration

2 hours+

Number of Players

2–16 players (individuals or teams)

Game Type

Competitive educational quiz + puzzle assembly game

Materials Needed

- Country puzzle sets (puzzle fragments)
- Empty frame for each chosen country
- ABCD cubes (answer options / mechanics)
- Inter-Credits (game currency)



Game 11

Interterrium

Game Overview

Interterrium is a competitive educational quiz where the world is literally in pieces. Players travel through different regions by answering questions about EU countries and their heritage. Correct answers give players either Inter-Credits (game currency) or puzzle fragments of a chosen country. The goal is to be the first to fully reconstruct a country. When multiple countries are completed, the puzzles can connect into a full EU map

Setup

- Players form individuals or teams.
- Each player/team chooses one country to reconstruct and receives:
- an empty puzzle frame
- the “target country” set (fragments will be collected during play). Play It Right – Rhythms of Incl...
- Prepare the question sets (by country/category) and Inter-Credits.

Gameplay (Turn Flow)

On your turn:

1) Choose a Category / Country

- You may choose questions about:
 - your own country (to earn puzzle pieces), or
 - an opponent's country (to earn currency).

2) Answer Under Time Limit

- The question is read aloud.
- A timer starts (recommended 30–45 seconds).

3) Earn Rewards

- If you answer a question about your own country correctly → gain 1 puzzle piece.
- If you answer a question about an opponent's country correctly → gain Inter-Credits. Play It Right – Rhythms of Incl...

Game 11

Interterrium

4) Special Rounds (Risk/Reward)

Occasionally, players draw Risk/Reward cards:

- special questions where players can win more (extra currency / extra advantage)
- or lose currency if they fail. Play It Right – Rhythms of Incl...

Winning the Game

- A player/team wins by:
- collecting all fragments of their chosen country, and
- assembling the country puzzle correctly in the frame.
- Optional collective finale: after several countries are complete, connect them to build a full EU map.

Debrief & Reflection (Facilitator-led)

- What new facts did you learn about your country and others?
- Did any stereotypes get challenged during the game?
- Which strategies worked best: focusing on your own country or gaining currency first?
- How did teamwork affect speed and accuracy?

Tips & Adaptation

- Create question decks with 2–3 difficulty levels (kids / teens / adults).
- Use teams for large groups to keep the pace dynamic.
- Add “bonus questions” connected to inclusion themes (minorities, migration, shared European values).
- Keep the game light and fun — learning happens naturally through curiosity.

Game 12

Equalizer AI

Educational Aim

- Raise awareness of discriminatory patterns in AI across different areas of life
- Build critical thinking about design and use of AI
- Encourage gender-sensitive and human-rights-based approaches to AI
- Support participants in creating practical solutions for policy and practice

Target Group

Youth; educators; experts; civil society; private sector

Duration

Phase 1: 2 hours

Phase 2: 2 hours

Number of Players

4–20 players (recommended in teams)

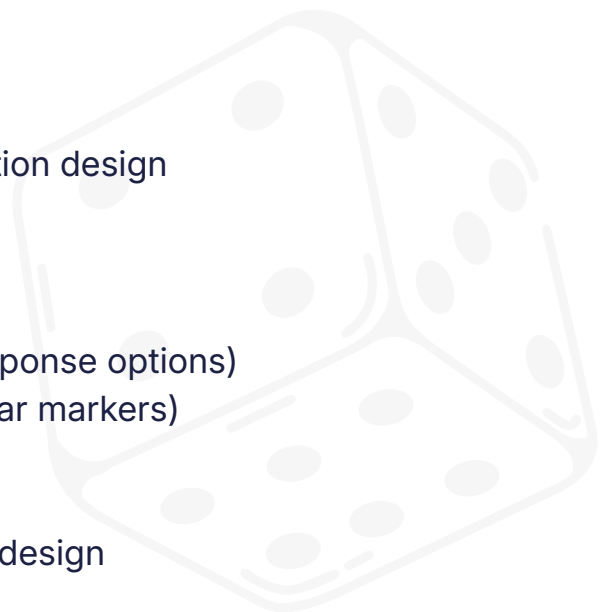
Game Type

Two-phase educational game:

1. Fast-paced dilemma card game
2. Scenario-based discussion / role-play + solution design

Materials Needed

- “Discriminatory AI” dilemma cards (with 2 response options)
- Scoring tokens: Stars and Lightnings (or similar markers)
- “Worlds” board / poster (3 possible futures)
- Scenario / role-play sheets for Phase 2
- Flipchart / sticky notes / markers for solution design



Game 12

Equalizer AI

Game Overview

Equalizer AI is a two-phase game where players explore real-life cases of AI bias (e.g., in healthcare, recruitment, facial recognition, advertising, finance, education, public services). In Phase 1, teams respond to short dilemma cards and track whether their choices lead them toward a more equal, more discriminatory, or “middle” world. In Phase 2, players go deeper: they analyse selected cases through scenarios or role-play and co-create practical solutions for relevant actors (companies, government, policy-makers).

Gameplay (Turn Flow)

Phase 1 – Card Blitz (Dilemma Game)

Goal: as a team, review multiple cases fast and agree on responses.

Turn Flow

1. Draw a card describing an AI bias case (e.g., recruitment AI preferring men, facial recognition errors, medical AI missing women’s symptoms). AI Game – Situations (1)
2. Discuss quickly and choose Option 1 or Option 2.
3. Collect the corresponding tokens:
 - “Stars” or “Lightnings” depending on the option chosen (your scoring logic).
4. Continue until the team has reviewed the set number of cards (e.g., 11 cases).

Outcome: Which world do you reach?

Based on collected tokens, the team “lands” in one of three worlds:

- Equal World (“Imagine all the people sharing all the world”)
- Progressive but discriminatory world (“I’m your truth, telling lies”)
- Middle world (“Good enough for many, optimal for none”)

Game 12

Equalizer AI

Phase 2 – Scenario / Role-play + Solution Design

Goal: transform analysis into practical proposals.

Team Process

1. Review a selected case deeply (choose 1–2 from Phase 1).
2. Play the scenario / role roles (affected person, company, regulator, activist, journalist, etc.).
3. Reflect on stakeholders, harm, bias mechanisms, and trade-offs.
4. Design a solution as a team: Play It Right – Rhythms of Incl...
 - policy recommendations
 - ethical guidelines / modus operandi
 - practical steps for organisations
 - prototype ideas for improving the AI system

Teams present their solutions at the end.

Winning / Outcome Logic

There is no single winner. Success means:

- Reaching clearer understanding of AI bias and its impacts
- Producing concrete, realistic solutions and recommendations
- Practicing responsible decision-making as a group

Debrief & Reflection (Facilitator-led)

- Which dilemmas were the hardest to decide on — and why?
- Where did “efficiency” conflict with fairness and human rights?
- Who is responsible for preventing AI discrimination (companies, government, users)?
- What safeguards should exist before AI systems are deployed?
- What would your “minimum ethical standard” be for AI use in society?

Game 12

Equalizer AI

Tips & Adaptation

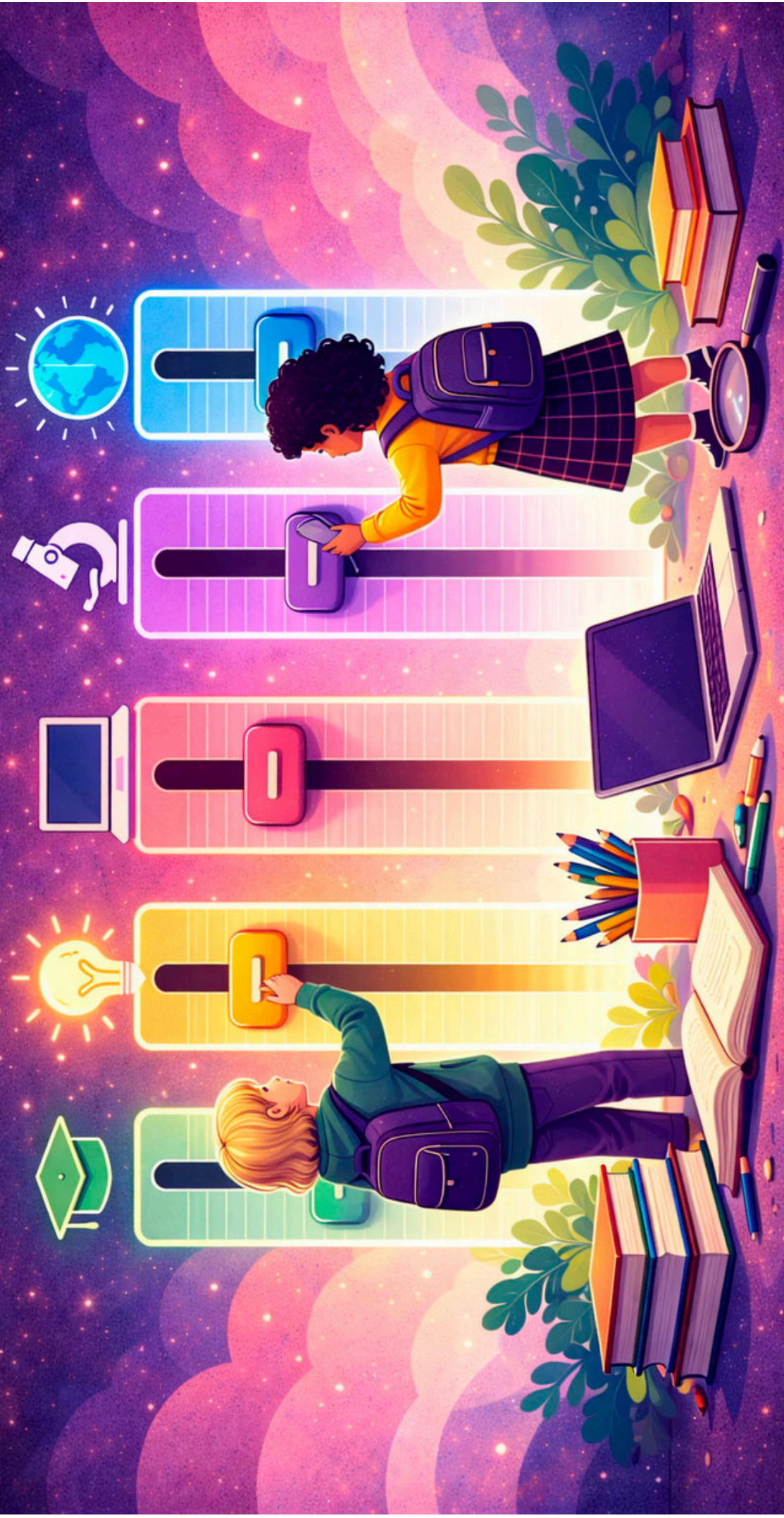
- Adjust card difficulty for different groups (youth vs. experts).
- Use real examples relevant to participants' countries/sectors (health, education, employment, public services).
- Keep Phase 1 fast-paced to create emotional engagement, then use Phase 2 for depth and solution-building.
- Ensure a safe discussion space: bias topics can be personal and sensitive.

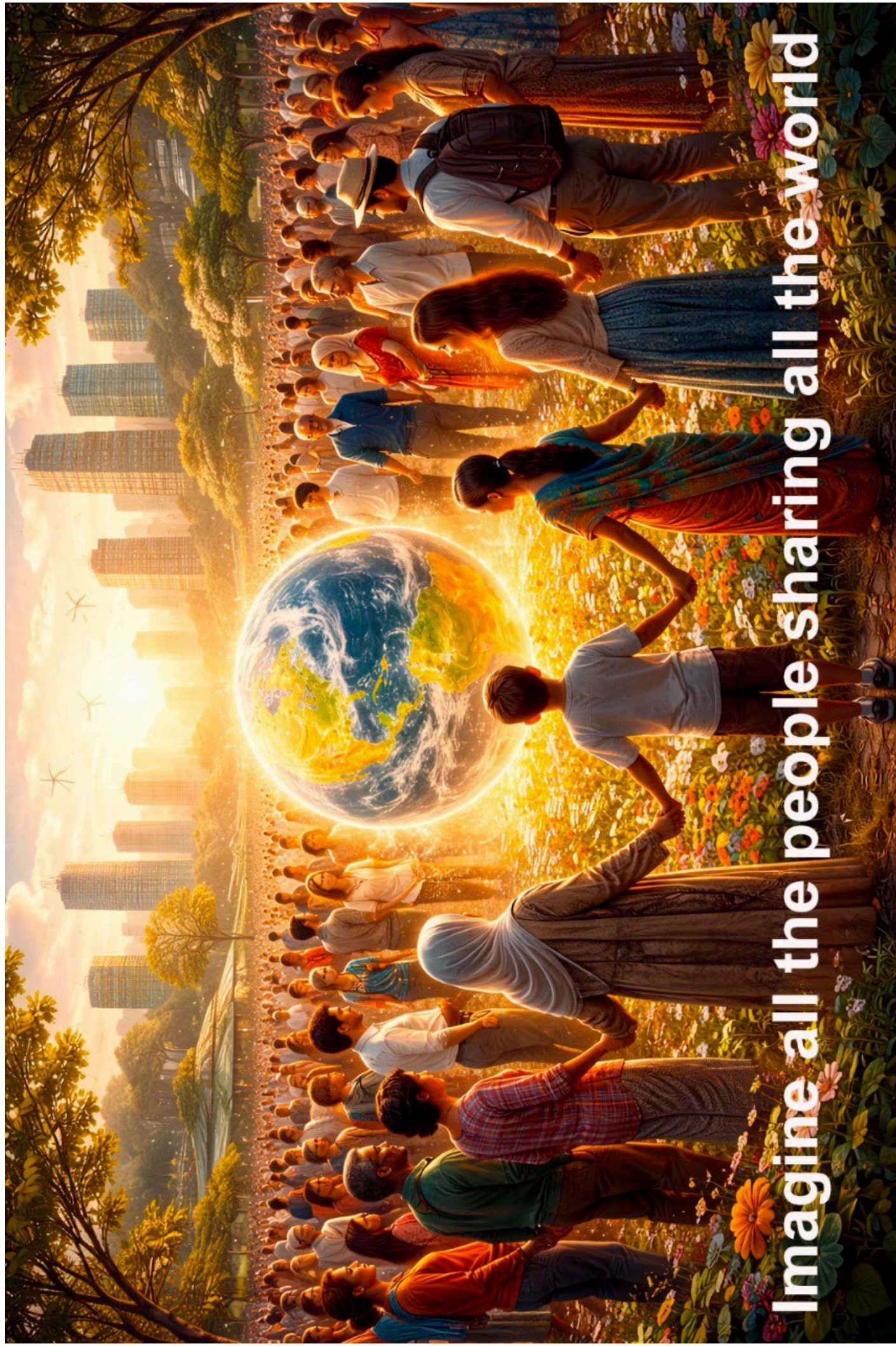
Printable Files Included

- The printable materials for Equalizer AI (dilemma cards, scenarios, and supporting hand-outs) are attached directly after this game description in this publication.
- For best results, print cards on thicker paper and use visible tokens (stars/lightnings) for team scoring.



Equalizer AI





Imagine all the people sharing all the world

I'm your thruth telling lies





Good enough for most, optimal for none

1. AI Misses Heart Attacks of Women

 **Statement:** Statistically, the number of men getting heart attacks is much higher compared to women. An AI trained predominantly on male data diagnoses heart attacks accurately in men but misses signs in women.

 **Option 1:** You can delay the rollout of the AI and retrain it. In the meantime, some human lives can be lost (among both women and men).

 **Option 2:** Launch now to save lives quickly and fix bias later. However, some women lives can be lost, which is a discriminatory behaviour by AI.

 **Data:** Women often present different heart attack symptoms than men, leading to underdiagnosis. A study by the Berkeley Haas Center for Equity, Gender and Leadership analyzed 133 AI systems across different industries and found that about 44% of them showed gender bias, and 25% exhibited both gender and racial bias. [UN Women Knowledge portal](#)

2. Mental-Health Chatbot Misses Women's Distress

 **Statement:** A mental health chatbot fails to recognize emotional distress signals more often in women due to lack of gender-sensitive cues.

 **Option 1:** Enhance the chatbot to recognize gender-specific emotional cues.

 **Option 2:** Deploy as is to help the majority promptly.

 **Data:** Gender biases exist in AI diagnostics, impacting women's care quality. [UN Women Knowledge portal](#)

3. Recruitment AI Prefers Men

 **Statement:** A recruitment-assisting AI system ranks candidates based on mostly male historical hires, hence giving privilege to male candidates.

 **Option 1:** Delay the usage of the AI to allow time to 'educate' or redesign it, so that it operated in fair way. It will also cost unplanned additional expenditure.

 **Option 2:** Use it this way to save money and time.

 **Data:** AI hiring tools often reflect and reinforce gender bias. [UN Women Knowledge portal](#)

4. High-Pay Job Ads Show Fewer Women

 **Statement:** Women see fewer high-paying job ads because algorithms optimize click-rates favoring men. You are aware of that, but you have limited time to do recruitment.

 **Option 1:** Request additional time from management (which can affect your image) to adjust the ad and ensure gender balance and better visibility for women. This will require more time and effort.

 **Option 2:** Keep click-optimized targeting for better Return of Investment.

❓ **Data:** Online ad targeting often reinforces gender disparities.. [UN Women Knowledge portal](#)

5. ❓ CV-scan AI “punishes” Career Gaps

❓ **Statement:** CV-scan AI flags employment gaps negatively, disadvantaging women that had maternity/caregiving breaks during their career.

❓ **Option 1:** We shall rethink/retrain the CV-scan AI to include caregiving breaks..

❓ **Option 2:** Maintain the existing CV-Scan AI for faster to fill in the job vacancies quickly.

❓ **Data:** Caregiving gaps disproportionately impact women in AI hiring systems. A study by the Berkeley Haas Center for Equity, Gender and Leadership analyzed 133 AI systems across different industries and found that about 44% of them showed gender bias, and 25% exhibited both gender and racial bias. [UN Women Knowledge portal](#)

6. ❓ Credit AI Scores Women Lower

❓ **Statement:** AI used to Creditscores are lower for women despite similar financial behavior.

❓ **Option 1:** Adjust AI to remove gender bias.

❓ **Option 2:** Keep current scoring for risk management.

❓ **Data:** Apple Card’s 2019 gender bias case spotlighted this issue. A study by the Berkeley Haas Center for Equity, Gender and Leadership analyzed 133 AI systems across different industries and found that about 44% of them showed gender bias, and 25% exhibited both gender and racial bias. [UN Women Knowledge portal](#)

7. 🗣️🗣️ Voice Assistants Reinforce Gender Norms

❓ **Statement:** AI assistants use female, submissive voices reinforcing stereotypes.

❓ **Option 1:** Reprogram to diverse, non-stereotypical voices.

❓ **Option 2:** Keep defaults for user comfort and sales.

❓ **Data:** UNESCO warns this normalizes female subservience. A study by the Berkeley Haas Center for Equity, Gender and Leadership analyzed 133 AI systems across different industries and found that about 44% of them showed gender bias, and 25% exhibited both gender and racial bias. [UN Women Knowledge portal](#)

8. 👁️👁️ Facial Recognition Misidentifies Women of Color

❓ **Statement:** Facial recognition misidentifies women of color more often.

❓ **Option 1:** Pause and reengineer for fairness.

❓ **Option 2:** Deploy immediately despite flaws.

❓ **Data:** NIST found 100x higher error rates for women of color. A study by the Berkeley Haas Center for Equity, Gender and Leadership analyzed 133 AI systems across different industries and found that about 44% of them showed gender bias, and 25% exhibited both gender and racial bias. [UN Women Knowledge portal](#)

9. 🟡 ? STEM Scholarships Favor Boys

💡 **Statement:** AI suggests fewer STEM scholarships to girls due to biased historic data.

🟡 ? **Option 1:** Boost display of STEM scholarships for girls.

🟡 ? **Option 2:** Use data to fund top performers regardless of discrimination risk.

💡 **Data:** NIST found 100x higher error rates for women of color. A study by the Berkeley Haas Center for Equity, Gender and Leadership analyzed 133 AI systems across different industries and found that about 44% of them showed gender bias, and 25% exhibited both gender and racial bias. [UN Women Knowledge portal](#)

10. 🟡 ? Vehicle Safety AI Favors Male Bodies

💡 **Statement:** Vehicle safety AI is tuned to male body types, leading to higher injury risks for women.

🟡 ? **Option 1:** Redesign safety models to include female body types, delaying launch.

🟡 ? **Option 2:** Launch immediately, prioritizing overall lives saved.

💡 **Data:** Women are 73% more likely than men to suffer serious injuries in car crashes due to crash-test dummies based on male bodies. (Source: Insurance Institute for Highway Safety, IIHS)

11. 🟡 ? Agriculture AI Ignores Women Without Land Titles

💡 **Statement:** Agriculture AI ignores women farmers without land ownership, excluding many from advisory services.

🟡 ? **Option 1:** Expand datasets to include women farmers without land titles.

🟡 ? **Option 2:** Target landowners as primary resource holders.

💡 **Data:** Women make up 40% of agricultural labor globally but own less than 20% of land. (Source: UN Women)

12. ? AI Translator Reinforces Gender Stereotypes

💡 **Statement:** AI translators default to gendered pronouns, e.g., “doctor” as male, “nurse” as female.

🟡 ? **Option 1:** Implement gender-neutral or randomized translations.

🟡 ? **Option 2:** Preserve clarity with stereotypical gendered terms.

🔍 **Data:** A 2019 study found Google Translate defaulted to male pronouns in 99% of cases for “doctor” in gender-neutral language. (Source: UNESCO)

13. 🚨 **Emergency Aid AI Misses Women Without Phones**

🔍 **Statement:** Emergency AI relies on phone data, missing women without phone access.

🔍 **Option 1:** Include alternative data to reach all affected.

🔍 **Option 2:** Use real-time phone data for speed and scale.

🔍 **Data:** Globally, 15% fewer women than men own mobile phones, limiting digital inclusion in emergencies. (Source: UN Women Mobile Gender Gap Report 2023)

14. 🏠🏠 **Disaster AI Misses Women’s Homes**

🔍 **Statement:** AI prioritizes rebuilding based on structural damage, missing uninsured homes often owned by women.

🔍 **Option 1:** Incorporate social factors like gender and insurance status in the AI data and metrics at larger money and time investment?

🔍 **Option 2:** Use structural damage only to meet deadlines and budget.

🔍 **Data:** Women-headed households are 22% less likely to have insurance coverage. (Source: UNDP Gender Equality Report 2023)

15. 🤖 **Robo-Advisor Recommends Low-Risk Investments for Women**

🔍 **Statement:** AI financial advisors suggest lower-risk, lower-return investments to women, based on historic stereotypes and data.

🔍 **Option 1:** Promote equal financial growth by overriding biases.

🔍 **Option 2:** Follow behavior-based predictions to reduce risk.

🔍 **Data:** Women typically invest 12% less aggressively than men, impacting wealth accumulation. (Source: World Bank Women’s Business and the Law 2024)

16. 🚶 **Urban Transit AI Ignores Women’s Travel Needs**

❖ **Statement:** Transit AI plans routes based on men's commuting patterns, missing women's needs, including safety considerations in trip chaining.

💡 **Option 1:** Collect inclusive data to redesign transit routes - at the cost of delay of the process.

💡 **Option 2:** Launch now to serve the majority quickly.

💡 **Data:** Women are 20% more likely to use public transport for complex trips involving multiple stops. (Source: UN Women)

17. 🧠 AI Tutor Guides Boys to STEM, Girls to Humanities

❖ **Statement:** AI learning tools nudge boys towards STEM subjects and girls towards humanities based on performance patterns.

💡 **Option 1:** Recode to promote equal opportunities across fields.

💡 **Option 2:** Let AI follow current user engagement to maximize outcomes.

💡 **Data:** Girls make up only 28% of STEM graduates globally. (Source: UNESCO Institute for Statistics)

18. 🛡️ Content Moderation AI Misses Subtle Gendered Abuse

❖ **Statement:** AI flags direct harassment but misses subtle, gendered abuse like gaslighting or undermining comments.

💡 **Option 1:** Train AI to detect nuanced gendered abuse.

💡 **Option 2:** Maintain current system for speed and scale.

💡 **Data:** 59% of women experience online harassment with many forms underreported due to subtlety. (Source: UN Women Online Safety Report 2023)

20. 🎧 Streaming AI Stereotypes Gender Preferences

❖ **Statement:** Streaming AI recommends action genre to men and romance to women based on past clicks.

💡 **Option 1:** "Educate" AI to diversify content recommendations to break stereotypes.

💡 **Option 2:** Follow click data to keep the existing practice.

💡 **Data:** Gendered algorithmic recommendations reinforce stereotypes in 65% of cases. (Source: UNESCO Gender and AI Report)

21. 🏦 Bank AI Prioritizes High-Profit Customers

❖ **Statement:** Banks use AI to prioritize service for profitable clients, often delaying support for low-income single mothers.

💡 **Option 1:** Redesign the AI to equalize service regardless of profitability.

💡 **Option 2:** Maintain profit-based prioritization.

💡 **Data:** Women-led households are disproportionately represented in lower-income brackets globally. (Source: World Gender Data Portal)

22. 📁📁 Political Campaign AI Reinforces Gender Stereotypes

❖ **Statement:** Campaign AI micro-targets voters with gender-stereotyped messages, boosting conversions but raising ethical concerns.

💡 **Option 1:** Remove gender-based messaging.

💡 **Option 2:** Use gender-tailored targeting for maximum impact.

💡 **Data:** Gender stereotypes in political messaging reduce women's political engagement by 25%. (Source: UN Women Political Participation Report)

23. 💡 AI Moderation Misses Gendered Abuse on Women Politicians

❖ **Statement:** AI flags violent threats but misses gendered harassment targeting women politicians.

💡 **Option 1:** Invest in detecting gendered harassment despite risks.

💡 **Option 2:** Limit to violent threats to ensure faster, fairer moderation.

💡 **Data:** 80% of women politicians face online abuse with gendered insults underreported. (Source: UN Women)

24. 💡 Media AI Gives Men Politicians More Visibility

❖ **Statement:** AI algorithms boost male politicians' visibility due to higher clicks, not merit.

💡 **Dilemma:** Should we adjust algorithms to equalize visibility for women, or let popularity dictate exposure?

💡 **Option 1:** Adjust algorithms to equalize equal visibility for women candidates.

💡 **Option 2:** Promote content based on public interest and engagement.

💡 **Data:** Women politicians receive 25-30% less online visibility than men. (Source: UNESCO Media Gender Report 2023)

https://www.universityofcalifornia.edu/news/women-portrayed-younger-men-online-and-ai-amplifies-bias?utm_source=chatgpt.com

WORLDS

Progressive but discriminatory world

Metallica – Sad but True

“I’m your truth, telling lies”

This is a men’s world

Equal World

Imagine all the people sharing all the world

Middeworld

Good enough for most, optimal for none

Game 13

Meet a Wild Friend

Educational Aim

- Help young people learn about wild animals and their habitats
- Build understanding of climate change impacts (incl. the Doomsday Glacier / Thwaites Glacier)
- Develop teamwork, critical thinking, and responsibility for nature protection
- Support emotional connection to animals through interactive play + reflection

Target Group

Teens 12–18

Duration

40 minutes

Number of Players

Depends on the chosen mechanic (in the creator's variant: 4 or 8)

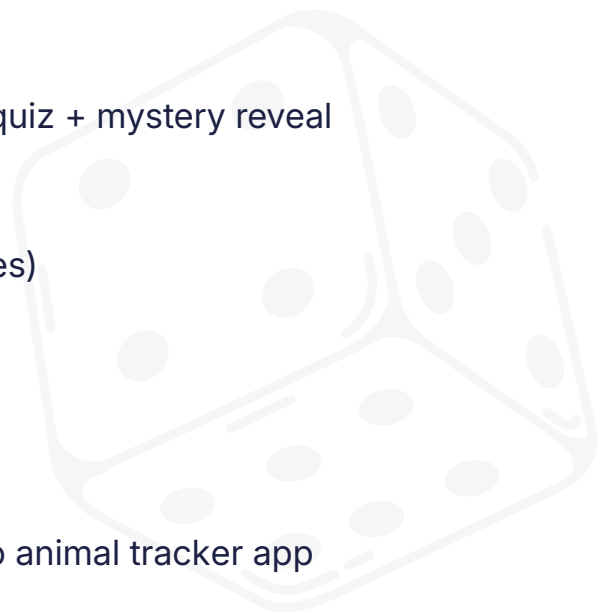
Game Type

Team-based educational adventure game

Map route challenge + movement/logic tasks + quiz + mystery reveal

Materials Needed

- Animal route cards (wild animals + route traces)
- Map (with target locations marked)
- "Ice floes" (team movement mechanic)
- QR codes to access animal info (via app)
- Hint cards (7 hints) + quiz questions
- Timer (optional) + pens/markers
- Before the game: participants install the Fahlo animal tracker app



Game 13

Meet a Wild Friend

Game Overview

Meet a Wild Friend is an interactive team game where players follow real routes of wild animals, discover habitats, and work together to reach Antarctica. Through movement tasks, problem-solving, and animal-based challenges, players learn about climate change and uncover a hidden environmental threat connected to the Doomsday Glacier (Thwaites Glacier). The game ends with a group reflection focused on personal responsibility for protecting nature.

Setup

- Prepare the map, animal route cards, and ice-floe playing area.
- Make sure participants have the required app installed (Fahlo animal tracker).
- Place the 7 hint cards aside (kept by facilitator).
- Explain the mission: reach Antarctica and discover what environmental disaster threatens Earth.

Gameplay (Stages)

Stage 1 — Discover Your Animal

- Players receive or “discover” a wild animal by identifying a route.
- Facilitator shows a route; players guess it.
- The first person to guess correctly chooses (or receives) the animal, then shows the next route.

Stage 2 — Team Journey (Ice Floes Mechanic)

- The whole group must reach the marked location on the map (toward Antarctica). Play It Right – Rhythms of Incl...
- Teams use two ice floes to move.
- Only allowed combinations of animals can stay on one ice floe (according to the game’s rule set).

Game 13

Meet a Wild Friend

Stage 3 — Mission Quiz + Clue Collection

- After reaching Antarctica, the facilitator asks quiz questions about the animals.
- Players use the app/QR code info to answer.
- Each correct answer = 1 hint.
- After collecting 7 hints, the team discovers the hidden environmental threat (Doomsday Glacier / Thwaites Glacier).

Winning / Outcome Logic

This is a cooperative game. Success means:

- Reaching Antarctica as a team
- Answering animal questions correctly
- Collecting 7 hints and uncovering the environmental threat
- Completing the final reflection discussion

Debrief & Reflection (Facilitator-led)

Use 10–15 minutes:

- How do you feel now? Play It Right – Rhythms of Incl...
- What can each of us do to prevent real environmental disasters? Play It Right – Rhythms of Incl...
- Where do you think your animal will “travel” tomorrow — and what might threaten it?
- What did you learn about the connection between animals and climate change?

Facilitator note: link the ice floes to real glacier fragments (symbolic learning moment).

Game 13

Meet a Wild Friend

Tips & Adaptation

- The creator suggests the game can be repeated weekly with a new problem and changing mechanics (environmental, social, interpersonal themes). Play It Right – Rhythms of Incl...
- Adjust questions for age group and local context.
- Keep a strong story tone to build emotional connection to nature.

Printable Files Included

The printable materials for Meet a Wild Friend (route cards, map elements, ice-floe rules/mechanics, QR cards, quiz questions, and hint cards) are attached directly after this game description in this publication.



Game 14

Love.Work.AI (Life.Work.AI)

Educational Aim

- Help players understand how AI is used in real life
- Develop critical thinking about AI consequences
- Explore the balance between efficiency and ethics
- Encourage debate, argumentation, and reflection

Target Group

Young adults (18+), students, creatives, educators, and professionals interested in AI, media, ethics, and society

Duration

1.5–2 hours

Number of Players

2–10 players

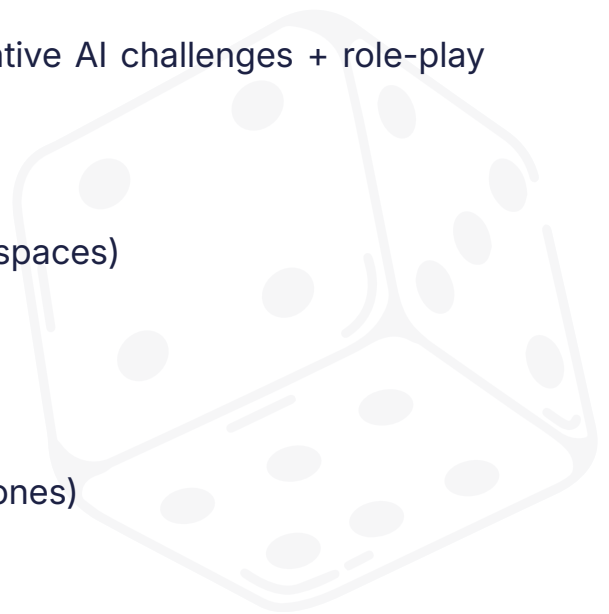
Game Type

Tabletop board game

Dice-based movement + dilemma cards + creative AI challenges + role-play simulation

Materials Needed

- Cardboard game board (path with challenge spaces)
- Player figures (robot-shaped tokens)
- Standard dice
- Scenario / dilemma / creative task cards
- Tokens: Efficiency, Ethics, Creativity
- AI tools (apps or prompts on participants' phones)
- Optional score tracker sheet



Game 14

Love.Work.AI (Life.Work.AI)

Game Overview

Love.Work.AI is a board game where players move across a path and face different types of AI-related challenges: ethical dilemmas, creative tasks (e.g., generating AI art or video), role-play simulations, and open discussion questions.

Each decision gives players points for either Efficiency or Ethics. There are no “correct” answers — players must argue and justify their choices while others respond, challenge, or judge the reasoning.

At the end of the game, players use their accumulated points to build a collective “future world.” The final outcome reflects the group’s overall balance between efficiency and ethics, showing the trade-offs behind technological progress.

Setup

- Place the board in the centre.
- Each player chooses a robot figure and places it at the starting position.
- Shuffle the challenge cards into their respective piles.
- Give each player starting tokens (if applicable).
- Decide who begins.

Gameplay (Turn Flow)

1. Roll & Move

Players roll the dice and move their figure along the board path.

2. Resolve the Challenge

Depending on the space, the player/team must:

- Discuss an ethical dilemma
- Complete a creative AI task (e.g., generate AI art/video)
- Participate in a role-play simulation
- Debate an open discussion question Play It Right – Rhythms of Incl...

Players must justify their reasoning clearly.

Game 14

Love.Work.AI (Life.Work.AI)

3. Earn Tokens

After discussion and group reaction:

- Players receive Efficiency tokens if their choice prioritises productivity, speed, or technological advantage.
- Players receive Ethics tokens if their choice prioritises fairness, responsibility, or human rights.
- Some tasks may also reward Creativity tokens. Play It Right – Rhythms of Incl...

There are no objectively correct answers — the value lies in reasoning and debate.

4. Endgame – Build the Future

At the end of the path:

- Players calculate their accumulated tokens.
- Based on the collective balance of Efficiency vs. Ethics, the group builds a vision of a future world shaped by AI. Play It Right – Rhythms of Incl...

The final outcome visually and conceptually reflects the group's priorities.

Winning / Outcome Logic

This is not a traditional competitive game.

Success is measured by:

- Depth of discussion
- Quality of argumentation
- Reflection on trade-offs
- Collective vision-building

The "winner" is the group's final world scenario.

Game 14

Love.Work.AI (Life.Work.AI)

Debrief & Reflection (Facilitator-led)

This is not a traditional competitive game.

Success is measured by:

- Depth of discussion
- Quality of argumentation
- Reflection on trade-offs
- Collective vision-building

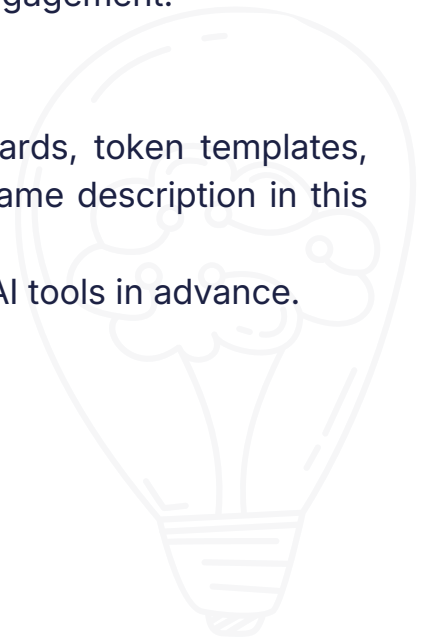
The “winner” is the group’s final world scenario.

Tips & Adaptation

- Works well in casual settings (classrooms, workshops, bars, social gatherings). Play It Right – Rhythms of Incl...
- No prior technical AI knowledge required.
- Adjust dilemmas depending on audience (education, employment, media, governance).
- Use real AI tools during creative tasks to increase engagement.

Printable Files Included

- The printable materials for Love.Work.AI (board, cards, token templates, and score sheets) are attached directly after this game description in this publication.
- For best results, print on thicker paper and prepare AI tools in advance.



🔗 Hospital Director You run a hospital. The AI is trained mostly on men. A woman comes with chest pain, but the AI says “low risk.” Do you follow the AI or check her yourself? Option A (Efficiency): Use AI to save most patients. Option B (Ethics): Intervene for fairness, even if fewer patients are helped quickly. Example: A woman is sent home and has a heart attack later.	🔗 ER Doctor AI gives women lower pain scores than men. A woman in severe pain is asked to wait. Do you follow the AI or trust your own judgment? Option A (Efficiency): Follow AI for faster treatment. Option B (Ethics): Treat her based on your judgment. Example: Women often get less pain relief than men.	🔗 Oncologist AI recommends cancer treatment that saves life but causes infertility in young women. Do you follow the AI or discuss alternative treatments? Option A (Efficiency): Maximize survival. Option B (Ethics): Protect fertility even if survival drops slightly. Example: A 28-year-old survives cancer but cannot have children.	🔗 Hospital Risk Manager The AI lowers priority for pregnant patients because of legal risk. Do you accept the AI or treat everyone equally? Option A (Efficiency): Accept AI to avoid legal issues. Option B (Ethics): Treat pregnant patients fairly. Example: Pregnant women wait longer for surgery.
🔗 Clinical Data Scientist Side effects mostly reported by women are removed from the AI. Do you use the simplified AI or retrain it? Option A (Efficiency): Use simpler AI for faster decisions. Option B (Ethics): Retrain AI to include women’s data. Example: Women report dizziness, but it’s ignored.	🔗 ER Nurse AI prioritizes patients based on data mostly from men. A woman with typical female symptoms is low priority. Do you follow AI or adjust the order? Option A (Efficiency): Follow AI for faster care. Option B (Ethics): Adjust based on real symptoms. Example: Women with heart attack symptoms are often sent home first.	🔗 Pharmacist AI flags some side effects as “rare,” mostly reported by women. Do you trust the AI or warn patients anyway? Option A (Efficiency): Trust AI for faster dispensing. Option B (Ethics): Warn patients even if it slows work. Example: Women feel dizzy or nauseous, but AI ignores it.	🔗 Radiologist AI scans are optimized for male anatomy. A woman’s scan shows unclear results. Do you follow AI report or check manually? Option A (Efficiency): Trust AI report to speed workflow. Option B (Ethics): Re-check scan to be safe. Example: A woman’s tumor is missed on AI scan.

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MISSION



LOVE

5

4

3

2

1

0



LOVE · WORK · AI



START



AI AVATAR

FUTURE WORLD

FINISH





GAME INTRO

AI already shapes our world.

It decides what we see, who gets opportunities, and whose voices matter.

This game is about the choices behind those systems.

Each decision you make pushes the world toward:

- **Efficiency** — speed, profit, optimization
- **Ethics** — fairness, responsibility, human values

There are no neutral moves.

Only trade-offs.

By the end of the game, you will see what kind of world your choices create.

Welcome.

🎮 GAME INTRODUCTION

Why AI?

Artificial Intelligence is no longer a distant future.

It already decides what we see, what we buy, who gets hired, funded, insured — and whose voice is amplified or ignored.

AI does not create values on its own.

It learns them from us.

From our data, our history, our inequalities.

This game is not about technology.

It is about **choices made through technology**.

The World Today

The world you are entering is unstable.

AI systems are deployed faster than societies can reflect on them.

Efficiency is rewarded. Speed is praised. Growth is expected.

At the same time, hidden biases grow quietly inside algorithms:

gender gaps, cultural erasure, unequal access, invisible exclusions.

No decision is neutral anymore.

Every optimization shapes the future.

Your Role as Players

You are not spectators.

You are decision-makers — creators, investors, designers, policymakers.

Through each card you play, you decide how AI is used in art, finance, work, education, and society.

Each choice pushes the world in one of two directions:

- toward **maximum efficiency**, or
- toward **ethical restraint and fairness**.

There is no perfect solution.

Only trade-offs.

Where This Game Leads

Every project you complete and every crisis you resolve moves the world forward.

At the end of the game, your collective decisions will define the final state of the world:

- a world optimized by AI,
- or a world that resists optimization in order to remain human.

This is not a test of knowledge.

It is a test of values.

Welcome to the game.

💡 THE WORLD OF ETHICS

“The Fragile Balance”

AI here is not a judge, but a tool. Every decision is debated. Every optimization is filtered through humans.

💡 Lore This world is noisy and imperfect. Projects move slowly. Algorithms are paused, audited, retrained. Art is diverse — sometimes uncomfortable, sometimes controversial. Gender roles are not predefined, and the system learns to see those it once ignored. There are no easy answers here. Only responsibility.

💡 Pros

- Fairer access to resources and opportunities
- Cultural and artistic diversity
- Reduced discrimination and hidden bias
- Humans retain agency and the right to choose

💡 Cons

- Slow processes and high decision costs
- Lower profits and predictability
- Frequent conflicts and difficult compromises
- Not all problems can be solved

💡 Outcome The world constantly argues with itself. But it is still trying to remain human.

Rules / Instructions

1. At the start of the game, each player creates an AI-generated avatar using their phone.
2. All players place their figures at the start of the board.
3. Players take turns rolling the dice and moving forward.
4. When a player lands on a space, they draw a card and complete the task:
 - o open discussion dilemma,
 - o creative AI task,
 - o or AI dialogue simulation.
5. The player answers the question or completes the task and explains their choice.
6. **Token rewards:**
 - o Some cards give tokens directly from the system (as written on the card): **Efficiency** or **Ethics**.
 - o After each answer, other players may give **one token** (Efficiency *or* Ethics) to the active player — or give nothing.
7. There are no right or wrong answers — discussion and reasoning matter most.
8. The game ends when all players reach the final space.
9. At the end, each player or team uses AI to generate their **own future world**, based on their collected **Efficiency, Ethics, and Creativity** tokens.
10. Players compare worlds and discuss how different choices created different futures.

Game 15

SENSORY MEMORY GAME

(SENSI MEMORY GAME)

Educational Aim

- Develop tactile perception and sensory integration
- Strengthen memory, concentration, and attention
- Support shape recognition and visual-tactile association
- Enhance logical thinking and spatial reasoning through maze-solving

Target Group

Children 5+ years old Play It Right – Rhythms of Incl...

Can be adapted for adults by increasing the number of pairs.

Duration

15–20 minutes

Number of Players

2 players (with 8 pairs of cards) Play It Right – Rhythms of Incl...

Can be adapted for small groups.

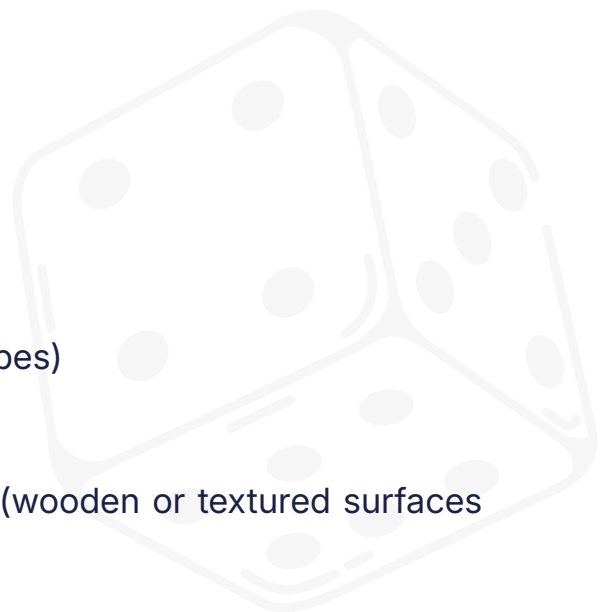
Game Type

Tactile memory matching game

Hidden maze discovery challenge

Materials Needed

- A4 paper with designs
- A4 cardboard + glue
- Silicone gun (for creating raised textures/shapes)
- Pencil and eraser (for designing maze)
- Laminator (optional for durability)
- Tip: Use bright colors and different textures (wooden or textured surfaces recommended for higher quality).



Game 15

SENSORY MEMORY GAME

(SENSI MEMORY GAME)

Game Overview

Sensi Memory Game combines a classic memory card game with sensory exploration and a hidden maze challenge. Players must match pairs of textured shape cards using sight and/or touch. Each correct pair earns points.

In addition, the back side of the cards hides a maze path. As cards are flipped during play, players gradually reveal parts of the maze. If a player correctly identifies a full path from the Bee (start) to the Beehive (finish), they earn bonus points.

Setup

- Place all cards face-down on the table (maze side facing up). sensi-Memory game INFO
- Ensure players understand that they can touch the cards before flipping them.
- Decide who starts.

Gameplay (Turn Flow)

1. Feel the Cards

Before flipping, the player touches two cards to recognize their shape or texture. sensi-Memory game INFO

2. Flip & Check

Flip both cards to reveal the shapes.

-  If the shapes match:
 - Keep the pair
 - Score +1 point
 - Take another turn sensi-Memory game INFO
-  If they don't match:
 - Flip them back face-down
 - Next player's turn sensi-Memory game INFO

Game 15

SENSORY MEMORY GAME

(SENSI MEMORY GAME)

Bonus Rule – Hidden Maze (+2 Points)

On the back of the cards, a hidden maze gradually appears as cards are revealed. sensi-Memory game INFO

If a player believes they have discovered a complete path from:

🐝 Start (Bee) → 🏠 Finish (Beehive)

They may declare it.

- ✅ If correct: +2 bonus points
 - ❌ If incorrect: No penalty, but must wait until the next turn to try again.
- sensi-Memory game INFO

Rules:

- Only one maze path can be claimed per round.
- Each unique path can only be scored once.

End of the Game

- The game ends when all 8 pairs are matched. sensi-Memory game INFO
- The player with the highest total score (pairs + maze bonuses) wins.

Debrief & Reflection

For children:

- Which texture was easiest or hardest to recognize?
- Was it easier to use sight or touch?
- How did you remember the card positions?

For educators:

- How did tactile exploration change the way you approached the task?
- What strategies helped you solve the maze?
- How did memory and spatial reasoning connect in this activity?

Game 15

SENSORY MEMORY GAME (SENSI MEMORY GAME)

Educational Value

The activity supports:

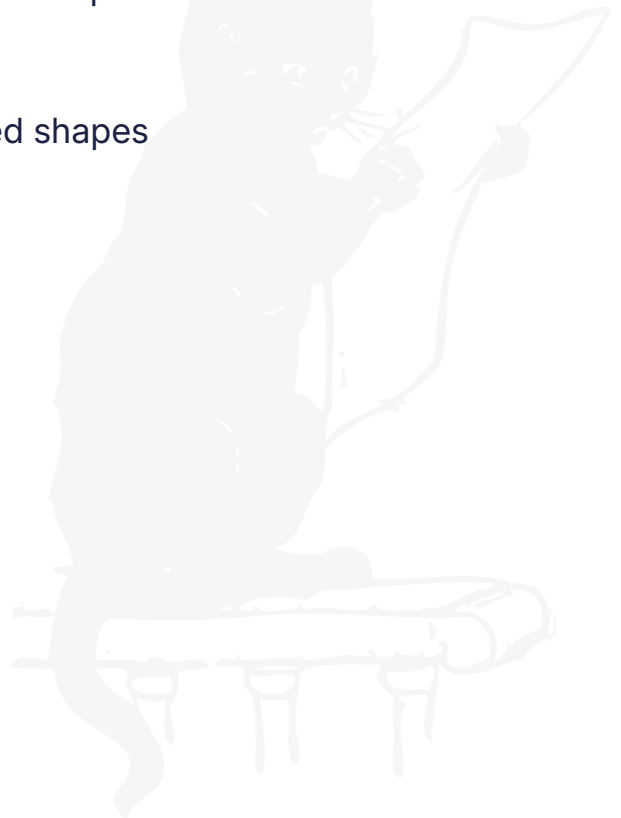
- Sensory development (tactile discrimination) sensi-Memory game INFO
- Working memory and concentration sensi-Memory game INFO
- Shape recognition and categorization skills sensi-Memory game INFO
- Problem-solving and spatial reasoning (maze activity) sensi-Memory game INFO
- Fine motor skills through manipulation of cards sensi-Memory game INFO
- Collaboration and creativity in group versions

Printable Files Included

The printable card templates and maze elements for Sensi Memory Game are attached directly after this game description in this publication.

For best results:

- Print on thicker cardboard
- Use silicone or textured materials for raised shapes
- Laminate for durability





PLAY IT RIGHT

Rhythms of Inclusion

16 Educational Games Created by Youth Workers Across Europe



Project Impact

- Designed and tested **16** original educational games
- Applied inclusion, human rights, sustainability, and **AI ethics themes**
- Facilitated local workshops in their communities
- Strengthened youth work through creativity and non-formal learning

*“Learning becomes powerful when it is playful,
inclusive, and created together.”*



Project Information

Erasmus+ KA153-YOU

Project Number: 2024-3-DE04-KA153-YOU-000289420

Implemented by: eSquare e.V. (Germany)

in cooperation with international partners



Erasmus+



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