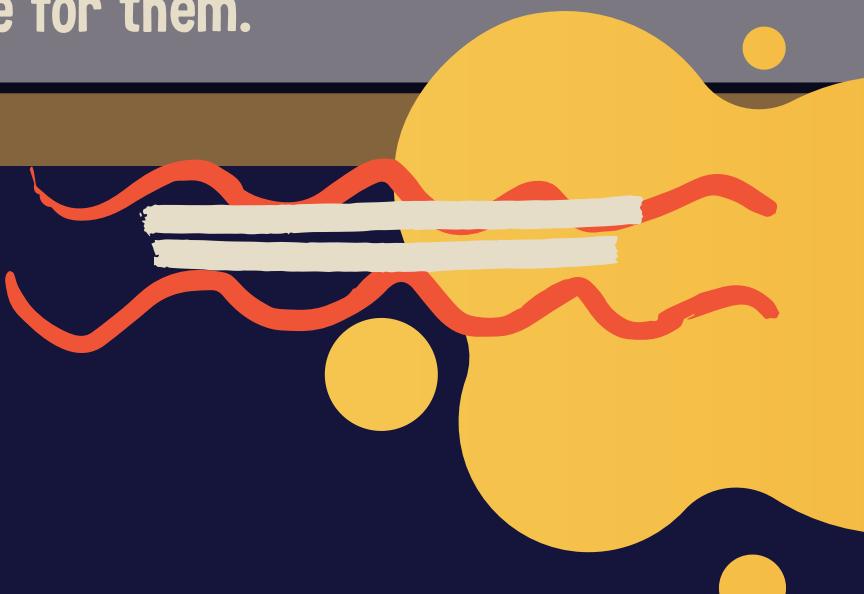


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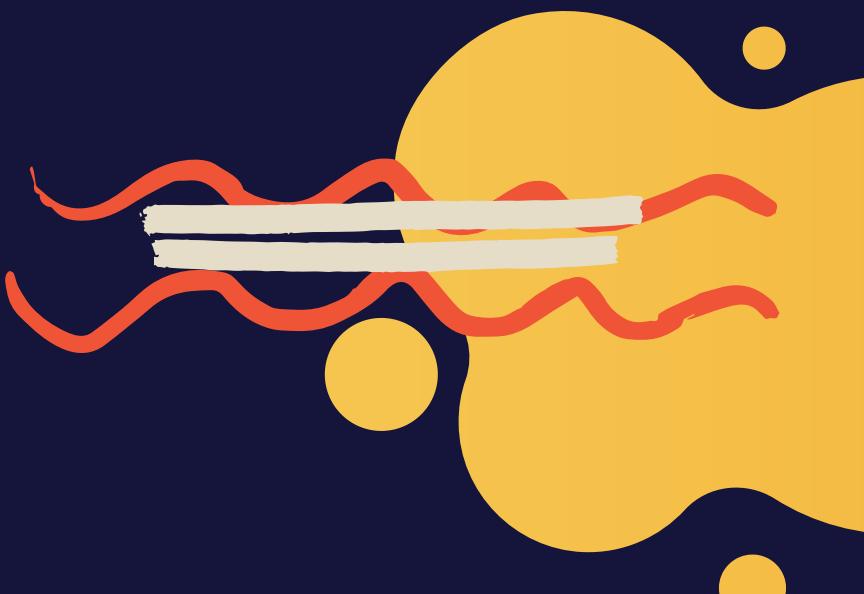
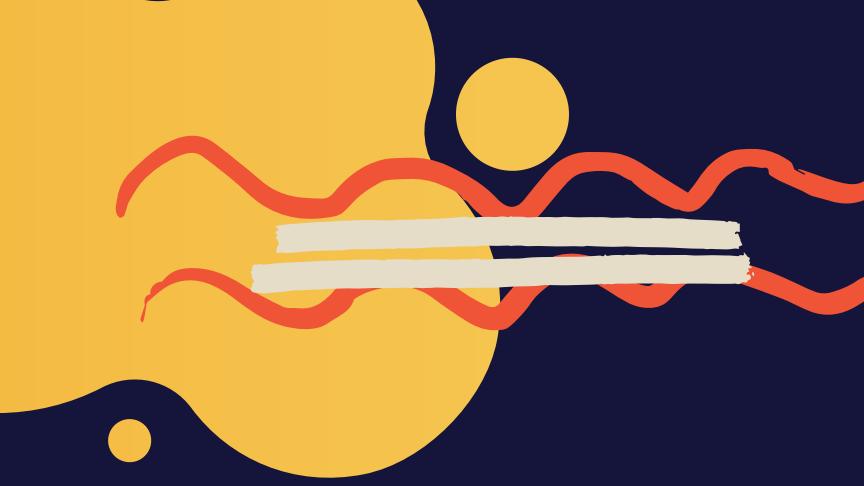
# Bank of Simulation Games

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## ABOUT THE PROJECT

This project aimed to enhance the leadership skills and soft competencies of youth workers and educators through psychology-focused, non-formal education workshops. Participants engaged in hands-on activities to build assertiveness, creativity, communication, teamwork, and personal development. By integrating psychological insights into their practice, they gained tools to effectively engage with Generation Z and Alpha, fostering growth in both online and offline environments.

The project took place in Tykocin, from 23.03.2025 to 03.04.2025. This initiative brought together youth workers and educators from diverse backgrounds to explore innovative approaches to youth development through the lens of psychology, leadership, and soft skills.



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Workshops covered topics such as crowd psychology, social media navigation, resilience, well-being, first impressions, critical thinking, and motivation. Participants explored Agile Scrum for youth empowerment and co-created social impact campaigns. Activities included role-playing real-life scenarios, cultural evenings, and mindfulness practices.

The project equipped participants to lead and inspire young people, address digital challenges, and promote well-being and resilience. By fostering intercultural collaboration and European values, it supported personal and professional growth, enabling educators to drive meaningful change in youth development across Europe.



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# Game no. 1: SAVE THE SOLAR SYSTEM



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# Game Rules

Players are tasked with preventing planetary crisis that threatens the balance of the solar system.

Each planet including Earth faces unique environmental challenges .

Each leader of the solar defence force must manage planetary ecosystems.

Address polution, climate change and other threats and save each planet from distraction.

Each team chooses a planet.

The planets are the following : Mercury, Venus , Earth, Jupiter, Saturn.



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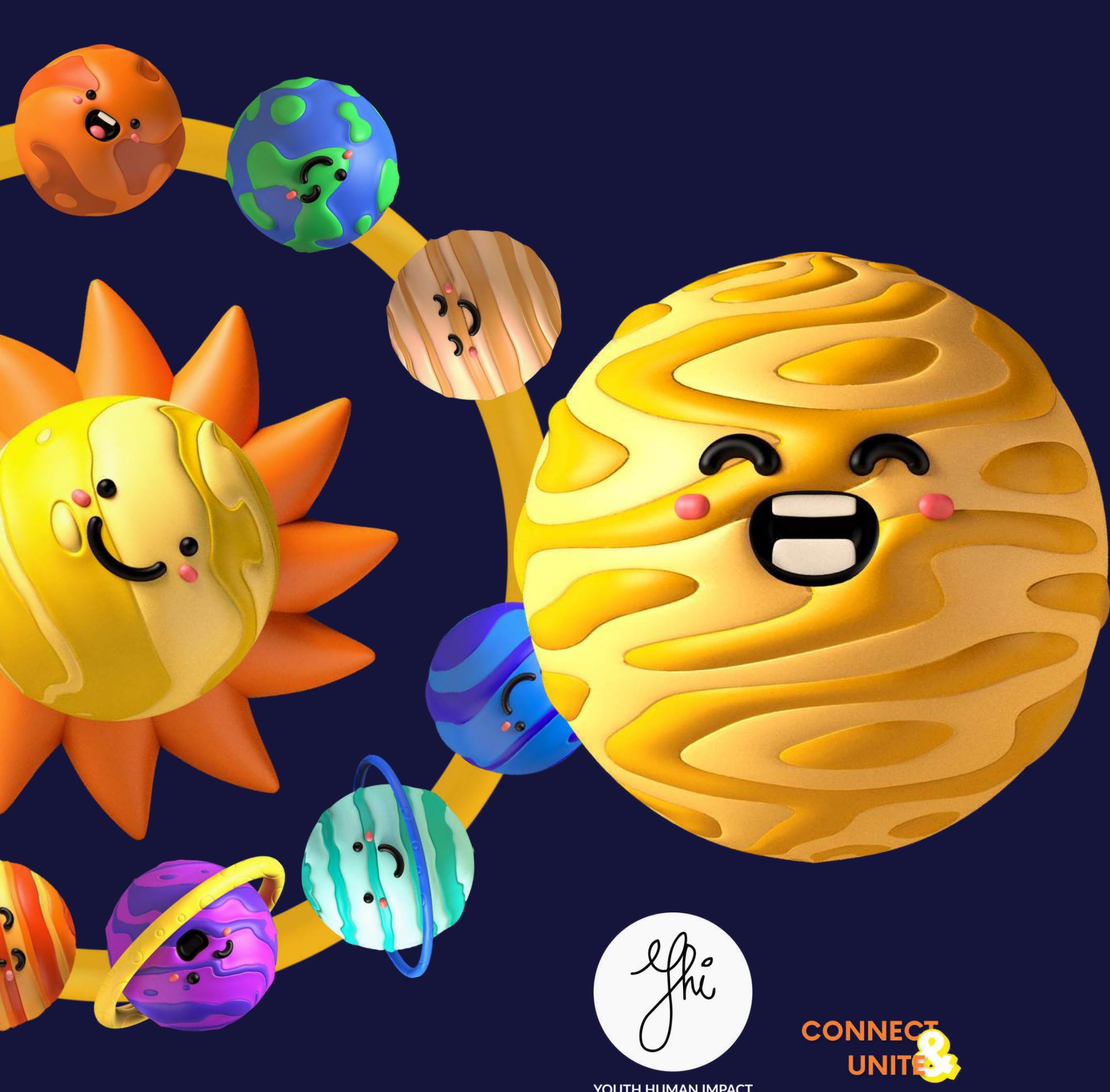
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# Mercury

Mercury, the smallest planet in our solar system and the closest to the Sun, is only slightly larger than Earth's Moon.

The Sun would appear more than three times as large from the surface of Mercury as it does from Earth, and the sunlight would be up to seven times brighter.

Situation Crisis : Toxic gases are produced



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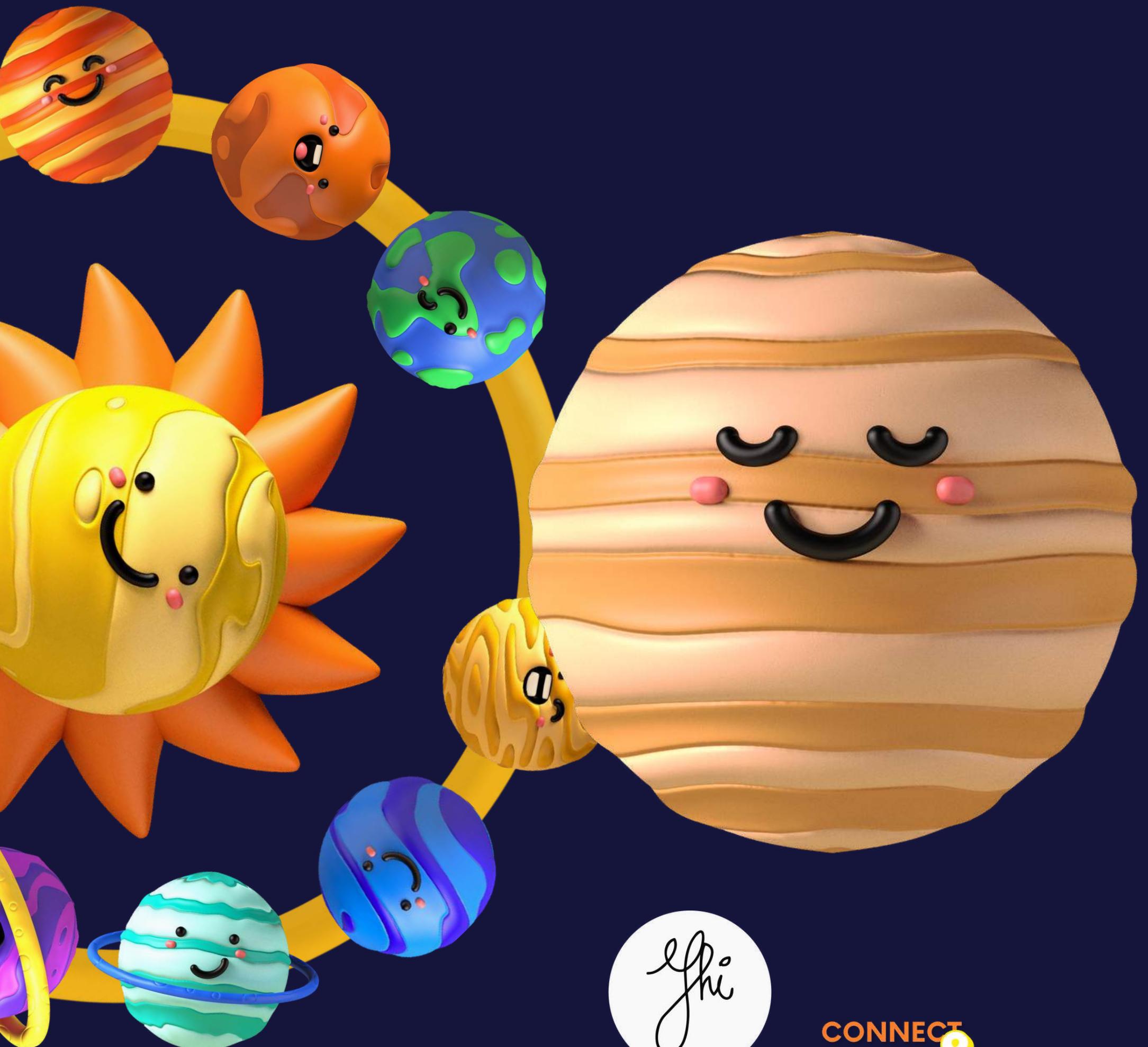


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# Venus

Venus is Earth's closest planetary neighbor and the second planet from the Sun. It is sometimes referred to as Earth's twin due to its size and density.

Even though Mercury is closest to the Sun, Venus is the hottest planet in our solar system; its surface temperature is approximately 475 degrees Celsius. Situation Crisis : Extremely high temperatures



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# Earth

Earth is our home planet, the third planet from the Sun. It's composed of various elements, primarily rock and water, and its atmosphere is the only place we know of that can sustain and support life.

Earth is the largest of the four closest planets to the Sun, which are all made of rock and metal.  
Situation Crisis : Air pollution



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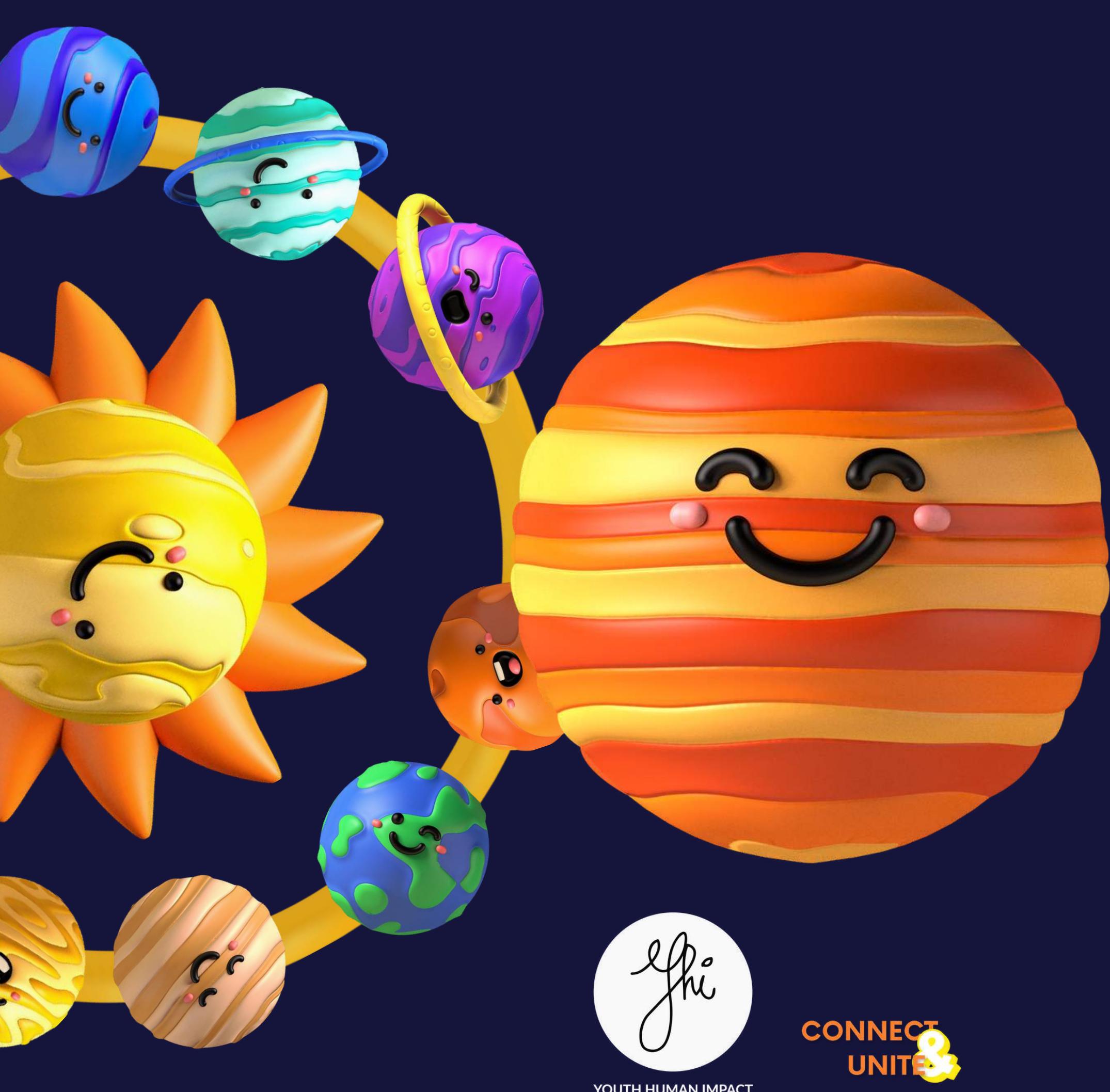
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# Jupiter

Jupiter is the largest planet in our solar system. It's recognized for its immense size, with a diameter over 11 times that of Earth.

This gas giant has a powerful magnetic field, visible storms like the Great Red Spot, and a system of moons, the four largest of which are known as the Galilean moons.

Situation Crisis : Dangerous Magnetic Field



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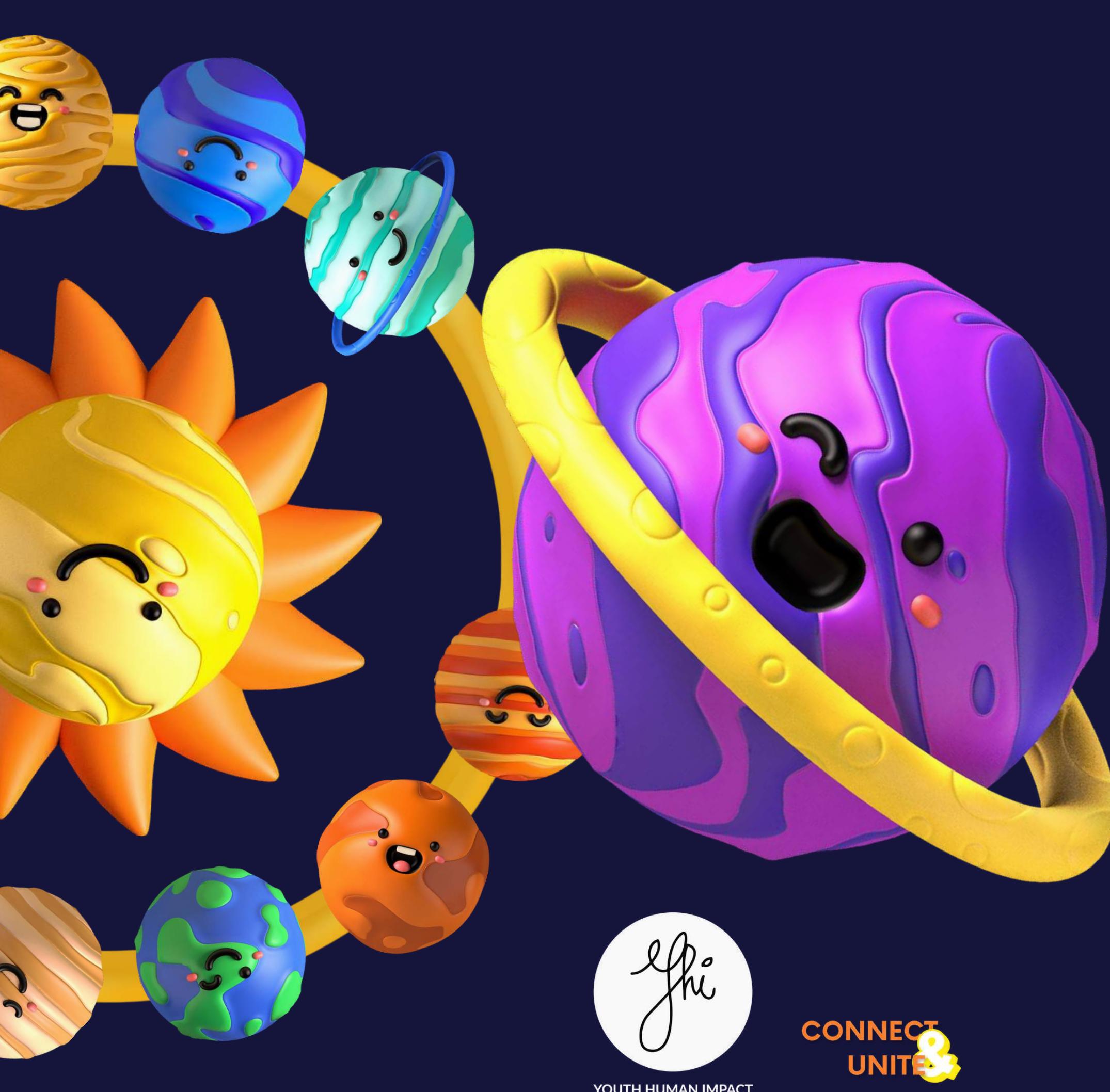
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# Saturn

Saturn, often called the jewel of the solar system, is the second-largest planet and is known for its beautiful and prominent ring system.

Saturn is a gas giant primarily composed of hydrogen and helium. Its rings are made up of countless particles of ice and dust, creating a breathtaking sight when viewed.

Siuation Crisis : Scenery of ice



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# Performance Task



## Research Task

Each group will research and gather information about the planets in our solar system.

## Data Collection

Using the information gathered, your group will complete a table detailing each planet (distance from the sun, diameter, number of moons, and any unique characteristics).

Then, you have to find a solution for each situational crisis.  
You can use any means you want

## Presentation

Each group will create a visually appealing table, ensuring all information is organized and presented clearly. You can use illustrations or graphics to enhance their presentation.

You can write or draw.



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# Game No 2

## :Greek Gods

# Debate



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# Game Rules

The group will be separated in twelve teams of two people. The rest will be the Olympian Judges.

Each Team is a greek God.

The Judges will make questions and depending of the chosen God, the team will answer accordingly.

The best answer wins.



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# The Gods are the following :

Zeus

Poseidon

Aphrodite

Hermes

Apollo

Athen



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# Athena

# Artemis

# Hera

# Ares

# Dimitra

# Dionysous



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During the debate use  
strong ideas ,  
information and your  
imagination !



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# Game No 3 : the safari adventure



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# Introduction

The objective of the game is for the five teams to successfully manage a wildlife safari park while balancing three main components: wildlife conservation, visitor experience, and financial sustainability. Players must work together to ensure that endangered species are protected, visitors have a fulfilling and educational experience, and the park remains profitable without compromising ethical standards.



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# Rules of the game

Players work in teams to manage a sustainable wildlife safari park, focusing on three core aspects: **wildlife conservation, visitor experience, and financial sustainability.**

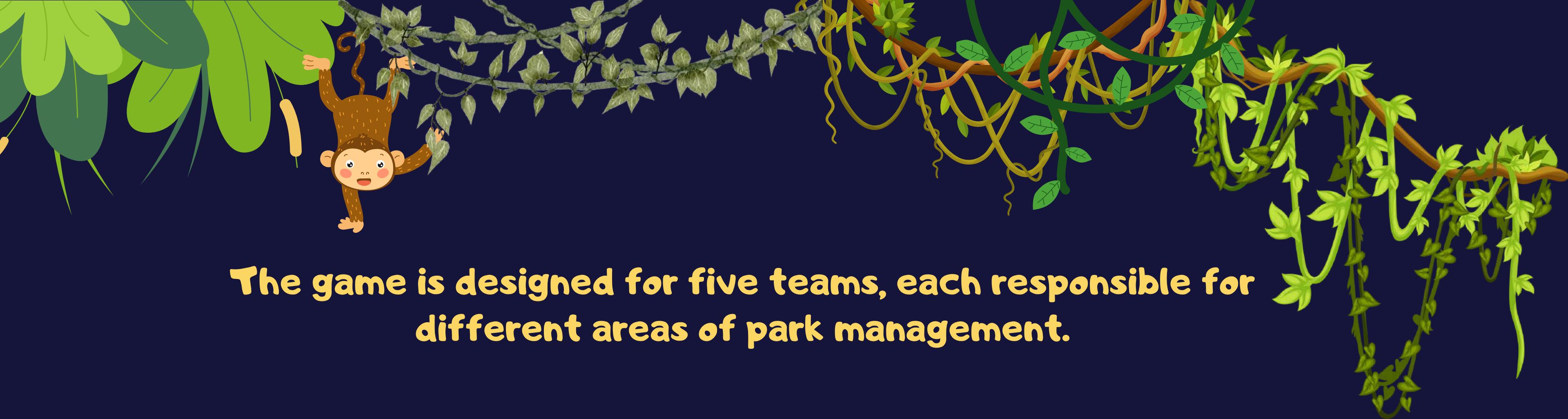


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**The game is designed for five teams, each responsible for different areas of park management.**

1. Park Management Team: Oversees overall operations, budget allocation, and safety protocols.
2. Conservation Team: Protects endangered species, manages habitats, and ensures ecological balance.
3. Marketing and Tourism Team: Promotes eco-tourism, attracts visitors, and creates memorable experiences.
4. Animal Care Team: Cares for the health and well-being of the animals in the park.
5. Education and Outreach Team: Educates visitors about conservation, wildlife, and sustainable practices.



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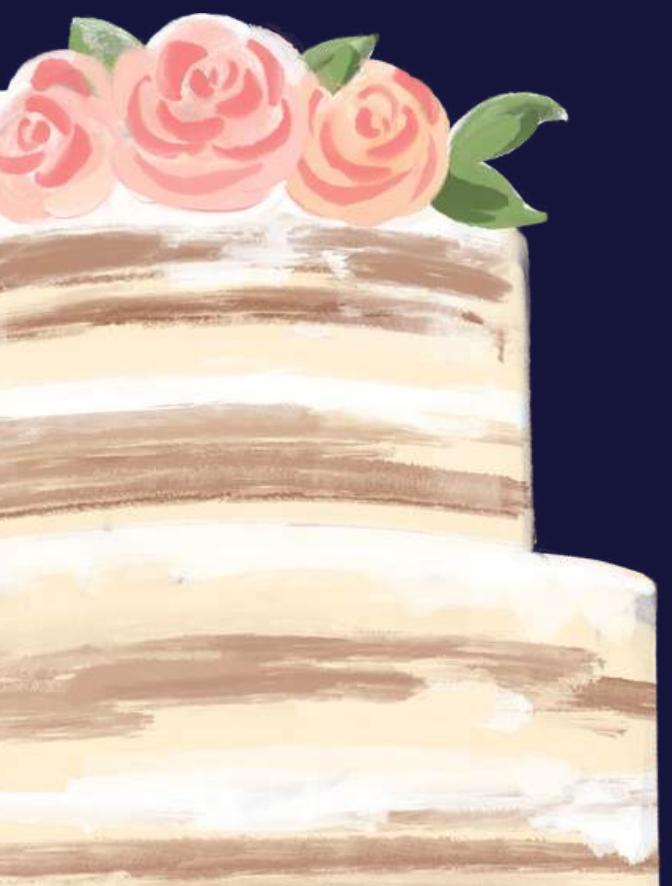
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# Game No 4: Cake Conspiracy



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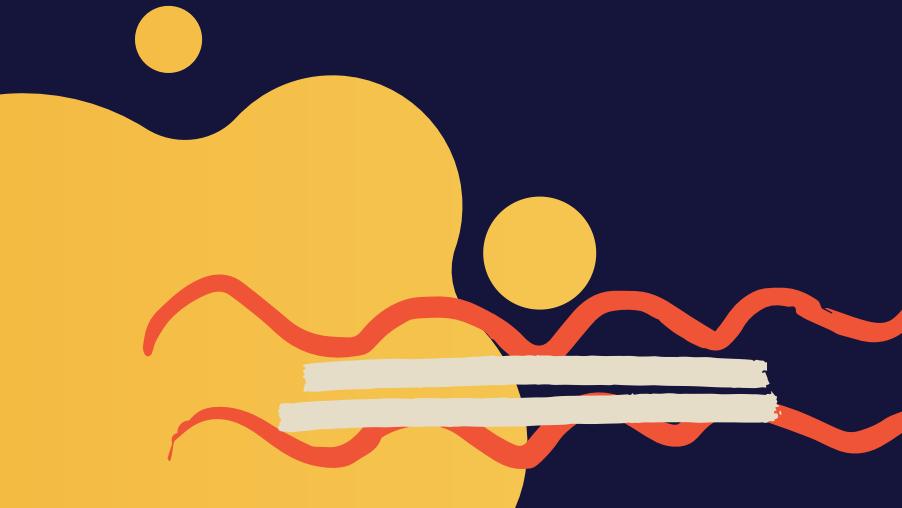


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# Story Line

The setting is a lavish wedding, where the cake is the grand centerpiece of the celebration. Just before the cake-cutting ceremony, it mysteriously disappears! The guests (players) are tasked with uncovering who stole the cake before the big event is ruined.



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# Game Structure

Starts with a mystery introduction – “The wedding cake is missing!”

Players investigate through rounds where they can:

- Ask questions
- Search for clues
- Vote on who they suspect
- Clues can be real or misleading, depending on player actions.

At the end, players make a final decision on the culprit.



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# Objective

For the Good Players: Find out what happened to the cake before the wedding ceremony.

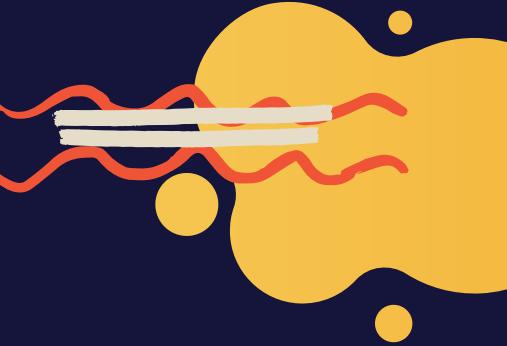
For the Saboteurs: Mislead the investigation or pin the blame on an innocent player.



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# Roles:

- **Bride & Groom:** Want their perfect cake back and must uncover the truth.
- **Baker:** The last person who saw the cake intact.
- **Wedding Planner:** Manages the chaos but might have a secret.
- **Detective:** Investigates clues and interrogates players.
- **Saboteur (1-2 Players):** Their goal is to keep the conspiracy hidden.
- **Guest Roles:** Each guest has a small piece of information or a secret motive.



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# Clue Gathering:

Players explore the wedding venue, interrogate other characters, and collect items like torn packaging, fingerprints, or traces of frosting left behind.

Each role comes with hints and clues tied to the character.



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# Endgame

The game operates with time limit - 30 minute.

When time runs out or all clues are gathered, the guests make their final guesses about who the thief is. If the thief is revealed, the other players win. If the thief escapes suspicion, they claim victory.



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# Game No 5: Collab City



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In “Collab City,” each team (district) must collaborate and share limited resources to handle a set of short, timed challenges. The game’s 3-round format and simple resource system keep it under 30 minutes of active play, making it ideal for workshops, Erasmus events, or any setting where time is tight.



## Players & Roles:

- 5-6 teams (groups)
- 3 players per team
- Each team represents a district in a shared city.



## Materials:

- A simple map divided into 5-6 labeled districts
- each district starts with a small number of tokens (e.g., 2 Budget, 2 Goodwill, 1 Eco, 1 Culture).
- Each card describes an event (“Local Festival Funding Cut,” “Extreme Heatwave”).
- Tracks each district’s resource totals after each round.



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## Gameplay:

- Facilitator reads the challenge
- Team discussion within each district.
- Negotiations and resource trades across districts.
- Facilitator resolves outcomes, adjusts scores/tokens.



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- **Reveal the Challenge:**

The facilitator reads a short, city-wide scenario that demands certain resources to overcome.

- **Intra-Team Planning**

Each district quickly decides how to respond:

Will they invest their resources?

Do they need to trade for missing resources?

- **Negotiation & Resource Exchange:**

Teams talk with each other:

"We'll give you 1 Budget if you give us 1 Goodwill."

"We can't meet the Eco requirement alone-can you spare 1 Eco token?"

- **Outcome:**

The facilitator checks whether the city collectively meets the challenge requirement.

If successful, each district may gain a small reward (e.g., +1 Culture token).

If unsuccessful, the city loses resources or some penalty is applied.



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# Example Challenge Card:

Requirement: As a city, invest 4 Budget in student housing and 3 Goodwill in cultural orientation to succeed.

If the city meets or exceeds these totals, each district gains +1 Culture.

If not, each district loses 1 Goodwill, representing public frustration.



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## Scoring & Winning

- After Round 3, tally each district's resources.
- The city is considered successful if all districts have at least some minimum threshold (e.g., 2 Budget, 2 Goodwill, 1 Culture) or if a City Cooperation Meter (the sum of all resources) is above a certain target.
- Emphasize the collaborative nature-this is a game where either everyone wins by meeting city-wide goals or everyone falls short if one district is left behind.



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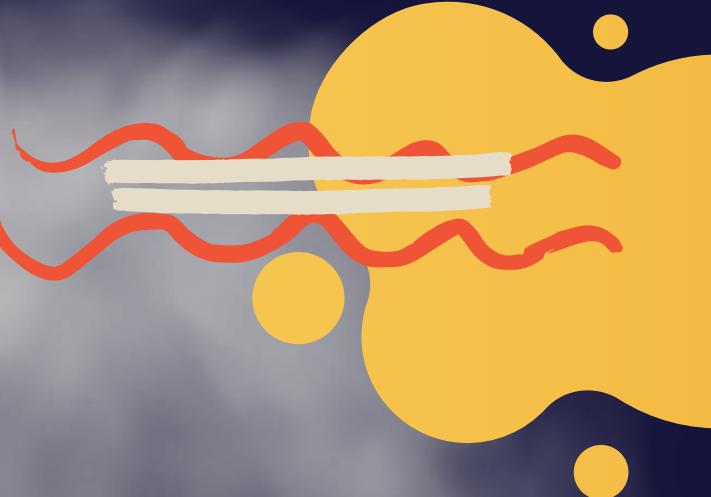
# Game No 6 : The Five Orders: Shadow Fog



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# Story:

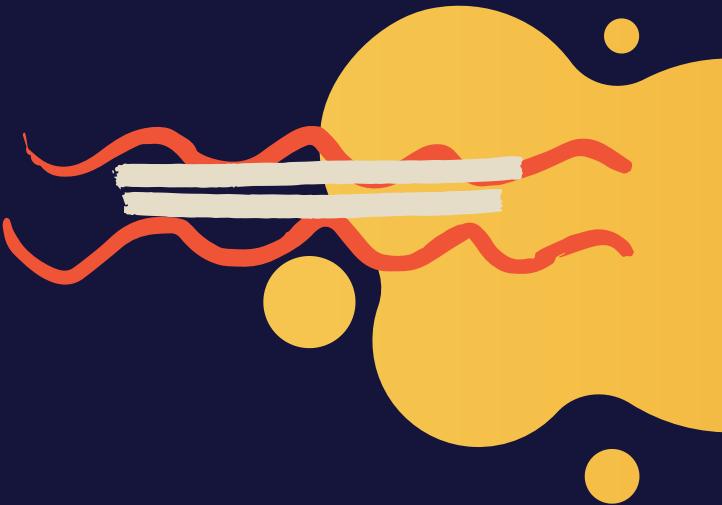
In the kingdom of Luminia, a mysterious mist called the "Shadow Fog" has spread across villages and forests, bringing fear and chaos in its wake. To save the land, the Five Orders-Explorers, Researchers, Builders, Diplomats, and Defenders-must join forces. Each day is determined by the roll of a die: events may be calm or fraught with challenges. Only by cooperating and harnessing each group's unique skills can you hope to uncover the legendary artifact that will dispel the darkness and restore hope to the realm.



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# Materials List



## 1. Standard Six-Sided Die

- Essential: You need at least one six-sided die (1-6) to determine the day's event (1-3, 4, 5-6).

## 2. Paper / Notebooks

- Essential: Each team (Explorers, Researchers, Builders, Diplomats, Defenders) should have somewhere to note their actions, resources, clues, and information gained.
- Consider using a whiteboard or large flipchart if you prefer to keep a communal record visible to everyone.

## 3. Writing Utensils

- Pens, pencils, or markers for all teams.

## 4. Cards/Handouts (Optional)

- Role Cards: One for each team with a brief description of their role (e.g., Explorers, Researchers, etc.).
- Event Cards: Pre-written prompts for minor or major events, so you can quickly present them when the die indicates an event.
- Resource Cards: Represent items, artifacts, or building materials (wood, stone, metal) - helpful if you'd like a visual inventory system.

## 5. Decor/Thematic Elements (Optional)

- Simple maps of the kingdom, images of characters or monsters, candles or fantasy props to set the mood.
- Any kind of "treasure chest" or box for storing resources, colored tokens to track items, etc.

## 6. Play Area

- A large table or multiple smaller tables where each team can discuss and take notes.
- Ideally, one central area to display shared progress (on a flipchart or board).



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This game can be created and played for various reasons, primarily:

**Fun and Recreation** – It provides an engaging, story-driven fantasy setting for players to enjoy a playful, creative experience.

**Teamwork and Communication Skills** – Participants must collaborate, share information, and discuss strategies to achieve shared goals.

**Logical and Strategic Thinking** – Dice-driven events demand quick reactions and careful planning, which fosters problem-solving abilities.

**Learning Through Play** – It combines entertainment with opportunities to learn about resource management, leadership, and negotiation.

**Strengthening Social Bonds** – Beyond the game's objectives, players interact, build mutual trust, and create shared memories.



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Below are possible tasks for each of the five teams, based on the die roll outcome (1–3, 4, or 5–6). Feel free to adapt them to fit your game's storyline!

## 1. Explorers.

If the die shows 1–3 (Calm Day)

Map Extension: Travel short distances to refine local maps and note safe routes.

Resource Scouting: Search nearby forests, hills, etc. for wood, herbs, minerals.

Local Rumors: Talk to villagers to gather insights about distant lands or hidden threats.

If the die shows 4 (Minor Event)

Strange Tracks: Discover unusual footprints leading to a clue or side quest.

Weather Shift: Encounter adverse weather blocking certain paths; find alternative routes.

Quick Rescue: A traveler needs minor help; aiding them could bring a small reward or useful information.

If the die shows 5–6 (Major Event)

Dangerous Expedition: Learn of a critical ruin or cave that's central to the main quest.

Hostile Encounter: Face creatures or bandits; consider retreat to gather intel or team up with Defenders.

Key Discovery: Obtain a map of a hidden passage or location containing a powerful artifact.



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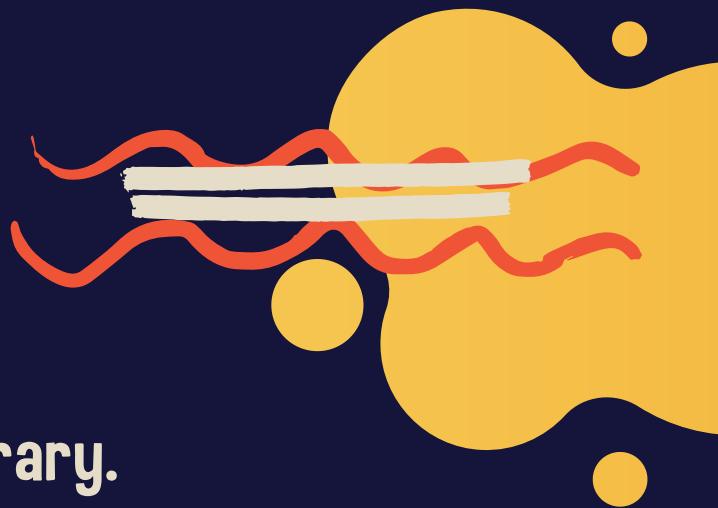


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## 2. Researchers

### If the die shows 1-3 (Calm Day)

- Document Study: Delve into manuscripts or scrolls to learn about the "Shadow Fog" threat.
- Sample Collection: Gather plants, animals, or minerals for alchemical experiments.
- Organize Research: Compile information to share with other teams or store in a reference library.



### If the die shows 4 (Minor Event)

- New Clue Emerges: Find a partial manuscript or code providing hints about the enemy's origin.
- Minor Anomaly: Detect a weak magical fluctuation, revealing the presence of a small artifact.
- Unexpected Visitor: A traveling scholar arrives with a snippet of rare information.

### If the die shows 5-6 (Major Event)

- Artifact Discovery: Acquire a powerful item that can greatly influence the main quest (requires collaboration with other teams).
- Crisis Experiment: A surge of "Shadow Fog" appears near the lab, forcing urgent tests.

**Vital Decoding:** Reveal a key weakness of the enemy, giving the kingdom a major advantage.



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### 3. Builders:

If the die shows 1-3 (Calm Day)

- Structure Maintenance: Repair walls, towers, or other existing constructions.
- Tool Crafting: Create equipment useful for Explorers, Defenders, etc.
- Gather Materials: Stock up on wood, stone, and metal for future projects.

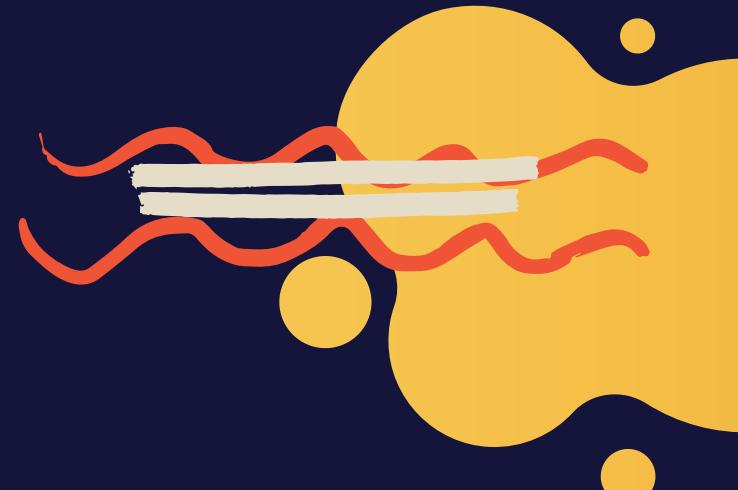
If the die shows 4 (Minor Event)

- Urgent Repair: A small settlement or device is damaged by a minor incident (weather, brief attack).
- Small Upgrade: Quickly build an extra workshop or hidden storage room.
- Prototype Test: Finalize a mechanical trap or defensive gadget for use in upcoming threats.

If the die shows 5-6 (Major Event)

- Fortification Rush: A crucial site (fort, border town) is endangered; Builders must reinforce it rapidly.
- Complex Construction: Undertake a large project (e.g., bridging a canyon, building a magical conduit) essential to the storyline.

Disaster Repair: A catastrophic event (earthquake, magical blast) calls for immediate large-scale rebuilding efforts.



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#### 4. Diplomats:

##### If the die shows 1-3 (Calm Day)

- Relationship Building: Visit towns, exchange gifts, and maintain alliances.
- Information Exchange: Ensure discoveries by Explorers/Researchers are efficiently shared among teams.
- Diplomatic Training: Improve negotiation skills within the team.

##### If the die shows 4 (Minor Event)

- Tense Negotiation: Mediate a small dispute between local groups (farmers vs. miners, etc.).
- Political Climate Check: Hear rumors about potential allies or distant threats.
- Quick Aid Request: A neighboring village seeks diplomatic help (e.g., a border disagreement).

##### If the die shows 5-6 (Major Event)

- Crisis Mediation: A significant faction threatens to leave the alliance or join the enemy; swift negotiation is crucial.
- Global Alliance: Organize a grand council with multiple factions to unite against the "Shadow Fog."

**High-Stakes Treaty:** Negotiate a pivotal peace or war treaty that could drastically change the kingdom's fate.



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## 5. Defenders:

If the die shows 1-3 (Calm Day)

- Patrol & Scout: Guard borders and remain vigilant for hidden dangers.
- Training Drills: Practice combat tactics and defensive maneuvers.
- Equipment Check: Inspect and maintain weapons and armor.

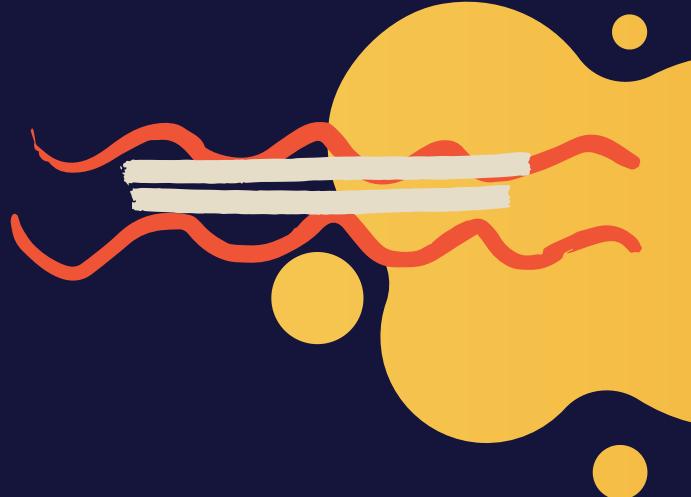
If the die shows 4 (Minor Event)

- Skirmish Alert: Encounter small bands of bandits or minor creatures; a brief clash tests readiness.
- Protective Escort: Safeguard Explorers or Researchers in slightly risky territory.
- Sudden Alarm: A watchtower signals suspicious activity requiring immediate but manageable action.

If the die shows 5-6 (Major Event)

- Major Assault: A large enemy force threatens a strategic location; Defenders lead the battle.
- Grand Defense: Shield Builders working under pressure or facilitate a safe retreat for key teammates.

Last Stand: Hold off a powerful threat long enough for other teams to complete a crucial objective (e.g., finishing an artifact).



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# How to Use These Task Ideas

1. Determine the die roll (1-3, 4, or 5-6).
2. Consult your team's section for suggested tasks based on the event level.
3. Adapt or combine tasks with the narrative you're following.
4. Collaborate with other teams—especially important for major events that require a united effort.

This way, each team always has something engaging to do, whether the day is calm, mildly eventful, or filled with major challenges!

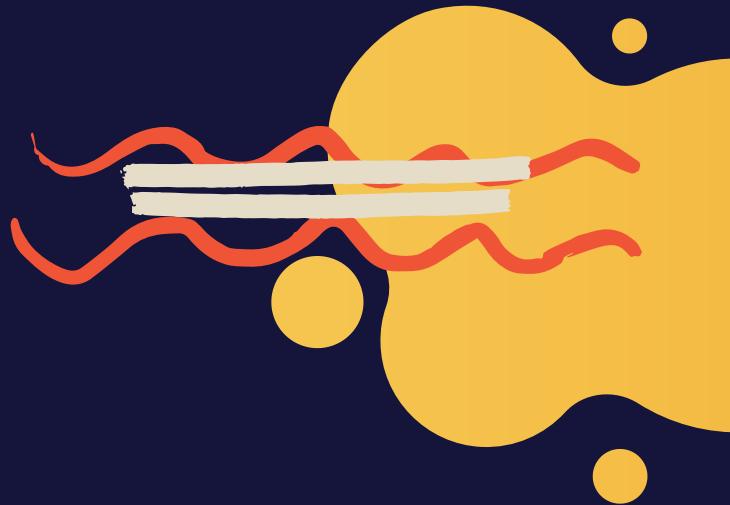


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# Suggestions for Increased Interactivity



1. **Timer or Clock:** If you want to add pressure and limit discussion time, give teams a short window (e.g., 2-3 minutes) to decide their actions each round.
2. **Turn Marker:** A token or small object passed to the team whose turn it is to speak, keeping table discussion organized.
3. **Game Pieces or Figurines (Meeples):** Completely optional, but can make the game more visually appealing, helping represent team members or tracking locations on a map.



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# Conclusion

The Five Orders: Shadow Fog (or Cele Cinci Ordine: Ceața Umbrelor) is a cooperative, story-driven role-playing experience that blends strategy, teamwork, and a bit of luck. Each of the five teams—Explorers, Researchers, Builders, Diplomats, and Defenders—brings unique strengths to tackle the kingdom's main threat: a mysterious mist spreading across the land. By rolling dice each "day," events can range from calm to catastrophic, pushing players to communicate, share resources, and adapt swiftly. Whether uncovering hidden artifacts, fortifying defenses, or negotiating vital alliances, every decision moves the story forward. Ultimately, the game's success hinges on how well the teams combine their efforts to overcome the challenges posed by the Shadow Fog and restore hope to the realm.



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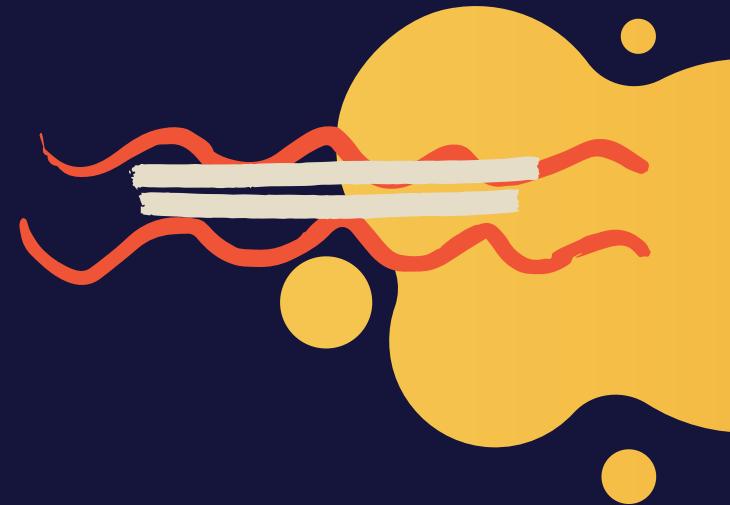
# Game No 7: Princesses and Dragons (Ages 12-13)



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The magical kingdom of Divaland. The King, a powerful wizard, has gone mad from a curse cast by a dark sorcerer. He is slowly turning into an evil snail. Meanwhile, the dark sorcerer's army prepares to invade Divaland. The kingdom's heroes must save their home!



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# Teams & Their Superpowers

1

## Princesses (Daughters)

**Description:** The king's young heirs. Each has a hidden magical gift and loves their kingdom fiercely.

**Superpower:** Royal Blood – Temporarily weaken the king's curse (if near him) or boost allies' magic for one turn.



## 2 Knights

**Description:** Brave warriors who protect the weak. They fight with swords, not magic.

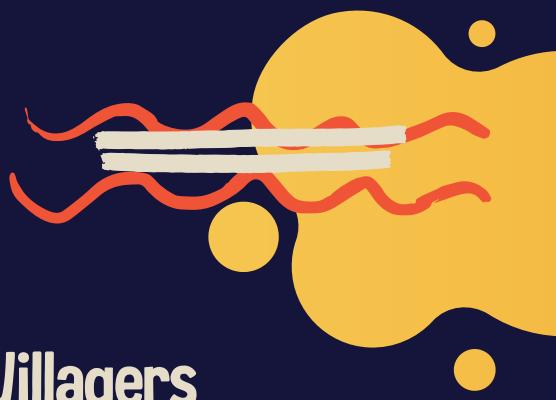
**Superpower:** Unbreakable Will – Once per round, survive any magical attack (even if the dice roll is 1-2).



## 3 Local Wizard Villagers

**Description:** Wise but forgetful magic-users. Their spells sometimes go wrong.

**Superpower:** Random Spell – Roll the dice:  
1-2: Spell hurts allies.  
3-4: Weak effect.  
5-6: Powerful spell changes the game!



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## 4 Crafters (Dwarves)

**Description:** Masters of gadgets and tools. Not fighters, but clever in crises.

**Superpower:** Genius Invention - Create one useful item per round (shield, potion, trap).

## 5 Healer Elves

**Description:** Magical doctors who heal wounds and cure curses.

**Superpower:** Quick Healing - Instantly heal a teammate (works even on a 1-2, but only partly).

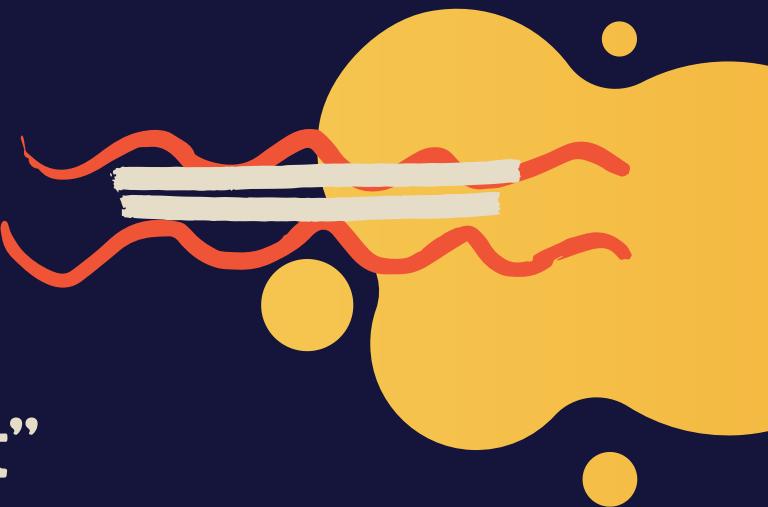


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# Game Rounds



## Round 1: "The Curse Secret"

**Goal:** Learn how to break the king's curse.

**1-2:** Follow a fake clue; the king gets weaker.

**3-4:** Discover they need Phoenix Tears.

**5-6:** Learn the curse was cast by someone close!



## Round 2: "Find the Artifact"

**Goal:** Search the Enchanted Forest for Phoenix Tears.

**1-2:** Fake tears (poisoned by the dark sorcerer).

**3-4:** Find them, but a magic beast guards the treasure.

**5-6:** Find them and notice the Queen visited the forest often...



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# Game Rounds

## Round 3: "Kingdom Conspiracy"

Goal: Uncover the plot before the attack.

1-2: Get caught and accused of treason.

3-4: Learn the attack is tomorrow (no details).

5-6: Discover the Queen is behind everything!



## Round 4: "Battle at the Walls"

Goal: Defend the kingdom from the dark sorcerer's army.

1-2: Enemies break through; the king is almost a snail.

3-4: Push back the army, but the enemy retreats to strike again.

5-6: Realize the Queen is the dark sorcerer!



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# Game Rounds

## Round 5: "The Queen's True Face"

Goal: Stop the Queen and save the king.

1-2: The king dies; the Queen escapes.

3-4: Save the king, but the Queen vanishes.

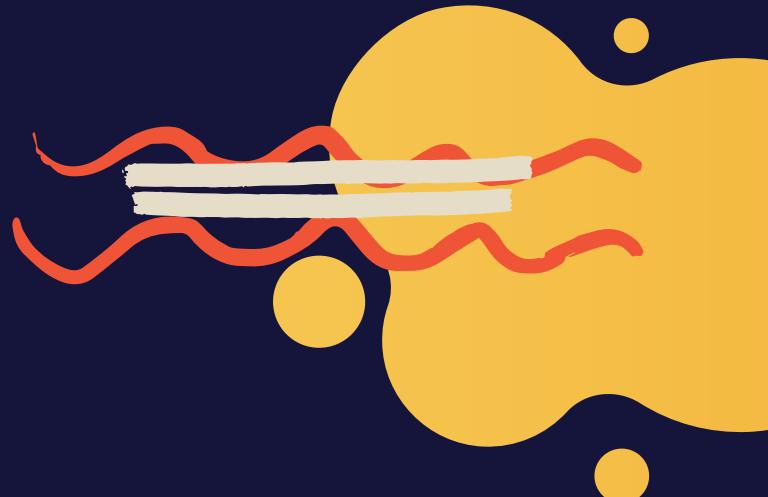
5-6: Save the king, expose the Queen, and celebrate victory!



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## Queen's Motivation

The Queen was once a powerful sorceress who used dark magic. When the king tried to exile her, she cursed him to steal the throne. She believes only she can rule Divaland—even if it hurts her family.

## Dice Rules

- 1-2: Failure (enemies grow stronger, traps activate, allies get hurt).
- 3-4: Partial Success (something works, but not perfectly).
- 5-6: Full Success (defeat enemies, solve puzzles, save allies).



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# Game No 8 : Treasures of Pharaoh



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## Game Overview:

In this thrilling simulation-adventure game, players take on the role of Jonah, a daring young explorer on a mission to uncover the hidden treasure of an ancient Egyptian pharaoh before a group of ruthless archaeologists claim it for themselves. Alongside his sister Elisa, Jonah must navigate dangerous tombs, decipher hieroglyphs, outsmart traps, and make crucial choices that affect the outcome.

But Elisa's loyalty isn't guaranteed, and the Pharaoh's spirit may not be as hostile as he seems. Will Jonah secure the treasure and its secrets, or will the archaeologists take it for themselves?

- What we need: dice, instructions explaining characters
- Different rounds will have different landscapes and problems to deal with (sand dragons, scorpions, unpredictable weather changes etc...)



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# Gameplay Features:

## 1. Treasure Hunt Simulation

Players explore vast ancient Egyptian landscapes, including pyramids, secret tunnels, and hidden chambers.

Find clues, solve puzzles, and uncover secret passageways to get closer to the treasure.

A dynamic chance-based system influences alliances and endings.



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## 2. Stealth & Strategy

Evade the archaeologists by hiding, setting up decoys, and using the environment. Negotiate with the Pharaoh's spirit—he might help or hinder based on the player's choices. Elisa's choices matter—her loyalty can shift depending on how Jonah treats her.

## 3. Rivalry & Negotiation

The archeologists will try to persuade Elisa to join their side, making her an unpredictable ally. Players can choose to negotiate with the Pharaoh or risk stealing the treasure. Different outcomes depending on who gets the treasure and how.



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# Key Characters & Their Roles:

## Jonah (The Player)

Brave, adventurous, and quick-witted.

Must use intelligence and strategy to outmaneuver opponents.

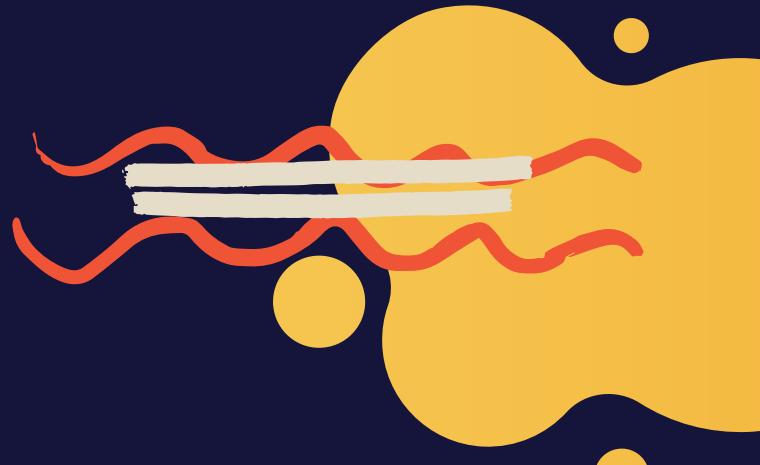
Can choose to be honest with Elisa or deceive her.

## Elisa (The Sister & Wild Card)

Torn between loyalty to Jonah and fear of the dangers ahead.

Sometimes helps, but can also be influenced by the archaeologists.

Player decisions shape her trust and role in the ending.



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# Key Characters & Their Roles:

## The Pharaoh (Spirit Guardian)

Not purely good or evil; wants to protect his treasure.

Can offer guidance or set traps depending on Jonah's respect for ancient traditions.

May help Jonah or the archaeologists depending on interactions.

## The Archaeologists (Main Antagonists)

Greedy, cunning, and relentless.

Constantly searching for Jonah and setting traps.

Can manipulate Elisa to get an advantage.



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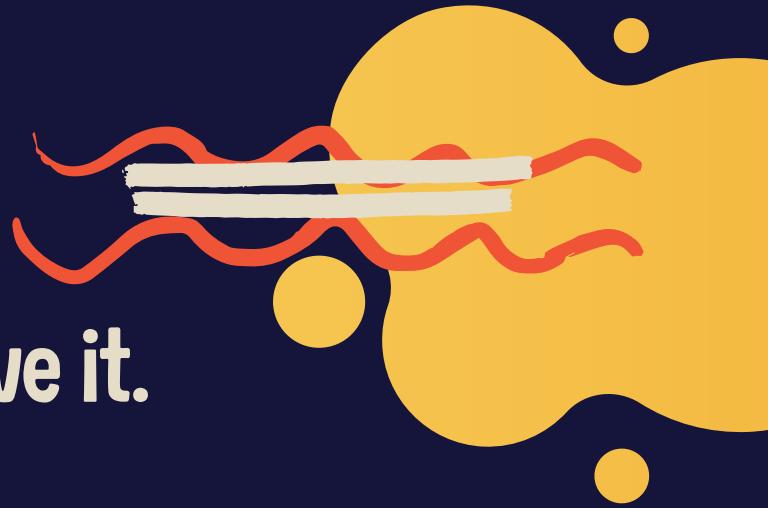
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# Possible Endings:

- Treasure Secured! - Jonah and Elisa escape with the treasure and preserve it.
- Elisa Betrays Jonah! - She sides with the archaeologists, leaving Jonah trapped.
- The Pharaoh's Blessing! - Jonah convinces the Pharaoh to entrust him with the treasure's secret.
- The Archaeologists Win! - They get the treasure, but at a cost...



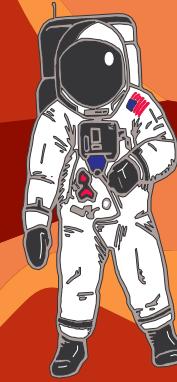
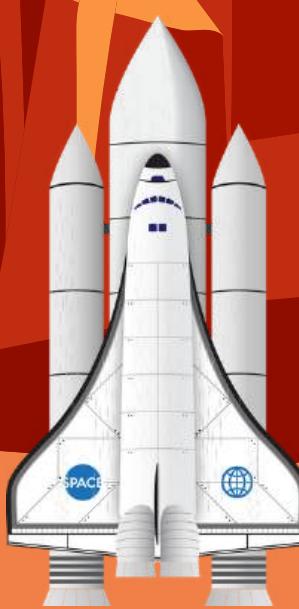
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# Game No 9 : Mission to Mars



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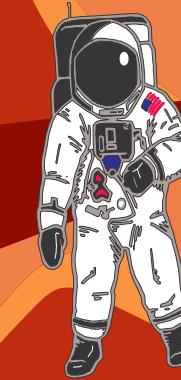
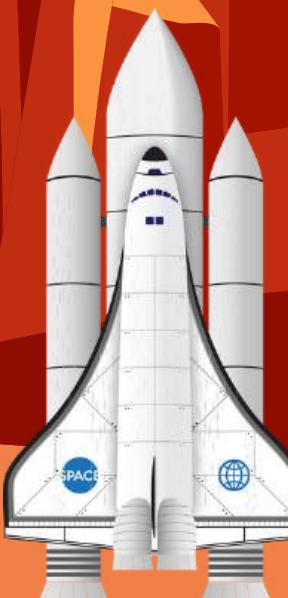
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# Game Description

You are astronauts who have landed on Mars, but your spacecraft has malfunctioned. You have limited oxygen, water, and food. You must make crucial decisions to repair the ship and survive before your supplies run out.

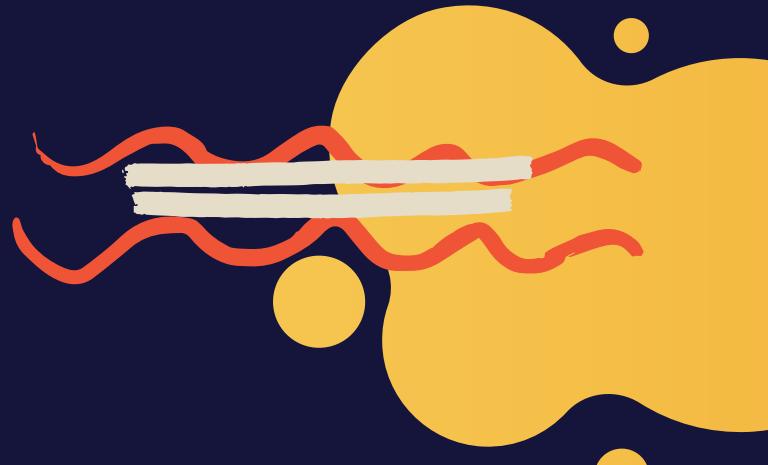


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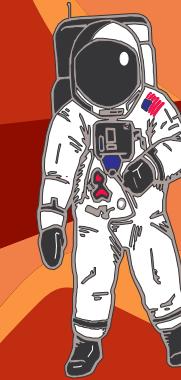
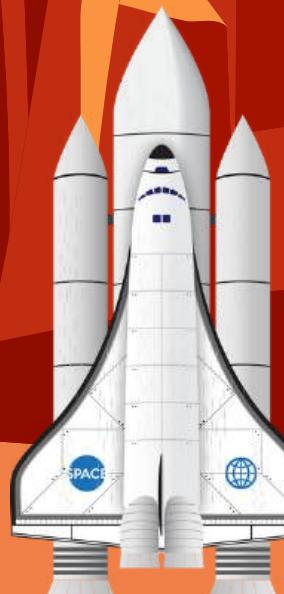
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# Number of players

6-12 people

You can play as one team or divide into 2 competing teams.



# Materials Needed

- Role Cards (6 pcs) - Each player has a specialization
- Problem Cards (9 pcs) - New challenge drawn each round
- Resource List - Oxygen, water, energy, spare parts
- 1 d6 Dice - Used to determine the outcome of actions
- Mission Log Sheet - To track team progress



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# Role Cards (6 pcs)

🔧 Engineer - Repairs ship systems

Special Skill: May reroll one repair attempt per game

🔭 Astronomer - Scans and analyzes the Martian environment

Special Skill: Can foresee one future event per game

📡 Communications Officer - Tries to call for help

Special Skill: Can guarantee success of one communication attempt

🧭 Captain - Makes decisions when the group is undecided

Special Skill: Can cancel one dice roll and choose the outcome

🧭 Captain - Makes decisions when the group is undecided

Special Skill: Can cancel one dice roll and choose the outcome

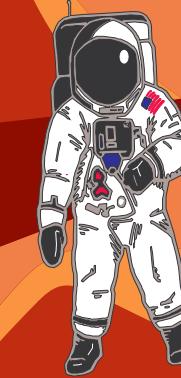
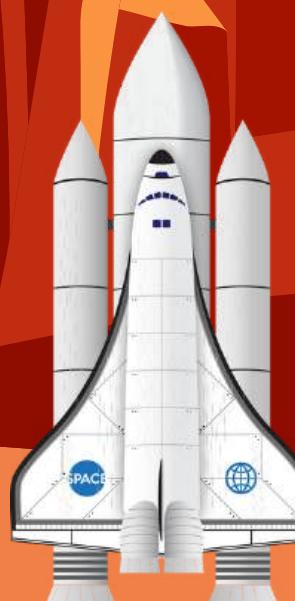
📦 Logistics Officer - Manages resources

Special Skill: Once per game, doubles the efficiency of one resource

💊 Medic - Maintains crew health

Special Skill: Can cancel one negative event during the game

📌 For 12 players, add roles like Biologist, Mechanic, etc.



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# Game Phases

## Phase 1: Introduction (5 min)

Game Master says:

"You are astronauts who have crash-landed on Mars. Unfortunately, your spacecraft has suffered major damage. Oxygen, water, and energy supplies are limited. If you don't fix the ship and survive, your mission will end in failure. You have three days to solve the problems. Each day brings a new challenge!"

Each player draws or selects a role.

## Phase 2: Gameplay (3 rounds = 3 days on Mars)

Each round represents a day.

The Game Master draws 1 random Problem Card

The team discusses and chooses a strategy

One player rolls a die (d6) to determine success/failure

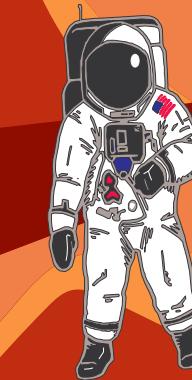
## Phase 3: Debrief (5 min)

Game Master asks:

"What decisions were crucial for your survival?"

"What would you change if you could do it again?"

"How well did you cooperate as a crew?"



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# Problem Cards

## Sandstorm

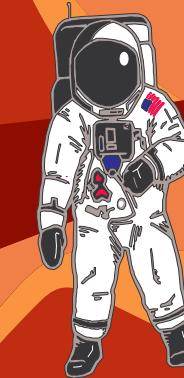
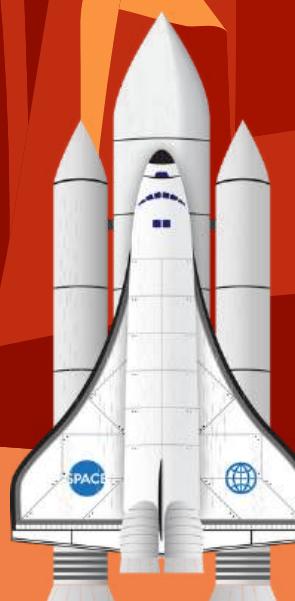
**Problem:** Sand damages solar panels.

**Dice roll:**

1-2: Lose 50% energy

3-5: Must repair panels next day

6: Panels undamaged



## Life Support System Failure

**Problem:** If not fixed, oxygen will run out

**Dice roll:**

1-2: Lose 2 oxygen units

3-4: Barely functioning

5-6: Fully repaired

## Damaged Engine

**Problem:** Can't launch without repair

**Dice roll:**

1-3: Repair failed

4-6: Engine repaired



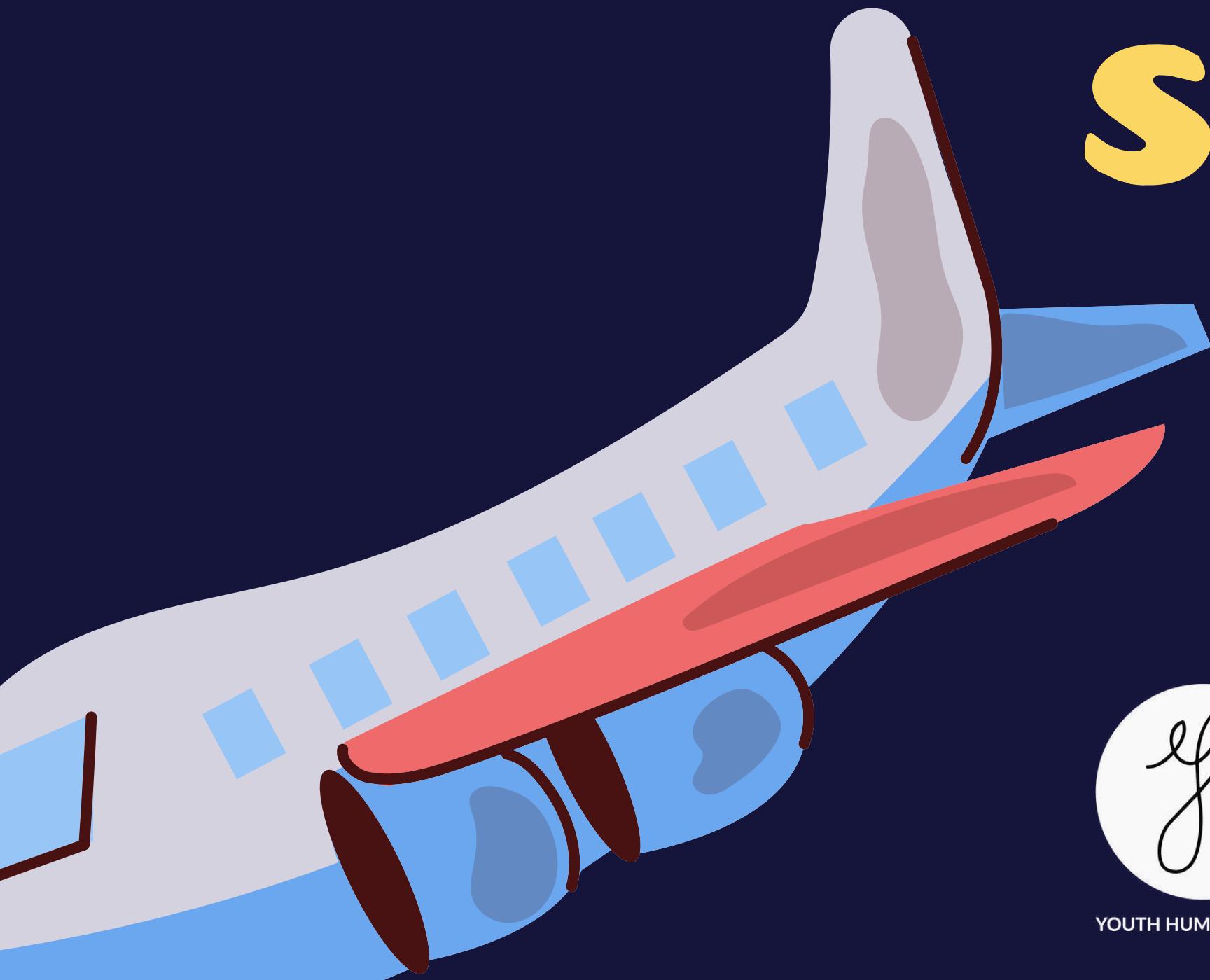
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# Game No 10 : Survival Seat



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The game takes place on a plane that is about to crash. Players take on different roles each with unique abilities and backgrounds.

The goal is to negotiate your way onto a limited number of parachutes or escape options, making strategic alliances and convincing others why you deserve a spot.



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# Gameplay Mechanics

## Role Selection:

Players are randomly assigned different roles, each with strengths and weaknesses.

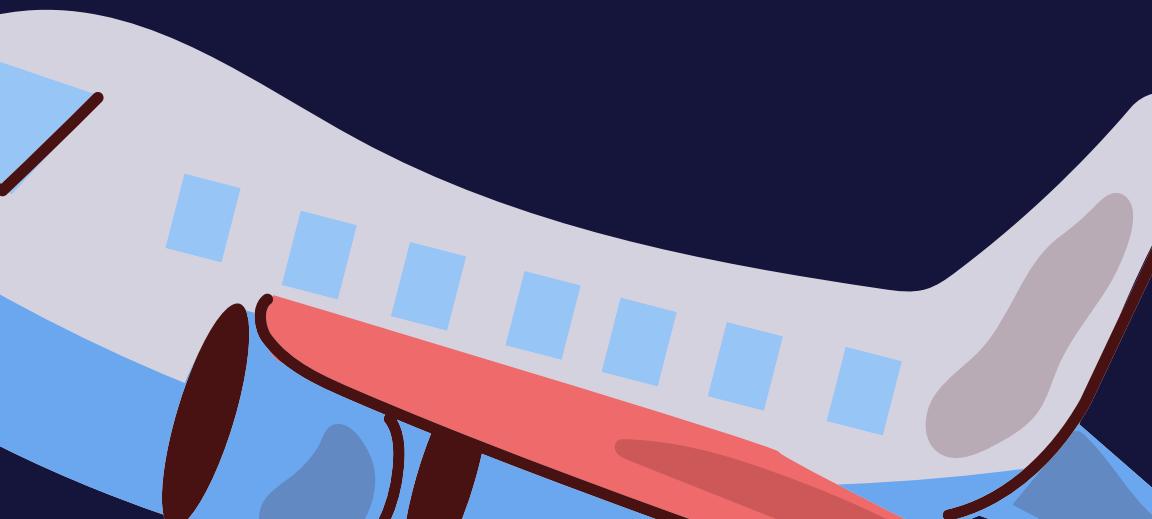
Some roles provide skills that could be useful in a survival scenario (e.g., a doctor can help injured passengers, an engineer can attempt to fix the plane, a celebrity might have influence, etc.).

## Negotiation Phase:

Players interact through dialogue choices, persuasion, and alliances to stay in the game.

Arguments can be based on logic, morality, or manipulation.

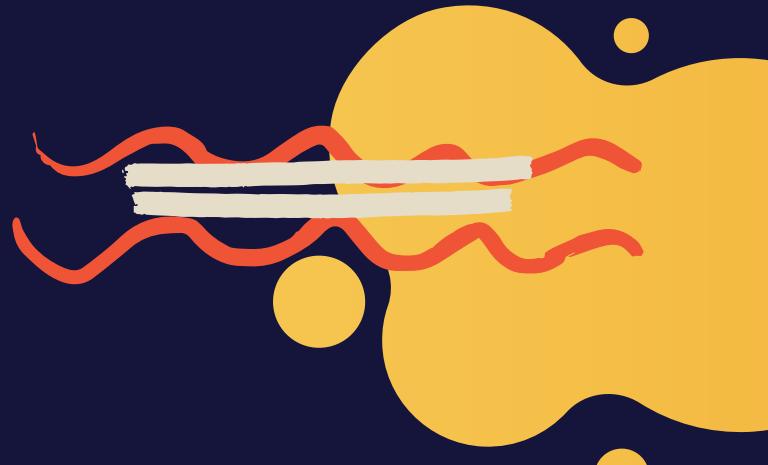
Choices impact relationships and trust among players.



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# Gameplay Mechanics

## Elimination & Voting:

Some rounds involve passengers voting someone off the list of survivors.

Players must adapt to changing alliances and betrayals.

## Random Events & Challenges:

Mid-game events (e.g., turbulence, fuel leaks, or mechanical failures) may shift priorities.

Players must decide whether to work together or exploit the chaos for their own survival.

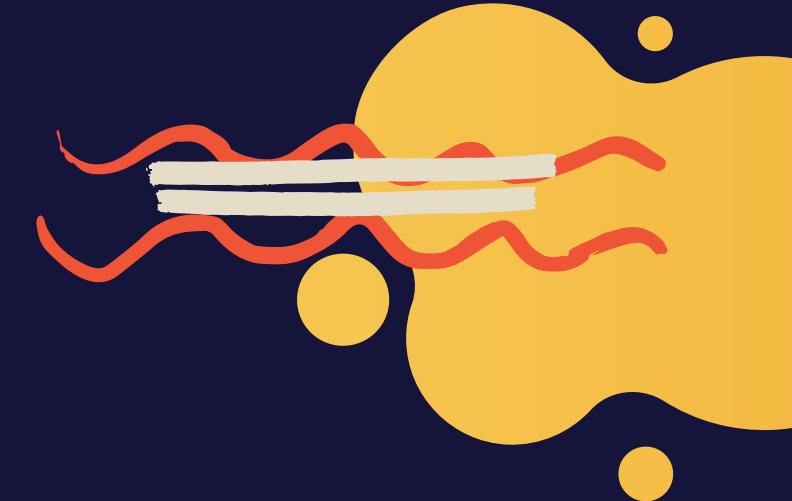
## Multiple Endings:

Different outcomes depending on the player's decisions (selfish playstyle, heroic sacrifices, or forming strong alliances).



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# Roles & Abilities



Doctor (Lifesaver)

Engineer (Problem Solver)

Celebrity/Influencer (Social Manipulator)

Soldier (Survivalist)

Flight Attendant (Calm Mediator)



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# Day 1

The plane is going down, and not everyone can survive—there are fewer parachutes than passengers.

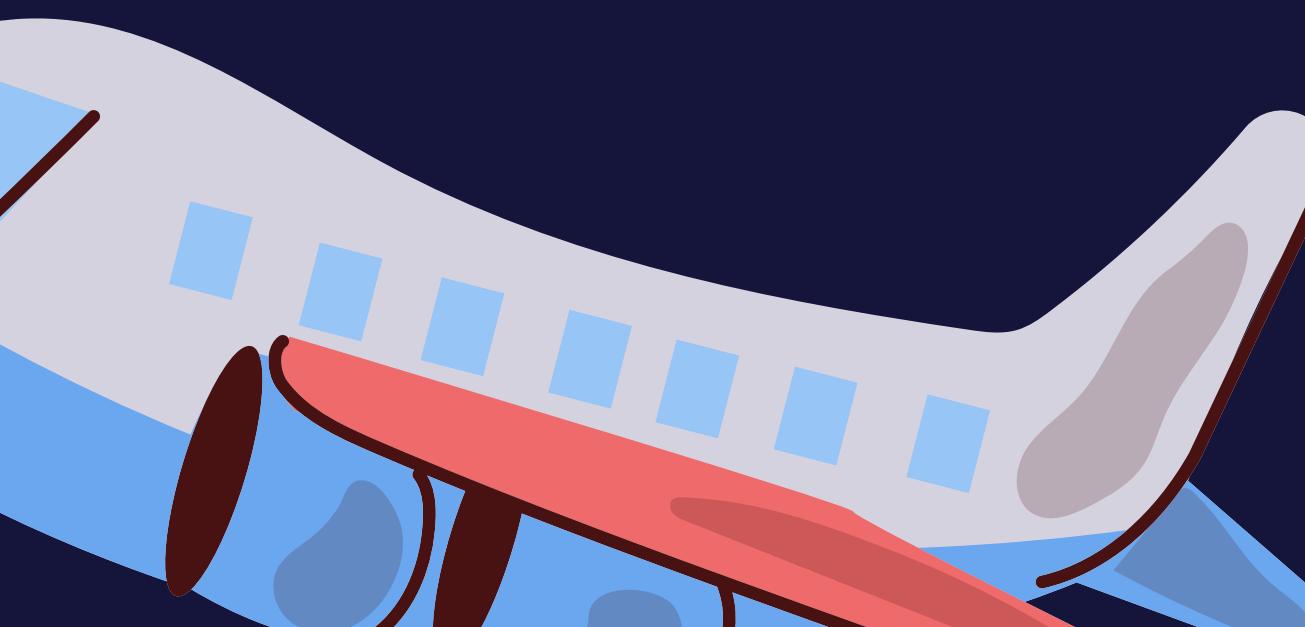
Players must negotiate, persuade, or deceive to secure a parachute.

Action of the Day: Voting—one person is eliminated from parachute eligibility.

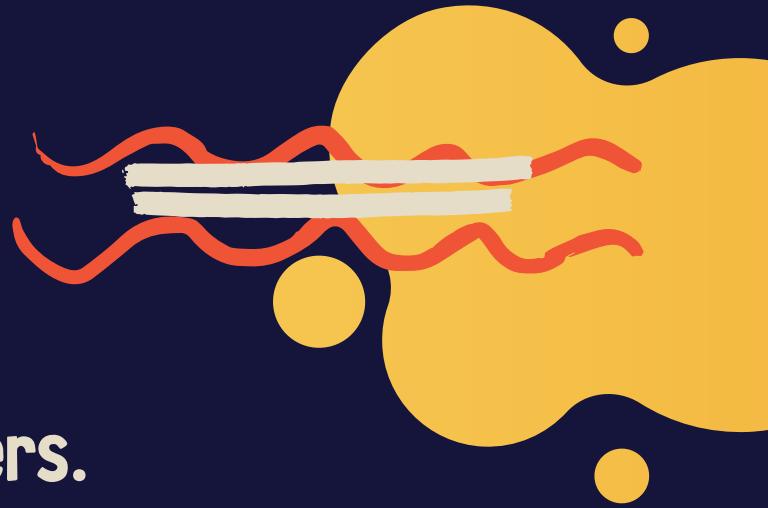
Key Tensions

Do you use logic (e.g., keep the doctor and engineer) or emotions (e.g., save the parent with a child)?

Do you make alliances or betray someone?



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# Day 2

The plane crashes into the ocean, and those who had parachutes land near a small raft.

The raft can't hold everyone safely—someone will have to be left behind.

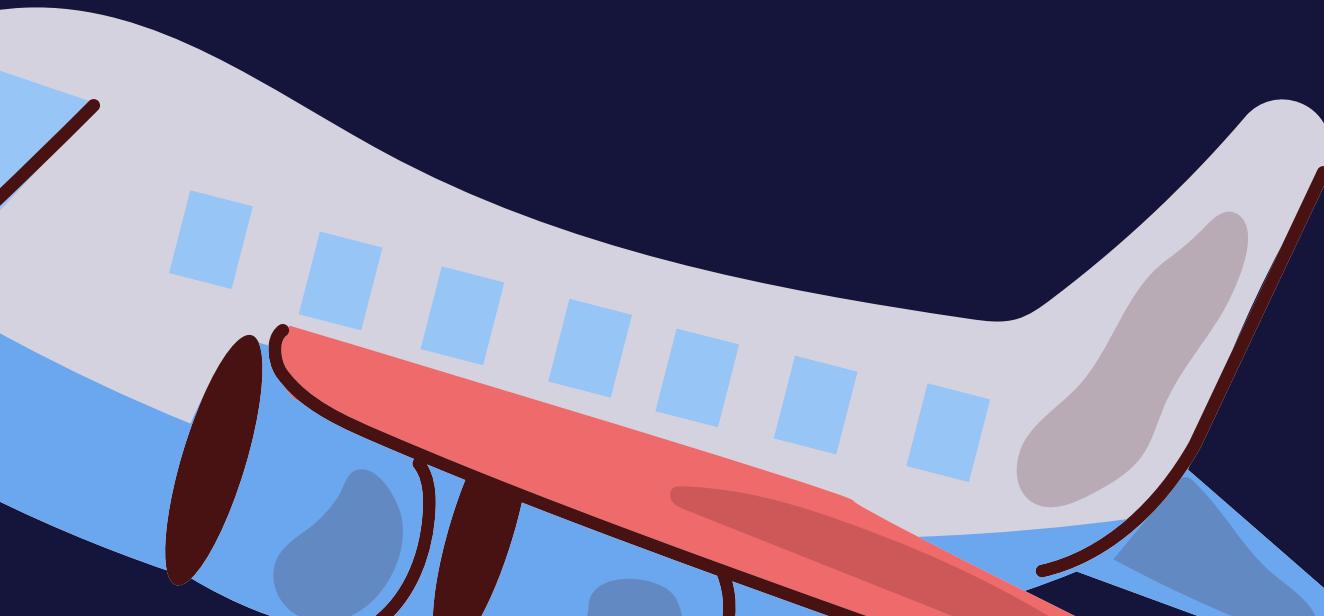
Action of the Day: One person is forced off the raft (via vote, force, or negotiation).

## Key Tensions

Do you push off the weakest, or the most dangerous person?

Who controls food and water supplies on the raft?

Will someone try to bribe or blackmail others to stay?



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# Day 3

A rescue helicopter appears, but it can only take two people at a time before a storm hits.

Action of the Day: Final decision—who gets rescued first?

The ones left behind might not make it.

Someone might sabotage the helicopter ladder to reduce competition.

## Key Tensions

Do players cooperate or backstab to ensure their survival?

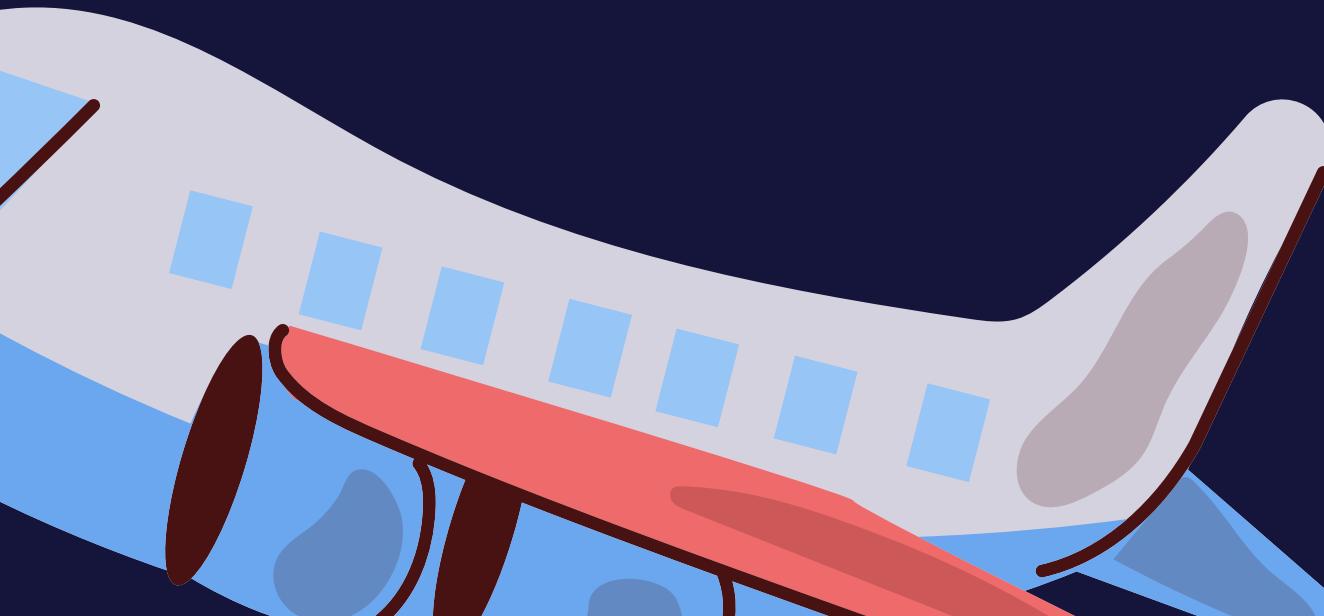
Will someone fake an injury to gain sympathy?

Could an alliance from Day 1 fall apart at the last second?

## Final Outcome

Players either survive together, betray each other, or all fail.

Moral Reflection: Who played fairly? Who was ruthless?

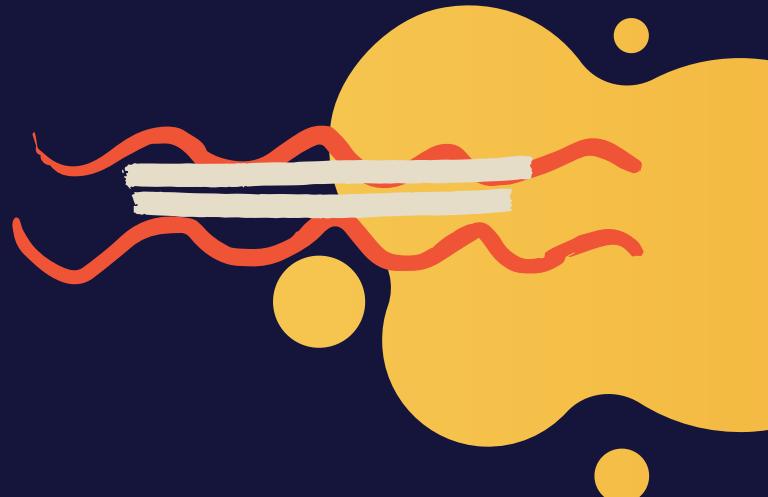


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# Game No II : Werewolf

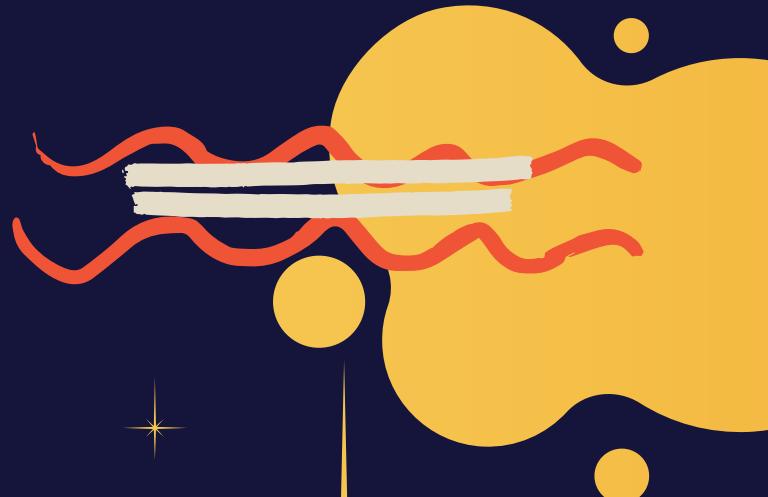


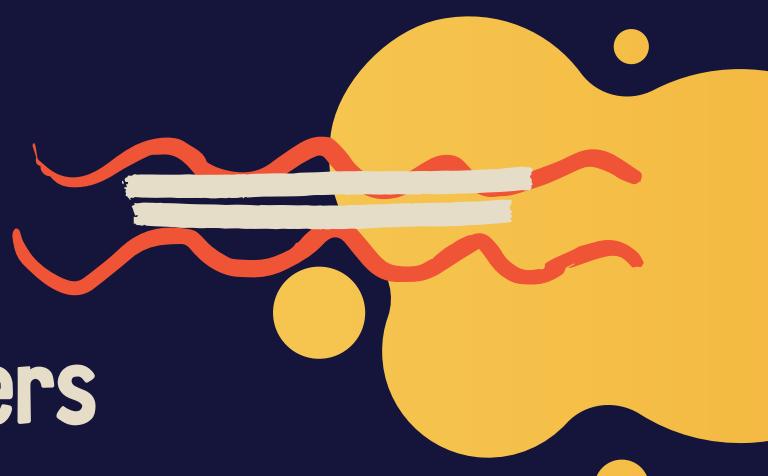
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**Werewolf is a social deduction game played in groups, where players take on secret roles as either Villagers or Werewolves.**

**The game is divided into two phases:**

**-Night Phase - Werewolves secretly choose a player to eliminate.**

**Other special roles (e.g., the Seer) may perform their abilities.**

**-Day Phase - Players discuss, accuse, and vote to eliminate a suspected Werewolf.**



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The game continues until either:

All Werewolves are eliminated (Villagers win).

Werewolves equal or outnumber Villagers (Werewolves win).

The key to the game is deception and deduction, as players must  
convince others of their innocence or expose hidden threats.

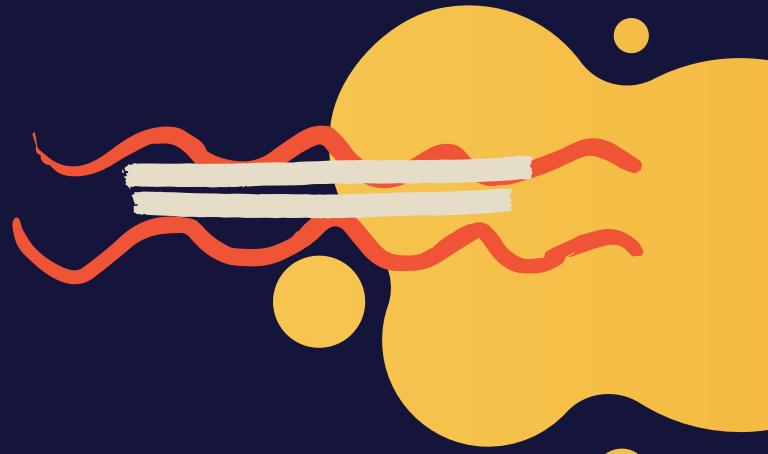


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# Roles



**Werewolf:** Secretly eliminates players at night and tries to avoid suspicion.

**Doctor** - Can protect one player from elimination each night.

**Villager** - No special abilities, just votes to eliminate Werewolves.

**Hunter** - If killed, they can take one player down with them.

**Werewolf** - Secretly eliminates players at night and tries to avoid suspicion.

**Cupid** - Chooses two players to be Lovers; if one dies, the other does too.

**Seer** - Can check one player's role per night.

**Lover** - Linked to another player; they win together or die together.

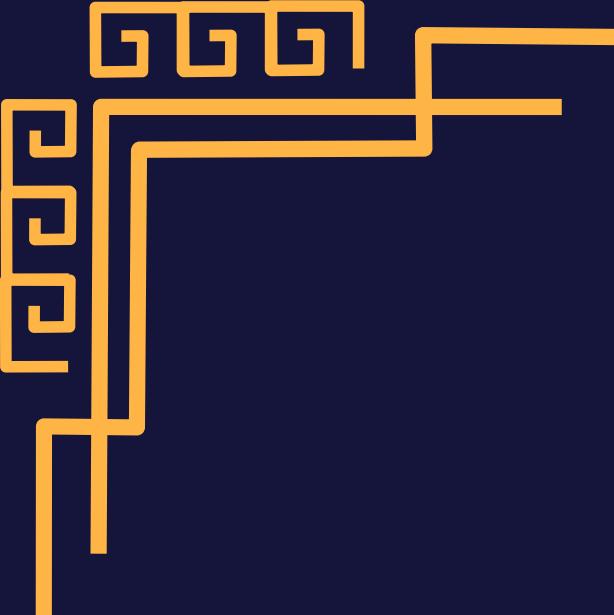
**Mayor** - Their vote counts double in discussions.



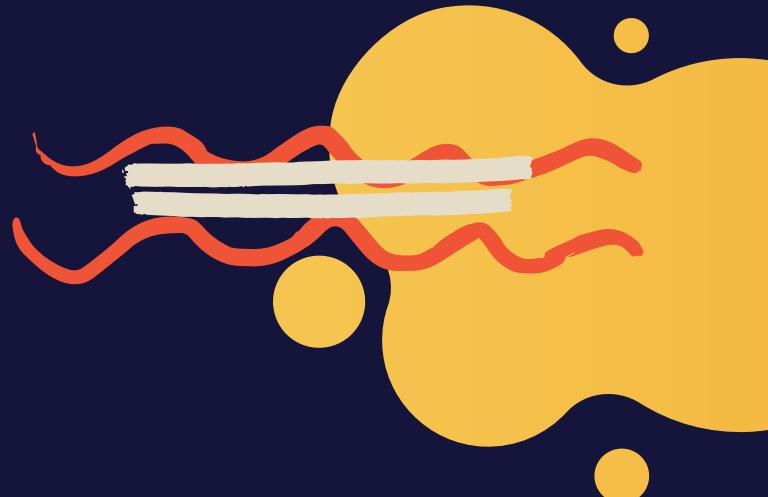
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# Game No 12 : Nero - Fire and Fury

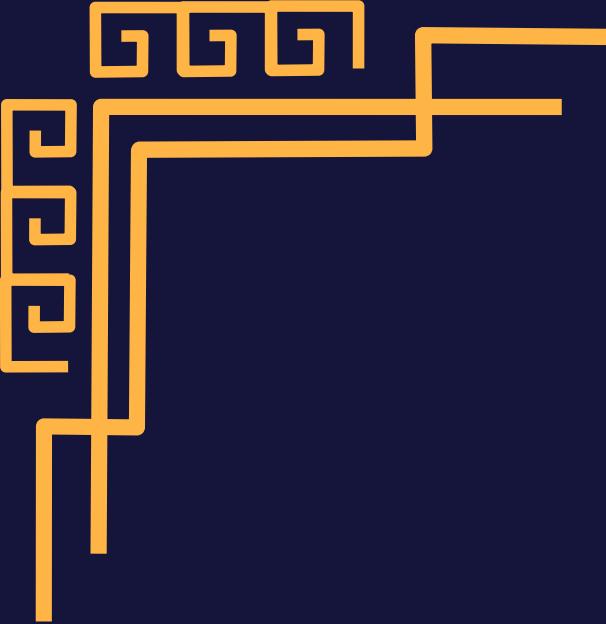


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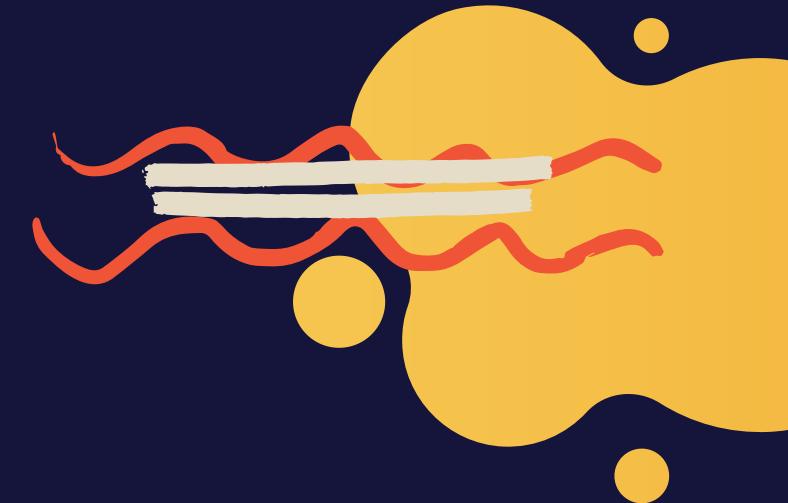
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Genre: Historical Strategy / Negotiation / Survival



Theme: The Great Fire of Rome (64 CE) during Emperor Nero's rule

Objective: As Emperor Nero, you must manage the crisis, keep your power, and decide Rome's future-will you be remembered as a hero or a tyrant

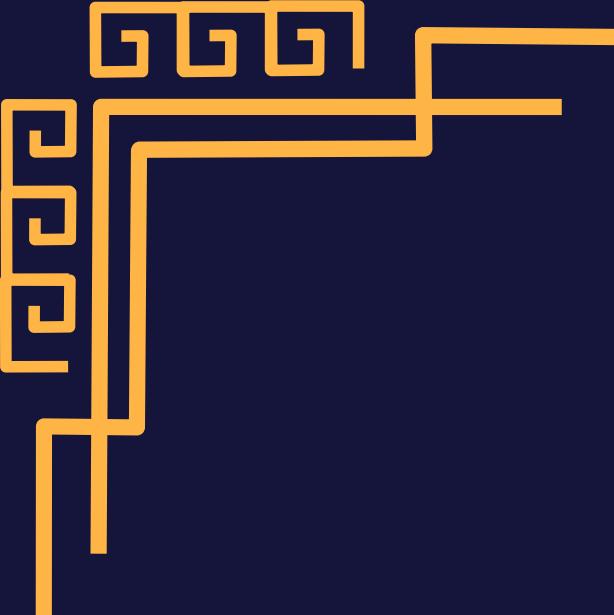


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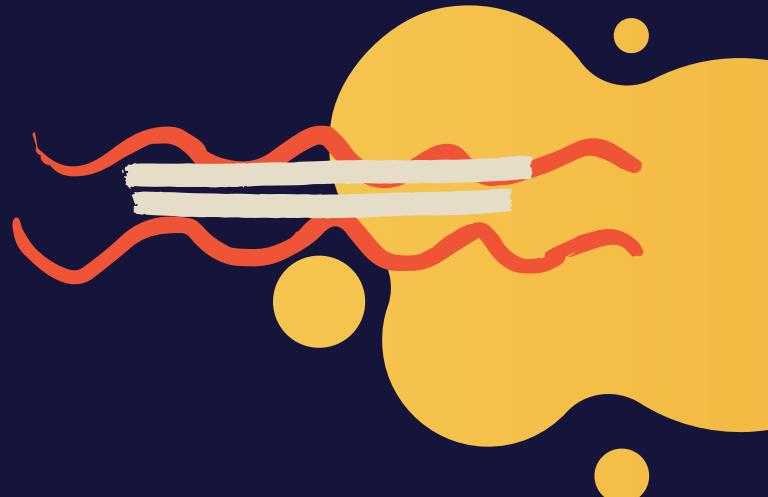
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# Game Flow



The game consists of three rounds (days).

Each day, players make decisions and roll a die to determine the outcome of their actions.

- 1-2: Failure
- 3-4: Outcome depends on the Game Master (GM)
- 5-6: Success

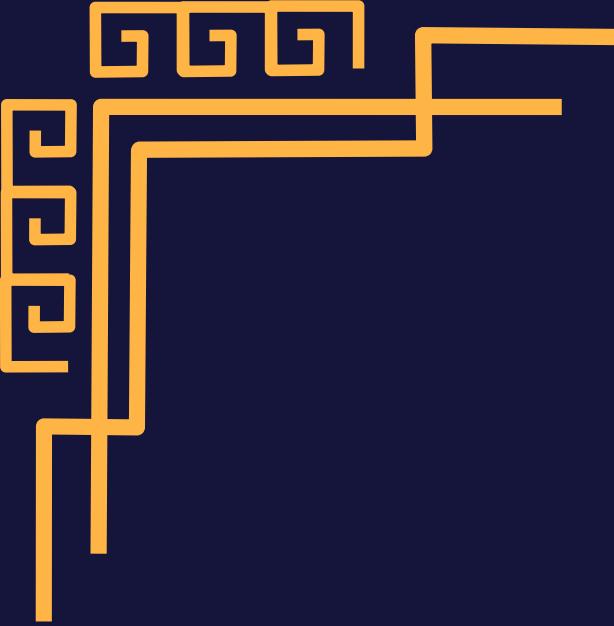


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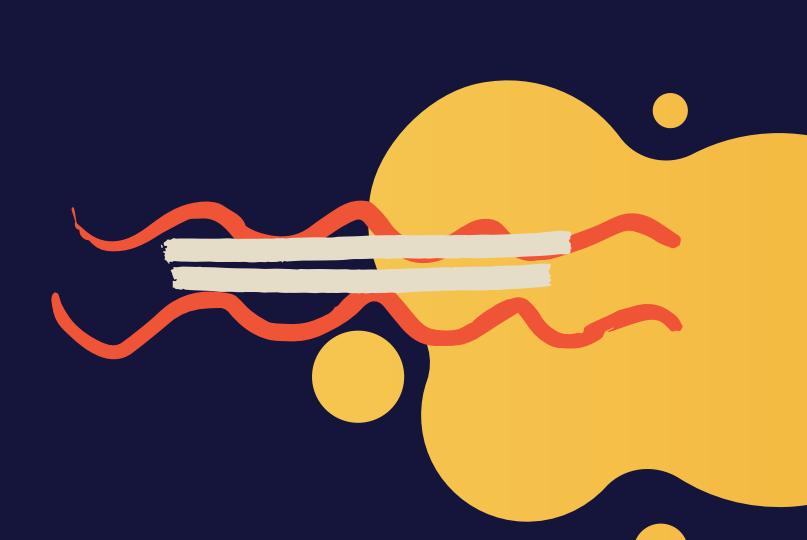
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# Roles & Special Abilities



## Nero (The Emperor)

**Ability:** Issue imperial decrees to control public perception and manage resources.

**Advantage:** Absolute power over Rome, can execute rivals.

**Weakness:** Must maintain loyalty of the Senate and Praetorian Guard.

## Senator (The Politician)

**Ability:** Influence the Senate to pass or block laws.

**Advantage:** Can rally other senators to support or betray Nero.

**Weakness:** If too ambitious, Nero may see you as a threat.

## General (The Enforcer)

**Ability:** Command the Roman legions to suppress riots or seize power.

**Advantage:** Military loyalty allows for strong action.

**Weakness:** If Nero loses trust, he may execute you before you act

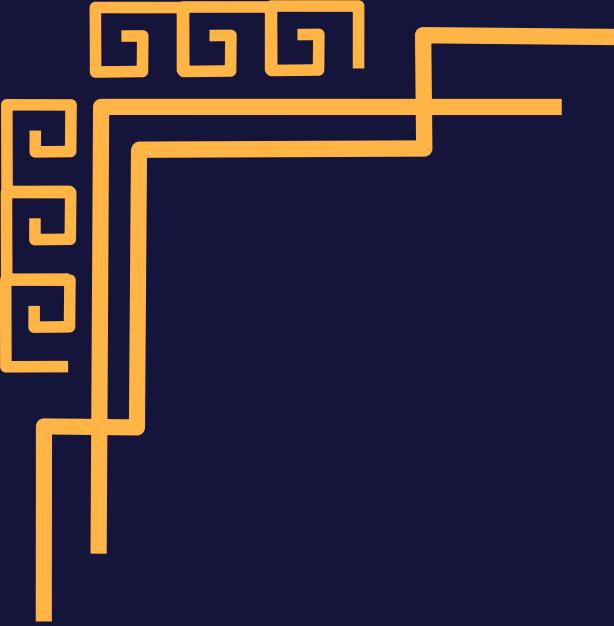


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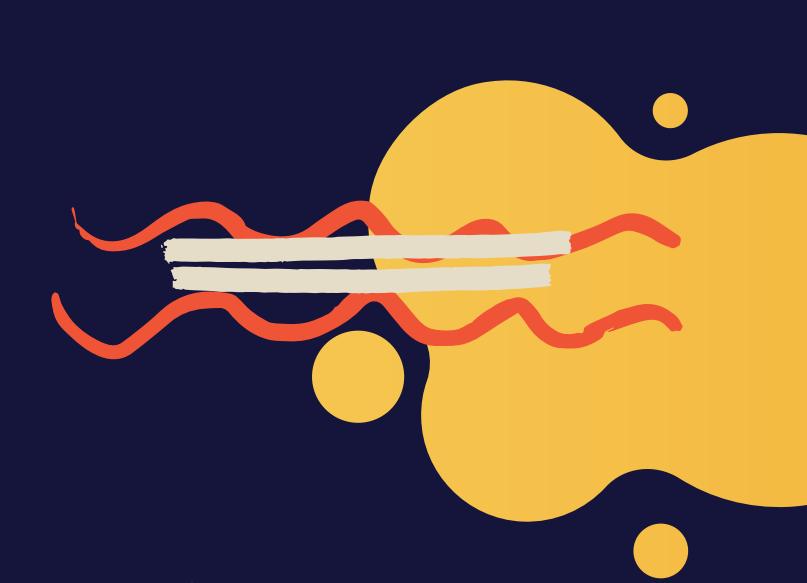
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# Roles & Special Abilities



## High Priest (The Manipulator)

**Ability:** Use religious influence to control the masses.

**Advantage:** Can calm riots or incite them against an enemy.

**Weakness:** If Rome turns against Nero, religion may not save you.

## Merchant (The Opportunist)

**Ability:** Hoard or distribute supplies to gain favor.

**Advantage:** Can get rich by exploiting the crisis.

**Weakness:** If caught profiting, could be executed as a traitor.

## Christian Leader (The Scapegoat)

**Ability:** Secretly organize support to resist oppression.

**Advantage:** Can unite lower-class Romans for a rebellion.

**Weakness:** If Nero blames Christians for the fire, survival becomes difficult.

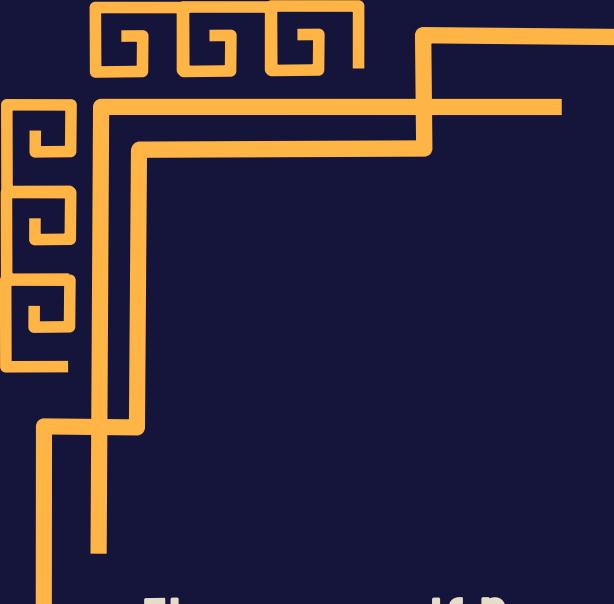


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# Scenario

## Day I: The Fire Breaks Out

Flames engulf Rome. The people panic. Nero watches from his palace.

Nero must decide his first response:

Organize firefighting efforts (costs resources but gains public favor).

Do nothing and let it burn (angers the people but clears land for rebuilding).



Senate and Generals react—some demand immediate action, others see an opportunity to seize power.

First Negotiations:

Who is to blame?

Who controls resources?

First Vote

The Senate debates Nero's leadership.

One player is targeted—exiled, imprisoned, or even executed.

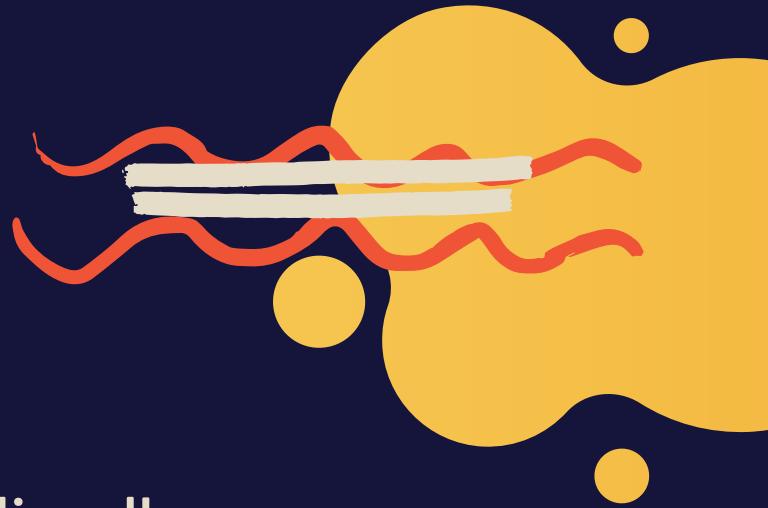


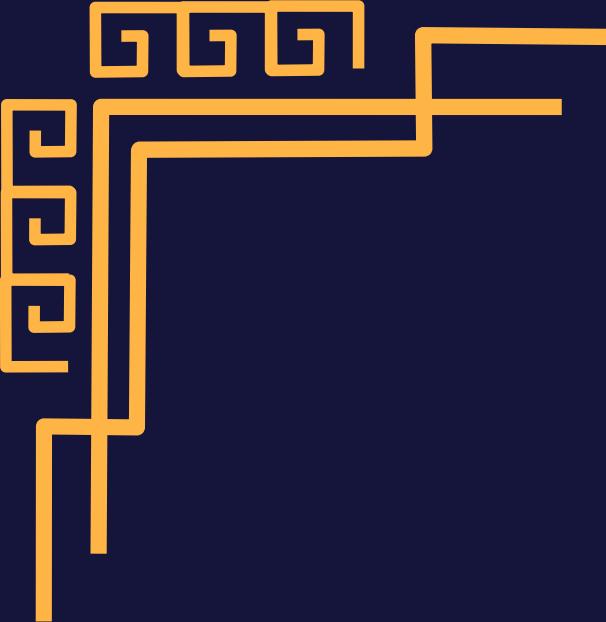
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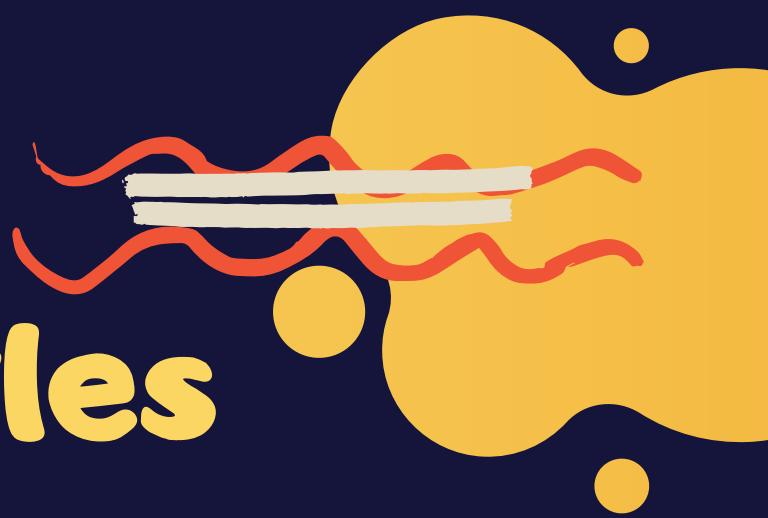
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# Scenario

## Day 2: Unrest and Power Struggles



The fire still burns, and survivors riot in the streets.

Random crisis event:

A supply warehouse burns down.

A rebellion starts in a district.

The army demands more pay.

Political maneuvering begins:

Will Nero blame the Christians?

Will the Senate turn against him?

The Merchant secretly hoards supplies, but will anyone notice?

Another Vote or Betrayal

Another power shift occurs—does someone try to overthrow Nero?

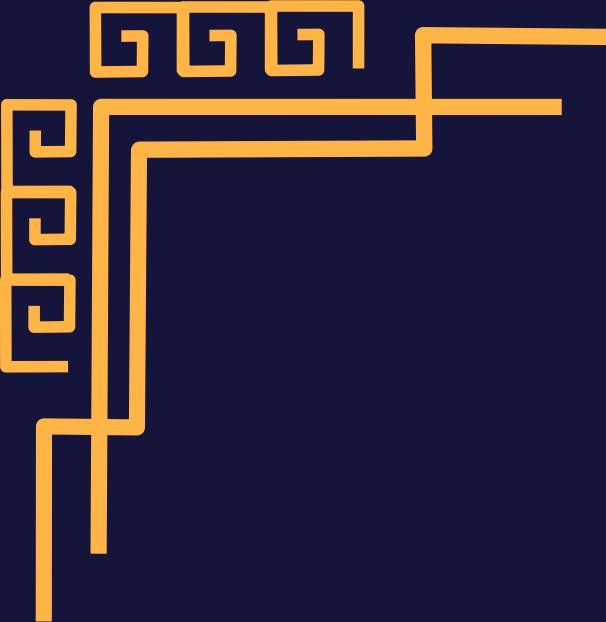
If Nero is weak, the Praetorian Guard may turn on him.



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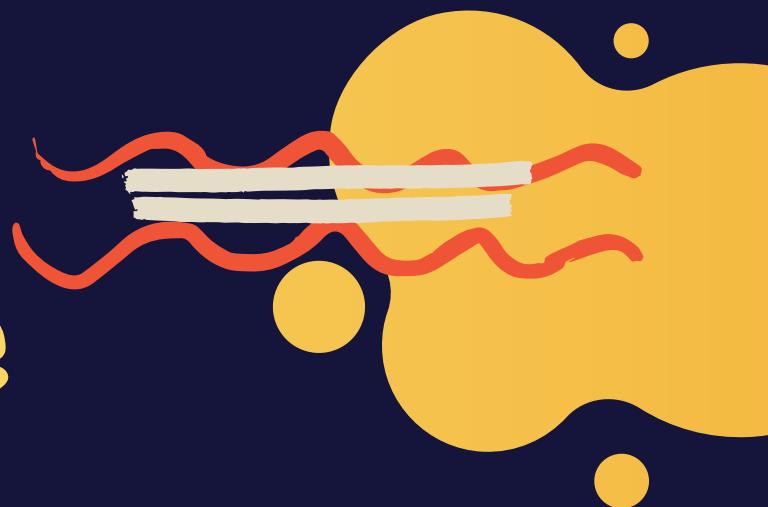


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# Scenario

## Day 3: Rome's Fate is Decide



The fire dies down, but Rome is in chaos.

A rescue or execution is near—who controls the city now?:

Final betrayals and decisions:

Nero can try to flee or make a final stand.

The Senate may declare a new emperor.

A Christian rebellion could overthrow the system.

The Final Decision

The GM narrates the final outcome:

Nero's Victory: He crushes opposition and rebuilds Rome.

Senate's Coup: Nero is overthrown or assassinated.

Christian Uprising: Rome's future changes forever.

Rome in Ruins: No leadership survives, and the empire weakens.



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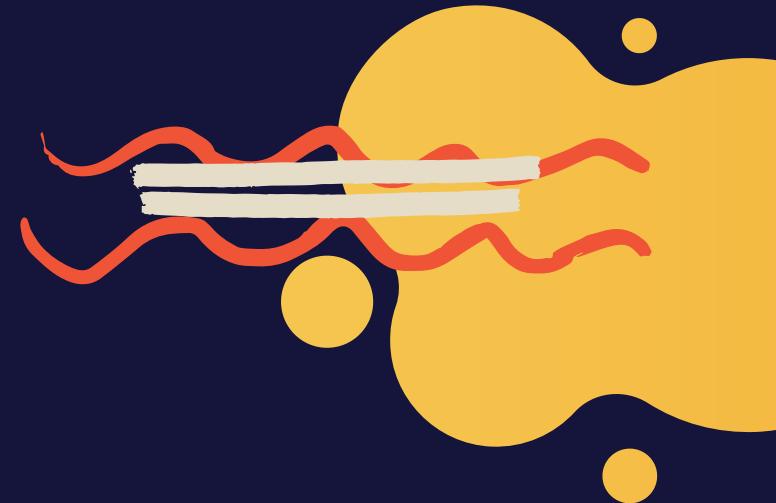
# Game No 13 : Chaos at the Zoo



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The game consists of three possible winners.

The animals, the workers or the public.

- The Animals: Players choose 2 animals to be.
- The Workers: The zookeepers and the security guards.
- The Public: The tourists.

Dice rule: 1-2 failure, 3-4 partial failure, 5-6 success



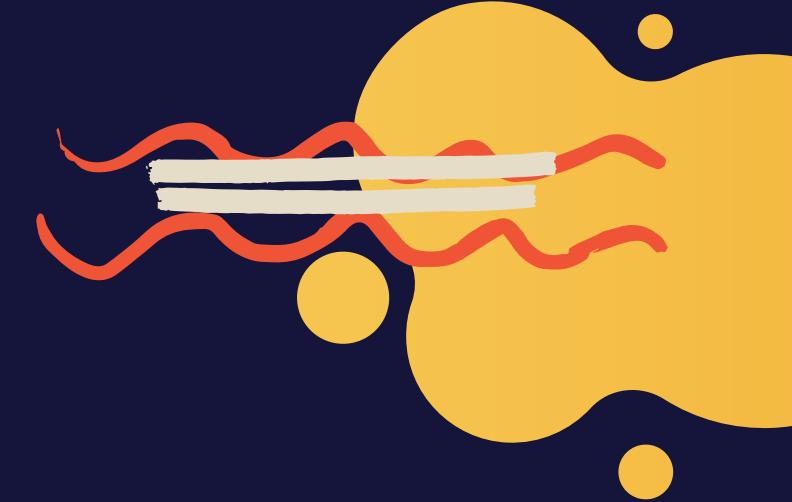
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## Scenario: A Day of Chaos at the Zoo

It's a busy weekend at the zoo, and things are not going as planned. The animals, tired of being in enclosures, are plotting an escape. The zookeepers and security guards must keep control, while tourists are just trying to enjoy their visit.



Each group has different goals:

**Animals:** Escape from the zoo without being caught.

**Workers (Zookeepers & Security Guards):** Keep the animals inside and maintain order.

**Public (Tourists):** Enjoy their visit while avoiding chaos and danger.



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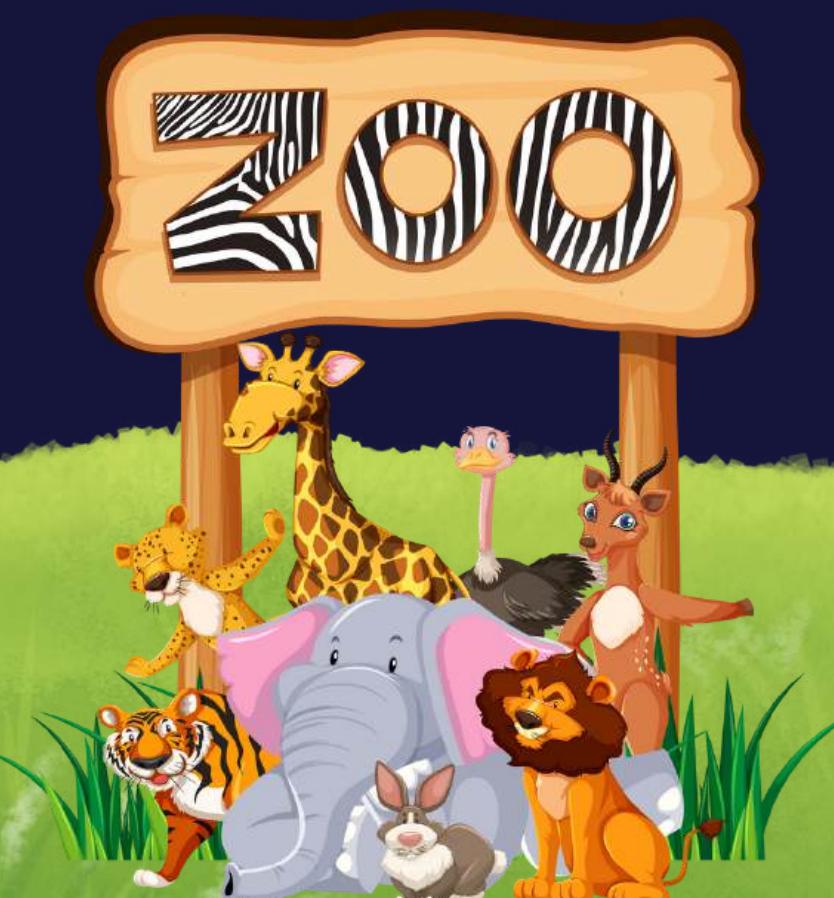
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## Phase 1: Planning

Animals secretly choose their escape strategy (digging tunnels, tricking the zookeepers, etc...)

Workers prepare countermeasures (securing fences, increasing patrols, etc...)

Tourists decide their activities (going on a tour, feeding animals, etc...)



## Phase 3: Resolution

If animals escape successfully, they win.

If workers prevent the escape, they win.

If tourists manage to enjoy their visit without interference, they win.

## Phase 2: Fiction

Animals attempt their escape.

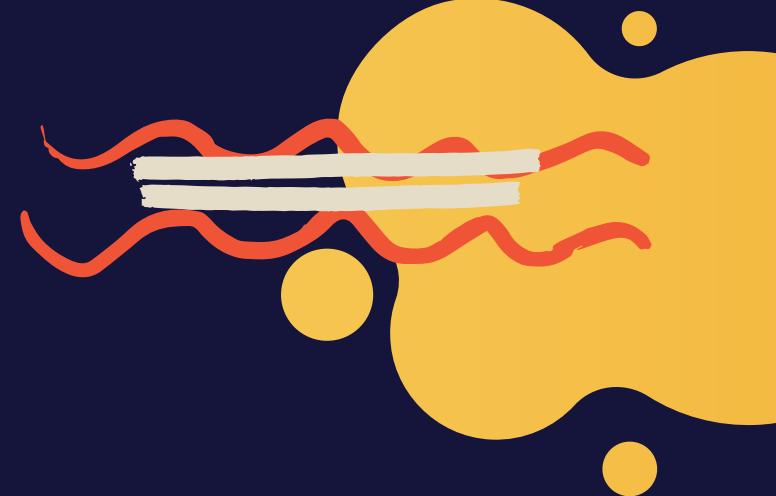
Workers react based on their plans.

Tourists either get caught in the chaos or continue their tour safely.

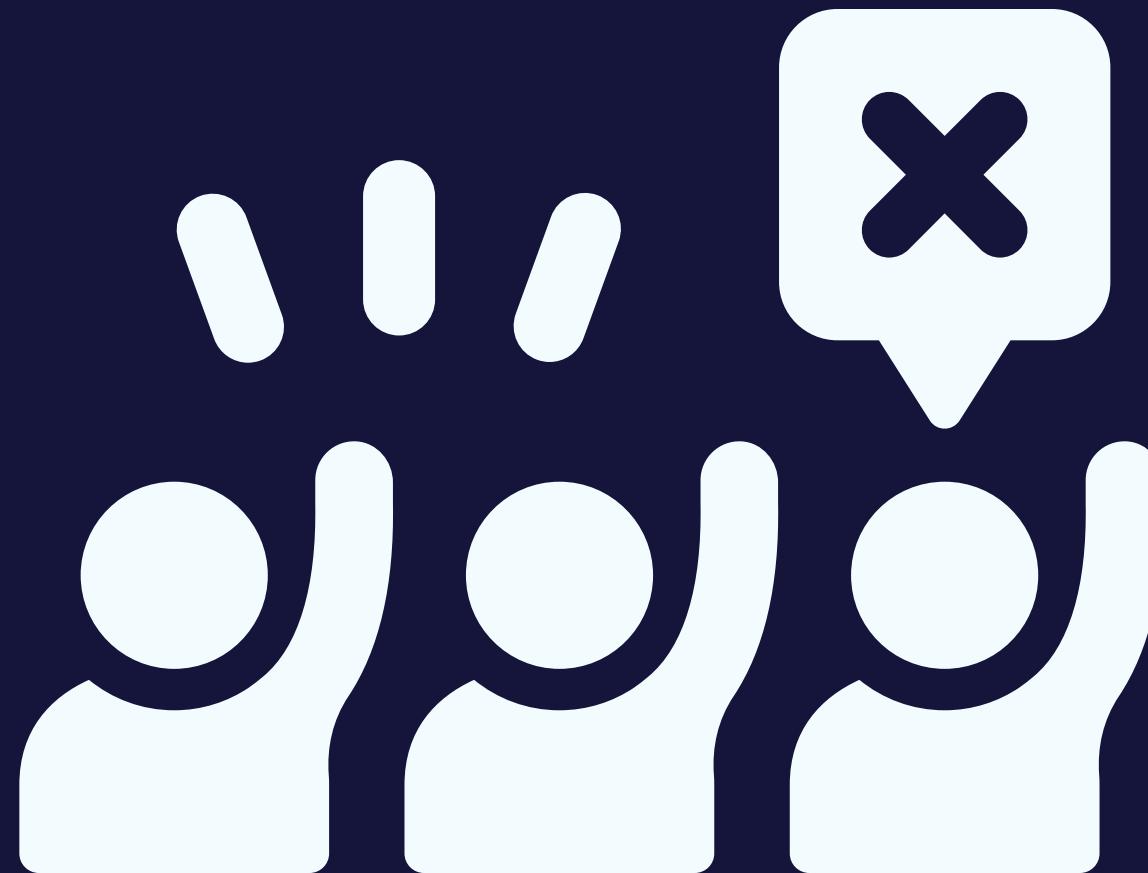
Each round brings new challenges, and players must adapt their strategies!



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# Game No 14 : Prague Spring



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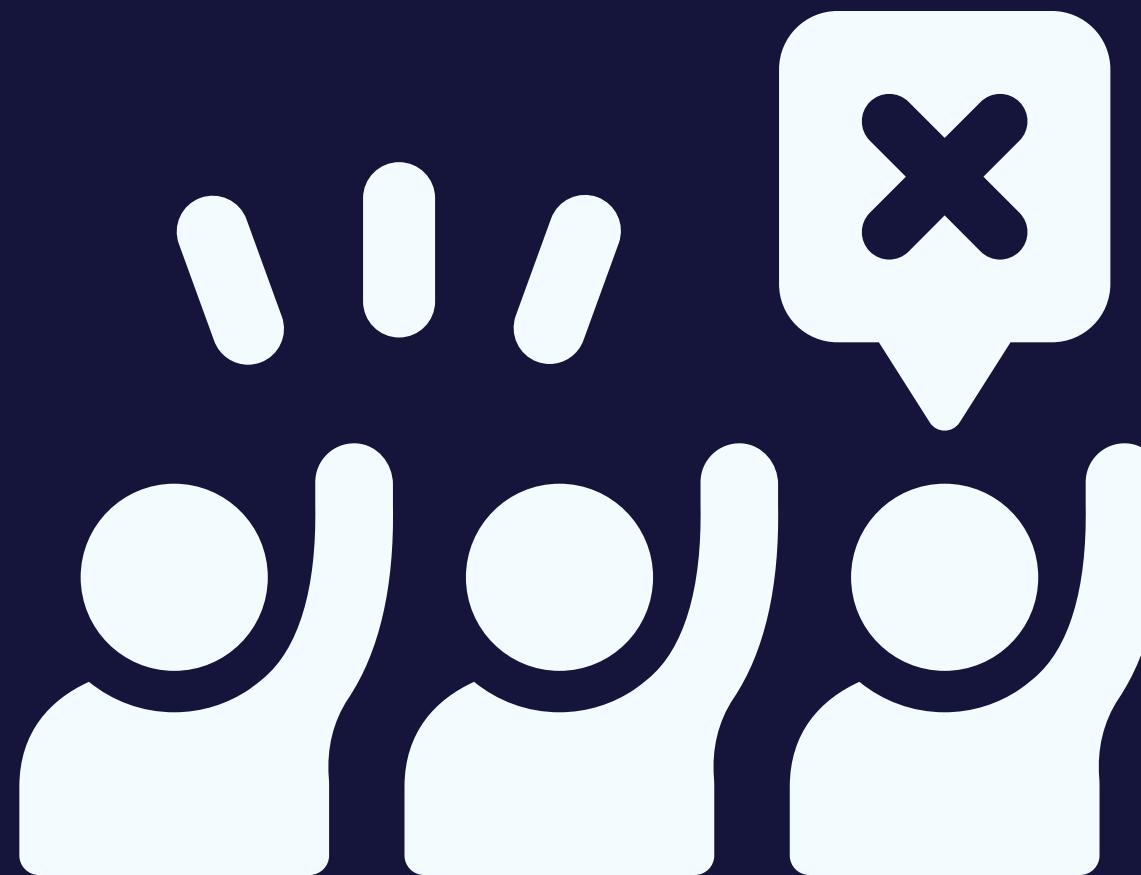


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The game is based on the 1968 loosening of the strict government and subsequent USSR repression.

There are 2 factions, each of which consists of 3 teams.



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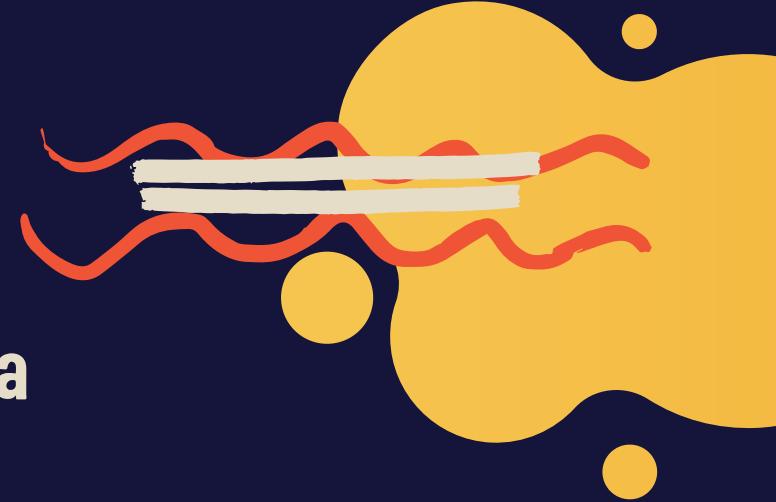
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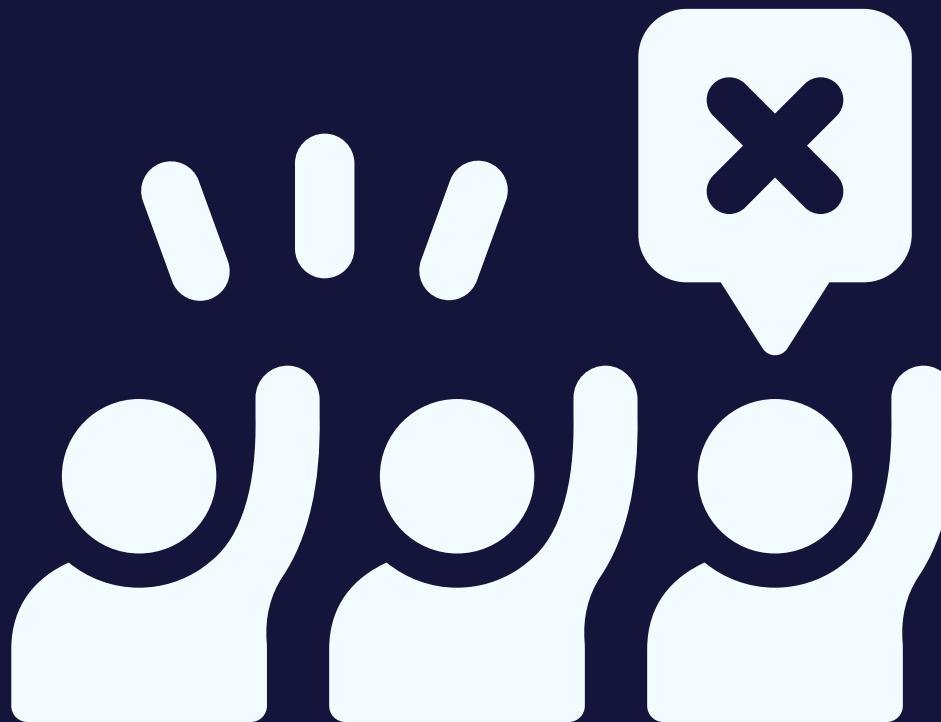
# Czechoslovakia:

Goal: stay in power, create a more liberal system of government in Czechoslovakia



## Players:

The government: you are  
in charge of global  
politics, laws and citizens.



The Intelligentsia:  
You are the doctors,  
engineers, scientists and  
other professionals. You can  
make discoveries, DIY solutions,  
create social structures.



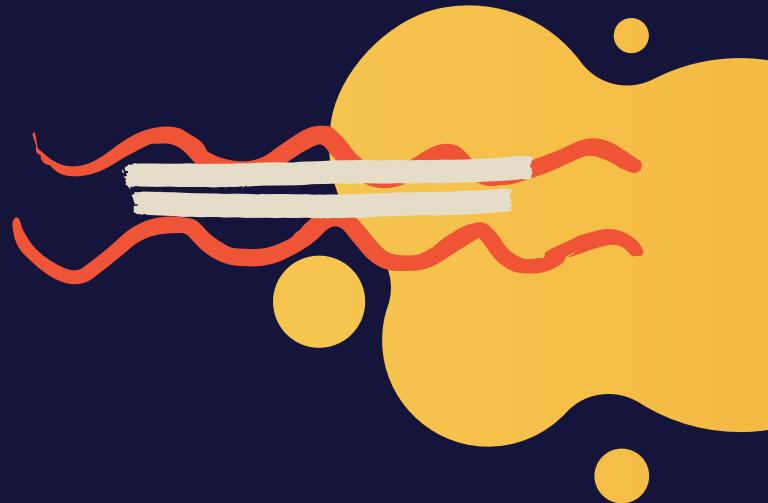
The journalists:  
Your job is to find out what  
is happening and spread  
awareness and find help  
outside the country.



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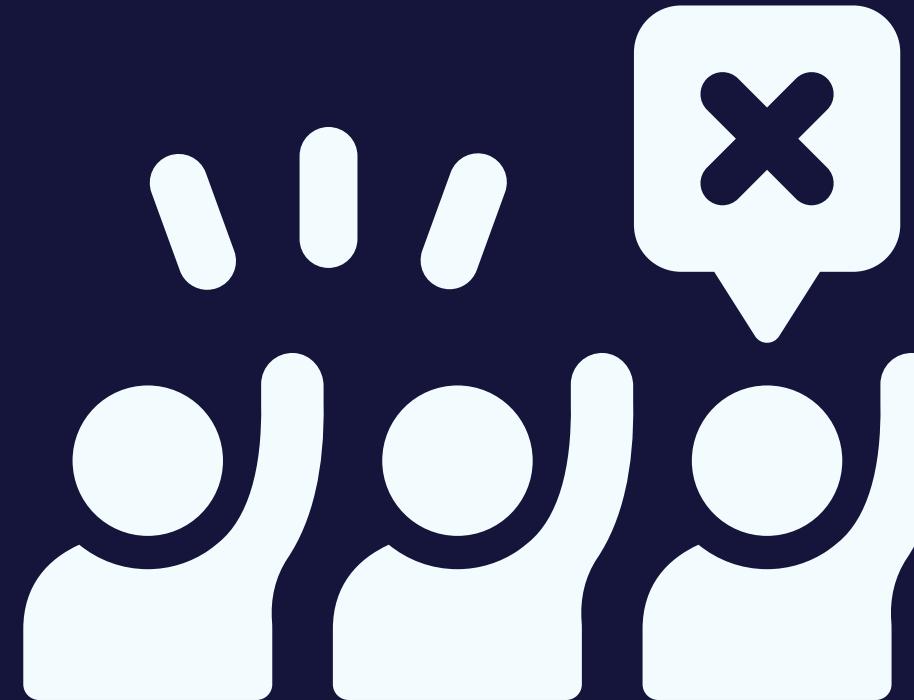
# USSR

Goal: Depose the current Czechoslovak government, install a more pro soviet one



## Players:

**The government:**  
You have total power over  
all branches of  
government and the army.



**The technological sector:**  
You are the doctors, engineers,  
scientists and other professionals.  
You can use your expertise to help  
your team.



**The KGB:**  
Your job is to prevent  
information from spreading  
and to sabotage the  
opposite team



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# The rules:

10 Round game

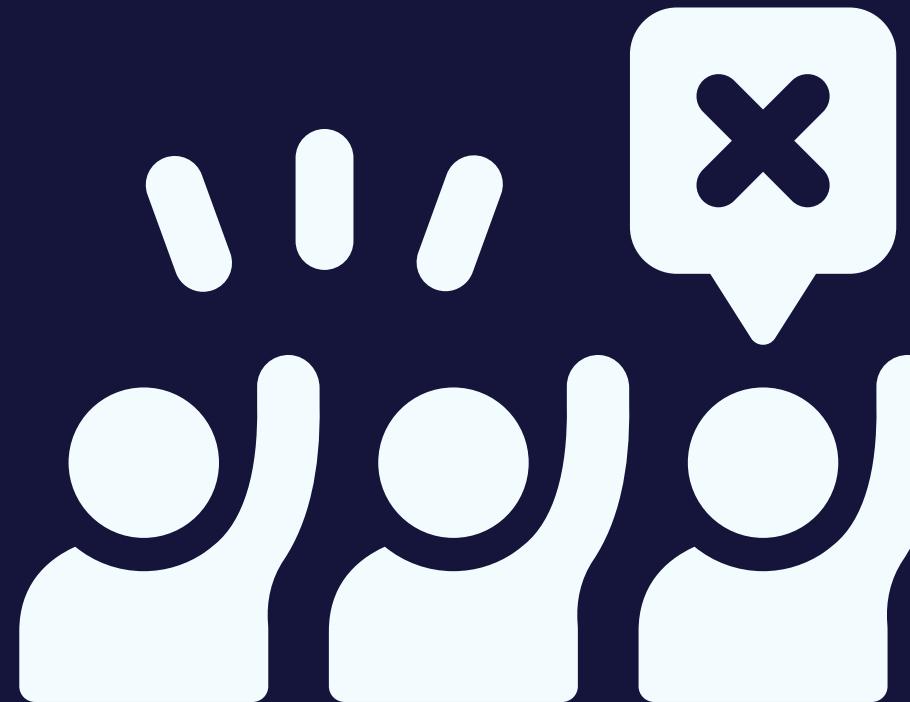
2 Teams:

Protagonist

Antagonist

Each team is divided into 3-5 roles depending on the number of people.

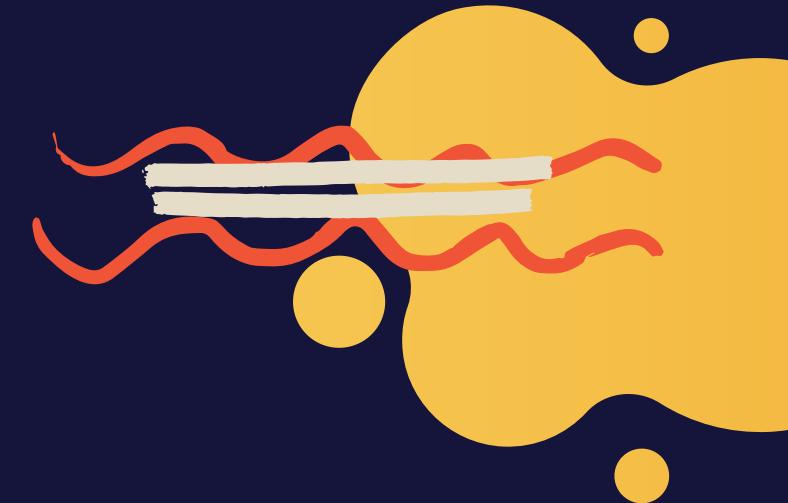
Roles restrict their actions.



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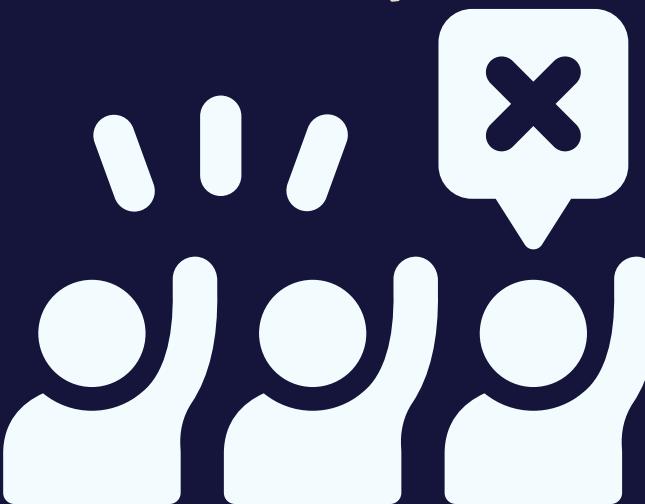


## Protagonists should contain at least:

- Adventurers - they are making decisions on the teams next step, exploring the solution. Solutions can be peaceful, aggressive, or other.
- Team keepers - they are taking care of the wellbeing of the group, think of medics, builders, hunters and etc.
- Explorers - they can explore the game world, bring resources, be a secret service, spy and other. Bringing good for the team or giving debuffs to the antagonists or world.

## Antagonists should contain of:

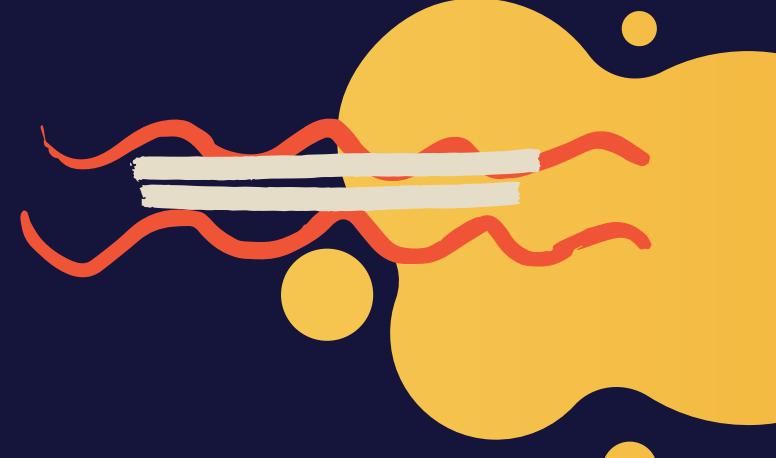
- Main defenders/attackers - main power against protagonist, role depends on the theme
- Team keepers - same as protagonists.
- Special forces - focused on giving debuffs to protagonists



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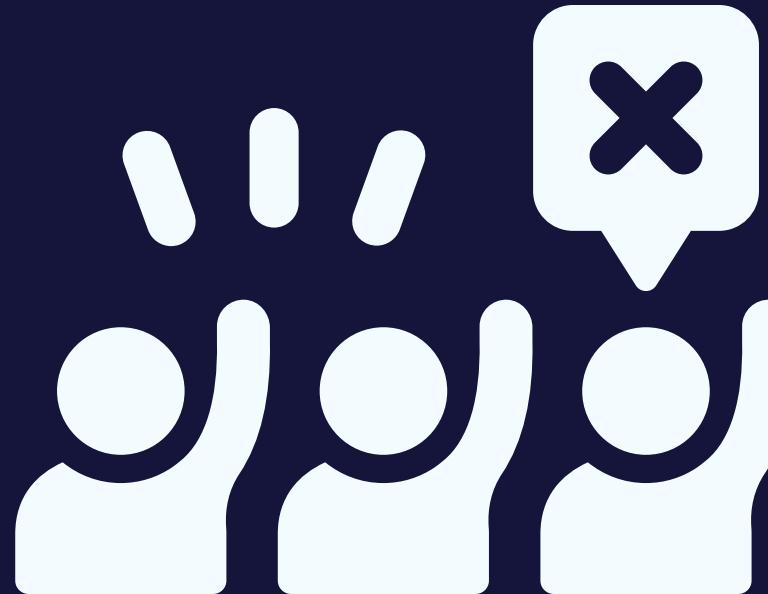


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Game has Game Master that replies, conducts, and navigates the story. Also, he creates a story replies according to teams acts.

Each team has initiative, by default, to move in order described above. Teams create solutions, the next steps of their actions. The team can perform only 1 action on the world or the team. AOE (area of effect) can be created additionally, think of nuclear bombs, toxic rains, aviation support, and such.

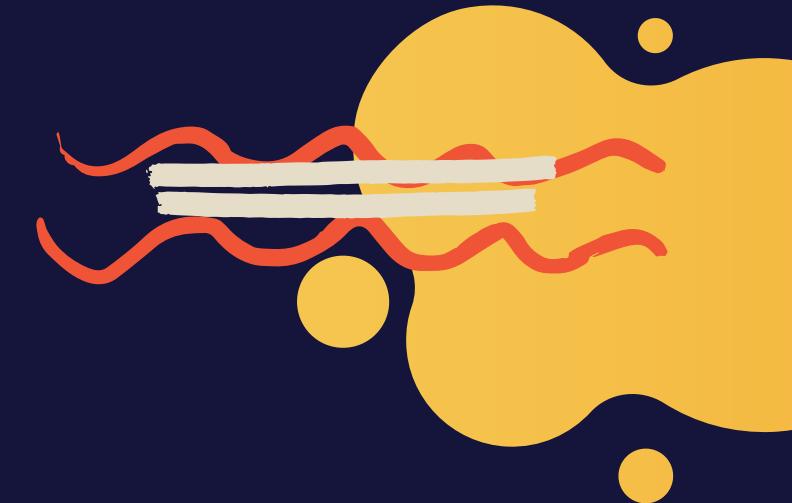


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Each round, the team has 2 minutes to decide their next move.



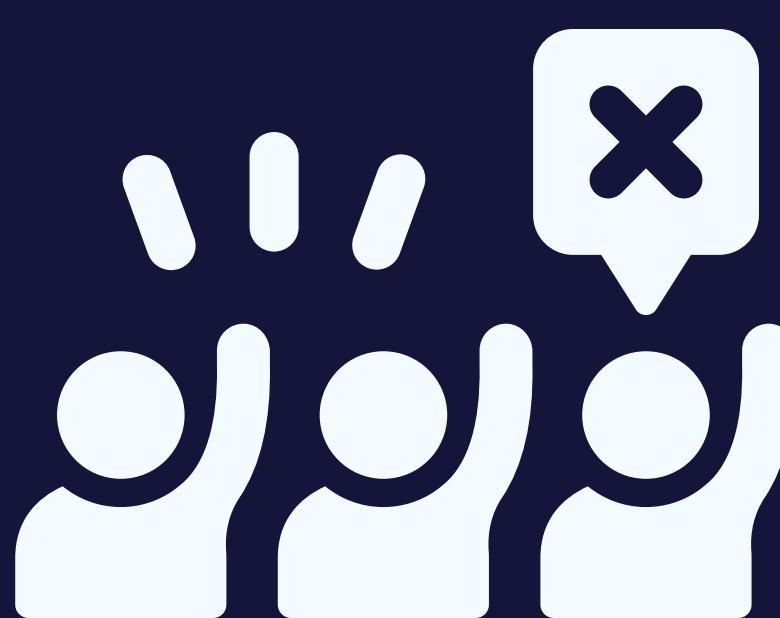
Teams roll the dice, resulting in the probability of success:

1 - critical failure (nothing was achieved Buff/debuff action filed. The team receives debuff or loss)

2-3 - particular failure (mostly failed, but some goals were achieved. 25% of buff/debuff applied)

4-5 - particular success (mostly success, but some failures happened. 75% of buff/debuff applied)

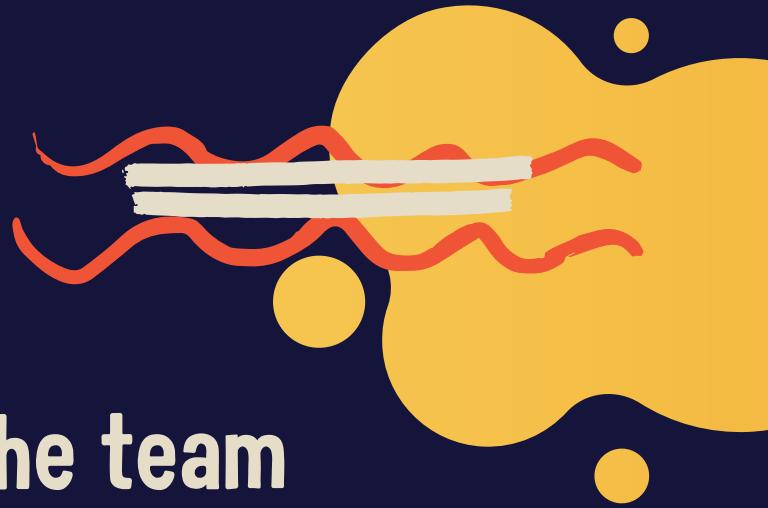
6 - critical success (everything happened as planned. The full buff/debuff action is applied. Team receives a buff or gets an advantage)



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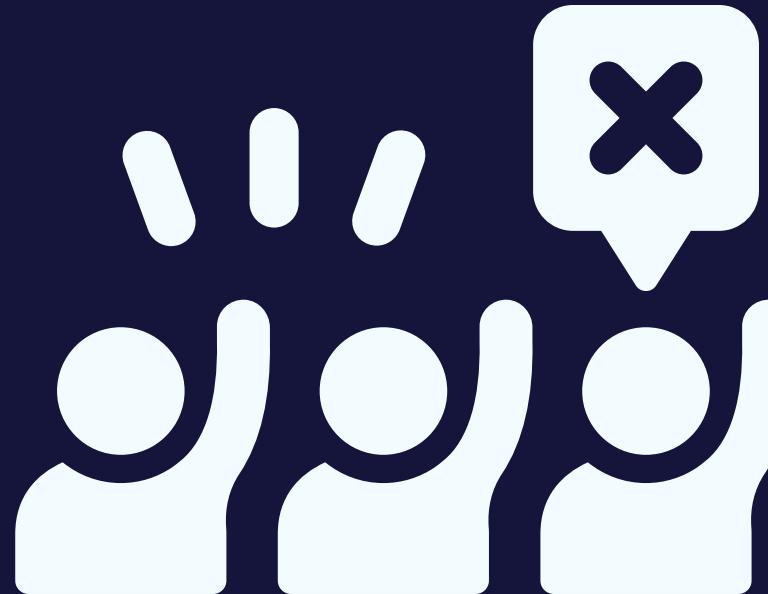
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**Direct contacts to other teams can be countered with rolling the dice if the team has logic to have protection.**

**Example:**

- 1) The government tries to silence radio for civilians – civilians have no protection.**
- 2) The government tries to silence the radio for engineers and scientists – engineers can counter by creating DIY transmitters and have partial radio control.**



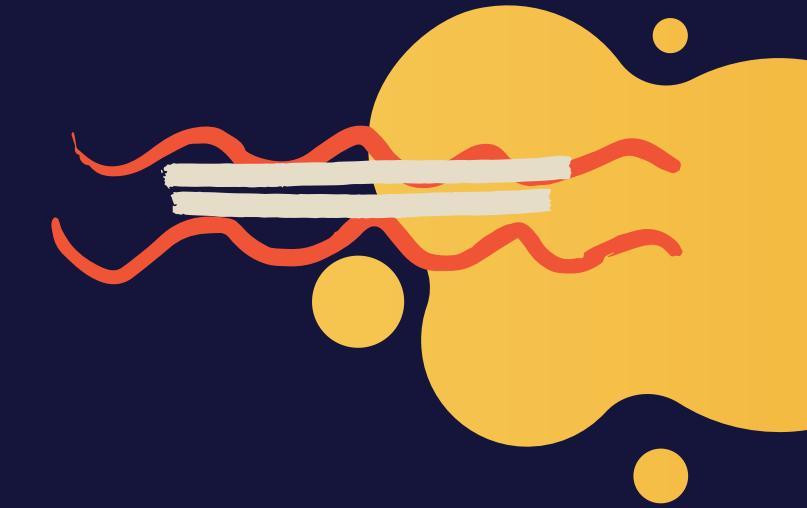
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# Buff and debuff mechanic:

They directly affect the team.

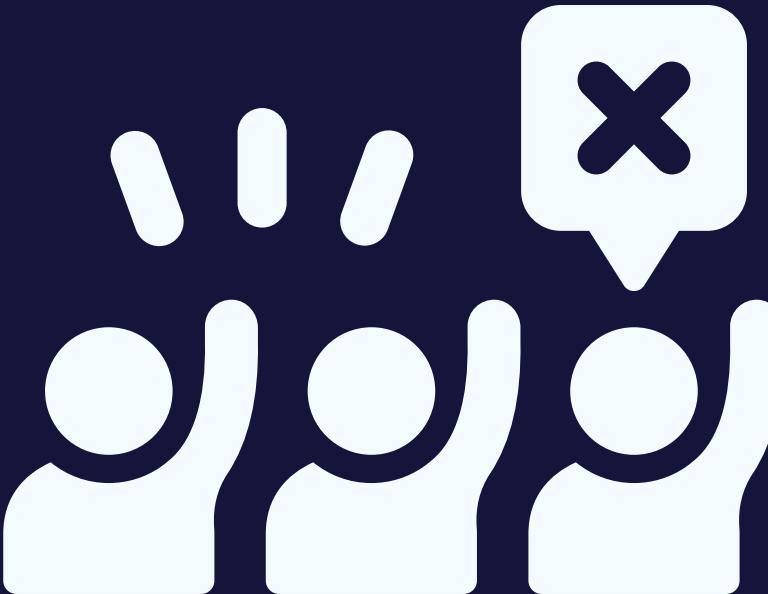


Affects can be +1-2 or -1-2 of the final dice roll on general action or more specific.

For example: hard rain made the grassy field a huge swamp, reducing the movement of any team by -2. Therefore, if the team decides to pass the field and score 6 on the dice, the final result will be 4.

Buffs can be from 1 round to permanent.

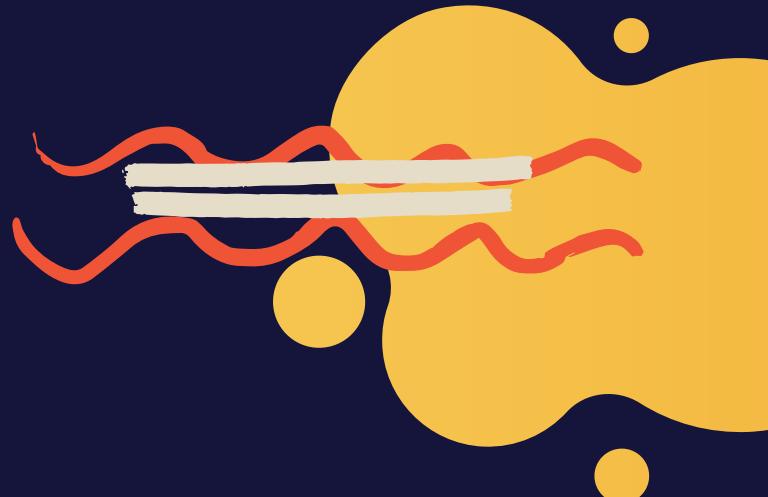
For example: antagonists successfully destroyed radio communication towers. Therefore, protagonists have permanent debuff and cannot use radio communication unless they build a local network.



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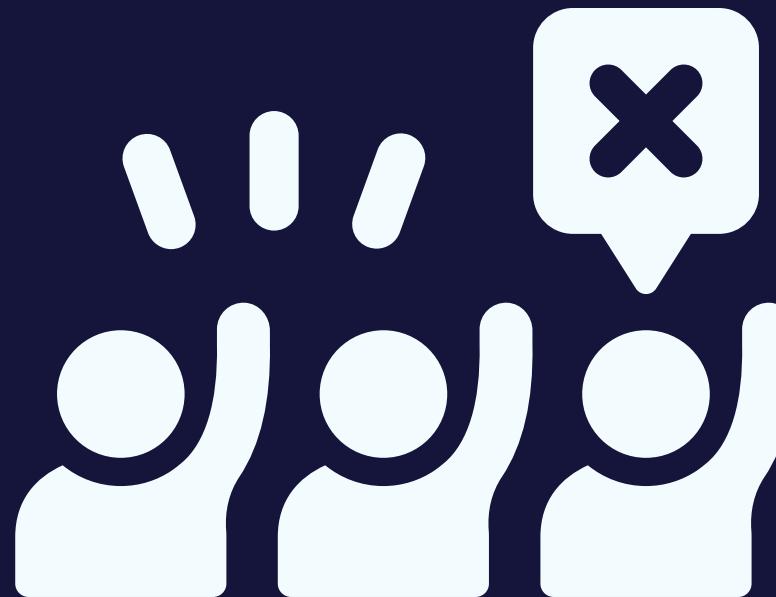


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## World action:

In between rounds, something happens in the world that affects the playground. It could be the hard rain, as described above, or scientists discover a solution to a problem, aliens capture someone, other countries bring support to the protagonist and so on.

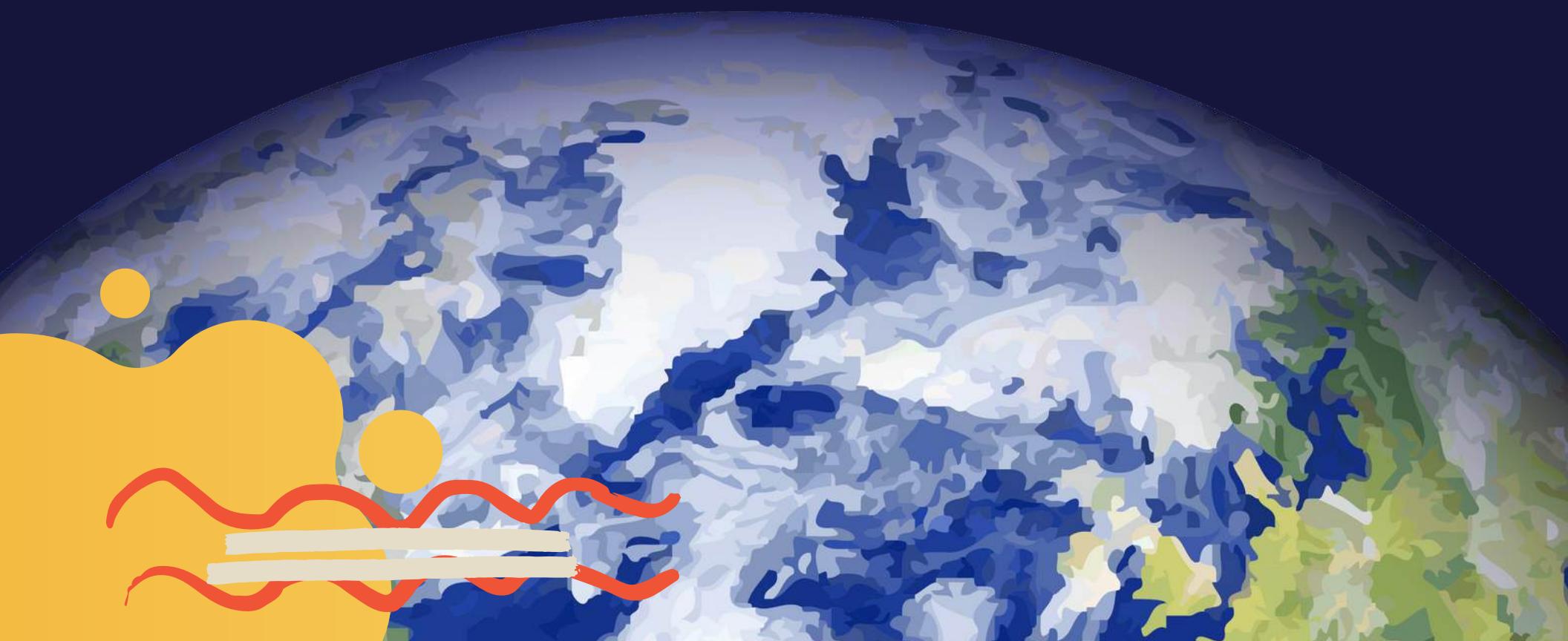


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# Game No 15 : New Earth Ark



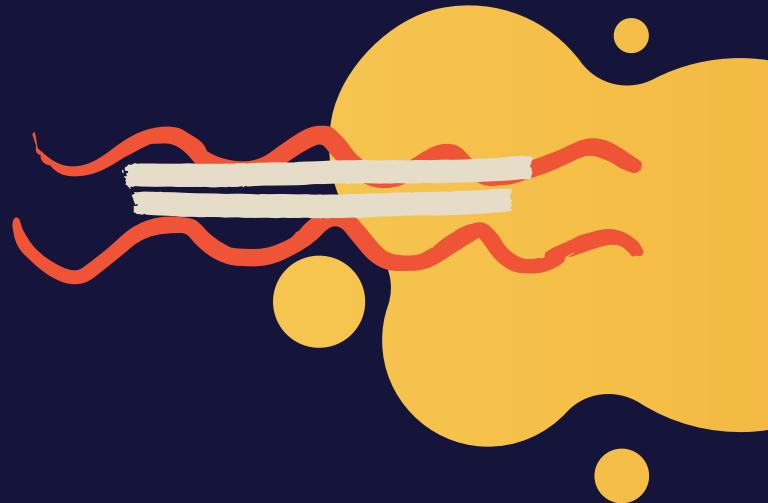
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# Game Concept



The world as we knew it has collapsed due to a global climate catastrophe. A few survivors have found shelter aboard a massive ship - the New Earth Ark. However, resources are limited and internal tensions are rising. Players must make crucial decisions to ensure survival and rebuild civilization.



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# Players

6-12 participants

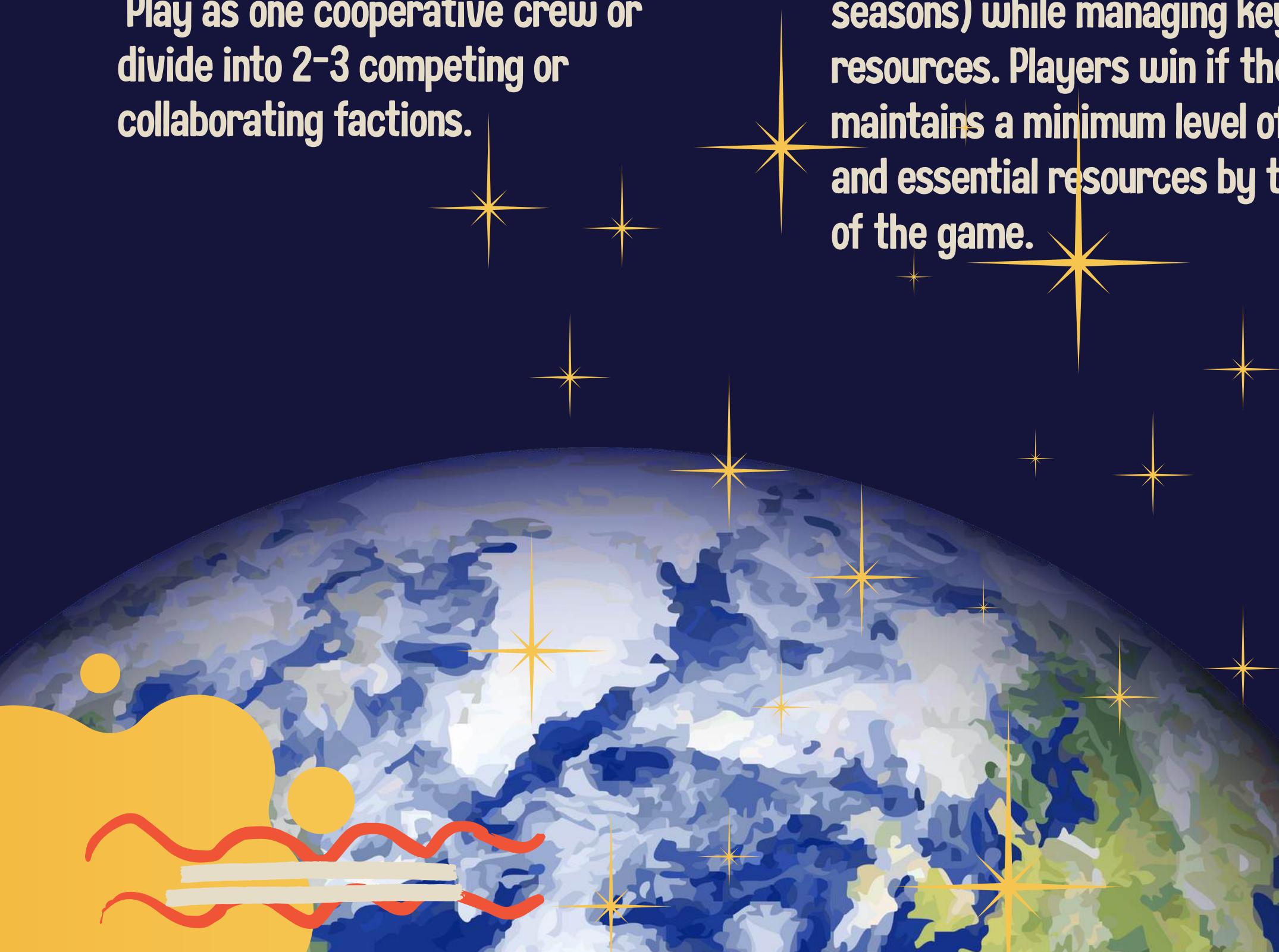
Play as one cooperative crew or divide into 2-3 competing or collaborating factions.

# Objective

Survive 4 rounds (representing 4 seasons) while managing key resources. Players win if the group maintains a minimum level of Hope and essential resources by the end of the game.

# Materials Needed

- Role Cards (e.g. Engineer, Doctor, Ecologist, Strategist)
- Crisis Cards (unexpected events and threats)
- Resource Table: Food, Water, Morale, Energy, Knowledge
- Hope and Collapse Tokens
- One six-sided die (D6)



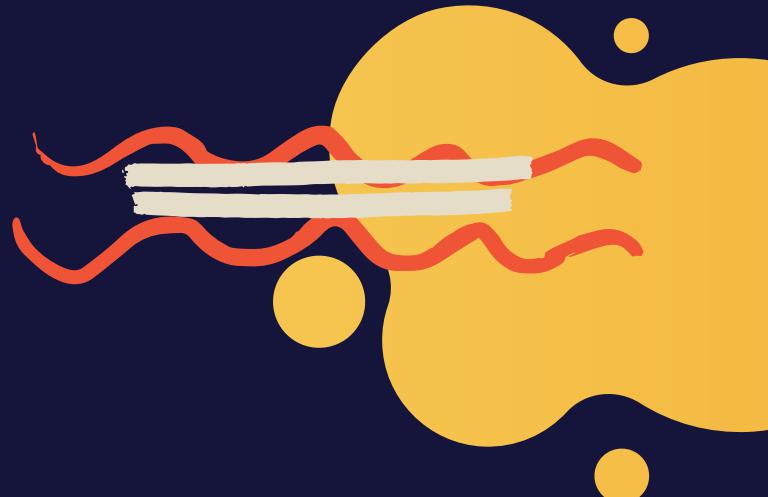
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# Roles & Abilities



- **Scientist** - discovers solutions and inventions
- **Ecologist** - manages crops and environmental hazards
- **Engineer** - repairs broken systems
- **Doctor** - maintains the crew's health
- **Strategist** - plans actions and evaluates risk
- **Community Leader** - resolves conflicts, boosts morale
- **Each player can use their special ability ONCE per game.**



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# Game Structure: 4 Rounds (4 Seasons)

Each round includes:

- Drawing a random Crisis Card
- Group discussion and decision-making
- Roll of the dice to determine outcome
- Updating resource levels and Hope
- Strategic reflection: Play it safe or take a risk?



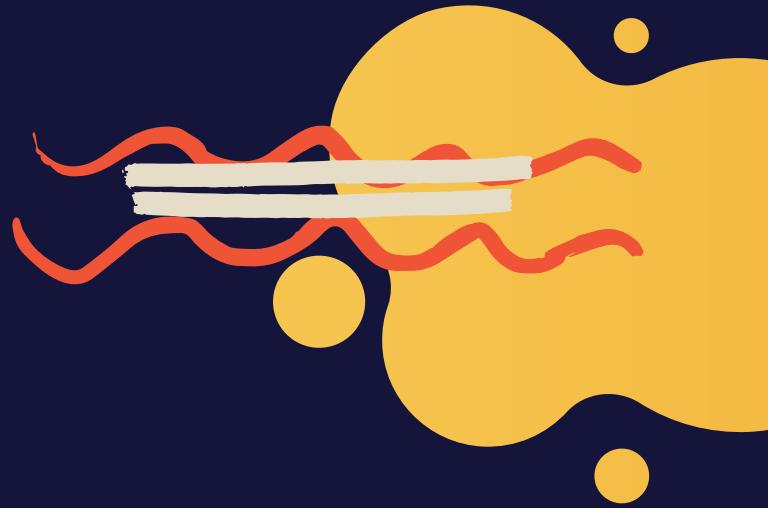
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# Example Crisis Cards



## Fire in the Energy Unit

1-2: Lose 2 energy + 1 Hope

3-5: Fire contained, minor damage

6: Quick action, no losses

## Internal Uprising

1-3: -2 Morale

4-5: Partial system lockdown

6: Leader calms the situation

## Disease Outbreak

1-2: One player out for the round, -1 Morale

3-5: Disease controlled, supplies used

6: Doctor contains it, no impact



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# End of the Game

To win, players must:  
Have at least 5 of each main resource  
Reach a total of 6+ Hope Tokens  
Avoid full community collapse

If so - Humanity finds a new beginning.  
If not - the Ark drifts into oblivion...



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